High Elf

COACH NAME

Underworld

TEAM NAME

Royals

INDUCEMENTS
No inducements

SPECIAL RULES
• Elven Kingdoms League

SUMMARY

Option: Quantity over quality
Trade 4SPP for 20kgold
Team budget	1140k/1140k
SPP	46/46
Max skill stacks	2
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Blitzer	7	3	2+	4+	9+	Block, *Dodge*	100k
2	Blitzer	7	3	2+	4+	9+	Block, *Tackle*	100k
3	Catcher	8	3	2+	5+	8+	Catch, *Block*, *Dodge*	90k
4	Catcher	8	3	2+	5+	8+	Catch, *Block*, *Dodge*	90k
5	Catcher	8	3	2+	5+	8+	Catch, *Dodge*	90k
6	Thrower	6	3	2+	2+	9+	Cloud Buster, Pass, Safe Pass	100k
7	Lineman	6	3	2+	4+	9+		70k
8	Lineman	6	3	2+	4+	9+		70k
9	Lineman	6	3	2+	4+	9+		70k
10	Lineman	6	3	2+	4+	9+		70k
11	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.

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

Cloud Buster: When this player performs a Long Pass action or a Long Bomb Pass action, you may choose to make the opposing coach re-roll a successful attempt to interfere with the pass.

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.

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

Safe Pass: Should this player fumble a Pass action, the ball is not dropped, does not bounce from the square this player occupies, and no Turnover is caused. Instead, this player retains possession of the ball and their activation ends.

Tackle: When an active opposition player attempts do 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.