BLOOD BOWL



HANDBOOK

Living Rulebook 5.0

Well after two years of play-testing and heated discussion, here it is at last, the fifth edition of the LRB. This edition differs from the last four Living Rulebooks in that an effort was made to return to 3rd edition with the lessons learned from LRBs 1.0 through 4.0 and to redo 3rd edition so that league teams could be played in a Perpetual Blood Bowl League format (PBBL) without needing to reset the league for new members. Specialist Games has been glad to provide the LRB free of charge to download from their website and this will continue for the foreseeable future. For those of you who are familiar with version 4.0 of the rules, a complete list of changes is available as a downloadable errata file on the website. All changes and typographical corrections from version 4.0 have been highlighted in red so they are easy to spot. I'd like to extend many thanks to all the play-testers for their work and contributions over the last 2 years especially to Tom Anders who completed this project when I needed to attend to other projects.

May Nuffle always bless your dice.

Jervis

CONTENTS

INTRODUCTION 2
GAME COMPONENTS 2
SETTING UP THE GAME 6
THE KICK-OFF 6
THE SEQUENCE OF PLAY 7
MOVING THE TURN MARKER 7
PLAYER ACTIONS 7
TURNOVERS 7
MOVEMENT 8
TACKLE ZONES 8
PICKING UP THE BALL 8
BLOCKS 9
BLITZ MOVES 9
STRENGTH 9
KNOCK DOWNS & INJURIES 11
INJURIES 11
SUBSTITUTES 11
THE INJURY TABLES 11
THROWING THE BALL 12
THROWING 12
CATCHING THE BALL 13
BOUNCING BALLS 13
THROW-INS 13
TURNOVERS 13
RE-ROLLS 14
TEAM RE-ROLLS 14
PLAYER RE-ROLLS 14
SKILLS 14
WINNING THE MATCH 15
SCORING TOUCHDOWNS IN YOUR TURN 15
RESTARTING THE MATCH 15
SCORING ON THE OPPONENT'S TURN 15
CONCEDING THE MATCH 15
EXTRA RULES 16
CREATING A BLOOD BOWL TEAM 16
TEAM ROSTER SHEETS 16
BUYING PLAYERS 16
TEAM RE-ROLLS & FAN FACTOR 16
COACHING STAFF 16
APOTHECARY 17
THE KICK-OFF TABLE 18
THE WEATHER 20
HANDING-OFF THE BALL 20
GOING FOR IT! 20
ASSISTING A BLOCK 21
INTERCEPTIONS & FUMBLES 22
FOULS, OR KICKING PLAYERS THAT ARE DOWN 23
SKILLS 24
SKILL DESCRIPTIONS 24
SKILL CATEGORIES 29
FREQUENTLY ASKED QUESTIONS 30
BLOOD BOWL LEAGUES 31
STARTING THE LEAGUE 31
TEAM ROSTER 31
TREASURY 31
BANK 32
TEAM VALUE 32
MATCH RECORDS 32
INJURIES 32
CASUALTY TABLE 32
STAR PLAYER POINTS 32
STAR PLAYER POINTS TABLE 33
IMPROVEMENT ROLLS 33
IMPROVEMENT ROLL TABLE 33
NEW SKILLS 33
CHARACTERISTIC INCREASES 33
ROLLING DOUBLES 34
IMPROVEMENTS & PLAYER VALUES 34
VALUE MODIFIERS TABLE 34
INDUCED PLAYERS & STAR PLAYER POINTS 34
PLAYING LEAGUE MATCHES 35
PRE-MATCH SEQUENCE 35
THE WEATHER 35
INDUCEMENTS 35
BLOODWEISER BABES 35
WANDERING APOTHECARIES 35
IGOR 35
BRIBES 35
EXTRA TEAM TRAINING 35
STAR PLAYERS 36
MERCENARIES 36
HALFLING MASTER CHEF 36
WIZARD 36
WIZARDS 37
POST-MATCH SEQUENCE 38
IMPROVEMENT ROLLS 38
UPDATING TEAM ROSTER 38
JOURNEYMEN 38
SPIRALLING EXPENSES 38
CONCEDING 38
TOURNAMENTS 39
RUNNING A TOURNAMENT 39
THE GLITTERING PRIZES 40
THE *SPIKE!* MAGAZINE TROPHY 41
THE DUNGEON BOWL 41
THE CHAOS CUP 41
THE BLOOD BOWL 42
OTHER TOURNAMENTS 42
OPTIONAL LEAGUE RULES 43
AWARDING THE MVP 43
SPIRALLING EXPENSE MODIFICATIONS 43
EXCLUDING INDUCEMENTS IN LEAGUE PLAY 43
INDUCEMENT USE IN ONE-OFF PLAY 43
FREE FAN FACTOR 43
ADDITIONAL WINNINGS FOR SHORT LEAGUES 43
SPECIAL PLAY CARDS 44
MISCELLANEOUS MAYHEM DECK 44
SPECIAL TEAM PLAYS DECK 45
MAGIC ITEMS DECK 46
DIRTY TRICKS DECK 47
GOOD KARMA DECK 48
RANDOM EVENTS DECK 50
DESPERATE MEASURES DECK 51
TEAM ROSTERS 52
AMAZON TEAMS 52
CHAOS DWARF TEAMS 52
CHAOS TEAMS 52
DARK ELF TEAMS 53
DWARF TEAMS 53
ELF TEAMS 53
GOBLIN TEAMS 54
HALFLING TEAMS 54
HIGH ELF TEAMS 54
HUMAN TEAMS 55
KHEMRI TEAMS 55
LIZARDMAN TEAMS 55
NECROMANTIC TEAMS 56
NORSE TEAMS 56
NURGLE TEAMS 56
OGRE TEAMS 57
ORC TEAMS 57
SKAVEN TEAMS 57
UNDEAD TEAMS 58
VAMPIRE TEAMS 58
WOOD ELF TEAMS 58
DESIGNER'S NOTES 59
STAR PLAYER LIST 60

★ **GAME DESIGN: JERVIS JOHNSON**
★ **BOX COVER: DAVE GALLAGHER**
★ **RULEBOOK ART: WAYNE ENGLAND, PETE KNIFTON, & CARL CRITCHLOW**
★ **COMPONENT ART: RICHARD WRIGHT & WAYNE ENGLAND**
★ **2004-2006 PBBL DEVELOPMENT TEAM: JERVIS JOHNSON, TOM ANDERS, IAN WILLIAMS, JOHN KIPLING LEWIS, STEPHEN BABBAGE, CHET ZESHONSKI, DEAN MAKI, & SPECIALIST-GAMES.COM PLAYTESTERS**
★ **HANDBOOK EDITOR: TOM ANDERS**
★ **BACKGROUND EDITORS: TOM ANDERS & STEPHEN HUTTON**
★ **PRODUCTION: TOM ANDERS & JOSH BLANCHETTE**

PRODUCED BY GAMES WORKSHOP

Blood Bowl, Games Workshop and the Games Workshop logo, the Citadel castle, Slottabase, White Dwarf and Warhammer, Blood Bowl, Death Zone are all registered trademarks of Games Workshop Ltd. Citadel, the Old World and Skaven are trademarks of Games Workshop Ltd.
All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The exclusive copyright on the artwork and the images it depicts is the property of Games Workshop Ltd.
© Copyright Games Workshop Ltd, 2006. All rights reserved.

UNITED KINGDOM
GAMES WORKSHOP LTD.
WILLOW ROAD
LENTON
NOTTINGHAM NG7 2WS

UNITED STATES
GAMES WORKSHOP INC.
6721 BAYMEADOW DRIVE
GLEN BURNIE, MARYLAND
21060 - 6401

www.BLOODBOWL.com

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 actual 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 commentators for tonight are Jim Johnson and myself, Bob Bifford. Evening, Jim!"

"Thank you, Bob! Well, good evening, and boy, are you folks in for a great night of top-class sporting entertainment! But first of all, 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-armoured and quite insane warriors. Players pass, throw or run with the ball, attempting to get it to the other end of the pitch, 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 pitch
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: 2 6-sided Dice, 1 8-sided Dice, 3 Block Dice

Counters:

16 Re-roll counters

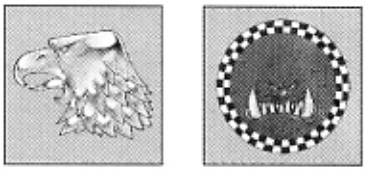
2 Score counters

2 Leader counters

2 Turn counters

16 Randomizer counters

1 Kick-Off coin



Re-roll counters



Turn counter *Score counter*

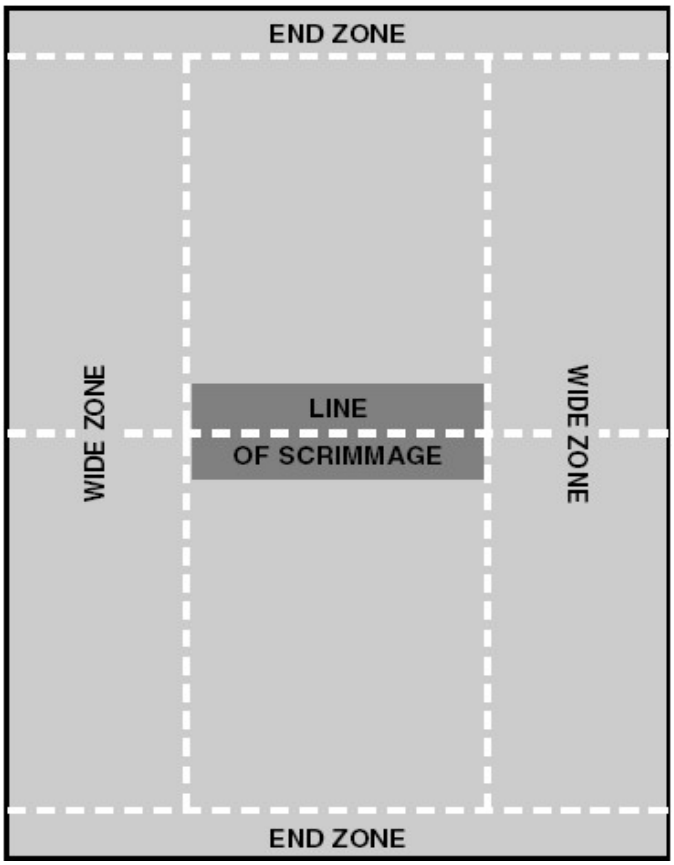
Plastic Models
12 Human players: 6 Linemen, 2 Blitzers, 2 Throwers, 2 Catchers.
12 Orc players: 6 Linemen, 2 Black Orc Blockers, 2 Blitzers, 2 Throwers.

★ **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.

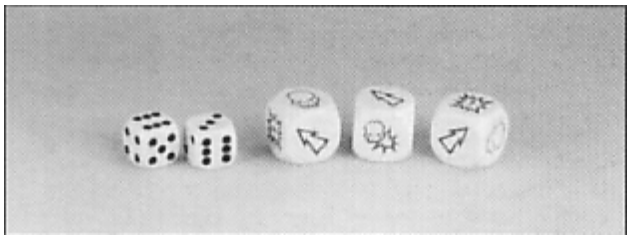
★ **Playing Pitch:** This is the field on which the game of Blood Bowl takes place. It's currently big and green (a bit like an Orc) but don't worry – it'll soon be covered in red! It is divided into squares to regulate movement and combat; each square can hold only one Blood Bowl player at a time.

The areas at either end of the pitch 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 then can dance around a lot!

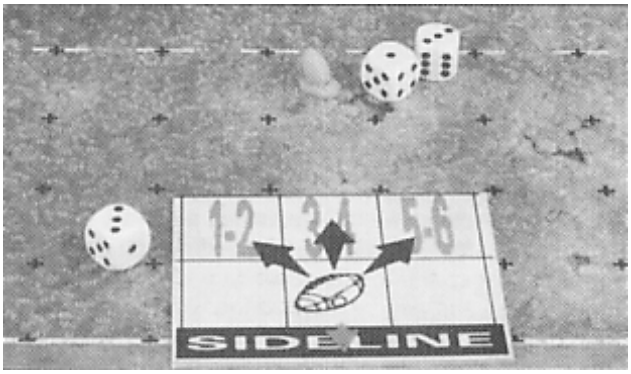
In the centre of the pitch is the *half-way line*, and running along the sides of the pitch are the lines which show the boundaries of the *wide zones*. The rows of squares on either side of the half-way line, and between the two wide zones (14 squares in all), are known as the *line of scrimmage*. The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



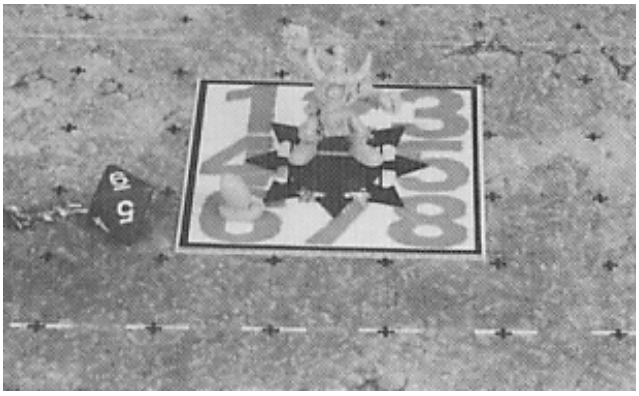
★ **Block Dice & Six-sided Dice:** Blood Bowl uses special Block dice and normal six-sided dice numbered 1 through 6. The special Block dice are used when a player attempts to knock another player down (this is called 'blocking' another player). The six-sided dice are used for a greater number of purposes, and are usually referred to in the rules as D6. If the rules say 'roll a D6' or 'roll a dice', this simply means roll one six-sided dice. If the rules say 'roll 2D6', it means roll two D6 and add their scores together. If the rules say to 'roll a D3', roll a six-sided dice. The result is halved, rounding any fractions up (i.e., 1-2 = 1, 3-4 = 2, 5-6 = 3).



★ **Throw-in Template:** In Blood Bowl the ball is thrown back onto the pitch 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 ball 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 D6. The result will show the direction the ball travels in. Then simply roll two D6 to see how many squares the ball will travel in that direction, counting from the square marked with the ball as the first square.



★ **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 ball. 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 mainly used with the Scatter template. Use it like a normal D6, reading the number on the upward facing side.



★ **Playing Pieces:** The plastic playing pieces represent the 12 players from each team's squad, of whom 11 may be on the pitch at any one time. They should be carefully removed from the sprue, and then slotted into the plastic slotta-bases. There are six different types of player in Blood Bowl: Blitzers, Catchers, Throwers, Linemen, Runners and Blockers. The teams of different races 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 Orc Blockers, 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 pitch. They are quite fast and agile, yet strong enough to smash their way through the opposing line when they have to. Former 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, however, they are unmatched – and nobody is better at catching the ball. Catchers specialize in waiting near 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 pitch, able to throw a precise Long Bomb to the waiting hands of a player far down the pitch. 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!

Runners are normally the fastest players on the team, capable of outdistancing their team-mates to quickly advance the ball up pitch. While Runners might not have the talented hands of a Catcher and Runners from different races may have very different skill sets, teams that favour the running instead of the passing game find these players are invaluable.

Blockers are very strong and wear extra armour to protect themselves in the powerful head-to-head blocks that are their specialty. However, they are not all that fast, and against an agile opponent with room to dodge they almost always come off second best.





★ **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.

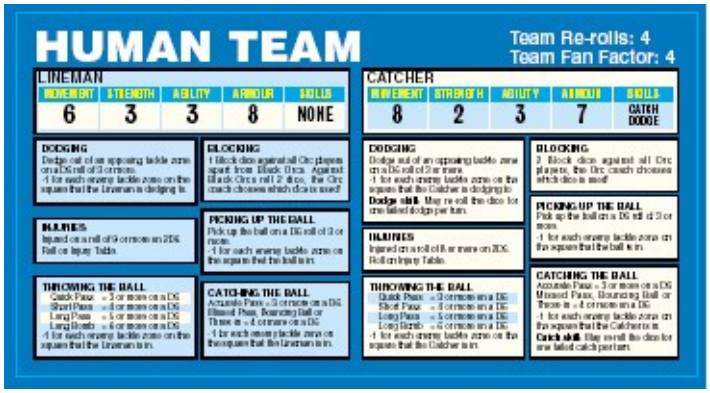
Strength (ST): A player's Strength represents how physically powerful he is, and is used to block opponents.

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 ball, and catch a ball 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.



★ **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. One coach tosses the coin and while it is in the air the other coach calls "Orcs" or "Eagles".

★ **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.

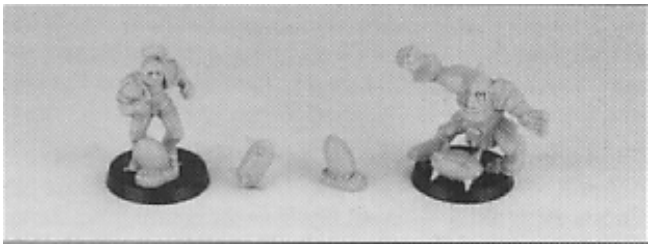
★ **Team Roster Sheets:** The team rosters are only used if you use the optional rules for Creating a Blood Bowl Team (see the Extra Rules section). You won't need them for your first couple of games, so put them to one side for the time being.



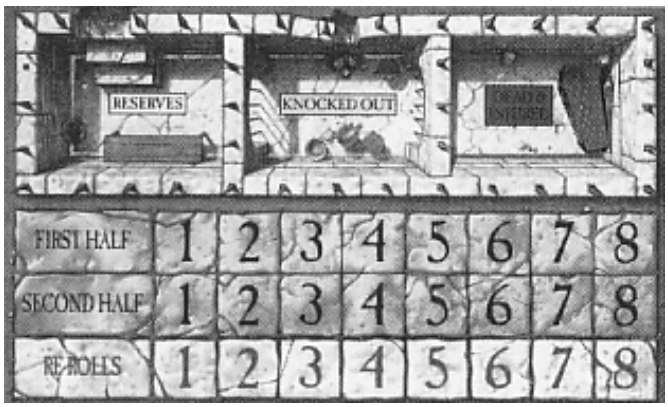
★ **Plastic Range Ruler:** The ruler is used to measure the range when a player throws the ball. When you are instructed to measure the range, place the '0' at one end over the centre of the square of the player throwing the ball and the red line that runs up the middle of the ruler over the centre of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



★ **The Ball:** 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. A football is referred to as a ball in the rules. The ball can be 'held' by a player by simply putting it on their base.



★ **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 his or her Dugout behind one of the End Zones. This shows which half of the pitch 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 D6 to see which coach will choose 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 must set up 11 players, or if they can't field 11 then as many players as they have in Reserves, between their end zone and the halfway 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 (i.e., 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.

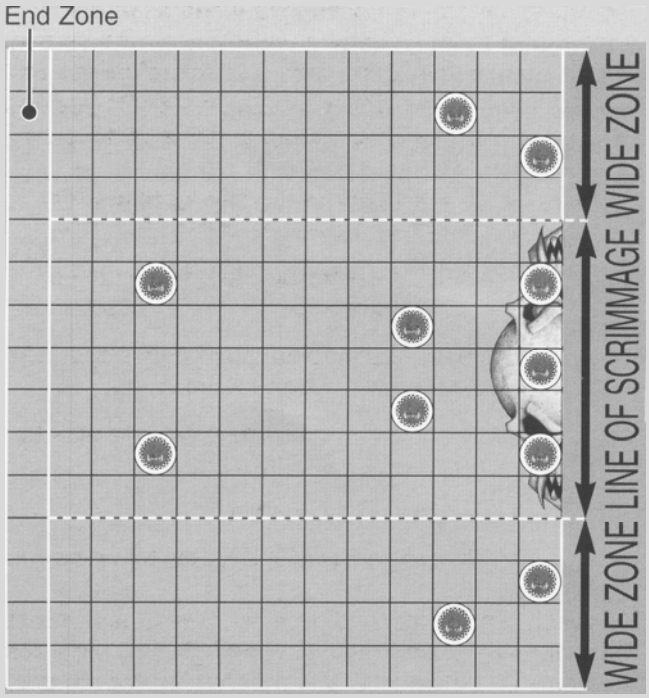
If you cannot set up 3 players on the Line of Scrimmage you must either concede the match (see page 15 *(or page 38 if you are using the Extra Rules)*), or carry on playing by placing as many players on the line of scrimmage as possible.

THE KICK-OFF

After both teams have set up, the coach of the kicking team places the ball in any square in the opponent's half of the pitch, 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, and then roll a D6 to see how many squares the ball will go.

Important note: The kick-off is the only time that you roll a D6 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 opponent's half of the pitch. Assuming the ball lands in the receiving team's half of the pitch, 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 13). If the ball lands on a square occupied by a player, the player must try to catch the ball (see Catching the Ball on page 13). If the ball scatters or bounces off the pitch or into the kicking team's half, the receiving coach is awarded a 'touchback' and must 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.



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 used by the Raiders against fast moving or agile teams like Skaven or Elves (some would argue with limited success).

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 one of his tackle zones.

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 (i.e., eight 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's Turn
B. Kicking Team's Turn

Repeat A and B, one after the other, until the end of the drive. **NOTE:** A drive is defined as playing until a touchdown is scored or the half ends.

During a 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 turn. The players on the other team may not take any Actions until their own 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 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, standing up or rolling the dice during your turn.

A coach who is called for an illegal procedure must either end his turn or immediately lose one re-roll, which will count as the use of a team re-roll for the turn if one has not already been used. If the coach chooses to not end his turn and has no re-rolls left, then the opposing coach gains a re-roll. If a coach forgets to move the Turn marker, but rectifies his mistake before the opposing coach spots the error, then he cannot be called for an illegal procedure. If a coach incorrectly calls an illegal procedure then he must lose a re-roll immediately, if he has no re-rolls remaining his opponent gains a re-roll.

PLAYER ACTIONS

In a 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 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, and 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 turn. Only one Blitz and one Pass Action may be taken in each turn. These Actions must be taken by separate players; a player cannot perform a Blitz Action and a Pass Action in the same turn.

Move: The player may move a number of squares equal to their Movement Allowance (MA)

Block: The player may make a single block against a player in an adjacent square. Players that are Prone may not perform this Action.

Blitz: The player may move a number of squares equal to their MA. 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 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 may pass the ball.

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

***NOTE**: The Extra Rules section adds two additional Actions: **Hand-off** (see page 20) and **Foul** (see page 23). Both of these Actions may not be declared by more than one player per turn.*

TURNOVERS

Normally, a turn only ends when all of the players in the team have performed an Action. However, certain events cause the turn to end before all of the players have taken an Action. These events are called *turnovers.* The following events cause a turnover: (Note: turnovers caused by rules in the Extra Rules section (see pages 16 to 23) are listed in *italics*.)

