

Silver Lake Jesters	Race: Skaven	Head Coach: Casebolt
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[illegible]

Total number of players next game:	7/7	Totals (excl TV for MNG players):	13	9	0	5	7	85	720 000
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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
☐ 100% of the match proceeds ☐ 50% of the match proceeds ☐ 25% of the match proceeds ☐ 10% of the match proceeds ☐ 5% of the match proceeds ☐ 1% of the match proceeds ☐ 0% of the match proceeds	☐ 100% of the match proceeds ☐ 50% of the match proceeds ☐ 25% of the match proceeds ☐ 10% of the match proceeds ☐ 5% of the match proceeds ☐ 1% of the match proceeds ☐ 0% of the match proceeds

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3): $\frac{1}{3} \times 100\,000$

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

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

Wizard (0-1):	—	x	0		Treasury:	90 000
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	Card budget:	x	0	Team Value (incl MNGs value):	1 000 000
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Gate:	Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 000 000
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Inducements (for next match)	Team Goods
☐ 100% of the match proceeds ☐ 50% of the match proceeds ☐ 25% of the match proceeds ☐ 10% of the match proceeds ☐ 5% of the match proceeds ☐ 1% of the match proceeds ☐ 0% of the match proceeds	☐ 100% of the match proceeds ☐ 50% of the match proceeds ☐ 25% of the match proceeds ☐ 10% of the match proceeds ☐ 5% of the match proceeds ☐ 1% of the match proceeds ☐ 0% of the match proceeds

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3): $\frac{1}{3} \times 100\,000$

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Halfling Master Chef (0-1):	x 300 000		
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Wandering Apothecaries (0-2):	x	100 000	
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Apothecary:	1	x	50 000	=	50 000
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Wizard (0-1):	—	x	0		Treasury:	90 000
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	Card budget:	x	0				Team Value (incl MNGs value):	1 000 000
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Gate:	Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 000 000
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ROSTER BY

Card budget:	x	0
Gate:		
FAME:		



Team Value (incl MNGS value):	1 000 000
Induced Value:	0
Match Value (TV for match):	1 000 000

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

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