

Good Ol' Boys Race: Human Head Coach: General Lee

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	51	18	1	13	15	208	1 330 000
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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
		

Bloodweiser Babes (0-2):	x		50 000	Rerolls:	3	x		50 000	=	150 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
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Extra Training (0-4):	1	x	100 000	=	100 000
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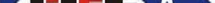
Halfling Master Chef (0-1):	x	300 000		
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Cheerleaders:	0	x	10 000	=	0
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[illegible]

Wizard (0-1): x 150 000				Treasury:	80 000
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	Team Value (incl MNGs value):	1 590 000
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	Gate:		Induced Value:	0
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Match Value (TV for match): **1 590 000**



Inducements (for next match)		Team Goods

Bloodweiser Babes (0-2):	x	50 000		Rerolls:	3	x	50 000	=	150 000
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Bribes (0-3):	___ x 100 000		Fan Factor:	5 x 10 000 = 50 000
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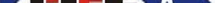
Extra Training (0-4):	1	x	100 000	=	100 000
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Halfling Master Chef (0-1):	x	300 000								
Cheerleaders:	0	x		10 000	=					0

Wandering Apothecaries (0-2): x 100 000										Apothecary: 1 x 50 000 = 50 000
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Wizard (0-1):	—	x	150 000		Treasury:	80 000
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	Team Value (incl MNGs value):	1 590 000
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	Gate:		Induced Value:	0
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Match Value (TV for match): **1 590 000**

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

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