



OVERVIEW OF TEAM	
Total cost:	1120000
Total cost inducements:	0
Total cost extra skills:	0
Number singles:	6
5 Block, 1 Wrestle	
Number doubles:	1
1 Leader	
Number increased stats:	0

TEAM NAME
Motley Crue
RACE
Nurgle
COACH
VMCAT

REROLLS & COACHING STAFF
2 Re-rolls

TEAM VALUE
1120000
TREASURY
30000
FAN FACTOR
0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Chakili Alek	Beast of Nurgle	140000	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles, Leader						0
2	Elsa Faermate	Nurgle Warrior	110000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block						0
3	Khaine Quihanna	Nurgle Warrior	110000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block						0
4	Abaet Amren	Nurgle Warrior	110000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block						0
5	Kirra Dakamon	Nurgle Warrior	110000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Block						0
6	Pod Grabfoot	Pestigor	80000	6	3	3	8	Horns, Nurgle's Rot, Regeneration, Block						0
7	Marten Kesrick	Pestigor	80000	6	3	3	8	Horns, Nurgle's Rot, Regeneration, Wrestle						0
8	Laner Elphin	Pestigor	80000	6	3	3	8	Horns, Nurgle's Rot, Regeneration						0
9	Algween Reave	Pestigor	80000	6	3	3	8	Horns, Nurgle's Rot, Regeneration						0
10	Audh Ironmark	Rotter	40000	5	3	3	8	Decay, Nurgle's Rot						0
11	Ironmark Nevard	Rotter	40000	5	3	3	8	Decay, Nurgle's Rot						0

Really Stupid : This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl pitch (which, considering the IQ of most other players, is really saying something!). Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. If there are one or more players from the same team standing adjacent to the Really Stupid player's square, and who aren't Really Stupid, then add 2 to the D6 roll. On a result of 1-3 he stands around trying to remember what it is he's meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for that turn (for example, if a Really Stupid player declares a Blitz Action and fails the Really Stupid roll, then the team cannot declare another Blitz Action that turn). The player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or voluntarily move until he manages to roll a successful result for a Really Stupid roll at the start of a future Action or the drive ends.

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.

Loner : Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e., used).

Horns : A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) he makes during a Blitz Action.

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.

Tentacles : The player may use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. The opposing coach rolls 2D6 adding his player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm, and his Action ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles skill, only one may attempt to grab him with Tentacles.

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.

Nurgle's Rot : This player has a horrible infectious disease which spreads when he kills an opponent during a Block, Blitz or Foul Action. Instead of truly dying, the infected opponent becomes a new rookie Rotter. To do so, the opponent must have been removed from the roster during step 2.1 of the Post-game sequence, his Strength cannot exceed 4, and he cannot have the Decay, Regeneration or Stunty skills. The new Rotter can be added to the Nurgle team for free during step 5 of Updating Your Team Roster (see page 29) if the team has an open Roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

Disturbing Presence : This player's presence is very disturbing, whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

Foul Appearance : The player's appearance is so horrible that any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 and score 2 or more. If the opposing player rolls a 1 he is too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

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.

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.

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.