

Burzum Suck	Race: Vampire	Head Coach: Brunzum
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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

Bloodweiser Babes (0-2):	___	x	50 000		Rerolls:	0	x	70 000	=	0
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Bribes (0-3): x 100 000 Fan Factor: 0 x 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
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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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Inducements	(for next match)	Team Goods

Bloodweiser Babes (0-2):	___	x	50 000		Rerolls:	0	x	70 000	=	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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Match Value (TV for match):		0
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■ MNG
 ■ Journeyman
 ■ Used journeyman
 ■ New skill available
 ■ Stat upgrade
 ■ Stat downgrade

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