

The Mechanical Menace

Race: Dwarf

Head Coach: Alex

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	3	6	0	4	3	44	970 000
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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	50 000	=	150 000
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Bribes (0-3):	<u> </u>	x	100 000		Fan Factor:	4	x	10 000	=	40 000
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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

Wandering Apothecaries (0-2): ___ x 100 000	Apothecary: 1 x 50 000 = 50 000
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Wizard (0-1):	—	x	150 000	Treasury:	120 000
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Card budget:	x		Team Value:	1 210 000
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Gate:	Induced Value:	0
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FAME:	Match Value (TV for match):	1 210 000
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	Card budget:	x		Team Value:	1 210 000
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■ MNG ■ Journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade