THE OFFICIAL

BLOOD BOWL

MAGAZINE

UK £3.50 US $6.95

Issue 1

4th Edition Rules

New Amazon Teams

Official Norse Teams

Treemen

New Star Players





Bad Girls! The Amazon All-Stars and Star Player, 'Lucky' Luc the Unicorn.



Norse players partaking in a favourite pastime, Halfling Bashing!



Bad Girls! The Amazon All-Stars and Star Player, 'Lucky' Luc the Unicorn.



Norse players partaking in a favourite pastime. Halfling Bashing!

COMPILED BY
Jervis Johnson
PRODUCTION
Warwick Kinrade & Andy 'Weasel Boy' Hall
COVER DESIGN
Warwick Kinrade
COVER PHOTOGRAPHY
Andy Hall
PROOF READING
Steve Hambrook
GLAMOUR PHOTOGRAPHY
Ian Pickstock
OFFICE AMAZON
Vicki Peto



By Day: 'Mild mannered' Black Library administrator.



By Night. Ferocious Amazon Blitzer.

THE OFFICIAL

BLOOD BOWL

MAGAZINE

Welcome Sports Fans 2

by Jervis Johnson

The Head Commissioner himself gives us the lowdown on the future of Blood Bowl

4th Edition Rules 6

by Jervis Johnson

The official rules ammendments all compiled in one place.

Fangs aren't what they used to be... 17

by Jervis Johnson

The official 4th edition lists for Vampire teams.

Leaping Lizards 19

by Andy Meechan

The official 4th edition lists for Lizardmen teams.

Beer ain't everything... 23

by Jervis Johnson

The official 4th edition lists for Norse teams.

Girl Power! 26

by Jervis

The official 4th edition lists for Amazon teams.

Star Players Lists 30

All the NAF approved star players with their stats listed in one easy to use quick reference guide.

New Team Lists 33

by Jervis Johnson and Andy Hall

All the official 4th edition teams that have been added over the years listed together for quick reference.

You're Barking up the Wrong Tree 38

by Andy Hall

Rules for Treemen, Treemen teams and some famous Treemen players.

Questions and Answers 40

by Jervis

Does exactly what it says on the tin! Your questions answered.

Community Page 42

New Rules, Experimental Rules and coming soon...

FANATIC

ARCADIA s.n.c.
di CAMBI D. & GADDI M.
Via M. Sabotino n. 23/25/27
41100 MODENA
Tel. 059 366028 - Fax 059 3680456
C.F. e Part. IVA 02700230366
e-mail: arcadia.games@libero.it

WELCOME, SPORTS FANS.

By Jervis Johnson

'Good evening sports fans and welcome to first official Blood Bowl magazine. You join a packed crowd in anticipation of this historic occasion. Wouldn't you say Bob, that this magazine really is the first of it's kind..'

'Thanks Jim. I'd have to agree with you on that one. Blood Bowl magazine really is the first of what should be a long running and exciting series. You know there's been a lot of debate and more than a little confusion about where coaches stand in regard to the NAF rulebook these days, and that is what this issue is all about.'

'You can say that again Bob. I've been more confused than a Halfling that's been landed on by Morg'th N'hthrog! If you'll excuse the pun, this issue tackles the basics. After reading this every coach will know which rules are in, which rules are out, and which rules are just plain new. Hey but enough of my waffle lets go over now to the real expert, the head commissioner of NAF, the big cheese himself, so here's Jervis to tell us more.'



Famed as I am for waffling on, for once I'll cut to the chase: Blood Bowl Magazine One is not really a normal magazine at all. Rather it's a supplement for Blood Bowl that updates the rules for the game. The rules here when combined with the rules from Blood Bowl and Death Zone give you, in effect, the 4th Edition Blood Bowl Rulebook. Why have we done this? I'll explain below...

THE 4th EDITION RULES

The current version of Blood Bowl is the 3rd version of the game. Since it was released waaaay back in 1994 (I know, I was shocked by how long ago it was too!) we've published more than a few sets of optional rules, amendments, and new teams for the game, and there have been more Q&A's and FAQs published than you can shake stick at. None of these things have ever really been official additions to the game, and this is now starting to lead to certain amount of confusion amongst coaches around the world, who not only have to track down all of the relevant material, but also agree as to which they will use and which not. I've also received lots and *lots* of feedback about the game, and have come up with a few ideas and thoughts myself about the way I'd like to see it develop.

All in all it is clearly time for a bit of a spring clean, and that is why the bulk of Blood Bowl Magazine One is taken up with laying down exactly what is now considered to be 'officially' part of the game, and, by implication, what is not. Basically, as far as I am concerned, the Blood Bowl Handbook, the Death Zone Playbook, and Blood Bowl Magazine One constitute the official 'vanilla' version of the game. As long as you have these three (very fine) publications, you have all of the official rules, teams and Q&A for the game. Of course, anything else that has been published previously can still be used if you wish, but it requires an opponent's and/or league commissioners agreement before the match starts.

Before getting onto the rules proper, I should warn you that some of the changes are really quite, erm, well radical. They will, purposely, change the way that Blood Bowl plays. In particular I've curtailed the ability of player's to use skills (a player can only use *one* skill during an action now), and increased the cost of keeping highly skilled players in your team. The purpose of these changes is to make it (hopefully) impossible for coaches to create 'super teams' that will massacre lower rated teams. Don't worry, experienced teams still have an big edge, it's just not quite as drastic or sustainable.

I've also made most of the suggested changes that we ran in the old Blood Bowl Compendium *official* changes to the game. So the big guy rules, the infamous IGMEOY rule, and a number of other important new rules are all represented here, along with several teams that have appeared elsewhere since. All of these should now be considered part of the official 'cannon' of rules for the mighty sport that is Blood Bowl!

As well as going over the rules for the game, I've taken the chance to go through all of the Star Players and new teams that we've published rules for. Again, the ones included in this magazine are the ones that I now consider to be officially part of the game. You'll see that a few teams and quite a lot of Star Players failed to make the cut, mainly because they required too many special rules and new skills to make them work. Once again, this doesn't mean you can't use them, just that if you do so you need your league commissioner's permission to do so. Which leads neatly too...



THE LEAGUE COMMISSIONER & HOUSE RULES

One of Blood Bowl's great strengths *and* its great weaknesses is that its very easy to make up new rules for the game. This is cool because it makes it easy to keep the game fresh and interesting, but if you let it get out of hand the game can fall apart as coaches struggle to remember all of the rules that apply to the game. Because of this I've been quite harsh in keeping the new rules that I've added to Blood Bowl to a minimum. Lots of really great stuff that has been published or appeared on the web for things like new types of Wizards, stadiums, balls, etc., etc., etc, is not included here, on the basis that if I made all of this stuff official then a new coach would get swamped by the sheer number of rules they needed to try and learn.

Now, to belabour a point, this is *not* to say that *you* shouldn't use any of these rules as 'house rules' in your own league. However, if you do this, then the league commissioner *must* approve them. I also recommend that two or three times a year the league commissioner goes through the house rules being used in his league and 'prunes them back' – don't worry, plenty of new house rules will come along to take the place of the ones that you get rid of!

This leads me to one important point about league commissioner's – their word is LAW. To paraphrase a comment used often by Tuomas Pirinen at our Grand Tournaments, if your League Commissioner tells you a Dwarf can fly, you say "Yes Sir, how high?". It's important for players to understand this,

but it's also important for League Commissioner's to take on board that with this power comes great responsibility. Basically the league commissioner is there to make the league work; it's up to him or her to deal with rules questions, deal with beardy coaches, sort out the trophies, get the coaches fired up for the next season, and all in all make sure that everyone has a fun time. It's a tough job, but when it all comes together, it's really worth it. If you've ever run a great BB League then you'll know exactly what I mean.



FUTURE PLANS

Once this issue of Blood Bowl Magazine (BBMag for short) is out of the way I'm going to concentrate my efforts on getting out some new models for the game, and on setting up a structure to get as many people as possible playing Blood Bowl all around the world.

The models bit is proving fairly straight forward; we've already released an Amazon team for Blood Bowl. At the time of writing (31st August 2000) we've just had the first test shot of a new Blood Bowl Treeman through from the mould room (check out the Mail Order pages for details). Designers are also working on new Orc and Human teams to supplement (rather than replace) the Orc and Human players we already have, and I'm hoping to commission a designer to make models for a BB Lizardman team soon. We're also working on a plan to make Blood Bowl dug-outs, grandstands and corner tower models available, so that you can make your own BB Stadium if you wish!

All this is very cool, but at present I'm much more interested in making sure that the Blood Bowl game itself becomes available again, and also making sure that the full back-catalogue of Blood Bowl miniatures are available from our UK and US Mail Order departments. The good news is that we will be able to make sure that both these things will happen, while the bad news is that its taking rather longer to sort out than I had first hoped (ain't it always the way?!?!). All I can say is please bear with us while we get things set up – and keep checking up on the Fanatic web site for the latest news about what is happening to the world's best football game!

There's much more I could write about here, as the notes on my future plans for Blood Bowl really only touch the surface of what I hope to be able to do, but Warwick has only given me three pages so you'll just have to wait until next issue.



CONCLUSION

Over the years, in almost every set of designers notes that I've written for Blood Bowl, I've mentioned how it feels like the game is no longer mine any more but belongs to the coaches that play it. This has never been more true than over the last few years, where Blood Bowl has kept going quite cheerfully on it own, while I have had to concentrate on other projects. Thanks to you one and all for this – Blood Bowl would not be around and this magazine could not have been put together without your efforts. Not, of course, that you can now rest on your laurels. Oh no! Now is the time to restart that league and start recruiting new choaches. Let the word go out that it's the start of a brand new season – and that Blood Bowl is back with a vengeance!

Keep rolling 6's!

BLOOD BOWL

4th EDITION RULES



NEW REGULATIONS

THE FOURTH EDTION BLOOD BOWL RULES

By Jervis Johnson

The following rules changes are official additions and amendments to the Blood Bowl rules that were presented in the Blood Bowl Handbook and Death Zone Playbook. Unless the rule below says otherwise then it is ***in addition*** *to the rules in the Handbook and Playbook. In any case where there is a contradiction between the rules presented in the Handbook and Playbook, and the rules presented below, then the rules below take precedence.*

As much as possible I've tried to organise these new rules in the same way as they would appear if they were actually in the Blood Bowl Handbook or Death Zone Playbook. The 'headers' before each rule (i.e. the bit that says 'The Sequence Of Play' or 'Moving The Turn Marker') are the same as those you will find in the original rulebooks, which should (hopefully) make it quiet easy to find out where a rule should be placed. To make things as clear as possible I've included a new 'Fourth Edition Rules Index' at the end of this section.

THE SEQUENCE OF PLAY

MOVING THE TURN MARKER

When it is your turn, as soon as you pick up a model, roll a dice, play a card or declare you are going to use a skill or ability, then you can be called for illegal procedure. If you are called for illegal procedure incorrectly (i.e. you *have* moved the turn marker along or are called too soon), then you receive a bonus team reroll as a reward for the illegal call.

PLAYER ACTIONS & TURNOVERS

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". This is important for number of reasons, but primarily because of the following amendment to the turnover rules.

Page seven of the Blood Bowl Handbook lists six events that cause a turnover. In addition to these a turnover takes place if a player starts an action and fails to finish it still standing on the pitch. Anything not specifically covered by these seven cases **does not** cause a turnover.

SKILLS AND TRAITS

A lot of players in Blood Bowl have skills, while some also have traits. Skills will be familiar to players of the 3rd edition of Blood Bowl, but traits are a new addition for the 4th edition rules. Although skills and traits are similar in many ways, they do work slightly differently. These differences and the general rules that apply to skills and traits are described below. The specific rules for each skill and trait describing the exact effect they have on the game are described in the relevant sections below, and also in Blood Bowl and Death Zone.

Skills

Many players have skills such as block, pass, catch etc. You never have to use a skill just because the player's got it. You can choose to use a skill that gives a re-roll or a dice roll modifier after rolling the dice. For example, you could say you were going to use the block skill either before or after making a block dice roll. If both coaches want to use a skill to effect the same thing and there is an argument about 'who goes first', then the coach who's team turn is taking place must use his skill first.





Very Important New 4th Edition Change:

A player that is performing an action may only use ONE skill during the course of that action. Players may use any number of skills at other times (i.e. during the opposing team turn, or while another player is performing an action in their own team turn), but may only use one skill, one time, during the course of an action they are performing.

For example. A player with Block and Dodge performs a Blitz action. He starts in a tackle zone and dodges out, but fails the agility roll. He decides to use his dodge skill to re-roll the dice, and succeeds at the second attempt. However, because he has used a skill he may not use either Block or Dodge again in the course of that Blitz action.

A second example. A player with the Accurate and Pass skills throws the football and misses. He can either use his Accurate skill to add +1 to the dice roll or use the Pass skill to re-roll the dice. He may not choose to do both things.

Another example. A player with Guard is standing next to a player who makes a Blitz. The player with the Guard skill uses it to lend an assist. This does not stop the Blitzing player from using a skill during his action. It also does not stop the player with the Guard skill from using it or any other skill again that team turn.

A final example. A player from the non-moving team is blocked by an opposing player. The player uses his Block skill to avoid being knocked down. This does not stop him using the block skill again during the turn, or when he takes an action next turn.

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

Traits

Most Big Guys (see the rules for Big Guys later on), and some other players, have traits. Most traits are bad things rather than good things. They tend to be habits or failings that a player has but which he has little or no control over. Because of this, a player must follow the rules for a trait if they apply, and cannot choose to ignore the trait and not use it. For example, Ogres have the trait of 'bone-head'. Which means they must roll a D6 before taking an action and on a roll of '1' they stand around going 'duh' (see below for details). Unlike skills, you can use, indeed may have to use, any number of traits in a single team turn. Using a trait does not stop you using a skill in the same team turn.

MOVEMENT

PICKING UP THE BALL

A player is only allowed to try and pick up the ball when they move if they entered the square as part of a move or blitz action. Players that move into the square with the ball at other times (i.e. when pushed back, etc.) can't pick up the ball, and instead it will bounce one square. This does not cause a turnover. See the bouncing balls rules on page 13 of the Blood Bowl Handbook.

Note that a player that moves into the square with the ball does *not* have to pick it up if he does not want to. If he decides not to the ball will bounce one square as described above. Again, this does not cause a turnover.

KNOCK DOWNS & INJURIES

NEW INJURY TABLE

The following injury table replaces the one shown in Blood Bowl and Death Zone. Roll injuries as normal, counting any bonuses that

INJURY TABLE	
2D6	Result
8-9:	Knocked out. (*OK*)

SPECIFIC INJURY TABLE	
1D6	Result
1-3:	Badly Hurt
4-5:	Seriously Injured
6:	Dead, Dead, DEAD!

apply to the injury roll, and consult the new injury table. If you roll 'an injury', then roll a D6 and refer to the 'Specific Injury' table. No modifiers ever apply to the second dice roll.

THROWING THE FOOTBALL

BOUNCING BALLS

A player does not have to try and catch a bouncing ball if he does not want to. If he decides not to then it will bounce again. This will not cause a turn over. As far as skills are concerned catching a bouncing ball is considered a catch, and skills that effect a catch can be used.

THROW-INS

Throw-ins may not be intercepted.

RE-ROLLS

TEAM RE-ROLLS

You may only use team re-rolls to re-roll a dice roll that could directly affect a player in your own team. For example, it's OK to use a team re-roll to re-roll the Block dice, as the result of the new dice roll could affect a player in your own team. It is not OK to use a team re-roll to re-roll an opposing players armour roll or injury roll, as the new result will only affect the opposing player.

Also, remember that you can only use team re-roll during your own team turn. This means that it can't be used to affect a roll on the Kick-Off table, or anything else that happens 'between' team turns, before or after the match, etc.

