

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					6		12	130 000
2	Slim Jim	Flesh Golem	4	4	2	9	Regeneration, Standfest, Robust								110 000
3	Gravedigga	Ghoul	7	3	3	7	Ausweichen, Ringen		1	2		1	1	14	90 000
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	Jackson	Zombie	4	3	2	8	Regeneration								40 000
34	Eastwood	Zombie	4	3	2	8	Regeneration								40 000
36	Bates	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					3	1	11	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			1		5	3	28	160 000

Inducements (for next match)

Bloodweiser Babes (0-2):	___	x	50 000
Bribes (0-3):	___	x	100 000
Extra Training (0-4):	___	x	100 000
Halfing 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:	4	x	70 000	=	280 000
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:					90 000
Team Value (incl MNGs value):					1 540 000
Induced Value:					0
Match Value (TV for match):					1 540 000

ROSTER BY
OBBLM

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

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