666 Tötensen

Race: Necromantic

Head Coach: Alex

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Fat Ed	Flesh Golem	4	4	2	9	Regeneration, Standfest, Robust, Blocken, Knochenbrecher					8	1	21	150 000
2	Slim Jim	Flesh Golem	4	4	2	9	Regeneration, Standfest, Robust								110 000
3	Gravedigga	Ghoul	7	3	3	7	Ausweichen, Ringen, Tackle		3	2		1	1	16	110 000
11	Hot Rod	Ghoul	7	3	3	7	Ausweichen			1				3	70 000
31	John J.	Zombie	4	3	2	8	Regeneration						1	5	40 000
33	Jackpot Jackson	Zombie	4	3	2	8	Regeneration					2		4	40 000
34	Eastwood	Zombie	4	3	2	8	Regeneration								40 000
36	Jake	Zombie	4	3	2	8	Regeneration								40 000
37	Elwood	Zombie	4	3	2	8	Regeneration					1		2	40 000
39	Eva Jung SR	Zombie	4	3	2	8	Regeneration								40 000
41	Sourmash	Wight	6	3	3	8	Blocken, Regeneration					2		4	90 000
44	Stonesour	Wight	6	3	3	8	Blocken, Regeneration, Knochenbrecher					5	1	15	110 000
71	van Dango	Necromantic Werew	8	3	3	8	Klauen, Raserei, Regeneration, Blocken		1	2		1	1	14	140 000
77	Lynch	Necromantic Werew	8	3	3	8	Klauen, Raserei, Regeneration, Unerschrocken, Blocken, Knochenbrecher			2		5	4	36	190 000

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	0
Card budget:		x	0
Gate:			
FAME:			

Team Goods

Rerolls:	5	x	70 000	=	350 000
Fan Factor:	8	x	10 000	=	80 000
Assistant Coaches:	2	x	10 000	=	20 000
Cheerleaders:	2	x	10 000	=	20 000
Necromancer:	1	x	0	=	0
Treasury:					40 000
Team Value (incl MNGs value):					**1 680 000**
Induced Value:					**0**
Match Value (TV for match):					**1 680 000**

ROSTER BY OBBLM

MNG | Journeyman | Used journeyman | New skill available | Stat upgrade | Stat downgrade

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