

Fullmoon Project Race: Necromantic Head Coach: Ming

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Race: Necromantic

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	0	0	0	0	0	870 000
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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
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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Bribes (0-3):	x			Fan Factor:		x		=	
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Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	1	x	300 000	=	300 000
Cheerleaders:	1	x	10 000	=	10 000

Igor (0-1):	—	x	100 000		Necromancer:	1	x	0	=	0
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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
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Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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Bribes (0-3):	x			Fan Factor:		x		=	
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Extra Training (0-4):	0	x	100 000	=	0
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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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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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