

OLALÀ

Race: Morpao

Head Coach: Morpao

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[illegible]

Total number of players next game:	9/11	Totals (excl TV for MNG players):	15	18	1	17	11	160	1 040 000
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Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)	Team Goods
☐ 100% of the match revenue ☐ 100% of the match revenue + 10% of the match revenue ☐ 100% of the match revenue + 20% of the match revenue ☐ 100% of the match revenue + 30% of the match revenue ☐ 100% of the match revenue + 40% of the match revenue ☐ 100% of the match revenue + 50% of the match revenue ☐ 100% of the match revenue + 60% of the match revenue ☐ 100% of the match revenue + 70% of the match revenue ☐ 100% of the match revenue + 80% of the match revenue ☐ 100% of the match revenue + 90% of the match revenue ☐ 100% of the match revenue + 100% of the match revenue	☐ 100% of the match revenue ☐ 100% of the match revenue + 10% of the match revenue ☐ 100% of the match revenue + 20% of the match revenue ☐ 100% of the match revenue + 30% of the match revenue ☐ 100% of the match revenue + 40% of the match revenue ☐ 100% of the match revenue + 50% of the match revenue ☐ 100% of the match revenue + 60% of the match revenue ☐ 100% of the match revenue + 70% of the match revenue ☐ 100% of the match revenue + 80% of the match revenue ☐ 100% of the match revenue + 90% of the match revenue ☐ 100% of the match revenue + 100% of the match revenue

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	2	x	60 000	=	120 000
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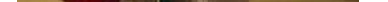
Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	8	x	10 000	=	80 000

Extra Training (0-4):	0	x	100 000	=	0
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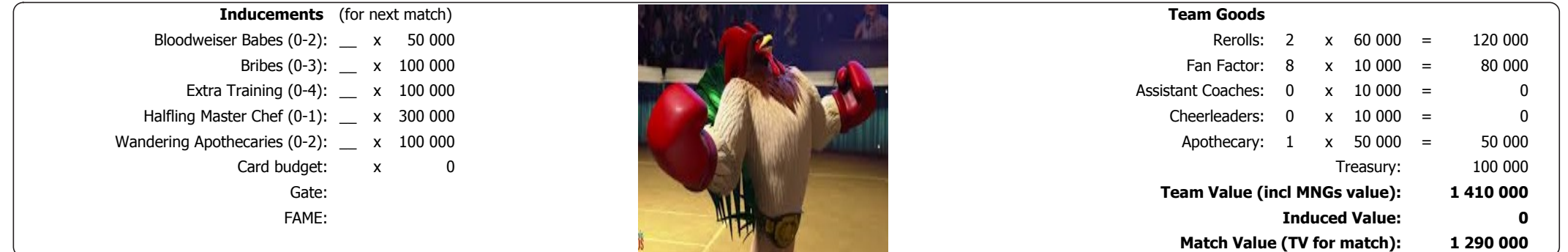
Halfling Master Chef (0-1):	<u> </u>	x	300 000		Cheerleaders:	0	x	10 000	=	0
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Wandering Apothecaries (0-2):	1	x	100 000	=	100 000
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Card budget:	x	0	Treasury:	100 000
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Gate:		Team Value (incl MNGs value):	1 410 000
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FAME:		Induced Value:	0
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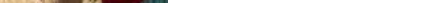


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Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	2	x	60 000	=	120 000
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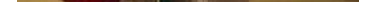
Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	8	x	10 000	=	80 000

Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	— x 300 000	
		
Cheerleaders:	0 x 10 000 =	0

Wandering Apothecaries (0-2):	1	x	100 000	=	100 000
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Card budget:	x	0	Treasury:	100 000
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Gate:		Team Value (incl MNGs value):	1 410 000
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FAME:		Induced Value:	0
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Match Value (TV for match):	1 290 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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