

Diet Mountain Crue - Code Red Race: Chaos Dwarf Head Coach: Casebolt

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	1	5	0	6	6	58	1 040 000
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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):	$\frac{1}{x}$	50 000		Rerolls:	2	$\times$	70 000	=	140 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	2	x	10 000	=	20 000

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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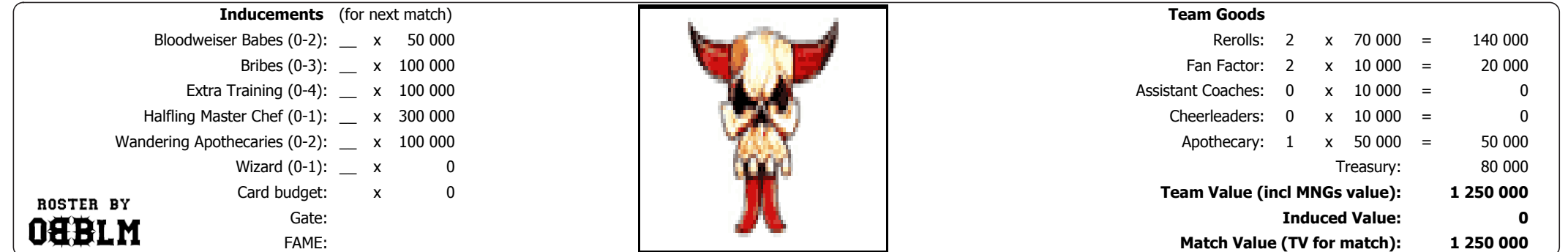
Wandering Apothecaries (0-2):	x	100 000				Apothecary:	1	x	50 000	=	50 000
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Wizard (0-1):	—	x	0		Treasury:	80 000
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	Card budget:	x	0			Team Value (incl MNGs value):	1 250 000
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Gate:		Induced Value:	0
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U8BBLM FAME:	FF	Match Value (TV for match):	1 250 000
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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:	2	x	70 000	=	140 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	2	x	10 000	=	20 000

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):	x	100 000				Apothecary:	1	x	50 000	=	50 000
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Wizard (0-1):	—	x	0		Treasury:	80 000
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[illegible]

Gate:		Induced Value:	0
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U8BBLM FAME:	FF	Match Value (TV for match):	1 250 000
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ROSTER BY 08BBLM	Card budget: x 0 Gate: FAME:		Team Value (Incl MNGs Value): 1 250 000 Induced Value: 0 Match Value (TV for match): 1 250 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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