

Imperial Nobility

COACH NAME

Dirk

TEAM NAME

Not Noble Franconians

SIDELINE

Apothecary	No
Assistant coaches	2
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

• Old World Classic

SUMMARY

Option:	None
Team budget	1130k/1130k
SPP	56/56
Max skill stacks	2
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Noble Blitzzer	7	3	3+	4+	9+	Block, Catch, Dodge	105k
2	Noble Blitzzer	7	3	3+	4+	9+	Block, Catch, Dodge	105k
3	Imperial Thrower	6	3	3+	3+	9+	Pass, Running Pass, Block, Sure Hands	75k
4	Imperial Thrower	6	3	3+	3+	9+	Pass, Running Pass, Block	75k
5	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Guard	90k
6	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Guard	90k
7	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Guard	90k
8	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Strip Ball	90k
9	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45k
10	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45k
11	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45k
12	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45k

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

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

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.

Fend: If this player is pushed back as the result of any block dice result being applied against them, they may choose to prevent the player that pushed them back from following-up. However, the player that pushed them back may continue to move as part of a Blitz action if they have Movement Allowance remaining or by Rushing.

This Skill cannot be used when this player is chain-pushed, against a player with the Ball & Chain trait or against a player with the Juggernaut skill that performed the Block action as part of a Blitz.

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.

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

Running Pass: If this player performs a Quick Pass action, their activation does not have to end once the pass is resolved. If you wish and if this player has not used their full Movement Allowance, they may continue to move after resolving the pass.

Stand Firm: This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

Strip Ball: When this player targets an opposition player that is in possession of the ball with a Block action (on its own or as part of a Blitz action), choosing to apply a Push back result will cause that player to drop the ball in the square they are pushed back into. The ball will bounce from the square the player is pushed back into, as if they had been Knocked Down.

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.

Wrestle: This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.