

Dark Matters Race: Dark Elf Head Coach: Sil

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[illegible]

Total number of players next game: 12/12

Totals (excl TV for MNG players): 9 9 0 5 8 99 1 190 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)

Bloodweiser Babes (0-2):	___	x	50 000
Bribes (0-3):	___	x	100 000
Extra Training (0-4):	___	x	100 000
Halfling Master Chef (0-1):	___	x	300 000
Wandering Apothecaries (0-2):	___	x	100 000
Card budget:		x	0
Gate:			
FAME:			



Team Goods

Rerolls:	2	x	50 000	=	100 000
Fan Factor:	3	x	10 000	=	30 000
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	1	x	50 000	=	50 000
Treasury:					150 000
Team Value (incl MNGs value):					1 370 000
Induced Value:					0
Match Value (TV for match):					1 370 000

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

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