OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
2 Guard, 2 Mighty Blow, 1 Block, 1 Dodge	
Number doubles:	0
Number increased stats:	0

TEAM NAME
Legio Refusa

RACE
Norse

COACH
Ciccio

REROLLS & COACHING STAFF
2   Re-rolls

TEAM VALUE
1100000

TREASURY
0

FAN FACTOR
0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	COMP	INT	CAS	TD	MVP	SPP
1	Porchos Carson	Yhetee	140000	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal, **Mighty Blow**						0
2	Dalavesta Fetil	Norse Werewolve	110000	6	4	2	8	Frenzy, **Block**						0
3	Eleg Kiden	Norse Werewolve	110000	6	4	2	8	Frenzy, **Guard**						0
4	Magveil Lafornon	Blitzer	90000	6	3	3	7	Block, Frenzy, Jump Up, **Mighty Blow**						0
5	Nelenna Vannen	Blitzer	90000	6	3	3	7	Block, Frenzy, Jump Up, **Guard**						0
6	Dazos Cobbman	Runner	90000	7	3	3	7	Block, Dauntless, **Dodge**						0
7	Poyna Fedaykin	Lineman	50000	6	3	3	7	Block						0
8	Turle Krywood	Lineman	50000	6	3	3	7	Block						0
9	Fother Clanica	Lineman	50000	6	3	3	7	Block						0
10	Davic Grimman	Lineman	50000	6	3	3	7	Block						0
11	Pietten Chekhov	Lineman	50000	6	3	3	7	Block						0
12	Lob Rason	Lineman	50000	6	3	3	7	Block						0
13	Sidathe Tolida	Lineman	50000	6	3	3	7	Block						0

Dauntless : A player with this skill is capable of psyching himself up so he can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

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.

Claws : A player with this skill is blessed with a huge crab-like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more after modifications automatically breaks armour.

Frenzy : A player with this skill is a slavering 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.)

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.

Jump Up : A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action he may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone which requires an Agility roll with a +2 modifier to see if he can complete the Action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

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).

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.

Disturbing Presence : This player's presence is very disturbing, whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

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.