

Condottieri Fiorenza XII Race: Human Head Coach: Barbossa

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	4	0	8	0	28	1 050 000
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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:	1	x	50 000	=	50 000
Bribes (0-3):	___	x	100 000		Fan Factor:	0	x	10 000	=	0
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:					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
Bribes (0-3):	___ x	100 000
Extra Training (0-4):	___ x	100 000
Halfling Master Chef (0-1):	___ x	300 000
Wandering Apothecaries (0-2):	___ x	100 000
Card budget:	x	0
Gate:		
FAME:		

Rerolls:	1	x	50 000	=	50 000
Fan Factor:	0	x	10 000	=	0
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					0
Team Value (incl MNGs value):					1 100 000
Induced Value:					0
Match Value (TV for match):					1 100 000

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

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