

#	Player name	Type	MA	ST	AG	AV	Starting skills	Improvements	M	N	stat injuries				Int	Comp	TD	Cas	kills	MVP	SPP	Value									
												MA	ST	AG	AV																
1	B. Fouled	Necromantic Zombie	4	3	2	8	Regeneration														0	40.000									
2	D. Cayed	Necromantic Zombie	4	3	2	8	Regeneration														0	40.000									
3	X. Hausted	Necromantic Zombie	4	3	2	8	Regeneration														0	40.000									
4	Volguth the Risen	Necromantic Zombie	4	3	2	8	Regeneration														0	40.000									
5																															
6	George Sanderson	Necromantic Wight	6	3	3	8	Regeneration, Block	Guard													0	90.000									
7	James P. Sullivan	Werewolf	8	3	3	8	Frenzy, Claws, Regeneration	Block													0	120.000									
8	Mike Glotzkowski	Flesh Golem	4	4	2	9	Stand Firm, Regeneration, Thick Skull	Block													0	110.000									
9	Stan Laurel	Necromantic Ghoul	7	3	3	7	Dodge	Block, Sure Hands													0	70.000									
10	Garthnait the Grim	Necromantic Wight	6	3	3	8	Regeneration, Block	Guard													0	90.000									
11	Henry J. Waternoose	Werewolf	8	3	3	8	Frenzy, Claws, Regeneration	Block													0	120.000									
12	Randall Boggs	Flesh Golem	4	4	2	9	Stand Firm, Regeneration, Thick Skull	Block													0	110.000									
13																															
14																															
15																															
16																															



												VALUE OF AVAILABLE PLAYERS: 870.000									
TEAM NAME	Chassalla Monsters										RE-ROLLS	3	x	70.000 gp	210.000						
RACE	Necromantic										FAN FACTOR	0	x	10.000 gp	0						
HEAD COACH	Garthnait										ASS. COACHES	1	x	10.000 gp	10.000						
TEAM VALUE	1.100 000 gp										CHEERLEADERS	1	x	10.000 gp	10.000						
TREASURY	000 gp																				
												VALUE OF EXTRAS: 230.000									

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