



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 Break Tackle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Raffazzonato Procazzi

RACE

Chaos Dwarf

COACH

Solignac

REROLLS & COACHING STAFF

 2 Re-rolls
 1 Apothecary

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Karis Ellia	Minotaur	150000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal						0
2	Jesseman Wastik	Bull Centaur	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block						0
3	Boal Kala	Bull Centaur	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull, Break Tackle						0
4	Calon Kazuyo	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Guard						0
5	Gymir Nalfar	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Guard						0
6	Tall Summas	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow						0
7	Liet Cernon	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow						0
8	Tolsen Kafar	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
9	Olidi Berk	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
10	Ranem Balain	Hobgoblin	40000	6	3	3	7	None						0
11	Khaine Dessfar	Hobgoblin	40000	6	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.

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.

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.

Break Tackle : The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

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.

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).

Sprint : The player may attempt to move up to three extra squares rather than the normal two when Going For It (see page 20). His coach must still roll to see if the player is Knocked Down in each extra square he enters.

Sure Feet : The player may re-roll the D6 if he is Knocked Down when trying to Go For It (see page 20). A player may only use the Sure Feet skill once per turn.

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.

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.

Horns : A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) he makes during a Blitz Action.