



OVERVIEW OF TEAM

Total cost:	1690000
Total cost inducements:	0
Total cost extra skills:	260000
Number singles:	13
6 Guard, 2 Mighty Blow, 1 Block, 1 Dauntless, 1 Dump-Off, 1 Pass, 1 Stand Firm	
Number doubles:	0
Number increased stats:	0

TEAM NAME

Ironbeards

RACE

Dwarf

COACH

Krurut Forgesworn

REROLLS & COACHING STAFF

4	Re-rolls
2	Cheerleaders
2	Ass. coaches
1	Apothecary

TEAM VALUE

1690000

TREASURY

20000

FAN FACTOR

7

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Vekec Ironbeam	Blocker	90000	4	3	2	9	Block, Tackle, Thick Skull, Guard			4			8
2	Thukrur Emberbeard	Blocker	110000	4	3	2	9	Block, Tackle, Thick Skull, Guard, Stand Firm			1		3	17
3	Albic Broadbeard	Blocker	90000	4	3	2	9	Block, Tackle, Thick Skull, Guard			2		1	9
4	Barrun Blunheart	Runner	140000	6	3	3	8	Sure Hands, Thick Skull, Dump-Off, Pass, Block	9		2	8		37
6	Grimman Metalbuster	Blitzer	100000	5	3	3	9	Block, Thick Skull, Mighty Blow			5			10
7	Daguldran Leadbeard	Blitzer	100000	5	3	3	9	Block, Thick Skull, Dauntless			1		1	7
8	Grithag Ironbeam	Blocker	90000	4	3	2	9	Block, Tackle, Thick Skull, Guard			1		1	7
9	Trugemm Brightfinger	Blocker	90000	4	3	2	9	Block, Tackle, Thick Skull, Guard			3		1	11
10	Varar Bronzefury	Blocker	90000	4	3	2	9	Block, Tackle, Thick Skull, Guard					2	10
11	Gutric Fullgrog	Troll Slayer	90000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull			2			4
12	Kreler Coalfinger	Troll Slayer	110000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow			4	1		11
13	Bromdrak Steelheart	Blocker	70000	4	3	2	9	Block, Tackle, Thick Skull						0
16	Dondraor Onyxdigger	Deathroller	160000	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm						0

Missing the next game: #5 Runbar Broadgrip - Runner

Dauntless : A player with this skill is capable of psyching himself up so he can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

Jump Up : A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action he may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone which requires an Agility roll with a +2 modifier to see if he can complete the Action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

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.

Break Tackle : The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

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 foul.

Frenzy : A player with this skill is a slaving psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if he can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player must also follow up this second block. If the frenzied player is performing a Blitz Action then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot Go For It again.

Juggernaut : A player with this skill is virtually impossible to stop once he is in motion. If this player takes a Blitz Action, the opposing player may not use his Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead for blocks he makes during a Blitz Action.

Stand Firm : A player with this skill may choose to not be pushed back as the result of a block. He may choose to ignore being pushed by 'Pushed' results, and to have 'Knock-down' results knock the player down in the square where he started. If a player is pushed back into a player using Stand Firm then neither player moves.

Thick Skull : This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

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

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.

Dirty Player : A player with this skill has trained long and hard to learn every dirty trick in the book. Add 1 to any Armour roll or Injury roll made by a player with this skill when they make a Foul as part of a Foul Action. Note that you may only modify one of the dice rolls, so if you decide to use Dirty Player to modify the Armour roll, you may not modify the Injury roll as well.

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.

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.

Nerves of Steel : The player ignores modifiers for enemy tackle zones when he attempts to pass, catch or intercept.

Dump-Off : This skill allows the player to make a Quick Pass when an opponent declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out the Dump-Off pass before the opponent makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn. Dump-Off may not be used on the second block from an opponent with the Frenzy skill or in conjunction with the Bombardier or Throw Team-Mate skills.

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).

Tackle : Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

Sure Hands : A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.