



## OVERVIEW OF TEAM

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

## TEAM NAME

Consanguins du Nord

## RACE

Norse

## COACH

Simon\_ACP

## STADIUM

Lille Métropole

## REROLLS &amp; COACHING STAFF

2 Re-rolls  
☒ Apothecary

## TEAM VALUE

1,100,000

## TREASURY

0

## FAN FACTOR

1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	COMP	INT	CAS	TD	MVP	SPP
1	Tor Sparrow	Yhete	140000	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal, <b>Mighty Blow</b>						0
2	Wrothag Faeron	Norse Werewolf	110000	6	4	2	8	Frenzy, <b>Block</b>						0
3	Carnen Acear	Norse Werewolf	110000	6	4	2	8	Frenzy, <b>Guard</b>						0
4	Lebran Kor	Runner	90000	7	3	3	7	Block, Dauntless, <b>Dodge</b>						0
5	Daermalkin Stump	Thrower	70000	6	3	3	7	Block, Pass, <b>Leader</b>						0
6	Sake Phemedes	Lineman	50000	6	3	3	7	Block, <b>Tackle</b>						0
7	Gumuor Madmartigan	Lineman	50000	6	3	3	7	Block						0
8	Hobben Surtur	Lineman	50000	6	3	3	7	Block						0
9	Kalili Scythia	Lineman	50000	6	3	3	7	Block						0
10	Dalburn Denderah	Lineman	50000	6	3	3	7	Block						0
11	Ganith Tranl	Lineman	50000	6	3	3	7	Block						0
12	Kilayox Galiron	Lineman	50000	6	3	3	7	Block						0
13	Maelwys Alaris	Lineman	50000	6	3	3	7	Block						0

**Leader:** The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

**Wild Animal:** Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a Block or Blitz Action. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

**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.

**Pass:** A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

**Dauntless:** A player with this skill is capable of psyching himself up so he can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

**Dodge:** A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

**Claws:** A player with this skill is blessed with a huge crab-like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more after modifications automatically breaks armour.

**Frenzy:** A player with this skill is a slaving psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if he can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player must also follow up this second block. If the frenzied player is performing a Blitz Action then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot Go For It again.

**Loner:** Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e., used).

**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.

**Disturbing Presence:** This player's presence is very disturbing, whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

**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.

**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.