

ASPERON THORN
Darkside Cowboys

RACE

Dark Elf

ALIGNMENT

Chaos

NUMBER

5

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+4	2	4	0	+2	8

SPECIAL SKILLS

Leap (level 2), Nerves of Steel

AXBEBREAKER JONES
Dwarf Giants

RACE

Dwarf

ALIGNMENT

Good

NUMBER

2

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
3	+2	4	2	-1	0	10

SPECIAL SKILLS

Dirty Tackle (level 1), Jump Up, Nerves of Steel, Tackle (level 1)

BARIK FARBLAST
Dwarf Warhammerers

RACE

Dwarf

ALIGNMENT

Good

NUMBER

8

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
3	+2	4	2	+1	0	10

SPECIAL SKILLS:

Bazuka, Thick Skull, Toughness (level 2)

DIETER HAMMERLASH
Mongrel Horde

RACE

Human Mutant

ALIGNMENT

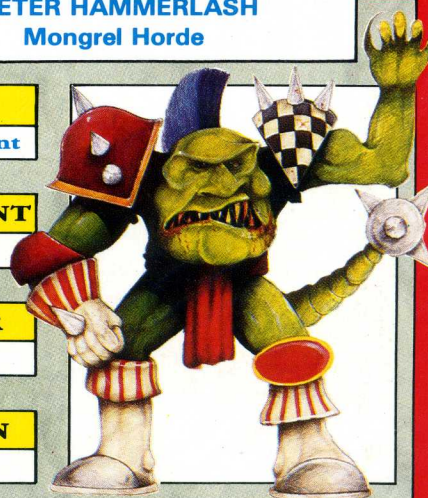
Chaos

NUMBER

12

POSITION

Blocker



MA	SP	ST	AG	TS	CL	AV
4	+1	4	2	-1	-1	10

SPECIAL SKILLS:

Block (level 3), Catch (level 2), Intercept (level 2)

DIRTY DAN
Chaos All-Stars

RACE

Goblin

ALIGNMENT

Chaos

NUMBER

5

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+3	2	5	0	+1	7

SPECIAL SKILLS

Catch (level 2), Luck (level 1), Nerves of Steel, Right Stuff

DUKE LUTHOR VON HAWKFIRE
Chaos All-Stars

RACE

Chaotic Human

ALIGNMENT

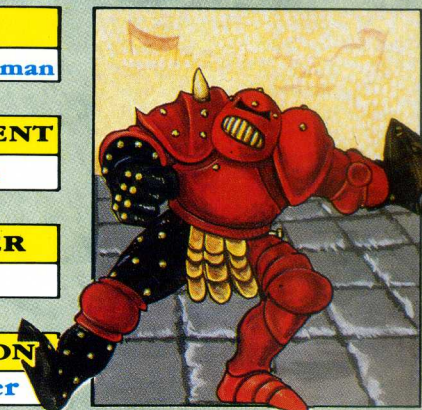
Chaos

NUMBER

2

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+2	0	8

SPECIAL SKILLS

Luck (level 1), Nerves of Steel

AXEBREAKER JONES

AGE 165 HEIGHT 5'6" WEIGHT 312 lbs

CAREER STATS: Rushing 1,983 paces; Receiving 98 passes for 3,765; 45 Touchdowns; 19 Interceptions returned 96 paces; 43 Player Fatalities; *Only Player Left On The Pitch* twice.

BEST GAME: Rushing 175 paces; Receiving 14 passes for 200 paces; 3 Touchdowns (one with no opposition left on the pitch); 7 Player Fatalities; *Only Player Left On The Pitch*.

SKILLS:

Dirty Tackle: Subtract -1 from an opponent's AV after a successful Tackle. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll. The successful Tackle must be made by, not against Axebreaker, but the *Both Players Knocked Over* result does count.

Jump Up: Axebreaker may stand up at the start of a turn even if lying face down.

Nerves of Steel: Axebreaker ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

Tackle: Add +1 to Axebreaker's *Tackle* rolls except when opponent has *Dodge* skill of level 1 or greater.

DIETER HAMMERLASH

AGE 36 HEIGHT 5'6" WEIGHT 166 lbs

CAREER STATS: Rushing 487 paces; Receiving 47 passes for 263 paces; Throwing 1 from 19 for 43 paces; 2-3 Touchdowns; 62 Interceptions returned for 376 paces; 74 Player Fatalities; 179 Spectator Fatalities.

BEST GAME: Rushing 56 paces; Receiving 2 passes for 31 paces; Throwing 1 from 12 for 43 paces; 1 Touchdown; 4 Player Fatalities; 17 Spectator Fatalities (including all the Valkyries' Cheerleaders).

SKILLS:

Block (level 3): Dieter adds +1 to *Block* rolls unless opponent has *Block* skill of level 3 or greater. Opponents must subtract -1 from *Block* rolls against Dieter unless they have *Block* skill of level 3 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Catch (level 2): If a throw to Dieter is *Missed*, roll a D6 and add +2 - Dieter catches the ball on a total of 7 or more.

Intercept (level 2): If a throw is *Missed* and Dieter is in position to intercept, roll a D6 and add +2 - Dieter intercepts the ball on a total of 7 or more.

DUKE LUTHOR VON HAWKFIRE

AGE 27 (2nd incarnation) HEIGHT 5'11" WEIGHT 170 lbs

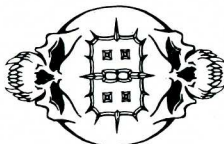
CAREER STATS: Rushing 1,543 paces; Receiving 11 passes for 98 paces; Throwing 326 from 588 passes for 4,133 paces; 18 Touchdowns; 14 Interceptions returned 472 paces; 16 Player Fatalities (but over 246 Injured); 1 Arena Destroyed.

BEST GAME: Rushing 4 paces; Receiving 1 pass for 11 paces; Throwing 11 from 28 for 132 paces; 1 Interception returned 16 paces; 2 Player Fatalities; 1 Arena Destroyed (ensuring that a lost match was replayed).

SKILLS:

Luck: Von Hawfire gets 1 re-roll per game.

Nerves of Steel: Von Hawfire ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.



ASPERON THORN

AGE 198 HEIGHT 6'2" WEIGHT 185 lbs

CAREER STATS: Rushing 1,844 paces; Receiving 116 passes for 3,185 paces; 86 Touchdowns; 18 Interceptions returned 219 paces.

BEST GAME: Rushing 148 paces; Receiving 9 passes for 354 paces; 2 Touchdowns.

SKILLS:

Leap: Add +2 to the die roll when Asperon leaps over prone players.

Nerves of Steel: Asperon ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.



BARIK FARBLAST

AGE 75 HEIGHT 4'2" WEIGHT 118 lbs

CAREER STATS: Rushing 212 paces; Passing 193 from 245 for 2506 paces; 61 Touchdowns; 41 Player Fatalities (including 16 on his own team).

BEST GAME: Rushing 40 paces; Passing 12 passes from 15 for 132 paces; 3 Player Fatalities (including 1 own team).

SKILLS:

Bazuka: Barik cannot throw the ball while carrying the Bazuka, but must try to fire it from the Bazuka. State the distance the ball is to be fired and roll 2D6:

2-3 **Kerr-boom!** Bazuka misfires - Barik must roll on the *Injury* table.

