

Dark Matters Race: Dark Elf Head Coach: Sil

Dark Matters Race: Dark Elf Head Coach: Sil

Dark Matters Race: Dark Elf Head Coach: Sil

[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	9	9	0	5	8	99	1 190 000
------------------------------------	-------	-----------------------------------	---	---	---	---	---	----	-----------

Total number of players next game:	12/12	Totals (excl TV for MNG players):	9	9	0	5	8	99	1 190 000
------------------------------------	-------	-----------------------------------	---	---	---	---	---	----	-----------

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
-------------------------------	----	----	----	----	--------	----	----	-----	-----	-----	-----	-------

Inducements (for next match)				Team Goods			
Bloodweiser Babes (0-2):	___	x	50 000	Rerolls:	2	x	50 000 = 100 000
Bribes (0-3):	___	x	100 000	Fan Factor:	3	x	10 000 = 30 000
Extra Training (0-4):	___	x	100 000	Assistant Coaches:	0	x	10 000 = 0
Halfling Master Chef (0-1):	___	x	300 000	Cheerleaders:	0	x	10 000 = 0
Wandering Apothecaries (0-2):	___	x	100 000	Apothecary:	1	x	50 000 = 50 000
Card budget:	x		0	Treasury:			150 000
Gate:				Team Value (incl MNGs value):			1 370 000
FAME:				Induced Value:			0



Inducements (for next match)				Team Goods			
Bloodweiser Babes (0-2):	___	x	50 000	Rerolls:	2	x	50 000 = 100 000
Bribes (0-3):	___	x	100 000	Fan Factor:	3	x	10 000 = 30 000
Extra Training (0-4):	___	x	100 000	Assistant Coaches:	0	x	10 000 = 0
Halfling Master Chef (0-1):	___	x	300 000	Cheerleaders:	0	x	10 000 = 0
Wandering Apothecaries (0-2):	___	x	100 000	Apothecary:	1	x	50 000 = 50 000
Card budget:	x		0	Treasury:			150 000
Gate:				Team Value (incl MNGs value):			1 370 000
FAME:				Induced Value:			0

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

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