

Electric Skies Race: Chaos Head Coach: Awruan

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Race: Chaos

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	2	2	0	26	21	165	1 280 000
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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):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	4	x	10 000	=	40 000

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

Wandering Apothecaries (0-2):	— x	100 000		
				
Apothecary:	1 x	50 000 =		50 000

Wizard (0-1):	0		Treasury:	100 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 550 000
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ROSTER BY	Gate:		Induced Value:	0
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Urb FAME:	Match Value (TV for match): 1 550 000
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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):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	4	x	10 000	=	40 000

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):	0		Treasury:	100 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 550 000
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ROSTER BY	Gate:		Induced Value:	0
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Urb FAME:	Match Value (TV for match): 1 550 000
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ROSTER BY 08B1M	Card budget: x 0 Gate: FAME:		Team Value (Incl MNGs Value): 1 550 000 Induced Value: 0 Match Value (TV for match): 1 550 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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