4-10 **Whoosh!** The ball is treated as if thrown normally to the desired range with *TS* +1.

11-12 **Ooops!** Barik has pointed the Bazuka the wrong way - treat the ball as if thrown the desired range, but it goes in a direction opposite to that intended.

Barik may not fire and move in the same turn. He may not block or sprint unless he drops the Bazuka - in which case it is lost for the rest of the game. If he drops the Bazuka and tries to throw the ball normally, his *TS* becomes -1.

Thick Skull: If stunned, place Barik in the Reserve box of the Dug-Out - he can rejoin the game at the start of his next Team Turn. If KO'd, place him in the Stunned box.

Toughness (level 2): Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Barik being killed.

DIRTY DAN

AGE 24 HEIGHT 3'9" WEIGHT 77 lbs

CAREER STATS: Rushing 14 paces; Receiving 106 passes for 3,217 paces; Being Passed 9 passes for 215 paces; 66 Touchdowns.

BEST GAME: Rushing 5 paces; Receiving 5 passes for 88 paces; Being Thrown 2 passes for 44 paces; 1 Touchdown.

SKILLS:

Catch: If a throw to Dan is *Missed*, roll a D6 and add +2. Dan catches the ball on a total of 7 or more.

Luck: Dan gets 1 re-roll per game.

Nerves of Steel: Dan ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

Right Stuff: Dan may be thrown by any team-mate with the *Throw Team-mate* skill.



ELDRIL SIDEWINDER
Galadrieth Gladiators

RACE

Elf

ALIGNMENT

Good

NUMBER

4

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+4	3	4	+1	+1	7

SPECIAL SKILLS:

Distract, Hypnotic Gaze, Intercept (level 2),
Jump Up, Leap (level 4)

ERNALD SPIRITBURNER
Greenfield Grasshuggers

RACE

Halfling

ALIGNMENT

Good

NUMBER

6

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
3	+3	3	4	-1	-1	7

SPECIAL SKILLS

Mighty Blow (level 3), Thick Skull

GARBAGE THROTTLESNOT
Underworld Creepers

RACE

Goblin

ALIGNMENT

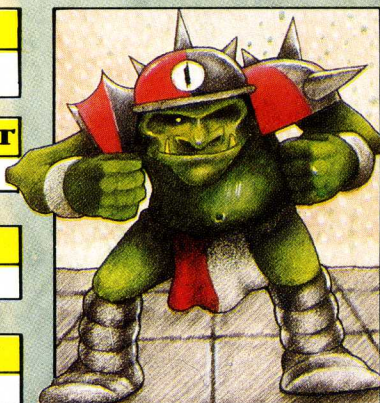
Chaos

NUMBER

1

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+3	2	4	0	+1	7

SPECIAL SKILLS

Catch (level 3), Heroic Leap, Right Stuff

GRANITE RIVALBLADE
Dwarf Giants

RACE

Dwarf

ALIGNMENT

Good

NUMBER

5

POSITION

Blocker



MA	SP	ST	AG	TS	CL	AV
3	+1	5	2	-1	-1	10

SPECIAL SKILLS

Block (level 2), Toughness (level 2)

GREASER GEARGRINDER
Orcland Raiders

RACE

Orc

ALIGNMENT

Chaos

NUMBER

8

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
5	+3	2	3	+2	0	8

SPECIAL SKILLS:

Heroic Leap, Leap (level 4), Long Kick (level 4),
Safe Throw (level 2), Thick Skull

GRIFF OBERWALD
Reikland Reavers

RACE

Human

ALIGNMENT

Good

NUMBER

1

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+4	4	4	0	0	9

SPECIAL SKILLS:

Block (level 3), Heroic Leap, Leap (level 3), Luck (level 3),
Sure Hands (level 3)

ERNALD SPIRITBURNER

36 4'2" 140 lbs

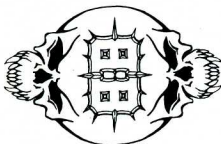
CAREER STATS: Rushing 1,374 paces; 12 Touchdowns; 162 Player Fatalities (NAF Halfling record).

BEST GAME: Rushing 12 paces; 10 Player Fatalities (NAF Halfling record); *Most Valuable Diner Award*.

SKILLS:

Mighty Blow: Subtract -3 from an opponent's AV after a successful Block by Ernald. If the opposing player fails his *Armour* roll, add +3 to his *Injury* roll.

Thick Skull: If he is stunned, place Ernald in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Ernald in the Stunned box.



GRANITE RIVALBLADE

AGE 122 HEIGHT 5'3" WEIGHT 186 lbs

CAREER STATS: Rushing 2,100 paces; 6 Touchdowns; 1 Interception returned 24 paces; 48 Player Fatalities; 3 Referee Fatalities.

BEST GAME: Rushing 155 paces; 1 Touchdown; 3 Player Fatalities.

SKILLS:

Block: Granite adds +1 to *Block* rolls unless his opponent has *Block* skill of level 2 or greater. Opponents must subtract -1 from *Block* rolls against Granite unless they have the *Block* skill at level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Granite being killed.

GRIFF OBERWALD

AGE 31 HEIGHT 5'11" WEIGHT 162 lbs

CAREER STATS: Rushing 3100 paces; Receiving 212 passes for 3109 paces; 13 Touchdowns; 45 Interceptions returned 516 paces; 2 Player Fatalities.

Best Game: rushing -12 paces; receiving 11 passes for 198 paces; 1 Touchdown.

SKILLS:

Block: Griff adds +1 to *Block* rolls unless his opponent has *Block* skill of level 3 or greater. Opponents must subtract -1 from *Block* rolls against Griff unless they have the *Block* skill at level 3 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Heroic Leap: Griff may make a Heroic Leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more, Griff is KO'd, and the ball scatters from the square he was jumping from.

Leap: Add +3 to the die roll when leaping over prone players.

Luck: Griff gets 3 re-rolls per match.

Sure Hands: Add +3 to the dice roll when an opponent tries to strip the ball from Griff.

ELDRIL SIDER

169 6' 6" 158 lbs

CAREER STATS: Rushing 1006 paces; Receiving 91 passes for 2612 paces; Throwing 37 passes from 55 for 406 paces; 65 Touchdowns; 41 Interceptions returned for 506 paces; 19 Player Fatalities.

BEST GAME: Rushing 189 paces; Receiving 12 pass for 181 paces; Throwing 12 passes from 21 for 130 paces; 1 Touchdown; 2 Interceptions returned for 49 paces..

SKILLS:

Distract: Opponents in Eldril's *Tackle Zone* subtract -2 rather than -1 from dice rolls when throwing or catching the ball.

Hypnotic Gaze: Eldril may try to hypnotise an opponent in an adjacent square instead of blocking. Roll a D6; a result of 1-3 means nothing happens. On a result of 4-6 the opponent can do nothing while Eldril gazes at him. If the victim is blocked he is automatically knocked over and must make an *Armour* roll. If Eldril is blocked the gaze is broken and the opponent returns to normal. Eldril cannot move or take any other action while maintaining his gaze.

Intercept (level 2): If a throw is *Missed* and Eldril is in position to intercept, roll a D6 and add +2 - Eldril intercepts the ball on a total of 7 or more.

Jump Up: Eldril may stand up at the start of a turn even if lying face down.

Leap (level 4): add +4 to the dice roll when leaping over prone players.

