

Chaos Chosen

COACH NAME

Jinifix

TEAM NAME

let the cruel consume the just

SIDELINE

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

INDUCEMENTS

No inducements

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	Chaos Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Claws</i>	140k
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, Mighty Blow (+1)</i>	100k
4	Chosen Blocker	5	4	3+	5+	10+	<i>Guard</i>	100k
5	Chosen Blocker	5	4	3+	5+	10+	<i>Guard</i>	100k
6	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, <i>Block</i>	60k
7	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, <i>Wrestle</i>	60k
8	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, <i>Sure Hands</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.

Claws: When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

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.

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.

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.

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.