



RENEGADES



	Ma	Th	Am	Skills
1 x GOBLIN	6	4	6	Small and Shifty
1 x HUMAN OUTCAST	6	3	3	Resented
1 x ORC OUTCAST	5	4	2	Resented
1 x ELF OUTCAST	6	2	4	Resented
1 x SKAVEN OUTCAST	7	4	5	Resented
1 x TROLL	3	6	4	Big Guy

HALFLINGS



	Ma	Th	Am	Skills
4 x HALFLING	5	4	5	Tossable
2 x TREEMAN	2	6	2	Big Guy
1 x MASTER CHEF	0	6	6	Cookin!

KHEMRI TOMB



	Ma	Th	Am	Skills
2 x SKELETON	4	5	4	Indomitable
2 x BLITZER	5	5	3	Offensive Specialist
2 x MUMMY	3	6	3	Big Guy

CHAOS



	Ma	Th	Am	Skills
4 x BEASTMAN	6	4	3	Headbutt
2 x CHAOS BLOCKER	5	4	3	Indomitable

ORCS



	Ma	Th	Am	Skills
3 x LINEMAN	5	4	3	
1 x BLITZER	5	4	3	Offensive Specialist
1 x THROWER	5	3	3	Handling Skills
1 x BLACK ORC	4	5	2	Hulking Brute

SKAVEN



	Ma	Th	Am	Skills
3 x LINEMAN	7	4	5	
1 x THROWER	7	3	5	Handling Skills
1 x GUTTER RUNNER	9	4	6	Sneaky Stabber
1 x BLITZER	7	4	4	Offensive Specialist

SAVAGE ORCS



	Ma	Th	Am	Skills
3 x LINEMAN	5	5	5	Frenzied
2 x BRUTE	4	5	3	
1 x THROWER	5	4	5	

WOOD ELVES



	Ma	Th	Am	Skills
3 x LINEMAN	6	3	5	
1 x THROWER	6	3	5	Safe Hands
1 x WARDANCER	7	3	6	Offensive Specialist
1 x TREEMAN	2	6	2	Big Guy

VAMPIRES



	Ma	Th	Am	Skills
3 x LINEMAN	6	4	5	
3 x VAMPIRE	6	2	2	Bloodlust

SLANN



	Ma	Th	Am	Skills
3 x LINEMAN	6	4	4	
1 x CATCHER	7	3	5	Jump
1 x BLITZER	7	4	4	Tussle
1 x KROXIGOR	5	6	2	Big Guy

CHAOS DWARFS



	Ma	Th	Am	Skills
3 x HOBGOBLIN	6	4	5	
2 x CHAOS DWARF	4	5	3	Indomitable
1 x MINOTAUR	5	5	4	Hulking Brute

DARK ELVES



	Ma	Th	Am	Skills
3 x LINEMAN	6	3	4	
1 x BLITZER	6	3	4	Offensive Specialist
1 x RUNNER	7	3	4	Safe Hands
1 x WITCH ELF	6	4	5	Frenzied

LIZARDMEN



	Ma	Th	Am	Skills
3 x SKINK	7	4	5	Quick Feet
2 x SAURII	5	5	2	Hulking Brute

NECROMANTIC



	Ma	Th	Am	Skills
1 x ZOMBIE	3	5	4	Indomitable
1 x GHOUL	6	4	6	Deflect
1 x WEREWOLF	8	4	5	Frenzied
1 x FLESH GOLEM	4	5	3	Hulking Brute
1 x WIGHT	5	4	4	Offensive Specialist
1 x NECROMANCER	0	6	6	Regenerate

NORSE



	Ma	Th	Am	Skills
4 x LINEMAN	6	4	5	Offensive Specialist
1 x BERSERKER	6	4	5	Frenzied
1 x RUNNER	7	4	5	

NURGLE



	Ma	Th	Am	Skills
3 x ROTTER	5	4	4	Decay
2 x BLOATER	4	5	3	Foul Presence
1 x PESTIGOR	6	4	4	Headbutt

DWARFS



Ma Th Am Skills

3 x LINEMAN	4	5	2	
1 x RUNNER	6	4	3	Safe Hands
1 x TROLLSLAYER	5	5	4	Frenzied
1 x BLITZER	5	5	2	Offensive Specialist

GOBLINS



Ma Th Am Skills

8 x LINEMAN	6	4	6	Small and Shifty
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ELF UNION



Ma Th Am Skills

3 x LINEMAN	6	3	5	
1 x BLITZER	6	3	5	Offensive Specialist
1 x THROWER	6	2	5	Handling Skills
1 x CATCHER	7	3	6	Catcher's Instincts