GARBAGE THROTTLESNOT

AGE 19 HEIGHT 3'2" WEIGHT 61 lbs

CAREER STATS: Rushing 651 paces; Receiving 100 passes for 2,816 paces; Being Thrown 22 passes for 555 paces; 47 Touchdowns; 4 Player Fatalities; 12 Referee Fatalities.

BEST GAME: Rushing 90 paces; Receiving 5 passes for 29 paces (he dropped 2 more); Being Thrown 2 passes for 48 paces (and 2 Touchdowns); 2 Touchdowns; 1 Referee Fatality.

SKILLS:

Catch: If a throw to Garbage is *Missed*, roll a D6 and add +3 - Garbage catches the ball on a roll of 7 or more.

Heroic Leap: Garbage may make a Heroic Leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more, Garbage is KO'd, and the ball scatters from the square he was jumping from.

Right Stuff: Garbage may be thrown by any team-mate with the *Throw Team-Mate* skill.

GREASER GEARGRINDER

AGE 34 HEIGHT 5' 5" WEIGHT 173 lbs

CAREER STATS: Rushing 303 paces; Receiving 13 passes for 91 paces; Throwing 146 passes from 201 for 2097 paces; 32 Touchdowns; 27 Interceptions returned for 81 paces; 12 Player Fatalities; 19 Referee Fatalities.

BEST GAME: Rushing 129 paces; Throwing 5 passes from 11 for 101 paces; 2 Player Fatalities; 4 Referee Fatalities.

SKILLS:

Heroic Leap: Greaser may make a heroic leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3 a Touchdown is scored. On a result of 4 or more, Greaser is KO'd and the ball scatters from the square he was jumping from.

Leap (level 4): add +4 to the dice roll when leaping over prone players.

Long Kick (level 4): Greaser may add +4 to the range the ball is kicked.

Safe Throw (level 2): if Greaser's throw is intercepted, roll a D6 and add +2 - the ball is *Missed* on a total of 7 or more.

Thick Skull: If stunned, place Greaser in the Reserve box of the Dug-Out - he can rejoin the game at the start of his next Team Turn. If KO'd, place him in the Stunned box.

HAK DEMONCUTTER
Gouged Eye

RACE

Orc

ALIGNMENT

Chaos

NUMBER

6

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	0	9

SPECIAL SKILLS

Long Throw, Tackle (level 3), Thick Skull

HARG VAINKILL
Gouged Eye

RACE

Orc

ALIGNMENT

Chaos

NUMBER

2

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+2	0	8

SPECIAL SKILLS

Dodge (level 2), Long Throw, Luck (level 1), Nerves of Steel

HAWTHORN TULLARIS
Darkside Cowboys

RACE

Dark Elf

ALIGNMENT

Chaos

NUMBER

2

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+4	4	3	+1	+2	9

SPECIAL SKILLS

Mighty Blow (level 1)

HIGHMEL LYRPADRE
Elfheim Eagles

RACE

Elf

ALIGNMENT

Good

NUMBER

4

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+4	2	5	0	+2	8

SPECIAL SKILLS

Dodge (level 3)

HOSHI KOMI
Creeveland Crescents

RACE

Human

ALIGNMENT

Good

NUMBER

2

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+4	2	4	0	+1	8

SPECIAL SKILLS:

Block (level 2), Dodge (level 4), Itchy Feet, Jump Up, Leap (level 4), Mighty Blow (level 2)

HUBRIS RAKARTH
Darkside Cowboys

RACE

Dark Elf

ALIGNMENT

Chaos

NUMBER

1

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+3	4	4	+1	+1	9

SPECIAL SKILLS

Heroic Leap, Leap (level 2), Luck (level 2), Spell Caster (level 1), Toughness (level 3), Very Intelligent

HARG VAINKILL

AGE 23 HEIGHT 6'2" WEIGHT 175 lbs

CAREER STATS: Rushing 3,100 paces; Throwing 212 passes from 377 for 3,109 paces; 3 Touchdowns; 45 Interceptions returned 516 paces; 2 Player Fatalities.

BEST GAME: Rushing -12 paces; Throwing 11 passes from 16 for 198 paces; 1 Touchdown - a record 11th consecutive game without being intercepted.

SKILLS:

Dodge: Opponents tackling Harg must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 2 or greater.

Long Throw: Harg may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Harg occupies. Roll on the *Long Bomb!* row of the *Throwing* table.

Luck: Harg gets 1 re-roll per game.

Nerves of Steel: Harg ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

HAK DEMONCUTTER

AGE 28 HEIGHT 6'3" WEIGHT 245 lbs

CAREER STATS: Rushing 1,782 paces; Receiving 12 passes for 26 paces; Throwing 9 from 26 for 476 paces; 1 Touchdown; 40 Player Fatalities; the Eye's longest serving player; 20% of his *Tackles* have caused KO's or worse.

BEST GAME: Rushing 198 paces; Throwing 1 pass for 65 paces (a Touchdown); 1 Touchdown; 8 Player Fatalities (3 others were injured).

SKILLS:

Long Throw: Hak may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Hak occupies. Roll on the *Long Bomb!* row of the *Throwing* table.

Tackle: Add +1 to Hak's *Tackle* rolls except when opponent has *Dodge* skill of level 3 or greater.

Thick Skull: If stunned, place Hak in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Hak in the Stunned box.

HIGHELM LYRPADRE

AGE 190 HEIGHT 6'8" WEIGHT 165 lbs

CAREER STATS: Rushing 626 paces; Receiving 175 passes for 6,314 paces; Throwing 2 from 16 for 19 paces; 33 Touchdowns; 4 Interceptions returned 22 paces.

BEST GAME: Rushing 52 paces; Receiving 9 passes for 178 paces; Throwing 0 from 3; 2 Touchdowns; 1 Interception returned 5 paces.

SKILLS:

Dodge: Opponents tackling Highelm must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 3 or greater.



HAWTHORN TULLARIS

AGE 112 HEIGHT 6'5" WEIGHT 170 lbs

CAREER STATS: Rushing 1,942 paces; Receiving 88 passes for 2,046 paces; Throwing 62 from 146 passes for 992 paces; 38 Touchdowns; 39 Interceptions returned 1,206 paces; 24 Player Fatalities.

BEST GAME: Rushing 139 paces; Receiving 5 passes for 149 paces; Throwing 4 from 12 passes for 76 paces; 2 Touchdowns (one of which was run from his own End Zone; 2 Interceptions returned 86 paces (including the 2nd Touchdown); 1 Player Fatality.

SKILLS:

Mighty Blow: Subtract -1 from an opponent's AV after a successful *Block* by Hawthorn. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.



HUBRIS RAKARTH

AGE 138 HEIGHT 5'11" WEIGHT 175 lbs

CAREER STATS: Rushing 1,629 paces; Receiving 98 passes for 5,120 paces; Throwing 290 from 372 passes for 6,145 paces; 87 Touchdowns; 8 Interceptions returned 516 paces; 3 Player Fatalities.

BEST GAME: Rushing 80 paces; Receiving 4 passes for 37 paces; Throwing 12 from 19 passes for 281 paces (2 for Touchdowns); 1 Touchdown; 3 Interceptions returned 98 paces; 7 Player Fatalities.

SKILLS:

Heroic Leap: Hubris may make a Heroic Leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more, Hubris is KO'd, and the ball scatters from the square he was jumping from.

