

Pockenpack

Race: Nurgle

Head Coach: Alex

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[illegible]

Total number of players next game:	10/11	Totals (excl TV for MNG players):	0	0	0	0	1	5	800 000
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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. Inducements (for next match) 2. Team Goods	

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	2	x	70 000	=	140 000
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Bribes (0-3):	<u> </u>	x	100 000	=		Fan Factor:	0	x	10 000	=	0
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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: 2 x 10 000 = 20 000
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Igor (0-1): x 100 000

Wizard (0-1):	—	x	150 000	Treasury:	60 000
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	Card budget:	x		Team Value:	960 000
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Gate:	Induced Value:	0
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FAME:	Match Value (TV for match):	960 000
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Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	2	x	70 000	=	140 000
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Card budget:	x	Team Value:	960 000
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Gate:	Induced Value:	0
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FAME:	Match Value (TV for match):	960 000
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■ MNG ■ Journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade