

BARDIN IRONGLOVE

RACE:

Dwarf

ALIGNMENT:

Good

NUMBER:

8

POSITION:

Blocker



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

SPECIAL SKILLS:

Animosity (Elves), Block (Level 2), Distract, Mighty Blow (Level 1), Thick Skull

'BIG' GUNN SCHONN

RACE:

Human

ALIGNMENT:

Neutral

NUMBER:

10

POSITION:

Catcher



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

SPECIAL SKILLS:

Catch (Level 2), Dodge (Level 2), Nerves of Steel, Toughness (Level 1)

BORG'TH N'HTHROG "THE HOWITZER"

RACE:

Ogre

ALIGNMENT:

Neutral

NUMBER:

1

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
5	+1	7	2	-1	-1	11

SPECIAL SKILLS:

Distract, Itchy Feet, Mighty Blow (Level 2), Thick Skull, Toughness (Level 3), Throw Team-Mate

BELLOW THUNDERSLAM

RACE:

Minotaur

ALIGNMENT:

Chaos

NUMBER:

11

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
5	+1	7	2	-1	-1	11

SPECIAL SKILLS:

Block (level 1), Luck (level 1), Mighty Blow (level 2), Strip Ball (level 2), Toughness (level 2)

BILEROT VOMITFLESH

RACE:

Human Mutant

ALIGNMENT:

Chaos

NUMBER:

8

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
3	-	5	2	0	0	9

SPECIAL SKILLS:

Distract, Self Control, Toughness (level 3)

MUTATIONS:

Leprous Flesh, Noisome Stench, Obese

DOLFAR LONGSTRIDE

RACE:

Elf

ALIGNMENT:

Good

NUMBER:

12

POSITION:

Kicker



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

SPECIAL SKILLS:

Dodge (Level 1), Intercept (Level 1), Kick (Level 2), Up an Under

BELLOW THUNDERSLAMAGE
Doesn't
know

HEIGHT

7' 7"

WEIGHT

430 lbs

CAREER STATS: Rushing 827 paces; Throwing 3 from 28 for 53 paces; 23 Touchdowns; 1 Interception returned 78 paces; 432 Player Fatalities; 964 Civilian Fatalities; 4 Referee Fatalities.

BEST GAME: Rushing 195 paces; 2 Touchdowns; 1 Interception returned 78 paces; 5 Player Fatalities; 43 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

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

Luck: Thunderslam get 1 re-roll per game.

Mighty Blow: Subtract -2 from an opponent's *AV* after a successful Block by Thunderslam. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Strip Ball: Add +2 to the dice roll when Thunderslam tries to strip the ball from an opponent.

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 Thunderslam being killed.

BILEROT VOMITFLESHAGE
28

HEIGHT

5' 8"

WEIGHT

334 lbs

CAREER STATS: Rushing 1037 paces; Throwing 16 from 64 for 241 paces; 18 Touchdowns; 29 Interceptions returned for 284 paces; 32 Player Fatalities; 983 Civilian Fatalities; 2 Referee Fatalities.

BEST GAME: Rushing 147 paces; 1 Touchdown; 4 Interceptions returned for 83 paces; 3 Player Fatalities; 17 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

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

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

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 Bilerot being killed.

MUTATIONS:

Leprous Flesh: Opponents must roll 4 or more on a D6 to Block or Tackle Bilerot.

Noisome Stench: All opponents in Bilerot's *Tackle Zone* suffer a -1 to all Block and Tackle rolls - even against other players.

Obese: Bilerot may never sprint.

DOLFAR LONGSTRIDEAGE
147

HEIGHT

6' 3"

WEIGHT

167 lbs

CAREER STATS: Rushing 450 paces; Receiving 18 passes for 239 paces; Kicking 2300 paces; 19 Touchdowns; 12 Player Fatalities; 6 Civilian Fatalities.

BEST GAME: Rushing 61 paces; Kicking 406 paces; 3 Touchdowns; 2 Player Fatalities; 6 Civilian Fatalities.

SKILLS:

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

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

Kick: Add +2 to any roll Dolfar makes on the *Kicking Table*.

