

THE THE ELFLYMPIC GAMES II COMMON-ELF GAMES



It's that time of year again, elves young and old, veteran and initiate, blond and brunette all come together to compete in the elfiest contest of them all -

The Elflympic Games!

Put down your fist-spikes and chainsaws, this is a tournament of skill, of panache, of elves!

...well, not *just* elves. Far from it, actually. And, er, maybe don't leave *all* your spikes behind...

↑THE RULES

Teams will have a budget of 1,400,000 GP for buying teams, with skills taken from the same budget as players. Skills are costed at the amount of TV they cost, IE a 'double' skill will cost 30k and a 'normal' skill will cost 20k. There are a few Premium Luxury skills that cost 40k, and Discount Bargain Bin skills which cost 10k (this is regardless of whether they are a double or not). These are listed below. No player may have more than three additional skills/upgrades.

Luxury Skills: Guard, Mighty Blow, Block, Leader

Bargain Bin Skills: Pass Block, Kick-Off Return, Dauntless, Multiple Block, Strong Arm, Diving Catch, Sneaky Git, Thick Skull, Hail Mary Pass, Shadowing

EG Twelfman buys a Wood Elf team and spends 1,200k on players and 50k on rerolls. He then has 150k to spend on skills. He buys one Luxury Skill [Guard] (40K), one Double skill [Pass on a Catcher] (30K), one Normal skill [Tackle] (20K) and a Bargain Bin Skill [Pass Block] (10k). He lastly buys an apothecary for 50k.

In addition to last year, coaches may also purchase stat increases for their players. These again are costed as per the TV value (eg +ST is 50k). There are a few restrictions on these, however, so please take note:

A player who has any stat increases may not have a total value of more than 150k, including any skills. This limit is upped to 200k the player has any of the following skills: Really Stupid, Bonehead, Wild Animal, Take Root, Right Stuff. Additionally, no more than three players may be given stat increases.

EG Twelfman wants to give his Human team some stat ups. He gives a lineman +STR and +AGI, making his value 140k. He could give a blitzzer +2MA for 60k, but could not then give him +STR as his value would be greater than 150k. Lastly, he gives the Ogre +STR because he's insane. The Ogre is now worth 190k, which is fine because he's got Bonehead.

SCORING

16pts for a WIN
7pts for a DRAW
2pts for a LOSS

+2 points per Touchdown
+2 points per Interception
+1 point per Completion
+1 point if the completion was a Long Bomb
+0 for each casualty. Brute!

All inducements are allowed, except Mercs. If the same Star Player appears on both teams, s/he will not play for either team.

Before each round there will be a weather roll made by the referees. The weather roll will affect every game being played. If a Changing Weather roll is rolled, ignore it, and instead use the below Kick Off event. In addition, there may be a roll made on the Unusual Stadium tables from Death Zone Two, which everyone will share in the same manner. The rules will be explained after the roll.

7: Change of Mood

The Crowd at the Elflympics are a capricious bunch, with today's favourites being tomorrow's losers. A particularly perfect pose or a fumbled pass can mean the difference between love and loathe with this lot!

Both players reroll their Fans. This can (and probably will) alter which player has FAME.

PRIZES

- Gold Medal (1st place)
- Silver Medal (2nd place)
- Bronze Medal (3rd place)
- Most TDs
- Most Completions
- Orc-In-A-Wig (Most Cas)
- Participation Award (Last Place)



There will also be a selection of spot prizes throughout the day

The day will feature four games:

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|---------|----------------------|
| 09.00 - | - Registration Opens |
| 09.30 - | - Game One |
| 11.45 - | - Game Two |
| 13.45 - | - Lunch |
| 14.15 - | - Game Three |
| 16.30 - | - Game Four |
| 18:45 - | - Awards and Close |



Yate Parish Hall,
Station Road,
Yate,
South Gloucestershire,
BS37 4PQ

Saturday 9th December 2017
Price of Entry: £10

