

BLOOD BOWL



HANDBOOK

**GAMES
WORKSHOP**

LIVING RULEBOOK 2

Well here it is at last, the second version of the LRB. For well over six months the LRB has been available to download free of charge from BloodBowl.com and this will continue for the foreseeable future. For all you new Blood Bowl coaches and veterans that have just bought the printed Handbook, do not panic, the changes from version 1.3 to version 2.0 are very slight so the printed Handbook is in no way outdated. For a complete list of changes see the Rules Review section of the website. All changes have been highlighted in **red** font so they are easy to spot. All changes to future versions of LRB 2.0 will be accompanied with a change log.

May Nuffle always bless your dice.

Andy

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INTRODUCTION

“Good evening sports fans and welcome to the Blood Bowl for tonight’s contest. You join a capacity crowd, packed with members from every race from across the known world, all howling like banshees in anticipation of tonight’s game. Oh, and yes, there are some banshees... Well, kick-off is in about twenty minutes’ time, so we’ve just got time to recap on the rules of the game before battle starts. Your match commentator for tonight is Jim Johnson. Evening, Jim!”

“Thank you, Bob! Well, good evening, and boy, are you folks in for a great night of top-class sporting entertainment! First of all, though, for those of you at home who are unfamiliar with the rules, here’s how the game is played.”

“As you know, Blood Bowl is an epic conflict between two teams of heavily-armed and quite insane warriors. Players pass, throw or run with the ball, attempting to get it to the other end of the field, the End Zone. Of course, the other team must try and stop them, and recover the ball for their side. If a team gets the ball over the line into the opponent’s End Zone it’s called a touchdown; the team that scores the most touchdowns by the end of the match wins the game, and are declared Blood Bowl Champions! How do they do it? It’s like this...”



COMPONENTS

The Blood Bowl box contains the following components

(Note: As this handbook is available separately and as a free PDF the component section is only relevant if you have purchased the boxed game).

1 Handbook

1 Painting Guide

2 Reference sheets

1 Team roster pad

1 Blood Bowl field

2 Dugouts

4 Star Player cards

2 Team cards

1 plastic Range Ruler

1 plastic Throw-in template

1 plastic Scatter template

4 plastic footballs

Dice: 2D6, 1D8, 3 Block dice

Counters:

16 Re-roll counters

2 Score counters

2 Turn counters

16 Randomiser counters

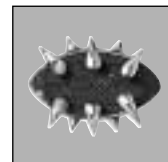
1 Kick-Off coin



Re-roll counters



Turn counter



Score counter

Plastic Models

12 Human players: 6 Linemen, 2 Blitzers, 2 Throwers, 2 Catchers.

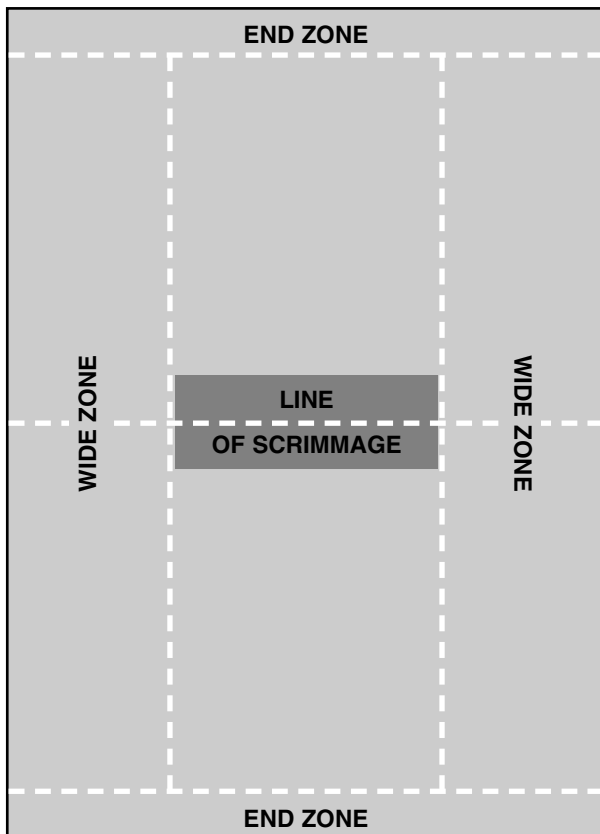
12 Orc players: 6 Linemen, 2 Black Orc Blockers, 2 Blitzers, 2 Throwers.

★ **The Coaches:** Don't look in the box for these, because there aren't any – you and your opponent are the coaches! To avoid confusion with the teams' players (the plastic playing pieces), we will refer to you and the other real-life players as the teams' coaches. All references to players are to the Blood Bowl pieces.

★ **Playing Field:** This is the field on which the game of Blood Bowl takes place. It's currently big and green (a bit like an Orc) but don't worry – it'll soon be flowing red! It is divided into squares to regulate movement and combat; each square can hold only one Blood Bowl player at a time.

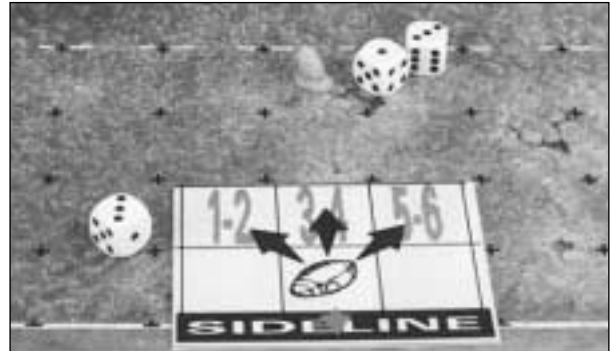
The areas at either end of the field are called the *End Zones*. If a team gets the ball into their opponent's End Zone they score a *touchdown*. These are good things to score, as the team with the most touchdowns wins the match and can then dance around a lot!

In the centre of the field is the *half-way line*, and running along the sides of the field are the lines which show the boundaries of the *wide zones*. The rows of squares on either side of the half-way line and between the two wide zones (14 squares in all) are known as the *line of scrimmage*. The different areas of the field are shown on the diagram below.

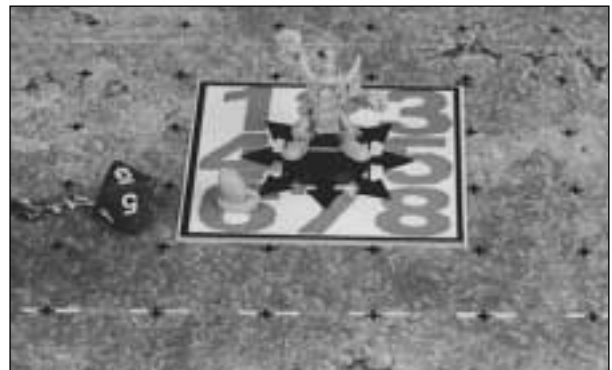


★ **Kick-off Coin:** You can use this 'coin' to determine which side kicks off first in the match. The coin has an Orc face on one side and an Imperial eagle on the other. The coach tosses the coin and while it is in the air the other coach calls "Orcs" or "Eagles".

★ **Throw-in Template:** In Blood Bowl the ball is thrown back onto the field by the enthusiastic crowd if it ever goes out of bounds. The Throw-in template is used to determine where the ball ends up when it is thrown back in. To use the Throw-in template, position the square marked with the football over the last square the ball crossed before going off, with the centre arrow (the one marked 3-4) pointing towards the opposite sideline. Roll one six-sided dice. The result will show the direction the ball travels in. Then simply roll two dice to see how many squares the ball will travel in that direction, counting from the square marked with the ball.



★ **Scatter Template:** The Scatter template is used when the ball is dropped or a pass misses the target square. To use the template (you'll be told when to do this by the rules), position the central square over the football. Roll the eight-sided dice, and move the ball to the square indicated by the score. The eight-sided dice included with the game is only ever used with the Scatter template. Use it like a normal dice, reading the number on the upward facing side.



★ **Team Roster Sheets:** The team rosters are only used if you use the optional rules for Creating a Blood Bowl Team (see the Extra Rules section). You won't need them for your first couple of games, so put them to one side for the time being.

★ **Quick Reference Sheets:** These handy pieces of card include all of the most regularly used charts and tables from the game, and will save you from flicking through the book when you are playing a match.

★ BLOOD BOWL

★ **Playing Pieces:** The plastic playing pieces represent the 12 players from each team's squad, of whom 11 may be on the field at any one time. They should be carefully removed from the sprue, and then slotted into the plastic slotta-bases. There are four different types of player in Blood Bowl: Blitzers, Catchers, Throwers and Linemen. Different races teams contain different combinations of players. An Orc team, for example, has no Catchers.

To get you started, the Blood Bowl box contains one Orc team and one Human team. The Orc team is made up of 2 Blitzers, 2 Black Orcs, 2 Throwers and 6 Linemen, while the Human team has 2 Blitzers, 2 Catchers, 2 Throwers and 6 Linemen.

Blitzers are just about the best all-round players on the field. They are quite fast and agile, but strong enough to smash their way through the opposing line when they have to. Ace Reavers player Griff Oberwald is a typical Blitzer: fast, strong and just a bit too flash!

Catchers are the opposite of Blockers. Lightly armoured and very agile, they can't afford to get into fights. In the open field, however, they are unmatched – and nobody is better at catching the football. Catchers specialise in waiting in the End Zone for that all important touchdown pass to come sailing in out of the blue. The only problem in being a Catcher is if someone should catch you!

Throwers are the most glamorous players on the field, able to throw an inch perfect Long Bomb to the waiting hands of a player far down the field. Or at least that's the theory; throwing the ball well takes real skill.

Linemen are the standard players of the team, not brilliant at any one thing, but capable enough to fill in for an injured player when necessary. Some teams seem to be made up of nothing but Linemen – which is why they are always at the bottom of the league!

Black Orc Blockers are very strong and wear extra armour to protect themselves in the powerful head-to-head blocks that are their speciality. However, they are not all that fast, and against an agile opponent with room to dodge they almost always come off second best. Black Orcs are a special sort of player unique to the Orc team.

THE ORC TEAM



BLACK ORC BLOCKER



THROWER



BLITZER



LINEMAN

THE HUMAN TEAM



BLITZER



CATCHER



THROWER



LINEMAN

★ **Team Card:** There are two team cards, one for the Orc team and one for the Human team. The team card lists the team's fan factor and team re-rolls, and shows the *characteristics* and *skills* of each of the different types of player in the team:

Movement Allowance (abbreviated to MA): This shows the number of squares the player may move in a turn.

Strength (ST): A player's Strength represents how physically powerful he is, and is used to block opponents.

Agility (AG): The higher a player's agility, the more likely they are to be able to avoid tackles attempted by other players, accurately throw the football, and catch a football that is thrown to them.

Armour Value (AV): This shows the amount of armour the player is wearing. The higher the number, the more armour the player has on. Catchers, for example, wear little or no armour.

Skills: In addition to their characteristics, a player may have one or more skills, which represent special talents or abilities. For example, all Throwers have the Pass skill to show their extraordinary ability at throwing the ball.

Rules Summary: On each team card there is also a short summary of the rules to save you from constantly flicking through the book. The summary lists all of the vital information you need to know about the players, such as the number of squares they can move, the dice rolls they need to dodge out of a square or pass the ball, and so on.

HUMAN TEAM					Team Re-rolls: 4 Team Fan Factor: 4				
LINEMAN					CATCHER				
MOVEMENT	STRENGTH	AGILITY	ARMOUR	SKILLS	MOVEMENT	STRENGTH	AGILITY	ARMOUR	SKILLS
6	3	3	8	NONE	8	2	3	7	CATCH DODGE
DODGING Dodge out of an opposing tackle zone on a D6 roll of 3 or more. +1 for each enemy tackle zone on the square that the Lineman is dodging to.					DODGING Dodge out of an opposing tackle zone on a D6 roll of 3 or more. +1 for each enemy tackle zone on the square that the Catcher is dodging to. Dodge Skill: May re-roll the dice for one failed dodge per turn.				
INJURIES Injured on a roll of 9 or more on 2D6. Roll on Injury Table.					INJURIES Injured on a roll of 8 or more on 2D6. Roll on Injury Table.				
THROWING THE BALL Quick Pass = 3 or more on a D6 Short Pass = 4 or more on a D6 Long Pass = 5 or more on a D6 Long Bomb = 6 or more on a D6 +1 for each enemy tackle zone on the square that the Lineman is in.					THROWING THE BALL Quick Pass = 3 or more on a D6 Short Pass = 4 or more on a D6 Long Pass = 5 or more on a D6 Long Bomb = 6 or more on a D6 +1 for each enemy tackle zone on the square that the Catcher is in.				
PICKING UP THE BALL Pick up the ball on a D6 roll of 3 or more. +1 for each enemy tackle zone on the square that the ball is in.					PICKING UP THE BALL Pick up the ball on a D6 roll of 3 or more. +1 for each enemy tackle zone on the square that the ball is in.				
CATCHING THE BALL Accurate Pass = 3 or more on a D6 Missed Pass, Bouncing Ball or Throw-in = 4 or more on a D6 +1 for each enemy tackle zone on the square that the Lineman is in.					CATCHING THE BALL Accurate Pass = 3 or more on a D6 Missed Pass, Bouncing Ball or Throw-in = 4 or more on a D6 +1 for each enemy tackle zone on the square that the Catcher is in. Catch Skill: May re-roll the dice for one failed catch per turn.				
BLOCKING 1 Block dice against all Orc players apart from Black Orcs. Against Black Orcs roll 2 dice; the Orc coach chooses which dice is used!					BLOCKING 2 Block dice against all Orc players; the Orc coach chooses which dice is used!				

★ **Plastic Range Ruler:** The ruler is used to measure the range when a player throws the ball. When you are instructed to measure the range, place the '0' at one end over the head of the player throwing the ball and the red line that runs up the middle of the ruler over the head of the player the ball is being thrown to. **If the line between two passing ranges crosses the receiving player's square, then you should use the higher range.**



★ **Star Player Cards:** Like the pad of team rosters, the four Star Player cards are only used with the optional rules for Creating a Blood Bowl Team. You won't need them for your first couple of games, so put them to one side for the time being.

★ **The Football:** Possibly the most important component in the game! There are four plastic footballs included with the game, but only one is used at a time. The ball can be 'held' by a player by simply putting it on their base.



★ **Block Dice & Six-sided Dice:** Blood Bowl uses special Block dice and normal six-sided dice numbered 1 through 6. The special Block dice are used when a player attempts to knock another player over (this is called 'blocking' another player). The six-sided dice are used for a greater number of purposes, and are usually referred to in the rules as a D6. If the rules say 'roll a dice' or 'roll a D6', this simply means roll one six-sided dice. If the rules say 'roll 2D6', it means roll two dice and add their scores together.



★ **Dugouts:** Each coach is given one Dugout at the start of the match. It is used to hold players that are in reserve or have been injured, and to keep track of how many turns have elapsed and the number of team re-rolls the team has left. Also included with the game are sets of counters which are used on the tracks on the Dugout. For example, the Turn counter goes on the Turn track (marked First Half and Second Half) on the Dugout.



SETTING UP THE GAME

Before you start, it's a good idea to read through these rules at least once so you get some idea of what you are doing. Once you have done this, lay out the board and assemble the plastic players. One coach should take all of the Orc players, the other the Human ones. The owner of the game always gets the first choice as to which team he will play! Each coach will also need a Dugout, the appropriate team card and a set of counters. Each coach should place their Dugout behind one of the End Zones. This shows which half of the field belongs to each team. You score a touchdown by getting the ball into the opposing team's End Zone.

Each coach should place a Turn counter in the First Half square on the turn track, and a Score counter in the Score track on the board nearest their own End Zone. Finally, each coach should refer to their team card to see how many Re-roll counters their team is entitled to, and should place that many counters on the Re-roll track of the Dugout.

Flip a coin or roll a dice to see who will set up first. The team that sets up first is called the *kicking team*, because they will kick-off the ball. The other team is called the *receiving team*, because they will receive the kick-off. Each coach may set up 11 players between their End Zone and the half way line, and within the following restrictions:

1. The kicking team always sets up first.
2. No more than two players may be set up in each wide zone (ie, a maximum of four players may be split wide, two on each flank).
3. At least three players must be set up next to the half way line, on the line of scrimmage.

THE KICK-OFF

After both teams have set up, the coach of the kicking team places the football in any square in the opponent's half of the field, including the opponent's End Zone if he likes. The ball will then scatter in a random direction. Using the Scatter template, roll the eight-sided dice once for the direction of scatter, then roll a six-sided dice to see how many squares the ball will go.

Important note: The kick-off is the only time that you roll a dice to see how many squares the ball moves when it scatters. This is because kicks are very inaccurate. When rolling scatter for a missed pass, or when the ball bounces, the ball only moves one square per Scatter roll.



A kick-off must land in the opponents' half of the playing field. Assuming the ball lands in the receiving team's half of the field, then it will either land in an empty square or a square occupied by a player. If the ball lands in an empty square it will bounce one more square (see Bouncing Balls on page 14). If the ball lands on a square occupied by a player, the player must try to catch the ball (see Catching the Football on page 14). If the ball scatters or bounces off the field or into the kicking team's half, the receiving coach is awarded a 'touchback' and may give the ball to any player in his team. Once the kick-off has been taken you are ready to proceed to the first turn of the game.

End Zone

SLOW MOTION REPLAY

Jim: As any coach will tell you, Bob, a team's starting formation is vitally important. Here we can see an example of the Orcland Raiders' famous 5-4-2 or "Deep Defence" formation. This formation is normally used by the Orcs against fast moving or agile teams like Skaven or Elves.

Bob: You said it, Jim. Notice how the Raiders have made sure that there are no gaps in their line for opposing players to run through – every square is covered by an Orc player or his tackle zone.

Jim: That's absolutely right, Bob. And as added insurance the Orcs have kept two players back deep, close to their own End Zone, so that they can catch any enemy players lucky enough to dodge their way through the Orc front line.

THE SEQUENCE OF PLAY

Blood Bowl is split into two halves of sixteen turns each (ie, eight team turns per coach). At the end of the second half the team with the most touchdowns is the winner. The game is played using a simple but strict sequence of play, which runs as follows:

A. Receiving Team Turn

B. Kicking Team Turn

Repeat A and B, one after the other, until a touchdown is scored or the half ends.

During a team turn, the team in play may perform one action with each player in the team. A coach is only allowed four minutes to complete his team turn. The players on the other team may not take any actions until their own team turn comes around.

MOVING THE TURN MARKER

Each coach is responsible for keeping track of how many turns his team has used, and must move the Turn counter one space along the track provided on his Dugout at the start of each and every one of his team turns. If he forgets to move the counter before taking an action with one or more of his players, then the opposing coach is allowed to call for an 'illegal procedure' penalty as soon as he spots the mistake. An action is considered to be moving one or more squares, or rolling the dice to throw a block, pass the ball or dodge. If you are called for illegal procedure before this or incorrectly (ie, when you have moved the turn marker along), then you receive a bonus team re-roll as a reward for the illegal call.

A coach who is called for illegal procedure must either use up a re-roll or suffer a turnover. Turnovers are explained in more detail opposite, but basically a coach that suffers a turnover must end his turn immediately – even if part way through a player's action. If the coach uses up a re-roll, he is not allowed to use another re-roll counter in the same turn. What's more, if he has already used a re-roll when the penalty is called, or he doesn't have any re-rolls left, then his team turn automatically ends! If a coach forgets to move the Turn marker, but can rectify his mistake before the opposing coach spots the error, then he cannot be called for illegal procedure.

PLAYER ACTIONS

In a team turn, a coach may perform one of the following actions with each of the players in his team. When all of the players in a team have performed an action then the team turn ends and the opposing coach is allowed to take a turn.

You must declare which action a player is going to take before carrying out the action. For example, you might say, "This player is going to take a block action."

Players perform actions one at a time. In other words, the coach may perform an action with one player, then perform an action with another player, and so on. This carries on until all of the players have

performed an action, or the coach does not want to perform an action with any more players. Note that a player must finish his action before another player can take one. Each player may only perform one action per team turn. Only one player may take a Blitz or Pass action per team turn.

Move: The player may move a number of squares equal to their MA.

Block: The player may make a single block against a player in an adjacent square. Players that have been knocked over may not perform this action.

Blitz: The player may move a number of squares equal to their Movement Allowance. He may make one block during the move. The block may be made at any point during the move, and 'costs' one square of movement.

IMPORTANT: This action may not be declared by more than one player per team turn. However, any player may perform a Blitz – the player doesn't have to be a Blitzer (Blitzers are just better at it than other players).

Pass: The player may move a number of squares equal to his MA. At the end of the move the player must pass the ball.

IMPORTANT: This action may not be declared by more than one player per team turn.



TURNOVERS

Normally, a team turn only ends when all of the players in the team have performed an action. However, certain events cause the team turn to end before all of the players have taken an action. These events are called *turnovers*. The following events cause a turnover:

1. A team is called for illegal procedure and doesn't have a re-roll counter *or*
2. A player on the moving team is knocked down or falls over *or*
3. The ball is passed and not caught by a player from the moving team *or*
4. A player from the moving team attempts to pick up the ball and fails *or*
5. A touchdown is scored *or*
6. The four minute time limit for the turn runs out.

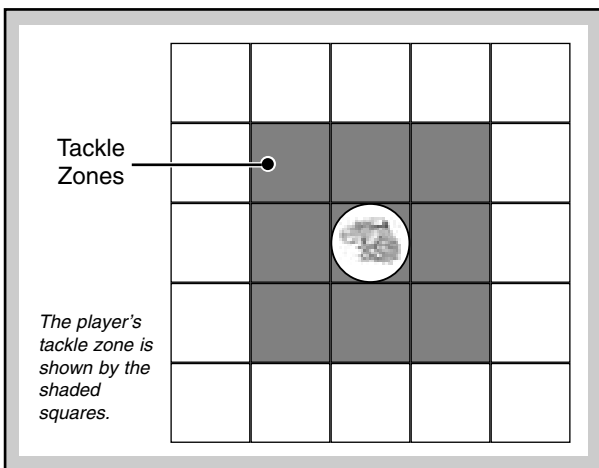
A coach that suffers a turnover must end his turn immediately – even if part way through a player's action. The only exception to this is that Armour rolls and injury must still be made for players that have been knocked over.

