

Cerberus Race: Necromantic Horror Head Coach: Itzla

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	0	0	0	0	0	940 000
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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

[illegible]

Bribes (0-3):		x	100 000	[REDACTED]	Kerolis:	0	x	70 000	-	0
					Fan Factory:	0	x	10 000		0

[illegible][illegible]

Wandering Apothecaries (0-2):	—	x	100 000	—	0
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	Apotheke:	0	x	50 000	=	0
	Team Value (incl. MNGs value):					910 000

[illegible]

Gate:	Match Value (TM for match):	040 000
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ROSTER BY	FAME:	Match Value (TV for match):	340 000
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ROSTER BY	FAME:		Match Value (TV for match):	345 000
08BLM			Treasury:	60 000



Inducements	(for next match)	Team Goods

Bloodweiser Babes (0-2):	0	x	50 000	=	0
Rerolls:	0	x	70 000	=	0

Bribes (0-3): $\frac{0}{100,000} \times 100,000 = 0$

Extra Training (0-4):	0	x	100 000	=	0
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[illegible]

Wandering Apothecaries (0-2): x 100 000 = Apothecary: x 50 000 =

	Team Value (incl MNGs value):	940 000
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Card budget:	x	0		Induced Value:	0
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Gate:	Match Value (TV for match):	940 000
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ROSTER BY	FAME:		Treasury:	60 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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