

Iron Drunken

Race: Dwarf

Head Coach: Cereal_killeR

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[illegible]

Total number of players next game:	0/0	Totals (excl TV for MNG players):	0	0	0	0	0	0	0
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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
<p>1. Inducement 1: A 10% discount on the next match ticket.</p> <p>2. Inducement 2: A 10% discount on the next match ticket.</p> <p>3. Inducement 3: A 10% discount on the next match ticket.</p> <p>4. Inducement 4: A 10% discount on the next match ticket.</p> <p>5. Inducement 5: A 10% discount on the next match ticket.</p> <p>6. Inducement 6: A 10% discount on the next match ticket.</p> <p>7. Inducement 7: A 10% discount on the next match ticket.</p> <p>8. Inducement 8: A 10% discount on the next match ticket.</p> <p>9. Inducement 9: A 10% discount on the next match ticket.</p> <p>10. Inducement 10: A 10% discount on the next match ticket.</p>	<p>1. Team Goods 1: A 10% discount on the next match ticket.</p> <p>2. Team Goods 2: A 10% discount on the next match ticket.</p> <p>3. Team Goods 3: A 10% discount on the next match ticket.</p> <p>4. Team Goods 4: A 10% discount on the next match ticket.</p> <p>5. Team Goods 5: A 10% discount on the next match ticket.</p> <p>6. Team Goods 6: A 10% discount on the next match ticket.</p> <p>7. Team Goods 7: A 10% discount on the next match ticket.</p> <p>8. Team Goods 8: A 10% discount on the next match ticket.</p> <p>9. Team Goods 9: A 10% discount on the next match ticket.</p> <p>10. Team Goods 10: A 10% discount on the next match ticket.</p>

Bloodweiser Babes (0-2):	<input type="text" value="___"/>	x	<input type="text" value="50 000"/>		Rerolls:	<input type="text" value="0"/>	x	<input type="text" value="50 000"/>	=	<input type="text" value="0"/>
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Bribes (0-3): $___ \times 100\,000$  Fan Factor: $0 \times 10\,000 = 0$

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
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Wandering Apothecaries (0-2):	___ x 100 000
Apothecary:	0 x 50 000 = 0

Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	0
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FAME:	Induced Value:	0
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Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	0
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FAME:	Induced Value:	0
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Match Value (TV for match):		0
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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