

Dark Moon Rising Race: Dark Elf Head Coach: Spock

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[illegible]

Total number of players next game:	8/8	Totals (excl TV for MNG players):	4	17	0	7	10	119	920 000
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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):	—	x	50 000		Rerolls:	2	x	50 000	=	100 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	8	x	10 000	=	80 000

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

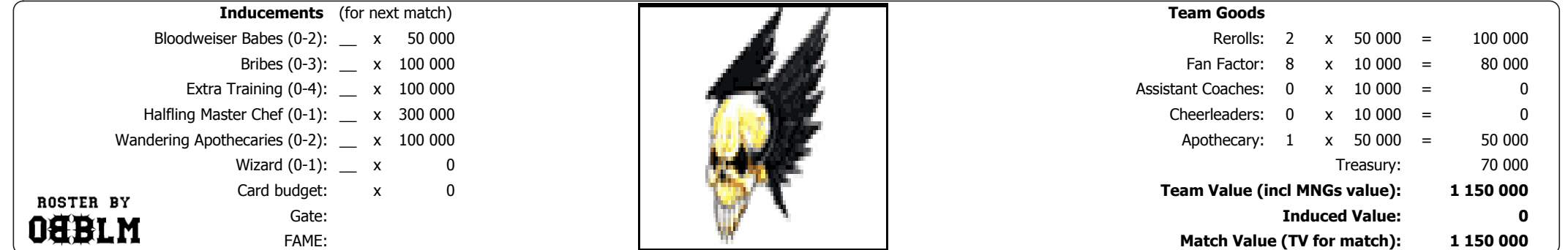
Wandering Apothecaries (0-2): x 100 000		Apothecary:	1	x	50 000	=	50 000
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Wizard (0-1):	—	x	0		Treasury:	70 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 150 000
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Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 150 000
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Inducements (for next match)	Team Goods

Bloodweiser Babes (0-2):	—	x	50 000		Rerolls:	2	x	50 000	=	100 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	8	x	10 000	=	80 000

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
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Wandering Apothecaries (0-2): ___ x 100 000				Apothecary: 1 x 50 000 = 50 000
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Wizard (0-1):	—	x	0		Treasury:	70 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 150 000
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Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 150 000
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ROSTER BY	Card budget:	x	0
OUBLI	Gate:		
	FAME:		



Team Value (incl MNGS value):	1 150 000
Induced Value:	0
Match Value (TV for match):	1 150 000

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

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