

Barber Shop's Tail XIII

Race: Skaven

Head Coach: Anto

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	0	0	0	0	0	0	970 000
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Total number of players next game:	13/13	Totals (excl TV for MNG players):	0	0	0	0	0	0	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
1. Inducement 1 2. Inducement 2 3. Inducement 3 4. Inducement 4 5. Inducement 5 6. Inducement 6 7. Inducement 7 8. Inducement 8 9. Inducement 9 10. Inducement 10 11. Inducement 11 12. Inducement 12 13. Inducement 13 14. Inducement 14 15. Inducement 15 16. Inducement 16 17. Inducement 17 18. Inducement 18 19. Inducement 19 20. Inducement 20 21. Inducement 21 22. Inducement 22 23. Inducement 23 24. Inducement 24 25. Inducement 25 26. Inducement 26 27. Inducement 27 28. Inducement 28 29. Inducement 29 30. Inducement 30 31. Inducement 31 32. Inducement 32 33. Inducement 33 34. Inducement 34 35. Inducement 35 36. Inducement 36 37. Inducement 37 38. Inducement 38 39. Inducement 39 40. Inducement 40 41. Inducement 41 42. Inducement 42 43. Inducement 43 44. Inducement 44 45. Inducement 45 46. Inducement 46 47. Inducement 47 48. Inducement 48 49. Inducement 49 50. Inducement 50 51. Inducement 51 52. Inducement 52 53. Inducement 53 54. Inducement 54 55. Inducement 55 56. Inducement 56 57. Inducement 57 58. Inducement 58 59. Inducement 59 60. Inducement 60 61. Inducement 61 62. Inducement 62 63. Inducement 63 64. Inducement 64 65. Inducement 65 66. Inducement 66 67. Inducement 67 68. Inducement 68 69. Inducement 69 70. Inducement 70 71. Inducement 71 72. Inducement 72 73. Inducement 73 74. Inducement 74 75. Inducement 75 76. Inducement 76 77. Inducement 77 78. Inducement 78 79. Inducement 79 80. Inducement 80 81. Inducement 81 82. Inducement 82 83. Inducement 83 84. Inducement 84 85. Inducement 85 86. Inducement 86 87. Inducement 87 88. Inducement 88 89. Inducement 89 90. Inducement 90 91. Inducement 91 92. Inducement 92 93. Inducement 93 94. Inducement 94 95. Inducement 95 96. Inducement 96 97. Inducement 97 98. Inducement 98 99. Inducement 99 100. Inducement 100	1. Team Good 1 2. Team Good 2 3. Team Good 3 4. Team Good 4 5. Team Good 5 6. Team Good 6 7. Team Good 7 8. Team Good 8 9. Team Good 9 10. Team Good 10 11. Team Good 11 12. Team Good 12 13. Team Good 13 14. Team Good 14 15. Team Good 15 16. Team Good 16 17. Team Good 17 18. Team Good 18 19. Team Good 19 20. Team Good 20 21. Team Good 21 22. Team Good 22 23. Team Good 23 24. Team Good 24 25. Team Good 25 26. Team Good 26 27. Team Good 27 28. Team Good 28 29. Team Good 29 30. Team Good 30 31. Team Good 31 32. Team Good 32 33. Team Good 33 34. Team Good 34 35. Team Good 35 36. Team Good 36 37. Team Good 37 38. Team Good 38 39. Team Good 39 40. Team Good 40 41. Team Good 41 42. Team Good 42 43. Team Good 43 44. Team Good 44 45. Team Good 45 46. Team Good 46 47. Team Good 47 48. Team Good 48 49. Team Good 49 50. Team Good 50 51. Team Good 51 52. Team Good 52 53. Team Good 53 54. Team Good 54 55. Team Good 55 56. Team Good 56 57. Team Good 57 58. Team Good 58 59. Team Good 59 60. Team Good 60 61. Team Good 61 62. Team Good 62 63. Team Good 63 64. Team Good 64 65. Team Good 65 66. Team Good 66 67. Team Good 67 68. Team Good 68 69. Team Good 69 70. Team Good 70 71. Team Good 71 72. Team Good 72 73. Team Good 73 74. Team Good 74 75. Team Good 75 76. Team Good 76 77. Team Good 77 78. Team Good 78 79. Team Good 79 80. Team Good 80 81. Team Good 81 82. Team Good 82 83. Team Good 83 84. Team Good 84 85. Team Good 85 86. Team Good 86 87. Team Good 87 88. Team Good 88 89. Team Good 89 90. Team Good 90 91. Team Good 91 92. Team Good 92 93. Team Good 93 94. Team Good 94 95. Team Good 95 96. Team Good 96 97. Team Good 97 98. Team Good 98 99. Team Good 99 100. Team Good 100

Bloodweiser Babes (0-2):				Rerolls:	1	x	60 000	=	60 000
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Bribes (0-3):	<u> </u>	x	100 000		Fan Factor:	3	x	10 000	=	30 000
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Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1): x 300 000	Cheerleaders:	$0 \times 10\,000 = 0$