BRETONNIANS



Ma Th Am Skills

2 x LINEMAN	6	4	4	
2 x YEOMAN	6	4	4	Tussle
2 x PRINCEING	7	4	5	Handling Skills

HUMANS



Ma Th Am Skills

3 x LINEMAN	6	4	4	
1 x BLITZER	6	4	4	Offensive Specialist
1 x THROWER	6	3	4	Handling Skills
1 x CATCHER	6	4	5	Catcher's Instincts

AMAZONS



Ma Th Am Skills

3 x LINEWOMAN	6	4	5	Deflect
1 x BLITZER	6	4	5	Offensive Specialist
1 x THROWER	6	4	5	Safe Hands
1 x CATCHER	6	4	5	Quick Feet

SKILLS LIST

<i>BIG GUY</i>	When this player makes a Block action, treat a [MISS] as a [KERRUNCH]. And, when opposing players make a Block Action against this player, treat a [KERRUNCH] as a [MISS]. Also, any time this player would pick up the ball, or receive it through a Hand-off, roll a D6. If 1-5: the ball instead bounces out of this player's square
<i>BLOODLUST</i>	All Block actions made by this player count as having an assist. And, after making Block action or any Action if holding the ball, roll a D8. If 1-2: this player becomes Knocked Down and then Injured
<i>CATCHER'S INSTINCTS</i>	If this player catches a thrown ball (not a hand-off), roll a D6. This player can make a free Run action up to that many spaces
<i>COOKIN'!</i>	If this player is Standing in your Endzone after your opponent scores a Touchdown, roll a D6 three times: for every result of 4+, choose one player and move them to their Dugout
<i>DECAY</i>	When making Armour checks for this player, roll 2 dice and take the lower of result
<i>DEFLECT</i>	At the start of your turn, this player can make a free Sidestep action. And, whenever an opposing player makes a Block action against this player, resolve a [TACKLE] as if it were a [SHOVE]
<i>FOUL PRESENCE</i>	Opposing players cannot make a Throw action if the ruler would pass through this players' square, or a square adjacent to this player
<i>FRENZIED</i>	After this player makes a Mark action, they can immediately make a free Block action
<i>HANDLING SKILLS</i>	Whenever this player moves into a square with the ball, they pick it up as though they were making a Run action
<i>HEADBUTT</i>	If this player makes a Mark action and has already made a Run action this turn, they can immediately make a free Block action
<i>HULKING BRUTE</i>	All Block actions made by this player count as having an assist. In addition, subtract 1 from any Armour checks caused by this player
<i>INDOMITABLE</i>	This player cannot be Knocked Down. If they would be, make an Armour check. If passed, they remain standing; if failed, they are injured
<i>JUMP</i>	If this player is standing on a trap door when a ball enters play through it, this player gains the ball and is not injured
<i>OFFENSIVE SPECIALIST</i>	Whenever this player makes a Block action, their coach may re-roll the Block dice
<i>QUICK FEET</i>	When an opposing player makes a Block action against this player that results in a [SHOVE], this player's coach may instead move them into any adjacent empty square
<i>REGENERATE</i>	If this player is Standing in your Endzone when a friendly player is injured, roll a D6: if 3+, you may immediately perform a Reserves action with that player
<i>RESENTED</i>	When this player makes a Block action, at most one block die can be rolled. And, whenever this player would gain the ball following a Throw or Hand-off action, roll a D8: If 1-2, the ball bounces out of this player's square
<i>SAFE HANDS</i>	If this player is Knocked Down while holding the ball, his coach can choose which adjacent square the ball bounces into
<i>SMALL AND SHIFTY</i>	When this player makes a Run action they can move adjacent to opponents, but must end the action Open, not Marked
<i>SNEAKY STABBER</i>	If this player makes a Block action with an assist, roll a D6 as well as the Block dice. If a 6: the target is automatically injured
<i>TOSSABLE</i>	A friendly adjacent player with the <i>Big Guy</i> skill can throw this player, using a Throw action, incurring a +2 modifier to the die roll (normal Throw penalties also apply). The target destination must be an empty square within short or long range. If the modified result is 1 or less, this player is injured (and, if the ball carrier, the ball bounces from the <i>Big Guy's</i> square); if the Throw action is successful, move this player to the target square; for any other result, place this player prone in the target square and, if this player has the ball, it bounces normally from its new location
<i>TUSSLE</i>	When this player makes a Block action, this player's Coach may—before the roll—place this player Prone; if done, this player cannot take any more actions this turn and the targeted player is automatically Knocked Down