

**Lord Dingwall's Tumbling Bears** Race: Slann Head Coach: Majerus

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[illegible]

Total number of players next game: 11/11

Totals (excl TV for MNG players):	0	0	0	0	0	0	830 000
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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)

Bloodweiser Babes (0-2):    x    50 000

Bribes (0-3): \_\_\_\_ x 100 000

Extra Training (0-4): \_\_\_\_ x 100 000

Halfling Master Chef (0-1): \_\_\_\_ x 300 000

Wandering Apothecaries (0-2): \_\_\_\_ x 100 000

Wizard (0-1):     x     0

Card budget:            x            0

Gate:

FAME:



### Team Goods

Rerolls: 3 x 50 000 = 150 000

Fan Factor: 2 x 10 000 = 20 000

Assistant Coaches: 0 x 10 000 = 0

Cheerleaders:  $0 \times 10\,000 = 0$

Apothecary: 0 x 50 000 = 0

Treasury: 0

**Team Value (incl MNGs value): 1 000 000**

**Induced Value:** 0

**Match Value (TV for match):** 1 000 000

ROSTER BY  
**OBBLM**

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

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