

The Sauntering Dead

Race: Necromantic

Head Coach: Beorg

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[illegible]

Total number of players next game:	14/14	Totals (excl TV for MNG players):	8	37	0	49	24	337	1 570 000
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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. Inducement 1: A 10% discount on the price of the team's merchandise. 2. Inducement 2: A 15% discount on the price of the team's merchandise. 3. Inducement 3: A 20% discount on the price of the team's merchandise. 4. Inducement 4: A 25% discount on the price of the team's merchandise. 5. Inducement 5: A 30% discount on the price of the team's merchandise.	1. Team Goods 1: A 10% discount on the price of the team's merchandise. 2. Team Goods 2: A 15% discount on the price of the team's merchandise. 3. Team Goods 3: A 20% discount on the price of the team's merchandise. 4. Team Goods 4: A 25% discount on the price of the team's merchandise. 5. Team Goods 5: A 30% discount on the price of the team's merchandise.

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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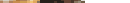
Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x	300 000				Cheerleaders:	0	x	10 000	=	0
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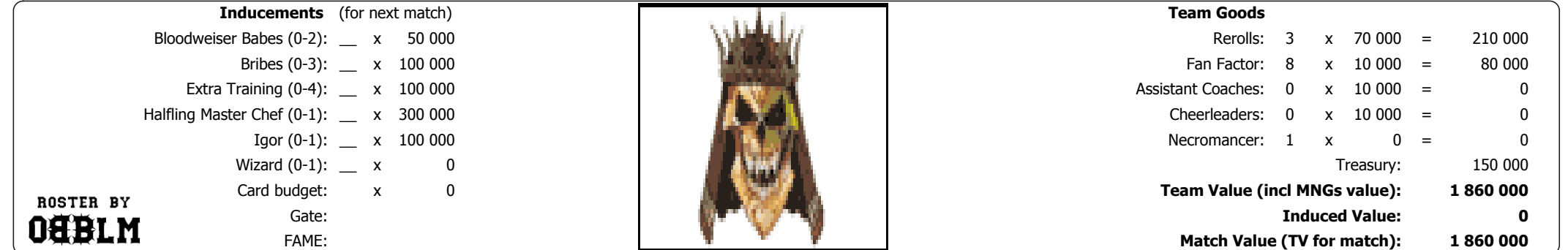
Igor (0-1):	—	x	100 000		Necromancer:	1	x	0	=	0
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Wizard (0-1):	—	x	0		Treasury:	150 000
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Budget	Card budget:	x	0		Team Value (incl MNGs value):	1 860 000
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Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 860 000
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Inducements (for next match)	Team Goods
1. Inducement 1: A 10% discount on the price of the team's merchandise. 2. Inducement 2: A 15% discount on the price of the team's merchandise. 3. Inducement 3: A 20% discount on the price of the team's merchandise. 4. Inducement 4: A 25% discount on the price of the team's merchandise. 5. Inducement 5: A 30% discount on the price of the team's merchandise.	1. Team Goods 1: A 10% discount on the price of the team's merchandise. 2. Team Goods 2: A 15% discount on the price of the team's merchandise. 3. Team Goods 3: A 20% discount on the price of the team's merchandise. 4. Team Goods 4: A 25% discount on the price of the team's merchandise. 5. Team Goods 5: A 30% discount on the price of the team's merchandise.

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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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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Igor (0-1):	—	x	100 000		Necromancer:	1	x	0	=	0
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Wizard (0-1):	—	x	0		Treasury:	150 000
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Budget	Card budget:	x	0		Team Value (incl MNGs value):	1 860 000
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Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 860 000
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ROSTER BY QBBLM	Card budget: x 0 Gate: FAME:		Team Value (incl MINGS value): 1 860 000 Induced Value: 0 Match Value (TV for match): 1 860 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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