

Naxxramas Dreadguards

Race: Necromantic

Head Coach: kend

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
14	Patchwerk	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull								110 000
19	Thaddius	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull					1		2	110 000
21	Razuvius	Wight	6	3	3	8	Block, Regeneration		2					2	90 000
26	Heigan	Wight	6	3	3	8	Block, Regeneration, Guard			3		1		11	110 000
31	Loatheb	Ghoul	7	3	3	7	Dodge, Block		1	1			1	9	90 000
43	Kel'Thuzad	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration						1	5	120 000
47	Sapphiron	Necromantic Werew	8	3	3	8	Claw/Claws, Frenzy, Regeneration								120 000
53	Bronjahm	Zombie	4	3	2	8	Regeneration, Guard					1	1	7	70 000
57	Falric	Zombie	4	3	2	8	Regeneration								40 000
62	Marwyn	Zombie	4	3	2	8	Regeneration								40 000
66	Salramm	Zombie	4	3	2	8	Regeneration						1	5	40 000
68	Baelok	Zombie	4	3	2	8	Regeneration								40 000

Total number of players next game: 12/12

Totals (excl TV for MNG players): 3 4 0 3 4 41 980 000

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: 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
- Necromancer: 1 x 0 = 0
- Treasury: 60 000
- Team Value (incl MNGs value): 1 230 000**
- Induced Value: 0**
- Match Value (TV for match): 1 230 000**

ROSTER BY
00BLM

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