

Jundland Gentlemen

Race: Lizardman

Head Coach: WhiteChedder

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	0	0	0	0	0	820 000
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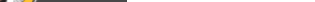
Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)		Team Goods
		

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3):	0	x	100 000	=	0
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Extra Training (0-4): ___ x 100 000		Assistant Coaches: 0 x 10 000 = 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:	0 x 50 000 =	0

Wizard (0-1):	—	x	0		Treasury:	0
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Card budget:	x	0		Team Value (incl MNGs value):	1 000 000
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ROSTER BY TEAM	Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 000 000
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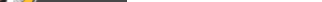


Inducements (for next match)		Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3):	0	x	100 000	=	0
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Extra Training (0-4): ___ x 100 000		Assistant Coaches: 0 x 10 000 = 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:	0	x	50 000	=	0
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Wizard (0-1):	—	x	0		Treasury:	0
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Card budget:	x	0		Team Value (incl MNGs value):	1 000 000
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ROSTER BY TEAM	Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 000 000
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ROSTER BY 	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
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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