



DEAD MAN WALKING

Undead playbook by Kristian Rastrup (Slup)



Despite the flashier Necromantic or the sheer power of ST5 of the Khemri nothing beats playing old school Undead. They are strong, versatile, fast and flexible, able to play most roles and only lacking in the passing area.

Why choose Undead?

Between TV 100 and 150 there is no better all-round team. You start out with mostly a full roster and wear and tear is minimal thanks to regeneration. With 2 ST5 and 4 MA7 players you can outbash and/or run circles around most opponents. You will not be passing the ball much if at all but you will win a lot.

Basic Tactics: Pick up the ball, force a hole in the defense and let the fast players (Wights and Ghouls) flood through. On defense hit his cage with Mummies and make them force their way towards the ball. Add Zombies to that. Keep your fast players loosely around to exploit weaknesses and prevent him from escaping the Mummies.

Problematic opponents:

- Wood Elves. They are just too fast to catch and too slippery to lock down. And at low TV without sure hands and block on the ball carrier you are very vulnerable to an early Strip Ball Wardancer. General tactic is to have the ball in a solid cage with a Guard Mummy at opposite corners and slowly march down the field for a 2-1 grind. That and fouling.
- Teams with Claw: When Chaos or Chaos Dwarves begin to field Claw players be afraid. Target those at all costs using all the power you got: a combined force of Mighty Blow, Piling On and Dirty Player.

Starting Roster:

Undead fit perfectly into the 1 mill. GC for a starting team without sacrifice:

- 2 Mummies
- 2 Wights
- 3 Ghouls
- 4 Zombies (alternatively 3 Zombies + 1 Skeleton)
- 3 Rerolls

Undead do not have an apothecary, relying on regeneration instead. This is normally enough, but when the opportunity presents itself take an Igor as first inducement to protect against freak accidents on mummies and Wights. And when you eventually hoard some cash (most undead teams will hoard large amounts of cash) buy one against bashy and/or claw-heavy teams. A new Wight or Mummy will take forever to develop.

Player positions:



Mummies:

These are the backbone of your team. ST5 and mighty blow without negatraits makes for a mighty force. And you even get two of these monsters.

Skills:

Regular: Guard, Stand Firm, Grab. Ignore Piling On, a Mummy is worth more standing.

Anytables: BLOCK

Stat increases: Take ST+, scrap AG+, choose block on double 5 and in most cases guard or stand firm is more valuable than MA+ or AV+

Tactics: Always keep them close to the center, the action and each other. They work as a team each assisting each other. Assisting a ST5 you say? Yes because you want them to make 3d blocks all the time. This reduces turnovers and makes for more knockdowns. Unless you really need to do something special always start your turns with some mummy action 3d blocks and don't be afraid to reroll those 3d blocks if you don't knock the opponent down. Note: it is my experience that when a Mummy is lying on its back, the most sensible option is normally just to stand him back up and nothing else. Those Mummy GFI's are a sure way to a double 1.



Wights:

Strikers and punishers, they hit and hit hard.

Skills:

Regular: Guard, Mighty Blow, Piling On, Frenzy, Tackle (or anything else aggressive)

Anytables: Dodge or Side Step unless you prefer something aggressive.

Stats increases: Take all, I prefer MA+ over AV+, speed kills and the opponent usually targets your ghouls instead.

Tactics: When you need to hit something that leaves your player vulnerable choose a Wight. Until your Ghouls get Block this is your most stable blocker. Until a Wight gets Mighty Blow it will skill up very slowly so make them score a TD when the opportunity presents itself. They are perfectly able to do so.



Ghouls:

Swiss army knives. Doing anything the rest of the team is unable to do. On a Necromantic team these usually fade in comparison to the werewolves, but on an Undead team they truly shine.

Skills:

Regular: 3 with Block + 1 with wrestle, after that see tactics

Anytables: Guard

Stat Increases: Take all, I prefer MA+ over AV+, speed kills.

Tactics:

Key word: be flexible.

Your ghouls are at one time sackers, ball handlers, strikers, catchers and any other role that most teams have as a specific position. I usually make 4 different Ghouls. A sacker with wrestle and tackle, A ball carrier with block and sure hands, one with block, diving tackle and side step and a side line threat with block and frenzy. Adapt all this to anytables and stat increases. Your ghouls will hog SPP like there is no tomorrow so spread some love to the Wights. Accept the fact that Ghouls die and there is nothing you can do to prevent it. They are normally quite safe with ST3, block and dodge but they will die, taking all their SPP with them. Luckily you will have plenty of cash. A normal Undead team will have 4 ghouls in separate steps of development.

Zombies:

Cheap, resilient roadblocks. And they even come free some times. If there ever was a truly expendable player, this is the one. Don't expect much of them in your own turns but enjoy your opponent cursing them to hell in his.

Skills:

Regular: Block and if you ever get a Zombie with 2 skills pick whatever you like. A Dirty Player or two is also handy.

Anytable: Guard and keep it close to the Mummies.

Stat Increases: Decide between ST+ and Guard, scrap all others.

Tactics:

Use Zombies for line fodder against bashy teams, to tie up opponents, to get in the way, to foul, to protect your Ghouls. It is quite funny to see the opponent's wild animal using 5 turns in a row blocking the same zombie which just get back on his feet each turn. Never care for a Zombie's wellbeing, just use and abuse them. Make a smile when you stick one next to a Claw, Mighty Blow, Piling On Chaos Warrior knowing that he will not be hitting your Mummy the next turn. If you find yourself running low on Zombies (which hurts the rest of the team) just kill an opponent and get a new one for free right away.

Keep enough on your team so that you don't run out but leave room for a Star Player.

Skeletons:

Zombies, just different

Skills:

Regular: Dirty Player.

Anytables: Sneaky Git if it has Dirty Player, Dodge if it has Wrestle, as regular otherwise.

Stat Increases: Keep ST+, keep MA+ if it has Wrestle, scrap all others.

Tactics:

It is a matter of debate whether you are going to have Skeletons or not. If you choose to (many don't), there are 3 uses for them.

First is a fouler with Dirty Player. Since they are faster than Zombies they can foul more targets.

Second is an added fast player with Wrestle and Fend.

Third is LOS duty against truly bashy teams with claw, piling on and mighty blow. The combination of Fend, Wrestle and Thick Skull will do a good job at limiting the damage done by such players.

Never take more than 2 on the team and take only 1 on the field at a time as not to leave your team too vulnerable.