1. A player on the moving team is Knocked Down *(being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball … e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or*
2. A passed ball, *or hand-off,* is not caught by any member of the moving team before the ball comes to rest *or*
3. A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) *or*
4. A touchdown is scored *or*
5. The four-minute time limit for the turn runs out *or*
6. *A pass attempt is fumbled even if a player from that team catches the fumbled ball or*
7. *A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or*
8. *A player is ejected by the referee for a foul.*

A coach that suffers a turnover must end his turn immediately – even if part way through a player's Action. The only exceptions to this are that Armour and Injury rolls must still be made for players that have been Knocked Down, the ball must be bounced until it comes to rest and his players Stunned on previous turns are turned face up.

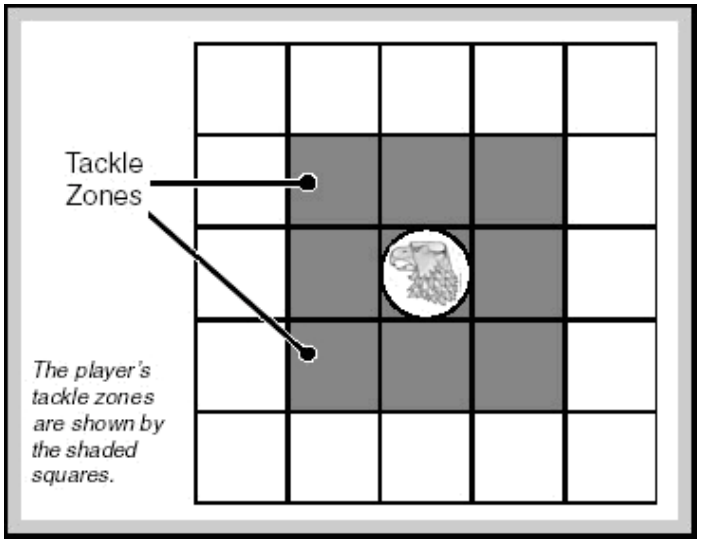
MOVEMENT

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 his coach does not want them to.



TACKLE ZONES

A standing player exerts individual tackle zones on each of the eight adjacent squares, as shown in the diagram below. A player who is Prone or Stunned 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 D6, and add or subtract any of the modifiers that apply to the D6 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 D6 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 Down then his team suffers a turnover and their 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 ball 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 (e.g., when pushed back, thrown by another player with Throw Team-Mate, etc.) cannot pick up the ball, and instead it will bounce one square. This does not cause a turnover. See Bouncing Balls on page 13.

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 D6 roll. **A roll of 1 before modification always fails and a roll of 6 before modification always succeeds for any Agility roll made during a game.**

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 D6 roll is less than the required total, then the player drops the ball, which will bounce one square. If the player drops the ball then his team suffers a turnover and their 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

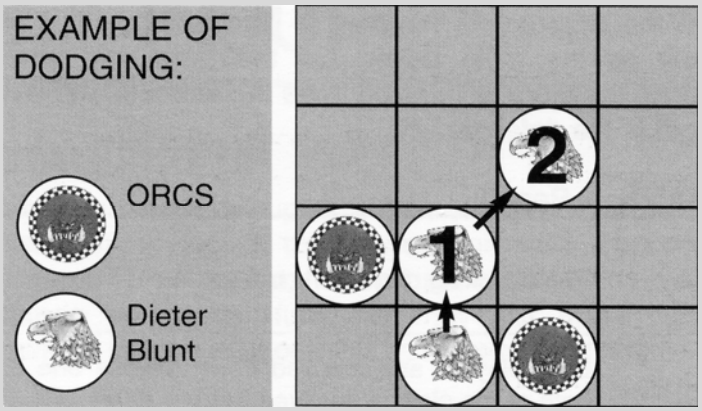
IMPORTANT: The Agility table is used to work out the success or failure of a number of different Actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each Action has its own set of modifiers, and it is only these modifiers which apply to the D6 roll (i.e., 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, Bob, like he's going to try to move through the tackle zones of two Orcland 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 D6 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 D6 roll. OH NO! Dieter rolls a 1 and comes crashing down. Now he's lying prone in square 2, and what's more that causes a turnover for the Reavers, so it's the Orcland Raiders to move next!



AGILITY	1	2	3	4	5	6+
DODGING 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 Down. 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 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 are 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 one player is STRONGER, two dice are rolled and the stronger player may choose which one is used.

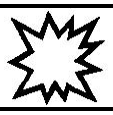
If one player is MORE THAN TWICE AS STRONG, three dice are rolled and the stronger player may choose which is used.

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.

NOTE: *Extra rules on page 21 allow players not involved in the block to assist the blocking players which can alter the number of dice rolled.*

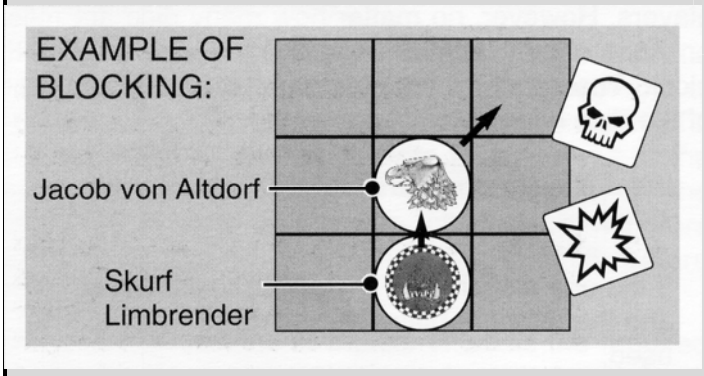
The Result

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
	**ATTACKER DOWN:** The attacking player is Knocked Down.
	**BOTH DOWN:** Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.
	**PUSHED:** The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	**DEFENDER STUMBLES:** Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	**DEFENDER DOWN:** 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 Raiders' star Black Orc Blocker. He's just blitzed down the pitch 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  *(Attacker Down) and a*  *(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!*



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*

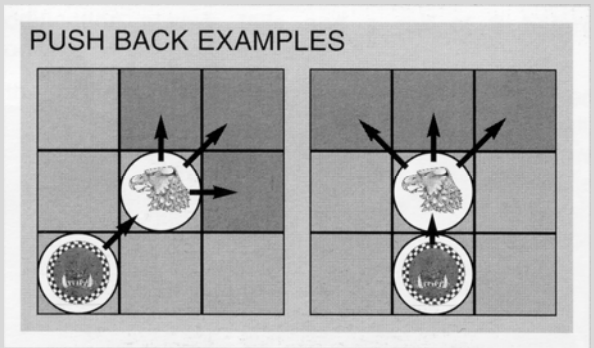
*The coach of the stronger player picks which Block dice is used.

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 (note: a square containing only the ball is considered empty and a player pushed to it will cause the ball to bounce (see page 13)). 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. This secondary push back is treated exactly like a normal push back as if the second player had been blocked by the first. The coach of the moving team decides all push back directions for secondary push backs unless the pushed player has a skill that overrides this.

Players must be pushed off the pitch if there are no eligible empty squares on the pitch. A player pushed off the pitch, even if Knocked Down, is beaten up only by the crowd and receives one roll on the Injury Table (see Injuries, opposite). The crowd does not have any injury modifying skills.

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 pitch.

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, page 11). If the player who is Knocked Down comes from the moving team, then this caused a turnover and the moving team's turn ends immediately!



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 the 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 (i.e., 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 Placed Prone for any reason should be placed face up on the pitch in the square they were in when they fell over. While Prone, the player loses his tackle zones and may do nothing before standing 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 who stands up may not take a Block Action, because you may not move when you take a Block Action. The player may take any Action other than a Block Action.

A player who is Knocked Down or Placed Prone will drop the ball in the square where he falls if he was carrying it. The dropped ball will bounce one square in a random direction (see Bouncing Balls, page 13).



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

INJURIES

Unless the rules state otherwise, any player that is Knocked Down may be injured. The opposing coach rolls two D6 and adds their scores together in an attempt to try to beat the Knocked Down 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 Blitzer

STANDING UP

A player can stand up at the beginning of an Action at a cost of three squares from his 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 (*see Extra Rules page 20)*. Failure to stand successfully for any reason is not a turnover.

SUBSTITUTES

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



Dwarf Deathroller claims another victim

INJURY TABLE

2D6	Result
2-7	**Stunned** – Leave the player on the pitch, but turn them face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn they are Stunned. Once face-up they may stand up on any subsequent turn using the normal rules.
8-9	**KO'd** – Take the player off the pitch 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 must return the player to the Reserves box and can use them as normal from now on.
10-12	**Casualty** – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 32) to see exactly what has happened to the player.

THROWING THE BALL

Once per 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 ball even if the receiver is in an adjacent square. Note that the player does not have to be holding the ball at the start of the Action; he could use his move to run over and pick up a ball on the ground 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 ball 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 (see page 5 for how to correctly use 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 D6 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 D6 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.

NOTE: *Extra rules on page 22 allow for throwers to fumble the pass and for opponents to attempt pass interceptions.*

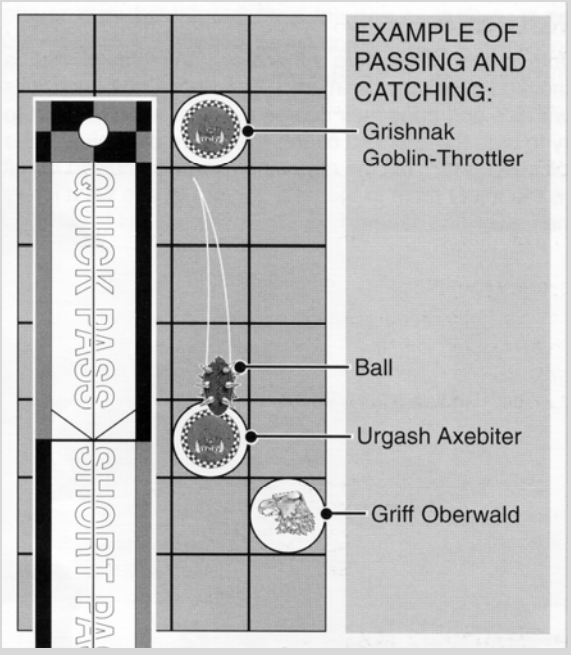
SLOW-MOTION REPLAY

Bob: And there's Grishnak Goblin-Throttler for the Orcland 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 D6 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 Axebiter has to do is catch it...

Bob: You said it, Jim. It's an accurate pass so Urgash gets a +1 to his D6 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, Bob, that missed pass causes a turnover, which ends the Orcland 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 BALL

If the ball lands in a square occupied by a standing player, then the player must attempt to catch the ball. Prone and Stunned 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 ball he can yell 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 D6 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 turn. If the player who caught the ball has not taken an Action yet, he may do so as normal. If the D6 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, kick-off,
bouncing ball or throw-in..... +0
Per opposing tackle zone on the player ..... –1

★ ★ ★ ***Did you know...***
That the Lowdown Ratz experimented in training this year with a new player, a giant black Warg! The wolf ate six team players, seriously injured four assistant coaches, crippled the apothecary and ran away into the swamps with the only ball the Ratz have; effectively ending any chance of a Blood Bowl final appearance... not that they had a Halfling's hope in Khorne's bathroom anyway.

BOUNCING BALLS

If the ball is dropped or not caught, the ball bounces to a square with a Prone or Stunned player, an inactive player is pushed or lands in the ball's square, or the square where a thrown ball lands is unoccupied (or is occupied by a Prone or Stunned 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 pitch.



Jacob von Altdorf, Human Thrower

THROW-INS

When a ball scatters or bounces off the pitch 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 page 4 for how the Throw-in template is used to throw-in the ball 2d6 squares). 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 or Stunned player, then it will bounce. If a throw-in results in the ball going off the pitch again, it will be thrown in again, centred on the last square it was in before it left the pitch. Throw-ins cannot be intercepted.

TURNOVERS

If a ball thrown by a player isn't caught by a player from the moving team, this causes a turnover 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 or bounce 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-rolls: 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 any dice roll (other than Armour, Injury or Casualty rolls) made by a player in their own team and who is still on the pitch during their own turn (even if the dice roll was successful). 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 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 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.



★ ★ ★ ***Did you know...***

That the former Skink international 'Diegi Maratona' has been attempting to come out of retirement. Sadly the little Skink wonder that dazzled us all with his amazing dodges and runs in the 2486 Blood Bowl season for the Slashers has almost tripled in weight and now resembles a little green pudding due to his sugar cane addiction.

Running up huge debts (rumour has it that he challenged Tzeentch to a game of dice), Diegi has been forced to recover his career to get his finances in order. If the Skink can clean up his sugar cane addiction then perhaps he'll be a surprise star of this season. But will anyone be willing to sign him for the huge fee he's demanding?

Block: The Block skill, if used, 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 D6 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 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 , if used, 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 D6 if he misses a pass.

Sure Hands: A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, 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 D6 roll.

Some skills are also used in the opponent's 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 turn is taking place must use his skill first.

Note that you can't 'go back' in time and use a skill or re-roll 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 or re-roll 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 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, it may be declared a draw/tie or if both coaches agree it goes into 'sudden death overtime'. Flip the Blood Bowl coin to see which coach chooses who kicks-off, and then play a third series of eight turns per team. Any re-rolls still remaining at the end of the second half are carried over and may be used in overtime, but teams do not receive new allocations of re-rolls as they normally would at the start of a new half. The first team to score wins the match. If neither team scores, then the match is a draw/tie or can be decided by a penalty shoot-out: each coach rolls a D6, high score wins, re-roll ties! Each unused team re-roll adds 1 to the D6 score.

SCORING TOUCHDOWNS IN YOUR TURN

A team scores a touchdown during their turn when one of their players is standing in the opposing team's End Zone while holding the ball at the end of **any** of your players' Actions. 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 scoring track on the Playing Pitch.



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 ball 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 was Knocked Down 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 D6 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.

In the rare event that one team has no players to set up after KO'd rolls, you should play on as normal. The coach of the team whose players have been removed from play should move his turn marker at the start of the turn and immediately declare his turn over (unless you are using the Extra Rules and he has a Wizard or Special Play Card handy!). The current drive ends as normal when the playing team scores a touchdown or the half ends. This will not be very much fun for the coach with no players, so we suggest the opposing coach scores as soon as possible, and gets ready for the next Kick Off! If the kick-off is a touchback for a team with no players on the pitch, the receiving team should place the ball in any square they choose on their half of the pitch without need to bounce the ball after placement.

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 one of your players is holding the ball in the opposing team's End Zone at any point during your opponent's turn then your team scores a touchdown immediately, 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 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 pages 31 to 34.

PLAYER NUMBER	PLAYER'S NAME	POSITION	MA	ST	AG	AV	SKILLS	INJ	COMP	TD	INT	CAS	MVP	SPP	VALUE
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															
16															

BLOOD BOWL TEAM ROSTER		TEAM:	RE-ROLLS	X
		RACE:	FAN FACTOR	X 10,000 gp
			ASSISTANT COACHES	X 10,000 gp
			CHEERLEADERS	X 10,000 gp
		BANK:	APOTHECARY	X 50,000 gp
	TEAM BADGE	HEAD COACH:	TREASURY	
			TOTAL VALUE OF TEAM	

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 underhanded means to hire the players for your team. The first step in actually creating the team is to study the team lists (see pages 73 to 79) 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 FACTOR

When you create a team you do not get any team re-rolls or Fan Factor 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. All teams start with a Fan Factor of 0. When you create your team, you may purchase up to 9 additional Fan Factor for 10,000 gold pieces each. Each point of Fan Factor your team has adds 10,000 to the team's value.

COACHING STAFF

A team's coaching staff provides vital back-up to the team's players. Coaching staff are never allowed on the pitch. They must stay on the sidelines during the match. Any team may include the following coaching staff on their roster:

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. None of these things have any direct effect on the game (though they may intimidate your opponent). You may, if you wish, use a suitably impressive looking model to represent the Blood Bowl version of yourself!

★ ★ ★ ***Did you know...***

Helmut Wulf, the tough as nails and madly sadistic chainsaw swinging star, now owns two large mansions thanks to his 'A little off the top, me Lord?' commercial for the 'Ye Olde Barbershop' franchise. He summers in the Border Principalities, and holes up for the winter in Lustria. Helmut keeps busy and close to these expensive properties by hiring himself out to any of the local teams near his current homestead even if it means sharing blood baths with the Vampires in the summer and bashing heads with the Lizardmen in the winter.

★ ★ ★ ***Did you know...***

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 gold, which is understandable, because Blood Bowl is an expensive game involving vast sums of gold – 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 is 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. Some of the many teams no longer with us include:

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)

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 10,000 gold pieces and should be given a different job title. Assistant coaches do not *have* to be represented by models, but it's much more fun if they are!

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 (see page 19).

Cheerleaders cost 10,000 gold pieces each. Cheerleaders do not *have* to be represented by cheerleader models, but it's much more fun if they are!

★ ★ ★ ***Did you know...***

Morg 'n' Thorg refuses any offer to play for a team where he might be playing along side Ramtut III. When Morg first started freelancing his services, he and Ramtut were hired to play for the Champions of Death against the Asgard Ravens. Head Coach Tomolandry believed he was powerful enough Necromancer to raise an Ogre from the dead and had a nefarious plan for Morg. Tomolandry bribed the Ravens to focus their blocks and fouls on Morg and Ramtut was paid extra to 'accidently' throw a block or two Morg's way in the hopes of a fatal result. After the 3rd bone-crushing hit by his 'team-mate', Morg realized he had been duped and in a rage literally tore through most of the Champions players, coaching staff, cheerleaders, and reserve players as he exited the pitch.



Another job - Well Done!

Apothecary

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! It costs 50,000 gold pieces to purchase an Apothecary to permanently look after your team during a match. He may be represented by an appropriate Citadel miniature if you wish. A team may not have more than one purchased Apothecary. Khemri, Necromantic, Nurgle and Undead teams may **not** purchase or use an Apothecary.

During a match, an Apothecary may attempt to cure a player who has suffered a Casualty. An Apothecary can be used only once per match. Immediately after the player suffers the Casualty, you can use the Apothecary to make another roll on the Casualty table (see page 32) and choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll) the Apothecary has managed to patch him up and pump him full of painkillers so that the player may be moved into the Reserves box.

Instead of purchasing Apothecaries, Necromantic and Undead teams use the services of a Necromancer. The Necromancer is free to the team and allows the team once per a match to 'Raise the Dead'. If a player on the opposing team with Strength 4 or less that does not have Regeneration or Stunty is killed during the match (after Apothecary attempt if any) then the team may immediately place a new Zombie player in the Reserves box of their dugout (this may cause a team to have more than 16 players for the remainder of the match). During Step 6 of Updating Your Team Roster (see page 38), you may add this player to your roster for free if you have less than 16 players on the team. A free Zombie still counts at full value towards the team value.



THE KICK-OFF TABLE

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

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, Scatter ball to determine where the ball is about to land, Roll on the Kick-Off table, Resolve the Kick-Off table result, Then bounce/ catch/or touchback the 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 player 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.

Team Re-Rolls and the Kick-off Table
You may not re-roll the result on the Kick-Off table with a team re-roll. In addition, subsequent rolls from Kick-Off events such as the D3 roll for Brilliant Coaching or D6 for Riot may not be re-rolled. A team re-roll may not be used for any catch roll when the ball lands: however, players may use the Catch or Pro skill to try to re-roll the catch roll.

★ ★ ★ ***Did you know...***
Storm Giants have had a colourful (mostly blood red) record in the NAF.

Storm Giant Galak Starscraper became the first referee to enter the Top 10 of the season's Kill/Maim tables. He was also a key part in the experimental 'eye in the sky' telepathic vision system, when he carried a sorcerer on his shoulder who transmitted what he saw to crystal balls and magic mirrors all over the Known World. This experiment ended when, during one particularly exciting game the sorcerer fell off Galak's shoulder only to be impaled on the helmet spikes of a passing Halfling player. This incident is also remembered as one of the few recorded instances of a Halfling-induced fatality situation in a Blood Bowl game!

The tallest player ever to stride onto a Blood Bowl pitch was Galak's little brother Gurk Cloud-Scraper, Storm Giant half-back for the Asgard Ravens. Standing as tall as nine men, Gurk played in only one match before being barred for life for excessive violence after a game with the Halfling Greenfield Grasshuggers team which included an incident where equally legendary Big Jobo Hairyfeet, opposing captain of the Grasshuggers team, was rather suddenly and drastically reduced in height after being stepped on by Gurk.

The Asgard Ravens use of Storm Giants allowed them to exploit a loophole in the Blood Bowl rules for one season until the NAF clarified the rules. A Blood Bowl pitch according to the original rules must measure 100 by 60 paces, but it did not specify which race's pace is used. Teams playing away against the Asgard Ravens that year would find that the Storm Giant's league long paces would mean that a normal player could travel for days across the Ravens' pitch just to get from the bench to the coin-toss!

★ ★ ★ ***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.



The Fans
A large number of spectators attend every game of Blood Bowl, some to support one team, some to support another. Others just come to enjoy the spectacle. The number supporting one team compared to the other can have a big effect on the outcome of the game. To determine how many fans turn up to support your team, roll 2D6 and add your Fan Factor to the total. Multiply the score by 1,000 to find the number of fans that have turned up to support your team. For example, the Lowdown Ratz have a Fan Factor of 5. 2D6 are rolled to see how many fans attend. The dice rolls are 2 and 6. Add in the Fan Factor of 5 for a total of 13, which means that 13,000 rat fans have turned up for the match.

The number of fans supporting your team can easily effect which team wins or loses. Their cheers can encourage extraordinary effort from your players or a well aimed rock-filled can of Bloodweiser from a fan can forever remove an opposing star. To represent the effect the fans have on a match, each team has a **F**an **A**dvantage **M**odifi**E**r (abbreviated to FAME) that can affect some of the results on the Kick-Off table and your winnings in the Post-game. If the roll for the gate means that your team is being supported by an equal number or fewer fans than the opposition, then your FAME for the match is zero. If you have more fans attending the match than your opponent, your FAME is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your FAME for the match will be +2 instead.



KICK-OFF TABLE

2D6	Result
2	*Get the Ref:* The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that for the rest of the half he will not send players from either team off for making a foul nor ban players using secret weapons.
3	*Riot*: The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. Roll a D6. On a 1-3, the referee has managed to stay away, and is able to keep track of the time spent by the players fighting spotlessly; both teams' turn markers are moved *forward* along the turn track a number of spaces equal to the D6 roll. If this takes the number of turns to 8 or more for both teams, then the half ends. On a roll of 4-6, the referee felt the urge to intervene personally and after the fight is over he decides to try and resume the game from when the fight started. However the referee adjusts the clock back too much so both teams turn markers are moved one space *back* along the track. The turn marker may not be moved back before turn 1; if this would happen do not move the Turn marker in either direction.
4	*Perfect Defence:* The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
5	*High Kick:* The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
6	*Cheering Fans:* Each coach rolls a D3 and adds their team's FAME (see page 18) and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.



