

Swamp Bam Bam

Race: Necromantic

Head Coach: Pokerface

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					1		2	110 000
2	Unnamed	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					1		2	110 000
3	Unnamed	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration						1	5	120 000
4	Unnamed	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration			1		1		5	120 000
5	Unnamed	Wight	6	3	3	8	Block, Regeneration			1				3	90 000
6	Unnamed	Wight	6	3	3	8	Block, Regeneration					1		2	90 000
7	Unnamed	Zombie	4	3	2	8	Regeneration						1	5	40 000
8	Unnamed	Zombie	4	3	2	8	Regeneration, 1 Ni	MNG					1	5	40 000
9	Unnamed	Zombie	4	3	2	8	Regeneration						1	5	40 000
10	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
11	Unnamed	Zombie	4	3	2	8	Regeneration					1		2	40 000
12	Unnamed	Ghoul	8	3	3	7	Dodge, +1 Ma			3				9	100 000
13	Unnamed	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 0 5 0 5 4 45 940 000

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: 2 x 70 000 = 140 000
 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: 90 000
Team Value (incl MNGs value): 1 130 000
Induced Value: 0
Match Value (TV for match): 1 090 000

ROSTER BY
OBBLM

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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