MOVEMENT

A player may move a number of squares equal to his Movement Allowance. Players may move in any direction or combination of directions, including diagonally, as long as they do not enter a square that holds another player (from either team). Players do not have to use up all of their Movement Allowance in their turn; they don't need to move at all if their coach does not want them to.

TACKLE ZONES

A standing player exerts a tackle zone on each of the eight adjacent squares, as shown in the diagram below. A player who has been knocked over does not exert any tackle zones.



In order to **leave** a square that is in one or more opposing tackle zones, a player must *dodge* out of the square. The player only has to dodge once in order to leave the square, no matter how many opposing tackles zones are on it. Note that you must *always* make a Dodge roll when you leave a tackle zone, even if there aren't any tackle zones on the square you are moving to (see the slow motion replay).

Look up the player's Agility on the Agility table opposite to find the score required to successfully dodge out of the square. For example, if the player had an Agility of 3 he would need to roll a 4 or more to dodge out of the square. Roll a dice, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, the player may carry on moving (and dodging if required) until he has used up his full Movement Allowance. If the dice roll is less than the required total, then the player is knocked down in the square he was dodging to and a roll must be made to see if he was injured (See Knock Downs & Injuries). If the player is knocked over then his team suffers a turnover and their team turn ends immediately.



AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Dodging Modifiers

Making a Dodge roll	+1
Per opposing tackle zone on the square that the player is dodging to	-1

PICKING UP THE BALL

If a player moves into a square in which the football is lying, they must attempt to pick it up, and – if they wish and are able – carry on moving.

Players that move into the square with the ball at other times (ie, when pushed back, etc) can't pick up the ball, and instead it will bounce one square. This does not cause a turnover. See Bouncing Balls on page 14.

Look up the player's Agility on the Agility table to find the score required to successfully pick up the ball. Roll a D6, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, then the player succeeds in picking up the ball. Place the ball on the player's base to show that he has picked it up and carry on with the player's turn. If the dice roll is less than the required total, then the player drops the ball which will scatter one square. If the player drops the ball then his team suffers a turnover and their team turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Pick-up Modifiers

Picking up the ball	+1
Per opposing tackle zone on the player	-1

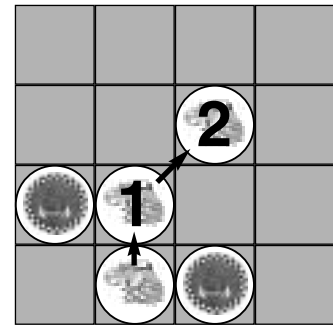
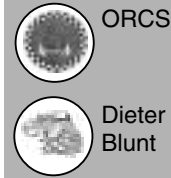
IMPORTANT: The Agility table is used to work out the success or failure of a number of different actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each action has its own set of modifiers, and it is only these modifiers which apply to the dice roll (ie, do not use any of the Dodging modifiers when attempting to pick up the ball).

SLOW MOTION REPLAY

Jim: There goes Dieter Blunt, of the Reikland Reavers and it looks to me, Jim, like he's going to try to move through the tackle zones of two Orkland Raiders players! First he tries to move to square 1. Dieter has an Agility of 3, which means that he needs to roll a basic 4 or more to dodge successfully out of the square. He gets a +1 to the roll for making a dodge, but has to subtract -2 because there are two Orc tackle zones on the square he is moving to, for a final modifier of -1. Dieter makes the move – the crowd holds its breath – and the dice roll is a 5, which means that Dieter successfully dodges into the square!

Bob: Too right! Dieter moves to square 1 and decides to keep on going to square 2. Dieter must still make a Dodge roll, though there aren't any tackle zones on square 2, because he is leaving the tackle zones on square 1. There are no tackle zones on square 2, which means that Dieter gets a +1 modifier to his dice roll. OH NO! Dieter rolls a 1 and comes crashing down. Now he's lying prone in square 2, and what's more that counts as a Reavers turnover, so it's the Orkland Raiders to move next!!

EXAMPLE OF DODGING:



AGILITY	1	2	3	4	5	6+
DODGE ROLL	6+	5+	4+	3+	2+	1+
DODGING MODIFIERS						
Making a Dodge roll						+1
Per enemy tackle zone on the square that the player is dodging to						-1

BLOCKS

Instead of moving, a player may throw a *block* at an opposing player who is in an adjacent square. You may only make a block against a standing player – you may not block a player who has already been knocked over. A block is a very rough tackle, designed to really stop an opponent in his tracks! To see if a block works you will need to use the special Block dice included with the game.



Varag Ghoul-chewer demonstrates how to make a block.

BLITZ MOVES

Once per team turn a player on the moving team is allowed to make a special *Blitz move*. A blitz allows the player to move and make a block. The block may be made at any point during the move, but costs one square of movement for the player to make. The player may carry on moving after the effects of the block have been worked out if he has any squares of movement left.

STRENGTH

The number of dice that are rolled depends on the strengths of the two players involved. Obviously, if one player is stronger than the other they are more likely to knock down their opponent when they make a block. To represent this the number of Block dice that is rolled varies depending on the relative strengths of the players. However, no matter how many dice are rolled, only one of them is ever used to decide the result of the block. The coach of the stronger player chooses which of the dice is used.

If the players' strengths are EQUAL, one dice is rolled.


If the one player is STRONGER, two dice are rolled and the stronger player may choose which one is used.

If one player is MORE THAN TWICE AS STRONG, three dice are rolled and the stronger player may choose which is used.

Note that the coach of the player making the block always rolls the dice, but that the coach of the stronger player may choose which is used.

The Result

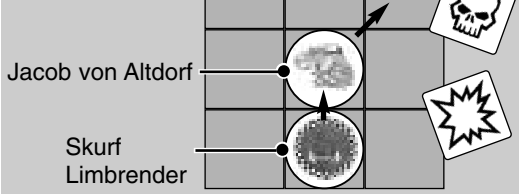
Roll the appropriate number of dice and look up the result on the table below. On the table, the player making the block is referred to as the attacker, while his target is the defender.

Symbol	Result
	The attacking player is knocked down.
	Both players are knocked down, unless one or both of the players involved has the Block skill. If one player has the Block skill then he is not knocked over by this result, though his opponent will still go down. If both the players have the Block skill then neither player is knocked over.
	The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	Unless the defender has the Dodge skill he is pushed back and then knocked over. If he does have the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	The defending player is pushed back and then knocked down in the square they are moved to. The attacking player may follow up the defender.

SLOW MOTION REPLAY

Jim: And there goes Skurf Limbrender, the Orcland Raider's star Black Orc Blocker. He's just blitzed down the field and now he's going to throw a block at Jacob von Altdorf, the Reavers' Thrower. Skurf's got a Strength of 4, compared to Jacob's 3, which means that Skurf can roll two Block dice and choose which one he will use. He rolls a skull (Attacker Down) and a starburst (Defender Down), and uses the 'Defender Down' result to smash Jacob back a square and knock him flat on his back in the mud – KERRUNCH!

EXAMPLE OF BLOCKING:



PLAYERS' STRENGTHS	ROLL:
Both players equal strength	One Block dice
One player stronger	Two Block dice*
One player more than twice as strong	Three Block dice*

*The coach of the stronger player picks which block dice is used.

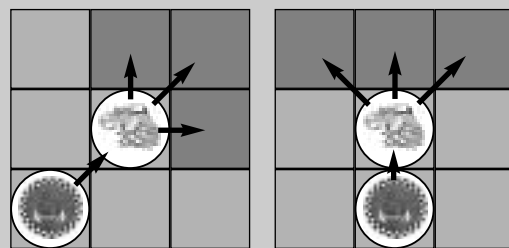
Push Backs: A player that is pushed back as a result of a block must be moved one square away from the player making the block, as shown in the diagrams. The coach of the player who made the block may decide which square the player is moved to. The player must be pushed back into an empty square if possible. If all such squares are occupied by other players, then the player is pushed into an occupied square, and the player that originally occupied the square is pushed back in turn.

Players may only be pushed off the field if there are no eligible empty squares on the field. A player pushed off the field is beaten up by the crowd and must roll on the Injury Table (see Injuries, opposite). No modifiers apply to this roll.

Note that no Armour roll is made for a player that is pushed off the pitch, they are automatically injured. If a 'Stunned' result is rolled on the Injury table the player should be placed in the Reserves box of the Dugout, and must remain there until a touchdown is scored or the half ends. If the player who is holding the ball is pushed out of bounds, then he is beaten up by the fans, who are more than happy to throw the ball back into play! The throw-in is centred on the last square the player was in before he was pushed off the field.

Knock Downs: A player that is knocked down should be placed on their side in the square, face up. The player may be injured (see Injuries, opposite). If the player who is knocked down comes from the moving team, then a turnover takes place and the moving team's turn ends immediately!

PUSH BACK EXAMPLES



The shaded squares in the diagrams above show the squares a player can be pushed back into.

Follow Up Moves: A player who has made a block is allowed to make a special follow up move and occupy a square vacated by a player that they have pushed back. The player's coach must decide whether to follow up before any other dice rolls are made. This move is free, and the player can ignore enemy tackle zones when he makes the move (ie, he does not have to dodge to enter the square). Players that are blitzing are allowed to make follow up moves, and the move does not cost them any of their movement (as they paid a square in order to make the block, they have effectively already paid for the move).

KNOCK DOWNS & INJURIES

Players that are knocked down or fall over for any reason should be placed face up on the field in the square they were in when they fell over. While prone the player loses his tackle zone and may do nothing except stand up at a cost of three squares of his movement when he next takes an action. Players may stand up in an opposing player's tackle zone without having to make a Dodge roll (they will have to dodge if they subsequently leave). Note that a player that stands up may not take a Block action, because you may not move when you take a Block action. The player may take a Move, Blitz or a Pass action.

A player who falls over will drop the ball if he was carrying it, and it will bounce one square in a random direction (see Bouncing Balls, page 14).



Left: Player on his side, lying face up. Right: Standing player.

INJURIES

Unless the rules state otherwise, any player that is knocked or falls over may be injured. The opposing coach rolls two dice and adds their scores together in an attempt to try to beat the knocked over player's Armour value. If the roll succeeds, then the opposing coach is allowed to roll on the Injury table in the next column to see what injury the player has suffered.



Split Tendoncutter, Skaven Stormvermin

STANDING UP

A player can stand up at a cost of three squares from their movement. If the player has less than three squares of movement, he must roll 4+ to stand up. If he stands up successfully, he may not move further squares unless he Goes For It, as explained later.

SUBSTITUTES

You may not substitute fit players for injured players or players that have been sent off while the match is in progress. The only time that you may add reserves to the team is when you are setting up after a touchdown has been scored, or when setting up after half time.



INJURY TABLE

2D6	Result
2-7	Stunned – Leave the player on the field, but turn them face down. All they may do for their next action is turn face up. Once face up, they may stand up on any subsequent turn using the normal rules.
8-9	KO'D – Take the player off the field and place them in the Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 they must remain in the KO'd box and may not be used, although you may roll again for them at the next kick-off. On a roll of 4-6 you may return the player to the Reserves box and can use them as normal from now on.
10-12	Casualty – Roll a D6 on the Casualty table.

CASUALTY TABLE

1-3 Badly Hurt – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the game.

4-5 Serious Injury – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the game. If you are playing a League match, then the player must miss all of the next game as well.

6 Dead! – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he joins an Undead team!

THROWING THE FOOTBALL

Once per team turn a player on the moving team is allowed to make a Pass action. The player is allowed to make a normal move, and after he has completed the move he may throw the football. Note that the player does not have to be holding the football at the start of the action; he could use his move to run over and pick up a dropped ball and then throw it, for example.

THROWING

First of all, the coach must declare that the player is taking a Pass action. The player can throw the football to another player in his own team (or another player in the opposing team if he really wants to), or simply to an empty square, though obviously the first of these options will be the most useful – and may keep him from being attacked by his own team members! The ball may only be passed once per turn.

Next, the coach must measure the range using the range ruler. It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball, however, you may not move the throwing player any farther that turn, even if he has spare MA left.

Look up the player's Agility on the Agility table to find the score required to successfully pass the ball. Roll a D6, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.



If the final modified score equals or beats the required roll, the pass is accurate and lands in the target square. If the dice roll is less than the required total, then the pass is not accurate and will scatter. Roll for scatter three times, one after the other, to see where the ball ends up. Note that each of the Scatter rolls is made separately, so it is possible for the ball to end up back in the target square (though it will be harder to catch). The ball can only be caught in the final square where it ends up – if it scatters through a player's square, then the player is not allowed to try and catch the ball.

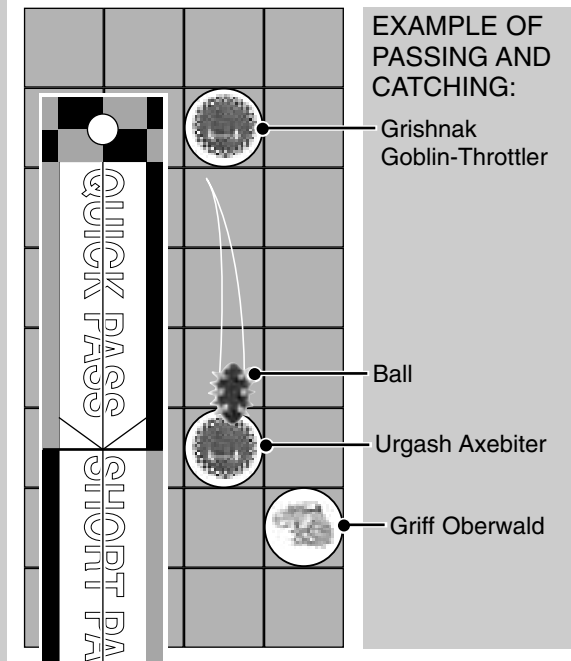
SLOW MOTION REPLAY

Bob: And there's Grishnak Goblin-Throttler for the Orland Raiders, who has an Agility of 3 and is attempting to throw the ball four squares to Urgash Axebiter. The range ruler shows that this falls just on the boundary between a Quick and a Short Pass, so the longer of the two ranges must be used.

Jim: That's right, Bob. Grishnak's Agility of 3 means that he must roll a 4 or more to be on target. No modifiers apply to the dice roll because Grishnak is not in any tackle zones, and the modifier for a Short Pass is +0. Grishnak's arm goes back, and he throws a 6. Look at that ball go, bam!, right on target!! Now all Axe-Biter has to do is catch it...

Bob: You said it, Jim. It's an accurate pass so Urgash gets a +1 to his dice roll, but there's Griff Oberwald next to him, so his chances of catching suffers a -1 modifier, which means that Urgash needs a 4+ to catch the ball. The crowd goes quiet as the dice are rolled. A 3 – he's dropped it, and the ball bounces away one square.

Jim: And if I can just butt in here, Jim, that missed pass counts as a turnover, which ends the Orland Raiders' turn...



AGILITY	1	2	3	4	5	6+
PASSING ROLL	6+	5+	4+	3+	2+	1+
PASSING MODIFIERS						
Throwing a Quick Pass						+1
Throwing a Short Pass						+0
Throwing a Long Pass						-1
Throwing a Long Bomb						-2
Per enemy tackle zone on the player throwing the ball						-1

AGILITY	1	2	3	4	5	6+
CATCHING ROLL	6+	5+	4+	3+	2+	1+
CATCHING MODIFIERS						
Catching an accurate pass						+1
Catching a scattered pass, bouncing ball or throw-in						+0
Per enemy tackle zone on the player catching the ball						-1

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Passing Modifiers

- Throwing a Quick Pass +1
- Throwing a Short Pass +0
- Throwing a Long Pass -1
- Throwing a Long Bomb -2
- Per opposing tackle zone on the player -1

CATCHING THE FOOTBALL

If the football lands in a square occupied by a standing player, then the player must attempt to catch the football. Prone players may never attempt to catch the ball. Either team's players may attempt to catch the ball (if a player from the other team manages to catch the football he can yell "Interception!" and jump around a lot).

Look up the player's Agility on the Agility table to find the score required to successfully catch the ball. Roll a D6, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, then the player succeeds in catching the ball. Place the ball on the player's base to show that they have caught it and carry on with the team turn. If the player who caught the ball has not taken an action yet, he may do so as normal. If the dice roll is less than the required total, then the player drops the ball which will bounce (see Bouncing Balls, below).

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Catching Modifiers

- Catching an accurate pass +1
- Catching a missed pass, bouncing ball or throw-in +0
- Per opposing tackle zone on the player -1



BOUNCING BALLS

If the football is not caught, or the square where it lands is unoccupied (or is occupied by a prone player) then it will bounce. This is a technical term for the thing jumping about all over the place while the players stumble about trying to grab it! To find out where the ball bounces to, roll for scatter one more time. If the ball bounces into an occupied square, then the player in the square must attempt to catch it, as described above. If the player fails to catch the ball, then it will bounce again until it is either caught or bounces into an empty square or off the field.



Jacob von Altdorf, Human Thrower

THROW-INS

When a ball scatters off the field it is immediately thrown back in by the eager spectators! Use the Throw-in template to work out where the ball goes, using the last square the ball crossed before going off as a starting point (see the Components section at the beginning of the Handbook for a description of how the Throw-in template is used). If the ball is thrown into a square occupied by a standing player, that player must attempt to catch the ball as described above. If the ball lands in an empty square or a square occupied by a prone player, then it will bounce. If a throw-in results in the ball going off the field again, it will be thrown-in again, centred on the last square it was in before it left the field.

TURNOVERS

If the ball isn't caught by a player from the moving team, a turnover takes place and the moving team's turn ends. The turnover does not take place until the ball finally comes to rest. This means that if the ball misses the target but is still caught by a player from the moving team, then a turnover does not take place. The ball could even scatter out of bounds, be thrown back into an empty square, and as long as it was caught by a player from the moving team then the turnover would be avoided!

RE-ROLLS

Re-rolls are very important in Blood Bowl, as you will quickly discover. There are two types of re-roll: team re-rolls and player re-rolls. In either case, a re-roll allows you to re-roll all the dice that produced any one result. So, for example, a re-roll could be used to re-roll a dodge, in which case the single dice rolled would be thrown again, or a three dice block, in which case all three dice would be rolled again, and so on.

VERY IMPORTANT: No matter how many re-rolls you have, or what type they are, you may never re-roll a single dice roll more than once.

TEAM RE-ROLLS

Team re-rolls represent how well trained a team is. A coach may use a team re-roll to re-roll a dice roll for an action carried out by a player in their own team during their own team turn. Team re-rolls may never be used to re-roll Armour rolls or Injury rolls. The result of the new roll must be accepted in place of the first, even if it is worse. A coach may not use more than one Re-roll counter per team turn, and may not use a Re-roll counter to force the opposing coach to re-roll a dice roll.

Each coach must keep track of the number of re-rolls they have left on the track provided on their Dugout. Every time a coach uses up a team re-roll he must remove a counter from the track. When there are no markers left the coach may not use any more team re-rolls that half. At half time the two teams get a chance to rest and recuperate, and so their team re-rolls are restored to their starting level.

PLAYER RE-ROLLS

Some players have skills that allow them to re-roll the dice under certain circumstances. For example, a thrower has the Pass skill which allows him to re-roll the dice if he misses a pass. A coach may use any number of player re-rolls in the same turn, and a single player may use a skill any number of times in the same match. However, as noted above, a single dice roll may not be re-rolled more than once.

SKILLS

Many players are described as having one or more *skills*. These are special abilities that modify the player's performance. Some skills allow dice re-rolls as described above, while others allow a player to carry out a special action. A full description of each skill is given opposite, and reproduced on the back of the quick reference sheet. The complete list of skills along with another group of special abilities called *traits* is given later on in this book, for now stick with the skills listed here. You'll need to refer to the sheet quite a lot during your first few games – but don't worry, the effects of the skills will become very familiar.

Block: The Block skill affects the results rolled with the Block dice, as explained in the Blocking rules.

Catch: A player that has the Catch skill is allowed to re-roll the dice if he fails to catch the ball. If you are using the Extra Rules printed later, then the Catch skill also allows the player to re-roll the dice if he drops a hand-off or fails to make an interception.

Dodge: A player with the Dodge skill is allowed to re-roll the dice if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per team turn. So, if the player kept on moving and failed a second Dodge roll, he could not use the skill again. Secondly, the Dodge skill affects the results rolled with the Block dice (see the rules for Blocks).

Pass: A player with the Pass skill is allowed to re-roll the dice if he misses a pass.

Sure Hands: A player with the Sure Hands skill is allowed to re-roll the dice if he fails to pick up the ball. In addition, if you are using the Extra Rules printed later, an opposing player who has the Strip Ball skill may not use it against a player who has Sure Hands.

Many players have skills such as catch, pass etc. Unless stated otherwise in the skill description you never have to use a skill just because the player's got it, and you can choose to use a skill that affects a dice roll after rolling the dice. For example, you could say you were going to use the Catch skill either before or after making a Catch dice roll.

Some skills are also used in the opponent's team turn. In this case you may choose to use the skill *after* an opposing player carries out an action or moves a square. If both coaches want to use a skill to affect the same action or move, then the coach whose team turn is taking place must use his skill first.

Note that you can't 'go back' in time and use a skill to affect an earlier action. For example, if a player was blitzing, you couldn't have him throw a block, move a couple of squares, and then say "Actually, I think I'll use my Pro skill to re-roll that block." – the skill must be used directly before or after the event it will affect or not at all.



WINNING THE MATCH

Blood Bowl is split into two halves of sixteen turns each (eight team turns per coach, per half). Each coach is responsible for keeping track of how many turns his team has used, and must move the marker one space along the track provided on his Dugout at the start of each of his turns, as explained above. Play stops when both coaches have had eight turns each, giving the players the chance of a much needed rest, and for the coaches to replenish the team's full complement of re-roll counters on the team re-roll track. Play restarts with another kick-off at the start of the second half.

The team with the most touchdowns at the end of the last turn of the second half is the winner. If the match is tied at the end of the second half, then it goes into 'sudden death overtime'. Flip the Blood Bowl coin to see who kicks-off, and then play a third series of eight turns per team. Any re-rolls still remaining at the end of full time may be used in overtime. The first team to score wins the match. If neither team scores, then the match is a draw or can be decided by a penalty shoot-out: each coach rolls a D6, high score wins, re-roll ties! Any unused team re-rolls add +1 to the D6 score.