2D6	Result
7	*Changing Weather:* Make a new roll on the Weather table (see page 20). Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	*Brilliant Coaching:* Each coach rolls a D3 and adds their FAME (see page 18) and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
9	*Quick Snap!* The offence start their drive a fraction before the defence is 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 pitch.
10	*Blitz!* The defence start their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
11	*Throw a Rock: An e*nraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME (see page 18) to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
12	*Pitch Invasion:* Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.



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 each coach should roll a D6. Add the results together and refer to the Weather table to find out what the weather is like for the day.



WEATHER TABLE

2D6	Result
2	*Sweltering Heat:* It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	*Very Sunny:* A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	*Nice:* Perfect Blood Bowl weather.
11	*Pouring Rain:* It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	*Blizzard:* It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down 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 where the ball is simply handed to another player, friend or foe, in an adjacent square. The Hand-Off Action is added to the list of Actions like Move, Block, Blitz and Pass. You may only declare one Hand-Off Action per turn. You may move before performing the hand-off, but once you attempt to hand-off the ball, you may not move the player performing the Hand-Off Action any farther that turn, even if he has spare MA left. The ball may not be handed off in the opponent's turn. If the ball is handed off and comes to rest without being caught by any member of the moving team, it causes a turnover.

No dice roll is required to see if the player attempting the hand-off is successful – it automatically hits the targeted player. However, the player that the ball is handed off to must roll to see if they catch the ball (see Catching the Ball on page 13). Use these modifiers for the Catch roll:

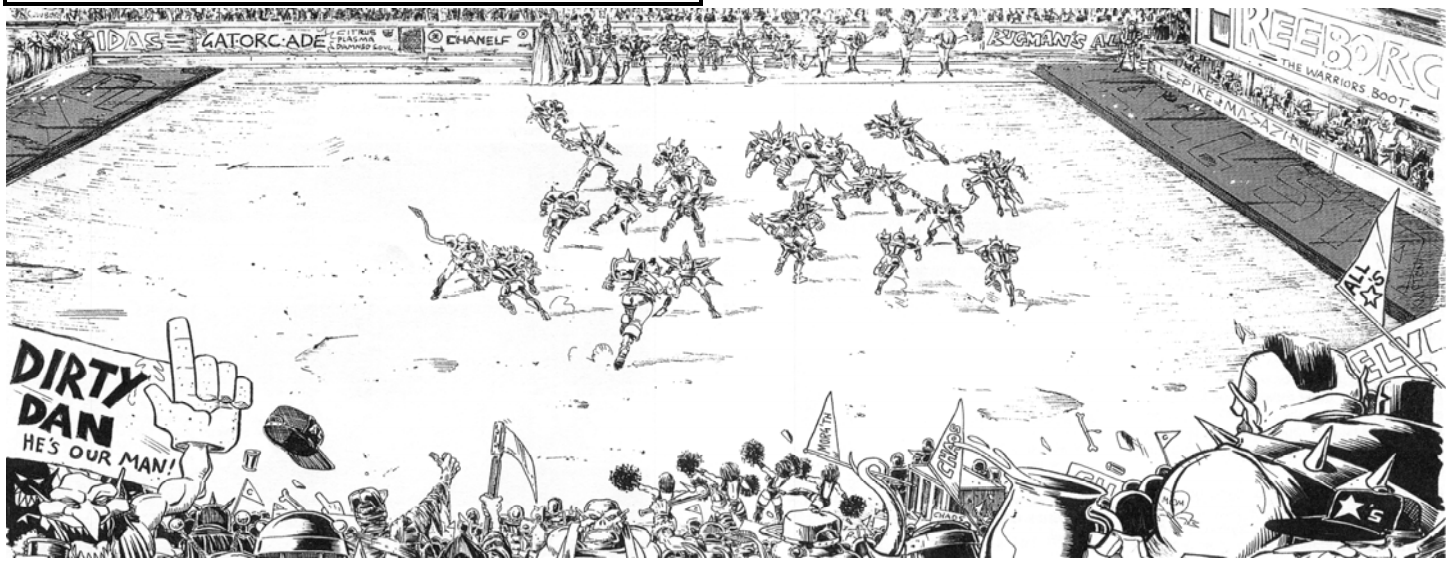
Catching a hand-off ..... +1
Per opposing tackle zone on the player ..... -1

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' or GFI. NOTE: if a rule refers to a player's 'normal movement' do not include the one to two GFI squares.

Roll a D6 for the player after they have moved each extra square. On a roll of 1 the player trips up and is Knocked Down in the square that they moved to. Roll to see if he was injured (see page 11). On any other roll the player moves without mishap. If the player is Knocked Down then his team suffers a turnover and their turn ends immediately.

A player that is taking a Blitz Action may 'go for it' in order to make a block. Roll a D6 for the player after declaring that they will make the block. On a roll of 1 the player is Knocked Down as described above. On any other roll the player makes the block without mishap. If the player is Knocked Down then his team suffers a turnover and the team's turn ends immediately.



ASSISTING A BLOCK

After a block has been declared, the extra team players of the attacker and the defender 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 even if 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 must 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, and ...

3. Must be standing, and …

4. Must have his tackle zones.

★ ★ ★ ***Did you know...***

The High Elf team, the Dragon Princes, was made up exclusively of Elf Princes and High Lords, who 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!





KAA-RUNCH!

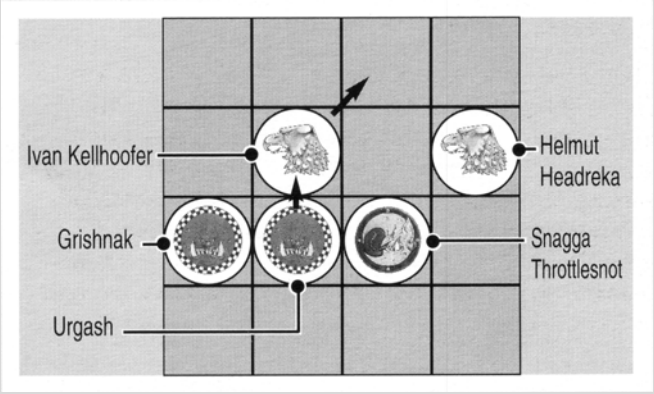
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used on the result. Skills belonging to assisting players cannot be taken advantage of by either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

SLOW-MOTION REPLAY

Bob: Urgash Axebiter prepares to smash Ivan Kellhoofer 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 (Attacker down) and a (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	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.

INTERCEPTIONS AND FUMBLES

When a player throws the ball 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 target player or empty square meant to receive it **and** the plastic ruler must pass over at least part of the square the intercepting player is standing in. An opponent is considered between if both his distance from the centre of his square to the thrower's square centre and his distance to the receiver's square centre is shorter than the distance between the centre of both the thrower's and receiver's squares. 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 D6 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 D6 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 causes 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 D6 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 turn ends immediately.

Designer's Note: *Many coaches argue over the realism of rolling to intercept before rolling to pass. Like many rules in Blood Bowl it is an abstraction to make the game work better. Think instead of the interception/passing rolls as a complete series of rolls to determine the outcome of a pass rather than sequential steps.*

★ ★ ★ ***Did you know...***

That last year, the Galadrieth Gladiators High Elf team accumulated a record 853 passes in 24 games without an interception, eventually succumbing to fellow High Elves - the Caledor Dragons (who remarkably also suffered their first interception of last year in the same game after 620 passes).

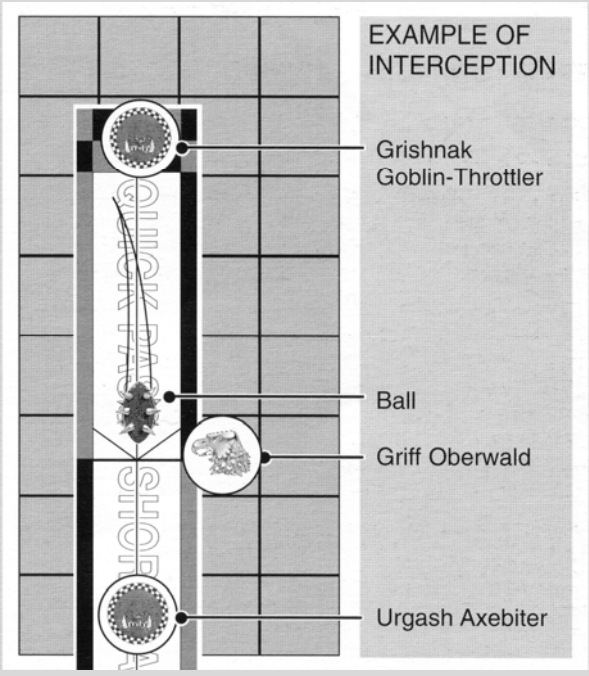
In fact, many High Elf teams suffer a very low interception rate. While the High Elves point to their natural skill and ability at the passing game, we're more inclined to believe the bags of gold sitting at the side of the High Elf dugouts awaiting any opponent who drops an interception against one of their star throwers might be the cause. Still when a High Elf team faces another High Elf team, all bets (well bribes) are off, it has proven very difficult to bribe a snobbish High Elf who is already stinking rich.

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 to intercept the pass. He needs an 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



★ ★ ★ ***Did you know...***



In the early days of Blood Bowl, the Wardancers - a travelling troupe of Wood Elf performance artists faithful to the trickster god Loec - would sometimes perform sacred 'inspirational' dances during the half time show. The dances were long and 'artistic' which often did not go down well with the opposition.

During one fateful match between the Athelorn Avengers and Orcland Raiders the Orcs quickly tired of the rituals. They wanted to get on with the game, and that meant getting rid of the dancers! With a roar the Orcs rushed out onto the pitch for what they were sure would be a quick warm up for the second half. Much to the Orcs' surprise the Elven dancers proved very hard to get to. Worse still, not only were they still dancing, but they were actually clearly winning the fight. It was a disaster for the Raiders, as they lost several key players to injury without having so much as scratched a single dancer. As a result the Avengers finished the game virtually unopposed and won by the largest margin in their history.

Word spread of the event and Wood Elf teams were quick to realize the value of having Wardancers as players and it took only three weeks for every member of that troupe - including a young Jordell Freshbreeze - to sign a lucrative playing contract. Wardancers have been key players in every successful Wood Elf team since.



Ulleria Morr, High Elf Lineman

FOULS, OR KICKING PLAYERS THAT ARE DOWN

Attacking opponents that have been Knocked Down is strictly against the rules. However, despite the large number of ways in which players can attack one another legally, many resort to the time-honoured tradition of kicking a man when he's down. The referee is supposed to spot and penalize players who use such underhand tactics but unfortunately, when something nasty happens on the pitch, 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 or Stunned cannot be attacked. However, when you use this rule, one player per 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 Prone or Stunned and in an adjacent square. The coach nominates the victim, and then makes an Armour roll for him. Other players that are adjacent to the victim must assist the player making the foul, and each extra player adds 1 to the Armour roll.

Defending players adjacent to the fouler must also give assists to a player that is being fouled. Each defensive assist modifies the Armour roll by -1 per assist. No player from either side may assist a foul if they are in the tackle zone of an opposing player, do not have their tackle zones, or are 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 pitch, 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 reflect this, if the Armour and/or Injury roll is a doubles (i.e., two 1s, or two 2s, etc), the referee has spotted the foul, and the player taking the *Foul Action* is sent off to the dungeon that lies under every Blood Bowl pitch. In addition, his team suffers a turnover and their turn ends immediately. If the sent off player was holding the ball, the ball bounces from the square he was standing in when sent off. A player who is sent to the dungeon is locked up and may not play for the rest of the match, even if the referee is subsequently 'got' by the crowd as a result of a roll on the Kick-Off table. A coach may not replace a player who has been sent off until after the drive ends.

★ ★ ★ ***Did you know...***



That Hanse Kohl holds the record for most players sent off in a match with a maximum of 32 players! It happened in a grudge match between the Gouged Eye and Dwarf Warhammerers in 2474 (Trivia Fans will remember these two faced each other in Blood Bowl XIII in 2473). This record is made all the more remarkable considering the two teams' history of 'removing' referees that interfere with the game plan of said teams.

And the reason the ref got away with sending all the players off? The day before he had been refereeing a Nurgle's Rotters vs. Decaying Disorder match in the Putrid Stump Trophy quarter finals and had contracted Nurgle's Rot. Sadly Hanse never managed to referee another match afterwards as his arms fell off (then his legs, heads, tentacles…) though he will be known for his famous post-match interview when he managed to infect fourteen news reporters and one Cabalvision cameraman.

SKILLS

This section of the rules includes lots more skills for players to use. The specific rules for each skill can be found below. Each entry also lists which category the skill belongs to (i.e. Passing, General, Mutation, etc). A skill's category effects which players can access it, as described later on in the rules for Blood Bowl leagues (see pages 33 and 34). **Unless otherwise stated in the skill description, the following rules apply to all skills:**

1. All bonuses/modifiers from skills can be combined.

2. All skills may be used an unlimited number of times per Action.

3. Some skills refer to pushing a player back in order to work. These skills will work as long as you roll a result of 'Pushed', 'Defender Stumbles', or 'Defender Down' on the Block dice.

4. Skill use is not mandatory.

5. You can choose to use a skill that affects a dice roll after rolling the dice (e.g. Diving Tackle does not need to be used until after seeing the result of the Dodge roll).

6. Only Extraordinary skills work when a player is Prone or Stunned.

SKILL DESCRIPTIONS

Accurate (Passing)
The player may add 1 to the D6 roll when he passes.

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

Ball & Chain (Extraordinary)
Players armed with a Ball & Chain can only take *Move Actions*. To move or Go For It, place the throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if you leave a tackle zone. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process until the player runs out of normal movement (you may GFI using the same process if you wish). If during his *Move Action* he would move into an occupied square then the player will throw a block following normal blocking rules against whoever is in that square, friend or foe (and it even ignores Foul Appearance!). Prone or Stunned players in an occupied square are pushed back and an Armour roll is made to see if they are injured, instead of the block being thrown at them. The player must follow up if they push back another player, and will then carry on with their move as described above. If the player is ever Knocked Down or Placed Prone roll immediately for injury (no Armour roll is required). Stunned results for any Injury rolls are treated as KO'd. A Ball & Chain player may use the Grab skill (as if a *Block Action* was being used) with his blocks (if he has learned it!) and some skills allow a Ball & Chain player to temporarily ignore the throw-in template movement: Kick-Off Return or Pass Block may be used to move 3 squares normally (including needing dodge rolls) and Frenzy requires a 2nd block against any player he blocks before continuing the random movement.

Big Hand (Mutation)
One of the player's hands has grown monstrously large, yet remained completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather when he attempts to pick up the ball.

Block (General)
A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Blood Lust (Extraordinary)
Vampires must occasionally feed on the blood of the living. Because of this, roll a D6 immediately after declaring an Action with a Vampire. On a 2+ the Vampire may carry out the Action as normal. On a 1, however, the Vampire is overcome by the desire to drink Human blood and must carry out the following special Action instead. The Vampire loses their declared Action for the turn (as well as the Vampire's team) and must instead take a *Move Action*. If the Vampire finishes the move standing adjacent to one or more standing, Prone or Stunned Thralls from his own team, he attacks one of them. Immediately roll for injury on the Thrall who has been attacked without making an Armour roll. The injury will not cause a turnover unless the Thrall was holding the ball. If the Vampire is not able to attack a Thrall (for any reason), then he is removed from the pitch and placed in his team's Reserves box, and his team suffers a turnover. If he was holding the ball it bounces from the square he occupied when he was removed, and he will not score a Touchdown (even if he gets into the End Zone while holding the ball before being removed). If the Vampire is KO'd or suffers a Casualty before biting a Thrall, then he should be placed in the appropriate box of the Dug Out instead of being placed in the Reserves box. Note that the Vampire is allowed to pick up the ball or do anything else they could normally do while taking a *Move Action*, but must bite a Thrall to avoid the turnover.

Bombardier (Extraordinary)
A coach may choose to have a Bombardier who is not Prone or Stunned throw a bomb instead of taking any other Action with the player. The bomb is thrown using the rules for throwing the ball (including weather effects), except that the player may not move or stand up before throwing it (he needs time to light the fuse!), fumbled and intercepted bomb passes are not turnovers, and this does not use the team's *Pass Action*. **All** skills that may be used when a ball is thrown may be used when a bomb is thrown also. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. A player holding the ball can catch or intercept and throw a bomb. The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled it explodes in the Bombardier's square. When the bomb finally does explode any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player Points.

Bone-head (Extraordinary)
The player is not noted for his intelligence. Because of this you must roll a D6 immediately 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 the turn. (So if a Bone-head player declares *a Blitz Action* and rolls a 1, then the team cannot declare another *Blitz Action* that turn.) The player loses his tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future Action or the drive ends.

Break Tackle (Strength)
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)
A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

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



Hack Enslash "heads off" an Elf trying to break away

Claw / Claws (Mutation)
A player with this skill is blessed with a huge crab like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more after modifications automatically breaks armour.

Dauntless (General)
A player with this skill 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 player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

Decay (Extraordinary)
Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table (see page 32) and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two results with this effect.

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

Disturbing Presence (Mutation)
This player's presence is very disturbing whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

Diving Catch (Agility)
The player is superb at stretching and snaring balls others cannot reach. The player can attempt to catch any pass, kick off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of his tackle zones as if it had landed in his own square without leaving his current square. If there are two or more players attempting to use this skill then they get in each other's way and neither can use it.

Diving Tackle (Agility)
The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The player using this skill is Placed 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 use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. In addition, if Diving Tackle is used on the 1st Dodge roll, both the -2 modifier and tackle zone still apply to the Dodge re-roll.

Dodge (Agility)
A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules in the Blood Bowl book.

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

Extra Arms (Mutation)
A player with one or more extra arms may add 1 to any attempt to pick up, catch or intercept.

Fan Favourite (Extraordinary)
The fans love seeing this player on the pitch so much that even the opposing fans cheer for your team. For each player with Fan Favourite on the pitch your team receives an additional +1 FAME modifier (see page 18) for any Kick-Off table results, but not for the Winnings roll.

Fend (General)
This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if he had declared a *Blitz Action*.

Foul Appearance (Mutation)
The player's appearance is so horrible that any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 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)
A player with this skill is a slavering psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if they can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible the player must also follow up this second block. If the frenzied player is performing a *Blitz Action* then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot go for it again.

Grab (Strength)
A player with this skill uses his great strength and prowess to grab his opponent and throw him around. To represent this, only while making a *Block Action,* if his block results in a push back he may choose any empty square adjacent to his opponent to push back his opponent. When making a *Block* or *Blitz Action*, Grab and Side Step will cancel each other out and the standard pushback rules apply. Grab will not work if there are no empty adjacent squares. Grab cannot be used during a *Block Action* by a player with the Frenzy skill unless the player is using the Multiple Block skill for that *Block Action*.

Guard (Strength)
A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.

Hail Mary Pass (Passing)
The player may throw the ball to any square on the playing pitch, no matter what the range: the range ruler is not used. Roll a D6. On a roll of 1 the player fumbles the throw, and the ball will bounce 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! This skill may not be used in a blizzard or with the Throw Team-Mate skill.



Zzharg Madeye, Chaos Dwarf Star Player

Horns (Mutation)
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 skill, then the Horns bonus applies on the second block if it applied on the first.

Hypnotic Gaze (Extraordinary)
The player has a powerful telepathic ability that he can use to stun an opponent into immobility. The player may use hypnotic gaze at the end of his *Move Action* on one opposing player who is in an adjacent square. Make an Agility roll for the player with hypnotic gaze, with a -1 modifier for each opposing tackle zone on the player with hypnotic gaze other than the victim's. If the Agility roll is successful, then the opposing player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or move voluntarily until the start of his next action or the drive ends. If the roll fails, then the hypnotic gaze has no effect.

Juggernaut (Strength)
A player with this skill is virtually impossible to stop once he is in motion. If this player takes a *Blitz Action*, then opposing players may not use their Fend, Stand Firm or Wrestle skills against blocks, and he may choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead.

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

Kick (General)
The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill the player must be set up on the pitch when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player then allowed to take the kick-off. Because his kick is so accurate, you *may choose* to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Kick-Off Return (General)
A player on the receiving team that is not on the Line of Scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move up to 3 squares after the ball has been scattered but before rolling on the Kick-Off table. Only one player may use this skill each kick-off. This skill may not be used for a touchback kick-off and does not allow the player to cross into the opponent's half of the pitch.

★ ★ ★ ***Did you know...***



In 2407 the Chaos All-Stars only loss came against the lowly Skaven team the Rotten Rats, coached by the now infamous Jaunt Maddening. With the All-Stars up 6-0 at the half, the game was so ugly that the Cabalvision broadcast switched over to a production about a little girl living in the outskirts of Bretonnia. An amazing turnaround occurred when a Skaven runner by the name of Kweethul decided he did not want to stay on the pitch as the All-Stars ruthlessly pounded his team-mates. Instead, he ran through the gutters leading into the stadium, and amazingly emerged in his end zone. After catching the second half kick-off, he ran back into the gutters, came out on the other side of the pitch, and started the Rats' 7 touchdown run. Kweethul's glory was short-lived as the Chaos All-Stars discovered after the match that sewer water is an excellent rat marinade. Even though stadiums now rarely have sewers accessible from the pitch, the fastest Skaven players are still called gutter runners, both as tribute to Kweethul and a testament to how hard they are to get a hold of!

Leader (Passing)
The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

Leap (Agility)
A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the player to any empty square 1 to 2 squares from their current square and then make an Agility roll for the player. No modifiers apply to this D6 roll unless he has Very Long Legs. The player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then he is Knocked Down in the square that he was leaping to, and the opposing coach makes an Armour roll to see if he was injured. A failed leap causes a turnover, and the moving team's turn ends immediately. A player may only use the Leap skill once per Action.

Loner (Extraordinary)
Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e. used).

Mighty Blow (Strength)
Add 1 to any Armour **or** Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

Multiple Block (Strength)
At the start of a *Block Action* a player who is adjacent to at least two opponents may choose to throw blocks against two of them. Make each block in turn as normal except that each defender's strength is increased by 2. The player cannot follow up either block when using this skill, so Multiple Block can be used instead of Frenzy, but both skills cannot be used together. To have the option to throw the second block the player must still be on his feet after the first block.

