

GWAKKA MAUL Race: Ogre Head Coach: Dead Elviss

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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	720 000
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Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	0	0	0	0	0	720 000
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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):	<u> </u>	x	50 000		Rerolls:	4	x	70 000	=	280 000
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Bribes (0-3):	x 100 000		Fan Factor:	x 10 000 =	
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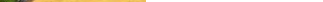
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x	300 000	
			Cheerleaders: 0 x 10 000 = 0

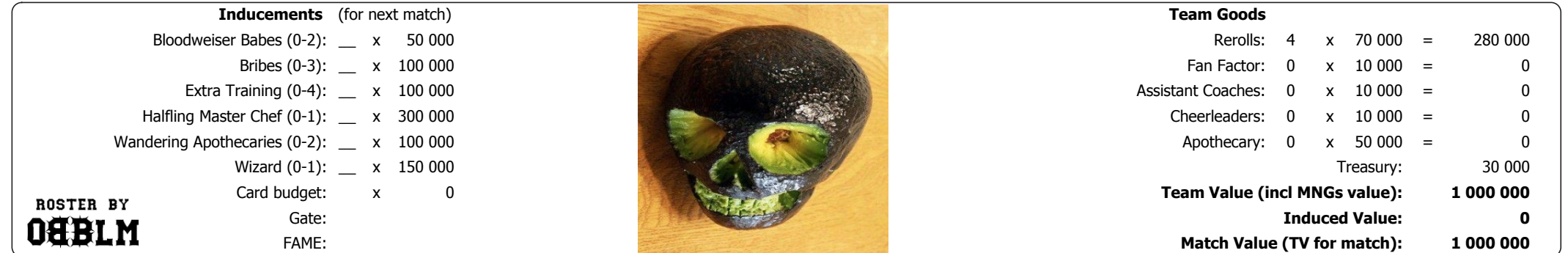
[illegible]

Wizard (0-1): x 150 000	Treasury: 30 000
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[illegible]

HOSTED BY Gate:		Induced Value: 0
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Match Value (TV for match):	1 000 000
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Inducements (for next match)	Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	4	x	70 000	=	280 000
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Bribes (0-3):	x 100 000		Fan Factor:		x 10 000 =	
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Extra Training (0-4):	0	x	100 000	=	0
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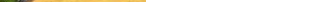
Halfling Master Chef (0-1):	x	300 000	
			Cheerleaders: 0 x 10 000 = 0

Wandering Apothecaries (0-2):	x	100 000		
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Apothecary:	0	x	50 000	=	0
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Wizard (0-1): x 150 000	Treasury: 30 000
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	Card budget:	x	0	Team Value (incl MNGs value):	1 000 000
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HOSTED BY Gate:		Induced Value: 0
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Match Value (TV for match):	1 000 000
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ROSTER BY

OBBLM

Card budget: x 0

Gate:

EAME:



Team Value (incl MNGS value):

1 000 000

Induced Value:

0

Match Value (TV for match):

1 000 000

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

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