

How high!? XI Race: High Elf Head Coach: Smilzo

How high!? XI Race: High Elf Head Coach: Smilzo

How high!? XI Race: High Elf Head Coach: Smilzo

[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	0	9	1	7	0	-13	890 000
------------------------------------	-------	-----------------------------------	---	---	---	---	---	-----	---------

Total number of players next game:	11/11	Totals (excl TV for MNG players):	0	9	1	7	0	-13	890 000
------------------------------------	-------	-----------------------------------	---	---	---	---	---	-----	---------

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:	1	x	10 000 = 10 000
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:			0
Gate:				Team Value (incl MNGs value):			1 100 000
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:	1 x	10 000 = 10 000
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:		0
Gate:			Team Value (incl MNGs value):		1 100 000
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