



OVERVIEW OF TEAM	
Total cost:	1300000
Total cost inducements:	160000
Total cost extra skills:	190000
Number singles:	8
4 Two Heads, 2 Block, 2 Horns	
Number doubles:	1
1 Block	
Number increased stats:	0

TEAM NAME
Reikland Teutons
RACE
Underworld
COACH
Planlos

REROLLS & COACHING STAFF	
2	Re-rolls
1	Apothecary
INDUCEMENTS	

TEAM VALUE
1300000
TREASURY
40000
FAN FACTOR
1

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Skitter Stab-Stab	Star	160000	9	2	4	7	Loner, Dodge, Prehensile Tail, Shadowing, Stab						0
2	Kimdar Tricus	Warpstone Troll	140000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Block						6
3	Redknob Otaiy	Skaven Blitzer	90000	7	3	3	8	Animosity, Block						0
4	Iolder Tigranes	Skaven Blitzer	90000	7	3	3	8	Animosity, Block						0
5	Idon Hedd	Skaven Lineman	70000	7	3	3	7	Animosity, Block						6
6	Ragons Erus	Skaven Lineman	70000	7	3	3	7	Animosity, Block						6
7	Lifity Eevel	Underworld Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, Horns						6
8	Sesklos Nogen	Underworld Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, Horns						6
9	Carrai Calon	Underworld Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, Two Heads						6
10	Coron Patter	Underworld Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, Two Heads						6
11	Reaper Goriolo	Underworld Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, Two Heads						6
12	Ussiun Finn	Underworld Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, Two Heads						6
13	Iddec Treon	Underworld Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty						0
14	Ramen Morgain	Underworld Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty						0
15	Ingel Okar	Underworld Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty						0

**Throw Team-Mate** : A player with this skill has the ability to throw a player from the same team instead of the ball! (This includes the ball if the player thrown already has it!) The throwing player must end the movement of his Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-Mate was passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e., he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

**Stunty** : The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when he passes. In addition, this player treats a roll of 7 and 9 on the Injury table after any modifiers have been applied as a KO'd and Badly Hurt result respectively, rather than the normal results. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

**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.

**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.

**Always Hungry** : The player is always ravenously hungry – and what's more, he'll eat absolutely anything! Should the player ever use the Throw Team-Mate skill, roll a D6 after he has finished moving, but before he throws his team-mate. On a 2+ continue with the throw. On a roll of 1 he attempts to eat the unfortunate team-mate! Roll the D6 again, a second 1 means that he successfully scoffs the team-mate down, which kills the team-mate without opportunity for recovery (Apothecaries, Regeneration or anything else cannot be used). If the team-mate had the ball it will scatter once from the team-mate's square. If the second roll is 2-6 the team-mate squirms free and the Pass Action is automatically treated as a fumbled pass. Fumble the player with the Right Stuff skill as normal.

**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.)

**Right Stuff** : A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

**Stab** : A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with his stabbing attack instead of throwing a block. Make an unmodified Armour roll (except for Stakes) for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then he has been wounded and an Injury roll must be made. This Injury roll ignores all modifiers from any source - including Niggling injuries. If Stab is used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

**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).

**Shadowing** : The player may use this skill when a player performing an Action on the opposing team moves out of any of his tackle zones for any reason. The opposing coach rolls 2D6 adding his own player's movement allowance and subtracting the Shadowing player's movement allowance from the score. If the final result is 7 or less, the player with Shadowing may move into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own turn. If the final result is 8 or more, the opposing player successfully avoids the Shadowing player and the Shadowing player may not move into the vacated square. A player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

**Animosity** : A player with this skill does not like players from his team that are a different race than he is and will often refuse to play with them despite the coach's orders. If this player at the end of his Hand-off or Pass Action attempts to hand-off or pass the ball to a team-mate that is not the same race as the Animosity player, roll a D6. On a 2+, the pass/hand-off is carried out as normal. On a 1, the player refuses to give the ball to any team-mate except one of his own race. The coach may choose to change the target of the pass/hand-off to another team-mate of the same race as the Animosity player, however no more movement is allowed for the Animosity player, so the current Action may be lost for the turn.

**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.

**Prehensile Tail** : The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

**Two Heads** : Having two heads enables this player to watch where he is going and the opponent trying to make sure he does not get there at the same time. Add 1 to all Dodge rolls the player makes.

**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.

**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.