

Race: **Necromantic**Team Name: **The Disgruntled Demotivators**Coach: **Zach Z.**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value	
1	3 Wolf	Werewolf	1/2	8	3	3	8	Frenzy, Claws, Regeneration, Dodge, Block			6				18	160,000	
2	1 Moon	Werewolf	2/2	8	3	3	8	Frenzy, Claws, Regeneration					2		4	120,000	
3	Bits	Flesh Golem	1/2	4	4	2	9	Standfirm, Thick Skull, Regeneration					2		4	110,000	
4	Pieces	Flesh Golem	2/2	4	4	2	9	Standfirm, Thick Skull, Regeneration, Mighty Blow					2	1	9	130,000	
5	Bulger	Wight	1/2	6	3	3	8	Block, Regeneration						1	5	90,000	
6	Bread	Wight	2/2	6	3	3	8	Block, Regeneration						1	5	90,000	
7	Ghostly	Ghoul	1/2	7	3	3	7	Dodge							0	70,000	
8	Ghastly	Ghoul	2/2	7	3	3	7	Dodge					1		2	70,000	
9	Moe	Zombie	1/16	4	3	2	8	Regeneration					2		4	40,000	
10	Larry	Zombie	2/16	4	3	2	8	Regeneration							0	40,000	
11	Shemp	Zombie	3/16	4	3	2	8	Regeneration							0	40,000	
12																	
13																	
14																	
15																	
16																	
Total Players (next game): 11/16										Total:	0	6	0	9	3	51	960,000

**Induced Stars and Mercenaries**      max   MA   ST   AG   AV   Skills

Total Induced Players: 0 / 5

**Inducements** (next game only)

Bloodweiser Babes (0-2):	0	x	50,000
Bribes (0-3):	0	x	100,000
Extra Training (0-4):	0	x	100,000
Halfling Master Chef (0-1):	0	x	300,000
Wandering Apothecaries (0-2):	0	x	100,000
Wizard (0-1):	0	x	150,000
Igor (0-1):	0	x	100,000
Budget for cards:			0
Total for Induced Stars and Mercenaries:			0

**Permanent**

Re-Rolls:	1	x	70,000	=	70,000
Fan Factor:	3	x	10,000	=	30,000
Assistant Coaches:	2	x	10,000	=	20,000
Cheerleaders:	2	x	10,000	=	20,000
Apothecary:	0	x	50,000	=	0
Treasury:			170,000		
<b>Team Value:</b>					<b>1,100,000</b>
<b>Induced Value:</b>					<b>0</b>
<b>Match Value:</b>					<b>1,100,000</b>