

The Boners

Race: Khemri

Head Coach: Maxxipad13

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Tomb Guardian	4	5	1	9	Decay, Regeneration					1		2	100 000
2	Unnamed	Tomb Guardian	4	5	1	9	Decay, Regeneration								100 000
3	Unnamed	Tomb Guardian	4	5	1	9	Decay, Regeneration					1		2	100 000
4	Unnamed	Tomb Guardian	4	5	1	9	Decay, Regeneration					1		2	100 000
5	Unnamed	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands								70 000
6	Unnamed	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands								70 000
7	Unnamed	Blitz-Ra	6	3	2	8	Block, Regeneration	MNG					1	5	90 000
8	Unnamed	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
9	Unnamed	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
10	Unnamed	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
11	Unnamed	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000

Total number of players next game: 10/11

Totals (excl TV for MNG players): 0 0 0 3 1 11 700 000

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
 Wizard (0-1): ___ x 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 0 x 10 000 = 0
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Treasury: 70 000
Team Value (incl MNGs value): 1 000 000
Induced Value: 0
Match Value (TV for match): 910 000

ROSTER BY
OBBLM

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

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