

Apocalyptic Nightmare

Race: Khemri

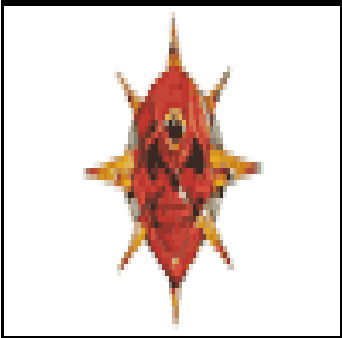
Head Coach: Dave

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					1	1	7	120 000
2	Famine	Tomb Guardian	4	5	1	9	Decay, Regeneration, Mighty Blow, Multiple Block					2	3	19	140 000
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			1		3		9	120 000
5	Hunger	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands		1					1	70 000
6	Despair	Thro-Ra	6	3	2	7	Pass, Regeneration, Sure Hands, Kick			3				9	90 000
7	Pestilence	Blitz-Ra	6	3	2	8	Block, Regeneration, Mighty Blow					3	1	11	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	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								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 4 0 11 6 65 1 060 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Igor (0-1): ___ x 100 000</p> <p>Wizard (0-1): ___ x 0</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 3 x 70 000 = 210 000</p> <p>Fan Factor: 1 x 10 000 = 10 000</p> <p>Assistant Coaches: 0 x 10 000 = 0</p> <p>Cheerleaders: 0 x 10 000 = 0</p> <p>Treasury: 70 000</p> <p>Team Value (incl MNGs value): 1 280 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 1 280 000</p>
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ROSTER BY
OBBLM

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

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