

# High Elf

COACH NAME

Akorus

TEAM NAME

Emerald - High Elfs

SIDELINE

Apothecary	Yes
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

LEAGUES & SPECIAL

RULES

- Elven Kingdom League

SUMMARY

Players cost	955k
Skills cost	200k
Inducement cost	0k
Sideline cost	210k
Primary skills	7
Secondary skills	0

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	High Elf Blitzzer	7	3	2+	4+	9+	Block, Dodge	100k
2	High Elf Blitzzer	7	3	2+	4+	9+	Block, Dodge	100k
3	High Elf Thrower	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass, Block	100k
4	High Elf Thrower	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass	100k
5	High Elf Catcher	8	3	2+	3+	8+	Catch, Block	90k
6	High Elf Catcher	8	3	2+	3+	8+	Catch, Dodge	90k
7	High Elf Catcher	8	3	2+	3+	8+	Catch, Dodge	90k
8	High Elf Catcher	8	3	2+	3+	8+	Catch, Wrestle	90k
9	High Elf Lineman	6	3	2+	3+	9+		65k
10	High Elf Lineman	6	3	2+	3+	9+		65k
11	High Elf Lineman	6	3	2+	3+	9+		65k

Keywords: High Elf Blitzzer: Elf, Blitzzer | High Elf Thrower: Elf, Thrower | High Elf Catcher: Elf, Catcher | High Elf Lineman: Elf, Lineman

**Block (ACTIVE, ELITE):** A player with this Skill may choose not to be Knocked Down when a Both Down result is applied during a Block Action that they are part of.

**Catch (ACTIVE):** This player may re-roll any failed Agility Test when attempting to Catch the ball.

**Cloud Burster (ACTIVE):** When this player performs a Pass Action, opposition players may not attempt to Intercept the ball.

**Dodge (ACTIVE, ELITE):** Once per Turn, this player may re-roll a single Agility Test when attempting to Dodge.

Additionally, this Skill will impact the Stumble result when an opposition player performs a Block Action against this player, as described on page 62.

**Pass (ACTIVE):** This player may re-roll any failed Passing Ability Test when performing a Pass Action.

**Safe Pass (ACTIVE):** If this player rolls a natural 1 when making a Passing Ability Test, then it will not result in a Fumbled Pass. Instead, the player retains possession of the ball and their activation immediately ends. No Turnover is caused.

**Wrestle (ACTIVE):** When this player performs a Block Action, or is the target of a Block Action, if the Both Down result is selected then this player can choose to use this Skill. If they do, both players in the Block Action are Placed Prone, regardless of any other Skills they may possess.