



*OVERVIEW OF TEAM*

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	7
4 Dodge, 1 Dump-Off, 1 Frenzy, 1 Wrestle	
Number doubles:	1
1 Leader	
Number increased stats:	0

*TEAM NAME*

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*RACE*

Elf
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*REROLLS & COACHING STAFF*

2	Re-rolls
1	Apothecary

*TEAM VALUE*

1100000
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*TREASURY*

0
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*FAN FACTOR*

0
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#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Shull Shakespear	Blitzer	110000	7	3	4	8	Block, Side Step, Dodge						0
2	Bennor Chakili	Blitzer	110000	7	3	4	8	Block, Side Step, Dodge						0
3	Clere Clare	Catcher	100000	8	3	4	7	Catch, Nerves of Steel, Wrestle						0
4	Macon Quirrel	Catcher	100000	8	3	4	7	Catch, Nerves of Steel, Frenzy						0
5	Ovel Desil	Catcher	100000	8	3	4	7	Catch, Nerves of Steel, Leader						0
6	Dusaro Oelita	Thrower	70000	6	3	4	7	Pass, Dump-Off						0
7	Helskadi Zotar	Lineman	60000	6	3	4	7	Dodge						0
8	Klion Tralen	Lineman	60000	6	3	4	7	Dodge						0
9	Cathwar Quezo	Lineman	60000	6	3	4	7	None						0
10	Eckard Hile	Lineman	60000	6	3	4	7	None						0
11	Vrisa Seafoam	Lineman	60000	6	3	4	7	None						0
12	Avon Drakone	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.

**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.

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

**Frenzy** : A player with this skill is a slaving psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if he can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player must also follow up this second block. If the frenzied player is performing a Blitz Action then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot Go For It again.

**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.)

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

**Dump-Off** : This skill allows the player to make a Quick Pass when an opponent declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out the Dump-Off pass before the opponent makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn. Dump-Off may not be used on the second block from an opponent with the Frenzy skill or in conjunction with the Bombardier or Throw Team-Mate skills.

**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.

**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.

**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.