



*OVERVIEW OF TEAM*

Total cost:	1100000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	7
4 Dodge, 2 Wrestle, 1 Block	
Number doubles:	1
1 Guard	
Number increased stats:	0

*TEAM NAME*

M'N'T Bloodbowl Federation
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*RACE*

High Elf
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*COACH*

Jugar
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*REROLLS & COACHING STAFF*

2 Re-rolls
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*TEAM VALUE*

1100000
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*TREASURY*

0
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*FAN FACTOR*

0
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#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Soderman Zio	Blitzer	100000	7	3	4	8	Block, Dodge						0
2	Lesh Andal	Blitzer	100000	7	3	4	8	Block, Dodge						0
3	Dargo Olix	Catcher	90000	8	3	4	7	Catch, Dodge						0
4	Tyden Arte	Catcher	90000	8	3	4	7	Catch, Dodge						0
5	Aslan Trill	Catcher	90000	8	3	4	7	Catch, Block						0
6	Zigmaj Two	Catcher	90000	8	3	4	7	Catch, Wrestle						0
7	Oele Faheem	Thrower	90000	6	3	4	8	Pass, Safe Throw						0
8	Gebeth Macer	Lineman	70000	6	3	4	8	Wrestle						0
9	Dacer Trell	Lineman	70000	6	3	4	8	Guard						0
10	Arienthil Burbhin	Lineman	70000	6	3	4	8	None						0
11	Helskadi Manien	Lineman	70000	6	3	4	8	None						0
12	Thare Draven	Lineman	70000	6	3	4	8	None						0

**Safe Throw** : This player is an expert at throwing the ball in a way that makes it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If successful, the interception is cancelled out and the passing sequence continues as normal. In addition, if this player fumbles a pass of a ball (not a bomb or teammate) on any roll other than a natural 1, he manages to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover.

**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.

**Wrestle** : The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

**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

**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.)

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

**Catch** : A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.