



OVERVIEW OF TEAM

Total cost: 1100000
 Total cost inducements: 0
 Total cost extra skills: 0
 Number singles: 6
 1 Block, 1 Kick, 1 Mighty Blow, 1 Strip Ball, 1 Tackle, 1 Wrestle
 Number doubles: 0
 Number increased stats: 0

TEAM NAME

Motley Crue

RACE

Skaven

COACH

Mad

REROLLS & COACHING STAFF

2 Re-rolls

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Tail Mardin	Rat Ogre	150000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal						0
2	Alabama Ghant	Blitzer	90000	7	3	3	8	Block, Mighty Blow						0
3	Witworld Haunt	Blitzer	90000	7	3	3	8	Block, Tackle						0
4	Zephere Derlynnet	Gutter Runner	80000	9	2	4	7	Dodge, Block						0
5	Elerach Cyrus	Gutter Runner	80000	9	2	4	7	Dodge, Wrestle						0
6	Del Haunta	Gutter Runner	80000	9	2	4	7	Dodge, Kick						0
7	Stera Bertram	Gutter Runner	80000	9	2	4	7	Dodge, Strip Ball						0
8	Ede Ferdinand	Thrower	70000	7	3	3	7	Pass, Sure Hands						0
9	Aghon Arizona	Lineman	50000	7	3	3	7	None						0
10	Witfar Odana	Lineman	50000	7	3	3	7	None						0
11	Alic Tonica	Lineman	50000	7	3	3	7	None						0
12	Alver Irk	Lineman	50000	7	3	3	7	None						0
13	Ciatha Bristan	Lineman	50000	7	3	3	7	None						0

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.)

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.

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).

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.

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.

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.

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.

Tackle : Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

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.