Race: **Undead** Team Name: **Undead Red** Coach: **Sascha**

Nr.	Name	Position	max	MA	ST	AG	AV	Skills, Permanent Injuries	Status	CP	TD	IN	CS	VP	SP	Value
1	Leroy Blues	Mummy	1/2	3	5	1	9	Mighty Blow, Regeneration					2		4	120.000
2	Geffrey Blues	Mummy	2/2	3	5	1	9	Mighty Blow, Regeneration, Guard			1		3		9	140.000
3	Humprey Block	Wight	1/2	6	3	3	8	Block, Regeneration						1	5	90.000
4	Elvis Block	Wight	2/2	6	3	3	8	Block, Regeneration						1	5	90.000
5	Gene Runner	Ghoul	1/4	7	3	3	7	Dodge, Block						2	10	90.000
6	Paul Thiefchild	Ghoul	2/4	7	3	3	7	Dodge, Strip Ball			4				12	90.000
7	Peter Crissrun	Ghoul	3/4	7	3	3	7	Dodge		1	1				4	70.000
8	Eric Drummer	Zombie	1/16	4	3	2	8	Regeneration					1		2	40.000
9	Moonwalker	Zombie	2/16	4	3	2	8	Regeneration						1	5	40.000
10	Axel Fool	Zombie	3/16	4	3	2	8	Regeneration							0	40.000
11	Meatloave	Zombie	4/16	4	3	2	8	Regeneration, Block						2	10	60.000
12	Freddy	Ghoul	4/4	7	3	3	7	Dodge							0	70.000
13																
14																
15																
16																
	Total Players (next game):		12/16						Total:	1	6	0	6	7	66	940.000

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

Total Induced Players: 0 / 4

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:	3	x	70.000	=	210.000
Fan Factor:	4	x	10.000	=	40.000
Assistant Coaches:	0	x	10.000	=	0
Cheerleaders:	0	x	10.000	=	0
Apothecary:	0	x	50.000	=	0
Treasury:			260.000		
			Team Value:		**1.190.000**
			Induced Value:		**0**
			Match Value:		**1.190.000**