



OVERVIEW OF TEAM	
Total cost:	1300000
Total cost inducements:	270000
Total cost extra skills:	180000
Number singles:	6
3 Side Step, 2 Diving Tackle, 1 Mighty Blow	
Number doubles:	2
2 Block	
Number increased stats:	0

TEAM NAME
Reikland Teutons
RACE
Goblin
COACH
Jonny Kanone

REROLLS & COACHING STAFF
2 Re-rolls
INDUCEMENTS

TEAM VALUE
1300000
TREASURY
30000
FAN FACTOR
0

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Wonya Quihanna	Troll	140000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, <b>Block</b>					6	
2	Halianor Julthor	Troll	140000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, <b>Block</b>					6	
3	Silverleaf Ciatha	Fanatic	90000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty, <b>Mighty Blow</b>					6	
4	Chakili Paeld	Looney	40000	6	2	3	7	Chainsaw, Secret Weapon, Stunty					0	
5	Catchclaw Fiacus	Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, <b>Side Step</b>					6	
6	Jared Vespar	Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, <b>Side Step</b>					6	
7	Nym Litsa	Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, <b>Side Step</b>					6	
8	Jezzine Zerma	Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, <b>Diving Tackle</b>					6	
9	Sola Damelon	Goblin	60000	6	2	3	7	Dodge, Right Stuff, Stunty, <b>Diving Tackle</b>					6	
10	Elphin Gorfet	Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty					0	
11	Tyldoran Arithin	Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty					0	
12	Pilon Delv	Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty					0	
13	Eevel Zixil	Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty					0	
14	Marcus Voltain	Goblin	40000	6	2	3	7	Dodge, Right Stuff, Stunty					0	
15	Ripper	Star	270000	4	6	1	9	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate					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!

**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.

**Grab** : A player with this skill uses his great strength and prowess to grab his opponent and throw him around. To represent this, only while making a Block Action, if his block results in a push back he may choose any empty square adjacent to his opponent to push back his opponent. When making a Block or Blitz Action, Grab and Side Step will cancel each other out and the standard pushback rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

**Ball & Chain** : Players armed with a Ball & Chain can only take Move Actions. To move or Go For It, place the throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if you leave a tackle zone. If this movement takes the player off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process for each and every square of normal movement the player has. You may then GFI using the same process if you wish. If during his Move Action he would move into an occupied square then the player will throw a block following normal blocking rules against whoever is in that square, friend or foe (and it even ignores Foul Appearance!). A Prone or Stunned player in an occupied square is pushed back and an Armour roll is made to see if he is injured, instead of the block being thrown at him. The player must follow up if he will push back another player, and will then carry on with his move as described above. If the player is ever Knocked Down or Placed Prone, roll immediately for injury (no Armour roll is required). Stunned results for any Injury rolls for the Ball & Chain player are always treated as KO'd. A Ball & Chain player may use the Grab skill (as if a Block Action was being used) with his blocks (if he has learned it!). A Ball & Chain player may never use the Diving Tackle, Frenzy, Kick-off Return, Leap, Pass Block or Shadowing skills.

**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.

**Secret Weapon** : Some players are armed with special pieces of equipment that are called 'secret weapons.' Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the pitch. Nonetheless, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Once a drive ends that this player has played in at any point, the referee orders the player to be sent off to the dungeon to join players that have been caught committing fouls during the match, regardless of whether the player is still on the pitch or not.

**Chainsaw** : A player armed with a chainsaw must attack with it instead of making a block as part of a Block or Blitz Action. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more the chainsaw hits the opposing player, but on a roll of 1 it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and injured – roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect. A player armed with a chainsaw may take a Foul Action, and adds 3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to his Armour roll to see if the player was injured. However, blocking a player with a chainsaw is equally dangerous! If an opponent knocks himself over when blocking the chainsaw player then add 3 to his Armour roll. This skill may only be used once per turn (e.g., cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a chainsaw player do not count for Star Player points.

**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.

**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.

**Diving Tackle** : The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The opposing player must subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour or Injury roll for the Diving Tackle player.

**Side Step** : A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

**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.)

**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.

**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).

**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.

**No Hands** : The player is unable to pick up, intercept or carry the ball and will fail any catch roll automatically, either because he literally has no hands or because his hands are full. If he attempts to pick up the ball then it will bounce, and will cause a turnover if it is his team's turn.