

Human

COACH NAME

AlRonno

TEAM NAME

Cobra 110

SIDELINE

ApothecaryNo

Assistant coaches0

Cheerleaders0

Dedicated fans0

Re-rolls1

INDUCEMENTS

No inducements

SPECIAL RULES

• Old World Classic

SUMMARY

Players cost1065k

Skills cost120k

Inducement cost0k

Sideline cost50k

Primary skills6

Secondary skills0

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Ivar Eriksson	6	4	3+	4+	9+	Block, Guard, Loner (3+)*, Tackle, Special skill: Raiding Party!	245k
2	Catcher	8	2	3+	5+	8+	Catch, Dodge	65k
3	Blitzer	7	3	3+	4+	9+	Block, <i>Guard</i>	85k
4	Blitzer	7	3	3+	4+	9+	Block, <i>Pro</i>	85k
5	Blitzer	7	3	3+	4+	9+	Block, <i>Pro</i>	85k
6	Blitzer	7	3	3+	4+	9+	Block, <i>Pro</i>	85k
7	Halfling Hopeful	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
8	Catcher	8	2	3+	5+	8+	Catch, Dodge, <i>Dauntless</i>	65k
9	Human Lineman	6	3	3+	4+	9+		50k
10	Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate	140k
11	Thrower	6	3	3+	2+	9+	Pass, Sure Hands, <i>Leader</i>	80k
12	Human Lineman	6	3	3+	4+	9+		50k

Raiding Party!: Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Bone Head*: When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

1. On a roll of 1, this player forgets what they are doing and their activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated.
2. On a roll of 2+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

Catch: This player may re-roll a failed Agility test when attempting to catch the ball.

Dauntless: When this player performs a Block action (on its own or as part of a Blitz action), if the nominated target has a higher Strength characteristic than this player before counting offensive or defensive assists but after applying any other modifiers, roll a D6 and add this player's Strength characteristic to the result. If the total is higher than the target's Strength characteristic, this player increases their Strength characteristic to be equal to that of the target of the Block action, before counting offensive or defensive assists, for the duration of this Block action.

If this player has another Skill that allows them to perform more than one Block action, such as Frenzy, they must make a Dauntless roll before each separate Block action is performed.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Leader: A team which has one or more players with this Skill gains a single extra team re-roll, called a Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef. Otherwise, the Leader re-roll is treated just like a normal team re-roll.

Loner (3+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

Loner (4+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

Pass: This player may re-roll a failed Passing Ability test when performing a Pass action.

Pro: During their activation, this player may attempt to re-roll one dice. This dice may have been rolled either as a single dice roll, as part of a multiple dice roll or as part of a dice pool, but cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll. Roll a D6:

- On a roll of 3+, the dice can be re-rolled.
- On a roll of 1 or 2, the dice cannot be re-rolled.

Once this player has attempted to use this Skill, they may not use a re-roll from any other source to re-roll this one dice.

Right Stuff*: If this player also has a Strength characteristic of 3 or less, they can be thrown by team-mate with the Throw Team-mate skill.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Stunty*: When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Sure Hands: This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

Tackle: When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.

Thick Skull: When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

Throw Team-mate: If this player also has a Strength characteristic of 5 or more, they may perform a Throw Team-mate action, allowing them to throw a team-mate with the Right Stuff trait.