

Muffalo Kills

Race: Chaos Dwarf

Head Coach: mur

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[illegible]

Total number of players next game:	12/12	Totals (excl TV for MNG players):	3	12	1	24	12	147	1 210 000
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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	

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>
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Extra Training (0-4): x 100 000		Assistant Coaches: 2 x 10 000 = 20 000
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Halfling Master Chef (0-1):	1	x	300 000	=	300 000
Cheerleaders:	1	x	10 000	=	10 000

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

Wizard (0-1): x 150 000	Treasury: 390 000
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Card budget:	x	0		Team Value (incl MNGs value):	1 490 000
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HOSTED BY GOVERNMENT	Gate:		Induced Value:	0
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U8BLM	FAME:		Match Value (TV for match):	1 490 000
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ROSTER BY
08BLM

Card budget: x 0
 Gate:
 FAME:



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

1 490 000
0
1 490 000



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

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