

Chaos Theory	Razza: Chaos	Head Coach: Bonjino
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[illegible]

Total number of players next game:	12/13	Totals (excl TV for MNG players):	15	23	0	30	17	227	1 310 000
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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
1. Inducements (for next match) 2. Team Goods	

[illegible]

Bustarelle (0-3):	___ x 100 000		Tifosi:	7	x	10 000	=	70 000
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[illegible]

Capo Cuoco Halfling (0-1): x 300 000	Cheerleader: 2 x 10 000 = 20 000
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Wandering Apothecaries (0-2):	___	x	100 000	=	___
Apotecario:	1	x	50 000	=	50 000

Mago (0-1):	<u> </u>	x	150 000	Cassa:	530 000
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	Card budget:	x	0		Valore assoluto (compresi i MNG):	1 750 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 650 000
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Inducements (for next match)	Team Goods
1. Inducements (for next match) 2. Team Goods	

[illegible]

Bustarelle (0-3):	___ x 100 000		Tifosi:	7	x	10 000	=	70 000
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Ritira Extra (0-4):		x	100 000		Assistenti Allenatori:	2	x	10 000	=	20 000
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Capo Cuoco Halfling (0-1): x 300 000	Cheerleader: 2 x 10 000 = 20 000
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Wandering Apothecaries (0-2):	___	x	100 000	=	___
Apotecario:	1	x	50 000	=	50 000

Mago (0-1):	<u> </u>	x	150 000	Cassa:	530 000
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	Card budget:	x	0				Valore assoluto (compresi i MNG):	1 750 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 650 000
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■ MNG ■ Journeyman ■ Nuovo Avanzamento ■ Miglioramento ■ Peggioramento