

Chaos Renegade

COACH NAME

Pit_FH 29169

TEAM NAME

Chaos Party Crew

SIDELINE

Apothecary	No
Assistant coaches	2
Cheerleaders	0
Dedicated fans	0
Re-rolls	0

INDUCEMENTS

No inducements

SPECIAL RULES

- Favoured of Chaos
- Undivided

SUMMARY

Option: Center of attention	
Team budget	1135k/1140k
SPP	64/64
Max skill stacks	3
Star players	Allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Lord Borak the Despoiler	5	5	3+	5+	10+	Block, Dirty Player (+2), Loner (4+)*, Mighty Blow (+1), Sneaky Git, Special skill: Lord of Chaos	260k
2	Renegade Rat Ogre	6	5	4+	-	9+	Animal Savagery*, Frenzy*, Loner (4+)*, Mighty Blow (+1), Prehensile Tail, <i>Block</i>	150k
3	Renegade Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Guard</i>	140k
4	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
5	Renegade Orc	5	3	3+	5+	10+	Animosity (all team-mates)*	50k
6	Renegade Dark Elf	6	3	2+	3+	9+	Animosity (all team-mates)*, <i>Dodge</i>	75k
7	Renegade Human Thrower	6	3	3+	3+	9+	Animosity (all team-mates)*, Pass, Safe Pair of Hands, <i>Block, Leader</i>	75k
8	Renegade Human Lineman	6	3	3+	4+	9+	<i>Block</i>	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 Lineman	6	3	3+	4+	9+		50k

Lord of Chaos: A team that includes Lord Borak gains an extra Team re-roll for the first half of the game. If this Team re-roll is not used during the first half, it may be carried over into the second half. However, if Lord Borak is removed from play before this re-roll is used, it is lost.

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.

Animal Savagery*: 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 you declared the player would perform a Block or Blitz action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action):

1. On a roll of 1-3, this player lashes out at their team-mates:
 - One Standing team-mate of your choice that is currently adjacent to this player is immediately Knocked Down by this player. This does not cause a Turnover unless the Knocked Down player was in possession of the ball. After making an Armour roll (and possible Injury roll) against the Knocked Down player, this player may continue their activation and complete their declared action if able. Note that, if this player has any applicable Skills, the coach of the opposing team may use them when making an Armour roll (and possible Injury roll) against the Knocked Down player.
 - If this player is not currently adjacent to any Standing team-mates, this player's 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

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.

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.

Dirty Player (+2): 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.

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.

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.

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.

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.

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.

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.

Sneaky Git: When this player performs a Foul action, they are not Sent-off for committing a Foul should they roll a natural double on the Armour roll.

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.