



## OVERVIEW OF TEAM

Total cost:	1,100,000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
3 Guard, 1 Block, 1 Break Tackle, 1 Mighty Blow	
Number doubles:	0
Number increased stats:	0

## TEAM NAME

Tirailleurs
RACE
Chaos Dwarf
COACH
Harti
STADIUM
Trappes City Gang

## REROLLS &amp; COACHING STAFF

3	Re-rolls
<input checked="" type="checkbox"/>	Apothecary

## TEAM VALUE

1,100,000
TREASURY
0
FAN FACTOR
0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	COMP	INT	CAS	TD	MVP	SPP
1	Bedic Mellamo	Bull Centaur	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull, <b>Block</b>						0
2	Vider Whitewell	Bull Centaur	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull, <b>Break Tackle</b>						0
3	Hepac Beaknose	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, <b>Guard</b>						0
4	Rythen Bailly	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, <b>Guard</b>						0
5	Arienthil Regnar	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, <b>Guard</b>						0
6	Dilvish Valacar	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull, <b>Mighty Blow</b>						0
7	Morth Opal	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
8	Carl Gralon	Chaos Dwarf Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
9	Werymn Sithik	Hobgoblin	40000	6	3	3	7	None						0
10	Virde Daerto	Hobgoblin	40000	6	3	3	7	None						0
11	Rematus Walkar	Hobgoblin	40000	6	3	3	7	None						0
12	Swust Urda	Hobgoblin	40000	6	3	3	7	None						0

**Mighty Blow:** Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

**Thick Skull:** This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

**Tackle:** Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

**Block:** A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

**Break Tackle:** The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

**Guard:** A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.

**Sprint:** The player may attempt to move up to three extra squares rather than the normal two when Going For It (see page 20). His coach must still roll to see if the player is Knocked Down in each extra square he enters.

**Sure Feet:** The player may re-roll the D6 if he is Knocked Down when trying to Go For It (see page 20). A player may only use the Sure Feet skill once per turn.