



OVERVIEW OF TEAM

Total cost:	1120000
Total cost inducements:	0
Total cost extra skills:	130000
Number singles:	5
2 Accurate, 1 Block, 1 Mighty Blow, 1 Tackle	
Number doubles:	1
1 Dodge	
Number increased stats:	0

TEAM NAME

Lamprey Lightnin'

RACE

Human

COACH

Jurgen Kloppmeister

STADIUM

Stammy Thunderdome

REROLLS & COACHING STAFF

3 Re-rolls

TEAM VALUE

1120000

TREASURY

0

FAN FACTOR

7

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Sigmund Bolflinger	Thrower	90000	6	3	3	8	Pass, Sure Hands, Accurate	7					7
2	Dieter Von Spikedorff	Thrower	90000	6	3	3	8	Pass, Sure Hands, Accurate	5				1	10
3	Alfred Biarritz	Catcher	60000	8	2	3	7	Catch, Dodge				1		3
6	Gunther Grosse	Blitzer	90000	7	3	3	8	Block						0
7	Bert Bierhoff	Lineman	50000	6	3	3	8	None			1			2
8	Hans Gruber	Lineman	50000	6	3	3	8	None	1		2			5
9	Tomas Hitzelberger	Lineman	50000	6	3	3	8	None				1		3
10	Sebastien Schultz	Lineman	70000	6	3	3	8	Block			2		1	9
11	Oliver Weaselbaum	Lineman	50000	6	3	3	8	None			1			2
12	Helmut Grasslikker	Lineman	50000	6	3	3	8	None	1					1
14	Tobias Wulff	Blitzer	130000	7	3	3	8	Block, Mighty Blow, Tackle			2	2	2	20
15	Ludwig Panzermann	Blitzer	120000	7	3	3	8	Block, Dodge			2	1	1	12

Missing the next game: #5 Otto Spitz - Blitzer

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.)

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.

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.

Tackle : Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

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

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.

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