



OVERVIEW OF TEAM	
Total cost:	1690000
Total cost inducements:	0
Total cost extra skills:	320000
Number singles:	16
4 Dodge, 3 Wrestle, 2 Leap, 2 Side Step, 2 Strip Ball, 1 Fend, 1 Pass, 1 Sure Hands	
Number doubles:	0
Number increased stats:	0

TEAM NAME
Rift Raiders
RACE
Dark Elf
COACH
Till

REROLLS & COACHING STAFF	
2	Re-rolls
1	Apothecary

TEAM VALUE
1690000
TREASURY
80000
FAN FACTOR
6

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Varus (1)	Witch Elf	170000	7	3	4	7	Frenzy, Dodge, Jump Up, <b>Wrestle</b> , <b>Leap</b> , <b>Strip Ball</b>	1		4	4	2	31
2	Caleb Erill	Witch Elf	130000	7	3	4	7	Dodge, Frenzy, Jump Up, <b>Wrestle</b>	1		2	1	1	13
3	Shyvana (1)	Blitzer	180000	7	3	4	8	Block, <b>Dodge</b> , <b>Strip Ball</b> , <b>Leap</b> , <b>Wrestle</b>	1		6	6	4	51
4	Fiora	Blitzer	120000	7	3	4	8	Block, <b>Dodge</b>				2	1	11
5	Diana (1)	Blitzer	160000	7	3	4	8	Block, <b>Dodge</b> , <b>Side Step</b> , <b>Fend</b>	3		2	7	3	43
6	Irelia (1)	Blitzer	140000	7	3	4	8	Block, <b>Dodge</b> , <b>Side Step</b>	1		2	4	1	22
7	Nidalee (1)	Runner	120000	7	3	4	7	Dump-Off, <b>Sure Hands</b> , <b>Pass</b>	13				3	28
9	Akali	Assassin	90000	6	3	4	7	Shadowing, Stab						0
10	Katarina II	Assassin	90000	6	3	4	7	Shadowing, Stab					1	5
11	Caitlyn	Lineman	70000	6	3	4	8	None			1			2
12	Quinn	Lineman	70000	6	3	4	8	None						0
14	Vayne	Lineman	70000	6	3	4	8	None						0
16	Jinx	Lineman	70000	6	3	4	8	None			1			2

**Shadowing** : The player may use this skill when a player performing an Action on the opposing team moves out of any of his tackle zones for any reason. The opposing coach rolls 2D6 adding his own player's movement allowance and subtracting the Shadowing player's movement allowance from the score. If the final result is 7 or less, the player with Shadowing may move into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own turn. If the final result is 8 or more, the opposing player successfully avoids the Shadowing player and the Shadowing player may not move into the vacated square. A player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

**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.

**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.)

**Sure Hands** : A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

**Leap** : A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the player to any empty square 1 to 2 squares from his current square and then make an Agility roll for the player. No modifiers apply to this D6 roll unless he has Very Long Legs. The player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then he makes a perfect jump and may carry on moving. If the player fails the Agility roll then he is Knocked Down in the square that he was leaping to, and the opposing coach makes an Armour roll to see if he was injured. A player may only use the Leap skill once per turn.

**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.

**Fend** : This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if he had declared a Blitz Action.

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

**Stab** : A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with his stabbing attack instead of throwing a block. Make an unmodified Armour roll (except for Stakes) for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then he has been wounded and an Injury roll must be made. This Injury roll ignores all modifiers from any source - including Niggling injuries. If Stab is used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

**Jump Up** : A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action he may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone which requires an Agility roll with a +2 modifier to see if he can complete the Action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

**Strip Ball** : When a player with this skill blocks an opponent with the ball, applying a 'Pushed' or 'Defender Stumbles' result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

**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.

**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.