

Race: **Necromantic**

Team Name: **The Bone Gnashers**

Coach: **Zach Zahnzinger**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	Fuzzy	Werewolf	1/2	8	3	3	8	Frenzy, Claws, Regeneration							0	120,000	
2	Wuzzy	Werewolf	2/2	8	3	3	8	Frenzy, Claws, Regeneration							0	120,000	
3	In the	Flesh Golem	1/2	4	4	2	9	Standfirm, Thick Skull, Regeneration							0	110,000	
4	Light	Flesh Golem	2/2	4	4	2	9	Standfirm, Thick Skull, Regeneration							0	110,000	
5	Brother	Wight	1/2	6	3	3	8	Block, Regeneration							0	90,000	
6	Ron	Wight	2/2	6	3	3	8	Block, Regeneration							0	90,000	
7	Sven	Ghoul	1/2	7	3	3	7	Dodge							0	70,000	
8	Son of Sven	Ghoul	2/2	7	3	3	7	Dodge							0	70,000	
9	Moe	Zombie	1/16	4	3	2	8	Regeneration							0	40,000	
10	Larry	Zombie	2/16	4	3	2	8	Regeneration							0	40,000	
11	Curley	Zombie	3/16	4	3	2	8	Regeneration							0	40,000	
12																	
13																	
14																	
15																	
16																	
Total Players (next game): 11/16										Total:	0	0	0	0	0	0	900,000

Induced Stars and Mercenaries max MA ST AG AV Skills

Total Induced Players: 0 / 5

Inducements (next game only)

Bloodweiser Babes (0-2):	0	x	50,000
Bribes (0-3):	0	x	100,000
Extra Training (0-4):	0	x	100,000
Halfling Master Chef (0-1):	0	x	300,000
Wandering Apothecaries (0-2):	0	x	100,000
Wizard (0-1):	0	x	150,000
Igor (0-1):	0	x	100,000
Budget for cards:			0
Total for Induced Stars and Mercenaries:			0



Permanent

Re-Rolls:	1	x	70,000	=	70,000
Fan Factor:	2	x	10,000	=	20,000
Assistant Coaches:	0	x	10,000	=	0
Cheerleaders:	1	x	10,000	=	10,000
Apothecary:	0	x	50,000	=	0
Treasury:			0		
Team Value:					1,000,000
Induced Value:					0
Match Value:					1,000,000