Leap: Add +2 to the die roll when Hubris leaps over prone players.

Luck: Hubris gets 2 re-rolls per game.

Spell Caster: Add +1 to the number of spells Hubris' team has at the start of the game.

Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Hubris being killed.

Very Intelligent: Hubris can hold any number of spells.

HOSHI KOMI

AGE 30 HEIGHT 5' 7" WEIGHT 105 lbs

CAREER STATS: Rushing 1561 paces; Receiving 75 passes for 1561 paces; Throwing 42 passes from 68 for 531 paces; 47 Touchdowns; 12 Player Fatalities.

BEST GAME: Rushing 150 paces, Receiving 4 passes for 74 paces; Throwing 10 passes from 13 for 88 paces; 3 Touchdowns.

SKILLS:

Block (level 2): Hoshi adds +1 to *Block* rolls unless opponent has *Block* skill of level 2 or greater. Opponents must subtract -1 from *Block* rolls against Hoshi unless they have *Block* skill of level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Dodge (level 4): opponent tackling Hoshi must subtract -1 from *Tackle* roll unless he has *Tackle* skill of level 4 or greater.

Itchy Feet: Hoshi leaves the team after one game.

Jump Up: Hoshi may stand up at the start of a turn even if lying face down.

Leap (level 4): add +4 to the dice roll when leaping over prone players.

Mighty Blow (level 2): Subtract -2 from opponent's AV after a successful block. If opponent fails his *Armour* roll, add +2 to his *Injury* roll.

IBRAHIM GOLDDAWN
Elfheim Eagles

RACE

Elf

ALIGNMENT

Good

NUMBER

3

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+5	2	4	0	+2	8

SPECIAL SKILLS

Heroic Leap (level 1); Intercept (level 2), Jump Up

JACOB VON ALTDORF
Reikland Reavers

RACE

Human

ALIGNMENT

Good

NUMBER

3

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+3	0	8

SPECIAL SKILLS

Luck (level 1)

KRUG PAINSPEAR
Gouged Eye

RACE

Orc

ALIGNMENT

Chaos

NUMBER

3

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+4	5	3	0	0	9

SPECIAL SKILLS

Leap (level 1), Loyal

MORAVIS CURFEW
Darkside Cowboys

RACE

Dark Elf

ALIGNMENT

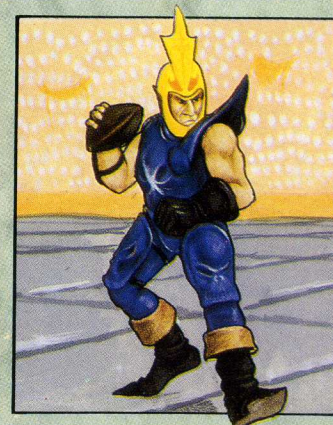
Chaos

NUMBER

3

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+2	0	8

SPECIAL SKILLS

Dodge (level 1), Long Throw, Safe Throw (level 1)

MORG'TH N'HTHROG
Chaos All-Stars

RACE

Ogre

ALIGNMENT

Chaos

NUMBER

1

POSITION

Blocker



MA	SP	ST	AG	TS	CL	AV
5	+2	8	2	-1	-1	11

SPECIAL SKILLS

Luck (level 3), Mighty Blow (level 4), Strip Ball, Thick Skull, Throw Team Mate, Toughness (level 3)

ODIUM KHAN
Darkside Cowboys

RACE

Dark Elf

ALIGNMENT

Chaos

NUMBER

11

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+1	+1	8

SPECIAL SKILLS

Block (level 3), Strip Ball (level 1), Thick Skull

JACOB VON ALTDORF

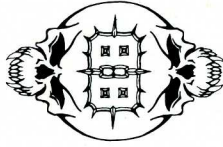
AGE	HEIGHT	WEIGHT
28	6'1"	165 lbs

CAREERS STATS: Rushing 912 paces; 5 Touchdowns; Throwing 615 from 1109 for 11,070 paces; 1 Player Fatality.

BEST GAME: Rushing 60 paces; 1 Touchdown; Throwing 17 from 22 for 312 paces (leading to 2 more Touchdowns).

SKILLS:

Luck: Jacob gets 1 re-roll each match.



IBRAHIM GOLDDAWN

AGE	HEIGHT	WEIGHT
146	6'7"	160 lbs

CAREER STATS: Rushing 1,996 paces; Receiving 99 passes for 2,190 paces; Throwing 3 from 6 passes for 40 paces; 11 Touchdowns; 30 Interceptions returned 982 paces.

BEST GAME: Rushing 107 paces; Receiving 9 passes for 199 paces; Throwing 1 from 3 passes for 11 paces; 1 Touchdown; 3 Interceptions returned 68 paces.

SKILLS:

Heroic Leap: Ibrahim may make a Heroic Leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more, Ibrahim is KO'd, and the ball scatters from the square he was jumping from.

Intercept: If a throw is *Missed* and Ibrahim is in position to intercept, roll a D6 and add +2. Ibrahim makes the Interception on a total of 7 or greater.

Jump Up: Ibrahim may stand up at the start of a turn even if lying face down.

MORAVIS CURFEW

AGE	HEIGHT	WEIGHT
200	6'5"	155 lbs

CAREER STATS: Rushing 850 paces; Throwing 318 from 419 passes for 10,201 paces; 4 Touchdowns; 11 Interceptions returned 213 paces; 8 Player Fatalities; 1 Referee Fatality.

BEST GAME: Rushing 65 paces; Throwing 3 from 3 passes for 210 paces (leading to all three TDs); 2 Player Fatalities; 1 Referee Fatality.

SKILLS:

Dodge: Opponents tackling Moravis must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 1 or greater.

Long Throw: Moravis may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square he occupies. Roll on the *Long Bomb* row of the *Throwing* table.

Safe Throw: If Moravis' throw is intercepted, roll a D6 and add 1. The ball is *Missed* on a total of 7 or more.

KRUG PAINSPEAR

AGE	HEIGHT	WEIGHT
26	5'9"	142 lbs

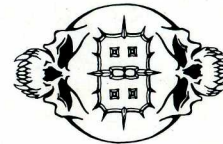
CAREER STATS: Rushing 2017 paces; Receiving 106 passes for 1890 paces; Throwing 9 passes for 54 paces; 40 Touchdowns; 1 Interception returned 5 paces; 14 Player Fatalities.

BEST GAME: Rushing 144 paces; Receiving 1 pass for 88 paces; 2 Touchdowns; 1 Interception returned 5 paces; 1 Player Fatality.

SKILLS:

Leap: Add +1 to the die roll when Krug leaps over prone players.

Loyal: Krug cannot be bribed. Subtract -1 from *Disenchantment* rolls.



ODIUM KHAN

AGE	HEIGHT	WEIGHT
213	6'8"	245 lbs

CAREER STATS: Rushing 998 paces; Receiving 88 passes for 1,190 paces; Throwing 62 passes from 154 for 1,266 paces; 90 Touchdowns; 53 Interceptions returned 1,985 paces; 18 Player Fatalities.

BEST GAME: Rushing 176 paces; Receiving 4 passes for 67 paces; Throwing 1 pass from 1 for 38 paces; 1 Touchdown; 1 Interception returned 42 paces; 2 Player Fatalities (plus 3 Injured from 44 successful Blocks).

