



## OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	7
3 Block, 2 Guard, 1 Sure Hands, 1 Wrestle	
Number doubles:	1
1 Mighty Blow	
Number increased stats:	0

## TEAM NAME

Raffazzonato Rusty Trombone

## RACE

Necromantic

## COACH

Baiocco

## REROLLS &amp; COACHING STAFF

 2 Re-rolls  
 1 Necromancer

## TEAM VALUE

1100000

## TREASURY

0

## FAN FACTOR

2

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Sipher Daerto	Necromantic Werewolf	120000	8	3	3	8	Claws, Frenzy, Regeneration, <b>Mighty Blow</b>						0
2	Morex Joan	Necromantic Werewolf	120000	8	3	3	8	Claws, Frenzy, Regeneration, <b>Block</b>						0
3	Tolf Ar	Flesh Golem	110000	4	4	2	9	Regeneration, Stand Firm, Thick Skull, <b>Block</b>						0
4	Treamuel Garm	Flesh Golem	110000	4	4	2	9	Regeneration, Stand Firm, Thick Skull, <b>Block</b>						0
5	Rythen Fukstoan	Wight	90000	6	3	3	8	Block, Regeneration, <b>Guard</b>						0
6	Casta Irin	Wight	90000	6	3	3	8	Block, Regeneration, <b>Guard</b>						0
7	Ryfar Licinius	Ghoul	70000	7	3	3	7	Dodge, <b>Wrestle</b>						0
8	Iscon Fawks	Ghoul	70000	7	3	3	7	Dodge, <b>Sure Hands</b>						0
9	Durek Kirsten	Zombie	40000	4	3	2	8	Regeneration						0
10	Fon Warne	Zombie	40000	4	3	2	8	Regeneration						0
11	Willow Ironbrand	Zombie	40000	4	3	2	8	Regeneration						0
12	Shnorr Kothe	Zombie	40000	4	3	2	8	Regeneration						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.

**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.

**Regeneration** : If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

**Stand Firm** : A player with this skill may choose to not be pushed back as the result of a block. He may choose to ignore being pushed by 'Pushed' results, and to have 'Knock-down' results knock the player down in the square where he started. If a player is pushed back into a player using Stand Firm then neither player moves.

**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.

**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.

**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.

**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.

**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.