



## OVERVIEW OF TEAM

Total cost: 1100000  
 Total cost inducements: 0  
 Total cost extra skills: 0  
 Number singles: 6  
 2 Mighty Blow, 1 Juggernaut, 1 Kick, 1 Leader, 1 Strip Ball  
 Number doubles: 0  
 Number increased stats: 0

## TEAM NAME

Evolution: Ragnarok Era

## RACE

Skaven

## COACH

Ivs

## REROLLS &amp; COACHING STAFF

1 Re-rolls  
 1 Apothecary

## TEAM VALUE

1100000

## TREASURY

0

## FAN FACTOR

2

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Jytia Athana	Rat Ogre	150000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, <b>Juggernaut</b>						0
2	Bedic Cether	Blitzer	90000	7	3	3	8	Block, <b>Mighty Blow</b>						0
3	Arthur Bianca	Blitzer	90000	7	3	3	8	Block, <b>Mighty Blow</b>						0
4	Drave Landrin	Gutter Runner	80000	9	2	4	7	Dodge, <b>Strip Ball</b>						0
5	Walena Freasse	Gutter Runner	80000	9	2	4	7	Dodge						0
6	Vina Gwayhne	Gutter Runner	80000	9	2	4	7	Dodge						0
7	Antar Dryn	Gutter Runner	80000	9	2	4	7	Dodge						0
8	Ampria DARTH	Thrower	70000	7	3	3	7	Pass, Sure Hands, <b>Leader</b>						0
9	Canute Frake	Lineman	50000	7	3	3	7	<b>Kick</b>						0
10	Syknernen Keltz	Lineman	50000	7	3	3	7	None						0
11	Autumntide Dager	Lineman	50000	7	3	3	7	None						0
12	Lin Daikini	Lineman	50000	7	3	3	7	None						0
13	Nizra Waistere	Lineman	50000	7	3	3	7	None						0

**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.

**Juggernaut** : A player with this skill is virtually impossible to stop once he is in motion. If this player takes a Blitz Action, the opposing player may not use his Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead for blocks he makes during a Blitz Action.

**Strip Ball** : When a player with this skill blocks an opponent with the ball, applying a 'Pushed' or 'Defender Stumbles' result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

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

**Frenzy** : A player with this skill is a slaving psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if he can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player must also follow up this second block. If the frenzied player is performing a Blitz Action then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot Go For It again.

**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.)

**Prehensile Tail** : The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

**Kick** : The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill the player must be set up on the pitch when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player then allowed to take the kick-off. Because his kick is so accurate, you may choose to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

**Loner** : Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e., used).

**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.

**Wild Animal** : Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a Block or Blitz Action. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

**Mighty Blow** : Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

**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.