

Nameless

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
JD Guard	4	4+	4+	5+	4+	x2	9mc	<i>Gotcha!</i>
Hitty Guard	5	3+	5+	4+	4+	x2	15mc	<i>Can't Feel A Thing, Steady</i>
Striker	6	4+	4+	4+	5+	x4	13mc	<i>A Safe Pair of Hands</i>

Extras: a Nameless team starts with 0 Coaching Dice and 0 DreadBall Cards.

Gotcha! (revised): this works as described on page 63 of the core rules with the following addition:

Whenever a test says that the maximum penalty for opposing players threatening the hex you are in is -2, it is treated as -3 if at least one of the opposing players causing the penalty has this ability.