

# Nex Proeliator

Race: Necromantic

Head Coach: tomg33

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
3	Flamma II	Ghoul	7	3	3	7	Dodge, 1 Ni			1				3	70 000
13	Maximus	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block		3	3				12	140 000
20	Caesar	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block, Dodge		1	2		3	2	23	160 000
41	Spartacus II	Wight	6	3	3	8	Block, Regeneration		1					1	90 000
44	Secutor	Wight	6	3	3	8	Block, Regeneration, Strip Ball, Tackle		2	1		1	2	17	130 000
55	Crixus	Zombie	4	3	2	8	Regeneration, Block					2	1	9	60 000
61	Rutuba	Zombie	4	3	2	8	Regeneration, Block					2	1	9	60 000
63	Carpaphorus	Zombie	4	3	2	8	Regeneration		1			2		5	40 000
66	Triumphus	Zombie	4	3	2	8	Regeneration						1	5	40 000
71	Spiculus	Zombie	4	3	2	8	Regeneration, Block					1	1	7	60 000
88	Priscus	Flesh Golem	4	5	2	9	Regeneration, Stand Firm, Thick Skull, +1 St					5	1	15	160 000
90	Verus	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull			1		1		5	110 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 8 8 0 17 9 111 1 120 000

## 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:



### Team Goods

Rerolls: 4 x 70 000 = 280 000  
 Fan Factor: 5 x 10 000 = 50 000  
 Assistant Coaches: 0 x 10 000 = 0  
 Cheerleaders: 0 x 10 000 = 0  
 Necromancer: 1 x 0 = 0  
 Treasury: 220 000  
**Team Value (incl MNGs value): 1 450 000**  
**Induced Value: 0**  
**Match Value (TV for match): 1 450 000**

ROSTER BY  
**08BLM**

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