WINNING THE MATCH

CONCEDING THE MATCH

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

If you do this and you are playing with the League rules from Death Zone, then the winner gains **all** of the losers money and his MVPs, and may add +2 to his Fan Factor Roll. The loser automatically loses one Fan Factor

ALLIED TEAMS TABLE

Team	May Ally With
AMAZON	Human, Unicorn
BRETONNIAN	Human
CHAOS	Daemon Dwarf, Dark Elf, Goblin, Orc, Skaven, Minotaur, Norse, Ogre, Vampire
CHAOS DWARF	Chaos, Goblin, Orc, Minotaur
DAEMONS	Chaos
DARK ELF	Chaos, Minotaur, Vampire
DWARF	Human, Norse, Ogre
GOBLIN	Chaos, Skaven, Ogre, Orc
HALFLING	Human, Treemen, Wood Elf
HIGH ELF	Human, Wood Elf
HUMAN	Amazons, Bretonnians, Dwarf, Halfling, High Elf, Norse, Ogre, Wood Elf
KHEMRI UNDEAD	None
LIZARDMEN	High Elf, Human
NORSE	Chaos, Dwarf, Ogres, Human, Orc
ORC	Chaos, Chaos Dwarf, Goblin, Norse, Ogre, Snotlings
SKAVEN	Chaos, Goblin, Minotaur
SNOTLINGS	Orcs, Goblins, Ogres, Trolls
UNDEAD	Chaos, Dark Elf, Minotaur, Vampire *(not Vampire Lord)*
VAMPIRE	Undead
WOOD ELF	Amazons, Halfling, High Elf, Human, Treeman
ANY OTHER	None

and may not roll for a new one. In addition any players in the losers 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.

CREATING A BLOOD BOWL TEAM

MIXED RACE TEAMS

All teams now have a list of allied races, as shown on the table below. A team can draw allied players from any allied race. Allied players can be selected from the appropriate team list, or be a Big Guy or star player of the appropriate race.

The maximum number of allied players allowed for a team is one ally from each allowed race. Note that Star Players still count as a player of their race. So, for example, if Griff Oberwald was hired by a High Elf team he would count as a Human ally, and they would not be allowed to take any more human allies.

While mixed race teams do take part in Blood Bowl matches there is no denying that they are simply not as efficient and well trained as other teams. To represent this the coach of mixed race team may not use his team re-rolls on allied players in his team.

Notes on the Allied Teams Table

Bull Centaurs, Rat Ogres & Trolls: Note that these aren't on the list of allies above. This is because they are now incorporated directly into the Chaos Dwarf, Skaven and Goblin teams lists!

Please note that it is intentional that some races can be taken as allies by a race they can't ally with themselves. For example, Chaos Dwarf teams can include Goblin allies, but Goblin teams can't include Chaos Dwarfs (after all, can you imagine a proud Chaos Dwarf playing for a team of Goblins!)

BIG GUYS

These rules are designed to sort out some of the problems with the way that Big Guys (Ogres, Trolls, Rat Ogres, etc.) work in Blood Bowl. The current rules are okay as far as they go, but putting Big Guys on the star player cards was a fudge really, and as time has passed by I've become less than happy with using the Star Player cards as a method of getting Big Guys into the game. After all, according to the background you can have entire teams of Big Guys (the Oldheim Ogres being the most notable example), and I now feel that they should really be treated as races in their own right, with a team list just like the other races. This would leave the Star Player cards to represent unique one-off Star Players.

Linked to the above is one very important question (to me, at least), which is: Why, in the game's background, have teams of Big Guys always done so badly? After all, no team I can think of could take on even 11 Morg's (let alone 16!), but the Oldheim Ogres aren't one of the really great teams, while the Craggen Counts (a team of Vampires!) was 'systematically put out its misery by its fans'. How could these things happen when Star Players of these races are so good? The answer is, I think, that Star Players like Morg N' Thorg are truly exceptional players that lack a highly debilitating quirk or failing found in all other players of that race. Therefore, when writing up non-star player Big Guys, they should be given a really bad negative traits which crocks them enough to make taking a whole team of them as attractive as taking a team of Snotlings.

To represent this all Big Guys count as players of their respective races. In other words all



Ogre players are of the Ogre race, in the same way that all Human players are part of the Human race. The characteristics of all Big Guy players are shown in the team lists below.

The Big Guys in the following list will nearly always be taken as allies for other teams, rather than fielded as a team in their own right. If you wish, however, they can be used to form their own teams.

Single race Big Guy teams can't take any allied players apart from Star Players of the same race (so you could include Morg in a team of Ogres, for example). Big Guy teams must start with at least eight players, and can have up to twelve. This aside Big Guys are treated exactly like a normal Blood Bowl team, and may hire extra coaching staff, use wizards, etc etc.



Important Rules Change: When field a Big Guy team, no more than eight Big Guys can be set up on the field when the team sets up (rather than 11 as is the case for other teams).

Minotaur Team List

Qty	Title	Cost	MV	ST	AG	AV
0-2	Minotaur	110K	5	5	2	8

Skills: Horns, Mighty Blow, Thick Skull

Traits: Wild Animal, Always Hungry

Team Re-roll: 100,000

Ogre Team List

Qty	Title	Cost	MV	ST	AG	AV
0-2	Ogre	120K	5	5	2	9

Skills: Mighty Blow, Thick Skull

Traits: Bone-Head

Team Re-roll: 100,000

Treeman Team List

Qty	Title	Cost	MV	ST	AG	AV
0-2	Treeman	110K	2	6	1	10

Skills: Mighty Blow, Stand Firm, Thick Skull

Traits Take Root

Team Re-roll: 100,000

Additions To The Existing Team Lists

Not all the Big Guys are included above. Instead some are to be added straight into existing team lists. Therefore add the Bull Centaur shown below to the Chaos Dwarf team list, the Rat Ogre shown below to the Skaven team list, and the Troll shown below to the Goblin team list.

Add to Chaos Dwarf team List:

Qty	Title	Cost	MV	ST	AG	AV
0-2	Bull Centaur	130K	6	4	2	9

Skills: Sprint, Sure Feet, Thick Skull

Add to Skaven team List:

Qty	Title	Cost	MV	ST	AG	AV
0-2	Rat Ogre	130K	6	5	3	8

Skills: Mighty Blow, Prehensile Tail

Traits: Wild Animal

Add to Goblin team List:

Qty	Title	Cost	MV	ST	AG	AV
0-2	Troll	100K	4	5	1	9

Skills: Mighty Blow,

Traits: Really Stupid, Regenerate, Always Hungry



STAR PLAYERS

There is a complete list of all of the offically "sanctioned" Blood Bowl Star Players on page 30. Note that you can still use the Star Players cards if you wish but we could not fit them all into this magazine if we presented them in that format! Astute coaches will quickly spot that the Star Player listing does not include any reference as to which teams the Star Players will play for. Instead the ally rules above are used to determine which team a Star Player will play for. For example Grif Oberwald will play for any team that can include Human players.

You are only allowed to include one of each Star Player in your team. You couldn't have more than one Morg, for example, let alone four Count Luthor Von Drakenborgs!

Star Players may be hired by a team of their own race, or as an ally for a team that is allowed to take them as allied players. For example, Griff Oberwald can be hired by human teams or teams that are allowed to take human allies.

If a star player is hired by a team of their own race then they 'take up' one of the position slots allowed for the team. For example, Griff were hired by a human team then he would count as one of the teams Blitzers.

If a star player is taken as an ally, then they stop the team they have joined from take any more allies of the star players race. For example, if Griff was hired by a team as an ally, then that team would not be allowed any more human allies, but Griff would not count against the teams complement of Blitzers.

BUYING RE-ROLLS & FAN FACTORS

Some races are just naturally more organised and efficient than other races. To represent this the following races receive one Team Re-roll for free when they are created. This only applies when the team is first created, and does not apply to mixed race teams that include players of such races. In an existing league teams made up of the following races may increase their number of team rerolls by one.

Races That Receive a Free Starting Team Reroll

High Elf

Dark Elf

Wood Elf

Dwarf



NEW SKILLS & TRAITS

SKILLS

Diving Tackle

(Change From Death Zone Playbook): The player may use this skill if an opposing player that is taking a move or blitz action leaves a square in his tackle zone. Place the player using this skill prone in the square that the opposing player has just left. The opposing player must subtract –2 from his dodge roll.

Leap

Note that the new rules about skills means that a player will only ever be able to leap one square during the course of an action.

Mighty Blow

(Change From Death Zone Playbook): If this player blocks an opponent, or is blocked by an opponent himself, and the opposing player is knocked down, then you may add +1 to the Armour Roll **or** the Injury Roll. This skill may not be used by players with a strength of 2 or less.

Side Step

Note that Side Step may only be used to step into an *unocupied* square, if there are no unocupied square adjacent to the player the skill may not be used.

Stand Firm

Note that a player that uses this skill is considered to have been pushed back or have failed to dodge as far as other skills and cards are concerned, even though he does not actually move (so a frenzied player would keep on blocking him, etc.). IMPORTANT CHANGE: A player that uses this skill to remain upright when they fail a dodge roll remains standing in the square they were dodging from.

Sprint

Note that the Sprint skills allows you to move into a third square when you 'go for it'. The skill is used after the first two squares of movement have been completed.

TRAITS

Always Hungry: The player is always ravenously hungry – and what's more he'll eat absolutely anything! Should a player with this trait ever use the Throw Team-Mate skill, roll a D6 after he picks the player to be thrown up, but before he throws them. On a roll of 1 he attempts to eat the unfortunate player! Roll the D6 again, a second 1 means that he successfully scoffs the other player down, with obviously fatal results for the latter. On a roll of 2-6 the other player squirms free and should be placed prone in a randomly selected adjacent square (if the square is occupied then the original occupant is pushed back and knocked over).

Bone-Head: Roll a D6 before taking an action for a player with this trait. On a roll of 1 they stand around trying to remember what it is

they're meant to be doing. This means that they can't do anything for the turn, and they lose their tackle zone until they managed to roll something other than a 1 at the start of an action.

Daemonic Aura: A team may only include players with a Daemonic Aura if they have a team wizard (The wizard is needed to summon the Daemon from the realm of Chaos) If the team wizard is ever lost then all players with a Daemonic Aura are cast back into the warp and are lost. Players with a Daemonic Aura do not have normal armour like other players instead they are protected by their Daemonic Auras. This is treated the same as a normal armour value except that the dice roll is never modified for any reason. For example *Claw* or *Mighty Blow* could not be used to modify the dice roll. If the Players Deamonic Aura is beaten roll for injury as normal however if the player suffers "an injury" then he is banished from the mortal plane and should be deleted from the team roster as if he had been killed.

Dauntless (Change From Death Zone Playbook): Frenzy used to be a general skill but is now trait. It may no longer be taken as a new skill for a player.

Frenzy (Change From Death Zone Playbook): Frenzy used to be a general skill but is now trait. It may no longer be taken as a new skill for a player ("Coach, I've been practising getting really angry and I think I've figured out how to do it right now..." yeah, right). If you're playing in an existing league where players have gained this skill, then they may keep it, but no more players can acquire it.

A player with the Frenzy trait must make an extra block if he blocks an opponent without knocking them over as part of a block or blitz action. Frenzy is not used with secret weapon attacks or any other kind of attack. The player must follow up the opponent if they were pushed back, and then throw another block at them. Each additional block made by a frenzied player costs them an extra square of movement if they are taking a Blitz action, even if they don't follow up. The blocks are free if the player is taking a Block action, but the player may not throw more blocks than his movement allowance.

Off For A Bite: Roll a D6 for each player with this skill each time you want to set them up on the pitch. On a roll of 4-6 they can be set up normally, but on a roll of 1-3 they've popped into the crowd to bite the lily-white neck of an attractive maiden – and who can blame them! - and can't be used this drive.

Really Stupid: This is treated in exactly the same way as the Bone-Head trait above, except that the player can't do anything on a roll of 1-3 instead of only a '1' unless there is a friendly player in an adjacent square who is not either a Bone-Head or Really Stupid too (i.e. if there's a sneaky Goblin next to the Troll, treat the Troll as a Bone-Headed rather than really stupid!)

Regeneration (Change From Death Zone Playbook): Regeneration used to be a physical ability skill but is now trait. It may no longer be taken as a new skill for a player. If you're playing in an existing league where players have gained this skill, then they may keep it, but no more players can acquire it.

If the player is badly hurt, seriously injured or killed then they are placed in the Dead and Injured players box in the Dugout as normal. Before the next kick-off takes place (or at the end of the match if that comes first) a dice is rolled to see if the player regenerates. On a roll of 1-3 the player suffers the effect of the injury as normal. On a roll of 4-6 to player regenerates and should be moved to the Reserves box. Opposing players earn Star Player points based on the original injury rolled.

Split: This ability only applies to Pink Horrors. If the Pink Horror suffers "an injury" it splits into two Blue Horrors instead of being banished back to the warp. This *may* allow the Chaos team to have more than eleven players on the field. One is placed in the square the Pink Horror ocupied the other scatters D6 squares as it pops into existance. If the final square is occupied or off the pitch then roll again. As long as one of the blue horrors survives the match then the team wizard will be able to bring back the Pink Horror for the next game. Blue Horrors are not added to a team roster.

Take Root: Roll a D6 for the player before the match starts. On a roll of 1-3 the player is slumbering in a wood somewhere and misses the match all together!

Titchy: The player is incredibly tiny (even smaller than a Halfling or Goblin.) To represent this he makes all dodge rolls with a +2 modifer and may ignore any enemy tackle zones on the square he is moving to. Titchy players must increase the range by one catergory when they make a pass and opposing coaches may add +1 to the injury roll for a Titchy player. In addition it is very hard for the ref to keep track of how many Titchy players are on the pitch at any one time. To represent this a coach may set up an *extra* D6-1 Titchy players every time he sets up his team, after setting up his normal allocation of 11 players. This may allow teams with Titchy players to have more than eleven players on the field.

Unstable: Some creatures like Greater Daemons are *Unstable* and may dissappear to a different realm at any moment (the Chaos Gods are fickle even in Blood Bowl games). To represent this roll a D6 for each player with this trait after a touchdown has been scored and at half time. On a roll 5+ then the player has dissappered and may not be used for the rest of the game. They will reappear for the next match.

Wild Animal: A player with this skill tends to get a bit, erm, carried away during a match, and rather lets his natural enthusiasm overcome him. Wild animals must take their actions *first* of all during a turn; if you take an action with wild animal after having moved a player that is not a Wild Animal, then your opponent call you for illegal procedure exactly as if you had forgotten to move the turn marker. Wild animals can never receive assists when the block or foul; they are simply too out of control for other players to help them out. In addition players with this trait also count as being frenzied (see above).

There are quite a few 'skills' that might possible be better represented as Traits. However I've decided to leave them as skills unless I had to change them to keep changes to a minimum.

SECRET WEAPONS

Although the NAF rulebook bans the use of secret weapons, all kinds of weapons have been used by Blood Bowl teams in the past as they attempt to battle their way to a major tournament win. Dwarf and Goblin teams in particular have a well-earned reputation for using secret weapons and fiendish inventions to give their team the advantage. None the less, the use of secret weapons is simply not legal and referees have a nasty habit of sending off players who use them.

The rules that follow allow players from all the different races to purchase secret weapons. When using these rules then you are not allowed to purchase *any* of the Star Players that have secret weapons. Instead you can purchase secret weapons for the 'ordinary players in your team when it is created, or when a new player is added to the team.

SECRET WEAPONS TABLE

Weapon	Cost	Teams used by	Penalty Roll
Blunder-buss	30,000	Chaos Dwarf, Human	10+
Bombs:			
Explosive	40,000	Goblin, Dwarf, Chaos Dwarf	8+
Stink	20,000	Goblin	10+
Ball and Chain	30,000	Goblin, Human, Norse	7+

Each team can only ever have one player with secret weapons on the team roster at any one time (Goblins are extremely dirty and desperate so they can have up to four players with secret weapons). If you ever have more than one player with a secret weapon then you will have to start sacking players until you only have one player with a secret weapon on your team roster. Note that you can't simply get rid of a player's secret weapon. Once a player owns a secret weapon they become attached to it and wouldn't give it up for all the gold pieces in the Old World.

