

High Elf

COACH NAME

ColdBeer

TEAM NAME

Caern Thel Sun Spears

SIDELINE

Apothecary	Yes
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Elven Kingdoms League

SUMMARY

Option:	None
Team budget	1120k/1120k
SPP	48/50
Max skill stacks	2
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	Catcher	8	3	2+	5+	8+	Catch, <i>Dodge</i>	90k
4	Catcher	8	3	2+	5+	8+	Catch, <i>Dodge</i>	90k
5	Catcher	8	3	2+	5+	8+	Catch, <i>Tackle</i>	90k
6	Lineman	6	3	2+	4+	9+	<i>Block</i>	70k
7	Lineman	6	3	2+	4+	9+	<i>Block</i>	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	Thrower	6	3	2+	2+	9+	Cloud Buster, Pass, Safe Pass, <i>Leader</i>	100k

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.

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.

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 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.