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

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

Nurgle's Rot (Extraordinary)
This player has a horrible infectious disease which spreads when he kills an opponent during a *Block, Blitz* or *Foul Action*. Instead of truly dying, the infected opponent becomes a new rookie Rotter. To do so, the opponent must have been removed from the roster during step 2.1 of the Post-game sequence, his Strength cannot exceed 4, and he cannot have the Decay, Regeneration or Stunty skills. The new Rotter can be added to the Nurgle team for free during step 6 of Updating Your Team Roster (see page 38) if the team has an open Roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

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

Pass Block (General)
A player with this skill is allowed to move up to 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. The coach declares the full route that the player will take and this route must finish with the player in a legal Pass Block square. A legal Pass Block square puts the player in a position to attempt an interception, in the empty square that is the target of the pass, or with the thrower or catcher in one of his tackle zones. The player may **not** stop from moving along this *exact* route this turn unless he has reached the final square, has been held fast by Tentacles, has been Knocked Down, or has reached another legal Pass Block square on the route. The opposing coach is not allowed to change his mind about passing 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 skills and the player does have to dodge in order to leave opposing players' tackle zones.

Piling On (Strength)
The player may use this skill after he has made a block as part of one of his *Block* or *Blitz Actions*, but only if the Piling On player is currently standing adjacent to the victim and the victim was Knocked Down. You may re-roll the Armour roll or Injury roll for the victim. The Piling On player is Placed Prone in his own square -- it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!). Piling On does not cause a turnover unless the Piling On player is carrying the ball.

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

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

Really Stupid (Extraordinary)
This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl pitch (which considering the IQ of most other players, is really saying something!). Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. If there are one or more players from the same team standing adjacent to the Really Stupid player's square, and who aren't Really Stupid, then add 2 to the D6 roll. On a result of 1-3 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 (for example if a Really Stupid player declares a *Blitz Action* and fails the Really Stupid roll, then the team cannot declare another *Blitz Action* that turn). The player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or voluntarily move until he manages to roll a result of 4 or better at the start of a future Action or the drive ends.



Regeneration (Extraordinary)
If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organize' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that opposing players still earn Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

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

Safe Throw (Passing)
This player is an expert at throwing the ball in a way so as to make it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make another unmodified Agility roll. If this is successful then the interception is cancelled out and the passing sequence continues as normal.

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

Shadowing (General)
The player may use this skill when a player performing an Action on the opposing team moves out of any of his tackle zones for any reason. Each coach rolls a D6 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 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)
A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, **his** coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to **any** adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.



Sneaky Git (Agility)
This player has the quickness and finesse to stick the boot to a downed opponent without drawing a referee's attention unless he hears the armour crack. During a *Foul Action* a player with this skill is not ejected for rolling doubles on the Armour roll unless the Armour roll was successful.

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

Stab (Extraordinary)
A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with their stabbing attack instead of throwing a block at them. Make an unmodified 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 wounded and an unmodified Injury roll must be made. If Stab is used as part of a *Blitz Action*, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player Points.

Stakes (Extraordinary)
This player is armed with special stakes that are blessed to cause extra damage to the Undead and those that work with them. This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.

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

Strip Ball (General)
When a player with this skill blocks an opponent with the ball, rolling a 'Pushed' or 'Defender Stumbles' result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

Strong Arm (Strength)
The player may add 1 to the D6 when he passes to Short, Long or Long Bomb range.

Stunty (Extraordinary)
The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when they pass. In addition, add 1 to any Injury roll made against a player with the Stunty skill. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

Sure Feet (Agility)
The player may re-roll the D6 if he is Knocked Down when trying to Go For It (see 21). A player may only use the Sure Feet skill once per turn.

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

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

Take Root (Extraordinary)
Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take his Action as normal. On a 1, the player "takes root", and his MA is considered 0 until a drive ends, or he is Knocked Down or Placed Prone (and no, players from his own team may not try and block him in order to try to knock him down!). A player that has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow him to move out of his current square or be Placed Prone. The player may block adjacent players without following-up as part of a *Block Action* however if a player fails his Take Root roll as part of a *Blitz Action* he may not block that turn (he can still roll to stand up if he is Prone).

Tentacles (Mutation)
The player may attempt to use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. Each coach rolls a D6 and adds their player's ST value to the score. The opposing player adds 1 to his result. If the result for the tentacled player is higher than the final 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 (Strength)
This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

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

Titchy (Extraordinary)
Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, the player may add 1 to any Dodge roll he attempts. On the other hand, while opponents do have to dodge to leave any of a Titchy player's tackle zones, Titchy players are so small that they do not exert a -1 modifier when opponents dodge into any of their tackle zones.

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

Very Long Legs (Mutation)
The player is allowed to add 1 to the D6 roll whenever he attempts to intercept or uses the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player.

Wild Animal (Extraordinary)
Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a *Block* or *Blitz Action*. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

Wrestle (General)
The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

★ ★ ★ ***Did you know...***
That Bob Bifford has been suspended from commentating the opening game of the season for 'excessive violence'. That's right fans, when he was a guest commentator at the Sticky Bun trophy last year between the Greenfield Grasshuggers and Bluebay Crammers he made a passing comment that the stadium lacked 'a nice pair of tasty buns' and the place erupted! As the Halflings rioted upon hearing there were no buns for sale, the whole of Altdorf was shaken to the core as Halflings tore down bakeries and sweet shops in protest. When the calm settled there were 74 fatalities (including 4 shop keepers and a baker), Bob Bifford was ordered by the NAF to serve a suspension of the first game and pay the affected shopkeepers a large portion of his first match pay of the season (which rumours say comes in at a 6 figure sum!).

Bifford only replied that he'd never commentate another Sticky Bun trophy as he "couldn't even get me 'ands on a pair of juicy melons after the game"... presumably the Halflings got the greengrocers as well.

★ SKILL CATEGORIES ★

GENERAL

Block	Pass Block
Dauntless	Pro
Dirty Player	Shadowing
Fend	Strip Ball
Frenzy	Sure Hands
Kick	Tackle
Kick-Off Return	Wrestle

AGILITY

Catch	Leap
Diving Catch	Side Step
Diving Tackle	Sneaky Git
Dodge	Sprint
Jump Up	Sure Feet

PASSING

Accurate	Nerves of Steel
Dump-Off	Pass
Hail Mary Pass	Safe Throw
Leader	

STRENGTH

Break Tackle	Multiple Block
Grab	Piling On
Guard	Stand Firm
Juggernaut	Strong Arm
Mighty Blow	Thick Skull

MUTATION

Big Hand	Foul Appearance	Tentacles
Claw / Claws	Horns	Two Heads
Disturbing Presence	Prehensile Tail	Very Long Legs
Extra Arms		

EXTRAORDINARY

Always Hungry	Hypnotic Gaze	Stab
Ball & Chain	Loner	Stakes
Blood Lust	No Hands	Stunty
Bombardier	Nurgle's Rot	Take Root
Bone-head	Really Stupid	Throw Team-Mate
Chainsaw	Regeneration	Titchy
Decay	Right Stuff	Wild Animal
Fan Favourite	Secret Weapon	

FREQUENTLY ASKED QUESTIONS

Q: Can you use the Pass skill to re-roll a fumbled Hail Mary Pass? Do Tackle Zones or Disturbing Presence affect a Hail Mary Pass roll?
A: *Yes, you can use Pass to re-roll. No, tackle zones and Disturbing Presence do not affect Hail Mary Pass rolls.*

Q: Suppose my opponent pushes back one player into a second player. Who decides where the second player ends up?
A: *The coach of the moving team decides all pushback directions **unless** the pushed player has Side Step. If the player has Side Step, **his** coach decides where he is pushed to. (note: Grab cannot be used on secondary or more push backs to cancel out Side Step.)*

Q: Do I have to make another Dauntless or Foul Appearance roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block? If I re-roll a block that my player throws, do I need to re-roll Dauntless or Foul Appearance as well?
A: Yes, y*ou must make a second roll for both of these skills, regardless of what you rolled for either before the first block. No, a re-roll affects only one result. The Dauntless or Foul Appearance roll is a separate result from the block.*

Q: If you blitz or block an opponent with Dump-Off with a player that has Pass Block can you use Pass Block to move after he declares his use of Dump-Off. Can I use Stab instead of throwing a block after failing a Dauntless roll? Can you use Stab with Multiple Block? When do I declare the 2nd opponent for a Multiple Block?
A: *No, once a block is declared as part of a Block or Blitz Action, you must attempt to complete it before moving again. Similarly, once you roll the dice to use Dauntless, you have actually already declared you are throwing a block and cannot switch to using Stab instead. Yes, you may use Stab to replace either one or both of the blocks with the Multiple Block skill. You may declare the 2nd opponent after the 1st block.*

Q: If a player has MA 1 or MA 2, can he still move 3 squares on a Pass Block? Can I Go For It (GFI) or stand up from being Prone and which skills can I use during the movement part of a Pass Block?
A: *Pass Block only allows you to move up to 3 squares normally and no more even if your MA is less than 3 or if you have a skill like Ball & Chain. So you cannot GFI during a Pass Block which means that Sure Feet and Sprint cannot be used. In addition, you can only stand up at the beginning of an Action. Since Pass Block is NOT an Action (but a special out of turn move allowed by a skill), you cannot stand up or use Jump Up with Pass Block. Other movement skills such as Break Tackle, Dodge, Leap, Stunty and Titchy can be used in conjunction with Pass Block.*

Q: Can I use Pass Block when my opponent tries to Dump-Off the ball, throw a team-mate holding the ball, or throw a bomb? Also, can I try to intercept a Dump-Off?
A: *Yes, No, Yes, and Yes.*

Q: Can you use re-rolls when rolling for Tentacles, Shadowing and Pro?
A: *Yes as long as it is your team's turn. However, you may use the Pro skill on Tentacles and Shadowing rolls during either team's turn.*

Q: If I get 2 MA stat increases and then suffer a serious injury that removes a point of MA can I gain MA again?
A: *Yes.*

Q: If a player with Strip Ball pushes a player with the ball into his end zone is this a Touchdown? Likewise what happens if a Frenzy player's first block pushes a player with the ball into the End zone?
A: *No, as stated in the rules, a player has to be standing and holding a ball to score. This doesn't happen with Strip Ball. As for Frenzy, the touchdown is scored as soon as the player is pushed into the end zone. The Frenzy player does not get the 2nd block.*

Q: My big guy (Ogre, Minotaur, Troll, etc.) player's base is larger than the square on the board (pitch). Does he take up more than one square for the rules?
A: *No, all players in the game from a Snotling to a Treeman only occupy one square on the board (pitch).*

Q: What is the best way to remember that a player has taken his Action?
A: *Our best recommendation would be to start your turn with all your players facing towards your opponent's end zone. After taking an Action with a player either turn the player to face your end zone or one of the sidelines or place some type of marker next to them to signify that he is done for this turn.*

Q: Can you go for it (GFI) to Leap?
A: *Yes. Place the player in the square targeted by the Leap skill and then make the GFI roll (or "rolls," if you need two). If you fail a GFI roll, knock the player down in the new square to which he was leaping. The opposing coach makes an armour roll as usual.*

Q: Is it an illegal procedure should you forget to roll for Blood Lust, Bone-head, Wild Animal, Take Root or Really Stupid before you move the player?
A: *No, hopefully your opponent will remind you if you keep forgetting!*

Q: Can I intentionally throw or hand-off the ball into the crowd? Can I intentionally move into the crowd?
A: *No and No (unless its random movement from a Ball & Chain player.)*

Q: Can a player held firm by Tentacles still pass or hand-off the ball, foul, or block if an appropriate Action was declared for each?
A: *Yes, the player's Action is not ended by Tentacles he just may not move any further during his Action including following up if he blocks.*

Q: If a Special Play Card says it can be played at the beginning of my turn can I play that at the beginning of a Blitz result on the Kick-Off Table? Can a Special Play Card give you a skill a second time if you already have it?
A: *Yes and No.*

Q: If a player from your team fails to catch a ball from a kick-off and the ball bounces over the line of scrimmage is it a touchback?
A: *Yes, any event that causes the ball to go out of bounds or over the line of scrimmage during a kick-off results in a touchback*

Q: Players under influence of Bone-head, Really Stupid, or Hypnotic Gaze cannot use skills that allow them to move voluntarily. Which skills are not allowed to be used as they are considered moving voluntarily?
A: *Skills that allow you to leave your square without being forced to leave your square in the first place. These skills are Diving Tackle, Pass Block, and Shadowing.*

Q: Is a thrown ball or kick-off that scatters off the pitch thrown back in by the crowd as soon as it leaves the pitch? Or do you track it all three squares and only throw it back if it finishes off the pitch?
A: *As there are no squares located off the pitch you should stop rolling for a scattering ball as soon as it leaves the pitch. Although a bit of an abstraction (as the ball could scatter back onto the pitch if you kept rolling) this method has the distinct advantage of keeping things nice and simple.*

Q: What is the full and correct Passing sequence using the Extra Rules for the game?
A: *The Pass Sequence (including Extra Rules)*

1. *Declare a Pass Action, move if desired, and then start the throw.*
2. *Declare target of the pass and determine range modifier.*
3. *Pass Blockers move if any are eligible to do so.*
4. *Check for interceptors and roll for possible interception. If intercepted stop here.*
5. *Roll D6 to throw and subtract number of tackle zones, Disturbing Presence and range modifiers on Thrower from roll.*
6. *If pass was fumbled, stop here. Otherwise continue.*
7. *If the throw is Accurate, go to step #8, otherwise scatter 3 times (to represent where the ball will land not the ball bouncing.)*
8. *If the ball lands in a square with a player, determine modifiers on Catch and roll for Catch, otherwise bounce the ball once from the empty square the ball landed in.*

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 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!

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 (e.g., the Reikland Reavers). Instead, teams travel round the Old World, moving from stadium to stadium and playing matches against any teams they meet.

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 Blood Bowl teams of Nikk Three-horn's days. Because of this anarchic set-up it is up to each team manager to organize matches, set dates for games, and so on.

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.

In a league, the Commissioner's word is **LAW**. He is allowed to change or modify ***any*** of the Blood Bowl rules as he sees fit, including any of the League Rules that follow. In the immortal words of fellow game designer Tuomas Pirinen: If the League Commissioner says that Dwarfs can now fly, your reply must be 'Yes Sir! How high?' If you don't like the way a commissioner runs his league, you have two choices; put up with it, or leave the league. Arguing with the commissioner is **NOT** an option. 'Nuff said, I hope.

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. Existing Leagues set up under earlier versions of the Blood Bowl rules can easily change over to the new league rules; coaches simply need to work out the value of the team as described below, and start using the new team list presented on pages 52 to 58. Any team rosters that are not 'legal' under the new rules can carry on using the players that are in the team, but any replacements should be purchased from the new rosters.

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 organize 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 gold, 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 AND the league commissioner agrees, of course!), he just can't do it between two of his own teams.

★ ★ ★ ***Did you know...***



The Kishago Werebears were the first team to feature werebears on their roster. The Norse team were based close to a Werebear settlement and used them instead of the more common Ulfwerener (Nordic werewolves) found in Norsca. Sadly the Werebears were forced to disband in 2471 after the team was wiped out in a famous match against the Darkside Cowboys. But to this day, Norse teams have been known to take to the pitch with Werebears instead of Ulfwerener. Both of these Nordic werekin are virtually identical in ability and the amount of carnage they create on the pitch. They are incredibly strong, naturally tough, and possessed by a terrifying bloodthirsty frenzy. While this frenzied state which consumes the Ulfwerener and the Werebears would usually only last for the length of the match, you just have to watch out that the frenzy doesn't go longer as it will seriously interfere with the post-game autograph signing, press interviews and then there is the mess on the team bus afterwards...

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 that were 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.

Treasury

Each coach begins the league with a treasury of 1,000,000 gold pieces with which to buy his team. Any gold that is not spent should be recorded in the team's treasury and may be spent after any future match. A coach must keep track of how much gold his team has in its treasury by recording the amount on his team roster.

Bank
The NAF offers a banking service which can save up to 100,000 gold pieces for a team so they do not have to risk carrying excess amounts of gold when travelling between matches. Gold saved in the bank should be recorded on the team roster but does not affect Team Value allowing your team to save for purchases without giving away inducements. You can only add to or remove gold from the bank during the Post-game sequence (see page 38).

Team Value
In League matches the 'value' of a team affects whether it receives *Inducements* for playing a match (see pages 35 to 36) and if it suffers from *Spiralling Expenses* (see page 38). The value of a team (often abbreviated to 'TV') is worked out by adding up the value of the players that will play for the team in its next match, including extra value from improvements, to the cost of coaching staff, team re-rolls, Fan Factor, and any gold in the treasury. Record the value of your team in the appropriate space on the team roster. Note that gold in the bank and any players that are missing the game due to injury do not count towards the Team Value.

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.

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 pitch 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 Casualty table comes in.

If a player suffers a Casualty because a 10 or more is rolled on the Injury table, then the opposing coach rolls on the Casualty table. The dice scores on the Casualty table run from 11 through to 68. Assuming that you don't have a 68-sided dice (not many people do), you need to roll a normal six-sided dice and the eight-sided dice used to scatter the ball. The six-sided dice counts as tens, so a score of 2=20, 4=40 etc, and the eight-sided dice counts for the units, so a score of 3=3, 5=5, etc. Then put the numbers together to get a score from 11 to 68. For example, if you rolled a '2' on the six-sided dice and a '3' on the eight-sided dice, then you would get a score of 23.

Having made the dice roll, look up the result on the Casualty 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.

★ CASUALTY TABLE ★

D68	Result	Effect
11-38	Badly Hurt	No long term effect
41	Broken Ribs	Miss next game
42	Groin Strain	Miss next game
43	Gouged Eye	Miss next game
44	Broken Jaw	Miss next game
45	Fractured Arm	Miss next game
46	Fractured Leg	Miss next game
47	Smashed Hand	Miss next game
48	Pinched Nerve	Miss next game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar Bone	-1 ST
61-68	DEAD	Dead!

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. Each Niggling Injury adds 1 to any Injury roll made against this player.

-1 MA, ST, AG, and 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 or below a value of 1. Any injuries that could reduce it further are ignored.

Dead! – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he is raised to join another team!

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 an improvement and may roll on the 'Improvement table'. Players who survive long enough will progress to become Star Players, with special characteristics and skills that they have picked up over the course of their long career on the Blood Bowl pitch.

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 for each point they have earned. 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.

★ ★ ★ ***Did you know...***

The Big Moot sandwich has become the number one consumed concession at Blood Bowl stadiums. The Halfling owners of McMurty's continue to reap the benefits of an exclusive concessions contract with several of the larger Old World stadiums. The aroma of those three all-meat patties, Hot Pot sauce, lettuce, cheese, onions, pickles on a caraway seed bun has lured many a fan (and sometimes the players!) away from the game to satisfy a Big Moot Attack. McMurty's reminds all Blood Bowl fans: if you gotta eat, its 'Gotta Be McMurty's'.

Star Player points are earned for performing the following actions:

Completions (COMP): A player who makes an *accurate* pass that is caught by the *intended* receiver from his own team when the ball comes to rest earns 1 Star Player point. This is called a completion.

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

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

★ ★ ★ ***Did you know...***

That the 2503 season saw the retirement of one of Blood Bowl's favourite killers? Nobbla Blackwart, after 8 great seasons freelancing between teams, finally hung up the chainsaw - Choppy. Choppy was a great chainsaw having lopped off more heads than any other chainsaw in history (including a massive 14 decapitations in 2501 against the Icecastle Wolves).



Whether it was rain, snow, sun or a perfect day, ol' Choppy would always be guaranteed to start and give the fans something to cheer at. Thank you Choppy, your services to Blood Bowl will not be forgotten!

Sadly for Blood Bowl players however, Nobbla Blackwart continues to infest the Blood Bowl pitch with his new chainsaw 'Rippy'.

Casualties (CAS): If a player causes an opposing player to be removed as a Casualty 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 (including injuries inflicted by the crowd or from attacks with chainsaws, bombs, or the Stab skill) do not count for Star Player points.

Most Valuable Player (MVP): One randomly selected player from each team who was eligible to play during this match, even if they are now dead, is awarded a Most Valuable Player award at the end of the match. A Most Valuable Player award earns the player 5 Star Player points. Mercenaries and Star Players ARE eligible to receive the MVP, and if they receive it, it is lost to the team. IMPORTANT: A team that concedes a match must give its MVP to the opposing team (i.e., the winning coach gets two MVPs and the losing coach gets none).

★ 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
0–5	Rookie	None
6–15	Experienced	One
16–30	Veteran	Two
31–50	Emerging Star	Three
51–75	Star Player	Four
76–175	Super Star	Five
176+	Legend	Six

IMPROVEMENT ROLLS

As players earn more Star Player points they go up in levels of experience and make Improvement 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 Improvement roll. Each time that the player goes up another level he is entitled to another Improvement 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 Improvement table. To make the Improvement roll, roll two D6, add the scores together, and look up the result on the Improvement table.

★ IMPROVEMENT ROLL TABLE ★

2D6	Result
2–9	New skill
10	Increase the player's MA *or* AV characteristic by 1 point *or* a New skill
11	Increase the player's AG characteristic by 1 point *or* a New skill
12	Increase the player's ST characteristic by 1 point *or* a New skill

New Skills

On any Improvement roll you may choose to take a skill from the Normal skill categories permitted for that player. The Normal skill categories allowed for each player are found on pages 52 to 58. For example, a Human Catcher could take a skill from the list of General Skills or Agility Skills. Remember to record the new skill on the team roster. Skills may never be removed from a player.

Characteristic Increases

An Improvement roll of 10-12 will increase one of the player's characteristics. The entry will list the characteristics that may be improved – simply pick one and record the new value on the team roster. Alternatively, the coach may choose to take a new skill instead as described in the previous paragraph. No characteristic may ever be increased by more than 2 points over its starting value or to a value greater than 10. Any additional increases must be taken as new skills instead.

★ ★ ★ ***Did you know...***



Eldril Sidewinder is the only Elf freelance star who offers his services to every Elven race. Eldril used to play for the Galadrieth Gladiators until they won the Chaos Cup against the Underworld Creepers in 2495. As Eldril scored the winning touchdown in the final seconds, he felt the touch of the chaos god Tzeentch who was watching the game. Tzeentch gifted Eldril with a stare capable of mesmerising opponents, but this gift came with a price. Tzeentch is the god of random chaos and he took special delight in mutating an Elf as Elves normally avoided the Chaos Cup. Tzeentch wiped Eldril's mind clean so that he remembers nothing of his life before the Chaos Cup. Eldril is cursed so that each morning when he awakes he believes he is a member of the Elven race playing nearest to him. He could believe he is a black hearted Dark Elf or walk out to the dawning sun, hug a tree and wonder who was brewing poison in his kitchen.

