



OVERVIEW OF TEAM

Total cost:	1,100,000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
3 Guard, 2 Block, 1 Tackle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Les Évadés du Cercueil

RACE

Undead

COACH

Justicium

STADIUM

Veigné City Gang

REROLLS & COACHING STAFF

3	Re-rolls
1	Cheerleaders
1	Ass. coaches
<input checked="" type="checkbox"/>	Necromancer

TEAM VALUE

1,100,000

TREASURY

0

FAN FACTOR

1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	COMP	INT	CAS	TD	MVP	SPP
1	Biel Eldrin	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration, Guard						0
2	Darin Silpal	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration, Guard						0
3	Daon Ludokrin	Wight	90000	6	3	3	8	Block, Regeneration, Guard						0
4	Hantal Ormiss	Wight	90000	6	3	3	8	Block, Regeneration, Tackle						0
5	Elisne Genghis	Ghoul	70000	7	3	3	7	Dodge, Block						0
6	Landoris Staph	Ghoul	70000	7	3	3	7	Dodge, Block						0
7	Skylark Azuela	Ghoul	70000	7	3	3	7	Dodge						0
8	Saranie Grimmand	Ghoul	70000	7	3	3	7	Dodge						0
9	Corda Mufar	Zombie	40000	4	3	2	8	Regeneration						0
10	Kinorn Khymir	Zombie	40000	4	3	2	8	Regeneration						0
11	Deeval Shadowbane	Zombie	40000	4	3	2	8	Regeneration						0
12	Wieth Carter	Zombie	40000	4	3	2	8	Regeneration						0

Regeneration: If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

Tackle: Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

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.)

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.

Mighty Blow: Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

Guard: A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.