

Khorne

COACH NAME

Zoesky

TEAM NAME

K-Pop

SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

- Favoured of Khorne

SUMMARY

Option: Quantity over quality
Trade 4SPP for 20kgold
Team budget 1150k/1150k
SPP 48/52
Max skill stacks 2
Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Guard</i>	110k
2	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Guard</i>	110k
3	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Block</i>	110k
4	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Block</i>	110k
5	Khorngor	6	3	3+	4+	9+	Horns, Juggernaut, <i>Block</i>	70k
6	Khorngor	6	3	3+	4+	9+	Horns, Juggernaut, <i>Block</i>	70k
7	Khorngor	6	3	3+	4+	9+	Horns, Juggernaut, <i>Claws</i>	70k
8	Khorngor	6	3	3+	4+	9+	Horns, Juggernaut, <i>Claws</i>	70k
9	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Frenzy*	50k
10	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Frenzy*	50k
11	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Frenzy*	50k
12	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Frenzy*	50k
13	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Frenzy*	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.

Claws: When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

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.

Horns: When this player performs a Block action as part of a Blitz action (but not on its own), you may apply a +1 modifier to this player's Strength characteristic. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits.

Juggernaut: When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.