

# Chaos Renegade

## COACH NAME

jochen

## TEAM NAME

Dunkle Konklave

## SIDELINE

Apothecary	Yes
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	2

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Favoured of Chaos
- Undivided

## SUMMARY

Players cost	940k
Skills cost	160k
Inducement cost	0k
Sideline cost	200k
Primary skills	8
Secondary skills	0

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Glart Smashrip	5	4	4+	-	9+	Block, Claws, Grab, Juggernaut, Loner (4+)*, Stand Firm, <b>Special skill:</b> Frenzied Rush	195k
2	Renegade Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Guard</i>	140k
3	Renegade Troll	4	5	5+	5+	10+	Always Hungry*, Loner (4+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, <i>Guard</i>	115k
4	Renegade Dark Elf	6	3	2+	3+	9+	Animosity (all team-mates)*, <i>Block, Dodge</i>	75k
5	Renegade Goblin	6	2	3+	4+	8+	Animosity (all team-mates)*, Dodge, Right Stuff*, Stunty*, <i>Two Heads</i>	40k
6	Renegade Orc	5	3	3+	5+	10+	Animosity (all team-mates)*, <i>Block</i>	50k
7	Renegade Skaven	7	3	3+	4+	8+	Animosity (all team-mates)*, <i>Wrestle</i>	50k
8	Renegade Human Lineman	6	3	3+	4+	9+		50k
9	Renegade Human Lineman	6	3	3+	4+	9+		50k
10	Renegade Human Lineman	6	3	3+	4+	9+		50k
11	Renegade Human Lineman	6	3	3+	4+	9+		50k
12	Renegade Human Thrower	6	3	3+	3+	9+	Animosity (all team-mates)*, Pass, Safe Pair of Hands, <i>Leader</i>	75k

**Frenzied Rush:** Once per game, when, Glart performs a Blitz action, he may gain the Frenzy skill, You must declare this special rule is being used when Glart is activated. Glart may not use the Grab skill during a turn in which he uses this special rule.

**Always Hungry\*:** If this player wishes to perform a Throw Team-mate action, roll a D6 after they have finished moving, but before they throw their team-mate. On a roll of 2+, continue with the throw as normal. On a roll of 1, this player will attempt to eat their team-mate. Roll another D6:

1. On a roll of 1, the team-mate has been eaten and is immediately removed from the Team Draft list. No apothecary can save them and no Regeneration attempts can be made. If the team-mate was in possession of the ball, it will bounce from the square this player occupies.
2. On a roll of 2+, the team-mate squirms free and the Throw Team-mate action is automatically fumbled.

**Animosity (all team-mates)\*:** This player is jealous of and dislikes certain other players on their team, as shown in brackets after the name of the Skill on this player's profile. This may be defined by position or race. For example, a Skaven Thrower on an Underworld Denizens team has Animosity (Underworld Goblin Lineman), meaning they suffer Animosity towards any Underworld Goblin Lineman players on their team. Whereas a Skaven Renegade on a Chaos Renegade team has Animosity (all team-mates), meaning they suffer Animosity towards all of their team-mates equally.

When this player wishes to perform a Hand-off action to a team-mate of the type listed, or attempts to perform a Pass action and the target square is occupied by a team-mate of the type listed, this player may refuse to do so. Roll a D6. On a roll of 1, this player refuses to perform the action and their activation comes to an end. Animosity does not extend to Mercenaries or Star Players.

**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.

**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.

**Grab:** When this player performs a Block action (on its own or as part of a Blitz action), using this Skill prevents the target of the Block action from using the Side Step skill.

Additionally, when this player performs a Block Action on its own (but not as part of a Blitz action), if the target is pushed back, this player may choose any unoccupied square adjacent to the target to push that player into. If there are no unoccupied squares, this Skill cannot be used.

A player with this Skill cannot also have the Frenzy 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.

**Juggernaut:** When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

**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.

**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.

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

**Projectile Vomit:** Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a 'Projectile Vomit' Special action. Exactly as described for a Block action, nominate a single Standing player to be the target of the Projectile Vomit Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

To perform a Projectile Vomit Special action, roll a D6:

1. On a roll of 2+, this player regurgitates acidic bile onto the nominated player.
2. On a roll of 1, this player belches and snorts, before covering itself in acidic bile.
3. In either case, an Armour roll is made against the player hit by the Projectile Vomit. This Armour roll cannot be modified in any way.
4. If the armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.
5. If the armour of the player hit is not broken, this Trait has no effect.

A player can only perform this Special action once per turn (i.e., Projectile Vomit cannot be used with Frenzy or Multiple Block).

**Really Stupid\*:** 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, applying a +2 modifier to the dice roll if this player is currently adjacent to one or more Standing team-mates that do not have this Trait:

1. On a roll of 1-3, 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 4+, this player continues their activation as normal and completes their declared action.

Note that 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.

**Regeneration:** After a Casualty roll has been made against this player, roll a D6. On a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

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

**Right Stuff\*:** If this player also has a Strength characteristic of 3 or less, they can be thrown by team-mate with the Throw Team-mate skill.

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

**Safe Pair of Hands:** If this player is Knocked Down or Placed Prone (but not if they Fail Over) whilst in possession of the ball, the ball does not bounce. Instead, you may place the ball in an unoccupied square adjacent to the one this player occupies when they become Prone.

This Skill may still be used if the player is Prone.

**Stand Firm:** This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

**Stunty\*:** When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

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

**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.

**Two Heads:** This player may apply a +1 modifier to the Agility test when they attempt to Dodge.

**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.