

# MudBowl Champions 2016

Race: Undead

Head Coach: Rappit

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	Unnamed	Mummy	3	5	1	9	Mighty Blow, Regeneration					1		2	120 000
3	Unnamed	Wight	6	3	3	8	Block, Regeneration			1		1		5	90 000
4	Unnamed	Wight	6	3	3	8	Block, Regeneration								90 000
5	Unnamed	Ghoul	7	3	3	7	Dodge		2			1		4	70 000
6	Unnamed	Ghoul	7	3	4	7	Dodge, +1 Ag			2				6	110 000
7	Unnamed	Ghoul	7	3	3	7	Dodge, Block		1				1	6	90 000
8	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
9	Unnamed	Zombie	4	3	2	8	Regeneration								40 000
10	Unnamed	Zombie	4	3	2	8	Regeneration						1	5	40 000
14	Unnamed	Journeyman	4	3	2	8	Regeneration, Loner								40 000
15	Unnamed	Journeyman	4	3	2	8	Regeneration, Loner								40 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 3 3 0 3 2 28 770 000

## 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: 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: 110 000

**Team Value (incl MNGs value): 990 000**

**Induced Value: 0**

**Match Value (TV for match): 990 000**

ROSTER BY  
**OBBLM**

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

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