

Ragnarok Storm Chasers Revival Race: Goblin Head Coach: theoden

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	4	4	0	4	8	64	730 000
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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 revenue ☐ 100% of the match revenue + 10% of the match revenue ☐ 100% of the match revenue + 20% of the match revenue ☐ 100% of the match revenue + 30% of the match revenue ☐ 100% of the match revenue + 40% of the match revenue ☐ 100% of the match revenue + 50% of the match revenue ☐ 100% of the match revenue + 60% of the match revenue ☐ 100% of the match revenue + 70% of the match revenue ☐ 100% of the match revenue + 80% of the match revenue ☐ 100% of the match revenue + 90% of the match revenue ☐ 100% of the match revenue + 100% of the match revenue	☐ 100% of the match revenue ☐ 100% of the match revenue + 10% of the match revenue ☐ 100% of the match revenue + 20% of the match revenue ☐ 100% of the match revenue + 30% of the match revenue ☐ 100% of the match revenue + 40% of the match revenue ☐ 100% of the match revenue + 50% of the match revenue ☐ 100% of the match revenue + 60% of the match revenue ☐ 100% of the match revenue + 70% of the match revenue ☐ 100% of the match revenue + 80% of the match revenue ☐ 100% of the match revenue + 90% of the match revenue ☐ 100% of the match revenue + 100% of the match revenue

Bloodweiser Babes (0-2):	x	50 000		Rerolls:	3	x	60 000	=	180 000
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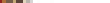
Bribes (0-3):	<u> </u>	x	50 000	=	<u> </u>
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Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):		x 300 000		Cheerleaders:	0	x 10 000	=	0
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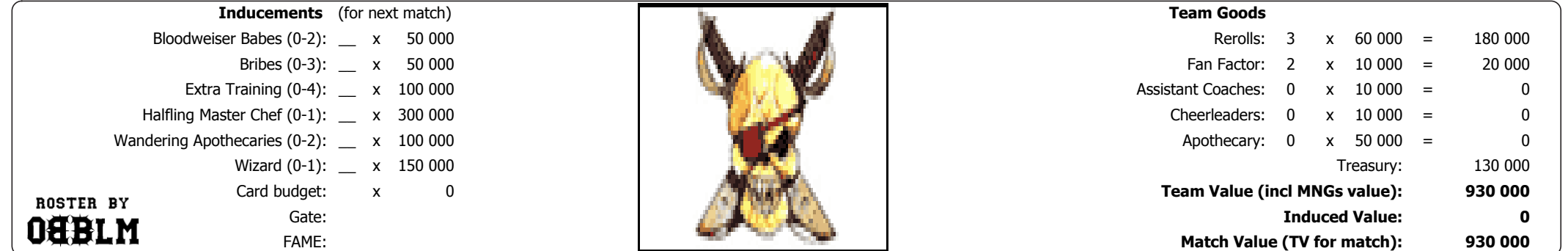
Wandering Apothecaries (0-2):	x	100 000		
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Wizard (0-1):	—	x	150 000		Treasury:	130 000
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Card budget:	x	0		Team Value (incl MNGs value):	930 000
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ROSTER BY TEAM	Gate:		Induced Value:	0
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NAME:	Match Value (TV for match):	930 000
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Inducements (for next match)	Team Goods
☐ 100% of the match revenue ☐ 100% of the match revenue + 10% of the match revenue ☐ 100% of the match revenue + 20% of the match revenue ☐ 100% of the match revenue + 30% of the match revenue ☐ 100% of the match revenue + 40% of the match revenue ☐ 100% of the match revenue + 50% of the match revenue ☐ 100% of the match revenue + 60% of the match revenue ☐ 100% of the match revenue + 70% of the match revenue ☐ 100% of the match revenue + 80% of the match revenue ☐ 100% of the match revenue + 90% of the match revenue ☐ 100% of the match revenue + 100% of the match revenue	☐ 100% of the match revenue ☐ 100% of the match revenue + 10% of the match revenue ☐ 100% of the match revenue + 20% of the match revenue ☐ 100% of the match revenue + 30% of the match revenue ☐ 100% of the match revenue + 40% of the match revenue ☐ 100% of the match revenue + 50% of the match revenue ☐ 100% of the match revenue + 60% of the match revenue ☐ 100% of the match revenue + 70% of the match revenue ☐ 100% of the match revenue + 80% of the match revenue ☐ 100% of the match revenue + 90% of the match revenue ☐ 100% of the match revenue + 100% of the match revenue

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3):	x	50 000		Fan Factor:	2	x	10 000	=	20 000
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Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	<u> </u>	x	300 000	
				
Cheerleaders:	0	x	10 000	= 0

Wandering Apothecaries (0-2):	x	100 000		
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Wizard (0-1):	—	x	150 000			Treasury:	130 000
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	Card budget:	x	0		Team Value (incl MNGs value):	930 000
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	Gate:			Induced Value:	0
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NAME:	Match Value (TV for match):	930 000
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ROSTER BY OBBLM	Card budget: x 0 Gate: EAME:		Team Value (incl MNGS value): 930 000 Induced Value: 0 Match Value (TV for match): 930 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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