Up and Under: Dolfar can kick the ball so that it hangs in the air for a long time. Roll a D6 - on a result of 1-3 the ball lands at the end of the next team turn. On a result of 4 or more it lands at the end of the team turn after next.

BARDIN IRONGLOVEAGE
118

HEIGHT

5' 2"

WEIGHT

183 lbs

CAREER STATS: Rushing 1001 paces; Receiving 12 passes for 54 paces; 21 Touchdowns; 6 Interceptions returned for 31 paces; 106 Player Fatalities; 107 Player Fatalities.

BEST GAME: Rushing 205 paces; 1 Touchdown; 8 Player Fatalities; 43 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Animosity: Bardin will not play in a team that contains Elves.

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

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

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

Thick Skull: If he is stunned, place Bardin 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 Bardin in the Stunned box.

'BIG' GUNN SCHONNAGE
31

HEIGHT

6' 2"

WEIGHT

169 lbs

CAREER STATS: Rushing 1417 paces; Receiving 105 passes for 1892 paces; 19 Interceptions returned for 216 paces; 36 Touchdowns; 18 Player Fatalities.

BEST GAME: Rushing 85 paces; Receiving 12 passes for 317 paces; 3 Touchdowns; 2 Player Fatalities.

SKILLS:

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

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

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

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

BORG'TH N'HTHROGAGE
UNKNOWN

HEIGHT

7' 9"

WEIGHT

399 lbs

CAREER STATS: Rushing 1799 paces; Receiving 81 passes for 317 paces; Throwing Team-mates 63 from 121 passes for 1111 paces; 7 Interceptions returned for 39 paces; 399 Player Fatalities; 682 Civilian Fatalities; 17 Referee Fatalities.

BEST GAME: Rushing 100 paces; Receiving 6 passes for 41 paces; Throwing Team-mates 12 from 17 passes for 211 paces; 8 Player Fatalities; 98 Civilian Fatalities.

SKILLS:

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

Itchy Feet: Borg'th N'htrog leaves the team after one game.

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

Thick Skull: If stunned, place Borg'th N'htrog in the Reserve box of the Dug-Out. He can rejoin the game at the start of his team's next turn. If KO'd, place him in the stunned box.

Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Borg'th N'htrog being killed.

Throw Team-Mate: Borg'th N'htrog may throw Goblin. Halfling or Snotling team-mates.

DORJAK SURECLAW

RACE:

Human Mutant

ALIGNMENT:

Chaos

NUMBER:

7

POSITION:

Catcher



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

SPECIAL SKILLS:
Dodge (level 1), Luck (level 2),
Sure Hands (level 2)

MUTATION:
Claw

EOARN HARAKON

RACE:

Dark Elf

ALIGNMENT:

Chaos

NUMBER:

13

POSITION:

Thrower



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

SPECIAL SKILLS:
Dodge (Level 2), Nerves of Steel, Safe Throw (Level 3)

FLINT CHURNBLADE

RACE:

Dwarf

ALIGNMENT:

Good

NUMBER:

6

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
3	+1	6	2	-1	-1	10

SPECIAL SKILLS:
Block (level 2), Chainsaw, Luck (level 1), Mighty Blow (level 2)

GALMEN GOREBLADE

RACE:

Human

ALIGNMENT:

Chaos

NUMBER:

2

POSITION:

Blitzer



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

SPECIAL SKILLS:
Leap (level 3), Mighty Blow (level 2), Toughness (level 3)

GORFLEM ROT-BREATH

RACE:

Orc

ALIGNMENT:

Chaos

NUMBER:

4

POSITION:

Blitzer



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

SPECIAL SKILLS:
Block (Level 3), Mighty Blow (Level 1), Toughness (Level 2), Thick Skull

GRAK'NG'GRAK GORTHAG

RACE:

Ogre

ALIGNMENT:

Chaos

NUMBER:

3

POSITION:

Blocker



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

SPECIAL SKILLS:
Block (level 1), Itchy Feet, Mighty Blow (level 2),
Throw Team- Mate, Toughness (level 2)

EOARN HARAKON

AGE 153 HEIGHT 5'9" WEIGHT 155 lbs

CARRER STATS: Rushing 561 paces; Receiving 19 passes for 41 paces; Throwing 99 from 127 passes for 3106 paces; 46 Touchdowns; 11 Player Fatalities.

