

Mussel Grooves II

Race: Wood Elf

Head Coach: Maryan

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	3	5	0	0	1	47	1 200 000
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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):	1	x	50 000	=	50 000
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Bribes (0-3): $\frac{1}{100000} \times 100000 = 1$

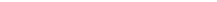
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x 300 000	
		Cheerleaders: 0 x 10 000 = 0

Wandering Apothecaries (0-2):	0	x	100 000	=	0
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Wizard (0-1):	x	150 000	Treasury:	140 000
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	Card budget:	x	0		Team Value (incl MNGs value):	1 260 000
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ROSTER BY		Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 260 000
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ROSTER BY

08BLM

Card budget: x 0

Gate:

FAME:



Team Value (incl MNGS value): 1 260 000

Induced Value: 0

Match Value (TV for match): 1 260 000



Inducements (for next match)	Team Goods
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. Team Goods

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ROSTER BY		Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 260 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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