

Slann

COACH NAME

Gronov 24671

TEAM NAME

The Ancients of Mu Mu

SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

- Lustrian Superleague

SUMMARY

Players cost	930k
Skills cost	140k
Inducement cost	0k
Sideline cost	200k
Primary skills	4
Secondary skills	2

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Kroxigor	6	5	5+	-	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Prehensile Tail, Thick Skull, <i>Block</i>	140k
2	Blitzer	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs, <i>Block</i>	110k
3	Catcher	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs, <i>Guard</i>	80k
4	Catcher	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs, <i>Dodge</i>	80k
5	Catcher	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs, <i>Dodge</i>	80k
6	Catcher	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	80k
7	Lineman	6	3	3+	4+	9+	Pogo Stick, Very Long Legs, <i>Wrestle</i>	60k
8	Lineman	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	60k
9	Lineman	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	60k
10	Lineman	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	60k
11	Lineman	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	60k
12	Lineman	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	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.

Divng Catch: This player may attempt to catch the ball if a pass, throw-in or kick-off causes it to land in a square within their Tackle Zone after scattering or deviating. This Skill does not allow this player to attempt to catch the ball if it bounces into a square within their Tackle Zone.

Additionally, this player may apply a +1 modifier to any attempt to catch an accurate pass if they occupy the target square.

Divng Tackle: Should an active opposition player that is attempting to Dodge, Jump or Leap in order to vacate a square in which they are being Marked by this player pass their Agility test, you may declare that this player will use this Skill. Your opponent must immediately subtract 2 from the result of the Agility test. This player is then Placed Prone in the square vacated by the opposition player.

If the opposition player was being Marked by more than one player with this Skill, only one player may use it.

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.

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.

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.

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.

Pogo Stick: During their movement, instead of jumping over a single square that is occupied by a Prone or Stunned player, a player with this Trait may choose to Leap over any single adjacent square, including unoccupied squares and squares occupied by Standing players.

Additionally, when this player makes an Agility test to Jump over a Prone or Stunned player, or to Leap over an empty square or a square occupied by a Standing player, they may ignore any negative modifiers that would normally be applied for being Marked in the square the jumped or leaped from and/or for being Marked in the square they have jumped or leaped into.

A player with this Trait cannot also have the Leap skill.

Prehensile Tail: When an active opposition player attempts to Dodge, Jump or Leap in order to vacate a square in which they are being Marked by this player, there is an additional =1 modifier applied to the active player's Agility test.

If the opposition player is being Marked by more than one player with this Mutation, only one player may use it.

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.

Very Long Legs: This player may reduce any negative modifier applied to the Agility test when they attempt to Jump over a Prone or Stunned player (or to Leap over an empty square or a square occupied by a Standing player, if this player has the Leap skill) by 1, to a minimum of -1.

Additionally, this player may apply a +2 modifier to any attempts to interfere with a pass they make.

Finally, this player ignores the Cloud Burster skill.

Wrestle: This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.