BEST GAME: Rushing 45 paces; Throwing 13 from 17 passes for 290 paces; 2 Touchdowns; 1 Player Fatality.

SKILLS:

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

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

Safe Throw: If Eoarn's throw is intercepted, roll a D6 and add +3. The ball is *Missed* on a total of 7 or more.

DORJAK SURECLAW

AGE 31 HEIGHT 5'10" WEIGHT 168 lbs

CAREER STATS: Rushing 986 paces; Receiving 93 passes for 2342 paces; Throwing 36 from 54 for 428 paces; 83 Touchdowns; 34 Interceptions returned 353 paces; 18 Player Fatalities.

BEST GAME: Rushing 107 paces; Receiving 14 passes for 193 paces; Throwing 8 passes from 18 for 116 paces; 4 Touchdowns; 2 Interceptions returned for 53 paces.

SKILLS:

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

Luck: Dorjak gets 2 re-rolls per game.

Sure Hands: Add +2 to the dice roll when an opponent tries to strip the ball from Dorjak.

MUTATIONS:

Claw: Instead of making a Block, Dorjak may make a *Slash* attack. If he rolls over his opponent's *Agility* on a D6, his opponent must make an *Armour* roll to avoid injury. A roll of 1 is always a miss, a roll of 6 is always a hit.

GALMEN GOREBLADE

AGE 27 HEIGHT 5'6" WEIGHT 168 lbs

CAREER STATS: Rushing 1,327 paces; Receiving 9 passes for 84 paces; Throwing 298 from 463 for 3,928 paces; 18 Touchdowns; 12 Interceptions returned 453 paces; 12 Player Fatalities.

BEST GAME: Rushing 173 paces; 3 Touchdowns; Receiving 2 passes for 34 paces; 1 Interception returned 53 paces; 2 Player Fatalities.

SKILLS:

Leap: Add +3 to the dice roll when leaping over prone opponents.

Mighty Blow: Subtract -2 from an opponent's *AV* after a successful Block by Galmen. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

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 Galmen being killed.

FLINT CHURNBLADE

AGE 112 HEIGHT 5'2" WEIGHT 221 lbs

CAREER STATS: Rushing 2,513 paces; 3 Touchdowns; 2 Interceptions returned 48 paces; 125 Player Fatalities; 753 Civilian Fatalities; 13 Referee Fatalities.

BEST GAME: Rushing 163 paces; 1 Touchdown; 10 Player Fatalities; 107 Civilian Fatalities; 13 Referee Fatalities.

SKILLS:

Block: Flint adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Flint 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.

Chainsaw: See the rules for chainsaws.

Luck: Flint gets 1 re-roll per game.

Mighty Blow: Subtract -2 from an opponent's *AV* after a successful Block by Flint. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

GRAK'NG'GRAK GORTHAG

AGE 85 HEIGHT 7'2" WEIGHT 387 lbs

CAREER STATS: Rushing 1,926 paces; Throwing 3 from 48 for 51 paces; 59 Touchdowns; 1 Interception returned 87 paces; 524 Player Fatalities; 1,005 Civilian Fatalities; 7 Referee Fatalities.

BEST GAME: Rushing 176 paces; 4 Touchdowns; 1 Interception returned 87 paces; 7 Player Fatalities; 87 Civilian Fatalities; 3 Referee Fatalities.

SKILLS:

Block: Grak'Ng'Grak adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Grak'Ng'Grak 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.

Itchy Feet: Grak'Ng'Grak leaves the team after one game.

Mighty Blow: Subtract -2 from an opponent's *AV* after a successful Block by Grak'Ng'Grak. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Throw Team-Mate: Grak'Ng'Grak may throw Goblin, Halfling or Snotling team-mates.

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 Grak'Ng'Grak being killed.

GORFLEM ROT-BREATH

AGE 35 HEIGHT 5'3" WEIGHT 203 lbs

CARRER STATS: Rushing 1860 paces; Receiving 9 passes for 106 paces; Throwing 41 from 166 for 211 paces; 36 Touchdowns; 26 Player Fatalities; 41 Civilian Fatalities.