SCORING TOUCHDOWNS

A team scores a touchdown when one of their players ends an action standing in the opposing team's End Zone while holding the football. As soon as this happens, play stops, the crowd cheers and whistles, and cheerleaders dance about waving pom-poms. The coach of the scoring team has our permission to leap about and cheer a bit too, while moving the score marker one space along the track on his Dugout.



Goblin Lineman

Any player may enter either End Zone at any time, even if they are not carrying the ball. If the ball is thrown to them and they catch it, or they are able to pick up the football while in their opponent's End Zone, they score a touchdown. Note, however, that in order to score a touchdown the player must end his action *standing* in the End Zone; if the player failed to make a Dodge roll, for example, and thus fell over in the End Zone then he would not score a touchdown.



RESTARTING THE MATCH

After a touchdown has been scored, and at the start of the second half, play is restarted and the match continues. Before the kick-off however each coach should roll one dice for each KO'd player on his team. On a roll of 4, 5 or 6 the player is fit enough to return to play, but on any other result they must stay in the KO'd box in the Dugout.

Both coaches may then set up any fit players just as they did at the start of the game. When play is restarted after a touchdown, the scoring team is always the one to kick off. At the start of the second half, the kicking team is the one that did not kick off at the start of the first half.

SCORING IN THE OPPONENT'S TURN

In some rare cases a team will score a touchdown in the opponent's turn. For example, a player holding the ball could be pushed into the End Zone by a block. If this happens then the team scores a touchdown, but must move their Turn marker one space along the Turn track to represent the extra time the players spend celebrating this unusual method of scoring!

CONCEDING THE MATCH

You may choose to concede a match at the start of one of your own team turns, before moving the Turn marker along the track.

STOP! You have read all of the rules that you need to know in order to play a game of Blood Bowl using the teams and team cards provided with the game. Why not have a game or two before you go on to the following extra rules sections...

EXTRA RULES

All of the following extra rules are optional. This means that both coaches must agree which extra rules (if any) they are going to use before the match starts. However, they are all highly recommended

and you'll find that using them provides an even more exciting and interesting game without slowing down the mayhem and destruction much at all! Give 'em a try!

CREATING A BLOOD BOWL TEAM

Apart from the teams you will read about in this rulebook, there are many others playing in leagues all over the known world. There are many other Human and Orc teams, for example, which you can play using the plastic models from this set.

All the different races that play Blood Bowl (as well as specific teams and Star Players) will receive detailed coverage in later sections. However, so you can get started with your very own Blood Bowl team straight away, this section presents basic rules for the most popular Blood Bowl playing races. You can either use the plastic playing pieces provided with the game to represent the players in your team, or collect the Citadel miniatures from your local Games Workshop store or through Games Workshop's Mail Order service.

TEAM ROSTER SHEETS

The pad of team rosters is used to record the playing characteristics of the team. Owners of Blood Bowl are given permission to photocopy team roster sheets for their personal use only. There are many other boxes on the roster sheet not covered in this section, do not worry about those now as they are needed for league play which is covered on page 38.



BUYING PLAYERS

In order to create your team you have a treasury of 1,000,000 gold pieces. This represents the cash you have managed to raise from sponsors or by other, more underhand, means to hire the players for your team.

The first step in actually creating the team is to study the team lists (see pages 51 to 55) and decide which you want to use. All of the players in your team must be from the same team list. So, for example, a High Elf team may not include Human players because these players come from a different team list.

Having decided on which team list you will use, you must now hire the players for your team. Each of the players in your team will cost a number of gold pieces, as indicated on the lists. The team list also indicates the maximum number of each type of player you are allowed to take for your team. So, for example, a Human team may not have more than two Throwers. In addition, your team must have at least 11 players and may not have more than 16. Within these restrictions you may have any number and type of player, just so long as you have the cash to hire them.

TEAM RE-ROLLS AND FAN FACTORS

When you create a team you do not get any team re-rolls or fan factors for free – you have to pay for them from your treasury. Each re-roll costs the number of gold pieces shown on the team list for the team that you have chosen, and allows you to re-roll one dice roll per half. If you've played any games using the core rules you will know just how important team re-rolls are, and it is a good idea to take at least one or two for your team.

Your team's fan factor represents how popular the team is, and can have important effects on the results you roll on the Kick-Off Table. Each fan factor costs 10,000 gold pieces, so a fan factor of 3 would cost 30,000 gp, for example. **Your team must have a fan factor of at least 1 and may not start with a Fan Factor greater than 9.**

COACHING STAFF

A team's coaching staff provide vital back-up to the team's players. Coaching staff are never allowed on the field, they must stay on the sidelines during the match. Any team may include the following coaching staff on their roster, as long as each is represented by an appropriately painted Citadel miniature. With the exception of cheerleaders, an 'appropriate' Citadel miniature is any model of the same race (or one of the races) of the team that they belong to. This means that if, for example, you have a Orc Warhammer Fantasy Battle army you could use the army general's model as the head coach of your Orc Blood Bowl team.

Head Coach (AKA 'The Manager' or 'Da boss')

This model represents you, and so does not cost any gold to hire for the team. During a match your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if he makes a call against your team.

In order to represent this, every time the referee sends off one or more of your players, or issues an illegal procedure call against you, or bans the use of a secret weapon, you may argue the call with him. Roll a D6. On a roll of 1 he expels you from the game, so you may not argue any more calls for the rest of the match. On a roll of 2-5 he ignores you and his call stands. On a roll of 6 he accepts your argument and reverses his decision.

Assistant Coaches

Assistant coaches include offensive and defensive coordinators, special team coaches, personal trainers for Star Players and numerous others. As a team becomes more successful the number of assistant coaches on its roster just seems to grow and grow. The more assistant coaches you have on your team, the more likely you are to win the ‘Brilliant Coaching’ result on the Kick-Off Table (see page 19).

Each assistant coach you add to the team costs 10,000gp and must be represented by a different, appropriately painted Citadel miniature. In addition, each assistant must be given a different job title. A full list of all the assistant coaches must be kept on the back of the team roster.

Cheerleaders

Most Blood Bowl teams have a troupe or two of cheerleaders both to inspire the team’s players and their fans. It’s the team’s cheerleaders’ job to whip the fans into a state of frenzy and lead the chanting and singing as the crowd’s shouts and howls build up to a deafening crescendo. The more cheerleaders you have on your team, the more likely you are to win the ‘Cheering Fans’ result on the Kick-Off Table. Cheerleaders cost 10,000gp each and must be represented by an appropriately painted Citadel miniature.

STAR PLAYERS

In addition to the normal players shown on the team lists, you are allowed to hire special Star Players for your team. Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in a team. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the regular team. Larger teams like to include at least one or two of these valuable players: famous teams such as the Reikland Reavers or the Gouged Eye may have several Star Players in the team, ensuring their continued success and domination of their league.

Star Players will only play for certain teams – Griff Oberwald will only play for Human teams, for example, You may only buy a Star Player for your team if it is one of the ones he will play for. Of course you will also need enough gold pieces in the treasury to pay the exorbitant fee required to get the Star Player to join your team! Star Players may only be freebooted in league games (see the rules for Freebooters later). Halflings and Goblins must pay double the usual price as Star Players don’t like to play with them! The notable exceptions to this are Treemen for Halflings and Trolls and Goblin Secret Weapons for Goblins.

Each Star Player may be hired once per team. It is possible (though unlikely) for both teams to hire the same Star Player, If this happens then neither may use him and he keeps both sets of hiring fees!

There are four Star Player cards included in the box, more Star Players can be found on the back cover of this book. Each card contains an illustration of the player and the following information:

★
MORG'NTHORG
★

OGRE BLITZER



MOVEMENT
6

STRENGTH
6

AGILITY
3

ARMOUR
10

SKILLS
Block Mighty Blow

TRAITS
Thick Skull
RACIAL
Throw Team-Mate

TEAMS
 Chaos, Goblin, Human, Ogre or Orc

190,000 GOLD PIECES

Name: The Star Player’s name.

Race: The Star Player’s race.

Position: The Star Player’s position: Blitzer, Catcher, Lineman or Thrower. This does not count against any position limits for a team.

Will Play For: The races of the teams that the Star Player is willing to play for.

Characteristics: The Star Player’s characteristics, which are different from those of a normal player of the same race.

Skills: Any skills the Star Player may have.

Special: Any secret weapons or other special items the Star Player may have.

Cost: The cost to hire the Star Player (must be freebooted in league games).



THE KICK-OFF TABLE

All kinds of things can happen during a Blood Bowl match: one team or the other may make an inspired play, or raucous fans might throw a large heavy object (eg, a rock!) at one of the opposing team's players, or even invade the field!

The Kick-Off table is used to recreate these unforeseen but fairly common events. After both teams have set up follow this sequence in the order given; place the ball on the pitch, roll on the Kick-Off table, scatter ball, resolve Kick-Off results, bounce ball.

Selecting a Random Player

Many of the results on the Kick-Off table require that a coach 'select a random player'. In order to help you do this we have included a set of 'Randomiser' counters numbered from 1 to 16. Each counter corresponds to the player with the same number on the team roster. To select one or more players at random, simply place the counters for any players who could be affected in a mug or similar opaque container, and then draw one or more counters from the mug as or when required.

KICK-OFF TABLE

2D6 Result

- 2 *Riot:* The game is held up by a riot. Roll a dice, and each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.
- 3 *Get the Ref!* Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against the team whose fans got his predecessor, even if he spots them making a foul. If the score is tied, both teams' fans get the ref and the replacement will not award penalties against either team!
- 4 *Perfect Defence:* The kicking team's coach may reorganise his players – in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.
- 5 *Cheering Fans:* Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.
- 6 *Bad Kick:* The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.
- 7 *Changing Weather:* Make a new roll on the Weather table (see page 20).



2D6 Result

- 8 *Quick Snap!* The offense start their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
- 9 *Brilliant Coaching:* Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
- 10 *Blitz!* The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
- 11 *Throw a Rock:* Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the rock. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 *Field Invasion:* Each coach rolls two dice and adds their side's fan factor to the score. A tie means that both teams are affected. High score wins, injuring a number of randomly selected players on the losing team and on the pitch equal to the roll of one dice. Roll for the effects of the injuries straight away. No Armour roll is required.



THE WEATHER

Blood Bowl players are a pretty hardy bunch, so it comes as no surprise that games have been played in all types of weather conditions. From the ice floes of the farthest north to the steamy jungles of Lustria, arenas open their doors on match days, and the combatants go about their business heedless of the climate.

At the start of the game, one coach should roll 2D6 and refer to the Weather table to find out what the weather is like for the day.

WEATHER TABLE	
2D6	Result
2	<i>Sweltering Heat:</i> It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	<i>Very Sunny:</i> A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to pass the ball.
4-10	<i>Nice:</i> Perfect Blood Bowl weather.
11	<i>Pouring Rain:</i> It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.
12	<i>Blizzard:</i> It's cold and snowing! The ice on the field means that any player attempting to move an extra square will slip and fall on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

HANDING-OFF THE BALL

A hand-off is a type of very Short pass, where the ball is simply handed to a player that is in an adjacent square. Handing off the ball is an action, like Move, Blitz, Pass, etc. You may only declare one hand-off action per turn. The hand-off is made after the player's move, just like a pass. The ball may not be handed off more than once per team turn, and the ball may not be handed off in the opponent's turn.

No dice roll is required to see if the hand-off is on target – it automatically hits the target square. However, the player that the ball is handed to must roll to see if they catch the ball (see Catching the Football on p14). The hand-off counts as an 'accurate pass', so the player that the ball is handed to receives the +1 modifier to his Catch roll for an accurate pass.



GOING FOR IT!

When a player takes any action apart from a Block, they may try to move one or two extra squares over and above the number that they are normally allowed to move – this is called 'going for it'.

Roll a dice for the player after they have moved each extra square. On a roll of 1 the player trips up and falls prone in the square that they moved to. On any other roll the player makes the move without mishap. If the player falls over then his team suffers a turnover and their team turn ends immediately.

A player that is taking a Blitz action may 'go for it' in order to make a block. Roll a dice for the player after declaring that they will make the block. On a roll of 1 the player falls prone as described above. On any other roll the player makes the block without mishap. If the player falls over then his team suffers a turnover and the team's turn ends immediately.



ASSISTING A BLOCK

After a block has been declared, the attacker and the defender have the option of adding extra players to give an 'assist'. This allows two or more attackers to gang up on a single defender, or for one or more defenders to aid a companion against a block. Each of these extra players adds +1 to the Strength of the player that they are assisting.

Assisting a block does not count as an action, and a player can assist any number of blocks per turn. A player **is** allowed to make an assist after he has moved or taken an action.

The attacking coach must declare if any of his players will give an assist first, then the defending coach may add defensive assists with players from his team. In order to make an assist, the player:

1. Must be adjacent to the enemy player involved in the block, and...
2. Must not be in the tackle zone of any other player from the opposing team.
3. Must be standing.



KAA-RUNCH!

★★★ Did you know...

The High Elf team the Dragon Princes, was made up exclusively of Elf Princes and High Lords, and were so haughty and proud that they refused to play anyone who was not of equal rank. Consequently they never got to play anyone at all, and were disbanded after five seasons without playing a single match!



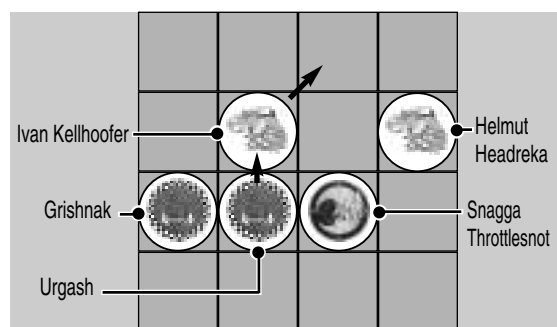
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used. Skills belonging to assisting players cannot be taken advantage of by either side.

SLOW MOTION REPLAY

Bob: Urgash Axebiter prepares to smash Ivan Kellhooper out of the way. Both Urgash and Ivan have a Strength of 3, which means that normally Urgash would only get to roll one Block dice and would have to take whatever result he rolled on the dice.

Jim: That's absolutely correct, Bob, but in this case Urgash is getting an assist from Grishnak Goblin-Throttler which adds +1 to his Strength. That means that Urgash counts as having a Strength of 4 to Ivan's 3, and so Urgash gets to roll two dice and choose which one he will use. He rolls a skull (Attacker down) and a hand (Push back), and so only manages to push Ivan back.

Bob: And if I could just jump in there, Jim, I think that we should point out to the fans that although Snagga Throttlesnot wanted to give Urgash an assist as well, he couldn't because he was in the tackle zone of Helmut Headreka.



PLAYERS' STRENGTHS

Both players equal strength
One player stronger
One player more than twice as strong

ROLL:

One Block dice
Two Block dice*
Three Block dice*

*The coach of the stronger player picks which block dice is used.

INTERCEPTIONS AND FUMBLES

When a player throws the football various things can go wrong. Usually the ball will be slightly off target or will be dropped by the intended receiver, and these events are handled by the normal throwing rules. Sometimes, however, the thrower may completely fumble the throw, dropping the ball in their own square, or the ball may be intercepted by an opposing player before it reaches the target square. Both of these events are handled by the new rules below.

Interceptions

One player on the opposing team may attempt to intercept a thrown ball. **To be able to make an interception, the player must be between the player who threw the ball and the player who is meant to receive it, and the plastic ruler must pass over at least part of the square the intercepting player is standing in.** Note that only one player can attempt an interception, no matter how many are eligible.

The coach must declare that one of his players will try to intercept before the thrower rolls to see if he is on target. Look up the player's Agility on the Agility table to find the score required to successfully intercept the ball. Roll a D6, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score is less than the required total, then the player fails to intercept the ball and the pass can carry on as normal.

If the dice roll equals or beats the required roll, then the player succeeds in intercepting and catching the ball. Place the ball on the player's base to show that they have caught it. A successful interception counts as a turnover, and the moving team's turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Interception Modifiers

Attempting an Interception	-2
Per opposing tackle zone on the player	-1

Fumbles

Sometimes a player attempting to throw the ball will drop it in their own square. This is more likely if the player has any opposing players breathing down his neck! To represent this, if the dice roll for a pass is 1 or less before or after modification, then the thrower has fumbled and dropped the ball. The ball will bounce once from the thrower's square, and the moving team will suffer a turnover and their team turn ends immediately.

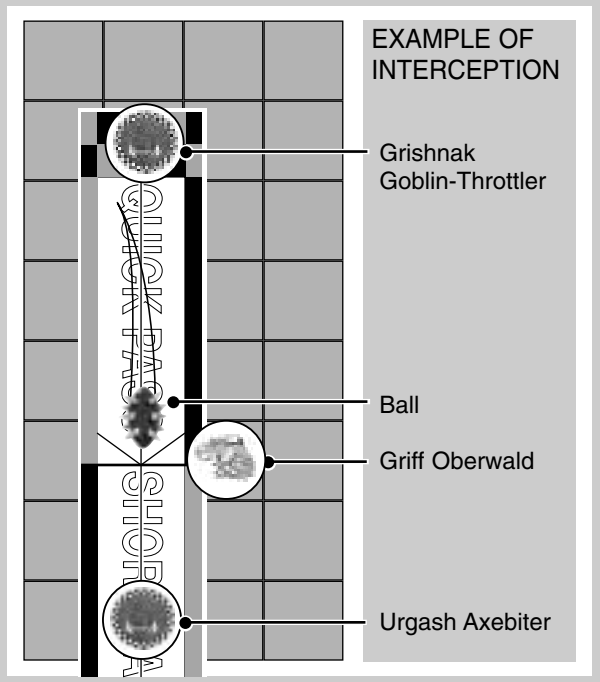


SLOW MOTION REPLAY

Jim: As we return to the match Grishnak Goblin-Throttler is about to attempt another pass. This time, however, Griff Oberwald is in a position to make an interception attempt.

Bob: The crowd holds its breath as Griff leaps for the ball. He has an Agility of 4, which gives him a basic Agility roll of 3 or more. However, a player making an interception attempt suffers a -2 modifier, which means that Griff will need a score of 5 or 6 to catch the ball. The dice is rolled and comes up with a 6! Griff picks off the ball – it's an interception!! And just listen to those Reavers fans, Jim, are they going wild!

AGILITY	1	2	3	4	5	6+
INTERCEPTION ROLL	6+	5+	4+	3+	2+	1+
INTERCEPTION MODIFIERS						
Attempting an interception						-2
Per enemy tackle zone on the player intercepting the ball						-1



THROWING TEAM-MATES

Some monsters are allowed to throw small players on their team instead of the ball. In order to do this the monster must have the Throw Team-Mate skill, and the other player must have the Right Stuff skill. The monster must take a Pass action, and may move before he throws the other player. After his move the two players must be in adjacent squares, and both must be standing. A monster may throw a team-mate who is holding the ball.

The throw is treated like a normal pass, except that the range is treated as being one band higher (a Quick Pass counts as a Short Pass, for example), which means that it is impossible to throw a team-mate out to Long Bomb range. In addition, the team-mate must be thrown to an empty square, and may not be intercepted by an opposing player – not even another large monster!

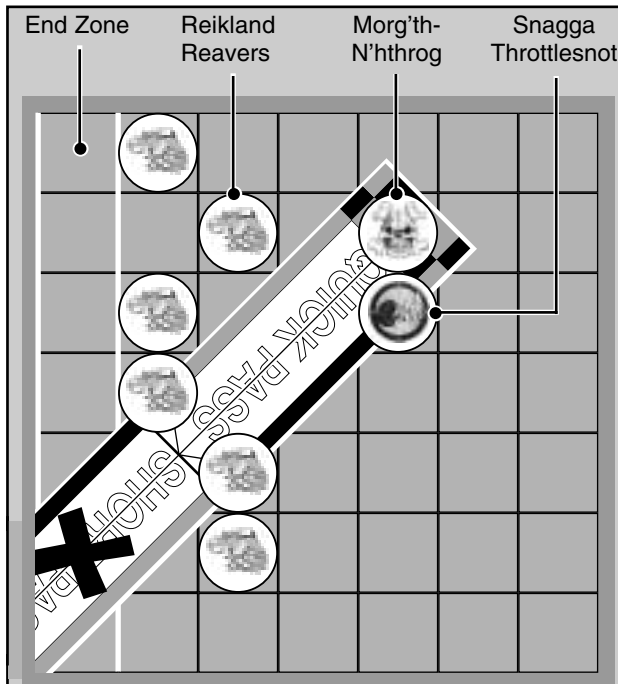
Apart from the changes noted above you must roll to see if the throw was accurate just as if the monster were throwing the football. If the monster has the Pass skill then he is allowed to re-roll the dice if he misses on his first attempt. He may also try to use the Pro skill, but he may not use Accurate. If the throw is accurate the thrown player lands in the target square. If the throw misses, then roll three times for scatter to see where the thrown player ends up as normal. If the throw is fumbled then the player being thrown falls over in their starting square.

As long as the thrown player lands in an empty square, then the next step is to make a roll to see if he manages to land on his feet (see Landing below). If the thrown player ends up out of bounds then they are beaten up by the crowd just as if they had been pushed out of bounds. If they land on top of another player, then both they and the other player are knocked over, and the player that they hit scatters one square in a random direction.

Landing

Look up the player's Agility on the Agility table to find the score required to successfully land upright. Roll a dice, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, then the player lands on their feet and may take an action if they have not done so already. If the dice roll is less than the required total, then they fall over on landing and the opposing coach may make an Armour roll to see if they are injured. A failed roll does not count as a turnover unless the player was holding the ball.



SLOW MOTION REPLAY

Bob: And as we enter the dying seconds of the match, the Raiders are 2-1 down and must score to send the game into overtime. Snagga Throttlesnot has the ball, but there's no way he can get past the line of Reavers players in front of him. Or is there???

