

Murderous Rams	Race: Chaos Chosen	Head Coach: Kildarf
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[illegible]

Total number of players next game:	13/15	Totals (excl TV for MNG players):	1	17	1	34	12	212	1 450 000
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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

[illegible]

Bribes (0-3):		— x 100 000		Kerfols:	2	x	60 000	=	120 000
				Fan Factory:	6	x	10 000	=	60 000

Extra Training (0-4):	—	x	100 000				
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[illegible]

Wandering Apothecaries (0-2):	—	x	100 000	—	10 000
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Horatio X Schottenheim (0-1):	— x	80 000
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Papa Skullbones (0-1):	___ x	80 000
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	Card budget:	x	0			Total Value	(incl. MINGO's Value)	1700000
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ROSTER BY	Gate:	Induced Value:	Match Value (TM for match):
		0	1 600 000

FAME:		Match Value (TV for match):	1 000 000
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08100			

Inducements	(for next match)	Team Goods

Bloodweiser Babes (U-2):	— x 50 000 =		Rerolls:	2 x 60 000 =	120 000
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Bribes (0-3): x 100 000

Fan Factor: 6 x 10 000 = 60 000

Extra Training (0-4):	___	x	100 000	=	___
Assistant Coaches:	1	x	10 000	=	10 000

Haiting Master Cher (U-1):		x	300 000		Cheerleaders:	1	x	10 000	=	10 000
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Wandering Apothecaries (0-2): x 100 000	
	Apothecary: 1 x 50 000 = 50 000

Horatio X Schottenheim (0-1):	—	x	80 000	Compensation:	-100 000
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Papa Skullbones (0-1): x 80 000 **Team Value (incl MNGs value): 1 760 000**

Card budget:	x	0	Induced Value:	0
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ROSTER BY	Gate:		Match Value (TV for match):	1 600 000
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08BLM	FAME:		Treasury:	360 000
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ROSTER BY 08BLM	Gate:		Induced Value:	0
	FAME:		Match Value (TV for match):	1 600 000
	Treasury:		360 000	

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

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