

Dark Predators Race: Dark Elf Head Coach: Serafino

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[illegible]

Total number of players next game:	11/12	Totals (excl TV for MNG players):	13	16	1	12	11	142	1 280 000
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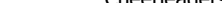
Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)	Team Goods
1. Inducements (for next match) 2. Team Goods	1. Inducements (for next match) 2. Team Goods

Bloodweiser Babes (0-2):	<u> </u>	x	50 000	=	<u> </u>
Rerolls:	3	x	50 000	=	150 000

Bribes (0-3): $\frac{1}{3} \times 100\,000 = 33\,333$

Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	<u> </u>	x	300 000				Cheerleaders:	0	x	10 000	=	0
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Wandering Apothecaries (0-2):	1	x	100 000	=	100 000
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Card budget:	x	0	Treasury:	230 000
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Gate:		Team Value (incl MNGs value):	1 660 000
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FAME:		Induced Value:	0
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Inducements (for next match)	Team Goods
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Bloodweiser Babes (0-2):	<u> </u>	x	50 000	=	<u> </u>
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Card budget:	x	0	Treasury:	230 000
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Gate:		Team Value (incl MNGs value):	1 660 000
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FAME:		Induced Value:	0
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Match Value (TV for match):		1 560 000
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■ MNG
 ■ Journeyman
 ■ Used journeyman
 ■ New skill available
 ■ Stat upgrade
 ■ Stat downgrade

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