

A Reptile Dysfunction

Race: Lizardman

Head Coach: Fanny

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[illegible]

Total number of players next game:	10/11	Totals (excl TV for MNG players):	3	23	0	45	32	322	1 300 000
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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):	___	x	50 000	Rerolls:	2	x	60 000 = 120 000
Bribes (0-3):	___	x	100 000	Fan Factor:	6	x	10 000 = 60 000
Extra Training (0-4):	___	x	100 000	Assistant Coaches:	0	x	10 000 = 0
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):	___	x	150 000	Treasury:			110 000
Card budget:		x		Team Value:			1 530 000
Gate:				Induced Value:			0
FAME:				Match Value (TV for match):			1 530 000

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