

Gobbles and Bits

Race: Necromantic

Head Coach: BrentG

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull						1	5	110 000
2	Unnamed	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
3	Unnamed	Wight	6	3	3	8	Block, Regeneration								90 000
4	Unnamed	Wight	6	3	3	8	Block, Regeneration								90 000
5	Unnamed	Ghoul	7	3	3	7	Dodge								70 000
6	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
7	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
8	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
9	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
10	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
11	Unnamed	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration					1		2	120 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 1 1 7 790 000

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
 Necromancer: 1 x 0 = 0
 Treasury: 10 000
Team Value (incl MNGs value): 1 000 000
Induced Value: 0
Match Value (TV for match): 1 000 000

ROSTER BY
OBBLM

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

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