

Heralds of Hashut	Race: Chaos Dwarf	Head Coach: Anvilbrow
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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	5	6	1	5	9	80	1 000 000
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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		Rerolls:	3	x	70 000	=	210 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	4	x	10 000	=	40 000

Extra Training (0-4):	0	x	100 000	=	0
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[illegible]

Wandering Apothecaries (0-2):			Apothecary:	1 x 50 000 = 50 000
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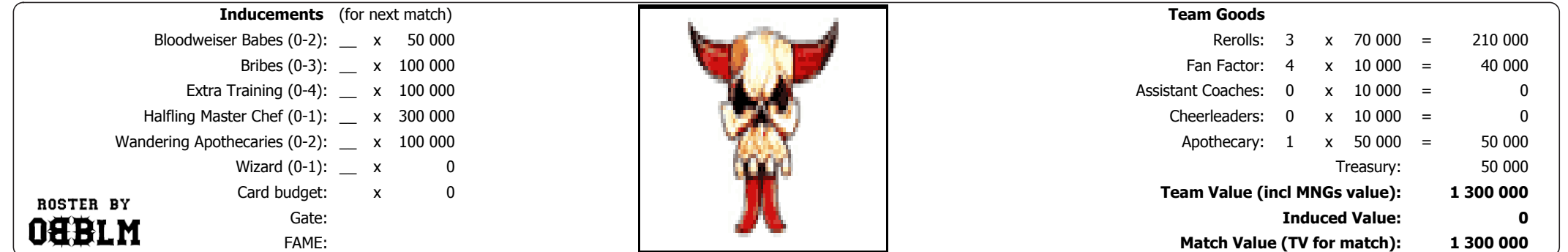
Wizard (0-1):	x	0		Treasury:	50 000
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Card budget:	x	0			Team Value (incl MNGs value):	1 300 000
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HOSTER BY GOIN	Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 300 000
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ROSTER BY 08BBLM	Card budget: x 0 Gate: FAME:		Team Value (incl MNGS value): 1 300 000 Induced Value: 0 Match Value (TV for match): 1 300 000
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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		Rerolls:	3	x	70 000	=	210 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	4	x	10 000	=	40 000

Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	$\times$	300 000			
				Cheerleaders:	$0 \times 10\,000 = 0$

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

Wizard (0-1): x 0		Treasury:	50 000
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Card budget:	x	0	Team Value (incl MNGs value):	1 300 000
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HOSTER BY GOIN	Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 300 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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