



Racial Skill:

A Katak team can, once for half, re-roll a BP test

Soloing: +3 BP for soling test

Role: **Katak**

Price: 50 Irr

Available: 0 - 5

Skills:

Jump: once for turn Katak can use 2Mo to jump up to 3 squares ignoring any obstacles. If Katak will jump from a square in base contact with an opponent, it must make a normal tests to dodge. This special skill doesn't end the movement of Katak, unless it fails the eventually dodge test.

BP +2 Shooting for a score

Mo	St	Ag	Co	BP
7	5	7	5	7



Role: **Tadpol**

Price: 30 Irr

Available: 0 - 6

Size : small

Skills:

Small: When a Tadpol dodges he ignores all tackle zones on him when rolling for his Dodge test.

Flickering: Tadpols are not strong, but they are fast! When they attempt or undergo a tackle roll three times, adding to the first St +1, +2 and +3 St on the second to the third roll and then choose the best result.

Mo	St	Ag	Co	BP
7	3	7	4	4



Role: **Katong**

Size: Big

Price: 110 Irr

Available: 0 - 1

Skills:

Prehensile tongue : The Katong can intercept the balls that pass through a square adjacent at him, trying to intercept using this needs a test at BP 7 without the usual -3 for interception. Tongue skill can be used also to intercept an opponent passage when thrower and receiver are in adjacent square, rebounds, ground balls, or any action that made by the ball through a square adjacent to Katong with a test at BP 7 without any penalty.

Tadpol riding: the Tadpol rider of the Katong can attack an opponent in base contact by using rules and statistics of normal Tadpol, but it ignores any failure to tackle run: the Tadpol suffers the same status of Katong.

Mo	St	Ag	Co	BP
5	7	5	7	6



Role: **Tomato Katak**

Price: 45 Irr

Available: 0 - 2

Size : small

Skills:

Weakening poison: Before attempting or undergoing a tackle against the Tomato Katak the opponent must pass a test on Co -2, if not exceed undergoes a malus -3ST (up to a minimum of St1) until the end of a half.

Weed

Small

Mo	St	Ag	Co	BP
6	5	7	5	6

Role: **Hornet Katak**

Price: 45 Irr

Available: 0 - 2

Size : small

Skills:

Deathly poison: Before attempting or undergoing a tackle against the Blueberry Katak opponent must pass a test on Co -2, if not exceed undergoes a malus -3Ag (up to a minimum of Ag1) until the end of a half.

Weed

Small

Mo	St	Ag	Co	BP
6	5	7	4	6

Role: **Blueberry Katak**

Size: 45 Irr

Available : 0 - 2

Taglia : small

Skills:

Paralyzant poison: Before attempting or undergoing a tackle against the Blueberry Katak opponent must pass a test on Co -2, if not exceed undergoes a malus -3Mo (up to a minimum of Mo1) until the end of a half.

Weed

Small

Mo	St	Ag	Co	BP
6	5	7	4	6



Role: **Pteron**

Size: 70 Irr

Available: 0 - 2

Skills:

Glide: a Pteron can take a jump from the area and return the ball over the 2 spaces the forward edge. Can riatterrare in area where did passing a test of Ag.

If it fails is landed.

Wingspan: +1 when attempting a save. Pterons can also save shot over the goal with a result of +8 on a 2d6 roll.

Mo	St	Ag	Co	BP
4	6	7	7	7

Eroi (Katak)

Role: **Blongo the swamp priest**

Size: medium - X

Price: 170 Irr

Available: 0 - 1

Skills:

Quick jump: once for turn Blongo the swamp priest can use 2Mo to jump up to 4 squares ignoring any obstacles. If Blongo will jump from a square in base contact with an opponent, it must make a normal tests to dodge. This special skill doesn't end the movement of Katar, unless it fails the eventually dodge test. When Blog undergoes a tackle, it use its Ag instead of St for determining the roll result. The attacker considers "Pushed back" result as "Both player are standing", and "Knocked over" as "Pushed back" and "knocked over and pushed back" as "Knocked over".

Mo	St	Ag	Co	BP
7	6	7	6	8



Summon pool: Until the beginning of your next turn a square of 3x3 squares with the center of Blongo is considered full of stagnant water. Players not coming from Thornwell in this water suffer a malus of -3Mo and -2Ag for a minimum of 1. Players from Thornwell in this water gain a bonus of +2Mo and +2Co. (once for half)

Prehensile tongue: The Katong can intercept the balls that pass through a square adjacent at him, trying to intercept using this needs a test at BP 7 without the usual -3 for interception. Tongue skill can be used also to intercept an opponent passage when thrower and receiver are in adjacent square, rebounds, ground balls, or any action that made by the ball through a square adjacent to Katong with a test at BP 7 without any penalty.

Alert: until the Blongo is standing all the Katak Team can dodge undergoing tackles with a test of Ag without penalty, but losing the ability Jump till the whole next turn.

Role: K, the colossal Katong

Size: Huge - X

Price: 200 Irr

Available: 0 - 1

Mo	St	Ag	Co	BP
4	10	4	9	4

Skills:

Long tongue: K, the colossal Katong can attempt a tackle also against players at 2 squadres of distance, rather than just those adjacent him. A tackle result of Push allows K to move the opponent in any square adjacent to him and free due to its enormous tongue enveloping.

Legs apart: all players can go through K. Opposing players may be suffer a tackle with a successful on a comparated test on Ag. Only player of size larger then medium or heroes cause a Dodge test for K.

Earthquake : K can jump in a chosen direction of 4 squares ignoring any obstacles. When it lands all opponent players that are adjacent at K must roll a Ag test, if failed they suffer a knockdown. (3 times per game)

Mo	St	Ag	Co	BP
7	4	8	5	4

Role: Tairhon, the tadpol boxer

Size: small - X

Price: 110 Irr

Available : 0 - 1

Skills:

Small

Flickering

Tadpol Trainer: until the Tairhon is standing all Tadpol, included Tairhon too, can roll 4 times using Flinckering skill, still adding +3St and then choose the best result



