

Escapology

Race: Ariman

Head Coach: Ariman

Escapology	Race: Ariman	Head Coach: Ariman
-------------------	--------------	--------------------

Escapology

Race: Ariman

Head Coach: Ariman

[illegible]

Total number of players next game:	15/15	Totals (excl TV for MNG players):	4	11	0	20	9	122	1 570 000
------------------------------------	-------	-----------------------------------	---	----	---	----	---	-----	-----------

Total number of players next game:	15/15	Totals (excl TV for MNG players):	4	11	0	20	9	122	1 570 000
------------------------------------	-------	-----------------------------------	---	----	---	----	---	-----	-----------

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
-------------------------------	----	----	----	----	--------	----	----	-----	-----	-----	-----	-------

Inducements (for next match)			Team Goods		
Bloodweiser Babes (0-2):	___ x	50 000	Rerolls:	2 x	60 000 = 120 000
Bribes (0-3):	___ x	100 000	Fan Factor:	4 x	10 000 = 40 000
Extra Training (0-4):	___ x	100 000	Assistant Coaches:	0 x	10 000 = 0
Halfling Master Chef (0-1):	___ x	300 000	Cheerleaders:	0 x	10 000 = 0
Wandering Apothecaries (0-2):	___ x	100 000	Apothecary:	1 x	50 000 = 50 000
Card budget:	x	0	Treasury:		150 000
Gate:			Team Value (incl MNGs value):		1 780 000
FAME:			Induced Value:		0



Inducements (for next match)			Team Goods		
Bloodweiser Babes (0-2):	___ x	50 000	Rerolls:	2 x	60 000 = 120 000
Bribes (0-3):	___ x	100 000	Fan Factor:	4 x	10 000 = 40 000
Extra Training (0-4):	___ x	100 000	Assistant Coaches:	0 x	10 000 = 0
Halfling Master Chef (0-1):	___ x	300 000	Cheerleaders:	0 x	10 000 = 0
Wandering Apothecaries (0-2):	___ x	100 000	Apothecary:	1 x	50 000 = 50 000
Card budget:	x	0	Treasury:		150 000
Gate:			Team Value (incl MNGs value):		1 780 000
FAME:			Induced Value:		0
			Match Value (TV for match):		1 780 000

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

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