

Amazon

COACH NAME

Akorus

TEAM NAME

Matched Played Zons

SIDELINE	
Apothecary	Yes
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS	
<i>No inducements</i>	

LEAGUES & SPECIAL RULES	
• Lustrian Superleague	

SUMMARY	
Skill Points	6/6
Secondary skills	0/1
Star players	1/1

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Eagle Warrior	6	3	3+	4+	8+	Dodge, <i>Block</i>	50k
2	Jaguar Warrior	6	4	3+	4+	9+	Defensive, Dodge, <i>Brawler</i>	110k
3	Jaguar Warrior	6	4	3+	4+	9+	Defensive, Dodge, <i>Dauntless</i>	110k
4	Python Warrior	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	80k
5	Piranha Warrior	7	3	3+	4+	8+	Dodge, Hit and Run, Jump up, <i>Catch</i>	90k
6	Piranha Warrior	7	3	3+	4+	8+	Dodge, Hit and Run, Jump up	90k
7	Python Warrior	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	80k
8	Eagle Warrior	6	3	3+	4+	8+	Dodge	50k
9	Eagle Warrior	6	3	3+	4+	8+	Dodge	50k
10	Eagle Warrior	6	3	3+	4+	8+	Dodge	50k
11	Eagle Warrior	6	3	3+	4+	8+	Dodge	50k
12	Anqi Panqi	7	4	5+	6+	10+	Block, Grab, Loner (4+)*, Stand Firm, Unsteady*, Special skill: Savage Blow	150k

Keywords: **Eagle Warrior:** Human, Lineman | **Jaguar Warrior:** Blocker, Human | **Python Warrior:** Human, Thrower | **Piranha Warrior:** Blitzer, Human | **Anqi Panqi:** Blocker, Lizardman

Savage Blow: Once per game, when Anqi performs a Block Action against an opposition player he may choose to re-roll any number of the Block Dice.

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.

Brawler (ACTIVE): When this player declares a Block Action, they may re-roll a single Both Down result.

Catch (ACTIVE): This player may re-roll any failed Agility Test when attempting to Catch the ball.

Dauntless (ACTIVE): When a player with this Skill performs a Block Action against an opposition player with a higher Strength Characteristic (before any modifiers are applied to either player), this player may roll a D6 and add their own Strength Characteristic. If the result is higher than the opposition player's unmodified Strength Characteristic, then this player increases their unmodified Strength Characteristic to match that of the opposition player for the duration of the Block Action. Modifiers are then applied as normal.

If this player also has a Skill that allows them to perform multiple Block Actions, such as the Frenzy Skill, then they must make a separate roll for each Block Action.

Defensive (ACTIVE): During your opponent's Turns, opposition players Marked by this player cannot use the Guard or Put the Boot In Skills.

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.

Grab (ACTIVE): When this player declares a Block Action, if the opposition player is Pushed Back, then this player's Coach may choose any unoccupied square adjacent to the target for them to be Pushed Back into. If there are no adjacent unoccupied squares, then this Skill cannot be used.

Additionally, when this player performs a Block Action, opposition players cannot use the Sidestep Skill.

A player with this Skill cannot have the Frenzy Skill.

Hit and Run (ACTIVE): When a player with this Skill performs a Block Action or a Stab Special Action, after fully resolving the Action, they may immediately move one free square ignoring Tackle Zones, so long as they are still Standing. The player must ensure that after this free move they are not Marked by or Marking any opposition players. A player with this Skill cannot also have the Frenzy Skill.

Jump up (ACTIVE): This Skill can be used whilst a player is Prone. A Prone player with this Skill can stand up for free without having to spend 3 squares of movement to do so.

Additionally, a Prone player with this Skill can declare a Block Action whilst Prone. If they do, they must make an Agility Test, applying a +1 modifier to the result. If the Agility Test is passed, they may immediately stand up and perform the Block Action. If the Agility Test is failed, then the player remains Prone and their activation immediately ends.

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.

On the Ball (ACTIVE): When an opposition player performs a Pass Action, after the target square has been declared but before the Passing Ability Test is rolled, this player may move up to 3 squares, following all the usual rules for a Move Action, with the exception that they cannot Rush. Should this player Fall Over during this move, then their move immediately ends and the Pass Action resumes. If multiple players have this Skill, then they may all use it during the same Pass Action, though they must do so one at a time, and if one of them Falls Over before the others have had the chance to move, then they may not do so.

Additionally, during the Start of Drive Sequence, after the Kick Deviates but before the Kick-off Event is rolled, a single Open player on the receiving team with this Skill may move up to 3 squares, following all the usual rules for a Move Action, with the exception that they cannot Rush. A player may not use this Skill if a Touchback is caused and may not move into the opposition half. Should this player Fall Over during this move, then their move immediately ends and the Kick-off Event is rolled.

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

Safe Pass (ACTIVE): If this player rolls a natural 1 when making a Passing Ability Test, then it will not result in a Fumbled Pass. Instead, the player retains possession of the ball and their activation immediately ends. No Turnover is caused.

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.

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