



## OVERVIEW OF TEAM

Total cost:	1110000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	8
7 Block, 1 Dodge	
Number doubles:	1
1 Leader	
Number increased stats:	0

## TEAM NAME

Discepoli Del Signore della Notte

## RACE

Vampire

## COACH

Swartz24

## REROLLS &amp; COACHING STAFF

2 Re-rolls

## TEAM VALUE

1110000

## TREASURY

40000

## FAN FACTOR

2

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Shelvestra Stella	Vampire	110000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Dodge						0
2	Seka Zar	Vampire	110000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block						0
3	Jin Odyaseus	Vampire	110000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block						0
4	Terrel Viki	Vampire	110000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration, Block						0
5	Hildandi Yareth	Vampire	110000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration						0
6	River Duald	Thrall	40000	6	3	3	7	Leader						0
7	Bavmorda Solita	Thrall	40000	6	3	3	7	Block						0
8	Kilyne Abu	Thrall	40000	6	3	3	7	Block						0
9	Durian Briarman	Thrall	40000	6	3	3	7	Block						0
10	Ganith Norse	Thrall	40000	6	3	3	7	Block						0
11	Besur Cohen	Thrall	40000	6	3	3	7	None						0
12	King Ch-ian	Thrall	40000	6	3	3	7	None						0
13	Igraine Marco	Thrall	40000	6	3	3	7	None						0
14	Arade Durian	Thrall	40000	6	3	3	7	None						0
15	Keward Gwystyl	Thrall	40000	6	3	3	7	None						0

**Blood Lust** : Vampires must occasionally feed on the blood of the living. Immediately after declaring an Action with a Vampire, roll a d6: On a 2+ the Vampire can carry out the Action as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with his declared Action or if he had declared a Block Action, he may take a Move Action instead. Either way, at the end of the declared Action, but before actually passing, handing off, or scoring, the vampire must feed. If he is standing adjacent to one or more Thrall team-mates (standing, prone or stunned), then choose one to bite and make an Injury roll on the Thrall treating any casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball. Once the Vampire has bitten a Thrall he may complete his Action. Failure to bite a Thrall is a turnover and requires him to feed on a spectator – move the Vampire to the reserves box if he was still on the pitch. If he was holding the ball, it bounces from the square he occupied when he was removed and he will not score a touchdown if he was in the opposing end zone.

**Regeneration** : If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

**Leader** : The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

**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.)

**Hypnotic Gaze** : The player has a powerful telepathic ability that he can use to stun an opponent into immobility. The player may use hypnotic gaze at the end of his Move Action on one opposing player who is in an adjacent square. Make an Agility roll for the player with hypnotic gaze, with a -1 modifier for each opposing tackle zone on the player with hypnotic gaze other than the victim's. If the Agility roll is successful, then the opposing player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or move voluntarily until the start of his next Action or the drive ends. If the roll fails, then the hypnotic gaze has no effect.

**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.