

Van Helsing's Voodoo

Race: Necromantic

Head Coach: HavoC

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Whollop	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block					5	1	15	130 000
2	Luger	Wight	6	4	3	8	Block, Regeneration, Guard, Mighty Blow, Tackle, +1 St			3		5	3	52	200 000
3	Mauser	Wight	6	3	3	8	Block, Regeneration, Guard, Tackle		1	1		1	2	24	130 000
4	Fuzzle	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration			1				3	120 000
5	Bobble	Ghoul	7	3	4	7	Dodge, Block, Guard, Pass, +1 Ag		9	8		2	5	62	190 000
6	Bubble	Ghoul	7	3	3	7	Dodge								70 000
7	Aristotle	Zombie	4	3	2	8	Regeneration, Kick, 1 Ni						1	10	60 000
8	Nietzsche II	Zombie	4	3	2	8	Regeneration								40 000
9	Descartes	Zombie	4	3	2	8	Regeneration, Guard					1	2	12	70 000
10	Socrates	Zombie	4	3	2	8	Regeneration, Block						1	12	60 000
11	Hobbes	Zombie	4	3	2	8	Regeneration, Wrestle							7	60 000
12	Dhazrak	Zombie	4	3	2	8	Regeneration						1	5	40 000
13	Hackles	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Dodge			2				6	140 000
14	Clunk	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard					2	1	20	150 000

Total number of players next game: 14/14

Totals (excl TV for MNG players): 10 15 0 16 17 228 1 460 000

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 0
- Gate:
- FAME:



Team Goods

- Rerolls: 3 x 70 000 = 210 000
- Fan Factor: 10 x 10 000 = 100 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Necromancer: 1 x 0 = 0
- Treasury: 540 000
- Team Value (incl MNGs value): 1 770 000**
- Induced Value: 0**
- Match Value (TV for match): 1 770 000**

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

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