

Leather Boyz XIII

Race: Dark Elf

Head Coach: mickael

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	0	0	0	0	0	0	950 000
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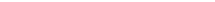
Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements	(for next match)	Team Goods

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

Bribes (0-3): $\frac{0}{100,000} \times 100,000 = 0$

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
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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:	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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Inducements	(for next match)	Team Goods

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

Bribes (0-3): $\frac{0}{100,000} \times 100,000 = 0$

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
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[illegible]

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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