

Moonlight Killers

Race: Dark Elf

Head Coach: nanosh

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	6	2	0	4	6	50	1 010 000
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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): x 50 000

Bribes (0-3): x 100 000

Fan Factor: 0 x 10 000 = 0

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

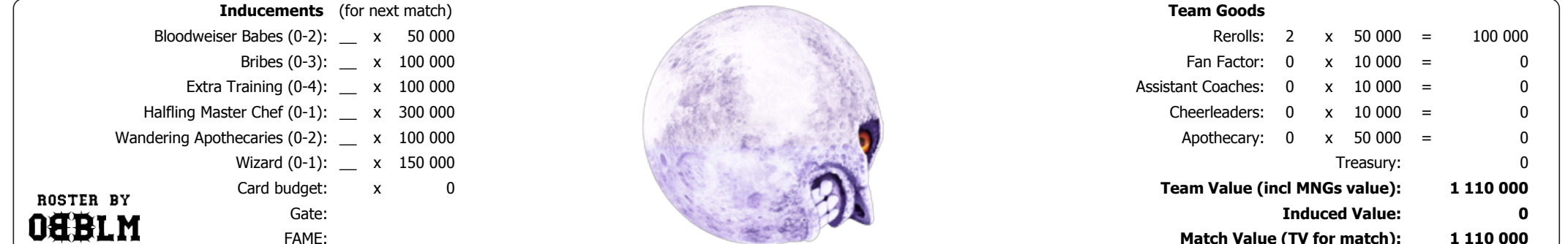
Wandering Apothecaries (0-2):	0	x	100 000	=	0
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Wizard (0-1):	x	150 000	Treasury:	0
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Card budget:		x	0		Team Value (incl MNGs value):	1 110 000
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ROSTER BY	Gate:	Induced Value:	0
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Match Value (TV for match): **1 110 000**



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Card budget:	x	0	Team Value (incl MNGs value):	1 110 000
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ROSTER BY	Gate:	Induced Value:	0
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Match Value (TV for match): **1 110 000**

ROSTER BY

Card budget:	x	0
Gate:		
FAME:		



Team Value (incl MNGS value):	1 110 000
Induced Value:	0
Match Value (TV for match):	1 110 000

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

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