

# Tomb Kings

## COACH NAME

Karaak

## TEAM NAME

Cocoripow's Sandmen

## SIDELINE

Assistant coaches	1
Cheerleaders	1
Dedicated fans	0
Re-rolls	3

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Sylvanian Spotlight

## SUMMARY

Option: Center of attention	
Team budget	1120k/1120k
SPP	50/50
Max skill stacks	2
Star players	Allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Tomb Guardian	4	5	5+	-	10+	Decay*, Regeneration, <i>Guard</i>	100k
2	Tomb Guardian	4	5	5+	-	10+	Decay*, Regeneration, <i>Guard</i>	100k
3	Tomb Guardian	4	5	5+	-	10+	Decay*, Regeneration, <i>Block</i>	100k
4	Tomb Guardian	4	5	5+	-	10+	Decay*, Regeneration, <i>Mighty Blow (+1)</i>	100k
5	Anointed Blitzler	6	3	4+	6+	9+	Block, Regeneration, Thick Skull, <i>Mighty Blow (+1), Tackle</i>	90k
6	Anointed Blitzler	6	3	4+	6+	9+	Block, Regeneration, Thick Skull, <i>Mighty Blow (+1)</i>	90k
7	Anointed Thrower	6	3	4+	3+	8+	Pass, Regeneration, Sure Hands, Thick Skull	70k
8	Skeleton Lineman	5	3	4+	6+	8+	Regeneration, Thick Skull	40k
9	Skeleton Lineman	5	3	4+	6+	8+	Regeneration, Thick Skull	40k
10	Skeleton Lineman	5	3	4+	6+	8+	Regeneration, Thick Skull	40k
11	Skeleton Lineman	5	3	4+	6+	8+	Regeneration, Thick Skull	40k
12	Skeleton Lineman	5	3	4+	6+	8+	Regeneration, Thick Skull	40k
13	Skeleton Lineman	5	3	4+	6+	8+	Regeneration, Thick Skull	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.

**Decay\*:** If this player suffers a Casualty result on the Injury table, there is a +1 modifier applied to all rolls made against this player on the Casualty table.

**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.

**Pass:** This player may re-roll a failed Passing Ability test when performing a Pass action.

**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.

**Thick Skull:** When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.