

Vampire

COACH NAME

Zama

TEAM NAME

Alfea Erasmus

SIDELINE

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

INDUCEMENTS

No inducements

SPECIAL RULES

- Sylvanian Spotlight
- Vampire Lord

SUMMARY

Option: Quantity over quality
 Trade 6SPP for 30kgold
 Team budget 1140k/1140k
 SPP 36/36
 Max skill stacks 1
 Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Vampire Thrower	6	4	2+	2+	9+	Bloodlust (2+)*, Hypnotic Gaze, Pass, Regeneration, <i>Leader</i>	110k
2	Vampire Thrower	6	4	2+	2+	9+	Bloodlust (2+)*, Hypnotic Gaze, Pass, Regeneration, <i>Block</i>	110k
3	Vampire Runner	8	3	2+	4+	8+	Bloodlust (2+)*, Hypnotic Gaze, Regeneration, <i>Dodge</i>	100k
4	Vampire Runner	8	3	2+	4+	8+	Bloodlust (2+)*, Hypnotic Gaze, Regeneration, <i>Dodge</i>	100k
5	Vampire Blitzzer	6	4	2+	5+	9+	Bloodlust (3+)*, Hypnotic Gaze, Juggernaut, Regeneration, <i>Strip Ball</i>	110k
6	Vampire Blitzzer	6	4	2+	5+	9+	Bloodlust (3+)*, Hypnotic Gaze, Juggernaut, Regeneration, <i>Block</i>	110k
7	Thrall Lineman	6	3	3+	4+	8+		40k
8	Thrall Lineman	6	3	3+	4+	8+		40k
9	Thrall Lineman	6	3	3+	4+	8+		40k
10	Thrall Lineman	6	3	3+	4+	8+		40k
11	Thrall Lineman	6	3	3+	4+	8+		40k
12	Thrall Lineman	6	3	3+	4+	8+		40k
13	Thrall Lineman	6	3	3+	4+	8+		40k
14	Thrall Lineman	6	3	3+	4+	8+		40k

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

Bloodlust (2+)*: Whenever a player with this Trait activates, even if they are Prone or have lost their Tackle Zone, after declaring their action, they must roll a D6, adding 1 to the roll if they declared a Block action or a Blitz action. If they roll equal to or higher than the number shown in brackets, they may activate as normal.

If the player rolls lower than the number shown in brackets, or rolls a natural 1, they may continue their activation as normal though they may change their declared action to a Move action if they wish. If the player declared an action that can only be performed once per team turn (such as a Blitz action), this will still count as the one of that action for the team turn. At the end of their activation they may bite an adjacent Thrall Lineman team-mate (Standing, Prone or Stunned). If they bite a Thrall, immediately make an Injury roll for the Thrall treating any Casualty result as Badly Hurt; this will not cause a Turnover unless the Thrall was holding the ball. If they do not bite a Thrall for any reason then a Turnover is caused, the player will lose their Tackle Zone until they are next activated, and will immediately drop the ball if they were holding it. If the player was in the opposing End Zone, no touchdown is scored. If a player who failed this roll wants to make a Pass action, Hand-off, or score, then they must bite a Thrall before they perform the action or score.

Bloodlust (3+)*: Whenever a player with this Trait activates, even if they are Prone or have lost their Tackle Zone, after declaring their action, they must roll a D6, adding 1 to the roll if they declared a Block action or a Blitz action. If they roll equal to or higher than the number shown in brackets, they may activate as normal.

If the player rolls lower than the number shown in brackets, or rolls a natural 1, they may continue their activation as normal though they may change their declared action to a Move action if they wish. If the player declared an action that can only be performed once per team turn (such as a Blitz action), this will still count as the one of that action for the team turn. At the end of their activation they may bite an adjacent Thrall Lineman team-mate (Standing, Prone or Stunned). If they bite a Thrall, immediately make an Injury roll for the Thrall treating any Casualty result as Badly Hurt; this will not cause a Turnover unless the Thrall was holding the ball. If they do not bite a Thrall for any reason then a Turnover is caused, the player will lose their Tackle Zone until they are next activated, and will immediately drop the ball if they were holding it. If the player was in the opposing End Zone, no touchdown is scored. If a player who failed this roll wants to make a Pass action, Hand-off, or score, then they must bite a Thrall before they perform the action or score.

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.

Hypnotic Gaze: During their activation, this player may perform a 'Hypnotic Gaze' Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

To perform a Hypnotic Gaze Special action, nominate a single Standing opposition player that has not lost their Tackle Zone and that this player is Marking. Then make an Agility test for this player, applying a -1 modifier for every (other than nominated player) that is Marking this player. If the test is passed, the nominated player loses their Tackle Zone until they are next activated.

This player may move before performing this Special action, following all of the normal movement rules. However, once this Special action has been performed, this player may not move further and their activation comes to an end.

Juggernaut: When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

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.

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

Regeneration: After a Casualty roll has been made against this player, roll a D6. On a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

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

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.