



OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	7
2 Block, 2 Dodge, 1 Leader, 1 Tackle, 1 Wrestle	
Number doubles:	1
1 Guard	
Number increased stats:	0

TEAM NAME

F.b.b.f

RACE

Elf

COACH

Chevanta

REROLLS & COACHING STAFF

2	Re-rolls
1	Apothecary

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Liet Dosoman	Blitzer	110000	7	3	4	8	Block, Side Step, Tackle						0
2	Martine Necur	Blitzer	110000	7	3	4	8	Block, Side Step, Dodge						0
3	Zubanquer Carly	Catcher	100000	8	3	4	7	Catch, Nerves of Steel, Wrestle						0
4	Aleemy Aysen	Catcher	100000	8	3	4	7	Catch, Nerves of Steel, Dodge						0
5	Nothar Meri	Catcher	100000	8	3	4	7	Catch, Nerves of Steel, Block						0
6	Gwystyl Rolf	Thrower	70000	6	3	4	7	Pass, Leader						0
7	Quine Musty	Lineman	60000	6	3	4	7	Guard						0
8	Sethron Brendar	Lineman	60000	6	3	4	7	Block						0
9	Dessfar Loban	Lineman	60000	6	3	4	7	None						0
10	Zubanquer Darste	Lineman	60000	6	3	4	7	None						0
11	Loric Sarrask	Lineman	60000	6	3	4	7	None						0
12	Regnar Shetre	Lineman	60000	6	3	4	7	None						0

Leader : The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

Tackle : Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

Pass : A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

Side Step : A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

Catch : A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Nerves of Steel : The player ignores modifiers for enemy tackle zones when he attempts to pass, catch or intercept.

Wrestle : The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

Block : A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Dodge : A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

Guard : A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.