

DESERT STORM

Race: Khemri

Head Coach: Barrovian

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Body Slam	Blitz-Ra	7	3	2	8	Block, Regeneration, Dodge, +1 Ma			3			2	19	150 000
3	Aamen Ra	Blitz-Ra	7	3	1	7	Block, Regeneration, Jump Up, +1 Ma, -1 Ag, -1 Av			4		5	1	27	150 000
5	Ka	Tomb Guardian	4	5	1	8	Decay, Regeneration, Mighty Blow, Guard, Stand Firm, Block, -1 Av					11	6	52	190 000
6	THOTH	Tomb Guardian	4	6	1	9	Decay, Regeneration, Mighty Blow, Guard, Block, +1 St			1		21	5	70	220 000
7	GEB	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Guard, Break Tackle, Stand Firm, Juggernaut		1	1		22	7	83	200 000
8	Don T'Hit Me	Skeleton	5	3	2	7	Regeneration, Thick Skull, Block, Tackle					2	3	19	80 000
9	Deaddy the Hatcket	Skeleton	5	3	2	7	Regeneration, Thick Skull, Block, Guard					6	2	22	90 000
10	Kick n arse	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
11	SonnyBone	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
12	Brick n it	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
13	THUTMOSE'S	Thro-Ra	7	3	2	6	Pass, Regeneration, Sure Hands, Block, Tackle, Kick-Off Return, Hail Mary Pass, +1 Ma, -1 Av		4	22		2	4	94	180 000
14	ThickEd	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
15	SlipDisc	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
23	Ramtut 3rd	Ramtut III	5	6	1	9	Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle, Fan Favourite								380 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 5 31 0 69 30 386 1 840 000

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 150 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 5 x 70 000 = 350 000
 Fan Factor: 12 x 10 000 = 120 000
 Assistant Coaches: 2 x 10 000 = 20 000
 Cheerleaders: 0 x 10 000 = 0
 Treasury: 290 000
Team Value (incl MNGs value): 2 330 000
Induced Value: 0
Match Value (TV for match): 2 330 000

ROSTER BY
OBBLM

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

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