



OVERVIEW OF TEAM

Total cost:	1370000
Total cost inducements:	0
Total cost extra skills:	170000
Number singles:	5
3 Guard, 2 Accurate	
Number doubles:	1
1 Block	
Number increased stats:	1
1 +1 AG	

TEAM NAME

Broekwater Buccaneers

RACE

Human

COACH

Ruprecht Breitenbach

STADIUM

Almshoven

REROLLS & COACHING STAFF

3 Re-rolls
2 Cheerleaders

TEAM VALUE

1370000

TREASURY

0

FAN FACTOR

2

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Maximilian Schultz	Catcher	60000	8	2	3	7	Catch, Dodge				1		3
2	Felix Frueh	Thrower	90000	6	3	3	8	Pass, Sure Hands, Accurate	4				1	9
3	Eckel Reiss	Thrower	130000	6	3	4	8	Pass, Sure Hands, Accurate	9		1		2	21
4	Siegmund Oberholtzer	Catcher	60000	8	2	3	7	Catch, Dodge				1		3
5	Karl Niederlitz	Blitzer	90000	7	3	3	8	Block					1	5
6	Rudel Bischof	Lineman	50000	6	3	3	8	None			1			2
7	Volkin Ohrsten	Lineman	50000	6	3	3	8	None						0
9	Gerolf Eschlimann	Lineman	50000	6	3	3	8	None						0
10	Edmund Teuber	Lineman	50000	6	2	3	8	None						0
11	Rolf Fleischer	Lineman	50000	6	3	3	8	None	1					1
12	Anshelm Fiegler	Blitzer	110000	6	3	3	8	Block, Guard	1		1	1		6
13	Rufus Kraemer	Blitzer	110000	6	3	3	8	Block, Guard			1		1	7
14	Reinhold Grunenwalder	Blitzer	90000	7	3	3	8	Block						0
16	Ogrot the Slavering	Ogre	190000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard, Block			6		2	22

Throw Team-Mate : A player with this skill has the ability to throw a player from the same team instead of the ball! (This includes the ball if the player thrown already has it!) The throwing player must end the movement of his Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-Mate was passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e., he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

Mighty Blow : Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

Sure Hands : A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

Bone-head : The player is not noted for his intelligence. Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1 he stands around trying to remember what it is he's meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. (So if a Bone-head player declares a Blitz Action and rolls a 1, then the team cannot declare another Blitz Action that turn.) The player loses his tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future Action or the drive ends.

Thick Skull : This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

Guard : A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.

Dodge : A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

Catch : A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Pass : A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

Loner : Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e., used).

Block : A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Accurate : The player may add 1 to the D6 roll when he passes.