

Amazon

COACH NAME

Leman_X_Russ

TEAM NAME

Heisemer Girlband

SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

- Lustrian Superleague

SUMMARY

Option: Training camp	
Team budget	1070k/1070k
SPP	42/42
Max skill stacks	0
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Jaguar Warrior Blocker	6	4	3+	5+	9+	Defensive, Dodge, <i>Guard</i>	110k
2	Jaguar Warrior Blocker	6	4	3+	5+	9+	Defensive, Dodge, <i>Guard</i>	110k
3	Piranha Warrior Blitzzer	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up, <i>Block</i>	90k
4	Piranha Warrior Blitzzer	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up, <i>Block</i>	90k
5	Python Warrior Thrower	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass, <i>Leader</i>	80k
6	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, <i>Block</i>	50k
7	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, <i>Wrestle</i>	50k
8	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
9	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
10	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
11	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
12	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
13	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k

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

Defensive: During your opponent's turn (but not during your own team turn), any opposition players being Marked by this player cannot use the Guard skill.

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.

Hit and Run: After a player with this Trait performs a Block action, they may immediately move one free square ignoring Tackle Zones so long as they are still Standing. They must ensure that after this free move, they are not Marked by or Marking any opposition players.

Jump Up: If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

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

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.

On the Ball: This player may move up to three squares (regardless of their MA), following all of the normal movement rules, when the opposing coach declares that one of their players is going to perform a Pass action. This move is made after the range has been measured and the target square declared, but before the active player makes a Passing Ability test. Making this move interrupts the activation of the opposition player performing the Pass action. A player may use this Skill when an opposition player uses the Dump-off skill, but should this player Fall Over whilst moving, a Turnover is caused.

Additionally, during each Start of Drive sequence, after Step 2 but before Step 3, one Open player with this Skill on the receiving team may move up to three squares (regardless of their MA). This Skill may not be used if a touchback is caused when the kick deviates and does not allow the player to cross into their opponent's half of the pitch.

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

Safe Pass: Should this player fumble a Pass action, the ball is not dropped, does not bounce from the square this player occupies, and no Turnover is caused. Instead, this player retains possession of the ball and their activation ends.

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.