



OVERVIEW OF TEAM

Total cost:	1300000
Total cost inducements:	370000
Total cost extra skills:	200000
Number singles:	7
2 Diving Tackle, 2 Grab, 2 Side Step, 1 Sure Feet	
Number doubles:	2
2 Guard	
Number increased stats:	0

TEAM NAME

Reikland teutons

RACE

Halfling

COACH

CandleJack

REROLLS & COACHING STAFF

1 Re-rolls

INDUCEMENTS

1 Halfling Master Chef

TEAM VALUE

1300000

TREASURY

0

FAN FACTOR

4

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Zara the Slayer	Star	270000	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes						0
2	Dunaut Redknob	Treeman	140000	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Grab						6
3	Riverwind Carrai	Treeman	140000	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!, Grab						6
4	Nimaminanon Gesell	Halfling	30000	5	2	3	6	Dodge, Right Stuff, Stunt						0
5	Titan Mingo	Halfling	50000	5	2	3	6	Dodge, Right Stuff, Stunt, Sure Feet						6
6	Robeel Clovis	Halfling	50000	5	2	3	6	Dodge, Right Stuff, Stunt, Side Step						6
7	Riva Draedan	Halfling	50000	5	2	3	6	Dodge, Right Stuff, Stunt, Side Step						6
8	Guinevere Mehtyl	Halfling	50000	5	2	3	6	Dodge, Right Stuff, Stunt, Diving Tackle						6
9	Gwertra Zio	Halfling	50000	5	2	3	6	Dodge, Right Stuff, Stunt, Diving Tackle						6
10	Koutra Vacone	Halfling	60000	5	2	3	6	Dodge, Right Stuff, Stunt, Guard						6
11	Faux Darion	Halfling	60000	5	2	3	6	Dodge, Right Stuff, Stunt, Guard						6
12	Reth Deathmar	Halfling	30000	5	2	3	6	Dodge, Right Stuff, Stunt						0
13	Pyder Aurora	Halfling	30000	5	2	3	6	Dodge, Right Stuff, Stunt						0
14	Thaddefert Hoar	Halfling	30000	5	2	3	6	Dodge, Right Stuff, Stunt						0
15	Zannan Chang	Halfling	30000	5	2	3	6	Dodge, Right Stuff, Stunt						0
16	Faowind Alio	Halfling	30000	5	2	3	6	Dodge, Right Stuff, Stunt						0

Throw Team-Mate : A player with this skill has the ability to throw a player from the same team instead of the ball! (This includes the ball if the player thrown already has it!) The throwing player must end the movement of his Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-Mate was passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e., he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

Take Root : Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take his Action as normal. On a 1, the player "takes root", and his MA is considered 0 until a drive ends, or he is Knocked Down or Placed Prone (and no, players from his own team may not try and block him in order to try to knock him down!). A player that has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow him to move out of his current square or be Placed Prone. The player may block adjacent players without following-up as part of a Block Action however if a player fails his Take Root roll as part of a Blitz Action he may not block that turn (he can still roll to stand up if he is Prone).

Timm-ber! : This player spends so much time on the floor that their team-mates have developed a knack for helping them up. If a player with this skill attempts to stand up after being knocked over, other players from their team can assist if they are adjacent, standing and not in any enemy tackle zones. Each player that assists on this way adds 1 to the result of the dice roll to see whether the player stands up, but remember that 1 is always a failure, no matter how many players are helping! Assisting a player to stand up does not count as an Action, and a player can assist regardless of whether they have taken an Action.

Right Stuff : A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

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.

Side Step : A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

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.

Diving Tackle : The player may use this skill after an opposing player attempts to dodge out of any of his strongest zones. The opposing player must subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour or Injury roll for the Diving Tackle player.

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.

Stab : A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with his stabbing attack instead of throwing a block. Make an unmodified Armour roll (except for Stakes) for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then he has been wounded and an Injury roll must be made. This Injury roll ignores all modifiers from any source - including Niggling injuries. If Stab is used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

Grab : A player with this skill uses his great strength and prowess to grab his opponent and throw him around. To represent this, only while making a Block Action, if his block results in a push back he may choose any empty square adjacent to his opponent to push back his opponent. When making a Block or Blitz Action, Grab and Side Step will cancel each other out and the standard pushback rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

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.)

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).

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.

Strong Arm : The player may add 1 to the D6 when he passes to Short, Long or Long Bomb range.

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.

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.

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.

Stakes : This player is armed with special stakes that are blessed to cause extra damage to the Undead and those that work with them. This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.

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.