

The Goats Who Stare at Men

Race: Chaos

Head Coach: Kiari511

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	The Masticator III	Chaos Warrior	5	4	3	9	Block		2			2		6	120 000
2	The Engulfer	Chaos Warrior	4	4	3	8	Block, Mighty Blow, Claw/Claws, Dodge, -1 Ma, -1 Av		7	3		10	3	51	190 000
3	Charger	Chaos Warrior	4	5	4	9	Block, Sure Hands, Guard, +1 St, +1 Ag, -1 Ma		7	9	3	11	7	97	250 000
4	Gogoat III	Chaos Warrior	5	4	3	9									100 000
5	Vincent Van Goat III	Beastman	6	3	3	8	Horns								60 000
6	La Muncha II	Beastman	6	3	3	7	Horns, Block, Strip Ball, Prehensile Tail, +1 Ma, -1 Ma, -1 Av		1	5		3	6	52	150 000
7	ElMuncho	Beastman	6	3	2	8	Horns, Block, Mighty Blow, -1 Ag		2			9		20	100 000
8	Billy	Beastman	5	3	3	8	Horns, Block, Tackle, Mighty Blow, Claw/Claws, Dodge, -1 Ma		4	6	1	7	8	78	170 000
9	Tumnas II	Beastman	6	3	3	8	Horns, Block, Guard, Dodge, 1 Ni		2	3		6	3	38	130 000
10	Foley	Beastman	7	3	3	7	Horns, Block, Mighty Blow, Claw/Claws, Piling On, +1 Ma, -1 Av		5	11	1	26	5	117	170 000
11	Kid Rock	Beastman	6	3	4	8	Horns, Block, Big Hand, Guard, Two Heads, +1 Ag		18	19		4		83	180 000
12	Goatye	Beastman	6	3	3	8	Horns, Block, Kick, 1 Ni		3	1		1	2	18	100 000
15	Baaaaad to the Bone	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Piling On, Claw/Claws, Block		1	1	1	17	2	50	220 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 52 58 6 96 36 610 1 940 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

<p>Inducements (for next match)</p> <p>Bloodweiser Babes (0-2): ___ x 50 000</p> <p>Bribes (0-3): ___ x 100 000</p> <p>Extra Training (0-4): ___ x 100 000</p> <p>Halfing Master Chef (0-1): ___ x 300 000</p> <p>Wandering Apothecaries (0-2): ___ x 100 000</p> <p>Wizard (0-1): ___ x 150 000</p> <p>Card budget: x 0</p> <p>Gate:</p> <p>FAME:</p>		<p>Team Goods</p> <p>Rerolls: 4 x 60 000 = 240 000</p> <p>Fan Factor: 8 x 10 000 = 80 000</p> <p>Assistant Coaches: 2 x 10 000 = 20 000</p> <p>Cheerleaders: 2 x 10 000 = 20 000</p> <p>Apothecary: 1 x 50 000 = 50 000</p> <p>Treasury: 400 000</p> <p>Team Value (incl MNGs value): 2 350 000</p> <p>Induced Value: 0</p> <p>Match Value (TV for match): 2 350 000</p>
---	--	--

ROSTER BY
OBBLM

■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

Please consider donating to the OBBLM project if you enjoy this software and wish to support further development and maintenance. For more information visit nicholasmr.dk