WHICH PLAYERS CAN USE A SECRET WEAPON

Only the real desperate and dirty would ever stoop so low as to using a secret weapon. To



WHO CAN USE THEM?	
Race	**Position**
[illegible]	[illegible]
Chaos Beastmen	Gors
[illegible]	[illegible]
Dark Elf	Linemen
[illegible]	[illegible]
Goblin	Goblins
[illegible]	[illegible]
Human	Linemen
[illegible]	[illegible]
Orc	Linemen
[illegible]	[illegible]
Skaven	Linemen
[illegible]	[illegible]
Wood Elf	Linemen
[illegible]	[illegible]

represent this, secret weapons may only be purchased for specific types of players. The table below summarizes which players from each race can use a secret weapon.

BUYING SECRET WEAPONS

The costs and penalty rolls for all secret weapons are shown on the table above, along with the teams that may use the weapon. Allied players may only use weapons allowed in the team they are allied to. The cost of a weapon is added to the cost of the player using it.

The rules for most secret weapons can be found in the Blood Bowl Handbook and Death Zone Playbook. The only exception is the dreaded 'stink bomb' (much favoured by Goblin teams) which is described below.

Stink Bomb: The stink bomb is treated in the same way as a normal bomb with the following exception. Players in the square where the stink bomb ends up and, all adjacent squares, fall over coughing and choking. Lie them face up on the field but do not make an Armour roll for them. Players falling over in this way do not cause a turnover unless one of the players was holding the ball, in which case they drop it.

HANDING OFF THE BALL

Important Change: The Hand-off is *no longer* a free action. Instead a player who is making a *Pass* action may choose to hand-off the ball rather than throw it at the end of his move. You may still make both a hand-off and a Pass in a single turn. This change aside the hand-off itself works exactly as described on page 20 of the Blood Bowl Handbook.

FOULS, OR KICKING PLAYERS THAT ARE DOWN

Players may not assist another player making foul if they are in the tackle zone of an opposing player.

I'VE GOT MY EYE ON YOU

Add this rule to the end of the rules on fouling. In order for it to work you will need a new counter, anything will do: bottle caps, small coins, a bunch of keys, half-eaten sandwich etc., but the best possible 'I've Got My Eye On you' marker (abbreviated to IGMEOY!) is a painted referee model. Once you've got a counter, put it beside the pitch when you set up. Only one is ever needed per match. Here's how it works:

The first time a coach commits a foul, he must hand the I've Got My Eye On You counter to the opposing coach, who should place it on their re-roll track. All the time a coach has the



counter on his reroll track, opposing players will be sent off for fouling if they roll anything other than a double, but not if they roll a double as per the standard rules! This radically increases the chances of being sent off, as they are under the watchful eye of the ref.

The coach is allowed to keep hold of the counter until his own team commits a foul, at which point he must hand it over to his opponent, who can then place it on his re-roll track. In addition, the counter must be returned to the side of the board (i.e. so that neither coach has it) when a half ends or a successful illegal procedure call is made against the coach with the counter. In the case of the Illegal Procedure call, the counter is returned in addition to any other effect the call has.

EXTRA COACHING STAFF

APOTHECARIES

Apothecaries can only be used to heal injuries that occur on the pitch, or to cure niggling injuries. If used to cure injuries on the pitch then they must be used straight after the injury roll or not at all!

BLOOD BOWL LEAGUES

STAR PLAYER POINTS

A player only earns star player points for inflicting a casualty if he blocks an opponent, or is blocked by an opponent himself, and the opposing player knocked over on the pitch and is killed, injured or seriously hurt. Casualties inflicted in any other way do not count for star player points.

BIG GUYS AND STAR PLAYER POINTS

Big Guys are very slow learners and so must earn double the SPP's to gain a Star Player Roll. For example, a rookie Big Guy needs to earn 12 SPPs to become 'experienced' and gain his first roll, 22 SPPs to become a veteran, and so on.

Most Big Guys are limited to taking Strength and General skills only. Rat Ogres and Minotaurs can take Physical Abilities as well (representing mutations).

In addition, Big Guys are not allowed to use doubles on star player rolls to pick skills from categories not normally allowed to them. Instead a Big Guy can use a double on a star player roll to do one of the following:

1. Add +1 to his strength
2. Add +1 to his armour value
3. Remove any one trait he no longer wants!

Note that strength and armour values still can't be improved by more than 2 points over their starting value, or to greater than 10 no matter what.

TEAM RATINGS

When working out the team rating include the value of each player, re-roll, and the total number of star player points of each player, irrespective of whether what you actually paid for them or not, or if they have peaked, etc etc.

PLAYING LEAGUE MATCHES

PRE MATCH SEQUENCE OF PLAY

Step 1. Changes from the 'Hire Freebooters' step to:

SSP's	Appearance Fee
51-100	25,000 GP's
101-150	50,000 GP's
151+	100,000 GP's

Step 1. Hire Freebooters and Pay Appearance Fees

APPEARANCE FEES

When a player reaches 51 or more SPPs, he starts demanding an appearance fee in order to play in a match. At the start of the match the Head Coad must remove the payment (see below) from his treasury. If he does not have the money, or he decides not to pay up, then the player will not play. the player is still placed in the reserves box of the dug-out, and still counts towards the teams team rating, for 'throw a rock', and even MVPs, he just will not step onto the pitch unless his appearance fee is paid. If a coach wants to he may choose to pay a star players appearance fee part way through match, as long as he has the money in his treasury, in which case the player will play for the rest of the match.

Important Note: This rule *does* apply to Big Guys and Star Players. For the purposes of the table below Star Players are assumed to have a number of SPPs equal to their cost divided by a thousand. For example, The Mighty Zug has a cost of 120,000 gps, and therefore counts as having 120 SPPs. And yes, you do have to pay the appearance free right from the very first match you play...



FOURTH EDITION RULES INDEX

We've included this index to help you navigate through the new rules and show you how they fit in with the third edition Handbook and Death Zone Playbook.

Abbreviations: BBH - Blood Bowl Handbook, DZP - Death Zone Playbook, BBM - Blood Bowl Magazine. The number is the page number of the relevant publication.

SETTING UP THE GAME ..... BBH 10
THE KICK OFF ..... BBH 6

THE SEQUENCE OF PLAY ..... BBH 7, BBM 6
MOVING THE TURN MARKER .. BBH 7, BBM 6
PLAYER ACTIONS ..... BBH 7, BBM 6
TURN OVERS ..... BBH 7, BBM 6
SKILLS & TRAITS ..... BBM 6

MOVEMENT ..... BBH 8, BBM7
PICKING UP THE BALL ..... BBH 8, BBM 7

BLOCKS ..... BBH 9
BLITZ MOVES ..... BBH 9
STRENGTH ..... BBH 9

KNOCK DOWNS & INJURIES .... BBH 11, BBM 7
INJURIES ..... BBH 11
SUBSTITUES ..... BBH 11
THE INJURY TABLES ..... BBM 7

THROWING THE FOOTBALL ..... BBH 12, BBM 7
CATCHING THE FOOTBALL .... BBH 13
BOUNCING BALLS ..... BBM 7
THROW-INS ..... BBH 13, BBM 8
TURNOVERS ..... BBH 13

RE-ROLLS ..... BBH 14, BBM 8
TEAM RE-ROLLS ..... BBM 8
PLAYER RE-ROLLS ..... BBM 14
SKILLS ..... BBH 14

WINNING THE MATCH ..... BBH 15, BBM 8
SCORING TOUCHDOWNS ..... BBH 15
RESTARTING THE MATCH ..... BBH 15
SCORING IN THE OPPONENTS TURN BBH15
CONCESSIONS ..... BBM 8

EXTRA RULES ..... BBH 16

CREATING A BLOOD BOWL TEAM BBH16, BBM 8
TEAM ROSTER SHEETS ..... BBH 16
BUYING PLAYERS ..... BBH 16
TEAM RE-ROLLS & FAN FACTOR ..... BBH 16, BBM 10
COACHING STAFF ..... BBH 17
STAR PLAYERS ..... BBH 17, BBM10
SECRET WEAPONS ..... BBH 18, BBM 12
NEW SKILLS & TRAITS ..... BBH 19, BBM 11
MIXIED RACE TEAMS ..... BBM 8
BIG GUYS ..... BBM 9
BIG GUY TEAMS ..... BBM 9

THE WEATHER ..... BBH 20

HANDING OFF THE BALL ..... BBH 20, BBM 13

INTERCEPTIONS & FUMBLES ... BBH 21

THE KICK OFF TABLE ..... BBH 22

ASSISTING A BLOCK ..... BBH 23

THROWING TEAM-MATES ..... BBH 24

GOING FOR IT ..... BBH 24

FOULS, OR KICKING PLAYERS THAT ARE DOWN ..... BBH 25, BBM 13
I'VE GOT MY ON YOU ..... BBM 13

MORE EXTRA RULES ..... DZP 3

SPECIAL PLAY CARDS ..... DZP 3

EXTRA COACHING STAFF ..... DZP 4, BBM 14
WIZARDS ..... DZP 4
SPECIAL WIZARDS ..... DZP 5
APOTHICARIES ..... DZP 6, BBM 14
NEW STAR PLAYERS ..... BBM *
NEW SECRET WEAPONS ..... BBM 12
SKILLS ..... BBM 10

BLOOD BOWL LEAGUES ..... DZP 14, BBM 14
STARTING THE LEAGUE ..... DZP 14
DEATH ZONE TEAM ROSTER .. DZP 14
INJURIES ..... DZP 15
STAR PLAYER POINTS ..... DZP 15, BBM 14
STAR PLAYER & SSP's ..... DZP 16
BIG GUY's & SSP's ..... BBM 14
STAR PLAYER ROLLS ..... DZP 16
TEAM RATINGS ..... DZP 17
TEASURY ..... DZP 17
MATCH RECORDS ..... DZP 17

PLAYING LEAGUE MATCHES .... DZP 18, BBM 14
PRE-MATCH SEQUENCE ..... DZP 18, BBM 14
APPEARANCE FEES ..... BBM 14
POST MATCH SEQUENCE ..... DZP 18

TOURNAMENTS ..... DZP 21
RUNNING A TOURNAMENT .... DZP 21
THE GLITTERING PRIZES ..... DZP 22
OTHER TOURNAMENTS ..... DZP 24



FANGS AREN'T WHAT THEY USED TO BE!

Vampire teams by Jervis Johnson

Get out the crufixes and garlic, the latest edition to the league are those cold-blooded haunters of the night, the Vampires. They only play for the half-time drinks break!



Vampires are amongst the most feared of all the Undead creatures in the Old World. These terrifying creatures of the night are incredibly strong and fast, and have a supernatural ability to transfix a living opponent to the spot with a withering hypnotic stare.

Considering this, it is strange that Vampires have proved so singularly unsuccessful at the sport of Blood Bowl. It's true that they are not at their best during the hours of daylight, but they are still deadly opponents none the less. No, it is not the Vampire's lack of ability on the field that has led to their downfall, but their behaviour off it. The fact of the matter is that the main reason for the Vampires' failure is their woeful lack of control when confronted by a stadium full of what is (to a Vampire at least) their absolute favourite tipple – a pint or two of a living creature's nice warm blood! What this means is that at any given time it is not uncommon for the bulk of the Vampires in

VAMPIRE TEAMS

Whilst Vampire teams seem powerful, most are actually wildly inconsistant. The players are too easily distracted by the chance of fresh blood to concentrate on getting the ball. It was for this reason that Count Vlad Von Drakfang, player-coach of the Drakfang Thirsters introduced a mid-game drinks break. During the first break in play 4 members of the opposition where subsequently killed, and the practice was outlawed. The Thirsters themselves where disbanded after a night game against the Skavenblight Scramblers went into overtime (no doubt part of the Scrambler's game plan!). At dawn the entire team vanished in a puff of smoke. A bat seen fleeing the stadium was believed to be the Count himself.

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Vampires	110,000	6	4	4	8	Hypnotic Gaze, Regenerate **Trait:** Off for a Bite
0-12	Human Thralls	50,000	6	3	3	7	None
0-1	Vampire Lord	180,000	6	5	4	9	Block, Dodge, Hypnotic Gaze, Regenerate

Re-roll counter: 50,000 gold pieces each

Vampire teams may only take Undead allies.

a team to be found in the stands, grabbing a quick bite as it were, rather than playing Blood Bowl on the field like they should be doing. This is, of course, excellent news for the team playing against the Vampires, if slightly less good news for the rival teamfans...

None-the-less, Vampire teams do play Blood Bowl. All Vampire teams are coached by a Vampire Lord, a rather more strong-willed and powerful member of the Vampire race. Vampire Lords are exceptionally intelligent creatures who thirst for power over other races. This being the case exactly why they should want to coach a Blood Bowl team is by no means certain, especially as the team under their command rarely does very well, but none the less they do do so.

All of the other players in a vampire team are the Vampire Lord's creations: Vampires or human thralls. The vampires were once living creatures, which were almost – but not quite – slain by the Vampire Lord and then brought back to life as lesser Vampires under his command. Vampire teams generally also include a number of human thralls; weak-willed mortal creatures that are willing to serve the Vampire Lord in return for the promise of immortality at some time in the future.

Vampire Lords are player coaches, and actually take part in the game rather than simply yelling at the players (and referee) from the sidelines. Although the Vampire Lord represents you, they must still be bought for the team, as shown on the team list below. The team will keep on functioning normally even if the Vampire Lord is killed, it being assumed that the next in line of the Vampires in the team (i.e. the one with the most SPPs) will elevate to the status of Vampire Lord and take over. The Vampire that takes over the team immediately loses the 'off for a bite' trait as soon as the old Vampire Lord dies, and its entry on the roster should be changed straight away to show that it is the new Vampire Lord of the team. Note that since you can only have one Vampire Lord per vampire team, the only time you can ever purchase a Vampire Lord for a team is when it is first created! If for some reason there isn't a Vampire to take over the team when the Vampire lord dies, then the team will disband after the match.

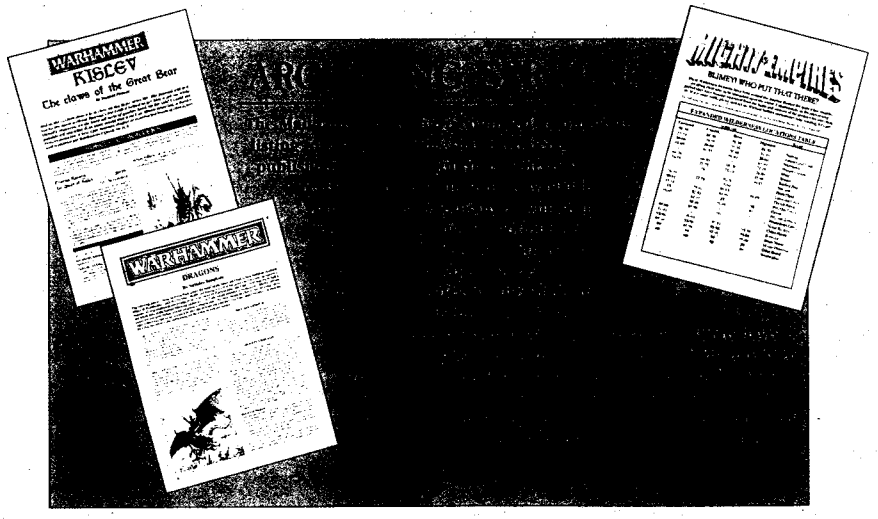
OTHER SPECIAL RULES

Although Vampires and Vampire Lords are not considered to be Big Guys as such, they still earn star player points at half the normal rate (the Undead are such slow learners!), and they can use doubles to get rid of their 'Off For a Bite' trait.

Vampire Lords may never be taken as allies, but Vampires and Thralls may be taken as Undead allies. Vampire teams will only take Undead as allies (some other races have tried to ally with Vampire teams but the 'ally' never seems to make it past the first night...).

