<u>Special List - as of 2-11-07</u> New Special classes may be approved by the JUDGE. TURNS indicates how many Turns the Special class player gets, or how many Turns a target of Exchange must give up.

ZOMBIE Gear: Power: Expert Power: Limits:	TURNS: 1+ Any Armor, Any single Weapon. Dirty Garb. Player never runs out of TURNS, until end of MATCH ZOMBIE GUARD - see Magic List. Does not count as part of any Team. Must attack closest Player, except: Does not attack a Caster who gave him Zombie Guard, Does not attack other Zombies. Drop Magic will put Zombie OUT. Zombie may not Run.
RAGGED HORDE TURNS: 1+ Gear: Short or Light weapon. Thrown Missiles or Shield.	
Power:	Messy, Ragged garb. Horde - When OUT, player may return to the FIELD after One-Half Count. Player has 8 Turns. Player has 16 Turns with Expert status.
Expert Power: Limits:	Ragged Artillery - Lose 2 Turns and Weapon to throw Siege Missiles, until OUT. Player is OUT after just one hit.
GREAT KNIGHT TURNS: 3. Gear: Any Weapon, Javelin, Shield. Any Armor. Cape, elegant Garb suitable to	
Power:	Crew theme, bearing regal or religious symbol. Defense - per Caster. Once per Turn, White Band. Mighty Sword - If using Sharp, that Sharp is not officiated by Balla
Expert Power: Limits:	Mighty Sword - If using Sharp, that Sharp is not affected by Balls. Great Steed - may choose one Teammate to serve as a Great Beast. Chivalry - Must make eye contact with a player before attacking. NO EXCHANGE ALLOWED.
GREAT BEAS Gear: Power:	T: TURNS: 1+. Short Weapons. Clean, Light-colored Garb, something looking like a Saddle. Trample - immune to Sharp or Blunt weapons. Great Stable - As long as his Great Knight has TURNS remaining, the Great Beast never runs out of TURNS.
Limits:	May only be played if Great Steed Power is used by your Crew-mate. NO EXCHANGE ALLOWED
ALCHEMIST: Gear: Power:	TURNS:4.Short Weapons, Thrown Missiles. Scholarly garb.Potions - once per Match, any player drinks from vial or bottle to use the Power, Need not Call unless asked. Bands must still be carried as appropriate.Potions are created by the Alchemist holding a filled bottle or vial in one hand, and Calling the Power for 10 seconds.Pick 5 Potions from the following list - duplication is OK:OffenseDefenseBall BlockCircleRestoreZombie Guard - the drinker counts as the caster for this effect.Medicine - restores player from DOWN to UP. No band necessary.Drunken - player may only be put OUT with a HIT to the Torso while DOWN.Death-to-Life - player may give one of his Turns to another player.Reincarnation - player may give two of his Turns to another player who has none.
Expert Power: Limits:	More Potions - Pick 3 more Potions from the above list. Must have bottles or vials to use Potions powers.

MASTER THIE Gear: Power:	F TURNS: 3 Short or Light Weapons, Thrown Missiles. No Armor. Mask that can cover the mouth and nose. Decoy - Once per match, if put OUT, may return to play as if Recall were used. Must call this power in 1/2 count of being put OUT, before reaching the Bench.
Expert Power: Limits:	
VAMPIRE Gear: Power: Expert Power: Limits:	TURNS: 2 Short or Light Weapons. Any Armor. Dark garb. The Bite - When Vampire puts another player OUT, he gains another Turn, or if he is DOWN, he is restored to UP. Zombie Guard - as Caster. Medicine Ball will not restore a Vampire to UP. Thunder Ball will put a Vampire OUT.
SLAYER Gear: Power:	TURNS: 5 Any weapon, Any Armor. Battle-worn garb. Sacrifice - Slayer gives up a number of Turns to gain the following Powers, all optional, and cumulative: 1 - Defense - as Caster 2 - Haste - as Runner 3 - Thunder Ball - as Caster
Expert Power:	Ultimate Sacrifice - Slayer gives up 5 Turns to ban all Vampires or Zombies from the Field for the remainder of the Match. Any players using those Classes are considered OUT, zero turns remaining.
OVERLORD	TURNS: UNLIMITED
Gear: Power:	Any Armor, any Weapon. Black cape or Cloak. Ball Block - per Magic List.
	Defense - per Magic List, one per Opponent, per Match.
Limits:	Supremacy - May carry more than 1 Band at a time. Artifact - if a player gains control of a designated object on the FIELD, and puts the Overlord OUT, then the Overlord's team loses the Match. NO EXCHANGE ALLOWED. EXPERT ONLY. ONLY 1 PER MATCH. Use of Overlord must be announced before the day of Match.
ANGEL OF GE Gear: Power: Expert Power: Limits:	NOCIDE TURNS: UNLIMITED Any Weapon, any Missile, any Shield - limit 1 per hand. Any armor. Dedication - Immune to Honor, Command, Zombie Guard Kaboom Guard - as Caster. Does not count as part of any Team. Must attack players on one Team, and after putting one player OUT, must attack players on another Team. NO EXCHANGE ALLOWED. ONLY 1 PER MATCH.