★ ★ ★ ***Did you know...***

That the most famous Skaven Player of all time was Tarsh Surehands. Tarsh had two heads and four arms, features which allowed him to become the leading pass receiver in the league. Sadly, in a crucial wild card game against a Slann team, the Lustria Croakers, a missed pass led to his two heads having a violent argument, and before anyone could stop him he had strangled himself to death.



Rolling Doubles

If the Improvement Roll is a double (e.g. 1,1 or 2,2 etc), you may ignore the result of the Improvement table (even if it was a characteristic increase) and take a skill from any skill category that this player can access from either the Normal or Double column (see pages 52 to 58). For example, a Human Catcher could take a skill from the General, Agility, Strength or Passing skill categories on a double roll.

Improvements & Player Values

Every player has a value. This amount is recorded when they are hired. As they get better (gain skills or characteristic increases) their value increases. To reflect this, whenever a player rolls on the Improvement table, their value must be increased on the team roster by the amount shown on the table below. Note: Injuries the player suffers that reduce a characteristic do **not** reduce the value of the player.

★ VALUE MODIFIERS TABLE ★

+20,000	**New Skill**
+30,000	Skills that can only be taken on a double
+30,000	+1 MA or +1 AV
+40,000	+1 AG
+50,000	+1 ST

Induced Players & Star Player Points

Induced Players (see page 35) including Mercenaries and Star Players cannot earn any more Star Player points. They are considered to have peaked and cannot get any better. These players can randomly be given the MVP award for the game but this simply causes the MVP to be lost to the team for that game.

★ ★ ★ ***Did you know...***

Many of the all-time Chaos great teams had Mutants: players with many more than their fair share of limbs, eyes, heads or other bodily organs. Past masters include Margoth Doomgrin, whose body emitted sprays of soporific musk that caused opponents to practically fall asleep on the pitch and whose head bore an uncanny resemblance to a ball – his final decapitation by a Black Orc was messy but allowed the Gouged Eye to run in two touchdowns with a single play; team captain Snake Sanders whose hypnotic gaze granted to him after a Chaos Cup victory proved his downfall one match when he caught sight of himself in the Eagles' sideline dressing mirror and spent the rest of the game rooted to the spot; 'Spider' Smith, the six armed star Catcher of the Chaos All-Stars; and Ruddog Ironhead who was the Chaos All-Stars leading Blitzer for three seasons until his massive armoured body and razor sharp metallic claws proved to be an excellent lightning rod during a stormy game with the Valkyries.

THE CHAOS CUP CHAMPIONS HALL OF FAME

Due to temporal instability of the Chaos Cup, facts and figures may change, be deleted, or even be recorded as having been played twice!

As the Whiteskull Challenge Cup

2396 Reikland Reavers
2397 Chaos All-Stars
2398 Chaos All-Stars
2399 Reikland Reavers
2400 Reikland Reavers
2401 Reikland Reavers
2402 Reikland Reavers
2403 Reikland Reavers
2404 Reikland Reavers
2405 Reikland Reavers
2406 *Results Lost*
2407 *Results Lost*
2408 *Results Lost*
2409 Chaos All-Stars
2410 Arctic Cragspiders
2411 Arctic Cragspiders
2412 Reikland Reavers
2413 Dark Renegades
2414 Arctic Cragspiders
2415 Khaine's Killers
2416 Arctic Cragspiders
2417 Dark Renegades
2418 *Results Lost*
2419 Chaos All-Stars
2420 Chaos All-Stars
2421 Wuppertal Wotans
2422 Reikland Reavers
2423 Reikland Reavers
2424 Reikland Reavers
2425 Reikland Reavers
2426 Reikland Reavers
2427 Reikland Reavers
2428 Dark Renegades
2429 Wuppertal Wotans
2430 Arctic Cragspiders
2431 Bright Crusaders
2432 Middenheim Marauders
2433 Albion Wanderers
2434 Chaos All-Stars
2435 Khaine's Killers
2436 Chaos All-Stars
2437 Arctic Cragspiders
2438 Arctic Cragspiders

As the Chaos Cup

2439 Arctic Cragspiders
2440 Champions of Death
2441 Gouged Eye
2442 Icecastle Werewolves
2443 Khaine's Killers
2444 Albion Wanderers
2445 Gouged Eye
2446 *Results Lost*
2447 *Results Lost*
2448 Reikland Reavers
2449 Chaos All-Stars
2450 Gouged Eye
2451 Gouged Eye
2452 Gouged Eye
2453 Gouged Eye
2454 Gouged Eye
2455 Albion Wanderers
2456 Khaine's Killers
2457 Albion Wanderers
2458 Dark Renegades
2459 Champions of Death
2460 Gouged Eye
2461 Reikland Reavers AND Champions of Death
2462 Champions of Death
2463 Reikland Reavers
2464 Dark Renegades
2465 *Results Lost*
2466 *Results Lost*
2467 Champions of Death
2468 Chaos All-Stars
2469 Gouged Eye
2470 Reikland Reavers
2471 Chaos All-Stars
2472 Arctic Cragspiders
2473 Gouged Eye
2474 Albion Wanderers
2475 Naggaroth Nightwings
2476 Khaine's Killers
2477 Gouged Eye
2478 Arctic Cragspiders
2479 Dark Renegades
2480 Albion Wanderers
2481 Dark Renegades
2482 Gouged Eye
2483 Gouged Eye
2484 Underworld Creepers
2485 Arctic Cragspiders
2486 Arctic Cragspiders
2487 Chaos All-Stars
2488 Albion Wanderers
2489 *No Championship*
2490 The Marauders
2491 Darkside Cowboys
2492 Dwarf Giants
2493 Skavenblight Scramblers
2494 Orcland Raiders
2495 Chaos All-Stars AND Galadrieth Gladiators
2496 Chaos All-Stars
2497 Chaos All-Stars
2498 Reikland Reavers
2499 The Flesh Hounds
2500 The Marauders
2501 Lustria Croakers
2502 Orcland Raiders
2503 Wind Riders
2504 Desert Kings
2505 Men in Tights



Lustria Croakers victorious in the 2501 Chaos Cup

PLAYING LEAGUE MATCHES

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

1. Pre-Match Sequence
1. Roll on Weather table
2. Take Inducements

2. The Match
1. Work out the number of Fans and FAME
2. Receiving Team's Turn
3. Kicking Team's Turn

Etc...

3. Post-Match Sequence
1. Improvement Rolls
2. Update Team Roster

PRE-MATCH SEQUENCE OF PLAY

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

1. The Weather

One coach rolls on the Weather table (see page 20) to see what the weather will be like for the match.

2. Inducements

Teams that are at a disadvantage are often given 'inducements' to play that will help even the odds. Usually this takes the form of extra gold, offered by the stadium owner to help convince a team to take part in a match against a superior opponent (and thus allowing the stadium owner to recoup his losses and more through tickets sales and merchandise!).

To represent this, an underdog in a match may be given a certain amount of gold that can be used to buy things for the team to help them in the upcoming match. The amount of gold the team receives is equal to the *difference* between the total value of the underdog team and the total value of the opposing team. For example, if one coach had a team worth 1,000,000 gold pieces while his opponent had a team worth 1,250,000 gold pieces, then the first coach would be allowed to spend 250,000 gold pieces on Inducements. Any of the gold that is not spent on Inducements is lost and may not be added to the team treasury. In addition, *either* coach may use gold from their treasury (but not their bank) to purchase Inducements. If the superior opponent wishes to purchase inducements with gold from his treasury, he must do so **before** the underdog purchases any of his inducements.

Inducements are selected from the following list on pages 35 to 36. Note that limitations and special rules from the team lists apply. As some coaches can take a *very* long time deciding which Inducements to take, there is a four-minute time limit on selecting them.

0-2 Bloodweiser Babes: You purchase a keg of extra-special Bloodweiser magic ale for 50,000 gold pieces, and get a lovely lady to serve players before going out for each drive. The combination of the ale and the young lady serving it means that for each purchase of this inducement, players on the team gain a +1 modifier to recover from KO'd for this match.

0-2 Wandering Apothecaries: Any team may hire a Wandering Apothecary or two to help your team during the match for 100,000 gold pieces each if your team can normally purchase a permanent Apothecary. Often these Apothecaries are powerful priests of the local deity. While they would never allow themselves to be a permanent part of a heathen Blood Bowl team, they have been known to assist for a single match for a generous donation to their faith. The rules for Wandering Apothecaries are identical to the rules for purchased Apothecaries on page 17. Only one Apothecary may be used to re-roll each Casualty roll.

0-1 Igor: Any team that cannot purchase a permanent Apothecary can hire an Igor for 100,000 gold pieces to assist the team. An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, rewrapping funeral wraps and so on. He can really get the boys shambling back to the pitch. An Igor may only be used once per a game to re-roll one failed Regeneration roll for a player.

0-3 Bribes: Each bribe costs 100,000 gold pieces and allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.

0-4 Extra Team Training: Each extra team training session costs 100,000 gold pieces and allows the team to take one extra Team re-roll that may be used for this match only.

★ ★ ★ ***Did you know...***



Spike! Magazine's number 1 All-time Worst Player Award goes to 'Speccy' McGroan of the Evil Gits - one of those truly incompetent cretins that Blood Bowl needs if it is to retain its prime-time status. Speccy played during one season (2488 - 2489) but over that year he managed to fumble the ball over 30 times, averaging more than two fumbles per match. Speccy's finest hour, however, was in his final match against the Champions of Death when he managed to fumble the ball a record nine times before he was pulled off (and then reportedly pulled apart!) by the Evil Gits head coach, Bargull Whipdeath. Asked about Speccy being cut from the team, coach Whipdeath said " 'e diserfed it, so I cut 'im from 'ere to 'ere".

The rumours of Speccy's demise appear to be greatly exaggerated though and true connoisseurs of the running game may see Speccy's "talents" again on the pitch. An undercover reporter discovered that what actually happened at the end of the match against the Champions of Death was that Whipdeath was paid 20,000 gold pieces by the Middenheim Marauders for Speccy … to go play for the Chaos All-Stars.

0-2 Star Players: Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess (see pages 60 to 61 for Star Player stats and skills). Star players act as free agents playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. You may hire up to two Star Players that are allowed to play for your team. Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match. Star Players may not take the number of players in the team to more than 16. However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Star Players to replace players that are missing a game if you wish. It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees! Finally purchased/induced Apothecaries or an Igor may not be used on Star Players ever. Star Players have their own professionals who travel with them to get them in shape for their next match and will not use your team's amateur physicians.

Unlimited Mercenaries: For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold pieces to hire for a match. The normal limits on the total number of players allowed in a team and in each position do apply to Mercenaries (so they aren't truly unlimited). However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Mercenaries to replace players that are missing a game if you wish. All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition you may choose to give a Mercenary one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces. For example, a Mercenary Human lineman could be given Tackle if desired for a total cost of 130,000 gold pieces to hire for a match.

0-1 Halfling Master Chef: Halfling teams may hire a Halfling Master Chef for 100,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dug-out that they lose a Team Re-roll (but only if they have any left to lose).

0-1 Wizard: You may hire a Wizard to help your team during the match for 150,000 gold pieces. See the rules for Wizards below on page 37.

★ ★ ★ ***Did you know...***



The origin of the first Troll Slayer in Blood Bowl occurred on the Dwarf Giants team. In 2465 Stout Ironfist, a star blitzer for the Giants, was given the task of protecting the King's son during a match against the Lowdown Rats. During one drive the Rats managed to hit Stout in the face with a custard pie. By the time he was able to clear his eyes the King's son had been killed by the Rat's Troll! Stout flew into a frenzy, grabbed the King's son's horned helm and swung it with such fury that he decapitated the Troll. Stout was so ashamed from the double blow of allowing himself to fall for the custard pie trick and failing the King's orders to protect his son that he painted his face and partially shaved his head as a mark of humility. He also dyed his hair orange as a mark of respect to the famous red beard of the King's son. Stout continued playing for the Giants, attacking the largest and toughest opponents he could find in the hopes of finding death to release him from his shame. A triple team block by the ogre Morg, the troll Bork, and the minotaur Zy-Nox in 2471 during a match against the Chaos All-Stars finally ended his fanatical career. Based on his legend, Dwarfs that incur massive shame for actions during Blood Bowl matches follow Stout's path in their efforts toward release and redemption through reckless acts of on-pitch violence!



★ ★ ★ ***Did you know...***

In the days before the Colleges of Magic ruled on limiting Wizard assistance to teams, games were awash with magic. Who could forget the infamous 2472 Quagmire Incident when rampant spellcasting caused the Bright Crusaders' entire stadium to sink into the earth? The Necromancer's Broadcasting Circle, the Crystal Ball Service, the Association of Broadcasting Conjurers, the Wolf Network, and the Broadcasting Brotherhood of Casters all banded together to force the Colleges of Magic to make the other magical guilds toe the line on a limit to magical interference in the game. Not only was the Cabalvision signal being disturbed, but the game itself was in danger of being ruined, and there are large piles of gold in Blood Bowl broadcasting!

Nowadays, the Wizards have taken a more enlightened attitude, preferring to give their team a sudden advantage at a strategic moment, rather than allow sorcery to dominate the game entirely.

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 they really wanted to see a proper Blood Bowl match rather than a spellcasting contest, so the new rules were soon universally accepted.

Any team is allowed to hire a Wizard for a match, as long as they can afford the whopping licensing fee charged by the College of Magic concerned. No team may hire more than one Wizard per match. Wizards can be represented in 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!





Once per game, the Wizard is allowed to cast either a *fireball spell* or a *lightning bolt spell*. Wizards may only cast spells at the start of their own turn before any player performs an Action OR immediately after their own team's turn has ended even if it ended with a turnover.

Fireball: Choose a target square anywhere on the pitch. Roll one dice to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the fireball's blast. Make an Armour roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

Lightning Bolt: Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.

★ ★ ★ ***Did you know...***



Wizards are not always able to cast spells safely from the sidelines. In 2501, an Albion league started a 2nd division that prohibited spellcasting from off the pitch. This meant that Wizards had to take the pitch as on-pitch spellcasters. Many fans travel to games in this division of the Midgard Blood Bowl League to see just how well Wizards stand up when a raving Blood Bowl star is screaming down the pitch at them. The sights and sounds of frying bolts of lightning and sizzling fireballs followed by the snapping of a Wizard's spine like a twig has delighted fans of all ages so much that the commissioner of the league has no plans to overturn the ruling despite several petitions from the Colleges of Magic to do so.

POST-MATCH SEQUENCE

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

1. Improvement Rolls

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

2. Update Team Roster

This phase is used to make sure that both teams' rosters are up to date and filled in correctly. Players and coaching staff may be hired and fired, 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. Carry out the following steps to update the roster.

1. Delete any players that have been killed from the roster, and record any changes to a player's value for improvements.

2. Generate winnings for the match. Each coach rolls a D6 and adds their FAME (see page 18). Your team receives this amount x 10,000 gold pieces as winnings for the match. If you won or tied the match you receive an additional 10,000 gold pieces. If you won the match you may also choose to re-roll your D6, but you must accept the second result even if it is worse than the first. Remember that teams that concede a match do not receive any winnings.

3. Each coach must now pay for spiralling expenses through gold in treasury and/or the bank (see the next section on this page).

4. If a coach lost or tied the match he should 2D6. The winning coach should roll 3d6. If a coach won or tied the match and his roll is greater than his team's current Fan Factor then his team's Fan Factor increases by one point. If the coach lost or tied the match and his roll is less than his team's current Fan Factor then his team's Fan Factor decreases by one point.

5. Each coach may now transfer gold from his treasury to his bank or to his treasury from the bank (remember that the bank cannot hold more than 100,000 gold pieces).

6. Each coach must decide if they wish to spend any gold in the team treasury to buy new players and coaching staff for their team, and/or let go (i.e. fire) any team re-rolls, players, or coaching staff from their team who are no longer wanted - however, you don't get your gold back. In addition, each coach can choose to spend gold from their treasury to increase their team's re-rolls. Adding a re-roll costs double the amount shown on the team list, but only adds the basic (un-doubled) cost to the total value of the team. NOTE: gold still in the bank cannot be used to purchase players, coaching staff, or team re-rolls.

7. If your team has any Journeymen **(see step 8 below)** on the roster you must either fire them from the team or you may permanently hire them by paying their rookie cost if you have less than 16 players on your roster. If you hire a Journeyman, he loses the Loner skill but may retain any Star Player Points he earned or skills learned from Improvement rolls.

8. If your team can only field 10 or less players for the next match, you may bring Journeymen onto your team for free until your team can field 11 players for the next match. ***A Journeyman is always a player from a 0-16 position on your team's roster, counts his normal rookie cost towards your total team value, but has the Loner skill as they are unused to playing with your team.*** Journeymen may take the total players on your team (including injured players) to more than 16 at this point.

9. Work out the total value of the team and record it on the roster. The value of a team is worked out by adding up the value of the team's players (including extra values for improvements), support staff, team re-rolls, Fan Factor, plus the gold in your treasury. Do not include the value of gold in the bank or any players that will be forced to miss their next match due to injury.

SPIRALLING EXPENSES

Successful teams can be worth a fortune as their players improve and the squad grows. During the early days of Blood Bowl the Dark Elf team, Terrifying Anarchists of Naggaroth, were reputed to be worth in excess of 7,000,000 gold pieces! However as wages and other team expenses increase, a bigger proportion of the team's winnings get devoted to just paying the bills rather than being available for additional purchases.

Typically once a team's value exceeds a breakpoint of 1,500,000 gold pieces then for every 200,000 gold pieces, or fraction thereof, over the breakpoint the team must pay 10,000 gold pieces after the match to cover their spiralling expenses. If the team does not have enough gold in their treasury or the bank to cover their expenses, then any excess is written off and is not carried forward (i.e., teams do not have to go into debt to cover their expenses). Example, a team with a value of 1,720,000 gold pieces would have to pay 20,000 gold pieces after each match to cover their spiralling expenses.

★ SPIRALLING EXPENSES TABLE ★

Team Value	Expenses	Team Value	Expenses
< 1,500,000	0	2,100,000 to 2,290,000	40,000
1,500,000 to 1,690,000	10,000	2,300,000 to 2,490,000	50,000
1,700,000 to 1,890,000	20,000	2,500,000 to 2,690,000	60,000
1,900,000 to 2,090,000	30,000	Continuing in steps of 200,000	+10,000 each

CONCEDING

A player that concedes (see page 15) before setting up for a kick-off where he could only field 2 or less players suffers no additional penalties. If one coach concedes the match for any other reason then the winner gains all of the loser's winnings and MVP from this match. 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 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!

At the end of each season teams gather to decide who wins the trophy. 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!

SEASONS & TOURNAMENTS

To represent this, all Blood Bowl leagues traditionally have seasons that end with a tournament. The League Commissioner has the responsibility of setting up and running the seasons and tournaments for his league. He will need to let his coaches know how long the season will run for, and how any end-of-season tournament will be run.

If your coaches meet frequently and can play at least one-two games a week, then a three month season based on the 'real' Blood Bowl world system should work well for you. If your league meets less frequently than this then you should consider having a longer season. As a rule of thumb, your season needs to be long enough for coaches to reasonably be expected to be able to play about a dozen matches.

At the end of the season the League Commissioner will need to decide which teams will compete in any end-of-season tournament, how ties are to be broken, how the tournament will be run, and what prize the winner of the tournament will receive. Typically there are two semi-final matches followed by a final. **Inducement and treasury gold may not be used to induce Star Players or Mercenaries for these matches** as the NAF, while not monitoring day to day games on the road to the finals, enforces using your own team for these important matches!

There are a number of ways of deciding who will play in the semi-finals. The simplest (though probably not the fairest) method is to use the four teams that have the highest value in the league. A simple variant of this method is to use the four teams with the highest win ratio, or to multiply a team's value by its win ratio and then pick the four highest rated teams. You can work out the win loss ratio by dividing the number of games the team has won by the number it has played. So, for example, a team that had a value of 1,800,000 gold pieces that had won 5 of its 10 matches, giving it a win ratio of 50%, would be 'worth' 50% of 1,800,000, which equals 900,000 gold pieces.

Another method is to have a 'play-off' period at the end of the regular season. Any coach can enter the play-offs, but must agree to play matches to a schedule set by the league commissioner. The commissioner must work out a schedule of matches, and a scoring or elimination system that will reduce the starting teams down to four contenders that will then take part in the semi-finals. There are lots and lots of ways to organise the play-offs, from straight knock-out events, to more complicated affairs that have a group stage first, such as that used for the soccer World Cup. We recommend you find out how some real life tournaments are held, and then use the system that seems best for your Blood Bowl league. The league commissioner will need to decide if inducements are allowed in the play-offs or not.

★ ★ ★ ***Did you know...***



Witch Elves first appeared on the Blood Bowl pitch not long after the collapse of the NAF when Nikk Three-horn ran away with the NAF treasury and the entire Darkside Cowboys cheerleading section. Disgusted that the cheerleaders could run away with a non Dark Elf, the Witch Elf priestesses of Naggaroth formed their very own Blood Bowl team to prove that not all female Dark Elves are so easily swayed by the lure of gold. The 'Deadly Nightshades', as they were known, made an instant impact as they dismantled just about every team that stood in their path in their first season. Sadly, however, the required ritual blood baths and sacrifices the Witches must perform back in Naggaroth for the Dark Elf god Khaine caused them to miss the semi-final of the 2490 Blood Bowl tournament.

The Deadly Nightshades never quite managed to repeat the phenomenal success of that season but they certainly left a mark on the Blood Bowl world as many Dark Elf teams now field a Witch Elf or two as regular players on the squad.

The Nightshades also hold two remarkable records, not only do they hold the record for most consecutive games played to a full stadium, they have also never been refused a game. While the coaches of the opposition may claim that it's because they never refuse a challenge and are always willing to help out young ladies in need, a better guess might be that it's because thigh length boots and revealing uniforms bring in the crowds (and the opposing players).

Finally, you can decide to run the regular season as a league with scheduled matches (like the FA Football League in England and Wales). Teams score points depending on how well they do in matches (typically 3 for a win, 1 for a draw and 0 for a loss, though 5 for a win, 3 for a draw, and 1 for a loss is a popular alternative). At the end of the season the four teams with the most league points get to go to the semi-finals. Whatever method you use, the four teams that make it through to the semi-finals are matched into two pairs by random draw. The two winners of the semi-final match then go through to the big final, and the winner of the final will receive a trophy (see the Glittering Prizes section on this page). Remember that teams do not receive inducement gold during semi-final and final matches.

