

# Nurgle

## COACH NAME

Padster

## TEAM NAME

DD Novochuk Stinkers

## SIDELINE

Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Favoured of Nurgle

## SUMMARY

Option: Training camp	
Team budget	1110k/1110k
SPP	70/70
Max skill stacks	2
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
2	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance*, Plague Ridden, Regeneration, <i>Block</i>	115k
3	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance*, Plague Ridden, Regeneration, <i>Block</i>	115k
4	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance*, Plague Ridden, Regeneration, <i>Guard</i>	115k
5	Bloater	4	4	4+	6+	10+	Disturbing Presence*, Foul Appearance*, Plague Ridden, Regeneration, <i>Guard</i>	115k
6	Pestigor	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration, <i>Block, Sure Hands</i>	75k
7	Pestigor	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration, <i>Block, Extra Arms</i>	75k
8	Pestigor	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration, <i>Wrestle</i>	75k
9	Pestigor	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration, <i>Wrestle</i>	75k
10	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden, <i>Dirty Player (+1)</i>	35k
11	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	35k
12	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	35k
13	Rotter Lineman	5	3	4+	6+	9+	Decay*, Plague Ridden	35k

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

**Decay\*:** If this player suffers a Casualty result on the Injury table, there is a +1 modifier applied to all rolls made against this player on the Casualty table.

**Dirty Player (+1):** When this player commits a Foul action, either the Armour roll or Injury roll made against the victim may be modified by the amount shown in brackets. This modifier may be applied after the roll has been made.

**Disturbing Presence\*:** When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, they must apply a -1 modifier to the test for each player on your team with this Skill that is within three squares of them, even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone.

**Extra Arms:** This player may apply a +1 modifier when they attempt to pick up or catch the ball, or when they attempt to interfere with a pass.

**Foul Appearance\*:** When an opposition player declares a Block action targeting this player (on its own or as part of a Blitz action), or any Special action that targets this player, their coach must first roll a D6, even if this player has lost their Tackle Zone. On a roll of 1, the player cannot perform the declared action and the action is wasted.

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

**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.

**Plague Ridden:** Once per game, if an opposition player with a Strength characteristic of 4 or less that does not have the Decay, Regeneration or Stunty traits suffers a Casualty result of 15-16, DEAD as the result of a Block action performed or a Foul action committed by a player with this Trait that belongs to your team, and if that player cannot be saved by an apothecary, you may choose to use this Trait. If you do, that player does not die; they have instead been infected with virulent plague!

If your team has the 'Favoured of Nurgle' special rule, a new 'Rotter Lineman' player, drawn from the Nurgle roster, can be placed immediately in the Reserves box of your team's dugout (this may cause a team to have more than 16 players for the remainder of this game). During step 4 of the post-game sequence, this player may be permanently hired, exactly as you would a Journeyman player that had played for your team.

**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.

**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.

**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.