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

Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	1 110 000
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FAME:		Induced Value:	0
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Inducements (for next match)	Team Goods
1. Inducement 1 2. Inducement 2 3. Inducement 3 4. Inducement 4 5. Inducement 5 6. Inducement 6 7. Inducement 7 8. Inducement 8 9. Inducement 9 10. Inducement 10 11. Inducement 11 12. Inducement 12 13. Inducement 13 14. Inducement 14 15. Inducement 15 16. Inducement 16 17. Inducement 17 18. Inducement 18 19. Inducement 19 20. Inducement 20 21. Inducement 21 22. Inducement 22 23. Inducement 23 24. Inducement 24 25. Inducement 25 26. Inducement 26 27. Inducement 27 28. Inducement 28 29. Inducement 29 30. Inducement 30 31. Inducement 31 32. Inducement 32 33. Inducement 33 34. Inducement 34 35. Inducement 35 36. Inducement 36 37. Inducement 37 38. Inducement 38 39. Inducement 39 40. Inducement 40 41. Inducement 41 42. Inducement 42 43. Inducement 43 44. Inducement 44 45. Inducement 45 46. Inducement 46 47. Inducement 47 48. Inducement 48 49. Inducement 49 50. Inducement 50 51. Inducement 51 52. Inducement 52 53. Inducement 53 54. Inducement 54 55. Inducement 55 56. Inducement 56 57. Inducement 57 58. Inducement 58 59. Inducement 59 60. Inducement 60 61. Inducement 61 62. Inducement 62 63. Inducement 63 64. Inducement 64 65. Inducement 65 66. Inducement 66 67. Inducement 67 68. Inducement 68 69. Inducement 69 70. Inducement 70 71. Inducement 71 72. Inducement 72 73. Inducement 73 74. Inducement 74 75. Inducement 75 76. Inducement 76 77. Inducement 77 78. Inducement 78 79. Inducement 79 80. Inducement 80 81. Inducement 81 82. Inducement 82 83. Inducement 83 84. Inducement 84 85. Inducement 85 86. Inducement 86 87. Inducement 87 88. Inducement 88 89. Inducement 89 90. Inducement 90 91. Inducement 91 92. Inducement 92 93. Inducement 93 94. Inducement 94 95. Inducement 95 96. Inducement 96 97. Inducement 97 98. Inducement 98 99. Inducement 99 100. Inducement 100	1. Team Good 1 2. Team Good 2 3. Team Good 3 4. Team Good 4 5. Team Good 5 6. Team Good 6 7. Team Good 7 8. Team Good 8 9. Team Good 9 10. Team Good 10 11. Team Good 11 12. Team Good 12 13. Team Good 13 14. Team Good 14 15. Team Good 15 16. Team Good 16 17. Team Good 17 18. Team Good 18 19. Team Good 19 20. Team Good 20 21. Team Good 21 22. Team Good 22 23. Team Good 23 24. Team Good 24 25. Team Good 25 26. Team Good 26 27. Team Good 27 28. Team Good 28 29. Team Good 29 30. Team Good 30 31. Team Good 31 32. Team Good 32 33. Team Good 33 34. Team Good 34 35. Team Good 35 36. Team Good 36 37. Team Good 37 38. Team Good 38 39. Team Good 39 40. Team Good 40 41. Team Good 41 42. Team Good 42 43. Team Good 43 44. Team Good 44 45. Team Good 45 46. Team Good 46 47. Team Good 47 48. Team Good 48 49. Team Good 49 50. Team Good 50 51. Team Good 51 52. Team Good 52 53. Team Good 53 54. Team Good 54 55. Team Good 55 56. Team Good 56 57. Team Good 57 58. Team Good 58 59. Team Good 59 60. Team Good 60 61. Team Good 61 62. Team Good 62 63. Team Good 63 64. Team Good 64 65. Team Good 65 66. Team Good 66 67. Team Good 67 68. Team Good 68 69. Team Good 69 70. Team Good 70 71. Team Good 71 72. Team Good 72 73. Team Good 73 74. Team Good 74 75. Team Good 75 76. Team Good 76 77. Team Good 77 78. Team Good 78 79. Team Good 79 80. Team Good 80 81. Team Good 81 82. Team Good 82 83. Team Good 83 84. Team Good 84 85. Team Good 85 86. Team Good 86 87. Team Good 87 88. Team Good 88 89. Team Good 89 90. Team Good 90 91. Team Good 91 92. Team Good 92 93. Team Good 93 94. Team Good 94 95. Team Good 95 96. Team Good 96 97. Team Good 97 98. Team Good 98 99. Team Good 99 100. Team Good 100

Bloodweiser Babes (0-2):	x 50 000	Rerolls:	1 x 60 000 = 60 000
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Bribes (0-3):	<u> </u>	x	100 000		Fan Factor:	3	x	10 000	=	30 000
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Extra Training (0-4):	0	x	100 000	=	0
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[illegible]

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

Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	1 110 000
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FAME:		Induced Value:	0
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Match Value (TV for match):	1 110 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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