SKILLS:

Block: Odiom adds +1 to *Block* rolls unless his opponent has *Block* skill of level 3 or greater. Opponents must subtract -1 *Block* rolls against Odiom unless they have the *Block* skill at level 3 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Strip Ball: Add +1 to the dice roll when Odiom tries to strip the ball from an opponent.

Thick Skull: If he is stunned, place Odiom in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Odiom in the Stunned box.

MORG'TH N'HTHROG

AGE	HEIGHT	WEIGHT
102	7'4"	414 lbs

CAREER STATS: Rushing 1,910 paces; Throwing 1 from 41 for -16 paces; 66 Touchdowns; 1 Interception returned 98 paces (for a TD); 612 Player Fatalities; 1,100 Civilian Fatalities; 9 Referee Fatalities.

BEST GAME: Rushing 180 paces; 11 Touchdowns (8 disallowed); 1 Interception returned 98 paces; 8 Player Fatalities (2 more were Injured and retired); 45 Civilian Fatalities; 9 Referee Fatalities.

SKILLS:

Luck: Morg'th gets 3 re-rolls per game.

Mighty Blow: Subtract -4 from an opponent's AV after a successful Block by Morg'th. If the opposing player fails his *Armour* roll, add +4 to his *Injury* roll.

Strip Ball: Add +1 to the die roll when Morg'th tries to strip the ball from an opponent.

Thick Skull: If he is stunned, place Morg'th in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Morg'th in the Stunned box.

Throw Team Mate: Morg'th may throw Goblin or Snotling team mates.

Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Morg'th being killed.

PIERROT RAINFOREST
Galadrieth Gladiators

RACE

Elf

ALIGNMENT

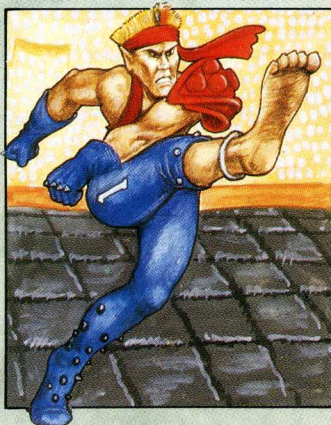
Good

NUMBER

1

POSITION

Kicker



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+1	+1	8

SPECIAL SKILLS

Kick (level 3), Long Kick (level 1), Self Control

PUGGY BACONBREATH
Bluebay Crammers

RACE

Halfling

ALIGNMENT

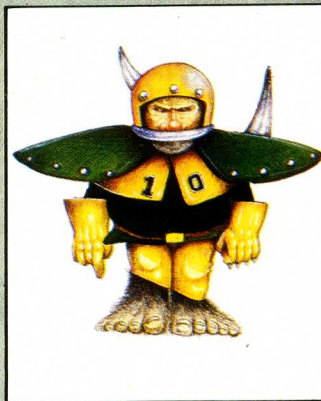
Good

NUMBER

10

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
3	+3	3	4	-1	-1	7

SPECIAL SKILLS:

Block (level 2), Nerves of Steel

RAMTUT III
Champions of Death

RACE

Mummy

ALIGNMENT

Chaos

NUMBER

1

POSITION

Unclassified



MA	SP	ST	AG	TS	CL	AV
4	+2	7	1	-1	-1	11

SPECIAL SKILLS

Block (level 3), Mighty Blow (level 2), Toughness (level 4)

RASTA TAILSPIKE
Skaven Scramblers

RACE

Skaven Mutant

ALIGNMENT

Chaos

NUMBER

13

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
5	+1	3	4	0	0	8

SPECIAL SKILLS

Catch (level 2), Distract, Dodge (level 1), Intercept (level 2)

RIP SOREPAIN
Gougged Eye

RACE

Orc

ALIGNMENT

Chaos

NUMBER

4

POSITION

Blocker



MA	SP	ST	AG	TS	CL	AV
4	+1	5	3	-1	-1	10

SPECIAL SKILLS

Distract

RITTER VON BAUM
Reikland Reavers

RACE

Human

ALIGNMENT

Good

NUMBER

5

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	0	0	9

SPECIAL SKILLS:

Strip Ball (level 1), Tackle (level 3).

PUGGY BACONBREATH

AGE 111 HEIGHT 3' 9" WEIGHT 90 lbs

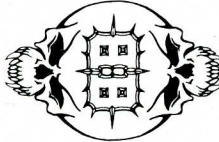
CAREER STATS: Rushing 412 paces; Receiving 1 pass for 8 paces; 17 Touchdowns; 3 Interceptions returned for 17 paces; 4 Player Fatalities; 197 lbs of snacks consumed.

BEST GAME: Rushing 38 paces; Receiving 1 pass for 8 paces; 1 Touchdown; 12 lbs of snacks consumed (after a full seven-course lunch).

SKILLS:

Block (level 2): Puggy adds +1 to *Block* rolls unless opponent has *Block* skill of level 2 or greater. Opponents must subtract -1 from *Block* rolls against Puggy unless they have *Block* skill of level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Nerves of Steel: Puggy ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.



RASTA TAILSPIKE

AGE 28 HEIGHT 4'9" WEIGHT 116 lbs

CAREER STATS: Rushing 3,100 paces; Receiving 212 passes for 3,109 paces; 3 Touchdowns; 45 Interceptions returned 515 paces; 2 Player Fatalities.

BEST GAME: Rushing -12 paces; Receiving 11 passes for 198 paces; 2 Touchdowns.

SKILLS:

Catch: If a Throw to Rasta is *Missed*, roll a D6 and add +2 - Rasta catches the ball on a roll of 7 or more.

Distract: Opponents in Rasta's *Tackle Zone* subtract -2 rather than -1 when throwing or catching the ball.

Dodge: Opponents tackling Rasta must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 1 or greater.

Intercept: If a throw is *Missed*, and Rasta is in a position to Intercept, roll a D6 and add 2. Rasta makes the Intercept on a roll of 7 or better.

RITTER VON BAUM

AGE 27 HEIGHT 6'4" WEIGHT 217 lbs

CAREER STATS: Rushing 4,100 paces; Receiving 51 passes for 1,062 paces; 5 Touchdowns; 18 Interceptions returned 109 paces; 2 Player Fatalities.

BEST GAME: Rushing 101 paces; Receiving 12 passes for 187 paces; 1 Touchdown; 1 Interception returned 40 paces (which led to the Touchdown).

SKILLS:

Strip Ball: Add +1 to the die roll when von Baum tries to strip the ball from an opponent.

Tackle: Add +1 to von Baum's *Tackle* roll unless his opponent has *Tackle* skill at level 3 or higher.



PIERROT RUSTEAD

AGE 129 HEIGHT 6'2" WEIGHT 140 lbs

CAREER STATS: Rushing 105 paces; Receiving 12 passes for 99 paces; Throwing 19 from 40 passes for 187 paces; 1 Touchdown; 8 Interceptions returned 221 paces; 18 Kicks for 362 paces.

BEST GAME: Rushing 32 paces; Receiving 2 passes for 32 paces; Throwing 1 from 1 pass for 55 paces; 1 Touchdown; 3 Kicks for 95 paces.

SKILLS:

Kick: Add +3 to any roll Pierrot makes on the *Kicking Table*.

Long Kick: Pierrot may add +1 to the range the ball is kicked.

