

Dwarf

COACH NAME

Ignaz

TEAM NAME

F**k D***s

SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	1
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Old World Classic
- Worlds Edge Superleague

SUMMARY

Option: Training camp	
Team budget	1075k/1080k
SPP	48/48
Max skill stacks	0
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy*, Thick Skull, <i>Mighty Blow (+1)</i>	95k
2	Blitzer	5	3	3+	4+	10+	Block, Thick Skull, <i>Mighty Blow (+1)</i>	80k
3	Blitzer	5	3	3+	4+	10+	Block, Thick Skull, <i>Guard</i>	80k
4	Runner	6	3	3+	4+	9+	Sure Hands, Thick Skull, <i>Leader</i>	85k
5	Runner	6	3	3+	4+	9+	Sure Hands, Thick Skull	85k
6	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull, <i>Guard</i>	70k
7	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull, <i>Guard</i>	70k
8	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull, <i>Mighty Blow (+1)</i>	70k
9	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull, <i>Mighty Blow (+1)</i>	70k
10	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull	70k
11	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull	70k
12	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull	70k

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

Dauntless: When this player performs a Block action (on its own or as part of a Blitz action), if the nominated target has a higher Strength characteristic than this player before counting offensive or defensive assists but after applying any other modifiers, roll a D6 and add this player's Strength characteristic to the result. If the total is higher than the target's Strength characteristic, this player increases their Strength characteristic to be equal to that of the target of the Block action, before counting offensive or defensive assists, for the duration of this Block action.

If this player has another Skill that allows them to perform more than one Block action, such as Frenzy, they must make a Dauntless roll before each separate Block action is performed.

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.

Leader: A team which has one or more players with this Skill gains a single extra team re-roll, called a Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef. Otherwise, the Leader re-roll is treated just like a normal team re-roll.

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.

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.

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.