Crypt Horrors

Race: Undead

Head Coach: Anvilbrow

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	The Red Duke	Wight	6	3	3	8	Block, Regeneration								90 000
2	The Headsman	Wight	6	3	3	8	Block, Regeneration								90 000
3	Hotep the Undying	Mummy	3	5	1	9	Mighty Blow, Regeneration								120 000
4	Karnuk the Immortal	Mummy	3	5	1	9	Mighty Blow, Regeneration								120 000
5	Vorag the Violator	Ghoul	7	3	3	7	Dodge								70 000
6	Slakus Blackheart	Ghoul	7	3	3	7	Dodge								70 000
12	Tomb Security Redshirt #1	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
13	Tomb Security Redshirt #2	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
14	Tomb Security Redshirt #3	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
15	Tomb Security Redshirt #4	Skeleton	5	3	2	7	Regeneration, Thick Skull								40 000
16	Tomb Security Redshirt #5	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 0 0 0 0 0 760 000

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:	0	x	10 000	=	0
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Necromancer:	1	x	0	=	0
Treasury:					30 000
Team Value (incl MNGs value):					**970 000**
Induced Value:					**0**
Match Value (TV for match):					**970 000**

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

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