

Khorne

COACH NAME

Schlachtenlenker

TEAM NAME

Emerald - Khorne

SIDELINE	
Apothecary	Yes
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	2

INDUCEMENTS	
Team Mascot	1

LEAGUES & SPECIAL RULES	
• Brawlin' Brutes	
• Favoured of Khorne	
• Chaos Clash	

SUMMARY	
Players cost	970k
Skills cost	260k
Inducement cost	25k
Sideline cost	170k
Primary skills	7
Secondary skills	1

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Bloodspawn	5	5	4+	6+	9+	Claws, Frenzy*, Loner (4+)*, Mighty Blow, Unchannelled Fury*, <i>Block</i>	160k
2	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Block</i>	105k
3	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Block</i>	105k
4	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Block</i>	105k
5	Bloodseeker	5	4	4+	6+	10+	Frenzy*, <i>Block</i>	105k
6	Khorngor	6	3	3+	4+	9+	Horns, Juggernaut, Jump up, Thick Skull, <i>Guard</i>	70k
7	Khorngor	6	3	3+	4+	9+	Horns, Juggernaut, Jump up, Thick Skull, <i>Block</i>	70k
8	Bloodborn Marauder	6	3	3+	4+	8+	Frenzy*, <i>Block</i>	50k
9	Bloodborn Marauder	6	3	3+	4+	8+	Frenzy*	50k
10	Bloodborn Marauder	6	3	3+	4+	8+	Frenzy*	50k
11	Bloodborn Marauder	6	3	3+	4+	8+	Frenzy*	50k
12	Bloodborn Marauder	6	3	3+	4+	8+	Frenzy*	50k

Keywords: **Bloodspawn:** Big Guy, Spawn | **Bloodseeker:** Blocker, Human | **Khorngor:** Beastman, Runner | **Bloodborn Marauder:** 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.

Claws (PASSIVE): Whenever an Armour Roll is made for an opposition player that has been Knocked Down by this player during a Block Action, even if this player is also Knocked Down, then any roll of a natural 8+ on the Armour Roll will break the opposition player's armour regardless of their actual Armour Value.

Frenzy* (ACTIVE): Every time this player performs a Block Action, if the target is Pushed Back, then this player must Follow-up if able. Additionally, if after the target is Pushed Back they are still Standing, then this player must perform a second Block Action targeting the same opposition player and must again Follow-up if the target is Pushed Back.

If this player is performing a Blitz Action, performing a second Block Action will also cost the player a square of movement. If this player has no movement left, then they must Rush. If this player cannot Rush then they cannot perform the second Block Action.

A player with this Skill cannot have the Grab, Hit & Run or Multiple Block Skills.

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.

Juggernaut (ACTIVE): When this player declares a Blitz Action, they may treat any result of Both Down as Pushed Back during any Block Actions they perform during the Blitz Action.

Additionally, when this player performs a Block Action as part of a Blitz Action, opposition players cannot use the Fend, Stand Firm or Wrestle Skills.

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.

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.

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.

Unchannelled Fury* (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 declared a Block Action or a Blitz Action. On a 4+, the player may perform the declared Action as normal. On a 1-3, this player rages incoherently but nothing really happens. Their activation immediately ends.