Gob Bomb

Race: Goblin

Head Coach: Geek_Chef

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
2	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
3	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
4	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
5	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
6	Unnamed	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty								40 000
7	Unnamed	Bombardier	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty								40 000
8	Unnamed	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty								40 000
9	Unnamed	Fanatic	3	7	3	7	Ball and Chain, No Hands, Secret Weapon, Stunty								70 000
10	Unnamed	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000
11	Unnamed	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate								110 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 0 0 0 0 0 0 610 000

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

Inducements (for next match)

Bloodweiser Babes (0-2):	__	x	50 000
Bribes (0-3):	__	x	50 000
Extra Training (0-4):	__	x	100 000
Halfling Master Chef (0-1):	__	x	300 000
Wandering Apothecaries (0-2):	__	x	100 000
Wizard (0-1):	__	x	0
Card budget:		x	0
Gate:			
FAME:			

ROSTER BY OBBLM

Team Goods

Rerolls:	4	x	60 000	=	240 000
Fan Factor:	0	x	10 000	=	0
Assistant Coaches:	0	x	10 000	=	0
Cheerleaders:	0	x	10 000	=	0
Apothecary:	0	x	50 000	=	0
Treasury:					150 000
Team Value (incl MNGs value):					**850 000**
Induced Value:					**0**
Match Value (TV for match):					**850 000**

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

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