

Orc

COACH NAME

Akorus

TEAM NAME

EB - Orcs Test

SIDELINE

ApothecaryNo

Assistant coaches0

Cheerleaders0

Dedicated fans0

Re-rolls0

INDUCEMENTS

No inducements

LEAGUES & SPECIAL RULES

• Badlands Brawl

• Brawlin' Brutes

• Team Captain

SUMMARY

Players cost795k

Skills cost50k

Inducement cost0k

Sideline cost0k

Primary skills2

Secondary skills0

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

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

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.

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.

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.

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.

Pro (ACTIVE): During this player's activation, they may attempt to re-roll a single dice. This can be a dice rolled on its own, as part of a multiple dice roll or as a dice pool. To use this Skill, the player must roll a D6: on a 3+ the dice may be re-rolled, on a 1-2 the dice may not be re-rolled.

The Skill cannot be used to re-roll a dice made as part of an Armour Roll, Injury Roll, Casualty Roll, a roll made outside of the player's activation, or any dice roll not made on the player's behalf (such as Argue the Call or if the Crowd Takes Action).

Once a player has attempted to use this Skill, they cannot use a re-roll from any other source to re-roll the dice.

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.