

Shambling Undead

COACH NAME

Gunman

TEAM NAME

Deadchester Disunited

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>Mighty Blow (+1)</i>	90k
4	Wight Blitzler	6	3	3+	5+	9+	Block, Regeneration, <i>Guard</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>Wrestle</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.

Wrestle: This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.