★ ★ ★ ***Did you know...***

Not all Blood Bowlers out there love and worship Nuffle. There are a few out there who dislike him and curse his name. The Nuffle Blasphemer's Association (NBA) was started by Torg the Blasphemer, coach of Torg's Terminators, when his star player unexpectedly died in the league semi-final. With the game on the line, Sig "the Butcher" Thundersmack was sprinting toward the end zone for the winning touchdown when he seemed to trip over the goal line itself resulting in his neck being broken. The opposition was able to recover the ball and pull off an unbelievable scoring play that sent them to the league final instead. Torg cursed Nuffle for his fickleness and started up the NBA, which has grown over the years to include a number of players and coaches who have become disenchanted with Nuffle. You may see them at Blood Bowl games in their long black robes holding up signs denouncing the Blood Bowl god. Most people consider them a bunch of complete wackos and tend to ignore them.

League Challenges

It is possible for coaches to exclude powerful teams from the semi-finals by refusing to play any games against them during the league season or 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. The challenge is given to the league commissioner, 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 Factor 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.



To represent this the teams taking part in an end of season tournament receive the following benefits:

1) The gate and the winnings for a semi-final or final are doubled.

2) The winner of a Major Tournament always receives a special trophy. Pictures of these trophies are at our website, www.bloodbowl.com. You can print these images and use them as trophies, or use the miniature trophies from the Blood Bowl trophy pack. So long as a team holds a trophy it has an additional team re-roll. The re-roll counts toward the team's value as normal. A trophy is held by a team until the next time that specific Major Tournament is completed at which point it is given to the new winner.

3) The winning team receives the 'fringe benefit' described below, depending on the trophy they won.

★ ★ ★ ***Did you know...***

While the Chaos All-Stars are the most famous team with an unusual mix of players compared to other teams of the same race, several other very famous Blood Bowl teams have been composed of a unique cast of characters.

Evil Gits: The Evil Gits are an evil team made up of mix of evil players. They've been known to field evil Hobgoblins, evil Orcs, evil Dark Elves, evil Skaven, evil Goblins, evil Ogres, evil Half-Orcs, or in fact any other players just so long as they are Evil! The Gits are followed everywhere by their evil unofficial supporters club, the Evil Gits Unofficial Supporters Club, who are, if anything, even more evil than the evil team they evilly support!

Heroes of Law: The Heroes of Law are everything that the Evil Gits are not. This team frequently has Human, Dwarf, Elf, and Halfling players that play for the team without pay. The players hope to show the world a better way by honest strategic play on the pitch without resorting to fouling or bribes. The Heroes of Law are known throughout the realms for their charity matches and for key players missing games because they are volunteering for some other worthy cause that day.

Motley Horde: This mix of misfits, cast-offs, and flat-out lazy players comprise an interesting team. Many of the team's players may hang around for practice, but then skip the game or vice versa. The coach, Kul-Blood Conn, never knows from week to week who will show up, and his game plan must change radically depending on the players available. One week he may have six Chaos Dwarfs, four Skaven and a couple Dark Elf players show up, while the next game he may be faced with seven Hobgoblins, a mutated Chaos Warrior and five Snotlings!

THE SPIKE! MAGAZINE TROPHY

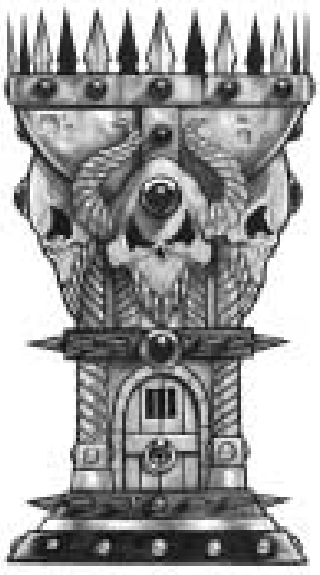


This award, which takes the form of a mithril spike mounted on a delightful plinth, is awarded to the team that wins the *Spike!* Magazine tournament. Because the holder of the *Spike!* Trophy receives extensive and (usually) positive coverage in *Spike!* Magazine, the team may add 2 to their Gate roll total as long as they hold the trophy.

If the tournament organizer 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. The player gains the skill Fan Favourite permanently unless he already has this skill for as long as the player is still on the team. Treat this as a skill taken on a Double for calculating the player's value. 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 SPIKE! MAGAZINE TROPHY HALL OF FAME

2493 Chaos All-Stars	2499 The Marauders	2503 Dwarf Warhammerers
2494 Elfheim Eagles	2500 Kill Fury	2504 Ratz of Nim
2495 Orcland Raiders	2501 Phyllobate Terribles	2505 Stub'ees
2496 Elfheim Eagles	2502 Bordeleaux Ravens	
2497 The Sandshifters		
2498 Bordeleaux Ravens		



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 pitch – 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 winning team receives a special contract from the College that supported them. This contract allows the team to induce a Wizard for 50,000 gold pieces instead of the normal 150,000 as long as the team holds the trophy.

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 Chaos gods take a special, erm, interest in the fate of the team that holds the Chaos Cup and will reward the players immediately with special Chaos gifts as a sign of their favour. D3 random players may immediately take any Mutation skill, Hypnotic Gaze, Stab, or Regeneration in addition to any skills they already possess or take from Star Player Points earned during the Chaos Cup final. The same player may not receive more than one mutation from this gift. Players with Normal access to Mutations taking a Mutation skill will add to the player's value as if a normal skill were rolled. Players taking a Mutation skill that cannot take Mutations on Normal skill rolls or any players taking an Extraordinary skill should treat the skill as if taken on a Double for calculating the player's value. These skills are permanent and not lost when the team no longer holds the Chaos Cup trophy.



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 gold payment 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 a sponsorship deal from Bloodweiser which adds 20,000 gold pieces to the winnings for each match that the team plays as long as it holds the trophy. 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 (win or lose) counts as having 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 organizing 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 gold (for both winner and runner-up) should never exceed one and half times the normal winnings. Note that extra team re-rolls are only allowed for winning 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

THE DUNGEONBOWL HALL OF FAME

2473 Storm Bolts	2486 Harlequins	2497 Bruendar Grimjacks
2474 The Grim Reapers	2487 War Hawks	2498 Athelorn Avengers
2475 Green Destroyers	2488 Celestial Comets	2499 Tombstone Terrors
2476 *Match Abandoned*	2489 Blood Axes	2500 Durum's Destroyers
2477 Harlequins	2490 Black Widows	2501 Kalagar Fire
2478 Grey Shadows	2491 Celestial Comets	2502 Motley Horde
2479 Blood Axes	2492 Chaos All-Stars	2503 Sun Gods
2480 Grey Shadows	2493 Chaos All-Stars	2504 Cheeky Berliners
2481 Harlequins	2494 Norsca Rampagers	2505 Cheeky Berliners
2482 Doom Forgers	2495 Bruendar Grimjacks	
2483 War Hawks	2496 Dwarf Warhammers	
2484 Blood Axes		
2485 Blood Axes		

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 consist of the trophy, and a 120,000 gold pieces prize split 80,000 gold pieces to the winner and 40,000 gold pieces 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 the *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 gold prizes 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 gold prize 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 winnings that the team receives every time it plays a match!

★ ★ ★ ***Did you know...***

that bribery is now so prevalent amongst referees that the Referees and Allied Rulekeepers Guild (RARG) has created rules concerning where, when and how one can accept a bribe. RARG has set official union rates for bribing a referee. Under an agreement signed last season, clubs are not allowed to offer less than the going rate. RARG is even considering appointing a second bunch of referees to govern the conduct of RARG just to keep bribery properly controlled.



OPTIONAL LEAGUE RULES

Not every league will find the same set-up as enjoyable as another league. The league commissioner's role is to find the best match of rules for the coaches in his league. The following are recommended changes to the rules for Leagues presented in pages 31 to 38 of this handbook for commissioners to consider using in their own leagues. Any of the below should be considered official approved rules for the game of Blood Bowl. Remember, a League Commissioner's word is **always** final on the rules used by the league.

Awarding the Most Valuable Player during the Post-Game
Instead of using the rules for Most Valuable Player on page 33, the following two options are offered as replacement text for the first sentence:

1) One player from each team, chosen by his coach, is awarded a Most Valuable Player award at the end of the match.
2) At the end of the match, one randomly selected player eligible to play during this match that was not induced and has not been removed from the team by death by the end of the match is awarded a Most Valuable Player award.

Spiralling Expense Modifications
There are lots of different leagues, all of which have different cost bases and revenue streams so a commissioner should feel free both to alter the breakpoint (1,500,000 gold pieces) and the step size (200,000 gold pieces) for the Spiralling Expense rules on page 38 to suit their own league. For example, the small Albion domestic league has a breakpoint of 1,000,000 gold pieces and a step size of 100,000 gold pieces, the wealthy Imperial Premiership has a breakpoint of a massive 2,500,000 gold pieces and step size of 250,000 gold pieces, while the Naggaroth Open has a break point of 2,000,000 gold pieces and a step size of 50,000 gold pieces.

Excluding Inducements in League Play
A commissioner is allowed to remove any specific inducement(s) from the list of allowed inducements on pages 35 to 36 that he feels does not work for his league environment. Common inducements that might be excluded would include disallowing Star Players and/or the Wizard.

Using Inducements in One-off/Non-league Tournament Play
Commissioners of one-off games can choose to allow inducements to be purchased as a permanent part of each team's roster. The commissioner should be clear which inducements are allowed and which are not. For example a commissioner could specify for an upcoming event that the inducements options for Star Players, Bloodweiser Babes, Wandering Apothecaries, Igor, the Wizard and the Master Chef will be allowed as purchasable permanent components of the team for all matches played during the event, but that no other inducements can be purchased as a permanent part of the team.

Special Play Cards
The seven Special Play Card decks represented on pages 44 to 51 are for commissioners to use to add some unexpected and fun elements to the game to whatever degree is desired.

Each of the seven decks has a purchase price to draw one card at random from that deck. For example for 100,000 gold pieces you may draw at random one of the 26 cards from the Good Karma deck. Once you have randomly drawn a card you may not exchange or trade it in for another card. You can pay additional gold to draw another card from the same deck or from one of the other seven decks.

In order to make the cards easily available to any league, the card decks are organized so that two decks of standard playing cards can be used to create all seven decks. Decks have been organised by suit to allow coaches to quickly create the decks. For ease of use, your league may choose to combine all the 50,000 gold piece decks into one 52 card deck. Each card has 4 areas to explain its effect.

Name: This section has the name of the card and the playing card that would represent this card.
Description: Describes the event the card represents.
Timing: Specifics exactly when, and only when, the card can be played.
Effect: The effect the card has on the game when played.

There are four methods recommended for a commissioner to choose from for using the Special Play Cards in his league.

1) The Special Play Card decks are added to the list of Inducements that each coach may purchase on pages 35 to 36. Special Play Cards should be limited to no more than 5 total draws from all the decks.
2) None of the Special Play Card decks are allowed for use in the league.
3) The Special Play Card decks are used in replacement of the Inducements listed on pages 35 to 36. (i.e. only Special Play Cards are used for any Inducements allowed for a match). Special Play Cards should be limited to no more than 5 total draws from all the decks.
4) Special Play Cards cannot be used as Inducement purchases. **Each** coach is instead given between 50,000 and 200,000 gold pieces (commissioner's choice) useable **solely** for the purchase of Special Play Cards at the start of each match. This gold cannot be carried over beyond the current match and is in addition to any Inducement gold received by the team for this game.

Note: If you use both the Special Play Cards and the Inducement System on pages 35 to 36 for your league, players should be allowed to draw any Special Play Cards they purchase as an inducement and see which card(s) they draw before purchasing any other inducements.

Free Fan Factor
Instead of using the rules for purchasing Fan Factor on page 16, the league may have Fan Factor be free. All teams under this optional rule would start with a Fan Factor of 5 for no cost. Fan Factor never adds to a team's value and changes in Fan Factor from Post-game rolls do not affect team value.

Additional Cash for Short Term Leagues
The league rules are designed for long term development. If your league runs short seasons before resetting consider giving a 10,000 gold piece winning bonus for losing and 20,000 for ties/winning ***or*** doubling the FAME modifier for the winnings roll (or both of these depending on the rate of growth desired.)

SPECIAL PLAY CARDS

MISCELLANEOUS MAYHEM DECK

(50,000 gold pieces to randomly draw one card from these 13 cards)

Name:	**2 ♥: BADYEAR GIT**	**9 ♥: HOMETOWN FANS**
Description:	A goblin doom diver who was too cheap to pay for admission is hit by the kick-off while flying over the stadium.	Your team's fans start the match very willing to help their favourite team by throwing the ball to the perfect place for you.
Timing:	Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.	Play during the pre-game after all inducements are purchased.
Effect:	The ball scatters 2d6, instead of 1d6, on this kick-off.	You may choose the direction the ball is thrown in on the throw-in template every time it goes out of bounds during the first half. During the second half, all throw-ins are done as normal.
Name:	**3 ♥: SPRINKLER MALFUNCTION**	**10 ♥: INCOMING!**
Description:	Somebody triggered the sprinkler system, on accident of course. The ball becomes difficult to handle and the mist makes it difficult to see until it is shut off.	The crowd received souvenir balls today and have decided to use them as ammunition instead of keepsakes.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	All attempts to pass, catch, or pick up the ball have an additional -1 modifier for this drive.	For this turn, any player from the opposing team must dodge any time they leave a square within 2 squares of either sideline or end zone.
Name:	**4 ♥: ECLIPSE**	**J ♥: ROGUE WIZARD**
Description:	Suddenly all light is blocked out by a total eclipse. Maybe it's the complete darkness, or maybe it's astrological magic, but for one brief moment all players are equal.	A wizard in the stands starts to get a little bored and bombs the pitch with a fireball!
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	For your turn and your opponent's turn, all players on the pitch have only the characteristics and skills of a rookie Goblin.	Place a marker on the pitch, scatter the marker 5 times. If it does not scatter off the pitch at any point, the fireball explodes as the spell; the centre is where the marker is.
Name:	**5 ♥: FANATIC INVASION**	**Q ♥: BALL CLONE**
Description:	A crazed goblin fan talks an ogre into tossing him onto the pitch!	The random chaos of Tzeentch has effected the ball.
Timing:	Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	Place a miniature to represent the Goblin Fanatic into any empty square on the pitch. He has the same stats as a rookie Goblin Fanatic. Each coach can only take a Move Action with the Fanatic after his turn has ended but before his opponent's turn. This Fanatic has no tackle zones and blocks without any offensive assists. At the end of the drive the ref automatically ejects the Fanatic from the game.	If the ball is on the ground, a 2nd ball materializes in the square and one of them is bounced from it. The first player that crosses into the end zone with one of the balls rolls a D6. On a 1-3, the ball vanishes and a touchdown is not scored. This effect ends when a drive ends. Players may not pick-up, catch, or intercept a ball if they already are carrying one. A ball bouncing into the square with the other ball will bounce again.
Name:	**6 ♥: FRIENDLY FANS**	**K ♥: JOHNNY WATERBOY**
Description:	The crowd loves your team, and wouldn't ever consider ripping one of your players apart...well, not this game anyway.	He must be a magician as that is some mighty fine H2O. One drink from this minor wizard of water seems to revive any bashed up players.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	Any player on your team that is pushed into the crowd this game is only Stunned, do not roll injury.	For this match, your players gain a +1 modifier to recover from KO'd for this match (a roll of 1 is still a failure).
Name:	**7 ♥: ROWDY FANS**	**A ♥: THAT BABE'S GOT TALENT!**
Description:	Your fans have shown up today and it's with an extra evil glint in their eyes. They want a LOT of blood and are in the mood to help see it.	Your team visits the local tavern the night before the game. One of the dancers offers to bring some friends to help the cheerleader squad and some patrons to help with some new play ideas and to see their performance at your match.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	For this match, any block or foul made by or against an opposing player adjacent to the sidelines is treated as having one extra assist from your team. In addition, no opposing player adjacent to the sidelines can assist a block or foul.	You automatically win all Cheering Fan and Brilliant Coaching rolls on the Kick-Off table for this match. In addition, you get an additional +1 to your FAME (see page 18) for any other Kick-Off table result for this match but not for the winning roll.
Name:	**8 ♥: HECKLER**	
Description:	An overeager fan heckles and distracts one opponent especially well.	
Timing:	Play at the beginning of your turn before any player takes an Action.	
Effect:	An opposing player of your choice may not use any skills (including block and dodge defensively) other than those that must be used (frenzy, loner, etc.) for this turn and the following opposing turn.	

SPECIAL PLAY CARDS

SPECIAL TEAM PLAYS DECK
(50,000 gold pieces to randomly draw one card from these 13 cards)

Name:	**2 ♦ : COME TO PAPA!**	**9 ♦: PERFECT KICK**
Description:	You have read the kick-off almost perfectly and are ready to receive it.	You try and kick the ball to just the right spot to help your defense.
Timing:	Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.	Play after all players have been set up for a kick-off, but before any kick-off result is rolled.
Effect:	Move one player not on the line of scrimmage to the square where the ball will land.	Place the ball anywhere in the line of scrimmage or the end zone of the opponent's half excluding the wide zones. To determine the landing square for the ball, instead of the normal kick-off scatter, scatter the ball for one square 3 times using the sideline throw-in template for each scatter, you may choose how the template is facing on each scatter as long as it is facing a sideline or end zone.
Name:	**3 ♦: DOGGED DEFENSE**	**10 ♦: OPTION PLAY**
Description:	Your players give everything they have to defend the end zone, trying to trip the opposition from the ground.	This play is designed so your ball carrier can choose either to keep the ball himself or dump it off to someone else.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	For this turn all your players that are Prone (not Stunned) exert tackle zones as if they were standing, however they cannot assist or cancel assists, catch, or take any other Action that requires a standing player.	A player of your choice gains the Dump-Off and Pass skill until the drive ends.
Name:	**4 ♦: FLEA FLICKER**	**J ♦: PUNT**
Description:	A trick play is on. You trick the opponent into thinking one person will run the ball, but he tosses it to someone else who throws the ball.	Time to get rid of the ball and pin the opponent deep!
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended, but before your opponent's turn begins.
Effect:	You may take an extra Pass Action, however the first Pass Action you take must be a quick pass.	If a player you control has the ball, you may place the ball in any square you want and scatter the ball three times. If the ball is not caught it will bounce as normal.
Name:	**5 ♦: FUMBLEROOSKI**	**Q ♦: SPECTACULAR CATCH**
Description:	The player's on your team intentionally fumble the ball to open up some funny and spectacular plays.	A player puts himself on the line to try for an amazing catch
Timing:	Play at the beginning of your turn before any player takes an Action.	Play at the beginning of your turn before any player takes an Action.
Effect:	For this turn any failed pick up, catch, or fumbled pass rolls do not cause turnovers. Also a player can intentionally fail to pick up or catch the ball, or fumble a pass. Any failed attempt to pick up or throw the ball ends the player's Action. Any player failing a catch roll counts as having taken an Action for the turn as well, even if they have not performed an Action yet.	For this turn a player of your choice gains Catch and Diving Catch.
Name:	**6 ♦: GOING THE EXTRA MILE**	**K ♦: SUICIDE BLITZ**
Description:	A player on your team throws it into high gear to cover some extra ground.	The player gets a good jump over the line of scrimmage and launches himself at the opponents.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.
Effect:	A player of your choice may Go For It any number of times this turn. Each Go For It after the second has a cumulative modifier of -1 to the roll (example: the 4th GFI would have a -2 modifier to the D6 roll). If the player has Sprint he may add 1 to one Go For It roll made this turn (a natural 1 will still result in a failure though).	A player of your choice not holding the ball may take a *Blitz Action* immediately. This player suffers from the No Hands skill for this Action only.
Name:	**7 ♦: HEROIC LEAP**	**A ♦: WAKE UP CALL**
Description:	The player has one chance to be a hero, and tries for it all!	Desperate times call for desperate measures. Time to get some extra players on the pitch, ready or not.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play before you set up any players for a drive.
Effect:	Choose a player with strength four or less. This turn the chosen player may leap, as the skill, with a 3+ to land regardless of that player's agility or skills.	Instead of rolling for a player to come back from being KO'd, you may have the player automatically recover by placing the player on the pitch Stunned. You may do this with any number of KO'd players. After placing as many players from KO'd on the pitch as you desire, roll a D6 for each player that is Stunned. On a 4+, that player is turned to Prone.
Name:	**8 ♦: NEW BLOCKING SCHEME**	
Description:	A clever blocking play gives you a one-up on your opponents.	
Timing:	Play at the beginning of your turn before any player takes an Action.	
Effect:	Any player on your team that is in any of an opponent's tackle zones and adjacent to another player on your team may switch squares with the adjacent player from your team, unless either one has the ball. This may be done with only one set of two players.	

SPECIAL PLAY CARDS

MAGIC ITEMS DECK
(50,000 gold pieces to randomly draw one card from these 13 cards)

Name:	**2 ♣: BEGUILING BRACERS**	**9 ♣: LUCKY CHARM**
Description:	The player has come across the bracers of Count Luthor to use for the match. They are so good that they even distract the player wearing them sometimes.	The player has acquired some lucky charms from a Halfling in a green coat before the game.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play during the pre-game after all inducements are purchased.
Effect:	Choose one player on your team. That player gains the skills Hypnotic Gaze, Side Step, and Bone-head for the remainder of this game.	A player of your choice may ignore the first time his armour is broken, and just be Placed Prone. Any roll that ignores armour, such as the crowd or throw a rock, is not affected by a lucky charm.
Name:	**3 ♣: BELT OF INVUNERABILITY**	**10 ♣: MAGIC GLOVES OF JARK LONGARM**
Description:	Your player really has found a way to become a man of steel.	Your team is featured in Spike! magazine and the magazine gives you these gloves for your upcoming game.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	Armour rolls made against a player of your choice may not be modified or re-rolled by any positive modifiers for the remainder of this game. This includes (but is not limited to) Claw, Mighty Blow, Dirty Player, Piling On, fouling assists, Stunty and Chainsaw attacks.	A player of your choice gains the Pass Block skill, and an additional +1 modifier to all interception rolls until the drive ends.
Name:	**4 ♣: FAWNDOUGH'S HEADBAND**	**J ♣: GOOD OLD MAGIC CODPIECE**
Description:	One of the great passers of all time has loaned your player his headband for this game, but you had better make sure you get it back before he notices it missing!	Mother always said "never play without your codpiece". After years of being passed from one generation to the next, the magic is still working.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play during the pre-game after all inducements are purchased.
Effect:	A player of your choice gains Pass and Accurate for this turn, but an additional +1 modifier on any interception rolls against him is applied as well.	A player of your choice may not be fouled for this game and injury rolls against this player cannot be modified or re-rolled by anything including (but not limited to) Dirty Player, Mighty Blow, Piling On, and Stunty.
Name:	**5 ♣: FORCE SHIELD**	**Q ♣: RABBIT'S FOOT**
Description:	Your player paid top gold for a Ring of Invincibility, but it's not all that was advertised.	One player finds himself a lucky rabbit's foot after the pre-game meal of, well, rabbit.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	Choose the player on your team holding the ball. That player gains the Sure Hands and Fend skills until he no longer has the ball.	A player of your choice without Loner gains the Pro skill for the remainder of this game.
Name:	**6 ♣: GIKTA'S STRENGTH OF da BEAR**	**K ♣: RING OF TELEPORTATION**
Description:	A scroll found in the house of a retired legendary coach contains a spell of Bear strength.	Where'd he go? The player uses a teleportation ring to get out of a tight spot.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended (unless your turn ending would end the half.)
Effect:	A player of your choice gains +1 Strength until the drive ends. After this the player has -1 Strength for the remainder of this game.	One player on your team of your choice can be moved D6 squares in a single direction of your choice (note: you must move the full D6 squares). Treat this movement as if the player had been thrown with the Throw Team-Mate skill but without the 3 scatters to determine the landing square. The landing roll from the teleportation is automatically successful unless he has bounced off another player.
Name:	**7 ♣: GLOVES OF HOLDING**	**A ♣: WAND OF SMASHING**
Description:	A player puts a magic salve, Grisnick's Stickum, onto his gloves before the drive.	Stick! Smash!
Timing:	Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.	Play at the beginning of your turn before any player takes an Action.
Effect:	A player of your choice gains the Catch and Sure Hands skills, but may not take Pass or Hand-off Actions for the remainder of this game.	Choose one player on your team. That player gains +1 strength and the Mighty Blow skill for this turn.
Name:	**8 ♣: INERTIA DAMPNER**	
Description:	The player has come across a magic amulet that slows the speed of any large objects that happen to intersect with his location.	
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	
Effect:	Choose one player on your team. For the remainder of this drive, any opponent moving one square or more first and then blitzing this player suffers a -1 modifier to his Strength (minimum Strength of 1) for the block attempt.	

