

Die Blutsaugere Van Peere Race: Vampire Head Coach: Lord Arzhul

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[illegible]

Total number of players next game:	11/11	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
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. 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):	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
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Wizard (0-1):	—	x	150 000	Treasury:	0
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	Card budget:	x	0		Team Value (incl MNGs value):	1 000 000
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Gate:	Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 000 000
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	Card budget:	x	0		Team Value (incl MNGs value):	1 000 000
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Gate:	Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 000 000
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ROSTER BY

00BLM

Card budget: x 0

Gate:

FAME:



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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