

Champions of Death

Race: Undead

Head Coach: Dirk

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Ötzi	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					5		10	140 000
2	Daschi	Mummy	3	5	1	9	Mighty Blow, Regeneration, Break Tackle					3	2	16	140 000
3	Steel Schurke	Wight	5	3	3	8	Block, Regeneration, -1 Ma	MNG				1		2	90 000
4	Blood Napoleon	Wight	6	3	3	8	Block, Regeneration, Mighty Blow					1	1	7	110 000
5	Slabeater	Ghoul	7	3	3	7	Dodge, Block		1	1			1	9	90 000
6	Eyegouger	Ghoul	8	3	3	7	Dodge, +1 Ma		1	4				13	100 000
7	Dancing Queen	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
10	The Idiot	Zombie	4	3	2	8	Regeneration					1		2	40 000
11	Mr. Dead	Zombie	4	3	2	8	Regeneration								40 000
12	Underworld Daddy	Zombie	4	3	2	8	Regeneration								40 000
15	Touchdowner	Ghoul	7	3	3	7	Dodge								70 000
16	Pebblechewer	Ghoul	7	4	3	7	Dodge, Block, +1 St		1	2		1	2	19	140 000
99	Cadmium 'der Skaven'	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 3 7 0 12 6 78 990 000

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 0
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 5 x 10 000 = 50 000
 Assistant Coaches: 1 x 10 000 = 10 000
 Cheerleaders: 1 x 10 000 = 10 000
 Necromancer: 1 x 0 = 0
 Treasury: 130 000
Team Value (incl MNGs value): 1 360 000
Induced Value: 0
Match Value (TV for match): 1 270 000

ROSTER BY
OBBLM

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

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