

Fatman Falling	Race: Halfling	Head Coach: Geek_Chef
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[illegible]

Total number of players next game:	6/6	Totals (excl TV for MNG players):	0	0	0	7	5	39	440 000
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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
☐ 100% of the match proceeds from the match will be donated to the local food bank. ☐ The team will have a special "charity match" where all proceeds go to the local food bank. ☐ The team will have a special "charity match" where all proceeds go to the local food bank.	☐ The team will have a special "charity match" where all proceeds go to the local food bank. ☐ The team will have a special "charity match" where all proceeds go to the local food bank. ☐ The team will have a special "charity match" where all proceeds go to the local food bank.

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	1	x	60 000	=	60 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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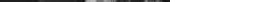
[illegible]

Halfling Master Chef (0-1):	x	100 000	
			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	0		Treasury:	20 000
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	Card budget:	x	0		Team Value (incl MNGs value):	530 000
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HOSTED BY Gate:		Induced Value:	0
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MTBB	FAME:		Match Value (TV for match):	530 000
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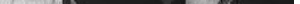
ROSTER BY

08BLM

Card budget: x 0

Gate:

FAME:



Team Value (incl MNGS value): 530 000

Induced Value: 0

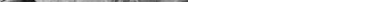
Match Value (TV for match): 530 000



Inducements	(for next match)	Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	1	x	60 000	=	60 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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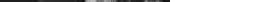
Extra Training (0-4):	<u> </u>	x	100 000	
				
Assistant Coaches:	<u>0</u>	x	10 000	= <u>0</u>

Halfling Master Chef (0-1):	x	100 000	
			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	0		Treasury:	20 000
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	Card budget:	x	0	Team Value (incl MNGs value): 530 000
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HOSTED BY Gate:		Induced Value:	0
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FAME:	Match Value (TV for match):	530 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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