

# Wood Elf

## COACH NAME

coach\_bodger

## TEAM NAME

The Lost Kids

## SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	1

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Elven Kingdoms League

## SUMMARY

Option: Training camp	
Team budget	1070k/1070k
SPP	42/42
Max skill stacks	0
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Treeman	2	6	5+	5+	11+	Loner (4+)*, Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Thick Skull, Throw Team-mate	120k
2	Wardancer	8	3	2+	4+	8+	Block, Dodge, Leap, <i>Strip Ball</i>	125k
3	Wardancer	8	3	2+	4+	8+	Block, Dodge, Leap, <i>Tackle</i>	125k
4	Thrower	7	3	2+	2+	8+	Pass, <i>Leader</i>	95k
5	Catcher	8	2	2+	4+	8+	Catch, Dodge, <i>Sure Feet</i>	90k
6	Catcher	8	2	2+	4+	8+	Catch, Dodge, <i>Block</i>	90k
7	Thrower	7	3	2+	2+	8+	Pass, <i>Sure Hands</i>	95k
8	Lineman	7	3	2+	4+	8+	<i>Kick</i>	70k
9	Lineman	7	3	2+	4+	8+		70k
10	Lineman	7	3	2+	4+	8+		70k
11	Lineman	7	3	2+	4+	8+		70k

**Block:** When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

**Catch:** This player may re-roll a failed Agility test when attempting to catch the ball.

**Dodge:** Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

**Kick:** If this player is nominated to be the kicking player during a kick-off, you may choose to halve the result of the D6 to determine the number of a squares that the ball deviates, rounding any fractions down.

**Leader:** A team which has one or more players with this Skill gains a single extra team re-roll, called a Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef. Otherwise, the Leader re-roll is treated just like a normal team re-roll.

**Leap:** During their movement, instead of jumping over a single square that is occupied by a Prone or Stunned player, a player with this Skill may choose to Leap over any single adjacent square, including unoccupied squares and squares occupied by Standing players.

Additionally, this player may reduce any negative modifier applied to the Agility test when they attempt to Jump over a Prone or Stunned player, or to Leap over an empty square or a square occupied by a Standing player by 1, to a minimum of -1.

A player with this Skill cannot also have the Pogo Stick trait.

**Loner (4+)\*:** If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

**Mighty Blow (+1):** When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

**Pass:** This player may re-roll a failed Passing Ability test when performing a Pass action.

**Stand Firm:** This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

**Strip Ball:** When this player targets an opposition player that is in possession of the ball with a Block action (on its own or as part of a Blitz action), choosing to apply a Push back result will cause that player to drop the ball in the square they are pushed back into. The ball will bounce from the square the player is pushed back into, as if they had been Knocked Down.

**Strong Arm:** This player may apply a +1 modifier to any Passing Ability test rolls they make when performing a Throw Team-mate action.

A player that does not have the Throw Team-mate trait cannot have this Skill.

**Sure Feet:** Once per turn, during their activation, this player may re-roll the D6 when attempting to Rush.

**Sure Hands:** This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

**Tackle:** When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.

**Take Root\*:** When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

1. On a roll of 1, this player becomes 'Rooted':
  - A Rooted player cannot move from the square they currently occupy for any reason, voluntarily or otherwise, until the end of this drive, or until they are Knocked Down or Placed Prone.
  - A Rooted player may perform any action available to them provided they can do so without moving. For example, a Rooted player may perform a Pass action but may not move before making the pass, and so on.
2. On a roll of 2+, this player continues their activation as normal

If you declared that this player would perform any action that includes movement (Pass, Hand-off, Blitz or Foul) prior to them becoming Rooted, they may complete the action if possible. If they cannot, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

**Thick Skull:** When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

**Throw Team-mate:** If this player also has a Strength characteristic of 5 or more, they may perform a Throw Team-mate action, allowing them to throw a team-mate with the Right Stuff trait.