AVAILABLE SKILLS

Title	General	Strength	Agility	Passing	Physical
Vampire	✓	✓	✓		
Thrall	✓				
Vampire Lord	✓	✓	✓		



LEAPING LIZARDS!

by Andy Meechan

Lizardmen Bloodbowl teams.

Long before Sigmar forged his Empire, before the first Orcs started hitting each other, when Elves and Dwarfs were infant races, the Old Ones ruled the world. Their genesis, rise and fall are shrouded in mystery, but their legacies remain. The warp portals linking the world's poles to Chaos are one such legacy. Blood Bowl is another...

In the current year, the jungles of Lustria remain largely unexplored by the Old World. However, the lands of the Old World do not hold any mysteries to the Slann, indeed they refer to the countries as the New World in reference to the young races who inhabit the area. There has been Slann infiltration of the World since it's origin, but these past years have seen the beginning of contacts between

Extract from the tour diary of Liquid Venom.

The Dark Elves, Liquid Venom, were coached to success in the 2496 Grand Blood Bowl Tournament by Arlith Blacknife. Blacknife used the clamour surrounding the team's lifting of the Sacred Shield to supply his own power base. Finding a new patron he gathered sponsorship for his idea of a world tour of exhibition games. Amongst his entourage was Herva Darkheart, a friend of Arlith's from his days in the Black Guard. Herva was an Assistant Coach to Arlith and was also responsible for keeping a detailed diary of the tour.

It must have been reaching noon as the mists were beginning to dissipate. The humidity was stifling and the players had lost their customary cool pose since donning their armour. Unfortunately the heat resolutely refused to drop, this was the fifth day since landing and the fifth day of these infernal temperatures.

Even Coach Blacknife looked uncharacteristically dishevelled, as he too gave into the constant heat. Hair matted to his face, he turned to me and began to speak. "Herva, there are times when I regret hearing of this land." He paused, weighing his next sentence, "I'm starting to think that Patron Jael gave us those plaques too readily."

Historians note: Coach Blacknife had befriended the Lizardmen in much the same way as Tilean explorer Marco Colombo. By offering back the stolen plaques he gained an audience with high Skinks and arranged a 'friendly' game of Blood Bowl. The diary discusses the possible double cross perpetrated by Patron Jael with typical Naggaroth paranoia. We rejoin as the Lizardmen make an appearance.

As the sun reached it's apex and the air was filled with rainbow coloured birds the Skinks on the third level of the temple sounded their horns. The jungle seemed to come alive as more Skinks appeared around the main square, intermingling with their larger cousins - the Saurus. I noticed some of the largest bipedal reptile-kin, but could not believe they had intelligence enough to follow the game. I followed their gaze to the top level of the temple where the Mage Priest Stikkitofi was moved out into the noon glare on his palanquin; Skink scribes ran between the third level and his majesty.

The square itself is worthy of comment. When returning from our conference with the high Skinks we had a good view of the square and its markings from the third tier. They showed the layout of a Blood Bowl pitch, a strange thing which makes me feel that the Mage Priest knew we were coming. Very unsettling.

The team lined up as the opposition appeared from the lower level of the temple. As they approached the centre I had the uneasy feeling that this may not be their first time on the pitch of glory (the Skink scribe to whom we related the basic rules had seemed disinterested as if he had heard them before). It was when the Kroxigor emerged and walked onto the pitch that I realised that perhaps we had been set up after all.

LIZARDMEN TEAMS

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
0-12	Skink	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	
0-2	Kroxigor	130,000	6	5	1	9	Big Guy, Prehensile Tail, Thick Skull, **Trait:** Bonehead

Re-roll counter: 60,000 gold pieces each

the two worlds. As with many first contacts, sports are often a common reference point, and the sport dedicated to Nuffle is always a favourite.

The Skaven have known of the existence of the Slann for many centuries, in fact when Clan Pestilens were chased from Lustria they brought with them knowledge of a game which the Old World was just discovering. The Plaguelords (later to form Clan Rigens) were already at an advantage in the new formed leagues, showing off plays picked up by their brave spies.

AVAILABLE SKILLS

Title	General	Strength	Agility	Passing	Physical
Skink	✓		✓		
Saurus	✓	✓			
Kroxigor		✓			



BUT CITADEL HAVEN'T MADE ANY LIZARDMEN BLOODBOWL MINIATURES...

They have, but they've cunningly disguised them as the Warhammer Fantasy range. However this means that it requires a little bit of work on your part before your new team can take to the field.

Essential components for any conversions are the modelling knife (the sharper the better), a bottle of liquid poly, superglue and some files. Although not necessary, I would strongly recommend a pair of clippers and a junior hacksaw as well. Other components you may be able to make use of are glasspaper, P.V.A. glue, a small table vice or modelling putty.

SAURUS

By far the easiest conversions are the Saurus players and Star Players. Starting with these will get you used to handling the tools necessary for the more complex conversions - being comfortable with your tools makes conversions easier and faster.

The Saurus were based on the plastic models found in the Warhammer Fantasy Battle boxed set, but can be bought in smaller numbers either from a store or via Mail Order. The Star player had to be the Saurus Temple Guard Champion and it's an eye-catching figure due to the baby Stegadon skull-helmet. The various picks and sickles were clipped from the Saurus' arms and tidied up using the knife (filing plastic can become quickly irritating) and that was it. I left the clubs attached to their left hand side and tail as it would have meant some nifty cutting at this stage and I was just getting warmed up (Besides, who's going to argue with a 350lb reptile wielding a large stick?)

On the Temple Guard Champion the weapon and shield stub were clipped and the remains were filed down. If you are careful here you can remove the shield stub and file the contours of the fingers onto his hand.

Tip: If using clippers remember to place the flat side of the clippers against the edge of the component that you want to keep - the angled edge will distort whatever it clips!

KROXIGOR

Surprisingly the conversion of the largest

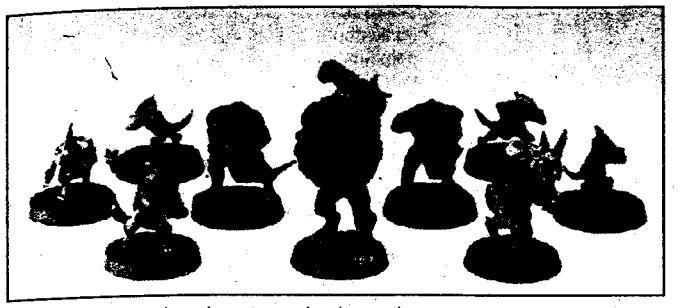


figure proved to be almost as simple as the Saurus! I chose the Kroxigor wielding his club overhead so that when the arms were repositioned he would have pose befitting of such an imposing player. Carefully saw between the hands holding the massive axe, be warned that the hacksaw will inflict a thicker cut and remove a part of the hand - so make sure that the blade cuts exactly between the hands. Once separated, the remaining parts of the axe can be clipped away and the hands filed down. Again use the files to add a natural curve to the fingers and fists. The figure can now be assembled as normal, but at this stage I chose to move the right arm from in front of the body - giving a unique and menacing pose to the figure.

Tip: If using a table vice to hold the component, be sure to wrap the part held in the vice in tissue paper or cloth to prevent distortion of the axe or hand.

SKINKS

Why are the smallest guys the hardest to convert? Perhaps it was my choice of figure - the plastic archers from the Warhammer Fantasy Battle boxed set (also available in stores or via Mail Order). Clip off the bows. You can leave the bow part which merges with the Skink's loincloth as it is tricky to remove - paint it in a suitable metallic colour (bronze). The quivers require your full attention as they obscure the back and arm of the Skink. When removing these don't cut too close to the body as you will need some room for mistakes when sculpting the figure's back and arm. It must be emphasised here once again that you should use a sharp knife when you are sculpting the quiver from the body as this will give added accuracy and safety. The quiver straps can be left on the model; once the quiver is removed the straps can either be sculpted or painted on - the latter being easier, but not as effective as the former.

PAINTING

I chose to use Lizardmen from the same spawning to provide a cohesive feel to the team through skin and scale colour. Combined with the red and blue colour scheme on the loincloths and weapons this has produced players who will be instantly recognisable as being on 'my side'.

Tip: Properly basing your figures with flock or sand will improve the whole look of the piece.



NUMBERING

The figures don't lend themselves to being numbered easily as there are no shoulder pads, but there are a few options available to you:

1 Place a number on the loincloth by painting (using a contrasting colour) or by waterslide transfer (if you have any to spare).

2 Number the base by painting or by gluing on a numbered piece of paper.

★ ★ ★ ***Did you know...***

The winning coach of the little known (in the Old World) Lustrian "Quetzocoatl" trophy is generally given up as a sacrifice to the ancient Slann gods. This practice generally destroys team cohesion and only the oddly named Jurrasik Park Rangers have won the trophy two years running in 2320 and 2321) - much to the consternation of the replacement coaches!

3 Add shoulder pads using modelling putty will give you truly unique figures (and make me jealous).

I prefer option 2 as I use this on my other teams as it allows me to tell which player is which without having to squint at the shoulder pad!

Tip: Using a PC to print 8 point Ariel or Helvetica font will give you suitable numbers to glue to your figure's base.



CONCLUSION

So how do the rules fare within the confines of Blood Bowl? Until I got my hands on Warhammer Armies: Lizardmen my team was Saurus-heavy. While this gave me a playable team I found that it didn't 'feel' like the Lustrians I was now reading about. The Skinks should have more of a presence on the field as they are the ones more capable of independent thought after all! (Imagine how stupid a team full of Trolls would be -- now think about a field full of Saurus!) The new combination played very differently from my original draft, but now feels Lustrian. Like the Chaos and Chaos Dwarf teams I decided to allow only two types of player the roster. This means that there is little 'middle ground' when putting your team together and in play you have to identify your weaknesses and make sure that your opponent cannot exploit them. If that's not a challenge to a Coach, I'd like to know what is! The Star Players, like the cards in Blood Bowl and Death Zone, are included to compliment the team and add a little 'zing' to your games -- although they do make the team easier to play in the same way that Orcs become a breeze when you add Varag and Morg!

Well I hope that you agree with my interpretation of the Lizardmen; it certainly got a vote of approval from the Internet community. It should pose a challenge to play, but above all I think that you'll enjoy playing with them -- and you'll have a great time converting yourself a team!

Note: We hope to be bringing out a Lizardman Team sometime next year, so keep an eye out! - *Head Fanatic.*



BEER AIN'T EVERYTHING, IT'S THE ONLY THING!

The Norse in Blood Bowl by Jervis Johnson

The long awaited Norse Team are here in all their beer swilling glory. Jerv quaffs a few ales to get in the mood for a good punch up, er, game...

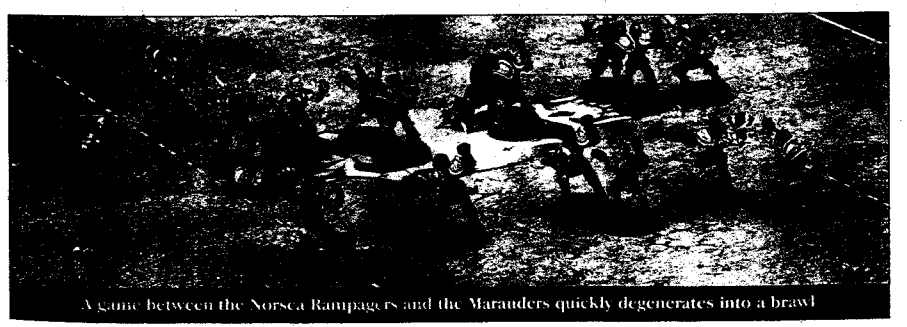
UP NORTH

The Norse inhabit a cold and frozen land to the north of the Old World. Norsca's not all that nice a place really; it is harsh winter for nine months of the year for a start, the summers aren't much better, the nearest neighbours are Chaos Warriors, who will insist on mounting raids all the time – as if the parties weren't bad enough – and because it's so difficult to grow crops, the staple diet is dried elk flesh and a local, very smelly delicacy called rotted herring. It's little wonder then that your average Norse warrior therefore only thinks about two things: "Where's my next pint?" and "How the hell do I get out of this place?"



And that's where Blood Bowl comes in. Let's face it, if winter is about to set in and all you've got to look forward to is the neighbours calling round, or finishing off the last of the rotted herring, and then you hear that the local Blood Bowl team are looking for players for the Lustrian tour, what are you going to do? That's right, you're going to break out your spare iron jock-strap, shoulder that last barrel of beer, and set off for the team long-ship pronto!

So it is that Norse teams are a common and very, very raucous feature of most Blood Bowl tournaments and leagues. The Norse actually make quite good Blood Bowl players; they are brutal, not too bright, very tough, and they love a good punch-up – and that's when they're sober! After a few pints of strong Norse beer, these charming features of the Norse character are, erm, emphasised, and of course the players' alcoholic daze occasionally results in them forgetting all about little things like scoring touchdowns, in favour of duffing up the opposing teams' players and trying to chat up their cheer-leaders.



A game between the Norsca Rampagers and the Marauders quickly degenerates into a brawl

★ ★ ★ ***Did you know...***

One of the best sequences of victories in the history of the Asgard Ravens came during the players' strike of 2477. The Ravens won 5 out of 5 games during this period. The owners had tried to draft in extra players, but failed, and were forced to field the Valhalla Chorus – the team's cheerleaders. As a member of the Lowdown Rats put it: "We don' mind geddin' a beatin' sumtimz, but dose wimmin wuz danjerus!"

TEAM PROFILE: THE NORSCA RAMPAGERS

Team Colours: Blue & Bear Skin Head Coach: Magnus 'Axeface' Manglesson

Players: Norse

For many years the Rampagers were known as the Vynheim Valkyries, but following the break-up of the NAF and the subsequent pulling out of their long-time backers 'Skalgrimm & Holst Associates' (producers of 'fine rotted herring'), the Valkyries changed their name and went freelance. The new look team has proved every bit as brutally effective as the old, and the players much prefer the new life-style as it means that they don't have to go home to freezing cold Norsca for any home games.

2442 Fishermen cut-off in Vynheim for the winter decide that their knockabout games of football should be made official, and a proper team is established. Being a team of berserkers, they soon thrash the living daylights out of every two-bit team in their league, and go professional the next year with financial help from Skalgrimm & Holst Associates (Fish Processing Made Fun!)

2463 In a shock result the Rampagers (then still the Valkyries) trash favourites, the Reikland Reavers, in the Blood Bowl final at Longship Stadium. Some cynics suggest that it was unwise for the Reavers to play on ice without prior practice, and even sillier to play in flat-soled shoes and short-sleeved shirts! The Rampagers modestly put it down to sheer skill.

2474 The Gouged Eye are more prepared when they meet Vynheim, but reckon without the quite extraordinary tactics of aptly-named 'Axeface' Manglesson, who accounts for all but one of the Gouged Eye's first eleven, leaving the rest of the team the simple task of running the ball up the field to win.

2489 The collapse of the NAF leads Skalgrimm & Holst to withdraw their sponsorship. The outraged team storms the company's headquarters, burning the entire plant to the ground, and making off with most of the board who are later ransomed back for a huge sum. The Valkyries go into hiding and then change their name to the Norsca Rampagers. Players in the new team deny any involvement in the incident, blaming it on 'those other Norse players what were in the Valkyries'. Investigating officials decide not to press the matter after one of the party gets involved in an unfortunate 'team training' accident.

Present Following the sad demise of head coach Mad Jake McDeath – who died of apoplexy while bawling the team out after a 5-0 loss to the Moot Mighties – the team is rejoined by 'Axeface' Manglesson who comes out of retirement to become the new team's head coach. Under his exacting, if uniquely brutal, coaching regime the Rampagers start to go from strength to strength, and many pundits have now named them as a 'team to watch'.

