

Blood Moon Race: Necromantic Head Coach: Nimrod

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	3	7	1	19	9	109	1 220 000
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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	70 000	=	140 000
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Bribes (0-3): $\frac{1}{3} \times 100\,000$

Extra Training (0-4): x 100 000				Assistant Coaches: 1 x 10 000 = 10 000
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Halfling Master Chef (0-1):	1	x	300 000	=	300 000
Cheerleaders:	1	x	10 000	=	10 000

Igor (0-1):	x	100 000		Necromancer:	1	x	0	=	0
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Card budget:	x	0	Treasury:	200 000
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Gate:		Team Value (incl MNGs value):	1 420 000
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FAME:	Induced Value:	0
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Card budget:	x	0	Treasury:	200 000
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Gate:		Team Value (incl MNGs value):	1 420 000
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FAME:	Induced Value:	0
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Match Value (TV for match):	1 420 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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