



OVERVIEW OF TEAM

Total cost: 1100000
 Total cost inducements: 0
 Total cost extra skills: 0
 Number singles: 6
 3 Guard, 1 Block, 1 Break Tackle, 1 Sure Hands
 Number doubles: 0
 Number increased stats: 0

TEAM NAME

Wild Aces

RACE

Chaos Dwarf

COACH

Adam

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	Narthlis Goroeth	Bull Centaur	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block						0
2	Noss Ogyvan	Bull Centaur	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull, Break Tackle						0
3	Lear Droghar	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Guard						0
4	Kletus Teslanar	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Guard						0
5	Moondancer Insa	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, Guard						0
6	Corda Nadeer	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
7	Lanrthal Kam	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
8	Tolde Astaulf	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
9	Enoka Fother	Hobgoblin	40000	6	3	3	7	Sure Hands						0
10	Leise Thunderstroke	Hobgoblin	40000	6	3	3	7	None						0
11	Eldramor Amintor	Hobgoblin	40000	6	3	3	7	None						0
12	Krim Aldmor	Hobgoblin	40000	6	3	3	7	None						0

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.

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.

Break Tackle : The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

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.

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.

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.

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.

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.