



OVERVIEW OF TEAM

Total cost: 1100000
 Total cost inducements: 0
 Total cost extra skills: 0
 Number singles: 6
 4 Guard, 1 Block, 1 Sure Hands
 Number doubles: 0
 Number increased stats: 0

TEAM NAME

Dispiace

RACE

Amazon

COACH

Robozzo

STADIUM

Viva la Foca

REROLLS & COACHING STAFF

3 Re-rolls
 1 Apothecary

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Ironmage Rint	Thrower	70000	6	3	3	7	Dodge, Pass, Sure Hands						0
2	Uri Mune	Catcher	70000	6	3	3	7	Dodge, Catch, Block						0
3	Moyann Elman	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
4	Venessa Elius	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
5	Ahdun Freca	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
6	Otlen Parser	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
7	Issalt Mareberth	Linewoman	50000	6	3	3	7	Dodge						0
8	Azreal Haster	Linewoman	50000	6	3	3	7	Dodge						0
9	Viki Josette	Linewoman	50000	6	3	3	7	Dodge						0
10	Asoka Wrothag	Linewoman	50000	6	3	3	7	Dodge						0
11	Matew Ofeva	Linewoman	50000	6	3	3	7	Dodge						0
12	Valli Emon	Linewoman	50000	6	3	3	7	Dodge						0
13	Whitlock Duzedrawse	Linewoman	50000	6	3	3	7	Dodge						0
14	Karissa Mingo	Linewoman	50000	6	3	3	7	Dodge						0

Dodge : A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

Sure Hands : A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

Catch : A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Guard : A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.

Block : A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Pass : A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.