



OVERVIEW OF TEAM

| | |
|---------------------------------|---------|
| Total cost: | 1100000 |
| Total cost inducements: | 0 |
| Total cost extra skills: | 0 |
| Number singles: | 6 |
| 4 Guard, 1 Block, 1 Mighty Blow | |
| Number doubles: | 0 |
| Number increased stats: | 0 |

TEAM NAME

La Taverna Di Gargantua

RACE

Dwarf

COACH

Roller

REROLLS & COACHING STAFF

3 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 | Carl Daero | Troll Slayer | 90000 | 5 | 3 | 2 | 8 | Block, Dauntless, Frenzy, Thick Skull | | | | | | 0 |
| 2 | Eira Ceoline | Blitzer | 80000 | 5 | 3 | 3 | 9 | Block, Thick Skull | | | | | | 0 |
| 3 | Mesech Colriolis | Blitzer | 80000 | 5 | 3 | 3 | 9 | Block, Thick Skull | | | | | | 0 |
| 4 | Sunberry Doright | Runner | 80000 | 6 | 3 | 3 | 8 | Sure Hands, Thick Skull | | | | | | 0 |
| 5 | Stel Lucius | Runner | 80000 | 6 | 3 | 3 | 8 | Sure Hands, Thick Skull, Block | | | | | | 0 |
| 6 | Joesai Cephenrene | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull, Mighty Blow | | | | | | 0 |
| 7 | Justal Kinorn | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull, Guard | | | | | | 0 |
| 8 | Yeurquin Quinn | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull, Guard | | | | | | 0 |
| 9 | Fyn Fearlock | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull, Guard | | | | | | 0 |
| 10 | Yviene Gallovinn | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull, Guard | | | | | | 0 |
| 11 | Gryn Smog | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | | | | | | 0 |
| 12 | Kippe Graice | Blocker | 70000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | | | | | | 0 |

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.

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.

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.

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.

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.

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.

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.