

# Mike's Zombie Apocalypse

Race: Undead

Head Coach: MMills

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Mummy1	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					2	1	9	140 000
2	Mummy2	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard					3	1	11	140 000
3	Wight1	Wight	6	3	3	8	Block, Regeneration, Strip Ball, 1 Ni			1			2	13	110 000
4	Wight2	Wight	6	3	3	8	Block, Regeneration, Tackle, 1 Ni	MNG		1			1	8	110 000
5	Ghoul1x2	Ghoul	7	3	3	7	Dodge, Block		1	2			1	12	90 000
6	Zombie1	Zombie	4	3	2	8	Regeneration, Block						2	10	60 000
7	Zombie2	Zombie	4	3	2	8	Regeneration								40 000
8	Zombie3	Zombie	4	3	2	8	Regeneration								40 000
9	Zombie4	Zombie	4	3	2	8	Regeneration, Block					1	2	12	60 000
10	Zombie5	Zombie	4	3	2	8	Regeneration					1		2	40 000
11	Ghoul2	Ghoul	7	3	3	7	Dodge, Block			3		1		11	90 000
13	RAISED ZOMBIE	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 11/12

Totals (excl TV for MNG players): 1 7 0 8 10 88 850 000

## 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: 4 x 70 000 = 280 000  
 Fan Factor: 9 x 10 000 = 90 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Necromancer: 1 x 0 = 0  
 Treasury: 230 000  
**Team Value (incl MNGs value): 1 330 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 220 000**

ROSTER BY  
**MLB**

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