

# 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, Mighty Blow					1		7	120 000
2	Famine	Tomb Guardian	4	5	1	9	Decay, Regeneration						1	5	100 000
3	Death	Tomb Guardian	4	5	1	9	Decay, Regeneration								100 000
4	Conquest	Tomb Guardian	4	5	1	9	Decay, Regeneration								100 000
5	Pestilence	Blitz-Ra	6	3	2	8	Block, Regeneration								90 000
7	Despair	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands								70 000
8	Hunger	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands, Block			2				6	90 000
9	Chaos	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
10	Greed	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
11	Terror	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
12	Fear	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000

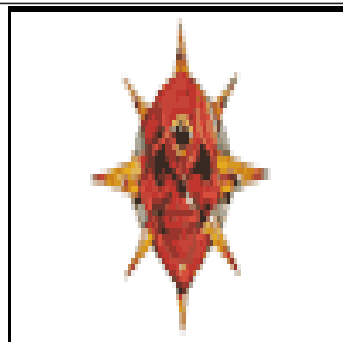
Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 2 0 1 1 18 830 000

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: 1 x 10 000 = 10 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Treasury: 60 000
- Team Value (incl MNGs value): 1 050 000**
- Induced Value: 0**
- Match Value (TV for match): 1 050 000**

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**OBBLM**

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

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