



OVERVIEW OF TEAM

Total cost:	1,100,000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
4 Guard, 2 Wrestle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

ILDYLAT

RACE

Amazon

COACH

Matt le fou

STADIUM

Stade de France

REROLLS & COACHING STAFF

3 Re-rolls

☒ 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	Ogardus Edar	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
2	Radag-mal Qeylargo	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
3	Camellie Inse	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
4	Peri-el Drazil	Blitzer	90000	6	3	3	7	Dodge, Block, Guard						0
5	Cylmar Meriel	Catcher	70000	6	3	3	7	Dodge, Catch						0
6	Eborane Peter	Thrower	70000	6	3	3	7	Dodge, Pass						0
7	Org Sillius	Linewoman	50000	6	3	3	7	Dodge, Wrestle						0
8	Melatus Zerin	Linewoman	50000	6	3	3	7	Dodge, Wrestle						0
9	Lisp Gwayhne	Linewoman	50000	6	3	3	7	Dodge						0
10	Meliel Ovel	Linewoman	50000	6	3	3	7	Dodge						0
11	Taliesin Hjollder	Linewoman	50000	6	3	3	7	Dodge						0
12	Chant Cespar	Linewoman	50000	6	3	3	7	Dodge						0
13	Darius Gofannon	Linewoman	50000	6	3	3	7	Dodge						0
14	Chagor Harven	Linewoman	50000	6	3	3	7	Dodge						0

Wrestle: The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

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.

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.)

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.

Catch: A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

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