

Good Boys Race: High Elf Head Coach: Svalvolo

Good Boys Race: High Elf Head Coach: Svalvolo

Good Boys Race: High Elf Head Coach: Svalvolo

[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	25	32	0	20	19	250	1 530 000
------------------------------------	-------	-----------------------------------	----	----	---	----	----	-----	-----------

Total number of players next game:	12/12	Totals (excl TV for MNG players):	25	32	0	20	19	250	1 530 000
------------------------------------	-------	-----------------------------------	----	----	---	----	----	-----	-----------

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:	3 x	50 000 = 150 000
Bribes (0-3):	___ x	100 000	Fan Factor:	7 x	10 000 = 70 000
Extra Training (0-4):	___ x	100 000	Assistant Coaches:	1 x	10 000 = 10 000
Halfling Master Chef (0-1):	___ x	300 000	Cheerleaders:	1 x	10 000 = 10 000
Wandering Apothecaries (0-2):	___ x	100 000	Apothecary:	1 x	50 000 = 50 000
Card budget:	x	0	Treasury:		540 000
Gate:			Team Value (incl MNGs value):		1 820 000
FAME:			Induced Value:		0



Inducements (for next match)			Team Goods		
Bloodweiser Babes (0-2):	___ x	50 000	Rerolls:	3 x	50 000 = 150 000
Bribes (0-3):	___ x	100 000	Fan Factor:	7 x	10 000 = 70 000
Extra Training (0-4):	___ x	100 000	Assistant Coaches:	1 x	10 000 = 10 000
Halfling Master Chef (0-1):	___ x	300 000	Cheerleaders:	1 x	10 000 = 10 000
Wandering Apothecaries (0-2):	___ x	100 000	Apothecary:	1 x	50 000 = 50 000
Card budget:	x	0	Treasury:		540 000
Gate:			Team Value (incl MNGs value):		1 820 000
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