Kraven Hunters

Race: Necromantic

Head Coach: Nephii

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
3	Unnamed	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration					1		2	120 000
4	Unnamed	Necromantic Werew	8	3	3	8	Claw, Frenzy, Regeneration			1				3	120 000
5	Unnamed	Ghoul	7	3	3	7	Dodge, Block			1			1	8	90 000
6	Unnamed	Ghoul	7	3	3	7	Dodge								70 000
7	Unnamed	Wight	6	3	3	8	Block, Regeneration								90 000
8	Unnamed	Wight	6	3	3	8	Block, Regeneration								90 000
9	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
10	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
11	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
12	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
13	Unnamed	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 2 0 1 1 13 780 000

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	0
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

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
Necromancer:	1	x	0	=	0
Treasury:					70 000
Team Value (incl MNGs value):					**1 000 000**
Induced Value:					**0**
Match Value (TV for match):					**1 000 000**

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

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