

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Mustafa Arrugao	Zombie	4	3	2	8	Regeneration								40 000
3	Jason Voorhees	Zombie	4	3	1	8	Regeneration, Block, Guard, -1 Ag					7	1	22	90 000
4	Chanchullos Ballesteros	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Guard, Block					3	2	16	150 000
5	Ruben Cochina	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Guard					1	1	7	130 000
6	Tom Chumascao	Wight	6	3	3	8	Block, Regeneration, Mighty Blow, Guard		1			4	2	20	130 000
7	Jeferson Pelma	Wight	6	3	3	8	Block, Regeneration, Mighty Blow, Guard			3		6		21	130 000
8	Ju Ju Fran	Necromantic Werew	8	3	2	8	Claw, Frenzy, Regeneration, Block, -1 Ag			2		2		10	140 000
9	Morrales	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Sure Hands			9		4	2	47	180 000
10	Ghulfiaki Descargas	Ghoul	7	3	3	7	Dodge, Block			3				9	90 000
11	Roger Muertin	Ghoul	7	3	3	7	Dodge, Block		1				1	6	90 000
12	Naguarro	Zombie	4	3	2	8	Regeneration, Block					2	1	9	60 000
13	Javi Vendas	Zombie	4	3	2	8	Regeneration								40 000
14	Axel Renfield	Zombie	4	3	2	8	Regeneration								40 000
15	Nino Nano Willy	Zombie	4	3	2	8	Regeneration, Block					1	3	17	60 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 2 17 0 30 13 184 1 370 000

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
- Halfing Master Chef (0-1): ___ x 300 000
- Igor (0-1): ___ x 100 000
- Wizard (0-1): ___ x 0
- Card budget: x 0
- Gate:
- FAME:



Team Goods

- Rerolls: 2 x 70 000 = 140 000
- Fan Factor: 8 x 10 000 = 80 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Necromancer: 1 x 0 = 0
- Treasury: 220 000
- Team Value (incl MNGs value): 1 590 000**
- Induced Value: 0**
- Match Value (TV for match): 1 590 000**

ROSTER BY
OBBLM

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade