			YER POINTS		I	PLAYER				
Per Passing Completion - 1 SPP					TEAMS	General Skills	Agility Skills	Strength Skills	Passing Skills	Physica Abilitie
Per Casualty - 2 SPP's					CHAOS	SKIIIS	SKIIIS	SKIIIS	SKIIIS	Aunu
Per Interception - 2 SPP's Per Touchdown - 3 SPP's					Chaos Warrior	*		*		*
					Beastmen	*		*		*
			Player award -		CHAOS DWAE	F				
SPP's				ROLLS	Chaos Dwarf	*		*		
0-5	Rooki			None	Hobgoblin	*				
6-10		ienced		One	DARK ELF					
11-25 Veteran Two					Lineman	*	*			
26-50 Star Player Three					Throwers	*	*		*	
51-100 Star Player Four					Blitzers	*	*			
101-150 Star Player Five					Witch Elves	*	*			
151-250 Star Player Six										
250+					DWARF	*		*		
					Long Beards	*		Ŷ	*	
		STAR PLA	YER ROLL		Runners	*		*	*	
2D6	RESU				Blitzers	*		*		
2 - 9	New S				Troll Slayers	*		*		
10			r's MA by 1 po	oint	GOBLIN			_		
11			r's AG by 1 pc		Goblin		*			
12					HALFLING					
12 Increase the player's ST by 1 point. DOUBLES: If the dice roll is double (ie: 1, 1 or 2, 2					Halfling		*			
					HIGH ELF					
etc), then instead of taking the result rolled on the					Linemen	*	*			
table below, the player may have any one skill listed					Phoenix Warrior		*		*	
on the Skill List, and may ignore the restrictions that normally apply for their race and type of player (ie a					Lion Warriors	*	*			
				Dragon Warriors	*	*				
			nally allowed	HUMAN						
Skaven or Chaos players may choose to take a Physical Ability instead of a skill.					Linemen	*				
					Catchers	*	*			
					Throwers	*			*	
			TEGORIES		Blitzers	*		*		
	NERAL	SKILLS		Y SKILLS	ORC					
Block Dirty Pla		Dauntless	Catch Diving Tackle	Diving Catch Dodge	Linemen	*				
Leader	, , , , , , , , , , , , , , , , , , ,		Jump Up	Leap Side Step	Throwers	*			*	
Tackle		Pass Block Right Stuff			Black Orc	*		*		
Pro	Shadowing Sprint Sure Feet all Sure Hands				Blitzers	*		*		
Strip Bal Nerves C		Sure Hands		SKAVEN						
PASSING SKILLS STRENGTH SKILLS					Linemen	*				*
Accurate		Dump-Off	Break Tackle	Guard	Throwers	*			*	*
Hail Ma		Pass	Mighty Blow	Multiple Block	Gutter Runner	*	*			*
Safe Thro	row	w Strong Arm	Piling On Throw Teammate	Stand Firm	Storm Vermin	*		*		*
	PHYSICAL ABILITIES				UNDEAD					
Big Hand Hypnotic Gaze Stunty					Zombies	*				
Claw		Prehensile Tail Razor Sharp Fangs		Tentacles Thick Skull Two Heads Very Long Legs	Skeletons	*				
Extra Ar					Ghouls	*	*			
Foul Apj Horns	pearance				Wight	*				
-0110			~	Long Long	Mummies	*		*		
					WOOD ELF					
					Linemen	*	*			
						*	*			
					Catchers	*	*		*	
					Throwers	*	*		- T	
					Wardancers	*	*			