Jim: There sure is Bob, 'cause here comes Morg'th N'htrog, and from the look on his face he's set to prove how he's earned the nickname 'The Ballista'. He grabs his little Goblin pal and lobs him into the End Zone! Morg'th is making a Short pass, but as the range is increased by one band when throwing a team-mate it counts as a Long pass. Morg'th has an Agility of 3, which means that he has a basic Agility roll of 4 or more, but he suffers a -1 modifier for making a Long pass. The dice is rolled and comes up with a 5! Morg'th's throw is on target – but will Snagga be able to land on his feet???

Bob: That's the question, Jim, and no mistake. Snagga has an Agility of 3, which means he has a basic roll of 4 or more to land on his feet. However, he gets a +1 because Morg'th's throw was accurate, and he isn't in any opposing tackle zones so there are no negative modifiers. That means he only needs a 3 or more to land successfully – and his coach rolls a 6! Snagga makes a perfect pin-point landing and scores the touchdown that the Raiders needed. This match ain't over yet!

AGILITY	1	2	3	4	5	6+
PASSING ROLL	6+	5+	4+	3+	2+	1+
PASSING MODIFIERS						
Throwing a Quick Pass	0					
Throwing a Short Pass	-1					
Throwing a Long Pass	-2					
Throwing a Long Bomb	Not allowed					
Per enemy tackle zone on the player throwing the ball	-1					

AGILITY	1	2	3	4	5	6+
LANDING ROLL	6+	5+	4+	3+	2+	1+
LANDING MODIFIERS						
Attempting to land after an accurate throw	+1					
Per enemy tackle zone on the square the player is thrown to	-1					

Important: A player thrown into the End Zone must land on his feet to score a touchdown. If he falls over, a touchdown is *not* scored.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Landing Modifiers

- Pass was accurate +1
- Per opposing tackle zone on the square where the player lands -1



Ulleria Morr, High Elf Lineman

FOULS, OR KICKING PLAYERS THAT ARE DOWN

Attacking players that have been knocked over is, of course, strictly against the rules. However, despite the large number of ways in which a player can attack another legally, many resort to the time-honoured tradition of kicking a man when he's down. The referee is supposed to spot and penalise players who use such underhand tactics but unfortunately, when something nasty happens on the field, the refs are often looking the other way and miss the foul altogether. No wonder the referee is constantly harangued by the crowd!

Normally, players that are prone cannot be attacked. However, when you use this rule, one player per team turn is allowed to take a *Foul action*. This allows the player to move a number of squares equal to his MA and then make a foul against an opposing player who is both prone and in an adjacent square. The coach nominates the victim, and then makes an Armour roll for him, adding +1 to the score. Other players that are adjacent to the victim may assist the player making the foul, and each extra player joining in adds a further +1 to the Armour roll. Defending players may also give assists to a player that is being fouled. Each defensive assist modifies the armour roll by -1 per assist. No player may assist a foul if they are in the tackle zone of an opposing player and no player may assist a foul if he is not standing. If the score beats the victim's Armour value then he is injured and a roll is made on the Injury table to see what has happened to him.

The Referee

Referees do occasionally spot a player making a foul and send them off the field, although this is quite a rare occurrence (how would you like to tell a five foot wide Black Orc blocker that they're out of the match?!?).

To see if the referee spots a foul, the opposing coach (ie., the one whose player was fouled) rolls a D6, and on a roll of 6 the referee sends off the player that committed the foul. Any players that assisted the fouler are let off with a severe caution! On a roll of 1-5 the player gets away with it and nothing happens.

A +2 modifier is added to the dice roll if a team commits any more fouls in the same half. This modifier represents the

referee keeping a close eye on the offending team after they have committed a foul. This modifier applies until the end of the half or overtime period, or until the opposing team commits a foul. If the opposing team commits a foul then the modifier will apply to them until the half ends or your team commits another foul, and so on.

A player who is sent off may not play for the rest of the match. In addition, his team suffers a turnover and their turn ends immediately. A coach may not replace a player that has been sent off until after a touchdown has been scored or a half has ended.

Designers Note: We use the Blood Bowl referee models to show if the referee is keeping his eye on a team. The referee is placed on the sidelines until a team commits a foul, at which point the model is placed by the fouling teams dug-out. The referee stays by the dug-out until the half ends (in which case he returns to the sidelines) or the other team commits a foul (in which case he moves next to their dug-out). This is not strictly necessary as it's easy to remember that the referee has got his eye on a team, but it does allow you to use the referee models in a game!



BIG GUYS

'Big Guys' is the name given to a group of players who are, well, big! The Old World is home to a number of prodigiously tall and strong races, and this being the case it wasn't long before an enterprising coach named Arnie Grumann decided that one of these creatures was just what his team needed to win the championships. He managed to convince Ogre mercenary Norg l'Mgung to play for his team, and although Arnie's team never won a championship, the popularity of Norg with the fans and the terror he inspired in opposing players meant that soon Big Guys were playing on a regular basis in teams all over the Old World.

Therefore, Big Guys are now included in the game as 'normal' players. All of the rules that apply to other players apply to Big Guys also, except where specifically modified in the Big Guy rules that follow. The characteristics, skills and traits of Big Guy players are included on the Big Guy player lists below. Note that you can still use the Big Guy star players in games if you wish. However, they must be used as freebooters for one game only, just like any other star player.

Fortunately for most Blood Bowl players, there are very few Big Guy players around at any one time, and teams made up entirely of Big Guys are almost unheard of. The reason for this is that most Big Guys are simply not all that interested in playing Blood Bowl, mainly because most Big Guys are too stupid to really understand the rules of the game!

Although Big Guys do occasionally play in all Big Guy teams, they are far more frequently seen as members of other teams. It is rare for Goblin teams to take the field without a Troll or two on the roster, for example, and there are many Chaos teams that include Minotaurs in their ranks. Most ubiquitous of all are Ogre players, who have been known in their time to play for just about every Blood Bowl team in the Old World.



To represent this, most teams are allowed to include up to one Big Guy on their team. Halfling and Goblin teams are an exception to this, and may include a total of two Big Guys in their ranks. The Big Guy player list that follows shows teams that can include a Big Guy. Each Big Guy counts as one of the 16 players that make up the team. Players like Morg'n'Thorg and Ripper Bolgrot are Star Players, so don't count against the limit of Big Guys allowed on the team.

The Stats, skills and costs for Big Guy players are shown below and in the next column.

Title	Cost	MV	ST	AG	AV
Kroxigor	130K	6	5	1	9

Skills & Traits: **Mighty Blow**, Prehensile Tail, Thick Skull

Racial Characteristics: Big Guy, Bone Head

Allied Teams: Lizardmen

Title	Cost	MV	ST	AG	AV
Minotaur	110K	5	5	2	8

Skills & Traits: Mighty Blow, Frenzy, Horns, Thick Skull

Racial Characteristics: Always Hungry, Big Guy, Throw Team-mate, Wild Animal

Allied Teams: Chaos, Chaos Dwarf, Norse

Title	Cost	MV	ST	AG	AV
Ogre	120K	5	5	2	9

Skills & Traits: Mighty Blow, Thick Skull

Racial Characteristics: Big Guy, Bone-Head, Throw Team-Mate

Allied Teams: Chaos, Dwarf, Goblin, Halfling, Human, Norse, Orc

Title	Cost	MV	ST	AG	AV
Rat Ogre	130K	6	5	3	8

Skills & Traits: Mighty Blow, Frenzy, Prehensile Tail

Racial Characteristics: Big Guy, Wild Animal

Allied Teams: Skaven

Title	Cost	MV	ST	AG	AV
Treeman	110K	2	6	1	10

Skills & Traits: Mighty Blow, Stand Firm, Thick Skull

Racial Characteristics: Big Guy, Take Root, Throw Team-Mate

Allied Teams: Halfling, Wood Elf

Title	Cost	MV	ST	AG	AV
Trolls	100K	4	5	1	9

Skills & Traits: Mighty Blow

Racial Characteristics: Always Hungry, Big Guy, Really Stupid, Regeneration, Throw Team-Mate

Allied Teams: Chaos, Chaos Dwarf, Goblin, Orc

The player list includes two entries unique to Big Guys: Racial Characteristics and Allied Teams.

RACIAL CHARACTERISTICS

Most Big Guys have special rules that apply to them which reflect special racial characteristics not available to other players. Any such racial characteristics are included in the entry for the Big Guy of the player list above. The rules for these racial characteristics follow. Note that, unlike skills, racial characteristics can never be lost or gained – if you have them, then you have them for life! The only exception to this are some of the Big Guy star players, but they are very much the exception that proves the rule.

Always Hungry

The player is always ravenously hungry – and what's more they'll eat absolutely anything! Should the player ever use the Throw Team-Mate trait, roll a D6 after he picks up the player to be thrown, but before he throws them. On a roll of 1 he attempts to eat the unfortunate

player! Roll the D6 again, a second 1 means that he successfully scoffs the other player down, with obviously fatal results for the latter. On a roll of 2-6 the player squirms free and should be placed prone in a randomly selected adjacent square – (if the square is occupied then the original occupant is pushed back and knocked over).

Make an Armour roll for any player that squirms free. The team does not suffer a turnover unless the thrown player had the ball. If the throwing player eats a thrown player who is carrying the ball, the ball will scatter once from the throwing player's square. If the thrown player squirms free with the ball, he will drop it once he hits the ground and it will bounce as usual.

Big Guy

Big Guys prefer to work on their own, and in any case are not noted for paying terribly much attention to what is going on in team practice sessions! As a result, Big Guys may not use Team Re-rolls during their actions.

Bone Head

The player is not noted for his intelligence. Because of this you must roll a D6 after declaring an action for the player, but before taking the action. On a roll of 1 they stand around trying to remember what it is they're 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. (So if a Bone Head player declares a Blitz and rolls a 1, then the team cannot declare another Blitz that turn.) The player loses his tackle zone until he manages to roll a 2 or better at the start of an action.

Really Stupid

This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl field (which considering the IQ of most other players is really saying something!). Because of this you must roll a D6 after declaring an action for the player, but before before taking the action. If there's one or more players from the same team standing adjacent to the really stupid player's square, and who aren't also really stupid, then add +2 to the dice roll. On a roll of 1-3 they stand around trying to remember what it is they're 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 (so if a Really Stupid player declares a Blitz and rolls a 1, then the team cannot declare another Blitz that turn). The player loses

his tackle zone until he manages to roll a 4 or better at the start of an action.

Take Root

Treemen spend most of their time rooted to the spot in the woods and forests that cover most of the Blood Bowl world. Roll a D6 for the player before the match starts. On a roll of 1-3 the player is slumbering in a wood somewhere and misses the first half of the match! The player rejoins the team for the start of the second half.

Throw Team-mate

The player can throw players from their team that have the Right Stuff, as described on page 35.

Wild Animal

The player has a nasty tendency to get a bit carried away during a match. Wild Animals must take their actions first of all during a turn (they must be activated). If you take an action with another player before moving all Wild Animals, then your opponent can call you for illegal procedure exactly as if you had forgotten to move the Turn marker. In addition, if a standing Wild Animal is adjacent to a standing player from the opposing team then they must take either a Block or Blitz action, and throw a block at an adjacent player. Last but not least, Wild Animals can never receive assists when they Block or Foul; they are simply too out of control for other players to help them out.

ALLIED TEAMS

Big Guys will only play for certain teams. The allied teams section in the player list dictates which teams the Big Guy can play for.

BIG GUYS AND STAR PLAYER POINTS

Most Big Guys can take Strength and General skills and traits. Rat Ogres and Minotaurs can take Physical abilities as well (representing mutations), but only if they roll a double. A Big Guy that rolls a double while making a Star Player roll may choose to take General or Strength Traits, or Passing or Agility skills.



WIZARDS

Wizards, just like everybody else in the Old World, are keen sports fans and many are fanatically loyal in support of their chosen team. It is not surprising then that soon after the game was born, Wizards started 'helping out' the team they supported with carefully selected spells. Soon games were awash with magic as rival Wizards battled to give their team the edge. In the end the Colleges of Magic were forced to insist that only teams that had bought a special license from

the Colleges of Magic were allowed to have magical assistance.

They limited this assistance to one spell per match, and even this had to be chosen from a very limited selection and cast by an officially appointed Colleges of Magic team Wizard. Wizards and fans alike soon realised that what they really wanted to see Blood Bowl not a spellcasting contest, so the new rules were soon universally accepted.

Hiring Wizards

Until recently, Wizards could be hired as a permanent member of a team's coaching staff. However, the Colleges of Magic soon became worried by this dreadful drain on their resources, and now coaches may only hire a Wizard for a single match at a cost of 50,000 gps. If you are playing with the league rules, Wizards are hired at the same time as Freebooters, and will only play for one game. You may only hire one Wizard per match.

Designer's Note: We represent Wizards in our games with one of the Wizard models from the range of Citadel miniatures for Warhammer. This isn't strictly necessary, but looks a lot better than representing a Wizard with a bottle top or tiddlywink!

Casting Spells

Once per game, the Wizard is allowed to cast a spell. The Wizard may cast one of the three spells detailed on the following pages. In addition to the above restrictions, Wizards may only cast spells at the start of their own team's turn, after the Turn marker has been moved but before any player's perform an action.

Fireball Spell

Choose a target square anywhere on the field. Any model (from either team) that is fully or partially underneath the template (use the 'coin' as the template) may be hit by the fireball. Roll one dice for each model. If the dice roll beats the player's Agility then they are knocked over. If it is equal to or under their Agility they manage to dodge the fireball's blast.

Make an Armour roll for any player that is knocked over as if they had been knocked over by a player with the Mighty Blow skill. If a player on the moving team is knocked over by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

Zap! Spell

The Zap! spell is potentially the most devastating spell in a Wizard's repertoire, because it turns whoever it hits into a slimy toad! Unfortunately the spell is not all that reliable, and has a nasty habit of hitting the wrong target. The Zap! spell may be cast at any player on the field. The coach simply nominates the player that he wants the spell to hit, and rolls a dice. On a roll of 4+ the nominated player is hit. On a roll of 1 to 3 the spell scatters a number of times equal to the dice roll (eg, if you rolled a 3 it would scatter three times). If the Zap! spell ends up in an occupied square then the player in that square is hit. If it ends up in an empty square then the spell has no effect.

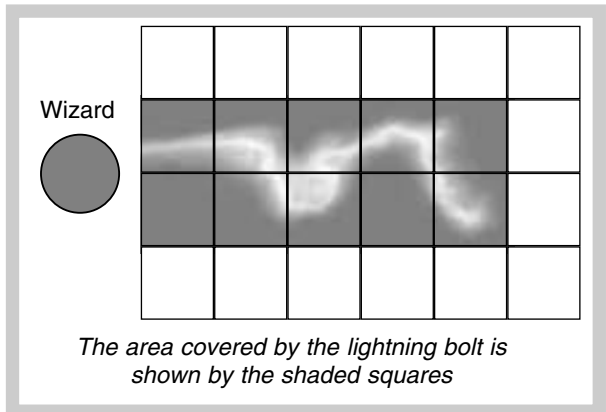
A player who is hit by the Zap! spell is turned into a toad: replace their model with a suitable miniature (Games Workshop Mail Order sells Toad models) or spare ball to represent the toad. If the player was holding the ball then they drop it and it will scatter one square (this counts as a turnover if it happens to a player from the moving team). The player will remain in toad form until a touchdown is scored or the half ends, whichever comes first.

While a player is a toad they have the special 'toad' characteristics printed below. A toad may never pick up the ball, and if they enter the square that the ball is in it will immediately scatter one square. A toad may **not** lend assists of any kind, nor may it prevent opposing players from lending assists. Any injuries the player suffers while he is a toad *do* apply when the player reverts to normal.

Title	MA	ST	AG	AV	Skills
Toad	3	1	4	4	Dodge, Leap, Stunty

Lightning Bolt Spell

Take the Wizard model or whatever you're using to represent him and place it anywhere next to the game board. The Wizard may not be placed on the board itself, but the edge of his base can be touching the edge of the board. The Lightning Bolt has a range two squares wide and five squares in length that shoots out from the side of board where the Wizard is placed.



Any model that lies in the zone may be hit by the lightning bolt. Starting with the model closest to the Wizard, roll two dice for each model in the zone, and add the scores together. If the dice roll beats the target's Agility, then they have been hit by the bolt. If the dice roll is less than or equal to the target's Agility then the bolt misses, and a new dice roll must be made for the next model in the 'line of fire'. The first model to be hit absorbs the full brunt of the lightning bolt, and any models further on are not affected. If you have two models at equal distances then randomise between the two (1-3 left, 4-6 right). Note that because the coach is rolling two dice he will probably hit the first target under the template – it isn't easy to dodge a lightning bolt!

A model hit by a lightning bolt is knocked over. Make an Armour roll for them as if they had been knocked over by a player with the Mighty Blow skill. If a player on the moving team is knocked over by a lightning bolt, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

SPECIAL WIZARDS

Some teams may not use ordinary Wizards, but have their own specialised type of Wizard (or equivalent) that they must use instead. These teams are Dwarf teams, who may only take an Alchemist; Halfling teams, who may only take a Master Chef; and Undead teams, who have to take a Necromancer. The special rules for these types of Wizard are described opposite.

Dwarf Alchemists

Dwarfs never employ Wizards. However, they are allowed to include an Alchemist on their team. He may be hired in the same manner as Wizards for the price of 30,000 gps. Dwarfs are great practitioners of alchemy, smelting and mixing strange concoctions in the course of their studies to turn lead into gold. A Dwarf team which includes an Alchemist receives a number of gold pieces equal to the roll of one dice x 10,000 for the match. The extra money is collected at the end of the match when the team collects its winnings.

Halfling Master Chefs

Halfling teams do not have Wizards as such. Instead, their team may include a Master Chef on the roster, who happens to be a wizard in the kitchen! Master Chefs are hired for 50,000 gps, just like Wizards. The quality of the Master Chef's cooking generally serves to inspire the Halflings on the team to perform exceptionally well, because they won't get fed after the match if they play badly!

The effect of this extra stimulation is represented by allowing Halfling teams that include a Master Chef to take a number of extra Team Re-roll counters at the start of each half. Roll a dice and halve the score, rounding down (ie, 1 = 0; 2-3 = 1; 4-5 = 2; 6 = 3). The result is the number of extra counters the team gets for the half. In addition, the fabulous cooking smells emanating from the Halfling team's Dugout can prove very distracting for the players in the opposing team. To represent this, the opposing coach must reduce the number of Team Re-

roll counters he has by a number equal to the re-rolls that the Halfling team gained. So, for example, if the Halfling team gained two re-rolls, then their opponents would lose two! A team may never have the number of re-rolls it has reduced to less than 0 in this way.

Necromancers

Necromancy is the magic of the dead and of the Undead, and Necromancers can cast evil and unnatural spells that will bring the dead to life. All Undead teams must have a Necromancer as their head coach – after all, it is the Necromancer's spells that created the team in the first place and they wouldn't exist without him! All Undead teams are assumed to have a Necromancer for free, and do not have to pay to hire one.

In addition to his abilities as a head coach (see page 17), the Necromancer may cast a Raise the Dead spell once per match. This spell may only be cast if a player from the opposing team is killed during the match. It allows the Necromancer to raise the player from the dead, and add him to the Undead team as a new Zombie player!

The spell may only be cast on players of roughly human size (ie, not on large monsters like Ogres or Trolls, or small players like Halflings or Goblins). The new player has standard Zombie characteristics no matter what his skills or abilities in life, and may only be added to the Undead team if it has fewer than 16 players at the time. If the Undead player has a spare Zombie model available then the new player may be placed in the Reserves box of the Undead team's Dugout and used immediately – much to the consternation of his former team-mates!

APOTHECARIES

An Apothecary is a healer wise in the ways of medicine and the healing arts who looks after the injured players in a Blood Bowl team – and so has a strenuous and full-time job! Apothecaries are not Wizards as such, and so each team may have one in addition to a Wizard. In addition, once hired the Apothecary becomes a permanent member of the team, and does not have to be re-hired at the start of each match. For obvious reasons Undead players may not use an Apothecary, and no Undead team may hire an Apothecary.



Another job well done...

It costs 50,000 gps to hire an Apothecary for your team, and he must be represented by an appropriate, painted, Citadel miniature. Almost any of the Citadel Wizard models for Warhammer will make suitable Apothecary models. A team may not have more than one Apothecary. Apothecaries must be used immediately when the player suffers an injury. An Apothecary may not be used to heal injuries for players pushed into the crowd.

Once per match, the team Apothecary may perform **one** of the following actions:

1. At any time during a match the Apothecary may attempt to cure any one injury (including death!) that has been suffered by a player in his team. Roll a dice. On a roll of 1 the Apothecary fails and the player suffers the injury anyway. On a roll of 2-6 the Apothecary succeeds in healing the player; leave the player on the field, face-up.
2. Alternatively, an Apothecary may be used at the start of the match, to allow one player who is missing the match due to niggling injury to take part in the game after all. No dice roll is required if the Apothecary is used in this way; he is automatically successful.

SECRET WEAPONS

Some Star 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 field. Dwarf and Goblin teams, in particular, have a well-earned reputation for using secret weapons and fiendish inventions to give their team a slight advantage. None the less, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. More often than not, however, referees turn a blind eye to the use of secret weapons; this is often helped by a bribe from the offending team. After all, they are very popular with the fans, and more than one referee has been torn limb from limb by angry supporters after banning a Star Player and his popular secret weapon from a game...

If a Star Player has a secret weapon this will be noted in the 'Special' notes box on the player's Star Player card. For example, the Goblin Star Player Scrappa Sorehead has the pogo stick secret weapon and Nobbla Blackwart has a highly illegal chainsaw! The only way to get secret weapons is by hiring a Star Player who is armed with one – you cannot buy a secret weapon for other players on your team.

A player using a secret weapon will not be sent off by the referee while the match is in progress (unless he decides to foul a player that has been knocked down, in which case the normal rules for fouling prone players apply).



Instead, the player remains in play until after a touchdown is scored or a half ends, and then the opposing coach is allowed to make a Penalty roll to see if the referee kicks the player out of the game.

In order to make a Penalty roll, the opposing coach should roll 2D6. If the score equals or beats the secret weapon's Penalty roll (listed below), then the referee sends the player off for the rest of the match. Place the player in the Dead and Injured Players box in the Dugout to show that he is not allowed to appear again for the rest of the game.

