

Necromantic Horror

COACH NAME

repto (31441)

TEAM NAME

Haranni Howling Haints

SIDELINE

Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Masters of Undeath
- Sylvanian Spotlight

SUMMARY

Players cost	940k
Skills cost	180k
Inducement cost	0k
Sideline cost	210k
Primary skills	0
Secondary skills	6

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
6	Zombie	4	3	4+	-	9+	Regeneration	40k
7	Zombie	4	3	4+	-	9+	Regeneration, <i>Guard</i>	40k
8	Zombie	4	3	4+	-	9+	Regeneration, <i>Guard</i>	40k
9	Wraith	6	3	3+	-	9+	Block, Foul Appearance*, No Hands*, Regeneration, Sidestep	95k
10	Wraith	6	3	3+	-	9+	Block, Foul Appearance*, No Hands*, Regeneration, Sidestep	95k
11	Ghoul Runner	7	3	3+	4+	8+	Dodge, <i>Break Tackle</i>	75k
12	Ghoul Runner	7	3	3+	4+	8+	Dodge	75k
13	Werewolf	8	3	3+	4+	9+	Claws, Frenzy*, Regeneration, <i>Juggernaut</i>	125k
14	Werewolf	8	3	3+	4+	9+	Claws, Frenzy*, Regeneration, <i>Break Tackle</i>	125k
15	Flesh Golem	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull, <i>Defensive</i>	115k
16	Flesh Golem	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull	115k

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Break Tackle: Once during their activation, after making an Agility test in order to Dodge, this player may modify the dice roll by +1 if their Strength characteristic is 4 or less, or by +2 if their Strength characteristic is 5 or more.

Claws: When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

Defensive: During your opponent's turn (but not during your own team turn), any opposition players being Marked by this player cannot use the Guard skill.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Foul Appearance*: When an opposition player declares a Block action targeting this player (on its own or as part of a Blitz action), or any Special action that targets this player, their coach must first roll a D6, even if this player has lost their Tackle Zone. On a roll of 1, the player cannot perform the declared action and the action is wasted.

This Skill may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Juggernaut: When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

No Hands*: This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attempt to do so will automatically fail, causing the ball to bounce. Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up. The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.

Regeneration: After a Casualty roll has been made against this player, roll a D6. On a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Sidestep: If this player is pushed back for any reason, they are not moved into a square chosen by the opposing coach. Instead you may choose any unoccupied square adjacent to this player. This player is pushed back into that square instead. If there are no unoccupied squares adjacent to this player, this Skill cannot be used.

Stand Firm: This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

Thick Skull: When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.