

Nurgle

COACH NAME

Akorus

TEAM NAME

Emerald - Nurgle

SIDELINE

Assistant coaches0

Cheerleaders0

Dedicated fans0

Re-rolls3

INDUCEMENTS

Team Mascot1

LEAGUES & SPECIAL RULES

• Brawlin' Brutes

• Favoured of Nurgle

• Chaos Clash

SUMMARY

Players cost960k

Skills cost200k

Inducement cost25k

Sideline cost180k

Primary skills7

Secondary skills0

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Rotspawn	4	5	5+	6+	10+	Disturbing Presence*, Foul Appearance, Loner (4+)*, Mighty Blow, Pick-me-up, Plague Ridden, Really Stupid*, Regeneration, Tentacles, <i>Guard</i>	140k
2	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance, Plague Ridden, Regeneration, Stand Firm, Unsteady*, <i>Block</i>	110k
3	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance, Plague Ridden, Regeneration, Stand Firm, Unsteady*, <i>Block</i>	110k
4	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance, Plague Ridden, Regeneration, Stand Firm, Unsteady*, <i>Guard</i>	110k
5	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance, Plague Ridden, Regeneration, Stand Firm, Unsteady*, <i>Monstrous Mouth</i>	110k
6	Pestigor	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration, Steady Footing, Thick Skull, <i>Block</i>	70k
7	Pestigor	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration, Steady Footing, Thick Skull, <i>Block</i>	70k
8	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	40k
9	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	40k
10	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	40k
11	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	40k
12	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	40k
13	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	40k

Keywords: **Rotspawn:** Big Guy, Spawn | **Bloater:** Blocker, Human | **Pestigor:** Beastman, Runner | **Rotter Lineman:** Human, Lineman

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.

Decay* (PASSIVE): Apply a +1 modifier to any Casualty Roll made against this player.

Disturbing Presence* (PASSIVE): Any opposition player that performs a Pass Action, Throw Team-mate Action or a Throw Bomb Special Action, or attempts to Intercept or Catch the ball, applies a -1 modifier to the Passing Ability Test or Agility Test for each player on your team with this Skill within 3 squares of them.

Foul Appearance (PASSIVE): Whenever an opposition player attempts to perform a Block Action against this player, or a Special Action that targets this player directly, they must roll a D6 before any other dice are rolled. On a 2+, the Block Action continues as normal. On a 1, the Block Action is immediately cancelled and the opposition player's activation immediately ends.

Guard (ACTIVE, ELITE): This player can provide Offensive and Defensive Assists when a player performs a Block Action regardless of how many opposition players are Marking this player.

Horns (ACTIVE): Whenever this player declares a Blitz Action, then they apply a +1 modifier to their Strength Characteristic for any Block Actions performed during that Blitz Action.

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.

Monstrous Mouth (ACTIVE): When this player is activated, they may declare a Chomp Special Action; there is no limit to the number of players that can declare this Special Action each Turn. When this player declares a Chomp Special Action, they may select one Standing opposition player they are Marking and roll a D6. On a 1-2 nothing happens. On a 3+, the opposition player is considered to be Chomped. Whilst Chomped, the opposition player cannot leave the square they are in whilst this player remains Marking them. This condition ends immediately if this player is no longer Marking the opposition player for any reason.

This player may use the Chomp Special Action to replace the Block Action made as part of a Blitz Action if they wish.

Additionally, the Strip Ball Skill cannot be used against this player.

Pick-me-up (ACTIVE): At the end of each of the opposition's Turns, roll a D6 for each Prone team-mate within 3 squares of one or more Standing players with this Trait. On a 5+, the Prone player may immediately stand up. Should a player with this Trait stand up as a result of a team-mate using this Trait, they may not also use this Trait during the same Turn.

Plague Ridden (PASSIVE): Once per game, when a player with this Trait causes a Casualty against an opposition player as a result of a Block Action, and that player suffers a Dead result on their Casualty Roll and is not saved by an Apothecary, you may immediately add one new Lineman player from your team's Team Roster to your Reserves Box. This may cause your team to have more than 16 players for the remainder of the game.

During the Post-game Sequence, this player may be hired in the same manner as any Journeymen players.

This Trait cannot be used against Big Guy players, or any player with the Decay, Regeneration or Stunty Traits.

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.

Stand Firm (ACTIVE): When this player would be Pushed Back during a Block Action, including during a Chain Push, they can choose to not be Pushed Back and instead remain in their current square. Using this Skill will not prevent a player with the Frenzy Skill from performing a second Block Action, so long as this player is still Standing.

Steady Footing (ACTIVE): Whenever this player would be Knocked Down or Fall Over, roll a D6. On a 6, this player does not get Knocked Down or Fall Over. If this happens during their activation, they may continue their activation as normal and no Turnover will be caused.

Tentacles (ACTIVE): When an opposition player attempts to Dodge, Jump or Leap away from a square in this player's Tackle Zone, this player may use this Skill. When a player uses this Skill they roll a D6 and add their Strength Characteristic to the roll; they then subtract the Strength Characteristic of the opposition player from the result. If the result is 6 or higher, or the roll is a natural 6, then the opposition player does not leave the square they attempted to leave and their activation comes to an end. If the result is 5 or lower, or the roll is a natural 1, this Skill has no effect.

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.

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.

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