

Good Boys Razza: High Elf Head Coach: Svalvolo

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	25	32	0	20	19	250	1 530 000
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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	1. Inducements (for next match) 2. Team Goods

[illegible]

Bustarelle (0-3):	___ x 100 000		Tifosi:	7	x	10 000	=	70 000
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[illegible]

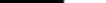
Capo Cuoco Halfling (0-1): x 300 000	Cheerleader: 1 x 10 000 = 10 000
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Wandering Apothecaries (0-2):	___	x	100 000	=	___
Apotecario:	1	x	50 000	=	50 000

Mago (0-1):	<u> </u>	x	150 000	Cassa:	540 000
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Card budget:	x	0		Valore assoluto (compresi i MNG):	1 820 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 820 000
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Inducements (for next match)	Team Goods
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. Team Goods

Ragazze Bloodweiser (0-2):	<u> </u>	x	50 000	=	
Ritira:	3	x	50 000	=	150 000

Bustarelle (0-3):	—	x	100 000		Tifosi:	7	x	10 000	=	70 000
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[illegible]

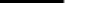
Capo Cuoco Halfling (0-1): x 300 000	Cheerleader: 1 x 10 000 = 10 000
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Wandering Apothecaries (0-2):	___	x	100 000	=	___
Apotecario:	1	x	50 000	=	50 000

Mago (0-1):	<u> </u>	x	150 000	Cassa:	540 000
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	Card budget:	x	0		Valore assoluto (compresi i MNG):	1 820 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 820 000
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■ MNG ■ Journeyman ■ Nuovo Avanzamento ■ Miglioramento ■ Peggioramento