Team Honours: Blood Bowl Winners: 2463 (III), 2474 (XIV). Orcidas Team Of The Year: 2487. Spike! Magazine Team Most Likely To Cause Total Mayhem: 2488, 2498.

Hall Of Fame: Gregor Lukash, Magnus 'Axeface' Manglesson, Stefan Spearstaff

Famous Norse Teams: Norsca Rampagers (ex Vynheim Valkyries), Arctic Cragspiders, Asgard Ravens

NORSE TEAMS

Norse teams have a well deserved reputation for ferocity both on and off the playing field. The average Norseman is a homicidal maniac at the best of times, largely brought about by a life of melancholic solitude for half of every year and vast quantities of stomach-stripping drink. But the Norse that takes up Blood Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing field, and beer, women and bloody carnage while on it!

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Norse Lineman	50,000	6	3	3	7	Block
0-2	Norse Catcher	70,000	6	3	3	7	Block, Catch
0-2	Norse Thrower	70,000	6	3	3	7	Block, Pass
0-4	Norse Blitzer	90,000	6	3	3	7	Block, Frenzy, Jump Up

Re-roll counter: 60,000 gold pieces each

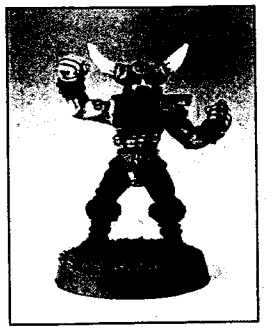
Norse gain skills in the same way as Human teams (I.e Norse Linemen as Human Linemen, etc.)



Norse Thrower



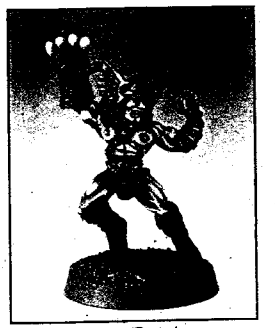
Norse Blitzer



Norse Lineman

NORSE DRINKING SONG

Drinking, drinking, drinking.
Drinking 'til I'm drunk.
Standing up, falling down, getting in a fight,
Punching someone's lights out, falling on the floor,
Waking up next morning,
Then getting drunk some more!
(Repeat ad infinitum until someone asks you to stop,
duff them over, then start again!)



Norse Catcher

★ ★ ★ ***Did you know...***

Blood Bowl has a growing and very enthusiastic following in Norsca, which is hardly surprising considering the Norse love of anything in the slightest bit violent. Norse teams are not renowned for their subtle tactics, and have been known to forget all about the ball in their rush to inflict severe and, if possible, crippling damage on the opposition!

GIRL POWER!

Amazon Blood Bowl Teams

By Jervis Johnson

Long ago, driven by a desire for adventure the Valkyries of the Norse settlement of Skeggi, in Lustria, sailed away from their menfolk and founded their own colony deep within the estuary of the river Amaxon. Cut off from the outside world these fierce warrior women 'went native' and when rediscovered years later they had taken on the clothes and customs of the Lizardmen of the surrounding jungle. Now these feisty warrior women have taken to the Blood Bowl pitch and Sigmar save those who dare play against them.

Far across the mighty ocean that lies to the west of the Old World is a fabled land known as Lustria. This vast continent is dominated by jungle to the north and rolling grasslands to the south. As well as many kinds of exotic animals (most notably the ferocious twin-headed Aligrox), Lustria is famed as the home of the Lizardmen and their masters the Slann. What is less well known is that the continent is also home to two kinds of native Humans; the reclusive pygmy tribes that inhabit the inner jungles in the north, and, far more importantly for Blood Bowl fans, the famed Lustrian Amazons that have enclaves scattered all along the Eastern seaboard of the continent.

Amazon society is based on the really rather sensible assumption that men are, on the whole, a fairly dull and dim-witted lot, best employed performing simple menial tasks... and it has to be said that the antics of male Blood Bowl players, both on and off the pitch, not to mention the antics of their male fans, offer some very valid support for this argument. Anyway, in Amazon society the men are kept occupied doing simple menial tasks, leaving Amazon women to concentrate on higher things. This unique division of labour has created a highly successful society that is now firmly established on the Lustrian coast. Not that this has been easy; the Lizardmen to the South have waged war upon the Amazons for millennia, and there have been numerous clashes between Human and Dwarf settlers from the Old World and the Amazons.



The All-Stars' thrower spots an open catcher behind the Skaven defensive line.

★ ★ ★ Did you know...

The Zatlan Cup is held in the famed 'Hidden City Of Zlatlan'. The location of this mysterious Lizardman city has remained secret for centuries, with the result that until 2491 only the local team, Sotek's Word, ever got to take part in the Championship, as none of the other teams that wanted to take part could find the place. The Amazons discovered the city in 2491, and word of its location quickly spread, with the result that Sotek's Word have not won the cup for a decade.

However, the Amazons have proved just as adept at warfare as they have been at everything else they do, and have more than held their own in the battles that have taken place when their territory has been invaded.

The almost constant warfare has led to the establishment of a strong warrior ethic amongst the Amazons, who train in the arts of war almost as soon as they can walk. This constant training makes a full-grown Amazon into a deadly warrior who is more than a match for any opponent in the Old World. Amazons are especially famed for their speed and agility, and excel in the type of open warfare fought in the dense jungle terrain found on the Lustrian coast. To make matters worse for their opponents, the Amazons are very well led, and have proved perfectly capable of taking on and defeating enemy forces that outnumber them several to one. This is a fact that has not been lost on either the Lizardmen or Human and Dwarf settlers, who have recently taken to trying to avoid getting drawn into battle with the Amazons. As Snorri Ironshoes, famed Dwarf adventurer, once said "Those Amazons just kick our asses every time we fight. You just can't win against those women, no sir!"

This slow cessation of hostilities has left many of the Amazons at rather a loose end. They have grown to love the thrill of battle, it is what they are trained and live for, and its the thing that they do best. Considering these facts its hardly surprising that they have turned to playing Blood Bowl in a very big way!

AMAZON BLOOD BOWL TEAMS

The Amazons have only very recently discovered Blood Bowl, and are still fairly new at the game. No-one is quite sure exactly when or how they started playing. The most commonly accepted story is that Amazon scouts spied a match between Human and Dwarf settlers, and took news of this strange sport back to their tribe. To explain exactly how the game worked they improvised a match, and soon all the woman wanted to join in! Blood Bowl had just the right mix of death, mayhem, strategy and tactics to appeal to the Amazon's warrior psyche, and pretty soon news of the game had spread to all of the Amazon tribes. It was then only a matter of time before Amazon teams started playing in some of the tournaments and leagues organised in Lustria.

The Amazons proved to be very good at the game, winning their first major trophy in 2491 when the Tlax Warriors defeated Sotek's Word in the final of the Zlatlan Cup. As the Amazons proved increasingly successful at the game it was natural that they would want to travel to the place that Blood Bowl had originated and take part in some of the really prestigious Old World tournaments. The first Amazon team to make the journey was the Amazon All-Stars, who arrived the Tilean city of Luccini in 2494 to take part in the 5th Luccini Open Blood Bowl Tournament. Initially the All-Stars were held in contempt by the local Tilean fans, who felt that a woman's place was at the side of a Blood Bowl pitch throwing a baton, rather than on the pitch throwing the football, but the Amazons combination of speed, fluid grace and savage power quickly won them over. The All-Stars made it through the play-offs, but were defeated in the semi-finals by The Evil Gits in a tough match that ended with half the Gits players injured in the dug-out. However, although the All-Stars had lost, they had firmly established the reputation of Amazon teams in the Old World.

Since 2494 Amazon teams have become increasingly popular amongst the fans. There are now five Amazon teams playing in the Old World, though the most successful and popular is still the Amazon All-Stars. Although they have yet to win a major trophy, it is clearly only a matter of time until they do. As well as full-fledged Amazon teams, a number of Amazon star players have become Freebooters and play for other teams. Most recently Amazon Blitzer Zena Blackmane left the All-Stars and joined the Vynheim Valkyries, where she scored two Touchdowns in her opening match. Clearly the Amazons have a bright future on the gore-stained Blood Bowl pitches of the Old World!

TEAM PROFILE: THE AMAZON ALL-STARS

Team Colours: Red & Turquoise Head Coach: Dianna "Mistress Of Pain" Thunderlash

Players: Amazons

The Amazon All-Stars were the first Amazon Blood Bowl team to journey from Lustria to the Old World. As their name implies the All-Stars were made up of the top players from several Amazon teams that played in the Lustrian leagues. Arriving in 2494 the All-Stars quickly made their mark and have remained the top Amazon Blood Bowl team ever since.

2494 The Amazons lose to the Evil Gits in the semi-finals of the Luccini Open Blood Bowl Tournament. Although the Gits won the game, they suffered so many injuries that they were in no fit state to play in the final, which the lost badly to the Marauders.

2495 The All-Stars fan club is founded and quickly becomes the most popular of any team as tens of thousands of woman (and not a few men!) sign up. The fan clubs charter 'Men Are From Middenheim, Woman Are From Vynheim' proves hugely influential.

2497 The All-Stars make it to their first major tournament final, when they contest the Chaos Cup against the Darkside Cowboys. Unfortunately the relative inexperience of the Amazon team let them down. In particular the All-Stars just could not seem to get to grips with a ball that had a tendancy to sprout legs or wings and try to get away!

2499 The All-Stars make their first non-Amazon signing, when young noble woman Nikita De Besson from Bretonnia ritually burns her wimple and joins the All-Stars as a sign of defiance and revolt against male-dominated Bretonnian society. Knights and Men At Arms from her families household attempt to 'rescue' Nikita and return her to her shocked and outraged family, but quickly learn just why the Amazons have such a fearsome military reputation in their homeland when they are driven off in total rout by the Amazon team. Nikita is now one of the All-Stars leading Catchers.

Team Honours: None as yet.

Hall Of Fame: Bjork Kallisto, Sonia Redwulf, Vikki Skallagrimson.

Famous Amazon Teams: Wild Women of Wamatooma, the Venus Man-Eaters, Tlanxla Jaguars, Lustrian Queens, Tlax Warriors.



Blitzer



Thrower



Linewoman

AMAZON TEAMS

Long ago, driven by a desire for adventure the Valkyries of the Norse settlement of Skeggi in Lustria sailed away from their men-folk and founded a colony deep within the estuary of the river Amaxon. Cut off from the outside world these fierce warrior women 'went native' and when rediscovered later they had taken on the clothes and customs of the Lizardmen of the surrounding jungle. 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
0-12	Amazon Lineman	50,000	6	3	3	7	Dodge
0-2	Amazon Catcher	70,000	6	3	3	7	Dodge, Catch
0-2	Amazon Thrower	70,000	6	3	3	7	Dodge, Pass
0-4	Amazon Blitzer	90,000	6	3	3	7	Dodge, Block

Re-roll counter: 40,000 gold pieces each

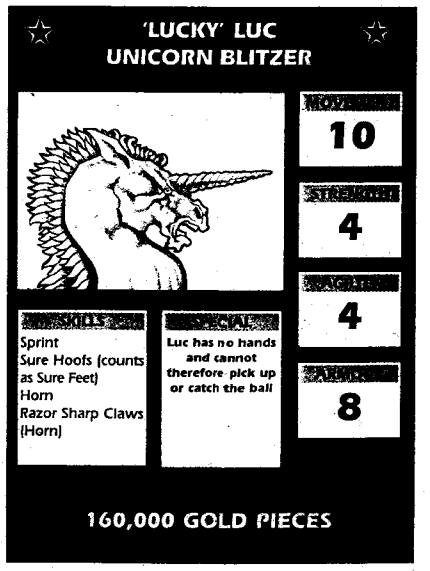
Amazons gain skills in the same way as Human teams (I.e Amazon Linewomen as Human Linemen, etc.)

★ ★ ★ ***Did you know...***

Unicorns are a shy and retiring breed of creatures that live their lives hidden deep within the forest of the Old World... with one, very notable, exception! This exception is 'Lucky' Luc, who is currently part of the, erm, stable of players for the Amazon All-Stars. Luc joined the team when they saved him from attack from a band of Unicorn Poachers that were after his horn, and he has served them faithfully ever since. He has quickly become a firm favourite with the fans, who love the pre-match bareback riding display that Luc and Nikita De Bresson put on (riding creatures during a match was of course banned following the infamous 'Juggernaut Stampede' at Blood Bowl VII which left 300 fans and seven players dead or injured).



The All-Stars' rush the Marauders.



STAR PLAYERS

With fourth edition now well under way we thought it was a good time to gather up all those Star Players that have been published throughout the years scattered across many of our publications and bring them under one roof. So here is the defining 4th edition Star Players list. We could not present them all in the Star Player Card format as that would take up the whole magazine, but if you still want to carry on using the Star Player cards that's fine by us!

When you start a league you need to decide which Star Players can be hired. There are three ways of doing this: 1) Have no Star Players in your League, 2) Just have the Blood Bowl and Death Zone Star Players in your League, 3) Have any from below in your League. It is up to the League Commissioner to decide which method will be used.

Name	Title	Cost	MA	ST	AG	AV
Basher	River Troll	170,000	4	6	2	9
Skills	Mighty Blow, Throw Team Mate, Foul Appearance					
Traits	Regenerate					
Bilerot Vomitflesh	Chaos Warrior	125,000	4	5	2	9
Skills	Foul Appearance, Dirty Player					
Traits	None					
Bogi Dungbreath	Snotling	60,000	5	2	3	6
Skills	Dodge,Dauntless					
Traits	Frenzy, Titchy					
Borak the Despoiler	Chaos Champion	160,000	5	5	3	9
Skills	Block, Dirty Player, Leader, Mighty Blow					
Traits	None					
Clearwater Everglade	Wood Elf Thrower	140,000	7	3	4	7
Skills	Pass, Sure Hands, Dump Off, Safe Throw					
Traits	None					
Count Von Drakenborg	Vampire Count	180,000	6	5	4	9
Skills	Block, Dodge, Hypnotic Gaze					
Traits	Regenerate					
Deathblow	Human Blitzer	170,000	7	4	4	9
Skills	Block, Mighty Blow, Leader					
Traits	Frenzy					
Deeproot Strongbranch	Treeman Blocker	180,000	2	7	1	10
Skills	Block, Mighty Blow, Stand Firm, Thick Skull, Throw Team-Mate,					
Traits	None					
Dorjak Sureclaw	Chaos Mutant	130,000	6	4	3	9
Skills	Long Legs, Claw					
Traits	None					
Eldril Sidewinder	Wood Elf Wardancer	150,000	8	3	4	7
Skills	Block, Dodge, Leap, Catch, Sprint					
Traits	None					
Frank N. Stein	Undead Blocker	135,000	4	5	1	9
Skills	Mighty Blow, Stand Firm, Break Tackle, Thick Skull					
Traits	None					
Gorlem Goreblade	Chaos Warrior	125,000	5	4	3	9
Skills	Dauntless					
Traits	Frenzy,					
Grashnak Blackhoof	Minotaur Blocker	160,000	6	6	2	9
Skills	Horns, Mighty Blow, Thick Skull					
Traits	None					

