



OVERVIEW OF TEAM

Total cost: 1100000
 Total cost inducements: 0
 Total cost extra skills: 0
 Number singles: 6
 2 Block, 2 Sprint, 1 Juggernaut, 1 Wrestle
 Number doubles: 0
 Number increased stats: 0

TEAM NAME

Le turbofogne

RACE

Skaven

COACH

Polly

STADIUM

2a latrina a destra

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	Ciatha Harnway	Rat Ogre	150000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Juggernaut						0
2	Alarion Baru	Gutter Runner	80000	9	2	4	7	Dodge, Weeping Dagger, Block						0
3	Hantal Sesai	Gutter Runner	80000	9	2	4	7	Dodge, Weeping Dagger, Wrestle						0
4	Hachiman Celdarin	Gutter Runner	80000	9	2	4	7	Dodge, Weeping Dagger, Sprint						0
5	Meowol Tallisan	Gutter Runner	80000	9	2	4	7	Dodge, Weeping Dagger, Sprint						0
6	Senthryl Thiltran	Lineman	50000	7	3	3	7	Block						0
7	Ironmage Simon	Lineman	50000	7	3	3	7	None						0
8	Graymantle Frater	Lineman	50000	7	3	3	7	None						0
9	Righe Merlon	Lineman	50000	7	3	3	7	None						0
10	Cael Touret	Lineman	50000	7	3	3	7	None						0
11	Tressa Ussesa	Lineman	50000	7	3	3	7	None						0
12	Conon Tror	Lineman	50000	7	3	3	7	None						0
13	Cliff Mundelin	Lineman	50000	7	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.

Juggernaut : A player with this skill is virtually impossible to stop once he is in motion. If this player takes a Blitz Action, the opposing player may not use his Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead for blocks he makes during a Blitz Action.

Prehensile Tail : The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

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.

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.)

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.

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.

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).

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.

Weeping Dagger : This player keeps a warpstone-tainted dagger hidden in their kit, and is an expert at keeping it out of the referee's sight! If this player inflicts a casualty during a block, and the result of the Casualty roll is 11-38 (Badly Hurt) after any re-rolls, roll a D6. On a result of 4 or more, the opposing player must miss their next game. If you are not playing a league, a Weeping Dagger has no effect on the game.

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.