Self Control: Pierrot ignores all racial *dislikes* and *animosities*.



RAMTUT III

AGE under revision HEIGHT 6' WEIGHT 90 lbs

CAREER STATS: Rushing 17,381 paces; 452 Touchdowns; 9,172 Player Fatalities; 1,851,900 Civilian Fatalities (Champions' figures; official NAF figures under review).

BEST GAME: Rushing 189 paces; 3 Touchdowns; 8 Player Fatalities; 3 Players Infected; 1 Player Driven Insane; upwards of 5,000 killed in the crowd as they stampeded for the exit.

SKILLS:

Block: Ramtut adds +1 to *Block* rolls unless his opponent has *Block* skill of level 3 or greater. Opponents must subtract -1 from *Block* rolls against Ramtut unless they have the *Block* skill at level 3 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Mighty Blow: Subtract -2 from an opponent's AV after a successful *Block* by Ramtut. If the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

Toughness: Subtract -4 from Ramtut's *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification always results in Ramtut being killed (again).

RIP SOREPAIN

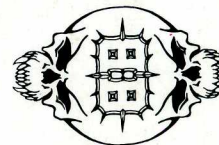
AGE 22 HEIGHT 5'11" WEIGHT 155 lbs

CAREER STATS: Rushing 3,100 paces; Receiving 14 passes for 86 paces; 3 Touchdowns; 6 Interceptions returned 34 paces; 25 Player Fatalities.

BEST GAME: Rushing 167 paces; Receiving 1 pass for 43 paces (he dropped another when in the End Zone!); 1 Touchdown; 1 Interception (in the End Zone) returned 10 paces; 4 Player Fatalities.

SKILLS:

Distract: Opponents in Rip's *Tackle Zone* subtract -2 rather than -1 when throwing or catching the ball.



SLARGA FOURSTIKE
Bluchen Berserkers

RACE

Human Mutant

ALIGNMENT

Chaos

NUMBER

9

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+2	3	4	0	+1	9

SPECIAL SKILLS:

Catch (level 2), Intercept (level 2), Nerves of Steel

SOAREN HIGHTOWER
Elfheim Eagles

RACE

Elf

ALIGNMENT

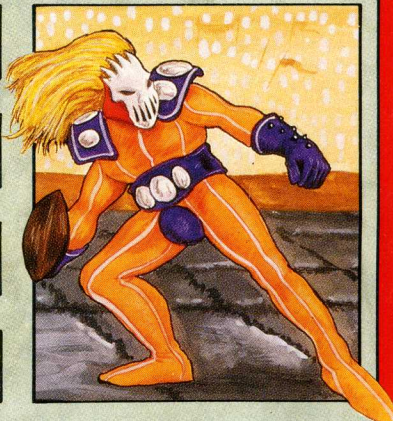
Good

NUMBER

2

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+3*	0	8

SPECIAL SKILLS

Dodge (level 3), Long Throw, Luck (level 2)

SPLIT TENDONCUTTER
Underworld Creepers

RACE

Skaven

ALIGNMENT

Chaos

NUMBER

11

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
5	+3	4	3	0	-1	9

SPECIAL SKILLS

Dodge (level 1), Leap (level 1), Luck (level 2), Sure Hands (level 1)

STUKA SCHMIDT
Dwarf Warhammerers

RACE

Dwarf

ALIGNMENT

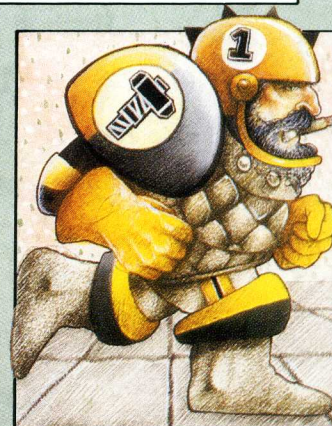
Good

NUMBER

1

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
3	+2	3	3	+1	0	9

SPECIAL SKILLS

Long Throw, Thick Skull, Toughness (level 2)

'SUREHANDED' GREGOR MEISSEN
Reikland Reavers

RACE

Human

ALIGNMENT

Good

NUMBER

4

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+5	2	4	0	+1	8

SPECIAL SKILLS:

Catch (level 1), Heroic Leap (level 1)

TUERN REDVENOM
Dark Renegades

RACE

Dark Elf

ALIGNMENT

Chaos

NUMBER

13

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+1	+1	8

SPECIAL SKILLS:

Dirty Tackle (level 2), Distract, Tackle, (level 2)

SOAREN HIGHTOWER

AGE	HEIGHT	WEIGHT
196	6'1"	165 lbs

CAREER STATS: Rushing 467 paces; Receiving 62 passes for 1,962 paces; Throwing 90 from 168 passes for 3,286 paces; 11 Touchdowns; 8 Interceptions returned 516 paces; 3 Player Fatalities.

BEST GAME: Rushing 80 paces; Receiving 4 passes for 37 paces; Throwing 16 from 25 passes for 412 paces; 1 Touchdown; 1 Interception returned 65 paces (which a team-mate converted into another Touchdown); 1 Player Fatality.

SKILLS:

Dodge: Opponents tackling Soaren must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 2 or greater.

Long Throw: Soaren may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Soaren occupies. Roll on the *Long Bomb!* row of the *Throwing* table.

Luck: Soaren gets 1 re-roll per game.

STUKA SCHMIDT

AGE	HEIGHT	WEIGHT
122	5'4"	198 lbs

CAREER STATS: Rushing 525 paces; Throwing 99 from 154 passes for 2,197 paces; 11 Touchdowns; 22 Player Fatalities; 4 Civilian Fatalities; never Injured.

BEST GAME: Rushing -10 paces; Throwing 11 from 13 passes for 287 paces (connecting for all 3 Touchdowns).

SKILLS:

Long Throw: Stuka may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Stuka occupies. Roll on the *Long Bomb!* row of the *Throwing* table.

Thick Skull: If he is stunned, place Stuka in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Stuka in the Stunned box.

Toughness: Subtract -1 from Stuka's *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification always results in Stuka being killed.

TUERN REDVENOM

AGE	HEIGHT	WEIGHT
115	6' 5"	140 lbs

CAREER STATS: Rushing 911 paces; Receiving 8 passes for 47 paces; Throwing 21 passes from 40 for 708 paces; 9 Touchdowns; 35 Interceptions returned for 106 paces; 37 Player Fatalities.

BEST GAME: Rushing 178 paces; Receiving 1 pass for 12 paces; Throwing 6 passes from 8 for 75 paces; 1 Touchdown; 2 Player Fatalities.

SKILLS:

Dirty Tackle (level 2): Subtract -2 from opponent's *AV* after a successful tackle. If opponent fails his *Armour* roll, add +2 to his *Injury* roll. Successful tackle must be made by, not against, Tuern, but does include the *Both Players Knocked Over* result.

Distract: Opponents in Tuern's *Tackle Zone* subtract -2 rather than -1 from dice rolls when throwing or catching the ball.

Tackle (level 2): Add +1 to Tuern's *Tackle* roll unless opponent has *Tackle* skill of level 2 or greater.

SLARGA FOURSTIKE

AGE	HEIGHT	WEIGHT
24	5' 6"	166 lbs

CAREER STATS: Rushing 1492 paces; Receiving 61 passes for 973 paces; Throwing 38 passes from 56 for 817 paces; 43 Touchdowns; 56 Interceptions returned for 821 paces; 11 Player Fatalities.

