

Orc

COACH NAME

Akorus

TEAM NAME

EB - Orcs Test

SIDELINE

ApothecaryNo

Assistant coaches0

Cheerleaders0

Dedicated fans0

Re-rolls0

INDUCEMENTS

Blitzer's Best Kegs1

Weather Mage1

Dodgy League Rep1

LEAGUES & SPECIAL RULES

• Badlands Brawl

• Brawlin' Brutes

• Team Captain

SUMMARY

Option: Hiring Legends

Team1040k/1050k +

budget20k

Skill Gold70k/130k

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Big Un Blocker	5	4	4+	6+	10+	Mighty Blow, Taunt, Thick Skull, Unsteady*, <i>Block</i>	95k
2	Big Un Blocker	5	4	4+	6+	10+	Mighty Blow, Taunt, Thick Skull, Unsteady*	95k
3	Goblin Lineman	6	2	3+	3+	8+	Dodge, Right Stuff*, Stunty*	40k
4	Orc Blitzer	6	3	3+	4+	10+	Block, Break Tackle, <i>Arm Bar</i>	85k
5	Orc Blitzer	6	3	3+	4+	10+	Block, Break Tackle, <i>Bullseye</i>	85k
6	Orc Thrower	6	3	3+	3+	9+	Pass, Sure Hands	75k
7	Troll	4	5	5+	5+	10+	Always Hungry*, Loner (4+)*, Mighty Blow, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate	115k
8	Orc Thrower	6	3	3+	3+	9+	Pass, Sure Hands	75k
9	Goblin Lineman	6	2	3+	3+	8+	Dodge, Right Stuff*, Stunty*	40k
10	Orc Lineman	5	3	3+	4+	10+		50k
11	Goblin Lineman	6	2	3+	3+	8+	Dodge, Right Stuff*, Stunty*	40k
12	Orc Lineman	5	3	3+	4+	10+		50k

Keywords: **Big Un Blocker:** Blocker, Orc | **Goblin Lineman:** Goblin, Lineman | **Orc Blitzer:** Blitzer, Orc | **Orc Thrower:** Orc, Thrower | **Troll:** Big Guy, Troll | **Orc Lineman:** Lineman, Orc

Always Hungry* (ACTIVE): Whenever this player performs a Throw Team-mate Action, before making the Passing Ability Test, they must roll a D6. On a 2+, they may continue with the Throw Team-mate Action as normal. On a 1, the player will attempt to eat their team-mate - they must roll a further D6.

On a 2+, the team-mate will squirm free and the Throw Team-mate Action will automatically result in a Fumbled Throw. On a 1, the player will eat their team-mate - immediately remove them from your Team Draft List. No Apothecary can be used to try to save them, and no Regeneration rolls can be made. If the team-mate was in possession of the ball, it will Bounce from the square this player occupies. A Turnover is then caused.

Arm Bar (ACTIVE): If an opposing player Falls Over as a result of attempting to Dodge, Leap or Jump away from a square in this player's Tackle Zone, this player may use this Skill. If they do, they may apply a +1 modifier to either the Armour Roll or Injury Roll. This modifier may be applied after the roll has been made. If the opposition player suffers a Casualty as a result of a failed Dodge, Leap or Jump away from a square in this player's Tackle Zone, then this player will count as having caused that Casualty and will receive Star Player Points as appropriate.

If a player tries to leave the Tackle Zone of multiple players with this Skill at the same time, only one of those players may use this Skill.

Block (ACTIVE, ELITE): A player with this Skill may choose not to be Knocked Down when a Both Down result is applied during a Block Action that they are part of.

Break Tackle (ACTIVE): Once per Turn, when this player attempts to Dodge, they may apply a +1 modifier to the Agility Test if they have a Strength Characteristic of 3 or lower, a +2 modifier to the Agility Test if they have a Strength Characteristic of 4, or a +3 modifier to the Agility Test if they have a Strength Characteristic of 5 or higher.

