

# Shambling Undead

## COACH NAME

Cubefarmer

## TEAM NAME

Undead & Unskilled

## SIDELINE

Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Masters of Undeath
- Sylvanian Spotlight

## SUMMARY

Option: Training camp	
Team budget	1065k/1070k
SPP	42/42
Max skill stacks	0
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration, <i>Guard</i>	125k
2	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration, <i>Guard</i>	125k
3	Wight Blitzler	6	3	3+	5+	9+	Block, Regeneration, <i>Guard</i>	90k
4	Wight Blitzler	6	3	3+	5+	9+	Block, Regeneration, <i>Tackle</i>	90k
5	Ghoul Runner	7	3	3+	4+	8+	Dodge, <i>Block</i>	75k
6	Ghoul Runner	7	3	3+	4+	8+	Dodge, <i>Block</i>	75k
7	Ghoul Runner	7	3	3+	4+	8+	Dodge, <i>Sure Hands</i>	75k
8	Zombie Lineman	4	3	4+	-	9+	Regeneration	40k
9	Zombie Lineman	4	3	4+	-	9+	Regeneration	40k
10	Zombie Lineman	4	3	4+	-	9+	Regeneration	40k
11	Zombie Lineman	4	3	4+	-	9+	Regeneration	40k
12	Zombie Lineman	4	3	4+	-	9+	Regeneration	40k

**Block:** When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

**Dodge:** Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

**Guard:** When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

**Mighty Blow (+1):** When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

**Regeneration:** After a Casualty roll has been made against this player, roll a D6. On a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

**Sure Hands:** This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

**Tackle:** When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.