

Dwarf

COACH NAME



TEAM NAME



SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

- Old World Classic
- Worlds Edge Superleague

SUMMARY

Option: Quantity over quality
 Trade 6SPP for 30kgold
 Team budget 1140k/1140k
 SPP 36/36
 Max skill stacks 1
 Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Blitzer	5	3	3+	4+	10+	Block, Thick Skull, <i>Guard</i>	80k
2	Blitzer	5	3	3+	4+	10+	Block, Thick Skull, <i>Guard</i>	80k
3	Runner	6	3	3+	4+	9+	Sure Hands, Thick Skull, <i>Wrestle</i>	85k
4	Runner	6	3	3+	4+	9+	Sure Hands, Thick Skull, <i>Wrestle</i>	85k
5	Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy*, Thick Skull, <i>Mighty Blow (+1)</i>	95k
6	Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy*, Thick Skull, <i>Mighty Blow (+1)</i>	95k
7	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull	70k
8	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull	70k
9	Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull	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	Deathroller	4	7	5+	-	11+	Break Tackle, Dirty Player (+2), Juggernaut, Loner (5+)*, Mighty Blow (+1), No Hands*, Secret Weapon*, Stand Firm	170k

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

Break Tackle: Once during their activation, after making an Agility test in order to Dodge, this player may modify the dice roll by +1 if their Strength characteristic is 4 or less, or by +2 if their Strength characteristic is 5 or more.

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.

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.

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.

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.

Loner (5+)*: 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.

No Hands*: This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attempt to do so will automatically fail, causing the ball to bounce. Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up. The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.

Secret Weapon*: When a drive in which this player took part ends, even if this player was not on the pitch at the end of the drive, this player will be Sent-off for committing a Foul.

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.

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.

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.