



*OVERVIEW OF TEAM*

Total cost:	1220000
Total cost inducements:	0
Total cost extra skills:	120000
Number singles:	6
4 Guard, 2 Wrestle	
Number doubles:	0
Number increased stats:	0

*TEAM NAME*

Lady Lovers

*RACE*

Amazon

*COACH*

Niebling

*STADIUM*

The Pole

*REROLLS & COACHING STAFF*

4	Re-rolls
1	Apothecary

*TEAM VALUE*

1220000

*TREASURY*

0

*FAN FACTOR*

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Orsay Chymas	Blitzer	110000	6	3	3	7	Dodge, Block, Guard					6	
2	Alys Fredrick	Blitzer	110000	6	3	3	7	Dodge, Block, Guard					6	
3	Rooka Doregren	Blitzer	110000	6	3	3	7	Dodge, Block, Guard					6	
4	Vigoth Hector	Blitzer	110000	6	3	3	7	Dodge, Block, Guard					6	
5	Menlaus Dwalin	Thrower	70000	6	3	3	7	Dodge, Pass					0	
6	Eritai Skobo	Catcher	70000	6	3	3	7	Dodge, Catch					0	
7	Samot Soreth	Linewoman	70000	6	3	3	7	Dodge, Wrestle					6	
8	Alixa Melman	Linewoman	70000	6	3	3	7	Dodge, Wrestle					6	
9	Waistere Grian	Linewoman	50000	6	3	3	7	Dodge					0	
10	Fadukes Zephale	Linewoman	50000	6	3	3	7	Dodge					0	
11	Ruthir Casden	Linewoman	50000	6	3	3	7	Dodge					0	
12	Beli Junius	Linewoman	50000	6	3	3	7	Dodge					0	
13	Bog Hallgerd	Linewoman	50000	6	3	3	7	Dodge					0	

**Wrestle** : The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

**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.

**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.)

**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.

**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.

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