BEST GAME: 186 paces; Throwing 3 from 4 for 25 paces; 2 Touchdowns; 1 Player Fatality; 6 Civilian Fatalities.

SKILLS:

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

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

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 Gorflem being killed.

Thick Skull: If he is stunned, place Gorflem 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 Gorflem in the Stunned box.

GROGRAT CRUNCHSKULL

RACE:

Troll

ALIGNMENT:

Chaos

NUMBER:

4

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
4	+1	7	2	-2	-2	10

SPECIAL SKILLS:

Luck (level 1), Mighty Blow (level 3), Toughness (level 2)

JORDELL FRESHBREEZE "THE CYCLONE"

RACE:

Elf

ALIGNMENT:

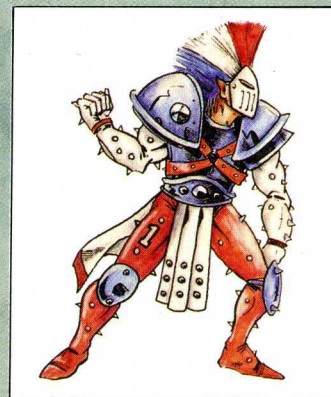
Good

NUMBER:

1

POSITION:

Blitzer



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

SPECIAL SKILLS:

Dodge (Level 3), Heroic Leap, Toughness (Level 1)

KOLATH HEAD-RIPPER

RACE:

Orc

ALIGNMENT:

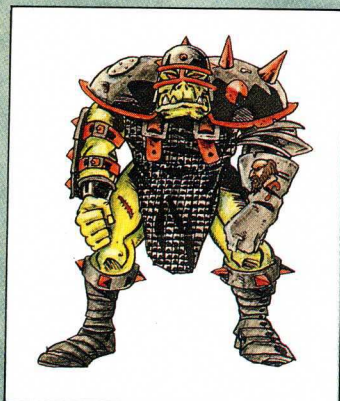
Chaos

NUMBER:

2

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
4	+2	5	2	-1	-1	10

SPECIAL SKILLS:

Mighty Blow (Level 1), Toughness (Level 3), Thick Skull

LEWDGRIP WHIPARM

RACE:

Human Mutant

ALIGNMENT:

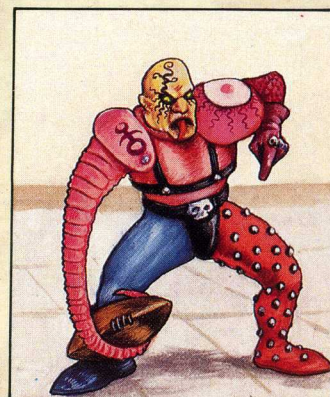
Chaos

NUMBER:

8

POSITION:

Thrower



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

SPECIAL SKILLS:

Long Throw, Luck (level 2), Safe Throw (level 2), Tackle (level 3), Toughness (level 1)

MUTATION:

Tentacle

LUARN PROUDBROW

RACE:

Elf

ALIGNMENT:

Good

NUMBER:

4

POSITION:

Lineman



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

SPECIAL SKILLS:

Distract, Intercept (Level 3), Tackle (Level 2)

M'GORG'GN'THROG

RACE:

Ogre

ALIGNMENT:

Chaos

NUMBER:

6

POSITION:

Blitzer



MA	SP	ST	AG	TS	CL	AV
5	+2	7	3	-1	0	11

SPECIAL SKILLS:

Leap (level 2), Mighty Blow (level 3), Nerves of Steel, Sure Hands (level 2), Throw Team-Mate, Toughness (level 2)

JORDELL FRESHBREEZE

AGE 137 HEIGHT 6'6" WEIGHT 151 lbs

CAREER STATS: Rushing 3000 paces; Receiving 1 pass for 16 paces; Throwing 9 from 61 passes for 101 paces; 27 Interceptions returned for 196 paces; 137 Touchdowns; 137 Player Fatalities; 91 Civilian Fatalities; 48 Referee Fatalities.

BEST GAME: Rushing 173 paces; Throwing 2 from 7 passes for 26 paces; 3 Touchdowns; 12 Player Fatalities; 14 Civilian Fatalities; 6 Referee Fatalities.

