



Team name	Ghould Wood Raiders
Coach name	Grom
NAF number	21506

Inducements	
Re-rolls	3
Assistant coaches	2
Dedicated Fans	1

Team summary	
Players cost	940,000
Skills cost	160,000
Inducements cost	230,000
Normal skills	8
Secondary skills	0

Race	Necromantic Horror
Team Value	1330
Special rules	Masters of Undeath, Sylvanian Spotlight

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Flesh Golem	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull, Block	135,000
2	Flesh Golem	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull, Block	135,000
3	Ghoul Runner	7	3	3+	4+	8+	Dodge, Block	95,000
4	Ghoul Runner	7	3	3+	4+	8+	Dodge, Block	95,000
5	Werewolf	8	3	3+	4+	9+	Claws, Frenzy*, Regeneration, Block	145,000
6	Werewolf	8	3	3+	4+	9+	Claws, Frenzy*, Regeneration, Wrestle	145,000
7	Wraith	6	3	3+	-	9+	Block, Foul Appearance*, No Hands*, Regeneration, Sidestep, Guard	115,000
8	Wraith	6	3	3+	-	9+	Block, Foul Appearance*, No Hands*, Regeneration, Sidestep, Guard	115,000
9	Zombie	4	3	4+	-	9+	Regeneration	40,000
10	Zombie	4	3	4+	-	9+	Regeneration	40,000
11	Zombie	4	3	4+	-	9+	Regeneration	40,000