

Dark Elf

COACH NAME

PilePoil

TEAM NAME

Agile Savannah

SIDELINE

Apothecary	Yes
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	2

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	Blitzer	7	3	2+	4+	9+	Block, <i>Dodge</i>	100k
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>Tackle</i>	100k
5	Runner	7	3	2+	3+	8+	Dump-off, <i>Leader</i>	80k
6	Witch Elf	7	3	2+	5+	8+	Dodge, Frenzy*, Jump Up, <i>Wrestle</i>	110k
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.

Dump-off: If this player is nominated as the target of a Block action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action) and if they are in possession of the ball, they may immediately perform a Quick Pass action, interrupting the activation of the opposition player performing the Block action (or Special action) to do so. This Quick Pass action cannot cause a Turnover, but otherwise all of the normal rules for passing the ball apply. Once the Quick Pass action is resolved, the active player performs the Block action and their team turn continues.

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.

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.

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.

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.