



OVERVIEW OF TEAM

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
2 Block, 2 Guard, 1 Sure Hands, 1 Tackle	
Number doubles:	0
Number increased stats:	0

TEAM NAME

All the President's Man

RACE

Undead

COACH

Purplegoo

REROLLS & COACHING STAFF

3	Re-rolls
1	Cheerleaders
1	Ass. coaches
1	Necromancer

TEAM VALUE

1100000
TREASURY
0
FAN FACTOR
1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Atar Macci	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration, Guard						0
2	Greymalkin Jalil	Mummy	120000	3	5	1	9	Mighty Blow, Regeneration						0
3	Loetter Meliel	Wight	90000	6	3	3	8	Block, Regeneration, Tackle						0
4	Bolrock Jurine	Wight	90000	6	3	3	8	Block, Regeneration, Guard						0
5	Kesad Asleen	Ghoul	70000	7	3	3	7	Dodge, Block						0
6	Hunir Quickfoot	Ghoul	70000	7	3	3	7	Dodge, Block						0
7	Coi Mect	Ghoul	70000	7	3	3	7	Dodge, Sure Hands						0
8	Riger Totha	Ghoul	70000	7	3	3	7	Dodge						0
9	Corydar Marney	Zombie	40000	4	3	2	8	Regeneration						0
10	Roland Sarrask	Zombie	40000	4	3	2	8	Regeneration						0
11	Radag-mal Lance	Zombie	40000	4	3	2	8	Regeneration						0
12	Esthila Trotwood	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.)

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.

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.

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.