

Hope Elf Razza: High Elf Head Coach: Marcone

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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	20	6	0	6	7	85	1 130 000
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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
☐ 100% of the match proceeds ☐ 100% of the match proceeds + 10% of the match proceeds ☐ 100% of the match proceeds + 20% of the match proceeds ☐ 100% of the match proceeds + 30% of the match proceeds ☐ 100% of the match proceeds + 40% of the match proceeds ☐ 100% of the match proceeds + 50% of the match proceeds ☐ 100% of the match proceeds + 60% of the match proceeds ☐ 100% of the match proceeds + 70% of the match proceeds ☐ 100% of the match proceeds + 80% of the match proceeds ☐ 100% of the match proceeds + 90% of the match proceeds ☐ 100% of the match proceeds + 100% of the match proceeds	☐ 100% of the match proceeds ☐ 100% of the match proceeds + 10% of the match proceeds ☐ 100% of the match proceeds + 20% of the match proceeds ☐ 100% of the match proceeds + 30% of the match proceeds ☐ 100% of the match proceeds + 40% of the match proceeds ☐ 100% of the match proceeds + 50% of the match proceeds ☐ 100% of the match proceeds + 60% of the match proceeds ☐ 100% of the match proceeds + 70% of the match proceeds ☐ 100% of the match proceeds + 80% of the match proceeds ☐ 100% of the match proceeds + 90% of the match proceeds ☐ 100% of the match proceeds + 100% of the match proceeds

[illegible]

Bustarelle (0-3):	<u> </u>	x	100 000		Tifosi:	3	x	10 000	=	30 000
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[illegible]

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

Mago (0-1):	<u> </u>	x	150 000		Cassa:	40 000
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Card budget:	x	0		Valore assoluto (compresi i MNG):	1 360 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 360 000
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Inducements (for next match)	Team Goods

[illegible]

Bustarelle (0-3):	<u> </u>	x	100 000		Tifosi:	3	x	10 000	=	30 000
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[illegible]

Capo Cuoco Halfling (0-1):	— x 300 000				Cheerleader:	0 x 10 000 = 0
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Wandering Apothecaries (0-2):	— x	100 000		Apothecario: 1 x 50 000 = 50 000
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Mago (0-1):	<u> </u>	x	150 000		Cassa:	40 000
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	Card budget:	x	0		Valore assoluto (compresi i MNG):	1 360 000
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	Pubblico:		Valore Inducement:	0
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	Fattore Tifo:		Valore attuale (per la partita):	1 360 000
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■ MNG ■ Journeyman ■ Nuovo Avanzamento ■ Miglioramento ■ Peggioramento