



OVERVIEW OF TEAM

Total cost:	1060000
Total cost inducements:	0
Total cost extra skills:	130000
Number singles:	5
2 Pro, 1 Dauntless, 1 Mighty Blow, 1 Sprint	
Number doubles:	0
Number increased stats:	1
1 +1 MA	

TEAM NAME

Sons of Roland

RACE

Skaven

COACH

Hugh 'Dr.Safety' Foster

STADIUM

Lankhmar Below

REROLLS & COACHING STAFF

3	Re-rolls
3	Cheerleaders

TEAM VALUE

1060000

TREASURY

30000

FAN FACTOR

2

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Mangefur v	Lineman	50000	6	3	2	7	None						0
2	Scumnose v	Lineman	50000	7	3	3	7	None			1			2
3	Skitterbolt Ogrebreaker v	Lineman	90000	7	3	3	7	Pro, Dauntless	1		2		3	20
4	Skullface v	Lineman	70000	7	3	3	7	Pro	1				2	11
5	Catbasher	Lineman	50000	7	3	3	7	None						0
8	Redtooth v	Blitzer	110000	7	3	3	8	Block, Mighty Blow	1			1	1	9
11	Darkclaw v	Thrower	70000	5	3	3	6	Pass, Sure Hands	3					3
13	Napad'chiy Myshi	Gutter Runner	100000	7	2	4	7	Dodge, Weeping Dagger, Sprint	4				1	9
14	Nozhki Bekona	Gutter Runner	110000	10	2	4	7	Dodge, Weeping Dagger	2			2	1	13
15	Splinter	Lineman	50000	7	3	3	7	None						0
20	Knut Khvost	Gutter Runner	80000	9	2	4	7	Dodge, Weeping Dagger	1					1

Below, your comments:

Knut Khvost - Whiptail.

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.

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.

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

Pro : A player with this skill is a hardened veteran. Such players are called professionals or Pros by other Blood Bowl players because they rarely make a mistake. Once per turn, a Pro is allowed to re-roll any one dice roll he has made other than Armour, Injury or Casualty, even if he is Prone or Stunned. However, before the re-roll may be made, his coach must roll a D6. On a roll of 4, 5 or 6 the re-roll may be made. On a roll of 1, 2 or 3 the original result stands and may not be re-rolled with a skill or team re-roll; however you can re-roll the Pro roll with a Team re-roll.

Sprint : The player may attempt to move up to three extra squares rather than the normal two when Going For It (see page 20). His coach must still roll to see if the player is Knocked Down in each extra square he enters.

Weeping Dagger : This player keeps a warpstone-tainted dagger hidden in their kit, and is an expert at keeping it out of the referee's sight! If this player inflicts a casualty during a block, and the result of the Casualty roll is 11-38 (Badly Hurt) after any re-rolls, roll a D6. On a result of 4 or more, the opposing player must miss their next game. If you are not playing a league, a Weeping Dagger has no effect on the game.

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.

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.)

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.