



OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
2 Block, 2 Guard, 2 Mighty Blow	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Legio Vanimarmotte

RACE

Undead

COACH

Taprolano

REROLLS & COACHING STAFF

3 Re-rolls
1 Necromancer

TEAM VALUE

1100000

TREASURY

0

FAN FACTOR

3

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Tamarantha Kesad	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration, Guard						0
2	Besur Thaddefert	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration, Guard						0
3	Stera Tussah	Wight	90000	6	3	3	8	Block, Regeneration, Mighty Blow						0
4	Idun Talbot	Wight	90000	6	3	3	8	Block, Regeneration, Mighty Blow						0
5	Statilius Aramcham	Ghoul	70000	7	3	3	7	Dodge, Block						0
6	Noos Baugi	Ghoul	70000	7	3	3	7	Dodge, Block						0
7	Dwobble Marena	Ghoul	70000	7	3	3	7	Dodge						0
8	Pascheine Grunen	Ghoul	70000	7	3	3	7	Dodge						0
9	Snadrider Fajor	Zombie	40000	4	3	2	8	Regeneration						0
10	Stagger Wargo	Zombie	40000	4	3	2	8	Regeneration						0
11	Gwathard Calon	Zombie	40000	4	3	2	8	Regeneration						0
12	Tenzil Gudus	Zombie	40000	4	3	2	8	Regeneration						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.

Dodge : A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

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.

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.