



OVERVIEW OF TEAM

Total cost:	1530000
Total cost inducements:	0
Total cost extra skills:	220000
Number singles:	8
2 Block, 2 Mighty Blow, 1 Break Tackle, 1 Kick, 1 Leader, 1 Tackle	
Number doubles:	2
1 Block, 1 Dodge	
Number increased stats:	0

TEAM NAME

Tomb Titans

RACE

Khemri Tomb Kings

COACH

Nic Greaves

REROLLS & COACHING STAFF

4	Re-rolls
3	Cheerleaders
3	Ass. coaches

TEAM VALUE

1530000

TREASURY

20000

FAN FACTOR

5

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Elb-Oh	Anointed Blitzler	90000	6	3	2	8	Block, Regeneration			1			2
2	Twa-Thed	Skeleton Lineman	40000	5	3	2	7	Regeneration, Thick Skull						0
3	Foolem	Skeleton Lineman	40000	5	3	2	7	Regeneration, Thick Skull						0
4	Kik-Eem	Skeleton Lineman	60000	5	3	2	7	Regeneration, Thick Skull, Block, 1 niggling injuries			1	1	1	10
5	Skothhed	Skeleton Lineman	60000	5	3	2	7	Regeneration, Thick Skull, Block			4	2		14
6	Verte-Bray	Anointed Thrower	110000	6	3	2	7	Pass, Regeneration, Sure Hands, Leader, Kick				5	1	21
7	Tochdoon	Anointed Blitzler	110000	6	3	2	8	Block, Regeneration, Tackle			1		2	12
8	Kikki	Tomb Guardian	100000	4	5	1	9	Decay, Regeneration			1			2
9	Beeti	Tomb Guardian	140000	4	5	1	9	Decay, Regeneration, Mighty Blow, Break Tackle			3	1	2	19
10	Hitti	Tomb Guardian	120000	4	5	1	9	Decay, Regeneration, Mighty Blow			1		1	7
11	Shovi	Tomb Guardian	130000	4	5	1	9	Decay, Regeneration, Block			2		1	9
12	Tom-Ee-Coo-Pah	Anointed Thrower	100000	6	3	2	7	Pass, Regeneration, Sure Hands, Dodge				3	1	14
13	Noomskool	Skeleton Lineman	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.

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.)

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.

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.

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.

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.

Kick : The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill the player must be set up on the pitch when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player then allowed to take the kick-off. Because his kick is so accurate, you may choose to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

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.

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.

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.

Break Tackle : The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

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