

The Undead Gentlemen of Mahrak III

Race: Undead

Head Coach: skripnik

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Bob	Mummy	3	5	1	9	ChŒtaigne, RŒgŒnŒration, Garde					1	1	7	140 000
2	Bill	Mummy	3	5	1	9	ChŒtaigne, RŒgŒnŒration					2		4	120 000
3	John	Wight	6	3	3	8	Blocage, RŒgŒnŒration					1		2	90 000
4	Ed	Wight	6	3	3	8	Blocage, RŒgŒnŒration					1		2	90 000
5	Ron	Ghoul	7	3	3	7	Esquive, Blocage			2		1		8	90 000
6	Trevor	Ghoul	7	3	3	7	Esquive			1		1		5	70 000
7	Al	Ghoul	7	3	3	7	Esquive								70 000
9	Steve	Skeleton	5	3	2	7	RŒgŒnŒration, CrŒne Œ%pais								40 000
10	Abraham	Skeleton	5	3	2	7	RŒgŒnŒration, CrŒne Œ%pais								40 000
11	Brad	Skeleton	5	3	2	7	RŒgŒnŒration, CrŒne Œ%pais								40 000
12	Terry	Skeleton	5	3	2	7	RŒgŒnŒration, CrŒne Œ%pais								40 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 3 0 7 1 28 830 000

Induced Stars and Mercenaries

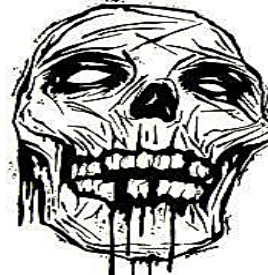
MA ST AG AV Skills

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:

THE UNDEAD GENTLEMEN



OF MAHRAK

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: 50 000
Team Value (incl MNGs value): 1 050 000
Induced Value: 0
Match Value (TV for match): 1 050 000

ROSTER BY
OBBLM

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

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