

Lizardmen

COACH NAME

OnDub

TEAM NAME

Massakah Antik

SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

• Lustrian Superleague

SUMMARY

Option:	None
Team budget	1100k/1100k
SPP	36/36
Max skill stacks	1
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Kroxigor	6	5	5+	-	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Prehensile Tail, Thick Skull	140k
2	Saurus Blocker	6	4	5+	6+	10+	Block	85k
3	Saurus Blocker	6	4	5+	6+	10+	Block	85k
4	Saurus Blocker	6	4	5+	6+	10+	Block	85k
5	Saurus Blocker	6	4	5+	6+	10+	Block	85k
6	Saurus Blocker	6	4	5+	6+	10+	Guard	85k
7	Saurus Blocker	6	4	5+	6+	10+	Guard	85k
8	Skink Runner Lineman	8	2	3+	4+	8+	Dodge, Stunty*	60k
9	Skink Runner Lineman	8	2	3+	4+	8+	Dodge, Stunty*	60k
10	Skink Runner Lineman	8	2	3+	4+	8+	Dodge, Stunty*	60k
11	Skink Runner Lineman	8	2	3+	4+	8+	Dodge, Stunty*	60k
12	Chameleon Skink	7	2	3+	3+	8+	Dodge, On the Ball, Shadowing, Stunty*	70k

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.

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.

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.

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.

Prehensile Tail: When an active opposition player attempts to Dodge, Jump or Leap in order to vacate a square in which they are being Marked by this player, there is an additional =1 modifier applied to the active player's Agility test.

If the opposition player is being Marked by more than one player with this Mutation, only one player may use it.

Shadowing: This player can use this Skill when an opposition player they are Marking voluntarily moves out of a square within this player's Tackle Zone. Roll a D6, adding the MA of this player to the roll and then subtracting the MA of the opposition player. If the result is 6 or higher, or if the roll is a natural 6, this player may immediately move into the square vacated by the opposition player (this player does not need to Dodge to make this move). If, however, the result is 5 or lower, or if the roll is a natural 1, this Skill has no further effect.

A player may use this Skill any number of times per turn, during either team's turn. If an opposition player is being Marked by more than one player with this Skill, only one player may use it.

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.

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.