If the dice roll is less than the weapon's Penalty roll then the referee does not take any action this time, and the player may carry on playing in the match (although another Penalty roll will have to be made if the player is used again).

Note that you must make a Penalty roll for a secret weapon if the player carrying it has been on the field, even if he doesn't actually use the weapon. In addition, if a Star Player armed with a secret weapon is used then he must take his secret weapon with him – you can't say that he has decided to leave the weapon in the Dugout in order to avoid the Penalty roll.

BALL & CHAIN

Penalty Roll: 8+

Goblin Fanatics carry a huge ball and chain, a weapon so large that it would be impossible for them to pick up under normal circumstances. The Fanatic's strength, however, is boosted by a strange and extremely potent form of fungus beer, enabling the Goblin to swing the heavy ball round and round. The Goblin is carried onto the field by the rest of the team, and held firmly in place until the kick-off whistle is blown. Free at last, the deranged Goblin starts to whirl round crazily, swinging the ball and chain in a dizzy circle of death. Anything that gets in the way is smashed to the ground. Despite the eager shouting of his team-mates, the Fanatic has little idea of where he is going, and will happily plough through players from his own side if they get in the way!

Goblin Fanatics do not have a tackle zone and are only allowed to take Move actions. They must be the first model of their team to take an action. If the coach moves another player first then his opponent can make an illegal procedure call just as if the player had forgotten to move the Turn counter.

Goblin Fanatics are never allowed to pick up or catch the ball, and can't be used to assist other players in a block. The Fanatic can move up to four squares per turn, but unfortunately the coach has very little control over *which* four squares he will move to! To see where he moves,

place the Throw-in template over his head facing up or down the pitch, or facing toward either sideline. Note that you use the Throw-in template rather than the Scatter template. This gives you some control over the direction the Fanatic moves in, but not a lot! Roll a dice and move the Fanatic into the square indicated by the dice roll. Repeat this procedure for all four squares of the Fanatic's move. You may change the facing of the Throw-in template after each square of movement and, as no opposing player would be dumb enough to try to tackle the Fanatic, he never has to make a Dodge roll to leave a square.

Now for the fun bit. If the dice roll indicates that the Fanatic will enter a square occupied by a player of either team, then he must throw a block against that player.

The Fanatic's Strength counts as being 6 for the block, but no player may assist either side due to the swirling ball and chain. If the victim is forced back then the Fanatic must occupy the square the opposing player was in (unless the opponent had the Stand Firm skill, in which case the Fanatic's move ends). If a Fanatic is knocked over when he throws a block, he is automatically injured as the chain wraps itself round his neck. Roll for injury as normal, but count Stunned results as KO'd instead.

The Fanatic can keep on moving after he has made a block, if he has any squares of movement left, and is allowed to throw more blocks, in fact he *must* block the occupant of any further occupied squares he moves into. Sometimes, a Fanatic will be forced to move into a square that contains a prone player. In this case simply 'force back' the prone player, representing them desperately rolling away from the Fanatic!



After you have finished the Fanatic's move, you must roll a dice to see if he has become exhausted. On a roll of 2-6 the Fanatic may remain in play. On a roll of 1, the Fanatic collapses in a heap and must be placed in the Dead and Injured Players box. Roll the dice again to see what has happened to him: 1-3 = Cardiac arrest: The Fanatic dies from over exertion; 4-6 = Knackered: The Fanatic is worn out, but will recover in time for the next match. Apothecaries cannot be used to heal collapsed Fanatics. A collapsed Fanatic being knocked over counts as a turnover.

The only player in an opposing team that can attempt to block a Fanatic is another Fanatic. Should this ever happen both players are automatically knocked over.

BOMB

Penalty roll: 8+

A favourite weapon of many of the more psychopathic Blood Bowl players is that old standby: a bomb! Players who use this type of secret weapon are known as Bombardiers. They usually carry a large sack of bombs, which they sneak onto the field when the referee isn't looking. The bombs used by Blood Bowl players tend to be rather primitive affairs, made from a round metal case filled with gunpowder, with a fuse poking out of the top.

When the Bombardier decides to throw the bomb, he lights the fuse, waits for a couple of seconds to make sure it is fizzing along nicely, and then lobs it towards an opposing player. Or at least, that's the plan. More often than not something goes dreadfully wrong. Either the fuse is too short and the bomb goes off in the Bombardier's hands, or the bomb is caught by an opposing player and lobbed back, or the Bombardier's throw goes wild and the bomb lands next to a player from his own team! As you can see, Bombardiers are almost as dangerous to their own team as to their opponents!

A coach may choose to have a Bombardier throw a bomb instead of taking any other action. The Bombardier is not allowed to move when he throws a bomb, because he needs to stand still in order to light the fuse. Roll a dice to see if he gets the fuse alight without mishap. On a roll of 1 the bomb explodes prematurely in the Bombardier's square, with the results described below. On a roll of 2 to 6 he gets the fuse to light and may throw the bomb. If a player holding a lit bomb falls over for any reason then the bomb will scatter one square and then explode as described below.

The bomb is thrown using the rules for throwing the football. The bomb may be intercepted or caught, in which case the player catching it must throw it again immediately. This is a special bonus action which takes place out of the normal sequence of play.

For the second (and any subsequent) throws, a dice roll must be made to see if the bomb goes off in the (new) thrower's square. For any throws after the first the bomb goes off in the thrower's square on a roll of 1, 2 or 3.

If the bomb lands in a square with a player who decides not to catch it, or if it lands in an empty square, then it will bounce and scatter one square in the same way as a dropped or missed pass. After it has bounced one square the bomb will explode, even if it ends up on a square that is occupied by a player.

When the bomb finally does explode – either because a dice roll is failed or because the bomb has hit the ground and bounced – it knocks over any player in the same square, and knocks over players in adjacent squares on a roll of 4+. Make Armour and Injury rolls for any players knocked over by the blast as normal.

★★★ *Did you know...*

Due to runaway use of secret weapons, the Chaos Dwarf Black Death team has yet to finish a season with any surviving fans. The Black Death players don't seem to care, though, as they proudly hold the all-time record for Most Spectator Casualties!

CHAINSAW

Penalty Roll: 8+

No one remembers when chainsaws were first seen on the Blood Bowl field. Some say that Man-Mangler McStone, the Dwarf engineer famous for his blood-chilling (and blood-spilling) inventions was the weapon's originator. Others insist that he was simply the first victim of the weapon, brought on by an opposing team to stop the mad engineer before he did too much damage. Probably the most likely explanation is that McStone was both the weapon's originator and its first victim, coming to a sad end when he tripped up and sat on his own invention (very messy). Whatever the truth of the matter, it's clear that the ever popular chainsaw is here to stay.

A player can't enter the field with a running chainsaw (it's very difficult to sneak it past the ref!), so he must get the thing started before he is allowed to use it.

Turning the chainsaw on counts as an action, and the player may do nothing else that turn. To see if the player gets the chainsaw running, make an Agility roll for him. No modifiers apply to this dice roll. If the roll succeeds the player has managed to turn the chainsaw on, and is allowed to attack with it in any succeeding turn. If the player fails to start up the chainsaw he is not allowed to attack with it, though he can try to start it up again in a future turn.

Failing to start a chainsaw does NOT count as a turnover, and does not end the moving team's turn. The chainsaw must be restarted if it is used again after a touchdown has been scored or a half ended.

A player armed with a running chainsaw may never catch or carry the ball, and must drop the ball if he has it. He can move normally, however, and attack with the



Nobbla Blackwart, Goblin Star Player

chainsaw instead of making a block. A running chainsaw is a dangerous thing to carry around, and so if a player holding a chainsaw falls over for any reason, the opposing coach is allowed to add +3 to his Armour roll to see if the player was injured.

A player armed with a chainsaw is allowed to use it to attack other players instead of making a normal block. When the chainsaw is used to make an attack, do not roll the Block dice. Instead simply make an Armour roll for the victim adding +3 to the score. If the roll beats the victim's Armour value then they are 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 part in a foul on a prone player, and adds +3 to the dice roll instead of the normal +1. He may not assist another player who is committing a foul.

BLUNDERBUSS

Penalty Roll: 10+

In battle the Chaos Dwarfs field entire regiments of troops armed with the dread blunderbuss. This weapon uses a gunpowder charge to fire iron spikes at the enemy, although it can also fire hot coals, lead shot, pieces of scrap metal and even stones if need be. Chaos Dwarfs hadn't been playing Blood Bowl for very long before one enterprising player, depressed by his team's appalling inability to pass the ball, came up with the idea of using a blunderbuss to fire the football down the field.

The idea proved to be remarkably successful. The football could be squeezed into the end of the blunderbuss where it formed an airtight seal, and



then at the appropriate moment the blunderbuss could be fired, hurling the football down the field. The Chaos Dwarf pointed the weapon in the air and pulled the trigger, firing the ball in a high arc which could not be intercepted. With luck the ball would plummet down in the general vicinity of a Chaos Dwarf player, although as often as not the ball landed well wide of the mark. Either way the Chaos Dwarfs were happy, because at least the ball was deep in the opposing half of the field!

A Chaos Dwarf who is holding the ball and armed with a blunderbuss may use it to fire the ball down the field. The Chaos Dwarf is not allowed to do anything else when he fires the ball, because he needs the time to stuff the ball into the muzzle of the blunderbuss.

The normal rules for passing the ball are not used when it is fired from a blunderbuss. Instead, nominate a square **anywhere** on the field, and then roll a dice to see where the ball comes down. On a roll of 1-3 it scatters in exactly the same way as a kick-off (ie, it scatters the number of squares equal to the roll of a dice in a random direction). On a roll of 4-6 the ball is bang on target and may be caught by a player in the target square in the same way as an accurate pass.

After the blunderbuss has been used it may not be fired again until after a touchdown is scored or a half ends. This is to allow time for the weapon's user to reload it with a fresh charge of gunpowder!



DEATH-ROLLER

Penalty Roll: 7+

One of the most spectacular, if not the most efficient, secret weapons fielded by any Blood Bowl team is the Dwarf Death-Roller. It was first used by the Dwarf Warhammerers back in '64 and has been a regular part of many Dwarf teams' arsenals ever since. The Death-Roller's continuing popularity is no doubt due to the fact that it's so easily improvised from the rollers found at the more sophisticated and well-kept grass-laid stadiums. Referees have done their best to keep Death-Rollers off the playing field, and quite a few have ended up as flat as a pancake as a result! Because of this most referees wait until after a touchdown has been scored before they try to throw the Death-Roller out of the game. Getting in the way as the machine first roars onto the field is just too dangerous!

On the whole a Death-Roller is treated just like a normal player, albeit a very strong one, using the characteristics and skills from the Star Player list. However, to reflect the machine's unique properties, the following special rules apply.

The Death-Roller is far too solid and sturdy to be tackled, so it can ignore enemy tackle zones when it moves and never has to dodge in order to leave one. Death-Rollers may attempt to move extra squares, but if



they 'fall over' it is assumed that the boiler has blown up (see below for the effects). A Death-Roller is at its most deadly when it is used against prone players who cannot move out of the way. To represent this, if a Death-Roller is used to foul a player lying on the field, then +6 is added to the Armour roll to see if the prone player is injured.

Death-Rollers that are knocked over by a block, or by the use of a Wizard's spell, or whose boiler blows moving extra squares, or that suffer an injury in any way, are wrecked for the rest of the game. Remove the model from the field and place it in the Dead and Injured Player's box in the Dugout to show this. The Death-Roller may not be used again that match, though it will be repaired in time for the next game.

★ ★ ★ *Did you know...*

Skurrik Stone-Sucker, Spike! Magazine's All-time Worst Player no. 3, was renowned for being the stupidest Hobgoblin player ever – and that's saying something! Skurrik often turned up to matches several days early – because it took him that long to figure out how to tie up his boot laces!



POISONED DAGGER Penalty Roll: 10+

It is a rare Blood Bowl player that can resist the temptation to sneak a weapon onto the field in order to help out against those really tough opponents. More often than not the weapon chosen is a dagger which is both easy to hide and can often be used without the referee spotting it. Some particularly evil players will even take to covering the dagger with a fast-acting poison so that they can really spoil their victim's day.

A player armed with a poisoned dagger may use it to attack another player instead of throwing a block at them. Make an Armour roll 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 they have been stabbed by the dagger and an Injury roll must be made. Treat a Stunned result on the Injury table as a KO'd result, because of the effect of the poison. Once the dagger has been used to successfully stab a victim (ie, they failed their Armour roll), then the poison is wiped off and the dagger causes injuries as normal until after a touchdown is scored or the half ends.

POGO STICK Penalty Roll: 10+

Goblins have a well-deserved reputation for their inventive cruelty and their legendary ability to come up with diabolical (and often self-destructive) sneak plays. Goblins are the only Blood Bowl players insane enough to take to the field on a pogo stick, the fiendish creation of former Lowdown Rats coach Pogo Doomspider. Pogo, alas, was killed trying to improve his device with the addition of rocket propulsion...

Any Goblin equipped with a pogo stick is allowed to attempt to move up to four extra squares when he 'goes for it' (see the Going For It rules later in this section) rather than the normal two. In addition, the Goblin may use the pogo stick to leap over occupied squares in exactly the same way as if he had the Leap skill with the exception that you may make additional Leaps if you have enough movement.

A player with the Leap skill is allowed to attempt to jump over an adjacent square, even those occupied by prone or standing players from either team.

★ ★ ★ *Do you remember...*

The long, long history of Blood Bowl is littered with the corpses of teams which – for one reason or another – didn't survive to play another day. Some run out of money, which is understandable, because Blood Bowl is an expensive game involving vast sums of money – bribing all those referees and buying all those spellcasters requires a fortune when the costs are added up over the whole year. Some run out of fans; this also understandable, because Blood Bowl fans are notoriously fickle. A team which loses every game in a row for seven years can expect to have its gate substantially reduced. In some cases, fans have taken even more drastic action to stop a downward slide in fortunes: in 2473 the Streissen Vampires were systematically put out of their misery by unhappy fans after they came last in every category for three years running. Worst of all though, some teams run out of players. This happens rather a lot. These are just some of the many teams no longer with us:

Shortstuff Scurriers: A Halfling team, the Scurriers first entered the NFC Central Division in 2479. Unluckily, though, they lost their first 34 games, and were disbanded in a wave of disgust! (2479-2480)

Haffenheim Hornets: Eaten by mistake at a pre-match dinner for the Oldheim Ogres. They were mistaken for slaves dressed in Hornets gear, whom the Ogres were to consume to bring them luck. This time it did, in fact, because the incident gave the Oldheim team a clear pass to the next round. (2417-2460)

Wuppertal Wotans: Every single member of this long-running team, including the owner (who was at home in bed at the time), was very suspiciously struck by lightning two minutes before the start of an important semi-final versus the Chaos All Stars. (2483)



Making a leap costs the player two squares of his normal movement. In order to make the leap, move the player to any empty square adjacent to the square that they are leaping over, and then make an Agility roll for the player. No modifiers apply to this dice roll at all.

If the player successfully makes the dice roll then they make a perfect jump and may carry on moving (and may leap again if they have enough movement remaining). If the player fails the Agility roll then they fall over in the square that they were leaping to, and the opposing coach may make an Armour roll to see if they are injured. A failed leap counts as a turnover, and the moving team's turn ends immediately.



SKILLS & TRAITS

This section of the rules includes lots more skills and traits for players to use. Skills have already been introduced earlier in this book, but traits are a new addition. The main difference between a skill and a trait is that traits are more difficult for a player to learn. The only place this has any effect is on the rules for players learning new skills and traits that appear in the rules for Blood Bowl Leagues (see page 38). This difference aside, traits are treated just like skills, and any rules that apply to skills apply to traits also.

The specific rules for each skill and trait can be found below. Each entry also lists what category the skill or trait belongs to (ie Passing, General, Physical, etc). A skills category effects which players can learn it, as described later on in the rules for Blood Bowl leagues.

The following rules apply to all skills and all traits:

1. You can't add bonuses from two or more skills/traits to modify an Armour or Injury roll.
2. All skills may be used once per action unless stated otherwise. Traits may be used an unlimited number of times per action unless stated otherwise. For example, a Beastman with Two Heads may add +1 to every Dodge roll he makes.
3. Some skills refer to pushing a player back in order to work. These skills will work as long as you roll a push back on the Blocking dice.
4. Players may gain skills and traits only. Racial characteristics may not be gained by players who do not start with them.

SKILL & TRAIT DESCRIPTIONS

Accurate (Passing Skill)

The player may add +1 to the dice roll when he passes the ball.

Big Hand (Physical Trait)

A player with one or more big hands will pick up the ball on a D6 roll of 2 or more if they enter a square where the ball is on the ground. No modifiers apply to this dice roll.

Block (General Skill)

The Block skill affects the results rolled with the Block dice, as explained in the Blocking rules.

Break Tackle (Strength Skill)

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.

Catch (Agility Skill)

A player who has the Catch skill is allowed to re-roll the dice if he fails to catch the ball. It also allows the player to re-roll the dice if he drops a hand-off or fails to make an interception.

Claw (Physical Trait)

A player with a claw may add +2 to the dice roll to modify an Armour roll caused by a block. The claw may not be used to modify an Armour roll caused by a foul.

Dauntless (General Trait)

A player with this trait is capable of psyching themselves up so that they 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 Dauntless player rolls two dice and adds them together. If the total is greater than the opponent's Strength value, then the Dauntless player's Strength is counted as being equal to his opponent's when he makes the block, before any bonuses for skills and defensive or offensive assists are added. If the dice roll is less than or equal to the opponent's Strength value, then the Dauntless player must use his normal Strength for the block.

Dirty Player (General Skill)

A player with this skill has trained long and hard to learn every dirty trick in the book. If he fouls an opposing player then add +2 to the Armour or the Injury rolls. Note that this skill can only be used if the player actually makes a foul; it may not be used if he is assisting another player who is making a foul. The Dirty Player skill may be used to modify an Armour or Injury roll for a foul, not both.

Diving Catch (Agility Skill)

The player may use this skill if the ball was thrown to him and missed. It allows the player to move one square after the ball has scattered. This move is made after the ball has scattered, but before it hits the ground or can be caught. No Dodge roll is required to make this move. If the move takes the player into the square that the ball is in then he is allowed to try and catch it. Although a player using a Diving Catch ends up on the ground for a moment, because this is a controlled fall he will not be injured and he will almost instantly regain his feet. Therefore the player is **not** knocked over when he uses the skill.

Diving Tackle (Agility Skill)

The player may use this skill after an opposing player attempts to Dodge out of his tackle zone. Place the player using this skill prone in the square vacated by the dodging player, but do not make an Armour or Injury roll for them. The opposing player must then 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 make a diving tackle.

Dodge (Agility Skill)

A player with the Dodge skill is allowed to re-roll the dice if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per team turn. In addition, the Dodge skill affects the results rolled on the Block dice, as explained in the Blocking rules in the Blood Bowl book.

Dump-Off (Passing Skill)

This skill allows the player to make a Quick Pass when an opposing player declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out 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.

Extra Arms (Physical Trait)

A player with one or more extra arms may add +1 to all his Catch rolls. This trait does not work on interception attempts.

Foul Appearance (Physical Trait)

The player's appearance is so horrible that any opposing player within three squares of him must subtract -1 from the dice when they pass or catch the ball. In addition, any opposing player that wants to block the player must first roll a dice 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).

Frenzy (General Trait)

A player with Frenzy must always follow an opponent up if they push them back. In addition, if a frenzied player pushes back an opponent without knocking them over, then they must follow up the opponent and then throw another block at them, which is worked out using the normal rules. Frenzy is not used with secret weapon attacks or any other kind of attack other than a straightforward normal block on one opponent! Note that these changes mean that a frenzied player can now only throw ONE additional block per team turn, no matter what the result of the second block. Also note that if the second block pushes the opposing player back then the frenzied player must still follow up.

If the frenzied player is taking a Blitz action and runs out of normal movement, he can stop attacking (ie, he does not have to throw the additional block), although he can Go For It to throw the block if you want him to – assuming he still has go for it squares left of course.

Guard (Strength Skill)

A player with this skill may assist an offensive or defensive block even if he is in another player's tackle zone.



Hail Mary Pass (Passing Skill)

The player may throw the ball to any square on the playing field, no matter what the range; the range ruler is not used. On a roll of 1 the player fumbles the throw, and the ball will scatter once from the thrower's square. On a roll of 2-6 the player may make the pass. The Hail Mary pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! Also note that this skill is very useful when combined with the Diving Catch skill. This skill may not be used in a blizzard.

Horns (Physical Trait)

A player with horns may use them to butt an opponent. This adds +1 to the player's Strength when he makes a block. However, the player may only use this ability as part of a Blitz, and only if he has moved at least one square before he makes the block (standing up at the start of your action does not count!). If the player has the Frenzy trait, then the horns bonus applies on the second block if it applied on the first.

Hypnotic Gaze (Racial Characteristic)

The player has a powerful telepathic ability which he can use to stun an opponent into immobility. The player may use the hypnotic gaze after declaring his own action, in addition to anything else the action allows him to do, but he must use the gaze before another player on his team declares an action.

The player may turn his hypnotic gaze on **one** opposing player who is in an adjacent square. Roll a dice: if the score is greater than the victim's Agility, then the victim is hypnotised and loses their tackle zone for the rest of the team turn. If the score of the dice is less than or equal to the opponent's Agility, then the hypnotic gaze has no effect. A roll of 1 always fails and a roll of 6 always succeeds. Hypnotic gaze is a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it.

Jump Up (Agility Trait)

A player with this skill may stand up for free at the start of any action; he does not have to pay three squares of movement. This means that the player can take a Block action even when he is prone, because he can stand up for free at the start of the action.

Kick (General Skill)

In order to use this skill the player must be set up on the field when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Assuming all of these conditions are met then the player is allowed to take the kick-off. Because his kick is so accurate, the number of squares that the ball scatters on kick-off is halved, rounding any fractions down (ie, 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Leader (General Trait)

The player is a natural leader and inspires the rest of the team while he is on the field. Having such a player in the team allows the coach to take a Leader Re-roll counter at the start of the match and at half-time and place it on the Re-roll track along with his Team Re-roll counters. A team may only ever have one Leader Re-roll counter, even if it has several players with this skill.



