

Best of Bergfriedhof

Race: Necromantic

Head Coach: Tim

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Experiment Eins	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, Mighty Blow		0	0	0	6	5	37	170 000
2	Experiment Drei	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Guard		0	0	0	1	3	17	130 000
3	Wiltraud Jammer	Wight	7	3	3	8	Block, Regeneration, Tackle, Mighty Blow, Guard, +1 Ma		2	1	0	14	4	53	180 000
4	Käthe Wimmer	Wight	6	3	3	8	Block, Regeneration, Guard, Mighty Blow		1	2	0	3	2	23	130 000
5	Peter Pinscher	Werewolf	9	3	3	8	Claws, Frenzy, Regeneration, Block, Dodge, Tackle, +1 Ma		1	8	0	6	3	52	210 000
6	Wulf Schnitzler	Werewolf	8	3	3	8	Claws, Frenzy, Regeneration, Block, Dodge, Side Step		1	6	0	6	1	36	180 000
7	Hans Hirschmatzer	Ghoul	7	3	3	7	Dodge, Block, Side Step, Sure Hands		2	13	0	2	0	45	130 000
8	Pavel Bissmalov	Ghoul	7	3	3	7	Dodge, Block, Sure Hands, Side Step, Sure Feet		4	17	0	2	1	64	150 000
9	Heiner	Zombie	4	3	2	8	Regeneration		0	0	0	0	0	0	40 000
11	Charlotte	Zombie	4	3	2	8	Regeneration, Dirty Player		0	0	0	0	2	10	60 000
12	Oskar	Zombie	4	3	2	8	Regeneration, Block		0	0	0	5	1	15	60 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 11 47 0 45 22 352 1 440 000

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
 Halfing Master Chef (0-1): ___ x 300 000
 Igor (0-1): ___ x 100 000
 Wizard (0-1): ___ x 150 000
 Card budget: x
 Gate:
 FAME:

Team Goods

Rerolls: 3 x 70 000 = 210 000
 Fan Factor: 11 x 10 000 = 110 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Necromancer: 1 x 0 = 0
 Treasury: 0
Team Value: 1 760 000
Induced Value: 0
Match Value (TV for match): 1 760 000

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