

Finferli s Maniacs

Razza: Goblin

Head Coach: Baafs

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Razza: Goblin

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	0	5	0	10	6	65	830 000
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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. Inducement 1 2. Inducement 2 3. Inducement 3 4. Inducement 4 5. Inducement 5 6. Inducement 6 7. Inducement 7 8. Inducement 8 9. Inducement 9 10. Inducement 10	1. Team Good 1 2. Team Good 2 3. Team Good 3 4. Team Good 4 5. Team Good 5 6. Team Good 6 7. Team Good 7 8. Team Good 8 9. Team Good 9 10. Team Good 10

[illegible]

Bustarelle (0-3):	x	50 000		Tifosi:	3	x	10 000	=	30 000
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Ritira Extra (0-4):	0	x	100 000	=	0
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[illegible]

Wandering Apothecaries (0-2):	—	x	100 000	=	0
Apotecario:	1	x	50 000	=	50 000

Mago (0-1):	x	150 000	Cassa:	80 000
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Card budget:	x	0		Valore assoluto (compresi i MNG):	1 090 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 090 000
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Inducements (for next match)	Team Goods
1. Inducement 1 2. Inducement 2 3. Inducement 3 4. Inducement 4 5. Inducement 5 6. Inducement 6 7. Inducement 7 8. Inducement 8 9. Inducement 9 10. Inducement 10	1. Team Good 1 2. Team Good 2 3. Team Good 3 4. Team Good 4 5. Team Good 5 6. Team Good 6 7. Team Good 7 8. Team Good 8 9. Team Good 9 10. Team Good 10

[illegible]

Bustarelle (0-3):	x	50 000		Tifosi:	3	x	10 000	=	30 000
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Ritira Extra (0-4):	0	x	100 000	=	0
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Capo Cuoco Halfling (0-1):	x 300 000		
		Cheerleader:	0 x 10 000 = 0

Wandering Apothecaries (0-2):	—	x	100 000	=	0
Apotecario:	1	x	50 000	=	50 000

Mago (0-1):	x	150 000	Cassa:	80 000
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Card budget:	x	0		Valore assoluto (compresi i MNG):	1 090 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 090 000
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■ MNG ■ Journeyman ■ Nuovo Avanzamento ■ Miglioramento ■ Peggioramento