



OVERVIEW OF TEAM

Total cost:	1220000
Total cost inducements:	0
Total cost extra skills:	120000
Number singles:	6
4 Block, 2 Guard	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Paasikivi-kekkonen

RACE

Undead

COACH

Teerima 21164

REROLLS & COACHING STAFF

3	Re-rolls
2	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	Ruel Ahburn	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration						0
2	Markahn Azimir	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration						0
3	Erthe Sezer	Wight	110000	6	3	3	8	Block, Regeneration, Guard				2		6
4	Seared Dritz	Wight	110000	6	3	3	8	Block, Regeneration, Guard				2		6
5	Eart Kristion	Ghoul	90000	7	3	3	7	Dodge, Block				2		6
6	Melvin Licinius	Ghoul	90000	7	3	3	7	Dodge, Block				2		6
7	Millard Caerrol	Ghoul	90000	7	3	3	7	Dodge, Block				2		6
8	Daikini RavensBow	Ghoul	90000	7	3	3	7	Dodge, Block				2		6
9	Pine Gaelanon	Zombie	40000	4	3	2	8	Regeneration						0
10	Ulfang Zymos	Zombie	40000	4	3	2	8	Regeneration						0
11	Ecematare Ludokrin	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
12	Gash Didion	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						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.

**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.