



OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	8
3 Mighty Blow, 2 Guard, 1 Block, 1 Leader, 1 Tackle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Discepoli Del Signore Della Notte

RACE

Khemri

COACH

Kaltenland

REROLLS & COACHING STAFF

2 Re-rolls

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Duvado Cyndi	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Mighty Blow						0
2	Ranabas Brianan	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Mighty Blow						0
3	Jackson Mekt	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Guard						0
4	Jalil Dima	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Guard						0
5	Karissa Aradise	Blitz-Ras	90000	6	3	2	8	Block, Regeneration, Mighty Blow						0
6	Talgoid Atrak	Blitz-Ras	90000	6	3	2	8	Block, Regeneration, Tackle						0
7	Quine Aegir	Thro-Ras	70000	6	3	2	7	Pass, Regeneration, Sure Hands, Block						0
8	Mesech Amber	Thro-Ras	70000	6	3	2	7	Pass, Regeneration, Sure Hands, Leader						0
9	Marik Tia	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
10	Star Hollister	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
11	Razzia Caen	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
12	Oele Minge	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
13	Garwocket Grace	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
14	Tuck Puck	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0

Leader : The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

Tackle : Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

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.

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.

Pass : A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

Decay : Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table (see page 25) and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two results with this effect. A successful Regeneration roll will heal both results.

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.

Sure Hands : A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.