

Pink Panther II

Race: Chaos

Head Coach: gkhan

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[illegible]

Total number of players next game:	11/12	Totals (excl TV for MNG players):	4	10	0	12	7	93	1 070 000
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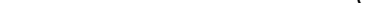
Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)	Team Goods

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	=	<u> </u>
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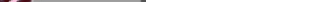
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	— x 300 000	
		
Cheerleaders:	0 x 10 000 = 0	

Wandering Apothecaries (0-2):	x	100 000			Apothecary:	1	x	50 000	=	50 000
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Wizard (0-1):	—	x	150 000	Treasury:	0
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	Card budget:	x	0		Team Value (incl MNGs value):	1 460 000
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HOSTED BY BOEM	Gate:		Induced Value:	0
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U8BLM FAME:		Match Value (TV for match): 1 340 000
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ROSTER BY
OEBLM

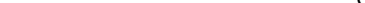


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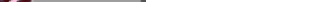
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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