

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					4		8	140 000
2	Daschi	Mummy	3	5	1	9	Mighty Blow, Regeneration, Break Tackle					3	1	11	140 000
3	Steel Schurke	Wight	6	3	3	8	Block, Regeneration								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		1					1	70 000
6	Eyegouger	Ghoul	8	3	3	7	Dodge, +1 Ma			3				9	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	Bonegrinder	Ghoul	7	3	2	7	Dodge, -1 Ag	MNG							70 000
16	Pebblechewer	Ghoul	7	4	3	7	Dodge, +1 St			1			1	8	120 000
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): 1 4 0 9 3 46 970 000

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: 2 x 70 000 = 140 000
- 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: 110 000
- Team Value (incl MNGs value): 1 250 000**
- Induced Value: 0**
- Match Value (TV for match): 1 180 000**

ROSTER BY
OBBLM

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

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