OVERVIEW OF TEAM	
Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
6 Block	
Number doubles:	0
Number increased stats:	0

TEAM NAME
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RACE
Lizardman

REROLLS & COACHING STAFF

2	Re-rolls
1	Apothecary

TEAM VALUE
1100000

TREASURY
0

FAN FACTOR
1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	COMP	INT	CAS	TD	MVP	SPP
1	Vythica Didion	Kroxigor	140000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull						0
2	Safilix Bedic	Saurus	80000	6	4	1	9	**Block**						0
3	Ampria Silienori	Saurus	80000	6	4	1	9	**Block**						0
4	Dynera Biff	Saurus	80000	6	4	1	9	**Block**						0
5	Synestra Ulysses	Saurus	80000	6	4	1	9	**Block**						0
6	Khris Pelphides	Saurus	80000	6	4	1	9	**Block**						0
7	Vina Kibber	Saurus	80000	6	4	1	9	**Block**						0
8	Durek Orsen	Skink	60000	8	2	3	7	Dodge, Stunty						0
9	Rupprecht Wikas	Skink	60000	8	2	3	7	Dodge, Stunty						0
10	Greyfell Ganith	Skink	60000	8	2	3	7	Dodge, Stunty						0
11	Phife Laelithra	Skink	60000	8	2	3	7	Dodge, Stunty						0
12	Odona Embar	Skink	60000	8	2	3	7	Dodge, Stunty						0

Stunty : The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when he passes. In addition, this player treats a roll of 7 and 9 on the Injury table after any modifiers have been applied as a KO'd and Badly Hurt result respectively, rather than the normal results. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

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.

Bone-head : The player is not noted for his intelligence. Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1 he stands around trying to remember what it is he's meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. (So if a Bone-head player declares a Blitz Action and rolls a 1, then the team cannot declare another Blitz Action that turn.) The player loses his tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future Action or the drive ends.

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.

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.)

Thick Skull : This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

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.