

Wood Elf

COACH NAME

FB_Korni

TEAM NAME

Fakko Boiiz - Club der roten
Fister

SIDELINE

| | |
|-------------------|-----|
| Apothecary | Yes |
| Assistant coaches | 0 |
| Cheerleaders | 0 |
| Dedicated fans | 0 |
| Re-rolls | 1 |

INDUCEMENTS

No inducements

SPECIAL RULES

- Elven Kingdoms League

SUMMARY

| | |
|------------------|------|
| Players cost | 995k |
| Skills cost | 120k |
| Inducement cost | 0k |
| Sideline cost | 100k |
| Primary skills | 6 |
| Secondary skills | 0 |

| # | 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>Frenzy*</i> | 125k |
| 4 | Catcher | 8 | 2 | 2+ | 4+ | 8+ | Catch, Dodge, <i>Block</i> | 90k |
| 5 | Catcher | 8 | 2 | 2+ | 4+ | 8+ | Catch, Dodge | 90k |
| 6 | Thrower | 7 | 3 | 2+ | 2+ | 8+ | Pass, <i>Leader</i> | 95k |
| 7 | Lineman | 7 | 3 | 2+ | 4+ | 8+ | <i>Kick</i> | 70k |
| 8 | Lineman | 7 | 3 | 2+ | 4+ | 8+ | <i>Wrestle</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.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

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.

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.

Wrestle: This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.