

Dark Elf

COACH NAME

Kaylean

TEAM NAME

Moody kitties

SIDELINE

Apothecary	No
Assistant coaches	1
Cheerleaders	1
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Elven Kingdoms League

SUMMARY

Option:	None
Team budget	1100k/1100k
SPP	36/36
Max skill stacks	1
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Witch Elf	7	3	2+	5+	8+	Dodge, Frenzy*, Jump Up, <i>Wrestle</i>	110k
2	Blitzer	7	3	2+	4+	9+	Block, <i>Dodge</i>	100k
3	Blitzer	7	3	2+	4+	9+	Block, <i>Dodge</i>	100k
4	Blitzer	7	3	2+	4+	9+	Block, <i>Dodge</i>	100k
5	Blitzer	7	3	2+	4+	9+	Block, <i>Frenzy*</i>	100k
6	Dark Elf Lineman	6	3	2+	4+	9+	<i>Sidestep</i>	70k
7	Dark Elf Lineman	6	3	2+	4+	9+		70k
8	Dark Elf Lineman	6	3	2+	4+	9+		70k
9	Dark Elf Lineman	6	3	2+	4+	9+		70k
10	Dark Elf Lineman	6	3	2+	4+	9+		70k
11	Dark Elf Lineman	6	3	2+	4+	9+		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.

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.

Jump Up: If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

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

Sidestep: If this player is pushed back for any reason, they are not moved into a square chosen by the opposing coach. Instead you may choose any unoccupied square adjacent to this player. This player is pushed back into that square instead. If there are no unoccupied squares adjacent to this player, this Skill cannot be used.

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.