

The Goats Gruff Race: Chaos Head Coach: Squigmire

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[illegible]

Total number of players next game:	13/13	Totals (excl TV for MNG players):	5	9	0	14	13	125	1 370 000
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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

Bloodweiser Babes (0-2):	<u> </u>	x	50 000		Rerolls:	3	x	60 000	=	180 000
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Bribes (0-3):	<u> </u>	x	100 000		Fan Factor:	5	x	10 000	=	50 000
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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

Wandering Apothecaries (0-2): x 100 000				Apothecary: 1 x 50 000 = 50 000
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Wizard (0-1):	—	x	0		Treasury:	240 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 650 000

Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 650 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 650 000

Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 650 000
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ROSTER BY 	Card budget: x 0 Gate: FAME:		Team Value (incl MNGS value): 1 650 000 Induced Value: 0 Match Value (TV for match): 1 650 000
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■ MNG
 ■ Journeyman
 ■ Used journeyman
 ■ New skill available
 ■ Stat upgrade
 ■ Stat downgrade

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