Name	Title	Cost	MA	ST	AG	AV
Greigor Miessen	Human Catcher	150,000	8	2	3	7
Skills	Catch, Dodge, Sure Feet, Diving Catch, Side Step					
Traits	None					
Griff Oberwald	Human Blitzer	180,000	8	4	4	8
Skills	Block, Dodge, Leap, Sprint, Sure Feet					
Traits	None					
Grim Ironjaw	Dwarf Dragon Slayer	150,000	5	4	3	8
Skills	Block, Mighty Blow, Dauntless, Thick Skull					
Traits	Frenzy					
Guilarme	Brettonian Squire	180,000	6	2	5	7
Skills	Dodge, Catch, Sprint, Sure Feet, Side Step					
Traits	None					
Hakflem Skuttlespike	Skaven Mutant	130,000	9	3	4	7
Skills	Prehensile Tail, Extra Arms, Two Heads, Dodge					
Traits	None					
Hargin "The 'Ard"	Dwarf Blitzer	150,000	5	4	3	9
Skills	Block, Tacke, Thick Skull, Pro, Pilling On					
Traits	None					
Headsplitter	Skaven Rat Ogre Blocker	160,000	6	6	3	9
Skills	Mighty Blow, Prehensile Tail,					
Traits	None					
Hoshi Komi	Human Catcher	120,000	8	3	4	7
Skills	Catch, Dodge, Leap					
Traits	None					
Hthark the Unstoppable	Chaos Dwarf	180,000	5	3	4	6
Skills	Pass, Sure Hands, Dump Off, Dodge, Stunty					
Traits	None					
Jordell Freshbreeze	Wood Elf Wardancer	150,000	8	3	5	7
Skills	Block, Diving Catch, Dodge,Leap, Side Step					
Traits	None					
Jules De Bergerac	Brettonian Grail Knight	220,000	7	5	3	9
Skills	Block, Stand Firm, Strip Ball, Leader, Pro, Mighty Blow					
Traits	None					
Katchmi'ifyukan	Lizardman Skink	130,000	8	2	4	7
Skills	Block, Dodge, Stunty, Dauntless, Right Stuff					
Traits	None					
Luaen Swift	High Elf Lion Warrior	170,000	9	3	5	8
Skills	Catch, Dodge, Leap, Side Step, Diving Catch					
Traits	None					
Lucky Luc	Unicorn Blitzer!	160,000	10	4	4	8
Skills	Sprint, Sure Feet, Horn, Razor Sharp Claws (horn)					
Traits	Luc has no hands and cannot therefore pick up or catch the ball					
Mighty Zug	Human Blocker	120,000	4	5	2	9
Skills	Block , Mighty Blow					
Traits	None					
Morg N Thorg	Ogre	190,000	6	6	3	10
Skills	Block, Mighty Blow, Throw Team Mate, Thick Skull					
Traits	None					
Prince Moranion	High Elf Dragon Prince	150,000	7	4	4	8
Skills	Block, Dauntless					
Traits	None					
Puggy Baconbreath	Halfling	90,000	6	2	4	6
Skills	Dodge, Right Stuff, Stunty, Block, Nerves of Steel					
Traits	None					

Name	Title	Cost	MA	ST	AG	AV
[illegible]	Skaven Mutant	100,000				
Skills	Extra Arms					
Traits	None					
Rhamaket	Undead Mummy	200,000	3	5	1	10
Skills	Mighty Blow, Block, Tackle, Guard. Stand Firm, Piling On,					
Traits	Regenerate					
[illegible]	Troll Blocker	150,000	4	5	1	[illegible]
Skills	Mighty Blow, Throw Team Mate					
Traits	Regenerate					
Roxanna Darknail	Witch Elf	160,000	8	3	5	7
Skills	Dodge, Leap, Jump Up, Sprint					
Traits	Frenzy					
[illegible]	Skaven Lineman	100,000				
Skills	Sure Hands, Strong Arm, Dodge					
Traits	None					
Silbili	Lizardman Temple Guard	140,000	7	4	2	9
Skills	Block Stand Firm, Guard					
Traits	None					
[illegible]	Lizardman Kroxigor	180,000				
Skills	Prehensile Tail, Mighty Blow, Thick Skull, Throw Team Mate					
Traits	None					
Tuern Redvenom	Dark Elf Blitzer	175,000	7	4	4	8
Skills	Block, Dodge, Dirty Player, Tackle, Pro					
Traits	None					
Valen Swift	High Elf Phoenix Warrior	165,000	6	3	5	8
Skills	Pass, Accurate, Sure Hands, Safe Throw, Hail Mary Pass					
Traits	None					
Varag Ghoul-Chewer	Orc Blitzer	160,000	6	4	3	9
Skills	Block, Jump Up, Leader, Mighty Blow, Pro					
Traits	None					
Willem Tollet	Brettonian Squire Thrower	90,000	6	3	3	7
Skills	Pass, Sure Hands, Nerves of Steel, Accurate					
Traits	None					
[illegible]	Skeleton	70,000	5	3	1	7
Skills	Block, Pro					
Traits	Regeneration					
Withergrasp	Chaos Mutant	135,000	5	4	3	9
Skills	Tenacles, Two Heads, Prehensile Tail					
Traits	None					
[illegible]	Ghoul	160,000	8	4	[illegible]	[illegible]
Skills	Dodge, Catch, Sprint, Diving Catch					
Traits	None					
Zorn Urkrag	Chaos Dwarf Blocker	140,000	4	4	2	9
Skills	Block , Mighty Blow, Tackle, Thick Skull					
Traits	None					

4TH EDITION TEAMS

by Jervis Johnson & Andy Hall

Since third edition was published many more teams have graced the playing field than the original twelve teams from Blood Bowl and Death Zone. Below is the complete listing of all the official teams that now play in Fourth Edition.

Amazons ..... see page 26
Bretonnian ..... see below
Chaos ..... see Death Zone
Chaos Dwarf ..... see Death Zone & page 10
Daemons ..... see below
Dark Elf ..... see Blood Bowl
Dwarf ..... see Blood Bowl
Goblin ..... see Death Zone & page 10
Halfling ..... see Death Zone
High Elf ..... see Blood Bowl
Human ..... see Blood Bowl
Khemri ..... see below
Lizardmen ..... see page 19
Minotaurs ..... see page 9
Norse ..... see page 23
Ogres ..... see page 9
Orc ..... see Blood Bowl
Skaven ..... see Blood Bowl & page 10
Snotling ..... see below
Treeman ..... see page 38
Undead ..... see Blood Bowl
Vampire ..... see page 17
Wood Elf ..... see Death Zone

BRETONNIAN TEAMS

From the fair lands of Brettonnia they came, guided by the Lady, to bring justice and righteous might to the game of Blood Bowl. Just as long as the peasents get dirty and the knight's tabards stay clean.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Peasants	40,000	6	3	3	7	None
0-2	Squire Catcher	70,000	8	2	3	7	**Skills:** Dodge, Catch
0-2	Squire Thrower	70,000	6	3	3	7	**Skills:**Sure Hands, Pass
0-2	Realm Knight	100,000	6	3	3	8	**Skills:**Block,Stand Firm
0-2	Questing Knight	130,000	7	4	3	9	**Skills:**Block,Stand Firm, Leader

Re-roll counter: 60,000 gold pieces each

Bretonnian Teams gain skills like Human teams (Knights count as blitzers, Peasants as linemen). Knights & Squires will **not** foul or even assist in a foul. Only Peasants may foul.

DAEMON - KHORNE TEAMS

Chaos teams are arguably the most brutal on the pitch so when you add Khorne into the mix then all I can say is look out!

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Beastmen	60,000	6	3	3	8	**Skills:** Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Bloodletter	130,000	6	5	3	7	**Traits:** Frenzy, Daemonic Aura
0-1	Bloodthirster	240,000	6	8	3	10	**Skills:** Block, Break Tackle, Dirty Player, Mighty Blow **Traits:** Unstable, Daemonic Aura

Re-roll counter: 70,000 gold pieces each

Daemons gain skills like Chaos Warriors

DAEMON - NURGLE TEAMS

Famous Nurgle Teams like *The Rotters* have had successful runs in the Leagues, however for some reason it is always very hard to recruit players!

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Beastmen	60,000	6	3	3	8	**Skills:** Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Plague Bearer	120,000	6	4	3	7	**Skills:** Foul Appearance, Horns **Traits:** Daemonic Aura
0-1	Great Unclean One	230,000	3	7	1	9	**Skills:**Foul Appearance, Multiple Block, Pile On, Stand Firm, Thick Skull **Traits:** Unstable, Daemonic Aura

Re-roll counter: 70,000 gold pieces each

Daemons gain skills like Chaos Warriors

DAEMON - SLAANESH TEAMS

Slaanesh teams are unique amoungst Chaos teams in that they are quite good with the ball and have been known to score touch downs as well as bash the opponents brains out.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Beastmen	60,000	6	3	3	8	Ability: Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Daemonette	110,000	6	3	4	7	**Skills:** Hypnotic Gaze, Claw **Traits:** Daemonic Aura
0-1	Keeper of Secrets	230,000	6	7	3	9	**Skills:** Block, Claw, Extra Arms, Horns, **Traits:** Unstable, Daemonic Aura

Re-roll counter: 70,000 gold pieces each

Daemons gain skills like Chaos Warriors

DAEMON - TZEENTCH TEAMS

You never know where you are when the Tzeentch team takes to the field. Sometimes they will play out of their skins, other times it is quite obvious they have thrown the game for what purpose only the Chaos God of intrigue and change knows.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Beastmen	60,000	6	3	3	8	**Skills:** Horns
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Pink Horror	120,000	6	3	3	7	**Skills:** Big Hand, **Traits:** Daemonic Aura, Split
	Blue Horror	-	6	2	3	6	**Skills:**Stunty **Traits:** Daemonic Aura
0-1	Lord Of Change	240,000	6	7	3	9	**Skills:** Jump Up, Leader, Leap, Pass Block **Traits:** Unstable, Daemonic Aura

Re-roll counter: 70,000 gold pieces each

Daemons gain skills like Chaos Warriors

KHEMRI TEAMS

From the Southlands comes the lost civilisations of the Tomb Kings. They have summoned their minions into restless unlife to play Blood Bowl, and teach the living how its done.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Skeletons	30,000	5	3	2	7	**Trait:** Regenerate
0-4	Mummies	100,000	3	5	1	9	**Skills:** Mighty Blow, **Trait:** Regenerate
0-4	Tomb Guardians	90,000	5	3	3	7	**Skills:** Block, Guard **Trait:** Regenerate

Re-roll counter: 70,000 gold pieces each

All players may take General Skills, Mummies and Tomb Guardians may also have Strength Skills.

SNOTLING TEAMS

Having undeniably the worst players in the game is a problem no Snotling coach has yet overcome, although the availability of Trolls almost compensates for the team's total lack of ability

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-30	Snotlings	20,000	5	1	3	5	**Skills:**Right Stuff, Dodge, Side Step **Trait:** Titchy
0-4	Trolls	100,000	4	5	1	9	**Skills:**Big Guy, Mighty Blow, **Traits:** Always Hungry, Regenerate, Really Stupid

Re-roll counter: 80,000 gold pieces each.

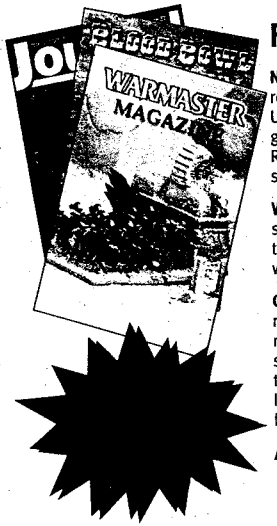
Snotlings may only take Agility Skills, and Trolls may only take Strength

FANATIC

Fanatic is the official supplier for Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster

Great NEW stuff for these great games!

Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our second set of releases, and there'll be much, much more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our website and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us – we'd love to hear from you.



FANATIC MAGAZINES

NECROMUNDA MAGAZINE 1: Necromunda players of the world rejoice for the official supplement for your favourite game of Underhive carnage has arrived. This issue introduces a brand new gang in the shape of the sinister Guilders, along with new rules for Rapiers. There is also the Redeemer, Ogryn Bodyguard hired guns, scenarios and a mini-campaign.

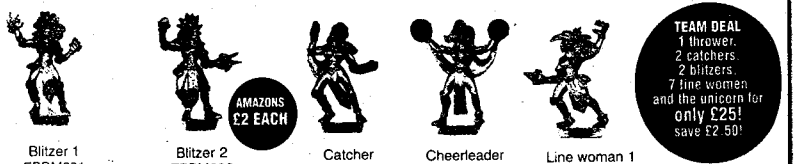
WARMASTER MAGAZINE 2: Warmaster magazine returns with more scenarios, cool new rules and sage words from Rick Priestley. Also in this issue you'll find the army list for the new Kislevite army along with background and tactical advice on its use.

CITADEL JOURNAL 40: Now that all of our other games have their own magazines, the Journal will be concentrating on bringing you great new stuff for Warhammer and 40K. This issue includes a Warhammer scenario by Gav Thorpe that pits High Elves against Dwarves during the War of the Beard, a Genestealer Cult army list for 40K, rules for Imperial Armour's new Eldar Night Spinner, plus all the regular features and much more!

All magazines £3.50 each

NEW FOR BLOOD BOWL – AMAZON TEAM

Long ago, driven by a desire for adventure, the Valkyries of the Norse settlement of Skeggi in Lustria, sailed away from their menfolk and founded their own colony deep within the estuary of the river Amaxon. Cut off from the outside world, these fierce warrior women 'went native' and when rediscovered years later they had taken on the clothes and customs of the Lizardmen of the surrounding jungle. Now these feisty warrior women have taken to the Blood Bowl pitch and Sigmar save those who dare play against them. Designed by Trish Morrison & Mark Harrison.



Blitzer 1 FBBM001 · Blitzer 2 FBBM002 · Catcher FBBM003 · Cheerleader FBBM004 · Line woman 1 FBBM005

AMAZONS £2 EACH

TEAM DEAL
1 thrower.
2 catchers.
2 blitzers.
7 line women
and the unicorn for
only £25!
save £2.50!



Line woman 2 FBBM006 · Line woman 3 FBBM007 · Line woman 4 FBBM008 · Thrower FBBM009 · Unicorn FBBM010

£3.50

WEB: www.fanatic-games.com E-MAIL: fanatic@games-workshop.co.uk

NEW FOR WARMASTER – KISLEVITE ARMY

North from the rich lands of the Empire, the forests give way to the great wind-swept plains and the dark birch glades of Kislev. For a thousand years this kingdom has endured despite the attacks of the savage Norse raiders and the ever present threat of Chaos. Utilising a mix of fast cavalry, massed archers and War Wagons, this new army for Warmaster allows you to play a human army with an entirely different feel. All Warmaster models are sold in units. Each unit contains an appropriate number of castings, generally enough to complete a unit of three stands. A 'stand' consists of enough miniatures, selected from those shown below, to fill a 20 by 40mm base generally two strips of miniatures per base). Designed by Colin Grayson.



£5 PER UNIT

Kislev Bowmen FWRM002 (3 stands)



£5 PER UNIT

Kislev Axemen FWRM001 (3 stands)



£5 PER UNIT

Kislev Horse Archers FWRM003 (3 stands)



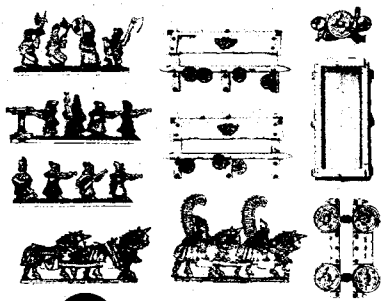
Bears FWRM005 (3 stands)

£5 PER UNIT



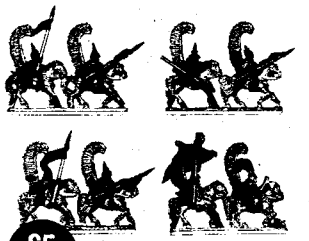
£5

Kislev Character Pack FWRM006 (all 6)



£8

Kislev War Wagon FWRM007



£5 PER UNIT

Kislev Knights FWRM004 (3 stands)

ARMY DEAL
1x Kislev War Wagon
1x Kislev Knights
2x Kislev Horse Archers
1x Bears
2x Kislev Bowmen
2x Kislev Axemen
All of the above for £48.00
And get all the Characters **FREE!**

ALSO AVAILABLE: Warmaster siege equipment, Epic 40K Warmonger class Emperor Titan, Battlefleet Gothic Tyranid Hive Fleet, Rapier cannon and Events cards for Necromunda, and WHQ Pits & Traps, plus new Averlander and Shadow Warrior Mordheim sets (full warband & rules). Ring for details or see our website.

JOIN OUR MAILING LIST...

Name: ..... Age: .....

Address: .....

.....

Postcode: .....