Bullseye (ACTIVE): When this player performs a Throw Team-mate Action, if the result of the throw is a Superb Throw then the thrown player will not Scatter before landing and will instead land in the target square.

A player without the Throw Team-mate Trait cannot have this Skill.

Dodge (ACTIVE, ELITE): Once per Turn, this player may re-roll a single Agility Test when attempting to Dodge.

Additionally, this Skill will impact the Stumble result when an opposition player performs a Block Action against this player, as described on page 62.

Loner (4+)* (PASSIVE): Whenever this player wishes to use a Team Re-roll, they must roll a D6. If they roll equal to or higher than the number shown in brackets, then they may use the Team Re-roll as normal. If they roll lower than the number shown in brackets, then they may not re-roll the dice and the Team Re-roll is lost just as if it had been used.

Mighty Blow (ACTIVE, ELITE): Whenever this player Knocks Down an opposition player during a Block Action, even if this player is also Knocked Down, they may apply a +1 modifier to either the Armour Roll or Injury Roll. This modifier may be applied after the roll has been made.

Pass (ACTIVE): This player may re-roll any failed Passing Ability Test when performing a Pass Action.

Projectile Vomit (ACTIVE): When this player is activated, they can declare a Projectile Vomit Special Action; there is no limit to the number of players that can declare this Special Action each Turn.

When this player performs a Projectile Vomit Special Action, select a Standing opposition player adjacent to this player and roll a D6. On a 2+, this player vomits on their target; make an Armour Roll for the selected player. This Armour Roll cannot be modified in any way. If the player's armour is broken, make an Injury Roll for them, otherwise nothing happens.

On a 1, this player covers themselves in acidic bile; make an Armour Roll for this player. This Armour Roll cannot be modified in any way. If this player's armour is broken, make an Injury Roll for them, otherwise nothing happens.

This player may use the Projectile Vomit Special Action to replace the Block Action made as part of a Blitz Action if they wish, though their activation will still end as soon as they have performed the Projectile Vomit Special Action.

Really Stupid* (PASSIVE): Whenever this player is activated, after declaring their Action, they must roll a D6. They may apply a +2 modifier to the roll if they have any Standing team-mates who are not Distracted, and do not have the Really Stupid Trait, adjacent to them. On a 4+, the player may perform the declared Action as normal. On a 1-3, this player becomes Distracted.

Regeneration (PASSIVE): Whenever this player suffers a Casualty, before making the Casualty Roll for them, roll a D6.

On a 1-3, this player suffers the Casualty; make the Casualty Roll as normal. On a 4+, this player regenerates and ignores the Casualty (though any Star Player Points earned for causing the Casualty are still earned) and is instead placed in their team's Reserves Box.

Right Stuff* (PASSIVE): This player can be thrown by a team-mate with the Throw Team-mate Trait, even if this player is Prone.

Stunty* (PASSIVE): When this player attempts to Dodge, they do not suffer any negative modifiers to their Agility Test for being Marked by opposition players. Additionally, this player applies a -1 modifier to the Agility Test when attempting to Intercept the ball. A player with this Trait is more prone to injury and so if an Injury Roll is made for them, roll on the Stunty Injury Table instead.

Sure Hands (ACTIVE): This player may re-roll the D6 when attempting to pick up the ball, though not when making a Secure the Ball Action. Additionally, the Strip Ball Skill cannot be used against this player.

Taunt (ACTIVE): When a player with this Skill is Pushed Back as a result of a Block Action performed against them, this player's Coach may choose to make the opposition player Follow-up. This Skill cannot be used against an opposition player with the Take Root Trait that has become Rooted.

Thick Skull (PASSIVE): When an Injury Roll is made for this player, they will only be Knocked-out on the roll of a 9; a roll of an 8 will be treated as a Stunned result. If this player also has the Stunty Trait, then they will only be Knocked-out on the roll of an 8; a roll of a 7 will be treated as a Stunned result.

Throw Team-mate (ACTIVE): This player may declare the Throw Team-mate Action as described on page 76.

Unsteady* (PASSIVE): This player may not declare Secure the Ball Actions.