

OOPArt

Race: Slann

Head Coach: Cereal_killeR

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	38	28	1	20	14	234	1 470 000
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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 2. Inducement 3. Inducement 4. Inducement 5. Inducement 6. Inducement 7. Inducement 8. Inducement 9. Inducement 10. Inducement 11. Inducement 12. Inducement 13. Inducement 14. Inducement 15. Inducement 16. Inducement 17. Inducement 18. Inducement 19. Inducement 20. Inducement 21. Inducement 22. Inducement 23. Inducement 24. Inducement 25. Inducement 26. Inducement 27. Inducement 28. Inducement 29. Inducement 30. Inducement 31. Inducement 32. Inducement 33. Inducement 34. Inducement 35. Inducement 36. Inducement 37. Inducement 38. Inducement 39. Inducement 40. Inducement 41. Inducement 42. Inducement 43. Inducement 44. Inducement 45. Inducement 46. Inducement 47. Inducement 48. Inducement 49. Inducement 50. Inducement 51. Inducement 52. Inducement 53. Inducement 54. Inducement 55. Inducement 56. Inducement 57. Inducement 58. Inducement 59. Inducement 60. Inducement 61. Inducement 62. Inducement 63. Inducement 64. Inducement 65. Inducement 66. Inducement 67. Inducement 68. Inducement 69. Inducement 70. Inducement 71. Inducement 72. Inducement 73. Inducement 74. Inducement 75. Inducement 76. Inducement 77. Inducement 78. Inducement 79. Inducement 80. Inducement 81. Inducement 82. Inducement 83. Inducement 84. Inducement 85. Inducement 86. Inducement 87. Inducement 88. Inducement 89. Inducement 90. Inducement 91. Inducement 92. Inducement 93. Inducement 94. Inducement 95. Inducement 96. Inducement 97. Inducement 98. Inducement 99. Inducement 100. Inducement	1. Team Goods 2. Team Goods 3. Team Goods 4. Team Goods 5. Team Goods 6. Team Goods 7. Team Goods 8. Team Goods 9. Team Goods 10. Team Goods 11. Team Goods 12. Team Goods 13. Team Goods 14. Team Goods 15. Team Goods 16. Team Goods 17. Team Goods 18. Team Goods 19. Team Goods 20. Team Goods 21. Team Goods 22. Team Goods 23. Team Goods 24. Team Goods 25. Team Goods 26. Team Goods 27. Team Goods 28. Team Goods 29. Team Goods 30. Team Goods 31. Team Goods 32. Team Goods 33. Team Goods 34. Team Goods 35. Team Goods 36. Team Goods 37. Team Goods 38. Team Goods 39. Team Goods 40. Team Goods 41. Team Goods 42. Team Goods 43. Team Goods 44. Team Goods 45. Team Goods 46. Team Goods 47. Team Goods 48. Team Goods 49. Team Goods 50. Team Goods 51. Team Goods 52. Team Goods 53. Team Goods 54. Team Goods 55. Team Goods 56. Team Goods 57. Team Goods 58. Team Goods 59. Team Goods 60. Team Goods 61. Team Goods 62. Team Goods 63. Team Goods 64. Team Goods 65. Team Goods 66. Team Goods 67. Team Goods 68. Team Goods 69. Team Goods 70. Team Goods 71. Team Goods 72. Team Goods 73. Team Goods 74. Team Goods 75. Team Goods 76. Team Goods 77. Team Goods 78. Team Goods 79. Team Goods 80. Team Goods 81. Team Goods 82. Team Goods 83. Team Goods 84. Team Goods 85. Team Goods 86. Team Goods 87. Team Goods 88. Team Goods 89. Team Goods 90. Team Goods 91. Team Goods 92. Team Goods 93. Team Goods 94. Team Goods 95. Team Goods 96. Team Goods 97. Team Goods 98. Team Goods 99. Team Goods 100. Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	50 000	=	150 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	7	x	10 000	=	70 000

Extra Training (0-4):	1	x	100 000	=	100 000
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Halfling Master Chef (0-1):	x 300 000				Cheerleaders:	1 x 10 000 = 10 000
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Wandering Apothecaries (0-2):	x 100 000		Apothecary: 1 x 50 000 = 50 000
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Card budget:	x	0		Treasury:	150 000
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Gate:		Team Value (incl MNGs value):	1 760 000
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FAME:		Induced Value:	0
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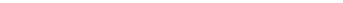
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Card budget:	x	0		Treasury:	150 000
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Gate:		Team Value (incl MNGs value):	1 760 000
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FAME:		Induced Value:	0
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		Match Value (TV for match): 1 760 000

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

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