Phone: .....

E-mail: .....

Please send me news by:

Post E-mail ☐

(See how to order box for address)

HOW TO ORDER

You can get Fanatic models from Games Workshop Mail Order:
☎ 0115 91 40000
(between 8am and 10pm)

Fanatic models are also available through the Fanatic Mail Order service from the following address:
Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.
You may fax credit card orders on: 0115 916 8044.
Payment can be either by Credit Card (Visa, Mastercard or Switch), Cheque or UK Postal Order payable to Games Workshop Ltd.
PLEASE DO NOT SEND CASH.
Please allow 28 days from receipt of order for delivery. Minimum order £5.00
Postage and Packaging rates: 1st class £4, 2nd class £3 (flat rate).
For future catalogues please send an SSAE or 2 IRC to the above address.
You can E-mail us on : fanatic@games-workshop.co.uk

Due to the amount of stuff we've squeezed onto these pages, the models are shown at 60% actual size.

☐ **TEL ORDERS: 0115 91 40000 TEL ENQUIRIES: 0115 916 8127**

YOU'RE BARKING UP THE WRONG TREE

Treemen in Blood Bowl

By Andy Hall

With the upcoming release of Mark Bedford's rather excellent Blood Bowl Treeman model we thought it was time to take a look at these Great Oaks of the Blood Bowl pitch and find out a little more about them.

Treemen are not numerous throughout the Blood Bowl leagues of the Old World with rarely more than ten playing in a season. They are in fact shunned by the older members of their race who maintain it is a phase these imprudent saplings go through but which they should grow out of by the youthful age of 350.

Teams are also cautious when hiring a Treeman as they as notorious for not turning up for a match. This is due to a Treeman's concept of time, because they live to such an ancient age, to them a day goes by in a blink of an eye. In their mind what is a quick snooze can be anything up to three months rooted in one of the many forests that populate the world.

When a Treeman does turn up for a match they make good defensive and line of scrimmage players, often using their thick, gnarled, branch-like arms to swipe down their opponents. At the other end of the spectrum Treemen are infamously bad at handling the ball, which is often to small for them to pick up with their branches. If they are lucky it may get stuck in their foliage from a stray throw at some point during the game.

Treeman Team List

Qty	Title	Cost	MV	ST	AG	AV
0-2	Treeman	110K	2	6	1	10

Skills: Mighty Blow, Stand Firm, Thick Skull

Traits Take Root

Team Re-roll: 100,000

Special Rules: Often weighing several tons Treemen are difficult to push back, let alone knock over, but when they go down (normally to the cries of "Timmm-ber" from the opposing fans) the Treeman's lack of suppleness can make it rather difficult for him to stand up again. It costs a Treeman both squares of his movement to get up but only on a successful roll of 4 or more on a D6. Friendly players standing next to the prone Treeman and not in an enemy tackle zone may add +1 to the roll.

FAMOUS TREEMEN

ELMER BLACKROOT

As Treemen players go Elmer was probably the worst player of all time. He rarely managed to pick up the ball and hardly moved from the same spot on the pitch all match. However Elmer had one redeeming feature in that he had a flock of ravens nesting in his top-most branches.

The ravens would constantly pester the other side throughout the game, often grabbing the ball out of mid-air with their talons and then dropping it to a friendly player. If an opposing player broke into Elmer's half the ravens would flock around the enemy player pecking at his face grabbing his hair and dropping guano on him.



Due to the ravens, Blackroot's team became the scourge of the northern conferences for a few seasons. However they were stopped in their tracks when Empire team the *Ostland Comets* placed eight snipers all armed with Hochland Long Rifles at strategic points around the stadium just before a big game. During the game the snipers managed to shoot all of the ravens allowing the Ostland Comets to win 4-0. Blackroot was sacked shortly afterwards - his coach was quoted as saying that without the ravens nesting in his branches he was as useless as driftwood.

WILLOW TRUEBRANCH

Willow holds the singular honour of being Blood Bowls only ever Treeman thrower. At the tender age of 78 Willow Truebranch joined the Wood Elf team *The Ash Glade Swifts*. It was soon recognised by the *Swifts* coach that Willow was no ordinary Treeman. Being so young his branches were springy and supple, a trait that allowed the coach to develop a play in which the ball was passed to a thrower at the back of the field who would then place the ball in Willow's branches. The thrower would then bend Willow's branches back increasing the tension and then letting go, catapulting the ball high into the air and across the field to a waiting catcher positioned in the opponents endzone. The ball would travel even further than a Wood Elf could throw it.

Willow was destined for great things as he could hurl the ball so high it was virtually impossible to intercept. Unfortunately while on tour in Brettonnia his career was literally cut short. Taking a quick nap in a nearby woods before a game in Gisoreux, he was cut down by a young Squire who was collecting lumber for his household. Ironically he made bows from the wood that used to be Willow, which could shoot arrows further than any others in the whole of South Brettonnia.

TIMBER STAUNCHTRUNK

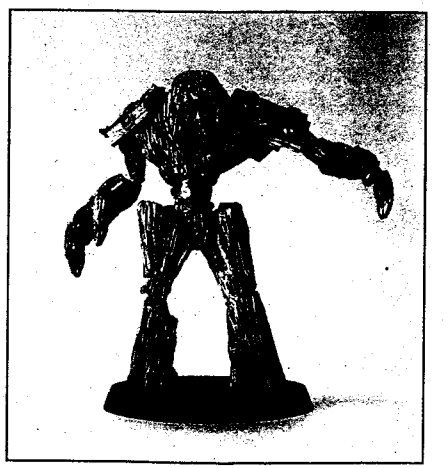
Standing at over twenty feet tall, Timber was large even by Treeman standards. The great oak would barley move a couple of yards in a game but was rightly feared on the line of scrimmage where his massive branches would swipe across and take out the entire line, leaving a gaping hole in the defence for his team mates to run through.

Timber participated in the longest Blood Bowl match ever. His team were facing Skaven side the *Fester Spike Hurricanes* in the final of the Grey Mountains Champions Cup. It was a warm summer afternoon, the sun shone directly onto Timber's leaves and while the match continued around him, he thought it would do no harm if he had a quick snooze. Timber took root in the centre of the field and fell into a deep sleep. In the closing minutes of the game and with the scores drawn, the ball lodged itself in Timber's highest branch. The Skaven tried in vain to climb him, and his team-mates tried to rouse him but to no avail. The Ref called for extra time but with the ball stuck in Timber's branches no other touch downs were scored. It has been over ten years since the game, Timber still resides in the centre of the pitch, enjoying his nap, but the Grey Mountain Champion Cup final is still undecided.

THE DRAKWALD EVERGREENS

The *Drakwald Evergreen's* were probably the only reasonably successful Treeman team in the NAF's existence. The team would literally turn the pitch into a thick forest during a game and quite happily let the opposing players stumble and trip their way through the *Evergreen's* half only to have a crafty vine whip the ball away when they were a few yards from the endzone.

Disaster struck however, in the 2482 season. It had been a long dry summer and during a rare game against the *Lowdown Rats*, a sneaky goblin set team captain Stripling Goldleaf's branches on fire using a large magnifying glass stolen from a celestial wizard. The whole team burned in the biggest forest fire of the decade and was turned into charcoal.



4TH EDITION Q&A

Once more we delve into Jervis's old postbag and answer those niggling rules queries. Here a selection of the most important rules questions that Jervis has answered down the years.

Q. A number of Dwarf players have the *Tackle* skill, but it's not described in the Blood Bowl Handbook. How does the skill work?

Jervis: *Ooops! I'm afraid I managed to miss the Tackle skill out of the Handbook, although it is in Death Zone. If a player has the Tackle skill then opposing players who are standing in his Tackle Zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a Block at them.*

Q. The Landing Modifiers on the example of *Throwing a Team-Mate* are different to those printed in the rules. Which is correct?

Jervis: *The Landing Modifiers printed in the rules are the correct ones (i.e. +1 for an accurate pass, -1 per Tackle Zone on the square where the player lands).*

Q. If a player thrown by a team mate lands in the same square as another player, do either (or both) of the players need to make an armour roll followed by an injury roll after they are knocked over?



Jervis: *Yes. Unless the rules state otherwise a player that is knocked over for **any** reason must make an armour roll to avoid injury.*



Q. The *Sorry* and *Sorry Sir* special play cards can result in a team's Head Coach (i.e. me!) getting killed. Is this correct? And if it is, what effect does it have?

Jervis: *Yes, these cards can be used against Head Coaches. If the Head Coach is injured or killed then he may not argue the call for the rest of the match (and Undead Necromancer's may not use their Raise The Dead spell either). If a Head Coach is killed then he is replaced for free in time for the next match. Undead teams that lose their Necromancer Head Coach can carry on playing, but none of the players in the team are allowed to Regenerate as this function is performed by the Head Coach rather than the players themselves. The Necromancer will be replaced in time for the next match in the same way as a normal Head Coach.*

Q. Do prone players have a Tackle Zone?

Jervis: *No they don't. This isn't specifically stated in the rules although it is noted on the introductory playsheet.*



Q. After the ball has scattered D6 squares at the Kick-Off and lands in an empty square in the Receiving team's half, what happens if it bounces off the field? Is it thrown back in or is it a Touchback?

Jervis: *The Receiving team gets a Touchback.*

Q. May a player who has been *Hypnotised* be used to Assist a Block?

Jervis: *Yes, but note that because they have lost their Tackle Zone, they do not stop any opposing players lending an Assist as well.*



Q. Presumably, one now needs to be able to hire Goblin allies to use Trolls as Allies, since Trolls won't be a separate team, correct?

Jervis: *Correct.*

Q. Does a new Vampire Lord gain a point of MA upon attaining that status? How about a point of ST? AV? Or does he just lose his 'Off For a Bite' Skill? What if he's lost that skill already? Or is a Vampire team which loses its original Lord just a 'helluva' lot worse off?

Jervis: *You're just a helluva lot worse off!*

Q. Can Vampires and Vampire Lords use doubles on skill rolls to add +1 to their ST or AV? Can they choose Claws or Razor Sharp Fangs on doubles? (just curious).

Jervis: *Not at present, but nice idea.*

Q. Can I have any player I chose when I'm lucky enough to receive the "That boys got talent card" (for the fourteenth time this season...)? Can I have an ally? As he is free,



do I put him as zero GP's on my roster sheet?

Jervis: *No. You must remain within your racial maximums (i.e. 4 human Blitzers, 2 Undead Mummies). No. You most definitely cannot have an ally. No. You do not have to pay for him, but you must put his value in as normal, i.e., a mummy would cost 100,000 GP's, so your teams value will increase.*

Q. If a player scores (and declares) a touchdown, and then the opposing player plays a special play card (like a pit trap, trampoline trap etc.), does the touchdown stand as the rules say once a touchdown is declared, play stops.

Jervis: *No. This is simply a timing issue. We must use the rule with the 'intent' it was written with. The trap goes off and negates the touchdown.*

Q.Can you use the Pro skill in the opponents turn? (For example an interception attempt.) If you can, then can you then use the skill in your turn as well?

Jervis: *Yes to both questions.*

Q. Does Stand Firm mean that Strip Ball cannot be used on a player with this skill (Stand Firm)?

Jervis: *No.*

Q. Can you Diving Tackle a player if they move from one square of your tackle zone to another? (They did not 'enter his tackle zone'.)

Jervis: *Yes.*

Q. Does the Tackle skill work in the same way as Diving Tackle above? (i.e. Your answer to the above question also applies to when you can use Tackle to prevent a Dodge re-roll.)

Jervis: *Yes.*

Q. Will both Dwarf and Elf play on a human team at the same time without trying to kill each other?

Jervis: *Yes (check out the Dogs of War for some great colour text showing how different races can get along when they need to!).*



COMMUNITY SECTION

The purpose of this section of Blood Bowl magazine is to keep you up to date with what is going on with Blood Bowl. Basically, what we'll be doing is publishing 'new rules' (NR), 'experimental rules' (ER) and 'Unofficial House Rules' (UHR) in Blood Bowl magazine. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to new rules status in future issues of Blood Bowl magazine. Unofficial House Rules are rules, which we are not considering adding to Blood Bowl. For example the 'Forest Folk' article. If you wish to play a game using Gnomes, then feel free, we just won't be including them as part of the official game.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Blood Bowl magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules, unofficial house rules and errata that currently apply to Blood Bowls game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original/updated article was published. If that source is no longer available, you'll be able to order photo-copied versions for a *small* fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Blood Bowl, and when we do this section will refer you to the relevant supplement.

NEW RULES

4th Edition - New Regulations	BBMAG 1
4th Edition Team Lists	BBMAG 1
4th Edition Star Players	BBMAG 1

EXPERIMENTAL RULES

Thanks to BBMAG1 there is currently no Experimental rules, but this will no doubt change in future issues!



UNOFFICIAL HOUSE RULES

Coaching	JNL 10
Squigs	JNL 11 / COMP 1
Refs	JNL 12 / COMP 1
Desperate Measures	JNL 14 / COMP 1
A Load of Balls	JNL15 / COMP 1
Forest Folk	JNL 17 / COMP 1
Nurgles Rotters	JNL 18 / COMP 1
Tilean League	JNL 19 / COMP 1
Stadiums 1	JNL 21 / COMP 1
Stadiums 2	JNL 24 / COMP 1
Inter-Match Events	JNL 27 / COMP 2
Penalty Shoot Outs	JNL 31
Cheerleaders	JNl 32 / COMP 3
Pogo Troll	JNL 36
The Crush	COMP 1
Wizards & Weapons	COMP 1
Reserves & Transfers	COMP 1
New Goblin Weapons	COMP 2
Out On The Town	COMP 2
Deathbowl	JNL 31 / COMP 3
Weird Spin on an Old Banana	COMP 3
Unsportsmanlike Conduct	COMP 3

BLOOD BOWL®

Hot from the Forges

A veritable feast of figures this month as the new Fanatic Amazon team joins the fray, the Norse and the new Treemen also get a bench in the dug-out.

Amazons

Please Contact USA Mail Order for Dollar Prices



Blitzer 1 FBBM001 | Blitzer 2 FBBM002 | AMAZONS £2.00 EACH | Catcher FBBM003 | Cheerleader FBBM004



Line woman 1 FBBM005 | Line woman 2 FBBM006 | Line woman 3 FBBM007 | Line woman 4 FBBM008



Thrower FBBM009

TEAM DEAL
1 thrower,
2 catchers,
2 blitzers,
7 line women
and the unicorn for only
£25!
save £2.50!

Unicorn FBBM010 £3.50

You can order online or via e-mail at: motroll@games-workshop.co.uk
www.games-workshop.com
www. fanatic-games. com
Any enquires-mail us at
fanatic@games-workshop.co.uk

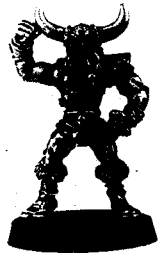
Norse



NORSE THROWER
099903601



NORSE LINEMAN 1
099903602



NORSE LINEMAN 2
099903603

Norse
£2.00
EACH



NORSE LINEMAN 3
099903604



NORSE CATCHER 1
099903605



NORSE CATCHER 2
099903606

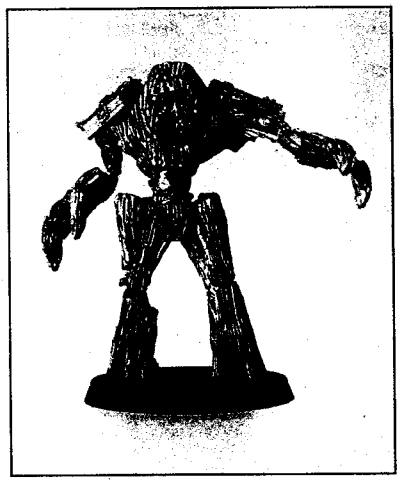


NORSE BLITZER 1
099903607



NORSE BLITZER 2
099903608

>>STOP PRESS>> **Treeman** <<STOP PRESS<<



Just in.
Please Ring For Details

Goblins



SCRAPPA SOREHEAD
099900601 - £3



BOMBER DRIBBLESNOT
099902201 - £2



NOBBLA BLACKWART
099900901 - £3



FUNGUS THE LOON
099902101 - £3



GOBLIN 5
099902505 - £2



GOBLIN 1
099902501 - £2



GOBLIN 2
099902502 - £2



GOBLIN 3
099902503 - £2



Ripper Bolgrot
0999023 - £8



GOBLIN 4
099902504 - £2



GOBLIN CHEERLEADER 1
099903509 - £2



GOBLIN CHEERLEADER 2
099903510 - £2

Dont Forget
Mail Order
Carries the
entire Blood
Bowl Range.

