



OVERVIEW OF TEAM

Total cost: 1220000
 Total cost inducements: 0
 Total cost extra skills: 120000
 Number singles: 6
 1 Kick, 1 Mighty Blow, 1 Side Step, 1 Strip Ball, 1 Tackle, 1 Wrestle
 Number doubles: 0
 Number increased stats: 0

TEAM NAME

Tassi del Miele

RACE

Skaven

COACH

Apollo78

REROLLS & COACHING STAFF

3 Re-rolls

TEAM VALUE

1220000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Lefreth Ramous	Blitzer	110000	7	3	3	8	Block, Mighty Blow						6
2	Nordri Xorn	Blitzer	110000	7	3	3	8	Block, Tackle						6
3	Styrix Limner	Gutter Runner	100000	9	2	4	7	Dodge, Side Step						6
4	Taubir Greenvine	Gutter Runner	100000	9	2	4	7	Dodge, Wrestle						6
5	Thaleen Astar	Gutter Runner	100000	9	2	4	7	Dodge, Strip Ball						6
6	Ceer Weddington	Gutter Runner	80000	9	2	4	7	Dodge						0
7	Rupprecht Drizzt	Thrower	70000	7	3	3	7	Pass, Sure Hands						0
8	Coseecer Turzig	Lineman	70000	7	3	3	7	Kick						6
9	Cadria Enda	Lineman	50000	7	3	3	7	None						0
10	Pheblon Kerberos	Lineman	50000	7	3	3	7	None						0
11	Brega Duvani	Lineman	50000	7	3	3	7	None						0
12	Staph Loerya	Lineman	50000	7	3	3	7	None						0
13	Nony Xenil	Lineman	50000	7	3	3	7	None						0
14	Monga Wrothag	Lineman	50000	7	3	3	7	None						0

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.

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.

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.

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).

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.

Pass : A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

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.

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.

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.)

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.