

Hat and Hate XI	Race: Chaos Dwarf	Head Coach: Mirpax
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[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	1	3	0	16	0	-23	910 000
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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	

Bloodweiser Babes (0-2):	___ x	50 000		Rerolls:	2	x	70 000	=	140 000
Bribes (0-3):	___ x	100 000		Fan Factor:	0	x	10 000	=	0
Extra Training (0-4):	___ x	100 000		Assistant Coaches:	0	x	10 000	=	0
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
Card budget:	x	0		Treasury:					0
Gate:				Team Value (incl MNGs value):					1 100 000
FAME:				Induced Value:					0



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Bloodweiser Babes (0-2):	—	x	50 000		Rerolls:	2	x	70 000	=	140 000
Bribes (0-3):	—	x	100 000		Fan Factor:	0	x	10 000	=	0
Extra Training (0-4):	—	x	100 000		Assistant Coaches:	0	x	10 000	=	0
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
Card budget:	x		0		Treasury:					0
Gate:					Team Value (incl MNGs value):					1 100 000
FAME:					Induced Value:					0
					Match Value (TV for match):					1 100 000

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

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