



LINEMAN

ELF



3x

MOVE

6

THROW

3+

ARMOUR

5+



THROWER

ELF



1x

MOVE

6

THROW

2+

ARMOUR

5+

HANDLING SKILLS

Whenever this player moves into a square containing the ball, they pick it up as though they were making a Run action.



BLITZER

ELF



1x

MOVE

6

THROW

3+

ARMOUR

5+

OFFENSIVE SPECIALIST

Whenever this player makes a Block action, their coach can choose to re-roll the Block dice.



CATCHER

ELF



1x

MOVE

7

THROW

3+

ARMOUR

6+

CATCHER'S INSTINCTS

If this player catches a thrown ball (not a hand-off or bouncing ball), roll a six-sided dice. This player can make a free Run action up to that many squares.

SOULSTONE BALL



If the player in possession of this ball is the target of a block, roll one six-sided dice before the Block dice are rolled. On a 6, that player can make a Sidestep action for free. If they do, the Block action is not completed and does not count as having been made.

ELF TEAM

SOULSTONE BALL



If the player in possession of this ball is the target of a block, roll one six-sided dice before the Block dice are rolled. On a 6, that player can make a Sidestep action for free. If they do, the Block action is not completed and does not count as having been made.

ELF TEAM