Neck Romantics

Race: Necromantic

Head Coach: funnyfingers

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Wolfie	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block, Tackle			2		4	1	19	160 000
2	Bailey	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block, Dodge			2		7		20	160 000
3	Flushy	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Mighty Blow					7	2	24	150 000
4	Moile	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
5	Numer	Zombie	4	3	2	8	Regeneration					1		2	40 000
7	Dumor	Zombie	4	3	2	8	Regeneration					1		2	40 000
8	Rumor	Zombie	4	3	2	8	Regeneration								40 000
9	Zanza	Wight	6	3	3	8	Block, Regeneration, Mighty Blow			1		1	1	10	110 000
10	Humor	Zombie	4	3	2	8	Regeneration					2		4	40 000
11	Toes	Ghoul	7	3	3	7	Dodge, Block, Fend			5		2		19	110 000
12	Phalanges	Ghoul	7	3	3	7	Dodge, Block, Fend, Side Step		2	7		1	2	35	130 000
13	Ranzza	Wight	6	3	3	8	Block, Regeneration								90 000
80	Cheerleader	Zombie	4	3	2	8	Regeneration, Dirty Player					2	1	9	60 000
81	Regular	Zombie	4	3	2	8	Regeneration						1	5	40 000
83	Ted	Zombie	4	3	2	8	Regeneration						1	5	40 000

Total number of players next game: 15/15

Totals (excl TV for MNG players): 2 17 0 28 9 154 1 320 000

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
Halfling Master Chef (0-1):	__	x	300 000
Igor (0-1):	__	x	100 000
Wizard (0-1):	__	x	150 000
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:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Necromancer:	1	x	0	=	0
Treasury:					120 000
Team Value (incl MNGs value):					**1 580 000**
Induced Value:					**0**
Match Value (TV for match):					**1 580 000**

ROSTER BY OBBLM

MNG Journeyman New skill available Stat upgrade Stat downgrade