

Norsadamus Race: Norse Head Coach: Ariman

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	5	5	0	11	8	82	1 060 000
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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	1. Inducements (for next match) 2. Team Goods

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

Fan Factor: 3 x 10 000 = 30 000

Extra Training (0-4):	0	x	100 000	=	0
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[illegible]

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

Card budget:	x	0	Treasury:	120 000
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Gate:		Team Value (incl MNGs value):	1 260 000
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FAME:	Induced Value:	0
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Inducements (for next match)	Team Goods
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. Team Goods

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>
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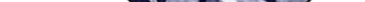
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x	300 000	
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Cheerleaders:	0	x	10 000 =	0
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[illegible]

Card budget:	x	0	Treasury:	120 000
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Gate:		Team Value (incl MNGs value):	1 260 000
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FAME:		Induced Value:	0
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	Match Value (TV for match):	1 260 000
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■ MNG
 ■ Journeyman
 ■ Used journeyman
 ■ New skill available
 ■ Stat upgrade
 ■ Stat downgrade

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