

Blood Moon Race: Necromantic Head Coach: Nimrod

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	3	13	0	21	16	164	1 360 000
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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			
Bloodweiser Babes (0-2):	___	x	50 000	Rerolls:	3	x	70 000 = 210 000
Bribes (0-3):	___	x	100 000	Fan Factor:	8	x	10 000 = 80 000
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
Igor (0-1):	___	x	100 000	Necromancer:	1	x	0 = 0
Card budget:	x		0	Treasury:			190 000
Gate:				Team Value (incl MNGs value):			1 670 000
FAME:				Induced Value:			0



Inducements (for next match) Bloodweiser Babes (0-2): — x 50 000 Bribes (0-3): — x 100 000 Extra Training (0-4): — x 100 000 Halfling Master Chef (0-1): — x 300 000 Igor (0-1): — x 100 000 Card budget: x 0 Gate: FAME:		Team Goods Rerolls: 3 x 70 000 = 210 000 Fan Factor: 8 x 10 000 = 80 000 Assistant Coaches: 1 x 10 000 = 10 000 Cheerleaders: 1 x 10 000 = 10 000 Necromancer: 1 x 0 = 0 Treasury: 190 000 Team Value (incl MNGs value): 1 670 000 Induced Value: 0 Match Value (TV for match): 1 670 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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