



OVERVIEW OF TEAM

Total cost:	1220000
Total cost inducements:	0
Total cost extra skills:	120000
Number singles:	6
3 Guard, 1 Block, 1 Mighty Blow, 1 Wrestle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Fail Army

RACE

Undead

COACH

GreatWhiteHope

REROLLS & COACHING STAFF

3 Re-rolls
1 Cheerleaders
1 Ass. coaches
1 Necromancer

TEAM VALUE

1220000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Grey	Mummy	140000	3	5	1	9	Mighty Blow, Regeneration, Guard						6
2	Grey	Mummy	140000	3	5	1	9	Mighty Blow, Regeneration, Guard						6
3	Grey	Wight	110000	6	3	3	8	Block, Regeneration, Guard						6
4	Red	Wight	110000	6	3	3	8	Block, Regeneration, Mighty Blow						6
5	White	Ghoul	90000	7	3	3	7	Dodge, Block						6
6	Orange	Ghoul	90000	7	3	3	7	Dodge, Wrestle						6
7	Fumblor	Ghoul	70000	7	3	3	7	Dodge						0
8	Dawnwind	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
9	Cohan	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
10	Relo	Zombie	40000	4	3	2	8	Regeneration						0
11	Ruein	Zombie	40000	4	3	2	8	Regeneration						0
12	Gurrath	Zombie	40000	4	3	2	8	Regeneration						0
13	Sunfall	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.

Thick Skull : This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

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.

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.)

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.

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.