



OVERVIEW OF TEAM

Total cost:	1300000
Total cost inducements:	0
Total cost extra skills:	200000
Number singles:	7
3 Diving Tackle, 2 Guard, 1 Break Tackle, 1 Sneaky Git	
Number doubles:	2
2 Block	
Number increased stats:	0

TEAM NAME

The Flying Circus

RACE

Ogre

COACH

hamdi

REROLLS & COACHING STAFF

 3 Re-rolls
 1 Cheerleaders

TEAM VALUE

1300000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Bue Tenzil	Ogre	170000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Block						6
2	Pelles Broddi	Ogre	170000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Block						6
3	Arizona Kokba	Ogre	160000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Break Tackle						6
4	Leit Briseis	Ogre	160000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard						6
5	Marval Myrshad	Ogre	160000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard						6
6	Werre Marena	Snotling	40000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Sneaky Git						6
7	Coda Pridgit	Snotling	40000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Diving Tackle						6
8	Chymas Kletus	Snotling	40000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Diving Tackle						6
9	Quike Gaethaa	Snotling	40000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy, Diving Tackle						6
10	Morth Sourte	Snotling	20000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy						0
11	Mareena Petita	Snotling	20000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy						0
12	Meragrand Cyrtina	Snotling	20000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy						0
13	Vortigern Daermod	Snotling	20000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy						0
14	Shylock Arl	Snotling	20000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy						0

Throw Team-Mate : A player with this skill has the ability to throw a player from the same team instead of the ball! (This includes the ball if the player thrown already has it!) The throwing player must end the movement of his Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-Mate was passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e., he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

Diving Tackle : The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The opposing player must subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour or Injury roll for the Diving Tackle player.

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.

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.

Right Stuff : A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

Side Step : A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

Sneaky Git : This player has the quickness and finesse to stick the boot to a downed opponent without drawing a referee's attention unless he hears the armour crack. During a Foul Action a player with this skill is not ejected for rolling doubles on the Armour roll unless the Armour roll was successful.

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.

Stunty : The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when he passes. In addition, this player treats a roll of 7 and 9 on the Injury table after any modifiers have been applied as a KO'd and Badly Hurt result respectively, rather than the normal results. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

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.)

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.

Bone-head : The player is not noted for his intelligence. Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1 he stands around trying to remember what it is he's meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. (So if a Bone-head player declares a Blitz Action and rolls a 1, then the team cannot declare another Blitz Action that turn.) The player loses his tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future Action or the drive ends.

Titchy : Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, the player may add 1 to any Dodge roll he attempts. On the other hand, while opponents do have to dodge to leave any of a Titchy player's tackle zones, a Titchy player is so small that he does not exert a -1 modifier when opponents dodge into any of his tackle zones.

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.