

Sweet 16	Race: Dark Elf	Head Coach: Maryan
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[illegible]

Total number of players next game:	10/10	Totals (excl TV for MNG players):	2	1	0	2	1	14	830 000
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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:	2	x	50 000	=	100 000
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Bribes (0-3):	0	x	100 000	=	0
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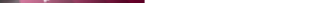
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x 300 000	
		Cheerleaders: 0 x 10 000 = 0

Wandering Apothecaries (0-2):	x 100 000	
		Apothecary: 0 x 50 000 = 0

Wizard (0-1):	x	150 000	Treasury:	40 000
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	Card budget:	x	0			Team Value (incl MNGs value):	930 000
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ROSTER BY	Gate:		Induced Value:	0
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U8BLM	FAME:	COME 'ON BABY, GIVE ME THE BALL	Match Value (TV for match):	930 000
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ROSTER BY

OGBLM

Card budget: x 0

Gate:

EAME:



Team Value (incl MNGs Value):

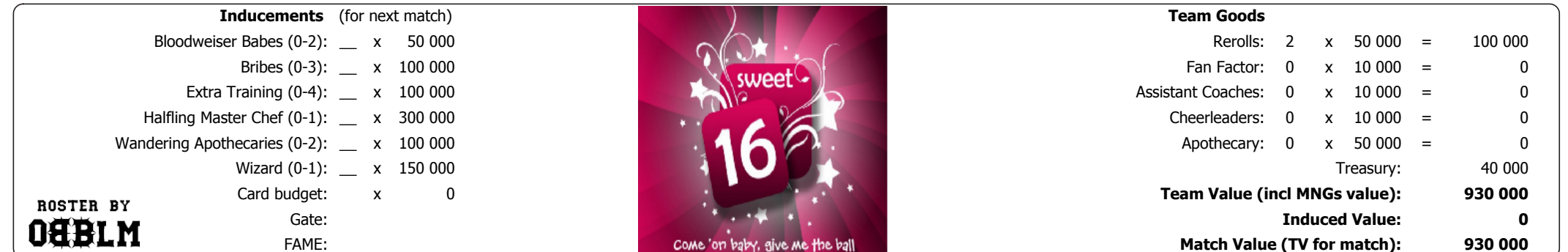
Induced Value:

Match Value (TV for match):

930 000

0

930 000



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Bribes (0-3):	0	x	100 000	=	0
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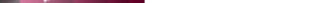
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Card budget:	x	0	Team Value (incl MNGs value):	930 000
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ROSTER BY	Gate:		Induced Value:	0
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U8BLM	FAME:	COME 'ON BABY, GIVE ME THE BALL	Match Value (TV for match):	930 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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