The counter is used in exactly the same way as a Team Re-roll counter, but it may only be used if a player with the Leader skill is on the playing field (standing or prone) at the time the counter is used.

Leap (Agility Skill)

A player with the Leap skill is allowed to jump over an adjacent square, even if it is occupied by a knocked over or standing player from either team. Making a leap costs the player two squares of his normal movement. In order to make the leap, move the player to any empty square adjacent to the square that they are jumping over, and then make an Agility roll for the player. No modifiers apply to this dice roll at all and the player does not have to dodge to leave the square he starts in.

If the player successfully makes the dice roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then he falls over in the square that he was leaping to, and the opposing coach may make an Armour roll to see if he was injured. A failed leap counts as a turnover, and the moving team's turn ends immediately. A player may only use the Leap skill once per action.

Mighty Blow (Strength Skill)

Add +1 to any Armour or Injury rolls (*not both*) made by a player with this skill. This skill may *not* be used by players with a Strength of 2 or less. This may only be used to modify an Armour or Injury roll caused by a block. Mighty Blow may not be used to modify an Armour or Injury roll caused by a foul.

This skill may not be used by players with a Strength of 2 or less. The strength score comes from the player's position as it is written on the team roster, so a Goblin (St 2) can never use this skill, even if he gains St+1, and a Human Blitzler (St 3) can use the skill even if he later loses a point of Strength.

Multiple Block (Strength Skill)

The player is allowed to block two opposing players at the same time. The opposing players must be next to the player making the block and next to each other. Their strengths are added together and both suffer the effects of the block equally. Both sides may use assists normally.

Nerves of Steel (General Trait)

The player may ignore the -1 dice modifier for enemy tackle zones when he attempts to pass or catch the ball.

Pass (Passing Skill)

A player with the Pass skill is allowed to re-roll the dice if he misses a pass.

Pass Block (General Skill)

A player with this skill is allowed to move three squares when the opposing coach announces that one of his players is going to pass the ball. This move is made out of sequence, after the range has been measured, but before any interception attempts have been made. However, the move may *only* be made if it allows the player to move into a position to attempt an interception, or to put the thrower or catcher in his tackle zone. The opposing coach is not allowed to change his mind about passing the ball after the player with this skill has made his move. The special move is free, and in no way affects the player's ability to move in the following turn. Apart from this, however, the move is made using all of the normal rules, and the player does have to dodge in order to leave opposing players' tackle zones.

Piling On (Strength Skill)

The player may use this skill after he has made a block, but only if the victim was knocked over. The player falls on top of the player that he has just knocked down and may add his Strength to the Armour roll for the victim. For obvious reasons, when a player uses this skill he is knocked over as well. However, do not make an Armour roll for the player who is piling on, as his fall is cushioned by the victim. Note that the player who is piling on is knocked over in his own square rather than that of his victim – it is assumed that he rolls back there after flattening his opponent. If the player has pushed back his opponent before knocking him over, then he must follow up the block if he can in order to use this skill. Piling on does not cause a turnover unless the piling on player is carrying the ball.

Prehensile Tail (Physical Trait)

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 dice roll if they attempt to dodge out of the player's tackle zone.

Pro (General Skill)

A player with this skill is a hardened veteran. Such players are called professionals or Pro's by other Blood Bowl players because they rarely, if ever, make a mistake. Once per team turn, a Pro is allowed to re-roll **any** one dice roll he has made. However, before the re-roll may be made, his coach must roll a dice. 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. A player cannot use this skill to re-roll an Armour or Injury roll.

Razor Sharp Claws or Fangs (Physical Trait)

The player may add +2 to any Injury rolls that he makes. This may only be used to modify Injury rolls caused by a block. They may not be used to modify an Injury roll caused by a foul.

Regeneration (Racial Characteristic)

Regeneration is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. If the player is badly hurt, seriously injured or killed, then they are placed in the Dead and Injured Players box in the Dugout as normal. However before the next kick-off takes place (or at the end of the match if that comes first), a dice is rolled for the player to see if he regenerates. On a roll of 1-3 the player suffers the effects of the injury as normal. On a roll of 4-6 the player regenerates and should be moved to the Reserves box in the Dugout. Note that opposing players earn Star Player points as normal for inflicting a badly hurt, serious injury, or dead result on a player with this skill, even if the result doesn't affect the player in the normal way.

Right Stuff (Racial Characteristic)

Right Stuff is a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. A player with this Characteristic may be thrown by a large monster with the Throw Team-Mate skill.

Safe Throw (Passing Skill)

Roll a dice if a pass made by the player is successfully intercepted. On a roll of 2 or more the interception is cancelled out. On a roll of 1 the interception takes place as normal.

Shadowing (General Skill)

The player may use this skill when an opposing player moves out of his tackle zone. Each coach rolls a dice and adds their own player's movement allowance to the score. If the shadowing player's coach manages to equal or beat the other coach's score, then he may move his player 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 team turn. If the Shadowing player's coach rolls less than the other coach's score then his player is left standing. 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.

Side Step (Agility Skill)

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

★ BLOOD BOWL

on the Push Back diagram. The player may not use this skill if there are no open squares on the field adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is knocked over after the push back.

Spikes (Physical Trait)
Add +1 to the player's Armour value.

Sprint (Agility Skill)
The player may attempt to move up to three extra squares rather than the normal two. Their coach must still roll to see if the player falls over in each extra square he enters.

Stand Firm (Strength Trait)
A player with this skill is never pushed back as the result of a block. He may completely ignore 'Push Back' results, and 'Knock-down' results always knock the player over in the square where he started. In addition, the player does not fall over if he fails a Dodge roll. Although the player stays on his feet, he must return to his starting square. His action ends and he may do nothing else that turn. A turnover, however, does not take place.

Strip Ball (General Skill)
A player with this skill forces any opposing player that he pushes back to drop the ball in the square that they are pushed to, even if the opposing player is not knocked over.

Strong Arm (Passing Trait)
Reduce the range by one band (but never lower than 'Quick') when the player passes the ball. For example, a long pass is treated as a Short pass, etc.

Stunty (Racial Characteristic)
Stunty is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. 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. To represent this the player may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (ie, they always end up with a +1 Dodge roll modifier). This ability does **not** apply if the player is armed with a secret weapon (such as a pogo stick or chainsaw), as the weapon slows the little fellow down and makes him easier to grab.

Stunty players are just a bit too small to throw the ball very well, and so must increase the range by one category when they make a pass. In addition, the little guys tend to break rather easily, which is represented by allowing the opposing coach to add +1 whenever he makes an Injury roll to a stunty player. This is in addition to any other modifiers that might apply.

Sure Feet (Agility Skill)
The player may re-roll the dice if he falls over when trying to go for it. A player may only use the Sure Feet skill once per action.

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

Tackle (General Skill)
Opposing players who are standing in this player's tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a block at them.

Tentacles (Physical Trait)
The player may attempt to use this trait when an opposing player attempts to dodge or leap out of his tackle zone. Each coach rolls a D6 and adds their player's ST value to the score. If the result for the tentacled player is higher than the result of the moving player, then the moving player is held firm and may not leave the square or attempt to move any further. If a player attempts to leave the tackle zone of several players that have the Tentacles ability, then only one of the opposing players may attempt to grab him with the tentacles.

Thick Skull (Physical Trait)
Roll a dice if the player is KO'd. On a roll of 4 or more the player shakes off the effects of the injury and it is treated as a Stunned result instead. The player may remain on the playing field and is placed face-down. On a roll of 3 or less the player is placed in the KO'd Players box in the Dugout as normal.

Throw Team-Mate (Racial Characteristic)
Throw Teammate is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. A player with this skill may throw team-mates who have the Right Stuff characteristic.

Two Heads (Physical Trait)
Add +1 to all Dodge rolls the player makes.

Very Long Legs (Physical Trait)
Add +1 to the player's Movement. In addition, the player is allowed to add +1 to the dice roll whenever he attempts to intercept the ball.

★ SKILL & TRAIT CATEGORIES ★			
GENERAL		AGILITY	
Block (S)	Pass Block (S)	Catch (S)	Leap (S)
Dauntless (T)	Pro (S)	Diving Catch (S)	Side Step (S)
Dirty Player(S)	Shadowing (S)	Diving Tackle (S)	Sprint (S)
Frenzy (T)	Strip Ball (S)	Dodge (S)	Sure Feet (S)
Kick (S)	Sure Hands (S)	Jump Up (T)	
Leader (T)	Tackle (S)		
Nerves of Steel (T)			
PASSING		STRENGTH	
Accurate (S)	Pass (S)	Break Tackle (S)	Multiple Block (S)
Dump-Off (S)	Safe Throw (S)	Guard (S)	Piling On (S)
Hail Mary (S)	Strong Arm (T)	Mighty Blow (S)	Stand Firm (T)
PHYSICAL			
Big Hand (T)	Horns (T)	Tentacles (T)	
Claw (T)	Prehensile Tail (T)	Thick Skull (T)	
Extra Arms (T)	Razor Sharp Claws	Two Heads (T)	
Foul Appearance (T)	(T)	Very Long Legs (T)	
(T)	Spikes (T)		
RACIAL CHARACTERISTICS			
Always Hungry	Stunty	Regeneration	
Big Guy	Take Root	Right Stuff	
Bone Head	Throw Team-Mate	Wild Animal	
Hypnotic Gaze	Really Stupid		

BLOOD BOWL LEAGUES

Any experienced Blood Bowl coach will tell you that while one-off games may be fun, running a team over the course of a series of games is far more exciting. Not only do you have to worry about the tactics that your team will use in a single game, but you can also watch your team develop and grow into a real powerhouse team to rival even the mighty Reikland Reavers or the Gouged Eye. Running a Blood Bowl team in a league does create extra work and calls for quite a lot of commitment, but if you want to have the glory of leading your team through a long season to the Blood Bowl final itself, then the League rules are for you!



The League rules are designed to recreate the way Blood Bowl teams travel round the Old World, moving from venue to venue to play games. In a way the teams are much more like a travelling company of actors, or a mercenary regiment, than the football teams of present day times. Because of this anarchic set-up it is up to each team manager to organise matches, set dates for games, and so on.

Games are played in stadiums, owned either by the Colleges of Magic or by large towns or cities. They are not normally owned by Blood Bowl teams themselves, though some teams do own their own stadiums (eg, the Reikland Reavers). Teams receive money to play in stadiums: the exact amount depends on whether they win or lose, and how many fans turn up for the game.

STARTING THE LEAGUE

A league consists of a group of teams (preferably at least four) who will play each other (and maybe other teams) over the course of a series of games. In order to set up the league the first thing you need to do is pick the 'League Commissioner', who should ideally be the most experienced coach in the group. The Commissioner has the responsibility of making sure that the league runs smoothly, and, most importantly, organising any tournaments that are played. The Commissioner can also keep track of how well all the teams are doing, and can even write a newsletter featuring match reports, league tables, facts and stats, and anything else he can think of! The Commissioner can be a coach of a team in the league, too, just so long as he doesn't take advantage of the situation to help his team win any tournaments.

You can start playing league matches as soon as all the coaches taking part in the league have created their teams. It is up to the teams' coaches to organise any matches that they play. A team can play as often as a coach likes, assuming that he can find enough opponents, of course! The only restriction is that a team may not play against the same opponent for more than two matches in a row. This means that a coach can play two games against the same opponent, (roughly a full evening's play), but the next match must be against a different team.

If the Commissioner decides to allow it then coaches may run one or more teams at the same time. Obviously, this will mean that each individual team will play fewer games, as the coach's time will have to be split between the different teams he has in his stable. A coach may not swap money, players or anything else between the teams that he runs. For example, he may not make a 'special loan' from one of his teams to another, or swap players between the teams, and so on. Note that a coach can carry out such actions between one of his teams and a team run by another coach (assuming the other coach agrees, of course!), he just can't do it between two of his own teams.

TEAM ROSTER

Before you can start playing league matches, each coach must create a team as explained on page 16. This is where the columns previously unused come in. They include a number of columns and rows for recording important information that you will need to know when you are running a league team. How these extra rows and columns are used is explained in the rules that follow.

★★★ *Did you know...*

Blood Bowl has a growing and very enthusiastic following in Norsca, which is hardly surprising considering the Norse love of anything in the slightest bit violent. Norse teams are not renowned for their subtle tactics, and have been known to

forget all about the ball in their rush to inflict severe and, if possible, crippling damage on the opposition!



INJURIES

Blood Bowl is a rough and dangerous sport, and players are often injured or killed while playing the game. Many Blood Bowl players sport scars from old injuries, while some have lost eyes, ears, noses and even whole limbs! Although most injuries can be recovered from given a bit of time, some are so serious that they can permanently affect a player. In one-off games this is not important – all you need to know is that the player is off the field for the rest of the game! – but in a league it is vital to know exactly what type of injury a player has suffered. This is where the Serious Injury table comes in...

If a player suffers a serious injury, then the opposing coach is allowed to make a roll on the Serious Injury table. Note that you only roll for 'serious' injuries (ie, a roll of 4-5 on the casualty table); 'badly hurt' results only take the player out for the rest of the game and will not have any long term effect.

The dice scores on the Serious Injury table run from 11 through to 66. Assuming that you don't have a 66 sided dice (not many people do), you need to roll two normal dice. Roll one as tens, so a score of 2=20, 4=40 etc. Next, roll a dice for the units, so a score of 3=3, 5=5,

etc. Then put the numbers together to get a score from 11 to 66. For example, if you rolled a '2' on the tens dice and a 3 on the units dice, then you would get a score of 23.

Having made the dice roll, look up the result on the Serious Injury table. The table lists exactly what has happened to the player, and describes any special effects the injury may have. The majority of the results simply cause the player to miss the next match, though some have more long-lasting effects. The coach of the player that suffered the injury should make a note of the effect of the serious injury on his team roster.

STAR PLAYER POINTS

Players are able to earn *Star Player points* (SPPs) in league matches. Star Player points are earned for scoring touchdowns, making complete passes, making interceptions, killing or injuring opposing players, and for earning 'Most Valuable Player' awards. Once a player has earned enough Star Player points he becomes entitled to a 'Star Player roll', and will gain an extra skill or increased characteristic. Players who survive long enough may even progress to become Star Players, with special abilities and skills that they have picked up over the course of their long career on the Blood Bowl field. This is a very cost effective way to add Star Players to your team, although it does take time.

A team may have any number of Star Players generated in this way, in addition to the four Star Players that can be hired for the team 'ready-made' as Star Player cards!

The team roster includes boxes so coaches can keep track of the number of Star Player points their players earn during a match. Each time a player does something that earns him any Star Player points his coach should put a tick in the appropriate box on the roster. At the end of the match count up the number of new ticks for each player, and upgrade their total score of Star Player points accordingly.

Star Player points are earned for performing the following actions:

Completions (COMP): A player who makes an accurate pass that is caught by another player earns 1 Star Player point. An accurate pass is called a 'completion' or complete pass. Note that the ball must be caught by a player from the same team, otherwise it is not complete!

Touchdowns (TD): A player who scores a touchdown earns 3 Star Player points.

Interceptions (INT): If a player successfully makes an Interception after making an Interception roll then they earn 2 Star Player points.

Casualties (CAS): If a player kills, seriously injures, or badly hurts an opposing player then they earn 2 Star Player points. The points are only earned if the player blocks an opponent or is blocked by an opponent himself. Casualties inflicted in any other way do not count for Star Player points. Killing, injuring or badly hurting a player is generally referred to as inflicting a 'casualty'. For example "He inflicted five casualties in a single match!", or "That takes him to 17 casualties this season..."

★ SERIOUS INJURY TABLE ★

D66	Result	Effect
11-13	Concussion	Miss next game
14-16	Broken Ribs	Miss next game
21-23	Groin Strain	Miss next game
24-26	Gouged Eye	Miss next game
31-33	Broken Jaw	Miss next game
34-36	Fractured Arm	Miss next game
41-43	Fractured Leg	Niggling Injury
44-46	Smashed Hand	Niggling Injury
51-52	Damaged Back	Niggling Injury
53-54	Smashed Knee	Niggling Injury
55-56	Pinched Nerve	Niggling Injury
61	Smashed Hip	-1 MA
62	Smashed Ankle	-1 MA
63	Smashed Collar Bone	-1 ST
64	Broken Neck	-1 AG
65	Serious Concussion	-1 AV
66	Fractured Skull	-1 AV

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

Niggling Injury: Miss next game as above. In addition, write an 'N' in the Injuries box on the team roster. Before each match you must roll one dice per Niggling Injury the player has suffered. On a roll of 1 the player must miss the match.

-1 MA, ST, AG, AV: Miss next game as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points, any injuries that could reduce it further are ignored.

Most Valuable Player (MVP): One player from each team will be awarded a Most Valuable Player award at the end of the match. The awards are chosen by the match commentators, and neither coach has any control over which two players are chosen. Note that both teams get a Most Valuable Player award, not just the winners.

The Most Valuable Player award is awarded randomly to one player from each team, just so long as they were available to play in the match. Use the random player counters provided with Blood Bowl to determine which player gets the award. A Most Valuable Player award earns the player 5 Star Player points.

Sometimes a team will be awarded bonus Most Valuable Player awards from the Handicap table, as described in the 'Pre-Match Sequence' below. Award these in exactly the same way as a normal Most Valuable Player award, with the exception that no player may receive more than one Most Valuable Player award per match.

STAR PLAYERS & STAR PLAYER POINTS

The Star Players who come on Star Player cards or from the Official Star Player list on the back cover cannot earn any more Star Player points. They are considered to have peaked and cannot get any better.

★ STAR PLAYER POINTS TABLE ★

Per Passing Completion	1 SPP
Per Casualty	2 SPPs
Per Interception	2 SPPs
Per Touchdown	3 SPPs
Per Most Valuable Player award	5 SPPs

SPPs	Title	Star Player Rolls	Ageing
0-5	Rookie	None	None
6-15	Experienced	One	3+
16-30	Veteran	Two	4+
31-50	Emerging Star	Three	5+
51-75	Star Player	Four	6+
76-125	Super-Star	Five	7+
126-175	Mega-Star	Six	8+
176+	Legend	Seven	9+

STAR PLAYER ROLLS

As players earn more Star Player points they go up in levels of experience and are entitled to make *Star Player rolls*. All players start out as Rookies with no Star Player Points. Once a player has earned 6 points he becomes 'Experienced' and is entitled to his first Star Player roll. Each time that the player goes up another level he is entitled to another Star Player roll. The Star Player Points table lists the number of Star Player points that are required to reach each different level.

At the end of the match work out how many Star Player points each of the players in your team has earned, and look up their scores on the Star Player Points table. If the player has earned enough points to go up a level, then immediately make a roll for them on the Star Player Roll

table. To make the Star Player roll, roll two dice, add the scores together, and look up the result on the Star Player Roll table.

★ STAR PLAYER ROLL TABLE ★

2D6	Result
2-9	New skill.
10	Increase the player's MA by 1 point.
11	Increase the player's AG by 1 point.
12	Increase the player's ST by 1 point.

New Skills

On a Star Player roll of 2-9 the player is allowed to take a new skill (traits may only be taken on a double as described below). The skills that may be selected for a player are limited depending on the race of the player and the position that they play. The skills are split into five categories: General Skills, Agility Skills, Strength skills, Passing Skills and Physical Abilities. The category which each skill belongs to is noted in the Skills rules that start on page 33.

Printed on the back page of this rulebook is the Player Skill list. This shows which skills are available to each different type of player. For example, Human Catchers can take General Skills and Agility Skills, Human Throwers can take General Skills and Passing Skills, and so on. Within these restrictions the coach of the player is allowed to freely choose any skill from the Skills section of this rulebook. Remember to record the player's new skill on the team roster.

Characteristic Increases

A Star Player roll of 10-12 will increase one of the player's characteristics – simply record the new value on the team roster. However, no characteristic may ever be increased by more than 2 points over its starting value. **A coach may choose to give his player a new skill (as described above) instead of a characteristic increase.**

Rolling Doubles

Normally a player is only allowed to choose a skill from the categories listed on the Player Skill List. However, if the Star Player roll was a double (ie, 1, 1 or 2, 2, etc), then the coach may ignore the result rolled on the Star Player Roll table (even if it was a characteristic increase) and instead may take *any* skill they like for the player. The restrictions for the player's race and the position he plays are ignored in this case, so a Human Catcher could take a Strength skill, for example. Only Chaos and Skaven players may take a physical ability.

Gaining Traits

To represent the difficulty of gaining a new trait, a player may only gain one if a double is rolled for them when making a Star Player roll. If this happens then instead of

gaining any skill, the player's coach may choose to give them a single trait. However, the trait must belong to a category that the player can choose from. For example, if a double were rolled for a Human Catcher then he could be given any skill, or a General or Agility trait.

AGEING

As players grow older and gain experience, they learn new skills but may lose some of the vigour and toughness of their youth. To represent this, after you make a Star Player roll for a player, you must make a second 2D6 roll to see if they age. Roll the dice and add them together, and then refer to the chart on page 40. If you equal or beat the score shown on the Ageing column then the player avoids the effect of ageing and nothing happens. If you roll under the required score then the player has aged and another roll must be made on the Ageing Results table. Apply the result of the Ageing Results roll to the player's entry on the team roster immediately. Ageing is a natural process, so results from the Ageing table cannot be removed by an Apothecary

★ AGEING RESULTS TABLE ★

2D6	Result
2-8	Gain Nigging Injury.
9	Decrease Players AV by 1 point.
10	Decrease Players MA by 1 point.
11	Decrease Players AG by 1 point.
12	Decrease Players ST by 1 point.

or Regeneration, or by anything else for that matter!

TEAM RATINGS

All teams that take part in a league must be given a *team rating*. This is based on the *Spike!* Magazine Team Rating System™, and is a very good indicator of the team's ability and effectiveness on the Blood Bowl field. Two teams with equal team ratings would expect to have a very close match, while if one team has a team rating considerably higher than their opponent's, they should win the match easily.

