



OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
4 Guard, 1 Sure Hands, 1 Wrestle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Legio Vanimarmotte

RACE

Amazon

COACH

Pask

REROLLS & COACHING STAFF

4	Re-rolls
1	Cheerleaders
1	Ass. coaches

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Erik Catchclaw	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
2	Busma Meg	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
3	Caecilius Vanil	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
4	Orin Davic	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
5	Ellidyr Fang	Catcher	70000	6	3	3	7	Dodge, Catch						0
6	Undin Howpe	Catcher	70000	6	3	3	7	Dodge, Catch						0
7	Simmont Quadran	Thrower	70000	6	3	3	7	Dodge, Pass, Sure Hands						0
8	Arak Tinaeus	Linewoman	50000	6	3	3	7	Dodge, Wrestle						0
9	Ulfang Comri	Linewoman	50000	6	3	3	7	Dodge						0
10	Tepena Braeker	Linewoman	50000	6	3	3	7	Dodge						0
11	Kur Eira	Linewoman	50000	6	3	3	7	Dodge						0
12	Atiarn Krash	Linewoman	50000	6	3	3	7	Dodge						0
13	Caris Pigly	Linewoman	50000	6	3	3	7	Dodge						0

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.

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.

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.)

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.

Catch : A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

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

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.