

We Want Funerals

Race: Necromantic

Head Coach: Inquisitor 7

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Abdullah the Butchered	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Dodge					1	1	7	140 000
3	Hulk Hogan	Necromantic Werew	9	3	3	8	Claw/Claws, Frenzy, Regeneration, Block, Mighty Blow, Juggernaut, Fan Favourite*, +1 Ma		1	11		4	2	52	230 000
4	Koko B Were	Necromantic Werew	10	3	3	8	Claw/Claws, Frenzy, Regeneration, Sprint, +2 Ma			7		5	2	41	200 000
5	Sgt. Slaughterer	Wight	6	3	3	8	Block, Regeneration, Tackle, Dodge, 1 Ni		1			5	1	16	140 000
6	The Undertaking	Wight	6	3	3	8	Block, Regeneration								90 000
7	Man'unkind	Ghoul	7	3	3	7	Dodge, Block, Guard			2		3	3	27	120 000
8	The Boogie-man	Ghoul	7	3	3	7	Dodge, Block, Sure Hands		1	5				16	110 000
9	Dead Cold Steve Austin	Zombie	4	3	2	8	Regeneration								40 000
10	Dying the Clown 2	Zombie	4	3	2	8	Regeneration								40 000
11	Rotten Roddy Piper 2	Zombie	4	3	2	8	Regeneration					1		2	40 000
12	Hacked Up Jim Duggan	Zombie	4	3	2	8	Regeneration, Guard					3		6	70 000
17	Setekh	Setekh	6	4	2	8	Loner, Block, Strip Ball, Break Tackle, Juggernaut, Regeneration, Fan Favourite					3		6	220 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 3 25 0 25 9 173 1 440 000

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: 3 x 70 000 = 210 000
 Fan Factor: 8 x 10 000 = 80 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 0 x 10 000 = 0
 Necromancer: 1 x 0 = 0
 Treasury: 20 000
Team Value (incl MNGs value): 1 740 000
Induced Value: 0
Match Value (TV for match): 1 740 000

ROSTER BY
OBBLM

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

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