

Lolth bajnokai

Race: Dark Elf

Head Coach: darksoul

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[illegible]

Total number of players next game:	10/10	Totals (excl TV for MNG players):	4	4	0	4	5	49	970 000
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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

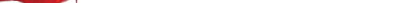
[illegible]

Bribes (0-3):	—	x	100 000				
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Extra Training (0-4):	—	x	100 000						
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[illegible]

Wandering Apothecaries (0-2):	—	x	100 000				
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Horatio X Schottenheim (0-1):	— x 80 000	
		
		Apothecary: 1 x 50 000 — 50 000 Team Value (incl. MNGs value): 1 140 000

Card budget:	x	0		
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Gate:		Induced Value:	0
		Match Value (TM for match):	1 149 999

ROSTER BY **FAME:** **Match Value (TV for match).** **1 140 000**

ROSTER BY FAME:

	Match Value (TV for match),	Treasury:
OUBLI	1 145 000	100 000



Inducements	(for next match)	Team Goods

Bloodweiser Babes (0-2):		x	50 000		Rerolls:	2	x	50 000	=	100 000
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Bribes (0-3): x 100 000

Fan Factor: 2 x 10 000 = 20 000

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

Wandering Apothecaries (0-2):	—	x	100 000	=	50 000
Apothecary:	1	x	50 000	=	50 000

Horatio X Schottenheim (0-1): — x 80 000 **Team Value (incl MNGs value): 1 140 000**

Card budget:	x	0	Induced Value:	0
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Gate:		Match Value (TV for match):	1 140 000
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ROSTER BY NAME:	Treasury: 100 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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