

Condottieri Fiorenza XII Race: Human Head Coach: Barbossa

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	4	0	8	0	28	1 050 000
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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

Bloodweiser Babes (0-2):	<u> </u>	x	50 000	=	<u> </u>
Rerolls:	1	x	50 000	=	50 000

Bribes (0-3):	<u> </u>	x	100 000		Fan Factor:	0	x	10 000	=	0
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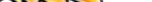
Extra Training (0-4): x 100 000				Assistant Coaches: 0 x 10 000 = 0
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Halfling Master Chef (0-1): x 300 000		
		Cheerleaders: 0 x 10 000 = 0

Wandering Apothecaries (0-2): ___ x 100 000				Apothecary: 0 x 50 000 = 0
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Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	1 100 000
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FAME:		Induced Value:	0
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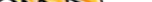
Halfling Master Chef (0-1):	— x 300 000	
		
Cheerleaders:	0 x 10 000 =	0

Wandering Apothecaries (0-2):	x	100 000		
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Apothecary:	0	x	50 000	=	0
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Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	1 100 000
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FAME:		Induced Value:	0
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Match Value (TV for match):		1 100 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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