



OVERVIEW OF TEAM

Total cost:	1570000
Total cost inducements:	0
Total cost extra skills:	220000
Number singles:	11
3 Dodge, 3 Guard, 2 Side Step, 1 Block, 1 Sure Hands, 1 Tackle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Seekers of the Holy Grail

RACE

Brettonian

COACH

Ingo "Trondur"

REROLLS & COACHING STAFF

4	Re-rolls
1	Cheerleaders
1	Ass. coaches
1	Apothecary

TEAM VALUE

1570000
TREASURY
80000
FAN FACTOR
8

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Sensei Witfar	Blitzer	150000	7	3	3	8	Block, Catch, Dauntless, Dodge, Side Step			2	6		22
2	Genghis Torrelloc	Blitzer	170000	7	3	3	8	Block, Catch, Dauntless, Dodge, Side Step, Sure Hands, 1 niggling injuries			4	3	3	32
3	Herem Dimth	Blitzer	130000	7	3	3	8	Block, Catch, Dauntless, Dodge	1		1	2	1	14
4	Gryn Tazoe	Blitzer	110000	7	3	3	8	Block, Catch, Dauntless			1			2
5	Hoekstra Chare	Yeoman	110000	6	3	3	8	Wrestle, Guard, Tackle			3	1	2	19
6	Nuria Xealen	Yeoman	70000	6	3	3	8	Wrestle						0
7	Etgarrai Joan	Yeoman	90000	6	3	3	8	Wrestle, Guard			1		1	7
8	Sere Baldulf	Yeoman	90000	6	3	3	8	Wrestle, Guard					2	10
9	Clere Tillaron	Lineman	60000	6	3	2	7	Fend, Block	1				1	6
10	Zio Shanna	Lineman	40000	6	3	2	7	Fend						0
11	Eder Halleck	Lineman	40000	6	3	2	7	Fend						0
12	Eradan Naria	Lineman	40000	6	3	2	7	Fend			1			2
13	Espardo Andonna	Lineman	40000	6	3	2	7	Fend						0

Dauntless : A player with this skill is capable of psyching himself up so he can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

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.

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.

Side Step : A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

Fend : This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if he had declared a Blitz Action.

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.

Wrestle : The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

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.

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.