

# Kirchheim CP

Race: Chaos Pact

Head Coach: Marc

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Niels Henrik Abel	Chaos Troll	5	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, +1 Ma		0	0	0	4	1	13	140 000
2	Cesare Arzela	Chaos Ogre	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard, Stand Firm, Block		0	0	0	16	2	42	210 000
3	Stefan Banach	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Juggernaut, Block		0	0	0	9	1	23	200 000
4	Isaac Barrow	Goblin Renegade	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty, Two Heads, Extra Arms, Big Hand		1	11	0	0	1	39	100 000
5	Jakob Bernoulli	Dark Elf Renegade	5	3	4	8	Animosity, Dodge, Block, Sure Feet, -1 Ma		4	6	0	0	2	32	130 000
7	Serge Bernstein jr.	Orc Renegade	5	3	3	9	Animosity		0	0	0	0	0	0	50 000
8	Friedrich Wilhelm Bessel jr	Marauder	6	3	3	8			0	0	0	0	0	0	50 000
9	Emile Borel	Marauder	6	3	3	8	Block, Guard		0	4	0	3	1	23	90 000
10	Bernard Bolzano jr.	Marauder	6	4	3	8	Block, +1 St		0	3	0	1	1	16	120 000
11	Georg Cantor	Marauder	6	3	3	8	Block, Claw/Claws		0	0	0	5	2	20	90 000
12	Louis Augustin Cauchy	Marauder	6	3	3	8	Block, Mighty Blow, Claw/Claws		0	1	0	4	4	31	110 000
13	Gaston Darboux jr.	Marauder	6	3	3	8	Block		0	0	0	2	1	9	70 000
14	Ernesto Cesaro jr.	Marauder	6	3	3	8	Block, Tackle		0	0	0	1	3	17	90 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 5 25 0 45 19 265 1 450 000

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

Inducements (for next match)	Team Goods
Bloodweiser Babes (0-2): ___ x 50 000	Rerolls: 2 x 70 000 = 140 000
Bribes (0-3): ___ x 100 000	Fan Factor: 9 x 10 000 = 90 000
Extra Training (0-4): ___ x 100 000	Assistant Coaches: 0 x 10 000 = 0
Halfing 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
Wizard (0-1): ___ x 150 000	Treasury: 220 000
Card budget: x	<b>Team Value: 1 730 000</b>
Gate:	<b>Induced Value: 0</b>
FAME:	<b>Match Value (TV for match): 1 730 000</b>

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