

Pink Panther II

Race: Chaos

Head Coach: gkhan

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[illegible]

Total number of players next game:	11/12	Totals (excl TV for MNG players):	4	10	0	12	7	93	1 070 000
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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:	3	x	60 000	=	180 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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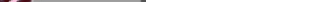
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	— x 300 000	
		
Cheerleaders:	0 x 10 000 = 0	

Wandering Apothecaries (0-2):	x 100 000	
		Apothecary: 1 x 50 000 = 50 000

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

HOSTED BY 	Gate:	Induced Value:	0
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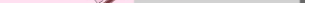
Match Value (TV for match):	1 340 000
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ROSTER BY
08BBLM

Card budget: x 0

Gate:

EAME:



Team Value (incl MNGS value): 1 460 000

Induced Value: 0

Match Value (TV for match): 1 340 000

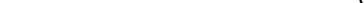


Inducements (for next match)	Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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Extra Training (0-4):	0	x	100 000	=	0
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		Apothecary: 1 x 50 000 = 50 000

Wizard (0-1):	—	x	150 000	Treasury:	0
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Card budget:	x	0	Team Value (incl MNGs value):	1 460 000
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HOSTED BY 	Gate:	Induced Value:	0
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Match Value (TV for match):	1 340 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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