SKILLS:

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

Heroic Leap: Jordell 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, Jordell is KO'd, and the ball scatters from the square he was jumping from.

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

LEWDGRIP WHIPARM

AGE 23 HEIGHT 5'9" WEIGHT 173 lbs

CAREER STATS: Rushing 327 paces; Receiving 19 passes for 97 paces; Throwing 176 from 214 for 2,728 paces; 28 Touchdowns; 32 Interceptions returned 153 paces; 8 Player Fatalities.

BEST GAME: Rushing 127 paces; Throwing 4 passes from 7 for 121 paces; 1 Player Fatality

SKILLS:

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

Luck: Lewdgrip gets 2 re-rolls per game.

Safe Throw: If Lewdgrip's throw is intercepted, roll a D6 and add +2. The ball is missed on a total of 7 or more.

Tackle: Add +1 to Lewdgrip's *Tackle* roll unless opponent has *Tackle* skill of level 3 or higher.

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

MUTATION:

Tentacle: Gives Lewdgrip *Tackle* skill of level 3, see above.

M'GORG'GN'THROG

AGE 97 HEIGHT 7'3" WEIGHT 418 lbs

CAREER STATS: Rushing 2,208 paces; Receiving 14 passes for 187 paces; 75 Touchdowns; 11 Interceptions returned 98 paces; 243 Player Fatalities; 916 Civilian Fatalities.

BEST GAME: Rushing 130 paces; 2 Touchdowns; 1 Interception returned 103 paces; 7 Player Fatalities

SKILLS:

Leap: Add +2 to the dice roll when leaping over prone opponents.

Mighty Blow: Subtract -3 from an opponent's *AV* after a successful Block by M'Gorg'Gn'Throg. If the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

Nerves of Steel: M'Gorg'Gn'Throg ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

Sure Hands: Add +2 to the dice roll when an opponent tries to strip the ball from M'Gorg'Gn'Throg.

Throw Team-Mate: M'Gorg'Gn'Throg may throw Goblin, Halfling or Snotling team-mates.

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 M'Gorg'Gn'Throg being killed.

GROGRAT CRUNCHSKULL

AGE 86 HEIGHT 9'8" WEIGHT 398 lbs

CAREER STATS: Rushing 2,213 paces; 8 Touchdowns; 63 Player Fatalities; 143 Civilian Fatalities; 26 Referee Casualties.

BEST GAME: Rushing 87 paces; 3 Touchdowns; 8 Player Fatalities.

SKILLS:

Luck: Grograt gets 1 re-roll per game.

Mighty Blow: Subtract -3 from an opponent's *AV* after a successful Block by Grograt. If the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

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 Grograt being killed.

KOLATH HEAD-RIPPER

AGE 29 HEIGHT 5'2" WEIGHT 203 lbs

CAREER STATS: Rushing 186 paces; Receiving 3 passes for 12 paces; 16 Interceptions returned for 104 paces; 80 Touchdowns; 175 Player Fatalities; 216 Civilian Fatalities; 31 Referee Fatalities.

BEST GAME: Rushing 19 paces; 2 Interceptions returned for 31 paces; 2 Touchdowns; 14 Player Fatalities; 36 Civilian Fatalities; 6 Referee Fatalities.

SKILLS:

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

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 Kolath being killed.

Thick Skull: If he is stunned, place Kolath 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 Kolath in the Stunned box.

LUARN PROUDBROW

AGE 164 HEIGHT 6'6" WEIGHT 151 lbs

CAREER STATS: Rushing 1261 paces; Throwing 81 from 165 passes for 417 paces; 11 Interceptions returned for 149 paces; 62 Touchdowns; 31 Player Fatalities; 81 Referee Fatalities.

BEST GAME: Rushing 71 paces; Throwing 6 from 21 passes for 72 paces; 3 Interceptions returned for 37 paces; 3 Touchdowns; 6 Player Fatalities.

SKILLS:

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

Intercept: If a throw is *Missed* and Luarn is in a position to intercept, roll a D6 and add +3. Luarn intercepts the ball on a total of 7 or more.

