

Chaos Chosen

COACH NAME

TEAM NAME

SIDELINE	
Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS
<i>No inducements</i>

SPECIAL RULES
• Favoured of Chaos Undivided

SUMMARY	
Players cost	960k
Skills cost	200k
Inducement cost	0k
Sideline cost	180k
Primary skills	10
Secondary skills	0

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Chosen Blocker	5	4	3+	5+	10+	<i>Block, Mighty Blow (+1)</i>	100k
2	Chosen Blocker	5	4	3+	5+	10+	<i>Block, Mighty Blow (+1)</i>	100k
3	Chosen Blocker	5	4	3+	5+	10+	<i>Block</i>	100k
4	Chosen Blocker	5	4	3+	5+	10+	<i>Guard</i>	100k
5	Chaos Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Guard</i>	140k
6	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, <i>Tackle</i>	60k
7	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, <i>Block</i>	60k
8	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, <i>Frenzy*</i>	60k
9	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	60k
10	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	60k
11	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	60k
12	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	60k

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

Bone Head*: When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

1. On a roll of 1, this player forgets what they are doing and their activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated.
2. On a roll of 2+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Horns: When this player performs a Block action as part of a Blitz action (but not on its own), you may apply a +1 modifier to this player's Strength characteristic. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits.

Loner (4+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

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

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

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.

Thick Skull: When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

Throw Team-mate: If this player also has a Strength characteristic of 5 or more, they may perform a Throw Team-mate action, allowing them to throw a team-mate with the Right Stuff trait.