

# Gutters Edge

Race: Skaven

Head Coach: Shawn T

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Creepy Crawly	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block, Two Heads, Horns		3	9			2	40	160 000
2	Blitz Skitterleap	Blitzer	7	3	3	8	Block, Strip Ball, Tackle					2	3	19	130 000
3	Dodgy Skunkbottom	Gutter Runner	10	2	4	7	Dodge, Weeping Dagger, Block, Side Step, +1 Ma		6	5			2	31	150 000
4	Stitch Roundhouse	Blitzer	7	3	3	8	Block								90 000
5	Ghost Whisker	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block, Side Step, Diving Catch, Sure Hands, 1 Ni		2	17			4	73	160 000
6	Scratch	Lineman	7	3	3	7									50 000
7	Sneek the Streak	Gutter Runner	10	3	4	7	Dodge, Weeping Dagger, +1 Ma, +1 St		1	3	1		1	17	160 000
8	Belch Slackjaw	Lineman	7	3	3	7									50 000
9	Sniff	Lineman	7	3	3	7						1		2	50 000
10	Rip'it Rocket	Thrower	7	3	3	7	Pass, Sure Hands		1					1	70 000
11	Ninetoe Joe	Lineman	7	3	3	7									50 000
13	Whiplash Ow'thathurts	Thrower	7	3	4	7	Pass, Sure Hands, Accurate, Leader, +1 Ag		19	1		1	2	34	150 000
15	Bam Bam	Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Claw/Claws, Block					12		24	210 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 32 35 1 16 14 241 1 480 000

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 0	Rerolls: 2 x 60 000 = 120 000
Bribes (0-3): ___ x 100 000	Fan Factor: 7 x 10 000 = 70 000
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 0	Treasury: 10 000
Card budget: x 0	<b>Team Value (incl MNGs value): 1 720 000</b>
Gate:	<b>Induced Value: 0</b>
FAME:	<b>Match Value (TV for match): 1 720 000</b>



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

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