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

PETRO D'ARVILL

RACE:

Dark Elf

ALIGNMENT:

Chaos

NUMBER:

7

POSITION:

Kicker



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

SPECIAL SKILLS:

Dodge (Level 1), Kick (Level 2), Long Kick (Level 2), Nerves of Steel

SIGGI 'THE BOOT' SCHUSTER

RACE:

Human

ALIGNMENT:

Neutral

NUMBER:

6

POSITION:

Blocker



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

SPECIAL SKILLS:

Kick (Level 1), Mighty Kick (Level 1), Nerves of Steel

SPIKY NORMAN

RACE:

Goblin

ALIGNMENT:

Neutral

NUMBER:

3

POSITION:

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	-1	8

SPECIAL SKILLS:

Luck (Level 1), Right Stuff, Thick Skull

UGROTH 'RIPPER' BOLGROT

RACE:

Orc

ALIGNMENT:

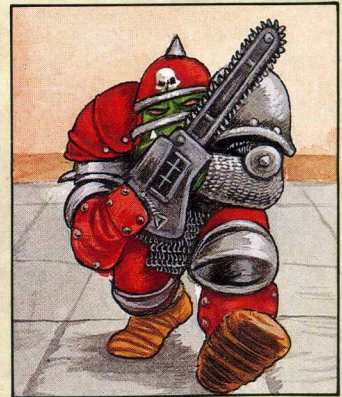
Chaos

NUMBER:

3

POSITION:

Lineman



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

SPECIAL SKILLS:

Chainsaw, Dirty Tackle (level 1), Dislike Humans, Distract, Thick Skull

SIGGI 'THE BOOT' SCHUSTER

AGE	HEIGHT	WEIGHT
39	6'3"	199 lbs

CAREER STATS: Rushing 1474 paces; Receiving 31 passes for 191 paces; Kicking 4362 paces; 41 Touchdowns; 82 Player Fatalities.

BEST GAME: Rushing 101 paces; Receiving 4 passes for 29 paces; Kicking 391 paces; 2 Touchdowns; 16 Player Fatalities.

SKILLS:

Kick: Add +1 to any roll Siggs makes on the *Kicking Table*.

Mighty Kick: Siggs may add +1 to any roll he makes on the *Booting Table*.

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

PETRO D'ARVILL

AGE	HEIGHT	WEIGHT
169	5'8"	142 lbs

CAREER STATS: Rushing 1644 paces; Receiving 62 passes for 817 paces; Kicking 3971 paces; 19 Touchdowns; 11 Player Fatalities; 2 Referee Fatalities.

BEST GAME: Rushing 31 paces; Receiving 8 passes for 76 paces; Kicking 311 paces; 2 Touchdowns; 1 Referee Fatality.

SKILLS:

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

Kick: Add +2 to any roll Petro makes on the *Kicking Table*.

Long Kick: Petro may add +2 to the range the ball is kicked.

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

UGROTH 'RIPPER' BOLGROT

AGE	HEIGHT	WEIGHT
24	6' 1"	168 lbs

CAREER STATS: Rushing 968 paces; Throwing 3 from 94 for 28 paces; 7 Touchdowns; 8 Interceptions returned 214 paces; 232 Player Fatalities; 1,023 Civilian Fatalities; 3 Referee Fatalities.

BEST GAME: Rushing 95 paces; 3 Touchdowns; 1 Interception returned 33 paces; 5 Player Fatalities; 327 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Chainsaw: See the rules for chainsaws.

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

Dislike Humans: If Ugroth wishes to hand off or throw the ball to a Human he must first roll a D6; on a result of 4-6 he takes a dislike to the player, and will not give him the ball. He may try another player.

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

Thick Skull: If stunned, place Ugroth 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 Ugroth in the Stunned box.

SPIKY NORMAN

AGE	HEIGHT	WEIGHT
24	4'1"	91 lbs

CAREER STATS: Rushing 213 paces; Thrown 191 times for 2179 paces; 63 Touchdowns; 21 Player Fatalities; 8 Civilian Fatalities.

BEST GAME: Rushing 40 paces; Thrown 7 times for 120 paces; 2 Touchdowns; 3 Civilian Fatalities.

SKILLS:

Luck: Spiky Norman gets 1 re-roll each match.

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

Thick Skull: If stunned, place Spiky Norman 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 him in the Stunned box.