SPECIAL PLAY CARDS

DIRTY TRICKS DECK
(50,000 gold pieces to randomly draw one card from these 13 cards)

Name:	**2 ♠: BLATANT FOUL**	**9 ♠: KICKING BOOTS**
Description:	A player on your team is determined to take out the opposition, no matter what.	These boots were made for stomping, and that is just what they will do!
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after all players have been set up for a kick-off, but before any kick-off result is rolled.
Effect:	The armour roll for your Foul Action this turn automatically succeeds and is considered a non-doubles roll, however the injury roll for the foul must be rolled as normal with the player sent off on doubles.	A player of your choice gains the Kick and Dirty Player skills and a -1 MA for the remainder of this game.
Name:	**3 ♠: CHOP BLOCK**	**10 ♠: PIT TRAP**
Description:	A player throws a dirty block on the opponent.	A devious groundskeeper has set up a pit trap for you.
Timing:	Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	This card may only be played on one of your Standing players that did not take an Action during your last turn. Your player is Placed Prone and the opposing player is now considered Stunned.	Choose a player: that player is Placed Prone, no armour roll is made, and if the player had the ball bounce it as normal.
Name:	**4 ♠ : CUSTARD PIE**	**J ♠: SPIKED BALL**
Description:	One of your players thrusts a cleverly concealed custard pie in the face of an opposing player.	A Bloodthirster is in the crowd today, so in honour of this event a spiked ball is swapped with the real ball. More blood for the blood god and the fans!
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after all players have been set up for a kick-off, but before any kick-off result is rolled.
Effect:	Choose one player on the opposing team adjacent to one of your Standing or Prone players (not Stunned). That opposing player is so flabbergasted by the pie hit that he loses his tackle zones for the remainder of this turn as per a successful Hypnotic Gaze roll.	Until the drive ends any failed pick up or catch roll (but not interception roll) is treated as the player being attacked with the Stab skill by an opponent.
Name:	**5 ♠: DISTRACT**	**Q ♠: STOLEN PLAYBOOK**
Description:	Your player is very good at distracting all those around him.	You nabbed a playbook from the opponent's coach! He sure will be surprised when you know exactly how to ruin his play.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	The chosen player gains the skill Disturbing Presence for this turn and all opposing players starting their Action within 3 squares of the player count as having Bone-head (lost Tackle Zones from failed Bone-head rolls return at the end of this turn).	A player of your choice gains Pass Block and Shadowing until the drive ends.
Name:	**6 ♠: GREASED SHOES**	**K ♠: TRAMPOLINE TRAP**
Description:	The magic grease applied to your opponents' shoes has finally taken effect.	Someone set up a deep pit trap...with a trampoline in it!
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	This turn all opposing players need to roll a 5+ to Go For It instead of the normal 2+.	Choose any opposing player. Using all the rules for the Throw Team-Mate skill, the player is automatically thrown (i.e. cannot be fumbled) to a target square that is D6 squares away in a random direction from his own square (use the scatter template). The player will need to make a landing roll as normal if they land on the pitch.
Name:	**7 ♠: GROMSKULL'S EXPLODING RUNES**	**A ♠: WITCH'S BREW**
Description:	A player purchased some exploding runes from a dwarven runesmith before the game. Although they are illegal, they are highly effective.	You've spiked the opponent's Kroxorade bottle with a witch's concoction!
Timing:	Play before setting up for a drive.	Play after all players have been set up for a kick-off, but before any kick-off result is rolled.
Effect:	Choose one player on your team. That player gains the Bombardier, No Hands, and Secret Weapon skills for this game. Because the Rune can be very volatile, any pass roll made with a Rune bomb is performed with a -1 modifier to the pass roll.	Choose an opponent and roll on this table. 1- Woops! Mad Cap Mushroom potion! The player gains the Jump Up and No Hands skills until the drive ends. 2- Snake Oil! Bad taste, but no effect. 3-6 Sedative! The player gains the Really Stupid skill until the drive ends.
Name:	**8 ♠: ILLEGAL SUBSTITUTION**	
Description:	A reserve sneaks onto the pitch while the ref is cleaning his glasses.	
Timing:	Play at the beginning of your turn before any player takes an Action.	
Effect:	You may place any player from the reserves box in an unoccupied square in the end zone you are defending. This player may only take a Move Action this turn. This may take your team to 12 players for the remainder of the drive.	

SPECIAL PLAY CARDS

GOOD KARMA DECK

(100,000 gold pieces to randomly draw one card from these 26 cards)

Name:	**2 ♥: ALL OUT BLITZ**	**9 ♥: FAN UPROAR**
Description:	A tactical play of great effect…if it works.	Your fans start yelling so loudly that the opposing team cannot hear the coach or any of the on pitch play signals.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	For this turn, you may declare a second Blitz Action.	No team re-rolls may be used by your opponent for this turn or his next turn (unless the drive ends before your opponent's second turn).
Name:	**3 ♥: BANANA SKIN**	**10 ♥: HURRY UP OFFENSE**
Description:	One of the oldest tricks in the book, but a well aimed peel still is a great equalizer.	Your team is making all of the time that it has left count, trying to mount one last scoring drive.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play before moving your turn marker.
Effect:	An opposing player of your choice in a tackle zone of one of your players is automatically Knocked Down. Roll for Armour/Injury as normal. If the player was holding the ball, it does not cause a turnover.	You receive an immediate free turn. However, after each Action roll a D6, on a 1 the free turn ends. This roll may not be re-rolled. Your opponent immediately begins a free turn after your free turn is over, and the same rules will apply for when it ends. If a TD would have been scored during your free turn, the touchdown does not count unless a player from your team still has the ball in the end zone at the end of your opponent's free turn.
Name:	**4 ♥: BUTTERFINGERS**	**J ♥: INTENSIVE TRAINING**
Description:	One player from the opposing team knows he just is not himself today and ball handling for this drive is just out of the question.	One player from your team is really psyched for this week's match, and has been working very long hours preparing for it.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this drive, one selected opposing player not currently holding the ball gains the No Hands skill.	For the remainder of this game, one player of your choice from your team gains one extra skill. This can be any skill that he can learn from an Improvement roll without a doubles roll.
Name:	**5 ♥: CHAINSAW**	**Q ♥: UNSPORTSMANLIKE CONDUCT**
Description:	One of your players brings along a chainsaw for the game: not too subtle, but effective.	A player's taunting and antics after scoring causes a fan to express his feelings towards him with a well-thrown rock-filled Bloodweiser can.
Timing:	Play before setting up for a drive.	Play immediately after your opponent scores a touchdown.
Effect:	A player of your choice gains the Chainsaw, Secret Weapon, and No Hands skills for this game.	The player that scored the touchdown is KO'd. He may not roll to recover from KO'd until the end of the next drive.
Name:	**6 ♥: DAZED AND CONFUSED**	**K ♥: KNUTT'S SPELL OF AWESOME STRENGTH**
Description:	One player from the opposing team was hit just a little too hard and is having trouble focusing on the game.	A crafty wizard in the stands casts a minor spell to give his favourite player some added hitting power.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this game, one selected opposing player who is currently Prone or Stunned gains the Bone-head skill.	For this turn, one player of your choice from your team is treated as having double his strength.
Name:	**7 ♥: DOC BONESAW**	**A ♥: LEWD MANEUVERS**
Description:	That blood on his outfit and the saw on his hip are not very comforting, but his medical talents are difficult to refute even on undead players.	A group of cheerleaders were hired to distract the opposition. They do such a good job of it even your players are not going anywhere.
Timing:	Play after a drive has ended and KO'd recovery rolls have been made.	Play at the beginning of your turn before any player takes an Action.
Effect:	A player from your team that has been KO'd or Badly Hurt is moved to Reserves.	Choose a wide zone. Any player from either team that is currently in that wide zone may take no Action this turn or on the opposing turn that follows this turn.
Name:	**8 ♥: EXTRA TRAINING**	**2 ♦ : LURVE POTION**
Description:	Your team has been working all week on playing better as a united squad.	A magic potion slipped into your opponent's drink makes someone in the stands completely irresistible to him.
Timing:	Play during the pre-game after all inducements are purchased.	Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.
Effect:	Your team receives one extra team re-roll for this match.	One randomly selected opposing player, in a wide zone of your choice, is placed in the Reserve box. If the player was holding the ball, it bounces once from their original square.

SPECIAL PLAY CARDS

GOOD KARMA DECK (continued)

(100,000 gold pieces to randomly draw one card from these 26 cards)

Name:	**3 ♦: MAGIC HELMET**	**9 ♦: SCUTT'S SCROLL OF WEATHER MAGIC**
Description:	Its magic has almost worn off, but this relic that once protected older generation Blood Bowl players over their entire career appears to have enough magic left for one more game.	You have tricked a gullible wizard into parting with a useful scroll.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	For the remainder of this game, one player of your choice from your team gains +1 AV and the Thick Skull skill.	Select a weather result. The weather will immediately change to that result and remain there until a Weather Change kick-off roll is made.
Name:	**4 ♦: MIRACLE WORKER**	**10 ♦: STILETTO**
Description:	Whether this crazy man actually has a direct line to Nuffle or not … he gets results.	One player from your team has come armed to even up this match.
Timing:	Play after a drive has ended before rolling for KO'd players.	Play at the beginning of your turn before any player takes an Action.
Effect:	One player on your team who has suffered a Casualty roll of 41 or higher is now considered to be KO'd.	For the remainder of this game, one player of your choice from your team gains the Dirty Player and Stab skills.
Name:	**5 ♦: ONE WITH THE KICKER**	**J ♦: TEAM ANTHEM**
Description:	Somehow one of your players suddenly can read the mind of the opposing kickers and can almost always get to where the ball is going.	The crowd today is really out in full fanatic support for your team. Their cheers and encouragement for your team and abuse for the referees and the opposing team really have set the stage for your team to do their best (including bribing the ref for the coin toss).
Timing:	Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.	Play during the pre-game after all inducements are purchased.
Effect:	One player on your team gains Kick-Off Return and Diving Catch for the remainder of this game.	Your team automatically wins the coin toss to kick or receive without flipping the coin. In addition, your team receives an additional +2 modifier to your FAME (see page 18) for any Kick-Off table result for this match but not for the winnings roll.
Name:	**6 ♦: RAZZLE DAZZLE**	**Q ♦: THE FAN**
Description:	A tactical play of great effect … if it works.	As your team takes the pitch, a crazed retired warrior runs out of the stands and asks to help you "smash those gits!". The head coach decides to see if he can help.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play during the pre-game after all inducements are purchased.
Effect:	For this turn, you may declare either a second Pass Action or a second Hand-off Action.	Add the fan to your team as a player even if this takes your team to more than 16 players. The fan's stats are MA 6, ST 4, AG 2, AV 7, and he has the Loner and Frenzy skills. The fan leaves your team when the half ends.
Name:	**7 ♦: SUITABLE PITCH**	**K ♦: THE WALL**
Description:	The pitch is made to be in perfect playing conditions for your team, either by removing some of the dangerous objects, or by adding even more. Once the ref is wise to this situation the state of the pitch is restored to normal, however.	Your team has been practicing a new special play and the head coach has decided now is the time to try it out.
Timing:	Play after all players have been set up for a kick-off, but before any kick-off result is rolled.	Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.
Effect:	Choose to either add more dangerous objects or to remove them. If you add more dangerous objects then all Armour rolls caused by being Knocked Down are modified by +1. If you choose to remove them, the modifier is -1 instead. This modifier affects both teams and stays in effect until the drive ends.	During only this turn of your opponent, every player on your team is treated as having the Stand Firm skill.
Name:	**8 ♦: RUNE OF FEAR**	**A ♦: WOOF WOOF!**
Description:	Your head coach had a Dwarven rune forged for him before the game and has decided now is the time to put its limited effect into Action.	A stray dog runs onto the pitch and runs off with the ball.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	During only this turn of your opponent, every player on your team is treated as having the Foul Appearance and Disturbing Presence skills.	The ball must be on the ground for this card to have an effect. Roll for Scatter direction with the Throw-in template. The ball scatters D6 squares in that direction and is where the dog places it on the ground (no bounce roll). If the final square is occupied, scatter once more in the same direction. If at any time the scatter result indicates the dog ran into the crowd, stop scattering and have the crowd throw-in the ball.

SPECIAL PLAY CARDS

RANDOM EVENTS DECK

(200,000 gold pieces to randomly draw one card from these 18 cards)

Name:	**2 ♣: BAD HABITS**	**9 ♣: GIMME THAT!**
Description:	The opposing team has picked up some really bad habits and it's starting to change their ability to work together as a team.	One player from your team has been waiting all season to show what he can do – and he wants the ball NOW!
Timing:	Play during the pre-game after all inducements are purchased.	Play at the beginning of your turn before any player takes an Action.
Effect:	The opposing team loses D3 team re-rolls for this game only.	For the remainder of this game, one player of your choice from your team gains the Dauntless, Juggernaut, and Strip Ball skills.
Name:	**3 ♣: BALLISTA**	**10 ♣: IRON MAN**
Description:	Your team has cunningly concealed a massive ballista along the sidelines allowing you to fire it at an unsuspecting opposing player at just the right moment.	One player from your team has dedicated the match to his recently departed mum and is determined to play for the whole game, no matter what the cost.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	The Ballista works exactly like a Wizard's Lightning Bolt spell.	For the remainder of this game, any event that results in an Injury roll against a selected player from your team is treated as if a Stunned result was rolled without actually rolling to see an injury result.
Name:	**4 ♣: BLACKMAIL**	**2 ♠: KID GLOVES**
Description:	You have the goods on one of the opposing players, and you have chosen now to call in your favour.	One player from the opposing team has the NAF questioning his tactics on how he has been racking up those injuries. He decides to go easy this game to reduce the scrutiny on him.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	You may treat a chosen opposing player, other than the ball carrier, as a member of your team for this turn only. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling his own team.	For the remainder of this game, all armour breaks against your team by a selected opposing player from fouling or blocking will be treated as Stunned results without this player actually rolling to see an injury result.
Name:	**5 ♣: BUZZING**	**3 ♠: KNUCKLEDUSTERS**
Description:	One player from your team accidentally drank some Mad Cap Mushroom laced coffee before this drive.	A player from your team slips on a pair of magical one-shot knuckledusters because he is going to make sure that the opponent he has his eye on goes down this turn.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this game, one player of your choice from your team not holding the ball gains +1 to his AG and the Jump Up, No Hands and Frenzy skills.	For this turn, one player of your choice from your team can convert any and all Block dice he rolls to 'Defender Down' results.
Name:	**6 ♣: DUH, WHERE AM I?**	**4 ♠ : MAGIC SPONGE**
Description:	One player from the opposing team was out all night on a bender and is really not ready for this game.	The local wizard's guild is fans of your team and has provided your team with a magic sponge that offers possible healing magic to one lucky player.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after a drive has ended.
Effect:	For the remainder of this game, one selected opposing player gains the Really Stupid skill.	Roll a D6. On a 1, the sponge's magic fails. On a 2+, you may heal one player in the Dead and Injured box to move him to Reserves.
Name:	**7 ♣: EGO TRIP**	**5 ♠: MINE**
Description:	One player from the opposing team has developed a real swelled head from his success and is demanding super star treatment.	Your team trapped the pitch with a disguised mine and the opposing team has just set it off.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	Choose one opposing player. For the remainder of this game, that player must be activated first every turn or not be activated at all.	Mine works exactly like a Wizard's Fireball spell except that the centre square must have an opposing player in it for this card to be played.
Name:	**8 ♣: ZAP!**	**6 ♠: NOT-SO-SECRET WEAPON**
Description:	An underhanded mage you have bribed turns an opponent into a frog.	You bribe the Groundsman to drive his "other" machine onto the pitch to help your team out.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	Roll a D6. On a 1, the spell has FIZZLED and this card has no effect. On a 2+, one targeted player is treated as having ONLY the following characteristics and skills for the remainder of the drive (MA: 4; ST: 1; AG: 4; AV: 4; Dodge, Leap, No Hands, Stunty, Titchy). If he was carrying the ball it will bounce once from his square. His characteristics/skills will return to normal at the end of the drive, but any injury he suffers as a frog is permanent.	Place a miniature to represent the Groundsman in any square on the pitch adjacent to the sidelines but not in an end zone. The Groundsman has all the stats and skills of a rookie Dwarf Deathroller. You may treat this player as a normal member of your team and it may take you above 11 players on the pitch for this drive. The Groundsman will only play this drive before he returns his equipment to the garage.

SPECIAL PLAY CARDS

RANDOM EVENTS DECK (continued)

(200,000 gold pieces to randomly draw one card from these 18 cards)

Name:	**7 ♠: ORCIDAS SPONSORSHIP**	**9 ♠: TACKLING MACHINE**
Description:	One player from your team has been selected to help field-test the latest innovation in Blood Bowl footwear. The air-elemental filled soles make the player especially light on their feet.	One player from your team has been told "win or else" by the Goblin bookies to make good on his gambling debts and he is determined to get his team the win even if he needs to take down every opposing player himself.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this game, one player of your choice from your team gains +1 MA and the Sprint and Sure Feet skills.	For the remainder of this game, one player of your choice from your team gains the Diving Tackle, Jump Up, Tackle, and Wrestle skills.
Name:	**8 ♠: RAKARTH'S CURSE OF PETTY SPITE**	**10 ♠: GET 'EM LADS!**
Description:	Your team has bribed an old witch to curse one of the opposing players.	Your team makes a major push to break through the opposing team after seeing one of their own go down.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn, before any player takes an Action as long as your team suffered any injuries (including Stunned) during the opposition's previous turn.
Effect:	For the remainder of this game, one selected opposing player may not re-roll any dice roll either through team or skill re-rolls.	For this turn, each of your players gains +1 ST.

DESPERATE MEASURES DECK

(400,000 gold pieces to randomly draw one card from these 8 cards)

Name:	**J ♣: ASSASSIN**	**J ♠: I AM THE GREATEST**
Description:	Your team hires a trained assassin to dope a vital player from your opponent's team to force him to miss the game.	Egos on the opposing team are running very high for this match and the head coach is unable to override his team's prima donnas.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	Pick a player on the opposing team. He must miss this game.	For each drive, only one of the two players with the highest Team Value or Inducement Cost on the opposing team eligible to be set-up for that drive (ie not Sent Off or in the KO'd or Dead & Injured box) may be placed on the pitch.
Name:	**Q ♣: DOOM AND GLOOM**	**Q ♠: MINDBLOW**
Description:	Due to some cunningly planted rumours and smear campaigns, the opposing team comes into the game with some serious morale issues.	Your team has employed a powerful telepath and has chosen this moment to utilise her talent. Her mental scream temporarily stuns the opposing team into inactivity.
Timing:	Play during the pre-game after all inducements are purchased.	Play at the beginning of your turn before any player takes an Action.
Effect:	Roll a D6 for each re-roll the opposing team has; for each result other than 1, the opposing team loses a re-roll for the match.	Roll a D6 for each opposing player on the pitch. On a 2+, that player as he had failed a Bone-head roll previously. This effect only last until the end of your turn after which the Bone-head effect is removed without the player needing to start his next action to cancel it.
Name:	**K ♣: DA FREIGHT TRAIN**	**K ♠: COME ON BOYS!**
Description:	You've bribed star Borg 'Freight Train' Gorthag and he comes flying onto the pitch to assist your team.	Your players show great discipline in the face of misfortune against a tough opponent.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended, but before your opponent's turn begins.
Effect:	Place a miniature to represent Borg in any square adjacent to the sidelines but not in an end zone. Borg's characteristics/skills are MA 6;ST 5;AG 2;AV 9 with Loner, Mighty Blow, Thick Skull, Break Tackle, Juggernaut, and Strip Ball. You may treat this player as a normal member of your team, he may take an Action as normal the turn he is placed on the pitch, and it may take you above 11 players on the pitch for this drive. Borg will leave your team at the end of the current half.	If your turn just ended from a turnover, your team does not actually suffer a turnover from that failed roll. The Action of the player causing the turnover is ended, but any player on your team who has not yet declared an Action may continue their turn as if the turnover did not occur. Any further turnovers this turn simply end the Action of the player committing the turnover instead of ending the turn.
Name:	**A ♣: MORLEY'S REVENGE**	**A ♠: MYSTERIOUS OLD MEDICINE MAN**
Description:	The opposing team's drinks have been spiked with a powerful laxative, which makes several players have trouble getting out of the locker room facilities for each drive.	A small, wrinkled, cackling man comes to the team offering them some of his latest brewed snake oil which he claims will "cure all that ails you". Surprisingly it works ... too bad he vanished without a trace after selling it to you.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	Randomly select three opposing players. For the remainder of this game, each one must roll a D6 before every kick-off. On a roll of 1-3, he may not take part in this drive. On a roll of 4-6, he may be set up normally.	Your team may subtract 1 from all Injury rolls against its players this game. If this takes the result below 2, the player is treated as Prone not Stunned. Rolls on the Casualty table against your team are not affected by this effect.