To calculate a team's *Spike!* Magazine team rating, first work out the total value of the team in gold pieces. Remember to include any money in the treasury in the total. For every 10,000 gold pieces that the team is worth, it receives 1 Team Rating point. This may sound like a difficult sum to work out, but it is actually quite easy. Just take the total value of the team and knock off the last four zeros. For example, a starting team with a value of 1,000,000 gold pieces has a team rating of 100 points.

Next work out the combined total of all the Star Player points belonging to the players in your team. Divide this number by 5, rounding any fractions down, and add the result to the total worked out above. For example, if the players in a team had a total of 60 Star Player points then $60 \div 5 = 12$, so 12 points would be added to the team

rating. Note that the Star Player points for all of the players in the team are used, even if some of them have to miss the next match due to injury.

Once a coach has worked out his team rating, he should record it on the team roster in the space provided. Note that all starting teams have a team rating of 100 points.

TREASURY

Each coach begins the league with a treasury of 1,000,000 gps with which to buy his team. When creating a league team the coach can choose to save some of the money instead of spending it all when he sets up the team, so that he has some spare cash to fall back on if necessary. A coach must keep track of how much money his team has in its treasury by recording the amount on his team roster.

MATCH RECORDS

On the back of the team roster sheet there is a Match Record Chart for recording information about the games that the team has played. Keep a record of the matches played by the team here. The coach should record the name of the opposition, the score and number of casualties inflicted by each team, as well as the gate and match winnings, and any brief notes about the game.



PLAYING LEAGUE MATCHES

League matches have their own sequence of play, which involves some pre-match and post-match action, as well as the actual game. Follow this sequence through for each league match you play, including any tournament matches.

1. Pre-Match Sequence

1. Hire Freebooters, Wizards & Star Players
2. Roll on Weather table
3. Work out the Gate
4. Work out Handicap
5. Roll on Handicap table
6. Roll for Niggling Injuries

2. The Match

1. Receiving Team Turn
2. Kicking Team Turn
- Etc...

3. Post-Match Sequence

1. Work out each team's winnings
2. Allocate MVPs and make Star Player rolls
3. Roll on the Fan Factor table
4. Hire new players and coaching staff
5. Work out new team rating

PRE-MATCH SEQUENCE OF PLAY

The pre-match sequence must be used before every league match that is played. The sequence is split into six separate steps which are described below:

1. Hire Freebooters, Wizards & Star Players

Not every talented Blood Bowl player gets swept into one of the big-name teams. There are some who are mistakenly discarded or replaced, those who put too high a value on their services, and there are those who, for whatever reason, don't wish to be associated with a single team. At least one common-sense motivation for the latter is that they don't have to play unless they want to! Over the years, then, there has developed a class of player who sell their services on a match by match basis. These players are called Freebooters.

Freebooters travel from match to match, arriving a few hours before game time. They congregate at an agreed location, usually a local tavern, where the coaches of the two teams can meet them and make offers. Hiring a Freebooter is not cheap, but if you've got the money then they can be the key to winning the match!

Either coach is allowed to hire one or more Freebooters at the start of a league match. You may only hire Freebooters for league matches, they may not be used for one-off games. A Freebooter costs half the normal amount of money to hire, but he will only play for one

game. For example, a Freebooter Human Blitzer would cost $90,000 \div 2 = 45,000$ gold pieces to hire for one game.

Wizards are also hired at this time (see the rules for Wizards). Note the cost for Wizards is not halved!

A coach is only allowed to hire Freebooter players that would normally play for his team, so the coach of a Human team could only hire players from the Human team list, or Star Players that will play for Human teams. In addition, any Freebooters that are hired may not take the number of players in the team to more than 16.

Star players may only be hired as Freebooters when playing league games. The cost of the Star Player is divided by 2 when he is hired as a Freebooter. This means that the only time you will pay the full cost for a Star Player is when they are being used as a member of a team in a non-league game.

Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match. Commissioners who are happy to put up with the extra book-keeping should feel free to keep track of the injuries inflicted on Star Players in a game, transferring those injuries through to the next game the Star Player plays. (Unless he died of course!)

2. The Weather

One coach rolls on the Weather table printed on the Blood Bowl reference sheet to see what the weather will be like for the match.

3. The Gate

The number of fans that attend a match is called the match's 'gate'. It is necessary to know the gate in order to work out each team's winnings at the end of the game, and in any case it's an interesting fact in its own right! In order to work out how many fans attend the match add the fan factors of the two teams taking part together, and then roll a number of dice equal to the total. Add the scores of the dice together, and then multiply the score by 1,000 – the result is the number of fans that attend the match.

For example: Two teams with a combined fan factor of 6 are playing a match. Six dice are rolled and come up 1, 2, 3, 4, 5 & 6, which adds up to a total of 21. The result is multiplied by 1,000 to find the gate for the match, which means that 21,000 screaming fans have turned up to watch the game.

4. Handicaps

Teams that feel they are at a disadvantage have been known to try all kinds of underhand methods to 'even the odds' in a match, while at other times being the underdogs will inspire a team to perform well above their normal standard. The Handicap rules allow these things to happen during your games too. The lower rated team in a match now receives a number of rolls on the Handicap table, as shown on the chart on the next page.

★ HANDICAP ROLL TABLE ★

Difference in Team Ratings	Number of Rolls
0-10	0
11-25	1
26-50	2
51-75	3
76-100	4
101+	4 + pick a fifth result of your choice

5. Roll on Handicap Table

Once you know how many Handicap rolls you have you must consult the following table to discover what advantages your team gains for the match. The following 'general rules' apply to all results rolled on the Handicap table:

- Roll on the table and apply the result immediately if you can. Then make your next roll, and so on until all rolls have been used up. If you are allowed to pick a result then do this after making all of your rolls.
- Re-roll any duplicate results.
- No handicap result may be used more than once.
- The descriptions below tell you when you can use a handicap result and what effect it has on the game.

★ HANDICAP TABLE (D66) ★

- 11 **APPEARANCE FEE:** The player on the opposing team with the most Star Player points has decided that he needs to be paid money to take the field against 'those bums.' Roll a D6 and multiply the result by 5,000. The result is the number of gold pieces the player must receive before he will take the field. If he isn't paid, he'll sit in the Dugout, refusing to come out until his fee is met or the game ends! The opposing coach may choose to pay the appearance any time after the start of the match if he wishes.
- 12 **EXTRA TRAINING:** Your team has worked long and hard all week for this opponent. You may take an extra Team Re-roll to use for this match only.
- 13 **INTENSIVE TRAINING:** One player is really psyched for this week's match, and has been working very hard preparing for it. Pick a player on your team. He may take one extra skill to use for this match only, just as if he had rolled a New Skill result on the Star Player Table.
- 14 **INSPIRATION:** Watching the opposing team in their previous match has taught one of your players a thing or two. Pick a player on your team and give him an extra MVP. If the additional SPPs are enough to give him a new skill then generate it immediately.
- 15 **I AM THE GREATEST!** Two randomly selected players on the opposing team refuse to be on the pitch at the same time for this match only. Only one may be set up on the field at the start of each drive.
- 16 **UNDER SCRUTINY:** The opposing team may not Foul or use players equipped with Secret Weapons for this match.
- 21 **BAD PRESS:** Libellous stories you have spread out the opposing team's Fan Factor in half (rounding up) for this match only.
- 22 **BAD HABITS:** The opposing team loses one re-roll for this match only.
- 23 **BIASED REFEREE:** The opposing team count as being under the eyes of the referee for the whole match (ie, all fouls will be spotted on a 4+).
- 24 **RUNNING LATE:** Agents in your employ manage to delay D6 randomly selected players on the opposing team for this inconvenient match. The players must miss the first drive.
- 25 **GREASED SHOES:** Pick a player on the opposing team. You've paid someone to grease the bottom of their shoes and their agility is reduced to 1 until a touch down is scored or the half ends.
- 26 **ILLEGAL DRUGS:** Declare this special play immediately (now!). You may choose one player in your team to have either +1 ST OR +1 AG for this match only.
- 31 **MORLEY'S REVENGE:** The opposing team's drinks have been spiked with a powerful laxative. D3 randomly selected opposing players have drunk the spiked drink, and must roll a D6 before every kick-off. On a roll of 1-3 they are otherwise engaged and may not take part in this drive. On a roll of 4-6 they may be set up normally.
- 32 **BRIBE THE ANNOUNCERS:** You receive your MVP award before the game starts. If this takes a player up a level, he may roll for his new skill immediately. Note that you don't get a second MVP at the end of the match.
- 33 **SMELLING SALTS:** You make all rolls to move a player from the Knocked Out box to the Reserves box on a roll of 2 or better for this match.
- 34 **SPONSORSHIP DEAL:** Your team is sponsored by Bloodwieser and receives an extra 10,000 gps after the match – but only if you say 'Make Mine A Blood' loudly at the start of every drive!
- 35 **PALMED COIN:** You automatically win the coin toss to start the game.
- 36 **SCUTT'S SCROLL OF WEATHER MAGIC:** You have tricked a gullible Wizard into parting with a useful scroll. You may pick the weather when the game starts.
- 41 **TEAM ANTHEM:** Add +1 to your Fan Factor for this game only.
- 42 **GRUDGE MATCH:** You may take any number of Foul actions per turn for this match. However you may not foul the same player more than once per team turn.
- 43 **DOOM & GLOOM:** The opposing team is feeling uninspired. For the first half, their Team Re-rolls are cut in half, rounded down.
- 44 **IT WASN'T ME!** One randomly selected player on the opposing team has been getting a little rowdy in anticipation of today's 'cakewalk,' and he's been arrested! He must miss the match.
- 45 **THAT BOY'S GOT TALENT** In your last match you spotted a talented fan in the stands, and he agrees to play for your team. Add one player at any position to your roster for this match only. The player leaves the roster when the match ends. Note that you may add a 17th player to a match in this fashion.
- 46 **NEWS FEATURE:** The big cabelvision networks produce a special news feature about your team of plucky underdogs and their chances in the upcoming match. The extra revenue this generates will allow you to roll 2D6 at the end of the game for your match winnings.
- 51 **BRIBE THE REF:** You may set up 12 players on the field once during the match.
- 52 **IN THE BAG!** The opposing team is feeling cocky about their chances of winning this match. They can only field the 11 worst players on their team, based on SPPs. This restriction stops for the rest of the match as soon as your team takes the lead.
- 53 **MICKEY FINN:** Pick one member of the opposing team's coaching staff other than the head coach. You have spiked his punch, and he is unavailable this match.
- 54 **STILETTO:** A player of your choice in your team counts as having razor sharp claws for this match only.
- 55 **DUH, WHERE AM I?:** One randomly selected player on the opposing team has been out all night on a bender, and isn't really ready for the game. The Bonehead rule that applies to Ogres applies to the player for this match only.
- 56 **ASSASSIN:** Your team has hired an assassin to take out one of the other team's top guns. Pick a player on the opposing team and make an Injury roll for him. The opposing coach may use his Apothecary or Regenerate trait on the player, but an Apothecary used in such a fashion is not available for this match.
- 61 **BRIBE THE REF:** You have taken up a collection to 'convince' the ref that your players are a nice, clean bunch of fellows! You may ignore the first penalty called against your team.
- 62 **KNUCKLEDUSTERS:** A player of your choice in your team counts as having mighty blow for this match only.
- 63 **VIRUS:** A mysterious illness breaks out among the opposing team, knocking out the unhealthiest members of the bunch. Any opposing player with a niggling injury is too sick to show up for this match.
- 64 **THAT BABE'S GOT TALENT!** Your team visits the local tavern the night before the game. One of the exotic dancers displays her, umm, 'talents,' and your players leave her a generous tip. She and a few friends decide to hang out with your team for the day. D6 Cheerleaders join your team for this match only.
- 65 **IRON MAN:** One randomly selected player on your team is determined to play hard for the whole game, no matter what the cost – in fact, he refuses to get injured! If an opposing player beats his Armour roll, he is only Stunned.
- 66 **BUZZING!** One of your players has gone heavy on the coffee in anticipation of today's game. For this match only he gains the Jump Up trait and the Frenzy trait, but will automatically fail any attempt to pick up or catch the ball.



6. Niggling Injuries

In a league it is possible for players to pick up nasty ‘niggling injuries’ that can cause them to miss a match (see the Injury rules). If any of the players in a team has suffered a niggling injury then their coach must roll now to see if the player has to miss this game.

Roll one dice for each niggling injury: if any of the dice roll a 1 then the player must miss this match. The player only ever misses the one game, no matter how many 1s were rolled. If all of the dice come up with scores of 2 or more then the player may take part in the match as normal.

POST MATCH SEQUENCE

You must go through the following five steps after each and every league match that you play:

1. Treasury Phase

At the end of a match, each team receives a fee for playing the game from the owner of the stadium where the match was played. The amount received represents the money that

is left after all expenses have been paid. Teams with a higher rating get less gold because they have to pay out more money to the players in their team and for other expenses.

In order to work out their winnings each coach rolls a dice, and then cross references their team rating with the gate for the match on the Match Winnings table (see below) to see if there is any modifier to the dice roll. The modified dice roll is multiplied by 10,000 to see how many gold pieces are added to the team’s treasury. If the modified dice roll was 5, for example, the coach would be allowed to add 50,000 gold pieces to his treasury.

The table includes negative modifiers that will reduce the dice roll. Treat modified scores of less than 0 as 0 (ie, the team gets no money at all, but doesn’t have to pay out any money from the treasury).

2. Star Player Rolls

In league matches it is possible for players to earn Star Player points which may give them Star Player rolls at the end of the match. This phase is used by each coach to update the Star Player points the players in their team have earned, and to make any Star Player rolls for the players in their team.

★ MATCH WINNINGS TABLE ★

The Gate	TEAM RATING									
	1-99	100-125	126-150	151-175	176-200	201-225	226-250	251-275	276-300	301+
0-20,000	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
20,001-40,000	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
40,001-60,000	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
60,001-80,000	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
80,001-100,00	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
100,001-120,000	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
120,001-140,000	+7	+6	+5	+4	+3	+2	+1	0	-1	-2
140,001-160,000	+8	+7	+6	+5	+4	+3	+2	+1	0	-1
160,001+	+9	+8	+7	+6	+5	+4	+3	+2	+1	0

Won Match: +1

Match Winnings = (dice roll + Modifiers) x 10,000

3. Fan Factors

A team's fan factor may not be voluntarily changed once the league has started. Instead, each coach must roll after every match to see if their fan factor changes. Roll a dice, add or subtract any modifiers, and look up the result on the Fan Factor Table. Any change to the team's fan factor must be recorded on the team roster. There is no limit to how high a team's fan factor may go, but it can never be reduced to less than 1. An unmodified roll of 1 always counts as a 1, and an unmodified roll of 6 always counts as a 6 (ie, the rule of 1 & 6 applies to rolls on the Fan factor table).

★ FAN FACTOR TABLE ★

D6	Result
1 or less	Fan Factor goes down 1 point.
2-5	Fan Factor stays the same.
6 or more	Fan Factor goes up 1 point.

Won the Match	+1
Lost the Match	-1
Team scored 2+ TDs	+1
Team inflicted 2+ casualties	+1
Tournament Semi-Final.....	+1
Tournament Final	+2
For every 10 Fan Factors	-1

4. Purchases

In this phase the coaches may buy new players for their teams, either as replacement players for any that were killed during the match, or as new players to add to the team. New coaching staff (ie, assistant coaches,

cheerleaders, Apothecaries etc) may also be hired. A coach is also allowed to purchase additional Team Re-roll counters for his team. New Team Re-roll counters cost DOUBLE the amount shown on the team list.

If a coach hires a new player for a team that already has 16 players, then one of the old players will have to be retired to make room for him. Simply delete the retired player from the roster and fill the resulting space with the details of the new player. Each player that retires allows the coach to add an extra assistant coach to his team for free. A coach can, if he wishes, retire a player even if they do not have a new player to take his place.

5. Update Team Roster

This phase is used to make sure that both teams' rosters are up to date and filled in correctly. A team's value in gold pieces, total Star Player points, and team rating need to be recalculated at the end of each game, and any notes or points of special interest can be recorded on the team roster at this time. There are spaces on the back of the roster that can be used to keep a record of the results of the matches that a team has played.

By the way, although most Blood Bowl coaches will stoop to using almost any underhand tactic in order to win a game, falsifying a team roster is such a heinous crime that no right thinking coach should even consider doing such a thing. Enough said, I hope...

CONCEDING

If one coach concedes the match then the winner gains all of the loser's money (from the game's gate) and his MVP, and may add +2 to his Fan Factor roll. In addition, the loser automatically loses one Fan Factor and may not roll for a new one, and any players in the loser's team that have 51 SPPs or more will leave the team on a D6 roll of 1-3. Roll separately for each player with 51 or more SPPs to see if they leave.



TOURNAMENTS

For a short period following the collapse of the NAF there were no tournaments or competitions at all. Teams simply played 'one-off' games for whatever prize money they could get. It was not long, however, before the Cabalvision networks and major Blood Bowl sponsors got together and started arranging tournaments with large prizes for the teams that managed to battle their way through to the final. Four tournaments quickly established themselves as the most important and eagerly anticipated Blood Bowl events of the year, and were soon being referred to as the 'Major Tournaments' or simply the 'Majors'. These tournaments were the Chaos Cup, the Dungeonbowl, the *Spike!* Magazine Trophy tournament, and, of course, the Blood Bowl itself.

The Majors are held at roughly three-monthly intervals over the year. The Chaos Cup is held in the spring, the Blood Bowl tournament is held in the summer, and then the *Spike!* Magazine tournament is held in the autumn. The Dungeonbowl is held during the dark winter months, when most teams appreciate playing in nice warm underground stadiums rather than out in the freezing cold. There are exceptions of course – most Norse teams actually prefer sub-zero conditions, while the Ice Lord team of Frost Giants can't take part in the Dungeonbowl tournament at all because they would melt in the warm underground stadium!

Each tournament is held at a different location. The Blood Bowl is held at the huge Emperor stadium at Altdorf, and the *Spike!* Magazine tournament in the seaside resort town of Magritta in Estalia. The Dungeonbowl is held in the Dwarf underground stadium at Barak-Varr (the upkeep for which is paid, at huge expense and much to the Dwarfs' delight, by the Colleges of Magic).

The location of the Chaos Cup tournament changes from year to year, and it is rare for anyone to know where it will be held until a week or two before the event starts! Not surprisingly this can make it very difficult for teams to attend the Chaos Cup, because if they are not in the right general vicinity when the tournament is announced then it may be impossible for them to get there in time to take part!

The Major Tournaments are open to all teams, no matter how lowly their status. The first three weeks of a tournament are an anarchic and confusing affair called the play-offs. During the play-offs it is up to the teams taking part in the tournament to arrange matches for themselves, because there is no regular schedule as such.

A team can play any number of matches in this period, against any opponent (although they can't play the same opponent more than once). Teams score points for winning matches, and at the end of the play-off period the four teams with the most points go through to the semi-finals. The winners of the semi-final matches go through to the grand final for the tournament trophy and (more importantly) a big money cash prize!

RUNNING A TOURNAMENT

The League Commissioner has the responsibility of setting up and running the tournaments that are played in his league. It is up to him to decide when and how the tournaments are held, although we recommend that the Major Tournaments are played at roughly three monthly intervals during the appropriate season each year. It is generally a good idea for a League Commissioner to delegate the organising of a tournament to a deputy chosen from the coaches of the teams taking part in the league. This leaves the Commissioner free to concentrate on the running of the league as a whole, without becoming overwhelmed with work trying to sort out everything himself!

Each tournament is played over a five-week period and is split into three phases: the play-offs, the semi-finals and the grand final. The play-offs take place over the first three weeks. No fixture list is used, instead it is up to coaches to organise the matches themselves. A team may play any number of matches in the play-offs, but is not allowed to play the same opponent more than once. At the end of the three-week play-off period each coach is allowed to put forward his three best results to see if his team makes it through to the semi-finals. A coach is allowed to put forward less than three results if he wants, but this will reduce his chances of getting through.

By the way, note that coaches who are running more than one team in the league may not enter more than **one** in a tournament. This is to make sure that a single coach does not end up with two (or more!) of his teams in the semi-finals...



Each team scores 15 points for every game that they win, 5 points for every game they lose, plus the number of touchdowns that they scored in all three games, and minus the number of touchdowns that were scored against them. The four teams with the most points go through to the semi-finals. Any ties are resolved by comparing team ratings, with the team(s) with the *highest* team rating going through.

The four teams that make it through to the semi-finals are matched into two pairs by random draw and must play their matches in week four of the tournament period. The two winners of the semi-final match then go through to the big final which is played in week five. The two runners-up may play a match to decide 3rd and 4th position if they wish.

Designer's notes: The fact that there are only four places in the semi-finals makes the number of points scored in the play-offs vitally important, which can lead to some rather underhanded (if not strictly illegal) activity as coaches desperately try to arrange matches that will give them a big win and lots of points. In order to ensure that all of the top teams can get through the play-off stage without being forced to use sneaky tactics in order to do so, I recommend that any league with more than eight teams uses a quarter-final stage before the semi-finals.

Challenges

It is possible for coaches to exclude powerful teams from the semi-finals by refusing to play any games against them during the play-offs. To stop this underhand and quite despicable practice, any coach is allowed to issue a written challenge to an opposing coach to play a match. A coach may make a maximum of one written challenge per week of the play-offs. The challenge is given to the tournament organiser, who passes it on to the challenged coach and gets his response. A challenged coach *must* make one of the following three responses within a day of receiving the challenge:



★ **Accept:** A challenged coach may agree to play the match, and the two teams play the match as normal.

★ **Refuse:** A challenged coach may refuse to play the match. This counts as a 2-0 win for the challenger. No Star Player points, cash or fan factors are gained or lost for the match.

★ **Substitute:** A challenged coach may ask any other coach that is willing to take his place to play the match instead. The substitute coach must be taking part in the tournament, and must not have played against the challenger so far. If he does this then the challenging coach *must* play the substitute, or count as having lost the match 0-2.

THE GLITTERING PRIZES

Although the glory of winning a major tournament trophy is considered by many teams reason enough to take part, most teams are motivated as much (if not more) by the chance of winning the big cash prize that the sponsors of the tournament offer the winners. There are also often additional 'fringe' benefits for the winners of a major tournament, such as lucrative sponsorship deals or special prizes.



