



*OVERVIEW OF TEAM*

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	7
5 Mighty Blow, 2 Block	
Number doubles:	1
1 Block	
Number increased stats:	0

*TEAM NAME*

Evil Live

*RACE*

Khemri

*COACH*

Gaspez

*REROLLS & COACHING STAFF*

3 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	Soreth Gravin	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Block						0
2	Dhyana Memor	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Mighty Blow						0
3	Genselda Stasheff	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Mighty Blow						0
4	Bathelie Dravon	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration, Mighty Blow						0
5	Gragold Siglaf	Blitz-Ras	90000	6	3	2	8	Block, Regeneration, Mighty Blow						0
6	Leonardo Cael	Blitz-Ras	90000	6	3	2	8	Block, Regeneration, Mighty Blow						0
7	Hunir Siguruk	Thro-Ras	70000	6	3	2	7	Pass, Regeneration, Sure Hands, Block						0
8	Ungard Peitar	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull, Block						0
9	Zrye Mundelin	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
10	Angur Font	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
11	Calon Wesolyne	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
12	Stel Trelane	Skeleton	40000	5	3	2	7	Regeneration, Thick Skull						0
13	Nikpal Meg	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.

**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.

**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.

**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.

**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.

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

**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.