

Elven Union

COACH NAME

Budicha

TEAM NAME

Fridays for Fumble

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

INDUCEMENTS
No inducements

SPECIAL RULES
• Elven Kingdoms League

SUMMARY	
Option:	None
Team budget	1130k/1130k
SPP	56/56
Max skill stacks	2
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Blitzer	7	3	2+	3+	9+	Block, Sidestep, Dodge	115k
2	Blitzer	7	3	2+	3+	9+	Block, Sidestep, Dodge	115k
3	Catcher	8	3	2+	4+	8+	Catch, Nerves of Steel, Dodge, Wrestle	100k
4	Catcher	8	3	2+	4+	8+	Catch, Nerves of Steel, Dodge	100k
5	Catcher	8	3	2+	4+	8+	Catch, Nerves of Steel, Block	100k
6	Thrower	6	3	2+	2+	8+	Pass, Leader	75k
7	Thrower	6	3	2+	2+	8+	Pass, Dump-off	75k
8	Lineman	6	3	2+	4+	8+	Block	60k
9	Lineman	6	3	2+	4+	8+		60k
10	Lineman	6	3	2+	4+	8+		60k
11	Lineman	6	3	2+	4+	8+		60k
12	Lineman	6	3	2+	4+	8+		60k

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.

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.

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.

Nerves of Steel: This player may ignore any modifier(s) for being Marked when they attempt to perform a Pass action, attempt to catch the ball or attempt to interfere with a pass.

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

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.