

Apocalyptic Nightmare

Race: Khemri

Head Coach: Dave

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	War	Tomb Guardian	4	5	1	9	Decay, Regeneration, Grab, Juggernaut					4	2	18	140 000
2	Famine	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Multiple Block, Guard					6	4	32	160 000
3	Death	Tomb Guardian	4	5	1	9	Decay, Regeneration, Guard					1	1	7	120 000
4	Conquest	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Multiple Block			1		5	1	18	140 000
5	Hunger	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands		1	1				4	70 000
6	Despair	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands, Kick			4				12	90 000
7	Pestilence	Blitz-Ra	6	3	2	8	Block, Regeneration, Mighty Blow					5	1	15	110 000
8	Plague Redux	Blitz-Ra	6	3	2	8	Block, Regeneration								90 000
9	Chaos	Skeleton	5	3	2	7	Regeneration, Thick Skull					1		2	40 000
10	Greed	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
11	Terror II	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
12	Fear	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
13	Havoc	Skeleton	5	3	2	7	Regeneration, Thick Skull			1				3	40 000
14	Desolation	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 1 7 0 22 9 111 1 160 000

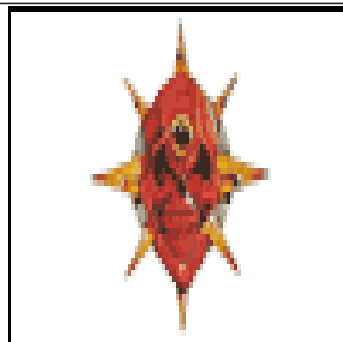
Induced Stars and Mercenaries

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: 4 x 70 000 = 280 000
 Fan Factor: 4 x 10 000 = 40 000
 Assistant Coaches: 3 x 10 000 = 30 000
 Cheerleaders: 3 x 10 000 = 30 000
 Treasury: 0
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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