

RED SUN

Race: Dark Elf

Head Coach: Dead Elviss

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	0	0	0	0	0	0	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. ☐ 100% of the match revenue 2. ☐ 50% of the match revenue 3. ☐ 25% of the match revenue 4. ☐ 10% of the match revenue 5. ☐ 5% of the match revenue 6. ☐ 1% of the match revenue 7. ☐ 0% of the match revenue	1. ☐ 100% of the match revenue 2. ☐ 50% of the match revenue 3. ☐ 25% of the match revenue 4. ☐ 10% of the match revenue 5. ☐ 5% of the match revenue 6. ☐ 1% of the match revenue 7. ☐ 0% of the match revenue

Bloodweiser Babes (0-2): x =

Bribes (0-3): x 100 000

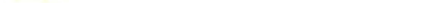
Fan Factor: 0 x 10 000 = 0

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: 0 x 50 000 = 0
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Wizard (0-1):	—	x	150 000		Treasury:	0
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Card budget:	x	0		Team Value (incl MNGs value):	1 000 000
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HUSTER BY ROOM	Gate:	RED SUN IN THE HEART OF THE YOUNG	Induced Value:	0
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Match Value (TV for match): 1 000 000



Inducements (for next match)	Team Goods
1. ☐ 100% of the match revenue 2. ☐ 50% of the match revenue 3. ☐ 25% of the match revenue 4. ☐ 10% of the match revenue 5. ☐ 5% of the match revenue 6. ☐ 1% of the match revenue 7. ☐ 0% of the match revenue	1. ☐ 100% of the match revenue 2. ☐ 50% of the match revenue 3. ☐ 25% of the match revenue 4. ☐ 10% of the match revenue 5. ☐ 5% of the match revenue 6. ☐ 1% of the match revenue 7. ☐ 0% of the match revenue

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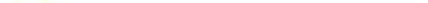
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Wizard (0-1):	—	x	150 000		Treasury:	0
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Card budget:	x	0		Team Value (incl MNGs value):	1 000 000
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HUSTER BY ROOM	Gate:	RED SUN IN THE HEART OF THE YOUNG	Induced Value:	0
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Match Value (TV for match): 1 000 000

ROSTER BY 08BLM	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
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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