

Amazon

COACH NAME

Brülldreg

TEAM NAME

Amazon Crime

SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	4

INDUCEMENTS

No inducements

SPECIAL RULES

• Lustrian Superleague

SUMMARY

Option: Training camp	
Team budget	1070k/1070k
SPP	42/42
Max skill stacks	0
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Python Warrior Thrower	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass, <i>Sure Hands</i>	80k
2	Jaguar Warrior Blocker	6	4	3+	5+	9+	Defensive, Dodge, <i>Block</i>	110k
3	Jaguar Warrior Blocker	6	4	3+	5+	9+	Defensive, Dodge, <i>Block</i>	110k
4	Piranha Warrior Blitzler	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up, <i>Block</i>	90k
5	Piranha Warrior Blitzler	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up, <i>Block</i>	90k
6	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, <i>Tackle</i>	50k
7	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, <i>Tackle</i>	50k
8	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
9	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
10	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
11	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k
12	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	50k

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Defensive: During your opponent's turn (but not during your own team turn), any opposition players being Marked by this player cannot use the Guard skill.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Hit and Run: After a player with this Trait performs a Block action, they may immediately move one free square ignoring Tackle Zones so long as they are still Standing. They must ensure that after this free move, they are not Marked by or Marking any opposition players.

Jump Up: If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

This Skill may still be used if the player is Prone or has lost their Tackle Zone.

On the Ball: This player may move up to three squares (regardless of their MA), following all of the normal movement rules, when the opposing coach declares that one of their players is going to perform a Pass action. This move is made after the range has been measured and the target square declared, but before the active player makes a Passing Ability test. Making this move interrupts the activation of the opposition player performing the Pass action. A player may use this Skill when an opposition player uses the Dump-off skill, but should this player Fall Over whilst moving, a Turnover is caused.

Additionally, during each Start of Drive sequence, after Step 2 but before Step 3, one Open player with this Skill on the receiving team may move up to three squares (regardless of their MA). This Skill may not be used if a touchback is caused when the kick deviates and does not allow the player to cross into their opponent's half of the pitch.

Pass: This player may re-roll a failed Passing Ability test when performing a Pass action.

Safe Pass: Should this player fumble a Pass action, the ball is not dropped, does not bounce from the square this player occupies, and no Turnover is caused. Instead, this player retains possession of the ball and their activation ends.

Sure Hands: This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

Tackle: When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.