

# Necromantic Horror

COACH NAME

Schlachtenlenker

TEAM NAME

Emerald - Necro

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

INDUCEMENTS	
<i>No inducements</i>	

LEAGUES & SPECIAL RULES	
<ul style="list-style-type: none"> <li>• Sylvanian Spotlight</li> <li>• Masters of Undeath</li> </ul>	

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

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Flesh Golem	4	4	4+	6+	10+	Regeneration, Stand Firm, Thick Skull, Unsteady*, <i>Guard</i>	110k
2	Flesh Golem	4	4	4+	6+	10+	Regeneration, Stand Firm, Thick Skull, Unsteady*, <i>Block</i>	110k
3	Ghoul Runner	7	3	3+	3+	8+	Dodge, Regeneration	75k
4	Ghoul Runner	7	3	3+	3+	8+	Dodge, Regeneration, <i>Block</i>	75k
5	Werewolf	8	3	3+	3+	9+	Claws, Frenzy*, Regeneration, <i>Block</i>	120k
6	Werewolf	8	3	3+	3+	9+	Claws, Frenzy*, Regeneration, <i>Block</i>	120k
7	Wraith	6	3	3+	-	9+	Block, Foul Appearance, No Ball*, Regeneration, Sidestep, <i>Guard</i>	85k
8	Wraith	6	3	3+	-	9+	Block, Foul Appearance, No Ball*, Regeneration, Sidestep	85k
9	Zombie Lineman	4	3	4+	6+	9+	Eye Gouge, Regeneration, Unsteady*	40k
10	Zombie Lineman	4	3	4+	6+	9+	Eye Gouge, Regeneration, Unsteady*	40k
11	Zombie Lineman	4	3	4+	6+	9+	Eye Gouge, Regeneration, Unsteady*	40k
12	Zombie Lineman	4	3	4+	6+	9+	Eye Gouge, Regeneration, Unsteady*	40k

**Keywords:** **Flesh Golem:** Blocker, Construct, Undead | **Ghoul Runner:** Ghoul, Runner, Undead | **Werewolf:** Blitzer, Undead, Werewolf | **Wraith:** Blocker, Undead, Wraith | **Zombie Lineman:** Human, Lineman, Undead, Zombie

**Block (ACTIVE, ELITE):** A player with this Skill may choose not to be Knocked Down when a Both Down result is applied during a Block Action that they are part of.

**Claws (PASSIVE):** Whenever an Armour Roll is made for an opposition player that has been Knocked Down by this player during a Block Action, even if this player is also Knocked Down, then any roll of a natural 8+ on the Armour Roll will break the opposition player's armour regardless of their actual Armour Value.

**Dodge (ACTIVE, ELITE):** Once per Turn, this player may re-roll a single Agility Test when attempting to Dodge.

Additionally, this Skill will impact the Stumble result when an opposition player performs a Block Action against this player, as described on page 62.

**Eye Gouge (ACTIVE):** When an opposition player is Pushed Back by this player, the opposition player cannot provide Offensive or Defensive Assists until after they are next activated.

**Foul Appearance (PASSIVE):** Whenever an opposition player attempts to perform a Block Action against this player, or a Special Action that targets this player directly, they must roll a D6 before any other dice are rolled. On a 2+, the Block Action continues as normal. On a 1, the Block Action is immediately cancelled and the opposition player's activation immediately ends.

**Frenzy\* (ACTIVE):** Every time this player performs a Block Action, if the target is Pushed Back, then this player must Follow-up if able. Additionally, if after the target is Pushed Back they are still Standing, then this player must perform a second Block Action targeting the same opposition player and must again Follow-up if the target is Pushed Back.

If this player is performing a Blitz Action, performing a second Block Action will also cost the player a square of movement. If this player has no movement left, then they must Rush. If this player cannot Rush then they cannot perform the second Block Action.

A player with this Skill cannot have the Grab, Hit & Run or Multiple Block Skills.

**Guard (ACTIVE, ELITE):** This player can provide Offensive and Defensive Assists when a player performs a Block Action regardless of how many opposition players are Marking this player.

**No Ball\* (PASSIVE):** A player with this Trait may never have possession of the ball. If this player would be required to attempt to Catch or Pick-up the Ball, they will automatically fail to do so as if they had rolled a natural 1.

A player with this Trait may not attempt to Intercept a Pass.

**Regeneration (PASSIVE):** Whenever this player suffers a Casualty, before making the Casualty Roll for them, roll a D6.

On a 1-3, this player suffers the Casualty; make the Casualty Roll as normal. On a 4+, this player regenerates and ignores the Casualty (though any Star Player Points earned for causing the Casualty are still earned) and is instead placed in their team's Reserves Box.

**Sidestep (ACTIVE):** Whenever this player is Pushed Back for any reason, then instead of the opposing Coach choosing where this player is Pushed Back to, this player's Coach may choose any adjacent unoccupied square for this player to be Pushed Back into instead. If there are no adjacent unoccupied squares, then this Skill cannot be used.

**Stand Firm (ACTIVE):** When this player would be Pushed Back during a Block Action, including during a Chain Push, they can choose to not be Pushed Back and instead remain in their current square. Using this Skill will not prevent a player with the Frenzy Skill from performing a second Block Action, so long as this player is still Standing.

**Thick Skull (PASSIVE):** When an Injury Roll is made for this player, they will only be Knocked-out on the roll of a 9; a roll of an 8 will be treated as a Stunned result. If this player also has the Stunty Trait, then they will only be Knocked-out on the roll of an 8; a roll of a 7 will be treated as a Stunned result.

**Unsteady\* (PASSIVE):** This player may not declare Secure the Ball Actions.