

KROGALLS

Racial Skill: Saurus' Fury.

A Krogalls team can, once per half, roll the dices again when it is the attacker during a tackle.

Soloing : +4 BP for Soloing's tests.



Role: **Krogall**

Price: 80 Irr

Available: 0 - 6

Skill:

Jungle's Predator: When this player stands up after being knocked down, can jump 1 square in every direction if, with this movement, they are going in base contact with an opposing player. They then must make a tackle action against that player. Note that this action does not count as a running tackle.

Cold Blood: Every hit made by a Cold source has a bonus of +1 St. If this player stands still for 1 turn doing nothing and the weather is standard or not cloudy, rainy or snowy gets +1 Ag and +1 Mo. The bonus can't be accumulated.

Mo	St	Ag	Co	BP
5	8	6	8	5

Role: **Krogling**

Price: 40 Irr

Available: 0 - 10

Skill:

Tiny: A player with this skill ignores threat zones malus when attempting a dodge.

Support's Tail: When is the defender during a running tackle a player with this skill can try to avoid the tackle with an Ag test going one square back.



Mo	St	Ag	Co	BP
7	4	8	5	6

Mo	St	Ag	Co	BP
5	9	4	9	5

Role: **Krogatopos**

Size: Big

Price: 120 Irr

Available: O - 1

Skill:

Charge: When Krogatopos is making a running tackle, they get +2 St and +2 Mo



Role: **Raptill**

Price: 70 Irr

Available: O - 2

Skill:

Change of direction: : Once per turn, a player with this skill can move twice in to area zone with only the first Ag test..



Mo	St	Ag	Co	BP
7	7	8	5	7

Role: **Pteron**

Price: 70 Irr

Available: O - 2

Skill:

Soar: A Pteron can take off from their goal mouth area and pass the ball 2 squares more than the limit. If a Pteron uses this skill, they have to pass an Ag test or being knocked down in the square where they are.

Wingspan: +1 BP when a Pteron is trying a parry. Can try to parry a shot for 1 goal with a roll of 8+ on 2d6.



Mo	St	Ag	Co	BP
4	6	7	7	7

Eroi (Krogall)

Role: **Kugoo, the temple's guardian**

Size: Big - X

Price: 150 Irr

Available: O - 1

Skill:

General: As long as Kugoo is on the pitch, a Krogalls team gets 4 rerolls on attacking tackles during the match.

Cut and Slice: When Kugoo is the attacker during a tackle can freely move one square remaining in base contact with the opponent player and then make a tackle. If Kugoo is using this skill during a running tackle can even go on the back of the opposing player, freely.

Mo	St	Ag	Co	BP
5	9	6	9	5

Role: **Talon, the quick scale**

Size : medium - X

Price: 150 Irr

Available: O - 1

Skill:

Flash: During a movement, after the first 3 squares, Talon don't have to make any dodge roll until the end of their movement. Talon is just too fast for anybody else!

Run upon the heads: Talon can jump upon 4 opposing player heads per turn, considering every opponet's head as $\frac{1}{2}$ movement instead of 1. Moving through empty squares count as a normal 1 movement point. If Talon is using this skill before using "Flash" they must pass an Ag test in order to go on top of the first head.. Talon can't end their movement in an occupied square.

Mo	St	Ag	Co	BP
8	7	8	6	8



Role: **Vertiko, the murderess chameleon**

Size: little - X

Price: 150 Irr

Available: 0 - 1

Mo	St	Ag	Co	BP
7	5	8	5	7

Skill:

Tiny: A player with this skill ignores threat zones malus when attempting a dodge.

Support's Tail: When is the defender during a running tackle a player with this skill can try to avoid the tackle with an Ag test going one square back.

Camouflage: Vertiko can spend 3 Mo points to camouflage until their next turn. After this they can move the rest of Mo points having a free reroll for every dodge attempt. In case of failure of one of this dodges, roll 1d6: with a 4+ Vertiko stays on the last square standing up, losing all of the Mo points left, with 3- Vertiko fails the dodge as usual. When an opposing player is trying to tackle Vertiko roll 1d6 before attempting the tackle: on a 4+ the opposing player loses the action. When Vertiko is the attacker during a tackle can, 3 times per match, make instead a Direct Hit to the opponent player, St versus Co-4: if it succeeds roll on injury table and then roll 1d6 to see if Vertiko is ejected. If Vertiko is ejected in this way, roll again 1d6: on a 4+ Vertiko is NOT ejected, as the referee didn't see the action so well!