BEST GAME: Rushing 120 paces; Throwing 7 passes from 9 for 160 paces; 2 Player Fatalities.

SKILLS:

Catch (level 2): If a throw to Slarga is *Missed*, roll a D6 and add +2 - Slarga catches the ball on a total of 7 or more.

Intercept (level 2): If a throw is *Missed* and Slarga is in position to intercept, roll a D6 and add +2 - Slarga intercepts the ball on a total of 7 or more.

Nerves of Steel: Slarga ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

SPLIT TENDONCUTTER

AGE	HEIGHT	WEIGHT
44	4'8"	110 lbs

CAREER STATS: Rushing 4,987 paces; Throwing 32 from 108 passes for 913 paces; 99 Touchdowns; 45 Interceptions returned 876 paces; 96 Player Fatalities.

BEST GAME: Rushing 187 paces; Throwing 1 from 15 passes for 99 paces; 4 Touchdowns (3 for, 1 against - he was in disguise); 1 Interceptions returned 34 paces; 8 Player Fatalities.

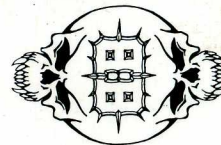
SKILLS:

Dodge: Opponents tackling Split must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 1 or greater.

Leap: Add +1 to the die roll when Split leaps over prone players.

Luck: Split gets 2 re-rolls per game.

Sure Hands: Add +1 to the dice roll when an opponent tries to strip the ball from Split.



SUREHANDED GREGOR MEISSEN

AGE	HEIGHT	WEIGHT
23	6'3"	155 lbs

CAREER STATS: Rushing 1232 paces; Receiving 88 passes for 917 paces; 23 Touchdowns.

BEST GAME: Rushing 88 paces; Receiving 9 passes for 271 paces; 2 Touchdowns.

SKILLS:

Catch: If a throw to Gregor is *Missed*, roll a D6 and add +1. Gregor catches the ball on a total of 7 or more.

Heroic Leap: Gregor may make a Heroic Leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more, Gregor is KO'd, and the ball scatters from the square Gregor was jumping from.

URFRIK SKULLHACK
Gouged Eye

RACE

Orc

ALIGNMENT

Chaos

NUMBER

5

POSITION

Blocker



MA	SP	ST	AG	TS	CL	AV
4	+2	4	3	0	0	9

SPECIAL SKILLS

Block (level 1), Intercept (level 2), Toughness (level 2)

VALEN SWIFT
Elfhelm Eagles

RACE

Elf

ALIGNMENT

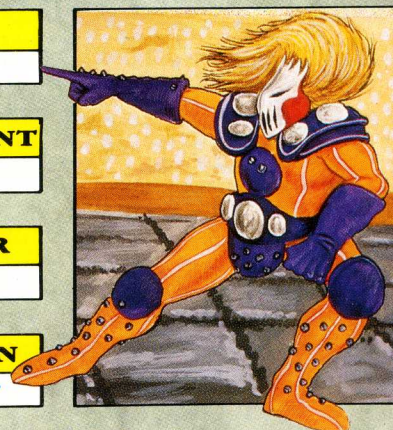
Good

NUMBER

1

POSITION

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+4	0	8

SPECIAL SKILLS

Dodge (level 2), Long Throw, Luck (level 1), Nerves of Steel, Safe Throw

VARAG GHOUL-CHEWER
Gouged Eye

RACE

Orc

ALIGNMENT

Chaos

NUMBER

1

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+3	5	3	0	0	9

SPECIAL SKILLS

Block (level 3), Luck (level 3), Mighty Blow (level 3), Safe Throw (level 1), Sure Hands, Thick Skull.

WARMGLOW VINDALOO
Stunted Stoutfellows

RACE

Halfling

ALIGNMENT

Good

NUMBER

1

POSITION

Catcher



MA	SP	ST	AG	TS	CL	AV
3	+4	2	6	-1	+2	7

SPECIAL SKILLS

Luck (level 3)

WILHELM CHANEY
Westside Werewolves

RACE

Were

ALIGNMENT

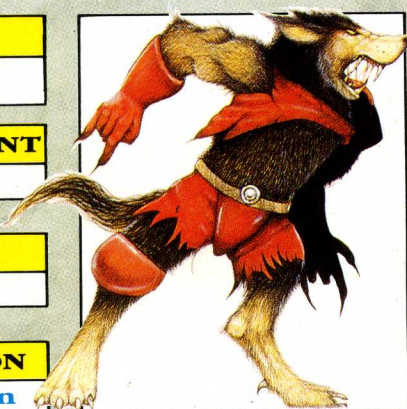
Chaos

NUMBER

15

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	0	9

SPECIAL SKILLS:

Intercept (level 1), Tackle (level 2), Toughness (level 2)

WORMHOWL GREYSCAR
Arctic Cragspiders

RACE

Human

ALIGNMENT

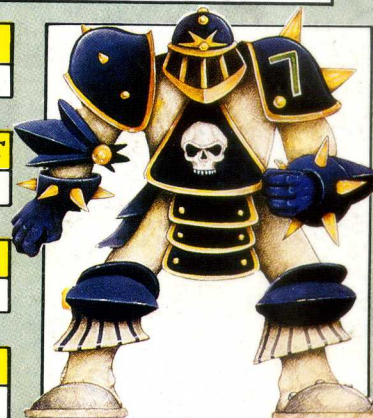
Chaos

NUMBER

7

POSITION

Blocker



MA	SP	ST	AG	TS	CL	AV
4	+1	4	2	-1	-1	10

SPECIAL SKILLS:

Block (level 1), Itchy Feet, Mighty Blow (level 3)

VALEN SWIFT

AGE 202 HEIGHT 6'5" WEIGHT 185 lbs

CAREER STATS: Rushing 11,800 paces; Receiving 13 passes for 187 paces; Throwing 86 from 116 for 2,987 paces (including a team record 25 consecutive caught passes and a NAF 65 completed passes without an Interception record); 17 Interceptions returned 314 paces; 1 Player Fatality.

BEST GAME: Receiving 1 pass for 19 paces; Throwing 11 from 11 for 365 paces (from which all 3 Touchdowns came); 3 Touchdowns; 2 Interceptions returned 9 paces.

SKILLS:

Dodge: Opponents tackling Valen must subtract -1 from *Tackle* rolls unless they have *Tackle* skill at level 2 or greater.

Long Throw: Valen may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Valen occupies. Roll on the *Long Bomb!* row of the *Throwing* table.

Luck: Valen gets 1 re-roll per game.

Nerves of Steel: Valen ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

Safe Throw: If Valen's throw is intercepted, roll a D6 and add +1. The ball is *Missed* on a total of 7 or more.

WARMGLOW VINDALOO

AGE 39 HEIGHT 3'11" WEIGHT 135 lbs

CAREER STATS: Rushing 616 paces; Receiving 90 passes for 2,657 paces; 48 Touchdowns; 2 Interceptions returned 54 paces.

BEST GAME: Rushing 56 paces; Receiving 11 passes for 350 paces; 2 Touchdowns; 4 6-course meals consumed.

SKILLS:

Luck: Warmglow gets 3 re-rolls per game.