The cash prizes and any special benefits are described later, but in addition to these, the winner of a Major Tournament always receives a special trophy. Images of the trophies are at our website, www.bloodbowl.com and you can print these images and use them as trophies. We hope to be bringing out a Blood Bowl trophy pack very soon. Trophies also provide a benefit to the team in any games that they play as long as they have them. Each trophy a team has won entitles it to a special 'Trophy Re-roll' once per match. This re-roll is taken in exactly the same way as a Team Re-roll, except that it may only be used once per match (rather than once per half).

★ ★ ★ *Did you know...*

A sizable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.



★ ★ ★ *Did you know...*

According to their unholy religion, the Chaos All-Stars must cook and eat their coach if they lose a game. If they win, of course, they're allowed to eat him raw!

THE SPIKE! MAGAZINE TROPHY



This award, which takes the form of a mithril spike mounted on a delightful plinth, is awarded to the team that wins the *Spike!* Magazine tournament. In addition to the trophy itself the winner of the tournament receives a cash prize of 200,000 gps, while the runner-up gets 100,000 gps. In addition, because the holder of the *Spike!* trophy receives extensive and (usually) positive coverage in *Spike!* magazine, the team's fan factor is increased by a number of points equal to the roll of a dice. This increase is permanent, even after they have had to hand the trophy back in the following year.

If the tournament organiser likes he may also choose to hand out the award for the *Spike!* Magazine Player of the Year after the final has been played. This award goes to the player in the league who has the most Star Player points, and it increases his team's fan factor by 1 point permanently. Note that the player does not have to be in one of the teams that took part in the final, or even the tournament, in order to receive the reward.



THE DUNGEONBOWL

Dungeonbowl is played, as its name suggests, in a dungeon. Originally the two teams started at opposite ends of a small underground complex, the idea being to get to the opponent's starting position with the ball and score a touchdown, but eventually the game evolved so that it is played on a normal sized and shaped field – which just happens to be located in a dungeon!

The Dungeonbowl League is sponsored by the ten Colleges of Magic, and each

College also supports one of the teams taking part in the tournament. Even though the idea was originally put forward to settle the matter of which College was the most powerful, and was to be a one-off event, Dungeonbowl has now been going for over 20 years and shows no sign of ending in the foreseeable future. The current holders of the cup are the Vynheim Valkyries, who were supported by the Amber College in the last Dungeonbowl. Of course, the other Colleges say that this was a fluke, and are carefully studying the form of the best teams in preparation for the next Dungeonbowl. It doesn't look as if the problem is going to be solved in the near future – or at all, come to that.

As well as receiving the magnificent Dungeonbowl trophy, the winners are awarded a cash prize of

150,000 gps, while the runners-up get a prize of 100,000 gps. In addition, the winning team receives a special contract from the College that supported them. This contract allows the team to hire a Wizard for 25,000 gps instead of the usual fee of 50,000 gps for an entire season. This contract is valid even for Dwarf, Halfling and Undead teams even though they are not normally allowed to have a Wizard (see the Special Wizards rules).



THE CHAOS CUP

As you will see if you have a look at the trophy, the Chaos Cup is not exactly the most desirable of objects to win. The status it carries, however, is second only to the Blood Bowl. Originally known as the Whiteskull Challenge Cup, it was played for by eight top teams

from the AFC while the conference winners were away competing in the Blood Bowl. With the collapse of the NAF in '88 the Chaos Cup became the first trophy to be given away in the new style 'Open' tournaments.

The winner of the Chaos Cup tournament receives the Chaos Cup trophy and a share of the 350,000 gps prize money. Exactly how much money the winning team receives is decided randomly, and may result in the runners-up getting more prize money than the winners! To see how much money the winners get, roll a dice and refer to the table below. Winning the Chaos Cup has another, more extraordinary benefit. The Chaos Gods take a special interest in the fate of the team that holds the Chaos Cup, with the effect that the team seems to be exceptionally lucky while they hold the trophy. To represent this good fortune the team is allowed to roll once on the Handicap table in every game that they play for as long as they have the trophy. This roll is in addition to any other rolls.

★ **CHAOS CUP WINNINGS TABLE** ★

Dice Roll	Prize Money	
	Winners	Runners-Up
1-2	100,000 gps	250,000 gps
3-4	200,000 gps	150,000 gps
5-6	300,000 gps	50,000 gps

Winners are a Chaos Norse or Chaos Dwarf team +1
 Winners are a Dwarf, High Elf or Wood Elf team -1

THE BLOOD BOWL



The most sought after trophy is the Bloodweiser Blood Bowl Championship Winners' Trophy, commonly known as the Blood Bowl. Originally it was awarded to the winner of the final match between the NFC and AFC Conference champions, but now it is awarded to the winner of

the Blood Bowl Open tournament. Before 2461, the Blood Bowl championship games were fairly friendly – but competitive – affairs, played purely to award the status of Best Team in the World to the winners. With the arrival of big business in the shape of the Bloodweiser Corporation, however, the competition made a major stride in popularity. The prize money and Bloodweiser sponsorship deal that goes to the winners is said to be worth over a million crowns over the course of the following year. There is also the Blood Bowl trophy itself, otherwise known as the Buddy Grafstein trophy after the Bloodweiser chairman who first presented it. It's made from solid Dwarf gold, and as such is extremely valuable. This value has caused the original trophy to be stolen many times, and in fact the current one is the fourth trophy to be made!

The winners of the Blood Bowl get the trophy itself and 350,000 gps, plus a sponsorship deal from Bloodweiser which adds 20,000 gps to the prize money for each match that the team plays as long as it holds the trophy. The runners-up receive a consolation prize of 150,000 gps. For the players, however, the most important prize is the Blood Bowl player's medal awarded to each player (from both teams) that participates in the final. Receiving a Blood Bowl player's medal is a great confidence booster, so every single player that takes part in the Blood Bowl final counts as have been awarded a Most Valuable Player award and gains 5 Star Player points, in addition to the Most Valuable Player awards that are normally handed out for playing in the match.

OTHER TOURNAMENTS

The four Major Tournaments are not the only Blood Bowl competitions that are held over the course of the year. Many other tournaments take place, ranging in size from small local events involving only a handful of teams, through to really quite large events that rival the Major Tournaments in importance. Any League Commissioner who feels like organising extra tournaments based on these less important events should feel free to do so. It is a good idea to keep the number of extra tournaments fairly low, otherwise the commissioner (not to mention the coaches) will quickly become overwhelmed with the number of tournaments that they have to play. Similarly, the prizes for minor

tournaments should be kept on the low side, and the total prize money (for both winner and runner-up) should never exceed 150,000 gps. Note that Trophy Re-rolls are only allowed for Major Tournament trophies.

Two examples of typical minor tournaments are the Far Albion tournament and the Goblin Tribal Leeg. The Far Albion tournament is one of the more important minor tournaments. It is held on the distant island of Albion, northwest of the Old World across the Sea of Claws, which means that normally only one or two Old World teams make it to the island to compete against the local Blood Bowl teams. The Far Albion tournament cup (or FA Cup as it is known) used to be a stunning trophy, studded with diamonds and crusted with emeralds. Sadly it was stolen in 2145 and had to be replaced with what was meant to be a temporary tin replica. The original FA Cup never re-appeared, however, and now the battered old tin replacement has great sentimental value, especially for the local Albion teams. Prizes for the tournament consists of the trophy, and a 120,000 gps prize split 80,000 gps to the winner and 40,000 gps to the loser.

At the other end of the scale is the Goblin Tribal Leeg. This tournament is normally held at round about the same time as *Spike!* Magazine tournament, as most Goblin teams can't afford to travel to far-off Estalia from their tribal lairs in the Darklands, and in any case Goblin players hate playing in the bright, sunny conditions under which the *Spike!* tournament is normally held.

The Tribal Leeg tournament doesn't have a trophy or any prize money since it is all but impossible for a bunch of Goblins to arrange for a trophy and two different teams to be in the same place at the same time, and any prize money is invariably stolen before the final takes place! This means that all the winner of the Goblin Tribal Leeg really gets is the undying support of a huge horde of Goblin fans, who follow the team around the Old World watching it play. Whether being followed around the Old World by a huge army of Goblin fans is actually a good thing is open to debate, but it certainly increases the gate money that the team receives every time that it plays a match!

★★★ *Did you know...*

That bribery is now so prevalent amongst referees that rules have grown up concerning where, when and how one can accept a bribe. It's got so bad that the referees' guild is considering appointing a second bunch of referees to govern the conduct of the first lot.



AMAZON TEAMS

Long ago, driven by a desire for adventure the Valkyries of the Norse settlement in Lustria sailed away from their men-folk and founded a colony deep within the estuary of the river Amaxon. Now these ferocious warriors have taken to the Blood Bowl pitch – and Nuffle save those who dare play against them!



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linewomen	50,000	6	3	3	7	Dodge
0-2	Catchers	70,000	6	3	3	7	Dodge, Catch
0-2	Throwers	70,000	6	3	3	7	Dodge, Pass
0-4	Blitzers	90,000	6	3	3	7	Dodge,Block

Re-roll counter: 40,000 gold pieces each

CHAOS TEAMS

Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the field, maiming and injuring as many opposing players as possible, is about the limit of their game plan. They rarely, if ever, worry about such minor considerations like picking up the ball and scoring touchdowns – not while there are any players left alive in the opposing team, anyway.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Chaos Beastmen	60,000	6	3	3	8	Horns
0-4	Chaos Warriors	100,000	5	4	3	9	None

Re-roll counter: 70,000 gold pieces each

CHAOS DWARF TEAMS

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Hobgoblins	40,000	6	3	3	7	None
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet Thick Skull

Re-roll counter: 50,000 gold pieces each

DARK ELF TEAMS

Dark Elves are generally quite superb Blood Bowl players, combining agility and amazing athletic ability with low cunning and an evil temperament. Although best suited to the throwing game, sheer spite makes the Dark Elves enjoy the running game, especially when a side throws up a remarkable Blitzer like Jeremiah Kool.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	70,000	6	3	4	8	None
0-2	Throwers	90,000	6	3	4	8	Pass
0-4	Blitzers	100,000	7	3	4	8	Block
0-2	Witch Elves	110,000	7	3	4	7	Frenzy Dodge Jump Up

Re-roll counter: 50,000 gold pieces each

DWARF TEAMS

Dwarfs seem to be ideal Blood Bowl players, being short, tough, well armoured, and having this stubborn knack of refusing to die! Most successful Dwarf teams work to the principle that if they can take out all the other team's potential scorers, and wear down the rest, then there won't be anybody left to stop them scoring the winning touchdowns!



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Long Beards	70,000	4	3	2	9	Block, Tackle Thick Skull
0-2	Runners	80,000	6	3	3	8	Sure Hands Thick Skull
0-2	Blitzers	80,000	5	3	3	9	Block Thick Skull
0-2	Troll Slayers	90,000	5	3	2	8	Block, Frenzy Dauntless Thick Skull

Re-roll counter: 40,000 gold pieces each

GOBLIN TEAMS

A Goblin team's game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, but the art of throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote to say the least. Still, this never seems to bother Goblin players, and occasionally the use of a particularly devious secret weapon will even allow a Goblin team to win a match.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Goblins	40,000	6	2	3	7	Right Stuff Dodge, Stunty

Re-roll counter: 60,000 gold pieces each

HALFLING TEAMS

The technical deficiency of Halfling teams is legendary. They're too short to throw or catch, they run at half pace, and the whole team can spend all afternoon trying to block an Ogre without any chance of success. Most Halfling Coaches try to make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's End Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one or two of them won't be jelly by the time you throw the thing...

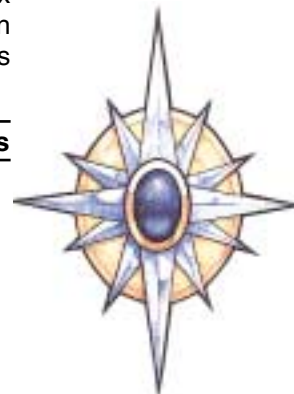


Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Halflings	30,000	5	2	3	6	Right Stuff Dodge, Stunty

Re-roll counter: 60,000 gold pieces each

HIGH ELF TEAMS

More than most teams, High Elves rely on the accuracy of their Phoenix Warriors and the icy calm of their Lion Warriors. The unglamorous Linemen simply hold off the other side's more homicidal players until the pass is thrown – and they don't appreciate it if this takes to long...



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	70,000	6	3	4	8	None
0-2	Phoenix Warriors	80,000	6	3	4	8	Pass
0-4	Lion Warriors	90,000	8	3	4	7	Catch
0-2	Dragon Warriors	100,000	7	3	4	8	Block

Re-roll counter: 50,000 gold pieces each

HUMAN TEAMS

Although Human teams do not have the individual strengths or outstanding abilities available to other races, they do not suffer from any outstanding weakness either. This makes Human teams extremely flexible, equally at home running the ball, passing it, or ignoring it and pounding the opposition into the turf instead!



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	50,000	6	3	3	8	None
0-4	Catchers	70,000	8	2	3	7	Catch Dodge
0-2	Throwers	70,000	6	3	3	8	Sure Hands Pass
0-4	Blitzers	90,000	7	3	3	8	Block

Re-roll counter: 50,000 gold pieces each

LIZARDMEN TEAMS

The Mage-Priests foretold the game of Blood Bowl thousands of years before it was discovered by the Dwarf Roze-El. So it is no surprise that the Lizardmen play Blood Bowl. Providing an odd blend of dexterity and strength, the Lustrian team can almost last the distance against a power team such as Chaos, while remaining able to pull off the running plays of the Skaven.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Skinks	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	None

Re-roll counter: 60,000 gold pieces each

NORSE TEAMS

Norse teams have a well deserved reputation for ferocity both on and off the playing field. The Norse that takes up Blood Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing field, and beer, women and bloody carnage while on it!



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	50,000	6	3	3	7	Block
0-2	Catchers	70,000	6	3	3	7	Block, Catch
0-2	Throwers	70,000	6	3	3	7	Block, Pass
0-4	Blitzers	90,000	6	3	3	7	Block, Frenzy, Jump Up

Re-roll counter: 60,000 gold pieces each

ORC TEAMS

Orcs have been playing Blood Bowl since the games was invented, and Orc teams such as the Gouged Eye and Severed Heads are amongst the best in the league. Orc teams are tough and hard-hitting, grinding down the opposition's line to create gaps for their excellent Orc Blitzers to exploit.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	50,000	5	3	3	9	None
0-4	Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty
0-2	Throwers	70,000	5	3	3	8	Sure Hands Pass
0-4	Black Orc Blockers	80,000	4	4	2	9	None
0-4	Blitzers	80,000	6	3	3	9	Block

Re-roll counter: 60,000 gold pieces each

SKAVEN TEAMS

They may not be all that strong, they certainly aren't tough, but boy oh boy are Skaven fast! Many an opponent has been left in the starting blocks as fast-moving Skaven players scamper through a gap in the line and run in for a lightning fast touchdown.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	50,000	7	3	3	7	None
0-2	Throwers	70,000	7	3	3	7	Sure Hands Pass
0-4	Gutter Runners	80,000	9	2	4	7	Dodge
0-2	Storm Vermin	90,000	7	3	3	8	Block

Re-roll counter: 60,000 gold pieces each

UNDEAD TEAMS

In the Old World the dead do not rest easy. Vampires lurk in haunted castles, Necromancers seek to escape death by searching for forbidden knowledge, the Liche-lords rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Skeletons	30,000	5	3	2	7	Regenerate
0-12	Zombies	30,000	4	3	2	8	Regenerate
0-4	Ghouls	70,000	7	3	3	7	Dodge
0-4	Wights	90,000	6	3	3	8	Block, Regenerate
0-2	Mummies	100,000	3	5	1	9	Mighty Blow, Regenerate

Re-roll counter: 70,000 gold pieces each

WOOD ELF TEAMS

For Wood Elves the Long pass is everything, even more so than their High Elf cousins, and all of their effort goes into being an expert at throwing or receiving. No Wood Elf worth his salt is going to be weighed down by extra armour and be forced to lurk about and attempt to knock opposing players over. Instead they rely on their natural athletic ability to keep them out of trouble, which is normally enough – it takes a very agile or lucky opponent to lay a hand on a Wood Elf!



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Linemen	70,000	7	3	4	7	None
0-4	Catchers	90,000	9	2	4	7	Catch, Dodge
0-2	Throwers	90,000	7	3	4	7	Pass
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap

Re-roll counter: 50,000 gold pieces each

STAR PLAYERS

Name	Team	Cost	MA	ST	AG	AV
Bomber Dribblesnot	Orc or Goblin	80,000	6	2	3	7
Skills	Accurate, Dodge					
Traits	None	Special: Bombs				
Count von Drakenborg	Human or Undead	180,000	6	5	4	9
Skills	Block, Dodge					
Traits	None	Racial Characteristics: Hypnotic Gaze, Regenerate				
The Deathroller	Dwarf	160,000	4	7	1	10
Skills	Mighty Blow, Multiple Block					
Traits	Stand Firm	Special: Deathroller				
Deeproot Strongbranch	Halfling or Wood Elf	180,000	2	7	1	10
Skills	Block, Mighty Blow					
Traits	Stand Firm, Thick Skull	Racial Characteristics: Throw Team-Mate				
Fungus the Loon	Orc or Goblin	60,000	4	2	3	7
Skills	None					
Traits	None	Special: Ball & Chain				
Grashnak Blackhoof	Chaos or Chaos Dwarf	160,000	6	6	2	9
Skills	Mighty Blow					
Traits	Horns, Thick Skull					
Griif Oberwald	Human	180,000	8	4	4	8
Skills	Block, Dodge, Leap, Sprint, Sure Feet					
Traits	None					
Grim Ironjaw	Dwarf	150,000	5	4	3	8
Skills	Block, Mighty Blow					
Traits	Dauntless, Frenzy, Thick Skull					
Hakflem Skuttlespike	Skaven	130,000	9	3	4	7
Skills	Dodge					
Traits	Prehensile Tail, Extra Arms, Two Heads					
Headsplitter	Skaven	160,000	6	6	3	9
Skills	Mighty Blow					
Traits	Prehensile Tail					
Horkon Heartripper	Dark Elf	120,000	6	3	4	8
Skills	Dodge, Leap, Shadowing					
Traits	None	Special: Poison Dagger				
Hthark the Unstoppable	Chaos Dwarf	180,000	6	6	2	10
Skills	Block, Break Tackle, Sprint, Sure Feet					
Traits	Thick Skull					
Jordell Freshbreeze	Wood Elf	150,000	8	3	5	7
Skills	Block, Diving Catch, Dodge, Leap, Side Step					
Traits	None					
Lord Borak the Despoiler	Chaos	160,000	5	5	3	9
Skills	Block, Dirty Player, Mighty Blow					
Traits	Leader					
Mighty Zug	Human	120,000	4	5	2	9
Skills	Block, Mighty Blow					
Traits	None					
Morg 'N' Thorg	Chaos, Goblin, Human & Orc	190,000	6	6	3	10
Skills	Block, Mighty Blow					
Traits	Thick Skull	Racial Characteristics: Throw Team-Mate				
Nobbla Blackwart	Orc, Goblin or Chaos	80,000	6	2	3	7
Skills	Dodge					
Traits	Frenzy	Special: Right Stuff, Chainsaw				
Prince Moranion	High Elf	140,000	7	4	4	8
Skills	Block					
Traits	Dauntless					
'Ripper' Bolgrot	Orc, Goblin or Chaos	150,000	4	6	1	10
Skills	Mighty Blow					
Traits	None	Racial Characteristics: Throw Team-Mate, Regenerate				
Scrappa Sorehead	Orc, Goblin or Chaos	60,000	6	2	3	7
Skills	Dodge					
Traits	None	Special: Right Stuff, Pogo Stick				
Silibili	Lizardman	140,000	7	4	2	9
Skills	Block, Guard					
Traits	Stand Firm					
Thrud the Barbarian	Any	50,000 (always freeboots)	6	6	2	9
Skills	Block, Break Tackle, Horns, Mighty Blow, Multiple Block					
Traits	Bone-Head, Thick Skull	Special: Easily Confused, Thrud's Fans (see Annual)				
Varag Ghou-Chewer	Orc or Goblin	160,000	6	4	3	9
Skills	Block, Mighty Blow, Pro					
Traits	Jump Up, Leader					
Zzharg Madeye	Chaos Dwarf	100,000	5	3	2	9
Skills	Block, Tackle					
Traits	Thick Skull	Special: Blunderbuss				

TEAMS	General	Agility	Strength	Passing	Physical Abilities
AMAZON					
Linewomen	★				
Catchers	★	★			
Throwers	★			★	
Blitzers	★		★		
CHAOS					
Chaos Warriors	★		★		★
Beastmen	★		★		★
CHAOS DWARF					
Chaos Dwarfs	★		★		
Hobgoblins	★				
Bull Centaur	★		★		
DARK ELF					
Linemen	★	★			
Throwers	★	★		★	
Blitzers	★	★			
Witch Elves	★	★			
DWARF					
Long Beards	★		★		
Runners	★			★	
Blitzers	★		★		
Troll Slayers	★		★		
GOBLIN					
Goblins		★			
HALFLING					
Halflings		★			
HIGH ELF					
Linemen	★	★			
Phoenix Warriors	★	★		★	
Lion Warriors	★	★			
Dragon Warriors	★	★			
HUMAN					
Linemen	★				
Catchers	★	★			
Throwers	★			★	
Blitzers	★		★		
LIZARDMEN					
Skinks		★			
Saurus	★		★		
NORSE					
Linemen	★				
Catchers	★	★			
Throwers	★			★	
Blitzers	★		★		
ORC					
Linemen	★				
Throwers	★			★	
Black Orcs	★		★		
Blitzers	★		★		
SKAVEN					
Linemen	★				★
Throwers	★			★	★
Gutter Runners	★	★			★
Storm Vermin	★		★		★
UNDEAD					
Zombies	★				
Skeletons	★				
Ghouls	★	★			
Wights	★				
Mummies	★		★		
WOOD ELF					
Linemen	★	★			
Catchers	★	★			
Throwers	★	★		★	
Wardancers	★	★			