

**Dark Blood XI** Race: Dark Elf Head Coach: Wally

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[illegible]

|                                    |       |                                   |   |   |   |   |   |    |         |
|------------------------------------|-------|-----------------------------------|---|---|---|---|---|----|---------|
| Total number of players next game: | 11/11 | Totals (excl TV for MNG players): | 0 | 5 | 2 | 4 | 0 | 27 | 980 000 |
|------------------------------------|-------|-----------------------------------|---|---|---|---|---|----|---------|

|                                    |       |                                   |   |   |   |   |   |    |         |
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|------------------------------------|-------|-----------------------------------|---|---|---|---|---|----|---------|

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

| Inducements (for next match)                                              | Team Goods |
|---------------------------------------------------------------------------|------------|
| <p>1. <b>Inducements</b> (for next match)</p> <p>2. <b>Team Goods</b></p> |            |

|                               |     |   |         |  |                                      |   |   |        |   |                  |
|-------------------------------|-----|---|---------|--|--------------------------------------|---|---|--------|---|------------------|
| Bloodweiser Babes (0-2):      | ___ | x | 50 000  |  | Rerolls:                             | 2 | x | 50 000 | = | 100 000          |
| Bribes (0-3):                 | ___ | x | 100 000 |  | Fan Factor:                          | 2 | x | 10 000 | = | 20 000           |
| 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:                          | 0 | x | 50 000 | = | 0                |
| Card budget:                  | x   |   | 0       |  | Treasury:                            |   |   |        |   | 0                |
| Gate:                         |     |   |         |  | <b>Team Value (incl MNGs value):</b> |   |   |        |   | <b>1 100 000</b> |
| FAME:                         |     |   |         |  | <b>Induced Value:</b>                |   |   |        |   | <b>0</b>         |



| Inducements (for next match)                                              | Team Goods |
|---------------------------------------------------------------------------|------------|
| <p>1. <b>Inducements</b> (for next match)</p> <p>2. <b>Team Goods</b></p> |            |

|                               |     |   |         |  |                                      |   |   |        |   |                  |
|-------------------------------|-----|---|---------|--|--------------------------------------|---|---|--------|---|------------------|
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| Wandering Apothecaries (0-2): | ___ | x | 100 000 |  | Apothecary:                          | 0 | x | 50 000 | = | 0                |
| Card budget:                  |     | x | 0       |  | Treasury:                            |   |   |        |   | 0                |
| Gate:                         |     |   |         |  | <b>Team Value (incl MNGs value):</b> |   |   |        |   | <b>1 100 000</b> |
| FAME:                         |     |   |         |  | <b>Induced Value:</b>                |   |   |        |   | <b>0</b>         |
|                               |     |   |         |  | <b>Match Value (TV for match):</b>   |   |   |        |   | <b>1 100 000</b> |

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

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