WORMHOWL GREYSCAR

AGE 26 HEIGHT 6'4" WEIGHT 198 lbs

CAREER STATS: Rushing 1039 paces; Throwing 17 passes from 61 for 213 paces; 23 Touchdowns; 31 Interceptions returned for 297 paces; 36 Player Fatalities.

BEST GAME: Rushing 140 paces; Throwing 4 passes from 4 for 64 paces. 3 Interceptions returned for 61 paces; 1 Player Fatality (plus 2 snack vendors and a seating attendant).

SKILLS:

Block (level 1): Wormhowl adds +1 to *Block* rolls unless opponent also has *Block* skill. Opponents must subtract -1 from *Block* rolls against Wormhowl unless they have *Block* skill. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Itchy Feet: Wormhowl leaves the team after one game.

Mighty Blow (level 3): Subtract -3 from opponent's *AV* after a successful block. If opponent fails his *Armour* roll, add +3 to his *Injury* roll.

URFRIK SKULLHACK

AGE 21 HEIGHT 6'4" WEIGHT 215 lbs

CAREER STATS: Rushing 986 paces; Receiving 15 passes for 100 paces; Throwing 11 from 36 for 61 paces; 8 Touchdowns; 35 Interceptions returned 715 paces; 16 Player Fatalities.

BEST GAME: Rushing 78 paces; Receiving 2 passes for 12 paces; Throwing 1 from 1 for 30 paces; 1 Touchdown; 4 Interceptions returned 51 paces; 2 Player Fatalities; Team Record of 21 successful Blocks in one game.

SKILLS:

Block: Urfrik adds +1 to *Block* rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from *Block* rolls against Urfrik unless they have the *Block* skill at level 3 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Intercept: If a throw is *Missed* and Urfrik is in position to intercept, roll a D6 and add +2. Urfrik makes the interception on a total of 7 or greater.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Urfrik being killed.

VARAG GHOUL-CHEWER

AGE 34 HEIGHT 6'3" WEIGHT 177 lbs

CAREER STATS: Rushing 9,188 paces; 43 Touchdowns; Throwing 11 from 48 for 56 paces; 64 Player Fatalities; 733 Civilian Fatalities.

BEST GAME: Rushing 188 paces; 2 Touchdowns; 1 Player Fatality; 105 Civilian Fatalities.

SKILLS:

Block: Varag adds +1 to *Block* rolls unless his opponent has *Block* skill of level 3 or greater. Opponents must subtract -1 from *Block* rolls against Varag unless they have *Block* skill at level 3 or higher. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Luck: Varag gets 3 re-rolls per game.

Mighty Blow: Subtract -3 from an opponent's *AV* after a successful block by Varag. If the opposing player fails his *Armour* roll, add +3 to his *Injury* roll.

Safe Throw: If Varag's throw is intercepted, roll a D6 and add 1. The ball is *Missed* on a total of 7 or more.

Sure Hands: Add +1 to the die roll when an opponent tries to strip the ball from Varag.

Thick Skull: If stunned, place Varag in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Varag in the Stunned box.

WILHELM CHANEY

AGE 27 HEIGHT 5'11" WEIGHT 128 lbs

CAREER STATS: Rushing 844 paces; Receiving 18 Passes for 96 paces, Interceptions returned 191 paces; 24 Player Fatalities.

BEST GAME: Rushing 142 Paces; Receiving 2 passes for 167 paces; 2 Touchdowns; 1 Player Fatality (he also ran off with an Evil Git who has been reported *Missing in Action*).

SKILLS:

Intercept (level 1): If a throw is *Missed* and Wilhelm is in position to intercept, roll a D6 and add +1. Wilhelm intercepts the ball on a total of 7 or more.

Tackle (level 2): Add +1 to Wilhelm's *Tackle* roll unless opponent has *Tackle* skill of level 2 or greater.

Toughness (level 2): Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Wilhelm being killed.

WITHERGRASP DOUBLEDROOL
Middenheim Marauders

RACE

Human Mutant

ALIGNMENT

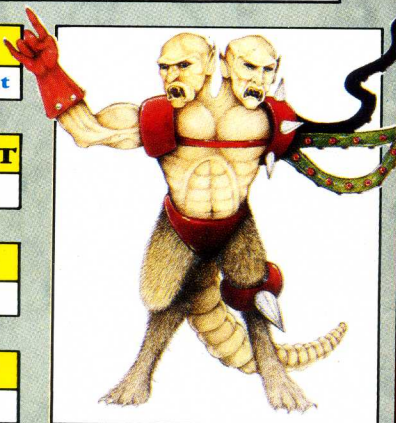
Chaos

NUMBER

6

POSITION

Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+3	4	3	0	+1	9

SPECIAL SKILLS:

Catch (level 2), Intercept (level 2), Tackle (level 6),
Toughness (level 1)

ZIGGI ABSCHUSS
Reikland Reavers

RACE

Human

ALIGNMENT

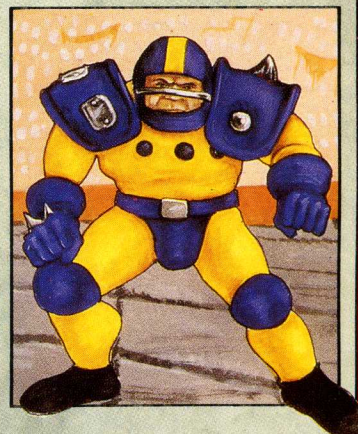
Good

NUMBER

6

POSITION

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+2	4	3	0	0	9

SPECIAL SKILLS:

Intercept (level 1)

ZIGGI ABSCHUSS

AGE	HEIGHT	WEIGHT
26	6'4"	190 lbs

CAREER STATS: Rushing 2456 paces; Receiving 44 passes for 974 paces; 7 Touchdowns; Throwing 9 from 29 for 175 paces; 5 Player Fatalities; 5 Civilian Fatalities.

BEST GAME: Rushing 138 paces; Receiving 6 passes for 132 paces; 2 Touchdowns; Throwing 1 from 3 for 44 paces (connecting for the third Touchdown); 2 Player Fatalities.

SKILLS:

Intercept: If a throw is *Missed* and Ziggi is in a position to intercept, roll a D6 and add +1. Ziggi intercepts the ball on a total of 7 or more.



WITHERGRASP DOUBLEDROOL

29	6' 3"	180 lbs
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CAREER STATS: Rushing 999 paces, Receiving 41 passes for 703 paces; Throwing 12 passes from 37 for 118 paces; 31 Touchdowns; 33 Interceptions returned for 333 paces; 62 Player Fatalities.

BEST GAME: Rushing 147 paces; Receiving 2 passes for 56 paces; throwing 2 passes from 2 for 40 paces; 1 Touchdown; 2 Interceptions returned for 22 paces; 1 Player Fatality.

SKILLS:

Catch (level 2): If a throw to Withergrasp is *Missed*, roll a D6 and add +2 - Withergrasp catches the ball on a total of 7 or more.

Intercept (level 2): If a throw is *Missed* and Withergrasp is in position to intercept, roll a D6 and add +2 - Withergrasp intercepts the ball on a total of 7 or more.

Tackle (level 6): Add +1 to Withergrasp's *Tackle* roll unless opponent has *Tackle* skill of level 6 or greater.

Toughness (level 1): Subtract -1 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Withergrasp being killed.