

Pacting it in Race: Chaos Pact Head Coach: Spock

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	6	10	1	22	8	122	1 090 000
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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):	<u> </u>	x	50 000		Rerolls:	3	x	70 000	=	210 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	9	x	10 000	=	90 000

Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	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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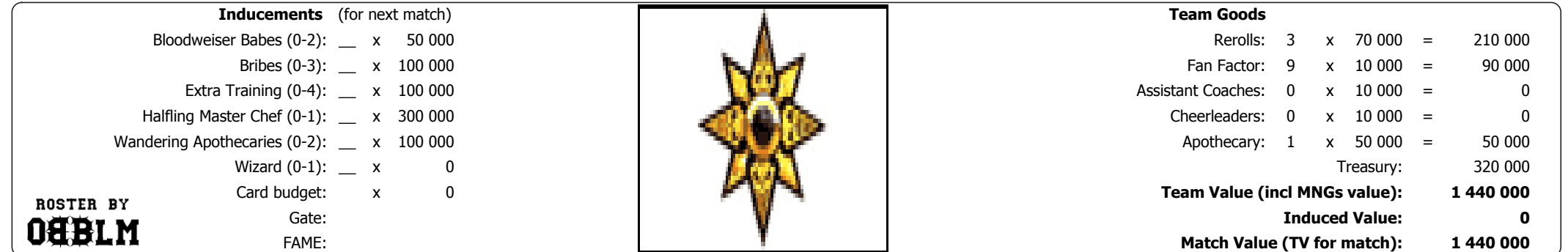
Wizard (0-1):	—	x	0		Treasury:	320 000
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	Card budget:	x	0		Team Value (incl MNGs value):	1 440 000
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ROSTER BY TEAM	Gate:	Induced Value:	0
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FAME:	Match Value (TV for match):	1 440 000
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ROSTER BY 08BLM	Card budget: x 0 Gate: FAME:		Team Value (incl MNGS value): 1 440 000 Induced Value: 0 Match Value (TV for match): 1 440 000
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	Card budget:	x	0			Team Value (incl MNGs value):	1 440 000
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HUSTER BY	Gate:		Induced Value:	0
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FAME:	Match Value (TV for match):	1 440 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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