

Sand Generation

Race: Undead

Head Coach: DanMarino

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	3	6	0	10	9	86	1 110 000
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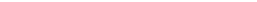
Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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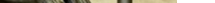
Inducements (for next match)	Team Goods
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. Team Goods

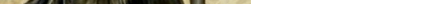
Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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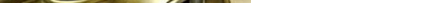
Bribes (0-3):	<u> </u>	x	100 000		Fan Factor:	6	x	10 000	=	60 000
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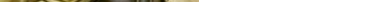
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	— x 300 000	
		
Cheerleaders:	0 x 10 000 = 0	

Igor (0-1):	___	x	100 000		Necromancer:	1	x	0	=	0
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Card budget:	x	0		Treasury:	140 000
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Gate:		Team Value (incl MNGs value):	1 380 000
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FAME:		Induced Value:	0
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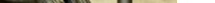
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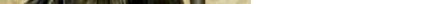
Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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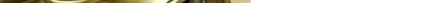
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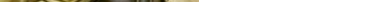
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Card budget:	x	0		Treasury:	140 000
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Gate:		Team Value (incl MNGs value):	1 380 000
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FAME:		Induced Value:	0
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Match Value (TV for match): 1 380 000

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

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