

# Imperial Nobility

COACH NAME

DrWolftrat

TEAM NAME

Golden Goalers

SIDELINE

Apothecary	Yes
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	2

INDUCEMENTS

No inducements

SPECIAL RULES

• Old World Classic

SUMMARY

Option: Quantity over quality  
Trade 8SPP for 40kgold  
Team budget 1165k/1170k  
SPP 48/48  
Max skill stacks 2  
Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Imperial Thrower	6	3	3+	3+	9+	Pass, Running Pass, <i>Leader</i>	75k
3	Noble Blitzer	7	3	3+	4+	9+	Block, Catch, <i>Dodge</i>	105k
4	Noble Blitzer	7	3	3+	4+	9+	Block, Catch, <i>Dodge</i>	105k
5	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, <i>Guard</i>	90k
6	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, <i>Guard</i>	90k
7	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, <i>Dauntless</i>	90k
8	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, <i>Dauntless</i>	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
13	Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Guard</i>	140k

**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.

**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.

**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 (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.

**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.

**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.

**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.