

Nurgle Outlaws	Race: Nurgle	Head Coach: lizardman
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[illegible]

Total number of players next game:	13/14	Totals (excl TV for MNG players):	3	8	0	27	9	126	1 260 000
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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		3. Inducements (for next match) 4. Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	2	x	70 000	=	140 000
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Bribes (0-3): $\frac{1}{3} \times 100\,000$

Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x	300 000	
			Cheerleaders: 0 x 10 000 = 0

Igor (0-1): — x 100 000

Wizard (0-1):	—	x	150 000		Treasury:	280 000
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Budgeted by:	Card budget:	x	0		Team Value (incl MNGs value):	1 490 000
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ROSTER BY TEAM	Gate:		Induced Value:	0
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FAME:		Match Value (TV for match):	1 450 000
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ROSTER BY TEAM	Gate:		Induced Value:	0
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FAME:		Match Value (TV for match):	1 450 000
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ROSTER BY
08BLM

Card budget: x 0
 Gate:
 FAME:



Team Value (incl MNGS value): 1 490 000
Induced Value: 0
Match Value (TV for match): 1 450 000

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

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