

Rotten Fuckers

Race: Necromantic

Head Coach: Mirpax

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ululì	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block, Side Step			1		6	2	25	160 000
2	Ululà	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block			1			2	13	140 000
3	AB-Norme	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, I*					3	3	21	150 000
4	Creatura	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, I*					5	3	25	150 000
5	Inga	Wight	6	3	3	8	Block, Regeneration, Guard, Dodge, I*		1			1	3	18	140 000
6	Frau Brucher	Wight	6	3	3	8	Block, Regeneration, Dodge		1	1			2	14	120 000
7	Hans Wilhelm Friederich K	Zombie	4	3	2	8	Regeneration					2		4	40 000
8	RAISED ZOMBIE	Zombie	4	3	2	8	Regeneration						1	5	40 000
9	Hilltop	Zombie	4	3	2	8	Regeneration, Wrestle					3		6	60 000
10	Frederaic II	Zombie	4	3	2	8	Regeneration								40 000
11	Unnamed	Ghoul	7	3	3	7	Dodge								70 000
12	Unnamed	Ghoul	7	3	4	7	Dodge, +1 Ag		4	2			1	15	110 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 6 5 0 20 17 146 1 220 000

Induced Stars and Mercenaries

MA ST AG AV Skills

CP TD Int Cas MVP SPP Value

Inducements (for next match)

Bloodweiser Babes (0-2): ___ x 50 000
 Bribes (0-3): ___ x 100 000
 Extra Training (0-4): ___ x 100 000
 Halfling Master Chef (0-1): ___ x 300 000
 Igor (0-1): ___ x 100 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 7 x 10 000 = 70 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Necromancer: 1 x 0 = 0
 Treasury: 10 000
Team Value (incl MNGs value): 1 500 000
Induced Value: 0
Match Value (TV for match): 1 500 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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