The following seven pages list the 21 official races for the game. Qty indicates the number of that position that you may have on your team. Double indicates the additional skill categories to those in the Normal column available to choose a skill from on a double skill roll (see pages 33 and 34). For the Normal and Double column, G = General skills, A = Agility skills, S = Strength skills, P = Passing skills, and M = Mutation skills.

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!

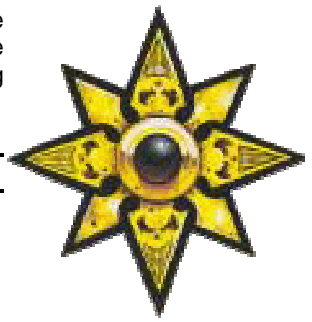


Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linewomen	50,000	6	3	3	7	Dodge	G	ASP
0-2	Throwers	70,000	6	3	3	7	Dodge, Pass	GP	AS
0-2	Catchers	70,000	6	3	3	7	Dodge, Catch	GA	SP
0-4	Blitzers	90,000	6	3	3	7	Dodge, Block	GS	AP

0-8 Re-roll counters: 50,000 gold pieces each
Star Players available for Inducement: Helmut Wulf, Morg 'n' Thorg, Zara the Slayer

CHAOS TEAMS

Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the pitch, 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 on the opposing team, anyway.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM	AP
0-4	Chaos Warriors	100,000	5	4	3	9	None	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM	GAP

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Brick Far'th & Grotty, Grashnak Blackhoof, Lord Borak the Despoiler, Max Spleenripper, Morg 'n' Thorg, Ripper

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	Normal	Double
0-16	Hobgoblins	40,000	6	3	3	7	None	G	ASP
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Grashnak Blackhoof, Hthark the Unstoppable, Morg 'n' Thorg, Nobbla Blackwart, Rashnak Backstabber, Zzharg Madeye

DARK ELF TEAMS

Evil beyond belief, skilled without doubt, the Dark Elves take to the pitch to show the world their superiority. Dark Elf teams prefer a malevolent and spiteful running game over the passing of their goodly cousins. Backed up by the ruthless Witch Elves and dangerous assassins, a Dark Elf team has all the tools to power through rather than around any opposition line.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-Off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Frenzy, Dodge, Jump Up	GA	SP

0-8 Re-roll counters: 50,000 gold pieces each
Star Players available for Inducement: Eldril Sidewinder, Hubris Rakarth, Horkon Heartripper, Morg 'n' Thorg

DWARF TEAMS

Dwarfs seem to be ideal Blood Bowl players, being compact, tough, well-armoured and having a 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!

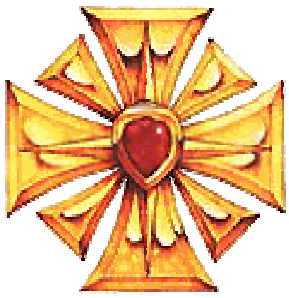


Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP

0-8 Re-roll counters: 40,000 gold pieces each
Star Players available for Inducement: Barik Farblast, Boomer Eziasson, Flint Churnblade, Grim Ironjaw, Morg 'n' Thorg, Zara the Slayer

ELF TEAMS

When the NAF collapsed, many Elven teams were left penniless. Those teams that have survived the fallout are not as rich as the High Elf teams nor as well equipped, but they sure know how to play the game. Sporting facemasks and mohawks, they take to the pitch to relive the glory days they once played in.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP

0-8 Re-roll counters: 50,000 gold pieces each
Star Players available for Inducement: Eldril Sidewinder, Hubris Rakarth, Jordell Freshbreeze, Morg 'n' Thorg, Prince Moranion

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	Normal	Double
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bombardier	40,000	6	2	3	7	Bombardier, Dodge, No Hands, Secret Weapon, Stunty	A	GSP
0-1	Pogoer	40,000	7	2	3	7	Dirty Player, Dodge, Leap, Secret Weapon, Stunty, Very Long Legs	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, No Hands, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-2	Trolls	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Bomber Dribblesnot, Fungus the Loon, Morg 'n' Thorg, Nobbla Blackwart, Ripper, Scrappa Sorehead

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.

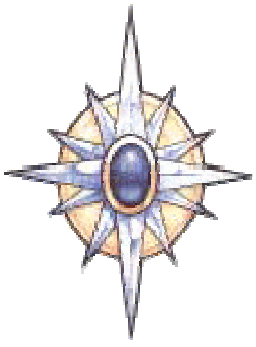


Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Halflings	30,000	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-2	Treemen	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Deeproot Strongbranch, Morg 'n' Thorg, Puggy Baconbreath

HIGH ELF TEAMS

The Elven Kingdom sponsored High Elf teams, feature a dangerous passing game and some of the most arrogant players you will find. Rich beyond the dreams of most teams, the High Elves often feature many Princes and noble born Elves on the team and what they cannot beat, they'll buy.

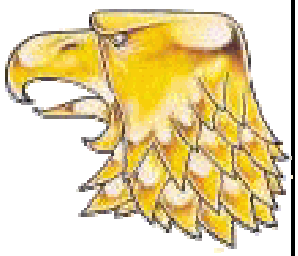


Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP

0-8 Re-roll counters: 50,000 gold pieces each
Star Players available for Inducement: Eldril Sidewinder, Morg 'n' Thorg, Prince Moranion

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	Normal	Double
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	70,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Sure Hands, Pass	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 50,000 gold pieces each
Star Players available for Inducement: Griff Oberwald, Helmut Wulf, Mighty Zug, Morg 'n' Thorg, Puggy Baconbreath, Zara the Slayer

KHEMRI TEAMS

Over 8,000 years ago, the Khemri played the first games of Blood Bowl against the Slann. But, as the Kingdom died off, so did the game until its rediscovery. And as the game returned, it was inevitable that the ancient players and stars of the Khemri would return to the pitch they once played on.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	30,000	5	3	2	7	Regeneration	G	ASP
0-2	Thro-Ras	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Blitz-Ras	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Mummies	110,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Hack Enslash, Ramtut III, Setekh

LIZARDMAN 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	Normal	Double
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunty	A	GSP
0-6	Saurus	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Helmut Wulf, Hemlock, Morg 'n' Thorg, Slibli

NECROMANTIC TEAMS

The damned and the cursed do not always lurk in the forests or in the graveyards of the Old World. Sometimes they come together, forming a group to hunt those more fortunate of souls. Finding relief in crazed outbursts of terrible violence, these groups do the best they can to ease their suffering - they pop off for a nice game of Blood Bowl.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Flesh Golems	110,000	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-2	Werewolves	120,000	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, Ramtut III, Setekh, Wilhelm Chaney

NORSE TEAMS

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



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	7	Block	G	ASP
0-2	Throwers	70,000	6	3	3	7	Block, Pass	GP	AS
0-2	Runners	90,000	7	3	3	7	Block, Dauntless	GA	SP
0-2	Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS	AP
0-2	Ulfwerener	110,000	6	4	2	8	Frenzy	GS	AP
0-1	Snow Troll	140,000	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Boomer Eziasson, Helmut Wulf, Icepelt Hammerblow, Morg 'n' Thorg, Wilhelm Chaney, Zara the Slayer

NURGLE TEAMS

Nurgle teams are a form of Chaos team whose players worship the god Nurgle. Nurgle is the Chaos god of corruption and disease, and he rewards his players by granting them a rather unpleasant disease known as Nurgle's Rot. The fact that Nurgle teams smell awful is assumed rather than proven. True, they are all made up of semi decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, he has inevitably caught one of Nurgle's nasty diseases, and he usually dies before he can suggest a new personal hygiene regime.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Nurgle Warriors	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Beast of Nurgle	140,000	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Brick Far'th & Grotty, Grashnak Blackhoof, Lord Borak the Despoiler, Max Spleenripper, Morg 'n' Thorg, Ripper

OGRE TEAMS



Ogre teams have existed since the forming of the NAF and have even had some success such as winning the XV Blood Bowl. However, as any right-minded person will tell you, having more than one Ogre in the same place at the same time is a disaster in the making. The key to an Ogre team is the Snotlings. If they are close enough to jab an Ogre in the leg to remind him that they are playing in a match then you may have the makings of a team.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Snotlings	20,000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-6	Ogres	140,000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Brick Far'th & Grotty, Morg 'n' Thorg, Nobbla Blackwart, Scrappa Sorehead

ORC TEAMS



Orcs have been playing Blood Bowl since the game 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	Normal	Double
0-16	Linemen	50,000	5	3	3	9	None	G	ASP
0-4	Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Sure Hands, Pass	GP	AS
0-4	Black Orc Blockers	80,000	4	4	2	9	None	GS	AP
0-4	Blitzers	80,000	6	3	3	9	Block	GS	AP
0-1	Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Bomber Dribblesnot, Morg 'n' Thorg, Ripper, Scrappa Sorehead, Ugroth Bolgrot, Varag Ghoul-Chewer

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	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	160,000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM

0-8 Re-roll counters: 60,000 gold pieces each
Star Players available for Inducement: Hakflem Skuttlespike, Headsplitter, Morg 'n' Thorg, Skitter Stab-Stab

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	Normal	Double
0-16	Skeletons	30,000	5	3	2	7	Regeneration	G	ASP
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Mummies	110,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, Ramtut III, Setekh

VAMPIRE TEAMS

Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of the Vampires. While they should be concentrating on the game, their attention often wanders to their hunger and before you know it they are off for a quick bite!



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Thralls	40,000	6	3	3	7	None	G	ASP
0-6	Vampires	110,000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	GAS	P

0-8 Re-roll counters: 70,000 gold pieces each
Star Players available for Inducement: Count Luthor von Drakenborg, Helmut Wulf, Morg 'n' Thorg, Wilhelm Chaney

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, attempting 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!

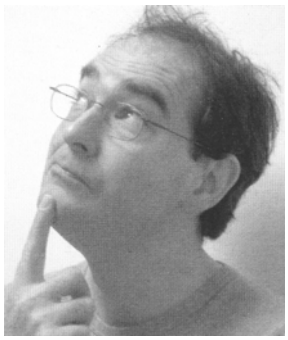


Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	9	2	4	7	Catch, Dodge	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 50,000 gold pieces each
Star Players available for Inducement: Eldril Sidewinder, Jordell Freshbreeze, Morg 'n' Thorg

Designer's Note: *Some of the above 21 teams are more challenging than the others to play either because of their skills requiring advanced strategies to be effective or because they have difficulty winning. These teams have been designed this way on purpose to give challenges to coaches who master the basics of Blood Bowl. These more challenging teams are: Chaos, Dark Elf, Goblin, Halfling, Khemri, Nurgle, Ogre and Vampire. Coaches should be aware that these are considered teams for more advanced players and can be confusing or difficult to use if you are new to the game.*

DESIGNER'S NOTES



"Blood Bowl has changed a lot from my original prototype of the game..."

So began my designer's notes for the first edition of Blood Bowl, printed waaay back in 1987. Little did I realize then that Blood Bowl would keep on changing and evolving over the years, becoming ever more exciting and playable thanks to the dozens of Blood Bowl coaches that have spoken or written to me with their comments and ideas. In many ways I feel that Blood Bowl is not 'my' game any more, it has developed a life of its own over which I have very little control!

So how has the game changed over the years? Well, the first edition combined elements of American Football with the Warhammer Fantasy Battle rules to provide a game that was fun, and very, very bloody! The second edition used a whole new set of rules mechanics specifically for the Blood Bowl game, but took quite a long time to play. The third edition, published in 1993, introduced new rules that streamlined play and made for a much more exciting game. The version you are now reading is the PBBL (Perpetual Blood Bowl League) edition, and for once the core game rules have pretty much stayed the same; the main changes are to the way that the rules for running leagues, and any other changes merely fine-tune the rules from the 3rd edition of the game.

When I started work on the 3rd edition what I wanted to do was find some way to stop the 'wars of attrition' that had slowed down the earlier versions of the game, while at the same time making the game mechanics quite simple so that the game would play as quickly as possible. The Turnover rule was probably the single most important change to the game, and almost on its own it changed the whole feel and pace of the game. It means that every single dice roll is exciting, and that even the very best laid plans can go wrong – as I have found out to my own cost more than a few times!

The other area that I wanted to look at in the 3rd edition was the rules for setting up and running a league. In previous editions of the game, the league rules were added almost as an afterthought, and it is surprising that they worked as well as they did. For the 3rd edition I wanted to make sure that the rules for setting up and running a league worked every bit as well as the board game rules themselves. To a large extent we succeeded, but with one important exception that I will tell you more about below.

The single most important thing I needed to sort out with the league rules was the problem of the 'part-time' coach. Anybody who has played in a Blood Bowl league before will understand this problem. When the league starts up you get loads of enthusiastic coaches all clamouring to take part. After half a dozen games, however, quite a few of the coaches will have started missing games, or have dropped out of the league altogether, especially if their team isn't doing very well... The way that I tried to get round this problem was by creating an 'open' league format. This places the emphasis on arranging matches and playing games firmly on the shoulders of the coaches themselves. In this way enthusiastic coaches can play as many games as they like, or rather, as many games as they can find opponents to play against. Meanwhile, less enthusiastic coaches can play fewer games, as and when they feel like it.

This system worked well in the 3rd edition rules, with one very important exception: teams just kept getting better and better if they played matches, and if they played enough matches there was simply no way for a starting team to compete against them. This was not what I had intended to happen at all; the league rules were there to provide continuity between games, not to allow coaches to create 'super-teams' that couldn't be beaten unless an opponent had racked up enough matches.

This problem came about because the handicapping system I'd built into the 3rd edition rules didn't give enough help to the underdog. In the years following the release of 3rd edition a number of increasingly complex 'patches' were applied to the game rules to try and deal with the problem, but none of them really worked as well as I hoped, and they added a lot of complexity to the game. In the end I became frustrated with the whole thing and decided to go back to the drawing board and start again with a new handicap system. After a few wrong turns this resulted in an early version of the rules for Inducements that you will find in the new League rules, and the associated rules that increase the value of a player as they learn more skills. These two things are a lot simpler than what we had before, and make it much more straight-forward to balance a match between two teams of differing experience. They also mean that the Blood Bowl league rules have finally achieved the design goals I set for them back in 1993 (well, better late than never!)

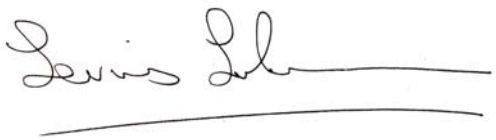
I'd like to finish by thanking the people who really made this rulebook possible. First of all I must thank all the members of the Blood Bowl gaming community. Blood Bowl is blessed with a community of truly dedicated coaches, who have supported the game through thick and thin no matter what I or anyone else has tried to do with it. Sometimes vociferous, always passionate, Blood Bowl simply would not be around if it were not for the community of coaches that support it. You all have my gratitude and respect.

The community is well served by a superb player-led organisation called 'The NAF'. The NAF runs tournaments and provides a network that links together Blood Bowl Leagues all over the world. To put it simply, if you are a serious Blood Bowl Coach then you *need* to be a member of the NAF. Join up right now! (http://www.bloodbowl.net)

Next on my thank-you list are the members of the Blood Bowl Rules Committee (BBRC). This small group of dedicated coaches having taken on the onerous responsibility of keeping this hare-brained game designer on the straight and narrow, making sure that my more scatty ideas don't see print while at the same time providing sage advice on the ideas that are worthwhile and making sure they work well. I simply couldn't have done it without them.

Finally, I must single out one man without whom the PBBL edition rulebook simply would not have been finished. This man is the irrepressible Tom Anders. Tom joined the BBRC when one of the founding members had to stand down. I knew little about Tom then, other than that he had a fearsome reputation for speaking his mind and arguing his corner. It was Tom's luck to join the BBRC just when we were starting on the new rules for Inducements. Initially horrified by what he saw – we knocked heads quite a few times in those early days! - Tom went on to become their biggest contributor. When pressure of my other work meant that I no longer had time to finish the rules, Tom stepped up as my lead developer, turning the half-formed set of experimental rules I gave him into the polished document you now hold. In the process he sorted out problems with the wording of the rules, cleaned up and improved the skills section, and made sure that all of the teams in the game are as balanced and fun to play as it is possible to make them. And in all of this all he ever asked as recompense was an old, very battered, Blood Bowl helmet that I'd had made as the trophy for a tournament. Truly he is a prince among men.

But that's quite enough gushing. Wipe that tear from your eye, strap on your extra-sharp set of spikes, and get out on that pitch and win!



Jervis Johnson
January 2006

STAR PLAYERS

Name	Team/Skills	Cost	MA	ST	AG	AV
Barik Farblast	Dwarf	60,000	6	3	3	8
Skills	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull					
Brick Far'th & Grotty	Chaos, Nurgle, or Ogre (Note: you must have 2 slots open on your roster to induce this duo which counts only as one Star Player inducement)	290,000				
Brick Far'th Skills	Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate		5	5	2	9
Grotty Skills	Loner, Dodge, Right Stuff, Stunty		6	2	4	7
Bomber Dribblesnot	Goblin or Orc	60,000	6	2	3	7
Skills	Loner, Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon, Stunty					
Boomer Eziasson	Dwarf or Norse	60,000	4	3	2	9
Skills	Loner, Accurate, Block, Bombardier, No Hands, Secret Weapon, Thick Skull					
Count Luthor Von Drakenborg	Necromantic, Undead, or Vampire	390,000	6	5	4	9
Skills	Loner, Block, Dodge, Hypnotic Gaze, Regeneration					
Deeproot Strongbranch	Halfling	250,000	2	7	1	10
Skills	Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate					
Eldril Sidewinder	Dark Elf, Elf, High Elf or Wood Elf	170,000	8	3	4	7
Skills	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block					
Flint Churnblade	Dwarf	100,000	5	3	2	8
Skills	Loner, Block, Chainsaw, No Hands, Secret Weapon, Thick Skull					
Fungus the Loon	Goblin	80,000	4	7	3	7
Skills	Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty					
Grashnak Blackhoof	Chaos, Chaos Dwarf, or Nurgle	310,000	6	6	2	8
Skills	Loner, Frenzy, Horns, Mighty Blow, Thick Skull					
Griff Oberwald	Human	320,000	7	4	4	8
Skills	Loner, Block, Dodge, Fend, Sprint, Sure Feet					
Grim Ironjaw	Dwarf	220,000	5	4	3	8
Skills	Loner, Block, Dauntless, Frenzy, Mighty Blow, Thick Skull					
Hack Enslash	Khemri, Necromantic or Undead	90,000	6	3	2	7
Skills	Loner, Chainsaw, No Hands, Regeneration, Secret Weapon, Side Step					
Hakflem Skuttlespike	Skaven	200,000	9	3	4	7
Skills	Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads					
Headsplitter	Skaven	340,000	6	6	3	8
Skills	Loner, Frenzy, Mighty Blow, Prehensile Tail					
Helmut Wulf	Amazon, Human, Lizardman, Norse or Vampire	80,000	6	3	3	8
Skills	Loner, Chainsaw, No Hands, Secret Weapon, Stand Firm					
Hemlock	Lizardman	170,000	8	2	3	7
Skills	Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty					
Horkon Heartripper	Dark Elf	210,000	7	3	4	7
Skills	Loner, Dodge, Leap, Multiple Block, Shadowing, Stab					
Hthark the Unstoppable	Chaos Dwarf	310,000	6	5	2	9
Skills	Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull					
Hubris Rakarth	Dark Elf or Elf	260,000	7	4	4	8
Skills	Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball					
Icepelt Hammerblow	Norse	330,000	5	6	1	8
Skills	Loner, Claws, Disturbing Presence, Frenzy, Mighty Blow, Regeneration					
Jordell Freshbreeze	Wood Elf or Elf	230,000	8	3	5	7
Skills	Loner, Block, Diving Catch, Dodge, Leap, Side Step					

STAR PLAYERS - continued

Name	Team	Cost	MA	ST	AG	AV
Lord Borak the Despoiler	Chaos or Nurgle	270,000	5	5	3	9
Skills	Loner, Block, Dirty Player, Mighty Blow					
Max Spleenripper	Chaos or Nurgle	100,000	5	4	3	8
Skills	Loner, Chainsaw, No Hands, Secret Weapon					
Mighty Zug	Human	230,000	4	5	2	9
Skills	Loner, Block, Mighty Blow					
Morg 'n' Thorg	Any team except Khemri, Necromantic, and Undead	430,000	6	6	3	10
Skills	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate					
Nobbla Blackwart	Chaos Dwarf, Goblin, or Ogre	100,000	6	2	3	7
Skills	Loner, Block, Dodge, Chainsaw, No Hands, Secret Weapon, Stunty					
Prince Moranion	Elf or High Elf	230,000	7	4	4	8
Skills	Loner, Block, Dauntless, Tackle, Wrestle					
Puggy Baconbreath	Halfling or Human	140,000	5	3	3	6
Skills	Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty					
Ramtut III	Khemri, Necromantic or Undead	350,000	5	6	1	9
Skills	Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle					
Rashnak Backstabber	Chaos Dwarf	200,000	7	3	3	7
Skills	Loner, Dodge, Side Step, Sneaky Git, Stab					
Ripper	Chaos, Goblin, Nurgle or Orc	270,000	4	6	1	9
Skills	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate					
Scrappa Sorehead	Goblin, Ogre or Orc	50,000	7	2	3	7
Skills	Loner, Dirty Player, Dodge, Leap, Right Stuff, Secret Weapon, Sprint, Stunty, Sure Feet, Very Long Legs					
Setekh	Khemri, Necromantic or Undead	220,000	6	4	2	8
Skills	Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball					
Slibli	Lizardman	250,000	7	4	1	9
Skills	Loner, Block, Grab, Guard, Stand Firm					
Skitter Stab-Stab	Skaven	160,000	9	2	4	7
Skills	Loner, Dodge, Prehensile Tail, Shadowing, Stab					
Ugroth Bolgrot	Orc	70,000	5	3	3	9
Skills	Loner, Chainsaw, No Hands, Secret Weapon					
Varag Ghoul-Chewer	Orc	260,000	6	4	3	9
Skills	Loner, Block, Jump Up, Mighty Blow, Thick Skull					
Wilhelm Chaney	Necromantic, Norse or Vampire	240,000	8	4	3	8
Skills	Loner, Catch, Claws, Frenzy, Regeneration, Wrestle					
Zara the Slayer	Amazon, Dwarf, Human or Norse	270,000	6	4	3	8
Skills	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes					
Zzharg Madeye	Chaos Dwarf	60,000	4	4	3	9
Skills	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull					

You will need a copy of the Blood Bowl boxed game to use the contents of this book.

Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK
www.bloodbowl.com

Games Workshop, Games Workshop logo, Blood Bowl, Death Zone, Fanatic and Fanatic Logo are trademarks of Games Workshop Ltd. The copyright in the contents of this product are the exclusive property of Games Workshop Ltd. © 2006. All rights reserved.