BLOOD BOWL®

Complete Blood Bowl Catalogue

We now present every Blood Bowl product and miniature we can get our grubby hands on. Unfortunately Blood Bowl the boxed game and Death Zone are not yet present - but we will make the game available as soon as we can. In the mean time check out what we have on offer below.

Compendiums

Blood Bowl Compendium1	Sold Out
Blood Bowl Compendium 2	£4
Blood Bowl Compendium 3	£2.75

Humans

99903701	Lineman 1	£2
99903702	Lineman 2	£2
99903703	Lineman 3	£2
99903704	Catcher 1	£2
99903705	Catcher 2	£2
99903706	Thrower	£2
99903707	Blitzer 1	£2
99903708	Blitzer 2	£2
99903709	Blitzer 3	£2

Back Catalogue

073336/6A	Human Kicker 1	£2
073336/5A	Human Lineman 1	£2
073336/1A	Human Blocker 1	£2
073336/2A	Human Blitzer 1	£2
073336/3A	Human Thrower 1	£2
073336/4A	Human Catcher 1	£2
073336/2B	Human Blitzer 2	£2
073336/4B	Human Catcher 2	£2
073336/6B	Human Kicker 2	£2
073336/1B	Human Blocker 2	£2
073336/5B	Human Lineman 2	£2
073336/3B	Human Thrower 2	£2
073336/8	Human Referee	£2
073336/9	Human Cheerleader	£2
073387/1	Helmut Wulf	£2
073387/2	Hoshi Komi	£2
073387/3	Gregor Meissan	£2
073336/7A	Injured Player1	£2
073336/7B	Injured Player2	£2

Orcs

099900307	Orc Lineman 1	£2
099900308	Orc Lineman 2	£2
099900309	Orc Lineman 3	£2
099900303	Orc Blitzer 1	£2
099900304	Orc Blitzer 2	£2
099900307	Orc Blitzer 3	£2
099900306	Orc Thrower	£2
099900301	Black Orc Blocker 1	£2
099900307	Black Orc Blocker 2	£2

Back Catalogue

073312/1A	Orc Lineman 1	£2
073312/5A	Orc Blocker 1	£2
073312/3A	Orc Blitzer1	£2
073312/4A	Orc Catcher 1	£2
073312/6	Orc Kicker1	£2
073312/2A	Orc Thrower 1	£2
073312/1B	Orc Lineman 2	£2
073312/4B	Orc Catcher 2	£2
073312/2B	Orc Thrower 2	£2
073312/3B	Orc Blitzer 2	£2
073312/5B	Orc Blocker 2	£2
073312/7	Orc Kicker 2	£2
073312/1C	Orc Lineman 3	£2
073312/3C	Orc Blitzer 3	£2
073312/5C	Orc Blocker 3	£2
073312/8	Orc Cheerleader	£2
07338712	Greaser Geargrinder	£2
07338718	Urgroth Bolgrot	£2

Dwarfs

099900501	Dwarf Longbeard 1	£2
099900502	Dwarf Longbeard 2	£2
099900503	Dwarf Longbeard 3	£2
099900504	Dwarf Runner 1	£2
099900507	Dwarf Runner 2	£2
099900505	Dwarf Blitzer 1	£2
099900508	Dwarf Blitzer 2	£2
099900506	Troll Slayer	£2
099900509	Troll Slayer 2	£2

Back Catalogue

073348/8	Dwarf Lineman 1	£2
073348/7	Dwarf Thrower 1	£2
073348/4A	Dwarf Blitzer 1	£2
073348/2A	Dwarf Kicker 1	£2
073348/1A	Dwarf Blocker 1	£2
073348/3A	Dwarf Lineman 2	£2
073348/2B	Dwarf Kicker 2	£2
073348/4B	Dwarf Blitzer 2	£2
073348/1B	Dwarf Blocker 2	£2
073348/3B	Dwarf Lineman 3	£2
073348/2C	Dwarf Kicker 3	£2
073348/1C	Dwarf Blocker 3	£2
073348/4C	Dwarf Blitzer 3	£2
073348/3C	Dwarf Lineman 4	£2
073348/6A	Dwarf Referee	£2
073348/6B	Dwarf Cheerleader	£2
073387/4	Barik Farblast	£2
073387/11	Flint Churnblade	£2
073348/5A	Injured Player1	£2
073348/5B	Injured Player2	£2
73407a	Dwarf Death Roller MK1	£9

High Elves

099900101	High Elf Lineman 1	£2
099900102	High Elf Lineman 2	£2
099900103	High Elf Lineman 3	£2
099900104	High Elf Lineman 4	£2
099900105	Phoenix Warrior	£2
099900106	Dragon Warrior 1	£2
099900108	Dragon Warrior 2	£2
099900109	Lion Warrior 1	£2
099900107	Lion Warrior 2	£2

Back Catalogue

These models can be used for High Elf and Wood Elf teams.

073301/3A	Elf Thrower 1	£2
073301/2A	Elf Catcher 1	£2
073301/1A	Elf Lineman 1	£2
073301/5A	Elf Kicker 1	£2
073301/4A	Elf Blitzer 1	£2
073301/1B	Elf Lineman 2	£2
073301/2B	Elf Catcher 2	£2
073301/3B	Elf Thrower 2	£2
073301/4B	Elf Blitzer 2	£2
073301/5B	Elf Kicker 2	£2
073301/2C	Elf Catcher 3	£2
073301/1C	Elf Lineman 3	£2
073301/6	Elf Cheerleader	£2
073387/10	Eldril Sidewinder	£2

Wood Elves

099901201	Wood Elf Lineman 1	£2
099901202	Wood Elf Lineman 2	£2
099901203	Wood Elf Thrower 1	£2
099901204	Wood Elf Catcher 1	£2
099901205	Wood Elf Catcher 2	£2
099901206	Wood Elf Wardancer 1	£2
099901207	Wood Elf Wardancer 2	£2

Dark Elves

099900201	Dark Elf Thrower	£2
099900203	Dark Elf Blitzer 1	£2
099900202	Dark Elf Blitzer 2	£2
099900204	Witch Elf 1	£2
099900205	Witch Elf 2	£2
099900206	Dark Elf Lineman 1	£2
099900207	Dark Elf Lineman 2	£2
099900208	Dark Elf Lineman 3	£2

Back Catalogue

073351/4A	Dark Elf Catcher 1	£2
073351/1A	Dark Elf Blitzer 1	£2
073351/2A	Dark Elf Thrower 1	£2
073351/5A	Dark Elf Kicker 1	£2
073351/3A	Dark Elf Lineman 1	£2
073351/2B	Dark Elf Thrower 2	£2
073351/4B	Dark Elf Catcher 2	£2
073351/3B	Dark Elf Lineman 2	£2
073351/1B	Dark Elf Blitzer 2	£2
073351/5B	Dark Elf Kicker 2	£2
073351/1C	Dark Elf Blitzer 3	£2
073351/2C	Dark Elf Thrower 3	£2
073351/3C	Dark Elf Lineman 3	£2
073351/6	Injured Dark Elf	£2
073351/7	Dark Elf Cheerleader	£2
073387/5	Tuern Redvenom	£2

Chaos

099901101	Chaos Warrior 1	£2
099901102	Chaos Warrior 2	£2
099901102	Chaos Warrior 3	£2
099901106	Chaos Beastman 1	£2
099901107	Chaos Beastman 2	£2
099901104	Chaos Beastman 3	£2
099901105	Chaos Beastman 4	£2
099901107	Chaos Mutant Foul	£2
099901107	Chaos Mutant Tentacles	£2
099901107	Chaos Mutant Extra Arms	£2

Back Catalogue

073498/4	Dorjak Sureclaw	£2
073498/5	Wormhowl Grayscar	£2
073498/8	Gorlmen Goreblade	£2
073498/7	Duke Luthor Von Hawkfire	£2
073387/7	Withergrasp Doubledrool	£2
073498/1	Lewdgrip Whiparm	£2
073498/3	Bilerot Vomit Flesh	£2
073498/2	Chaos Player 1 (Warrior)	£2
073498/6	Chaos Player 2 (Warrior)	£2
073387/16	Slarga Foulstrike	£2
073387/6	Dieter Hammerslash	£2
073387/7	Hacker Spleenripper	£2
073498/16	Chaos Cheerleader	£2

Skaven

099900401	Skaven Lineman 1	£2
099900403	Skaven Lineman 2	£2
099900402	Skaven Lineman 3	£2
099900404	Gutter Runner 1	£2
099900405	Gutter Runner 2	£2
099900406	Skaven Thrower	£2
099900407	Stormvermin 1	£2
099900408	Stormvermin 2	£2
099902702	Skaven with Extra Arms	£2
099902704	Skaven with Big Hand	£2
099902703	Skaven with Claw	£2
099902705	Skaven with Long Legs	£2

Back Catalogue

073375/1A	Lineman 1	£2
073375/4A	Kicker 1	£2
073375/6A	Blitzer 1	£2
073375/5A	Catcher 1	£2
073375/3A	Thrower 1	£2
073375/2A	LIneman 2	£2
073375/6B	Blitzer 2	£2
073375/4B	Kicker 2	£2
073375/3B	Thrower 2	£2
073375/1B	Lineman 3	£2
073375/2B	Lineman 4	£2
073375/1C	Lineman 5	£2
073375/2C	Lineman 6	£2
073375/2D	Lineman 7	£2
073375/1D	Lineman 8	£2
073387/19	Rasta Tail-Spike	£2

Undead

099901001	Ghoul 1	£2
099901002	Ghoul 2	£2
099901003	Skeleton 1	£2
099901004	Skeleton 2	£2
099901005	Zombie 1	£2
099901006	Zombie 2	£2
099901007	Mummy 1	£2
099901008	Mummy 2	£2
099901009	Wight 1	£2
099901010	Wight 2	£2

Back Catalogue

073387/14	Frank N' Stein	£2
073387/17	Wilhelm Chaney	£2
073531/1	Skeleton Player	£2
073531/2	Zombie Player.	£2

Chaos Dwarfs

099903301	Chaos Dwarf Blocker1	£2
099903302	Chaos Dwarf Blocker2	£2
099903303	Chaos Dwarf Blocker 3	£2
099903304	Chaos Dwarf Blocker4	£2
099903403	Hobgoblin 1	£2
099903402	Hobgoblin 2	£2
099903401	Hobgoblin 3	£2
099903404	Hobgoblin 4	£2
021100403	Chaos Dwarf Blunderbuss	£2

Back Catalogue

073498/9	Chaos Dwarf Lineman 1	£2
073498/10	Chaos Dwarf Thrower	£2
073498/11	Chaos Dwarf Catcher	£2
073498/12	Chaos Dwarf Lineman 2	£2
073498/15	Chaos Dwarf Lineman 3	£2

Goblins

099902501	Goblin 1	£2
099902502	Goblin 2	£2
099902503	Goblin 3	£2
099902504	Goblin 4	£2
099902505	Goblin 5	£2

Back Catalogue

073324/1A	Gobbo Lineman 1	£2
073324/2A	Gobbo Catcher 1	£2
073324/1B	Gobbo Lineman 2	£2
073324/2A	Gobbo Catcher 2	£2
073324/1C	Gobbo Lineman 3	£2
073324/2C	Gobbo Catcher 3	£2
073324/1D	Gobbo Lineman 4	£2
073324/2D	Gobbo Catcher 4	£2
073324/5	Gobbo Ooligan 1	£2
073324/4	Gobbo Ooligan 2	£2
073387/21	Gobbo Pogo Stick 1	£2
073387/8	Gobbo Pogo Stick 2	£2
073387/20	Gobbo Pogo Stick 3	£2
073387/9	Gobbo Pogo Stick 4	£2
073387/24	Gobbo wiv Chainsaw	£2
073324/3A	Gobbo Cheerleader 1	£2
073324/3B	Gobbo Cheerleader 2	£2
073387/28	Snotling Player 1	£2
073387/22	Snotling Player 2	£2
073387/23	Snotling Player 3	£2
073387/29	Snotling Player 4	£2
073387/27	Snotling Player 5	£2
073387/26	Snotling Player 6	£2

Halflings

099902002	Halfling Player 1	£2
099902001	Halfling Player 2	£2
099902003	Halfling Player 3	£2
099902004	Halfling Player 4	£2
099902005	Halfling Player 5	£2
099902006	Halfling Player 6	£2

Back Catalogue

073387/13	Puggy Baconbreath	£2
073390/20	Halfling Player 1	£2
073390/19	Halfling Player 2	£2
073390/21	Halfling Player 3	£2
073390/24	Halfling Player 4	£2
073390/22	Halfling Player 5	£2
073390/23	Halfling Player 6	£2

Star Players

099901501	Luthor Von Drakenburg	£4
099902601	Lord Borak the Despoiler	£3
099902901	Jordell Freshbreeze	£3
099901701	Prince Moranian	£3
099901401	Varag Ghoul-Chewer	£3
099901601	Horkon Heartripper	£3
099901301	The Mighty Zug	£3
099900701	Griff Oberwald	£3
099901801	Grim Ironjaw	£3
099902101	Fungus the Loon	£3
099900601	Scrapper Sorehead	£3
099902201	Bomber Dribblesnot	£2
099903201	Hakflem Skuttlespike	£3
099900901	Nobla Blackwort	£3

Big Guys

Complete	Hthark the Unstoppable	£5
099903003	Hthark torso	£3
021100501	Bull Centaur Left side	£2
021100502	Bull Centaur Right side	£2
Complete	Ripper Bolgrot	£8
099902301	Ripper's Head	£2
099902302	Ripper's Torso	£3
099902303	Ripper's Arm	£2
099902304	Ripper's Legs	£2
Complete	Grashnak Blackhoof	£8
099902801	Grashnak's Head	£2
099902802	Grashnaks Torso	£3
099902803	Grashnak's Legs	£3
099902804	Grashnak's Arm	£2
Complete	Headsplitter	£8
73510/1	Headspitter Head	£1
73510/2	Headsplitter Torso	£3
73510/3	Headspiltter Legs	£3
Complete	Dwarf Deathroller MK2	£6
73522/1	Deathroller Driver	£2
73522/2	Roller Top	£3
73522/3	Roller Bottom	£3
73522/4	Deathroller Seat	£2
73522/5	Deathroller Side Plate	£1
73522/6	Deathroller Gear	£1
Complete	Morg N' Thorg	£9
099900801	Morg's Head	£1
099900802	Morg's Body	£4
099900803	Morg's Legs	£2

'Rookie' Big Guys

(These can be used instead of or in addition to the standard models)

99060204017	Treeman A	£8
99060204019	Treeman 2	£8
074460/2/5/8	Rat Ogre 1	£8
074460/3/4/8	Rat Ogre 2	£8
074460/1/6/7	Rat Ogre 3	£8
029900506	Ogre with Spiked Club	£8
029900504	Ogre with Axe and Spike	£8
060201043	Minotaur(1 random)	£8
029900708	Stone Troll Body 1	£6
029900706	Stone Troll Head 3	£2
029900709	Stone Troll Body 2	£6
029900705	Stone Troll Head 2	£2
029900701	Stone Troll 3	£8

NOTE:-

We realise there are gaps in this catalogue and we are doing our best to fill them. If you require anything and cannot see it here, then write to us at Fanatic.

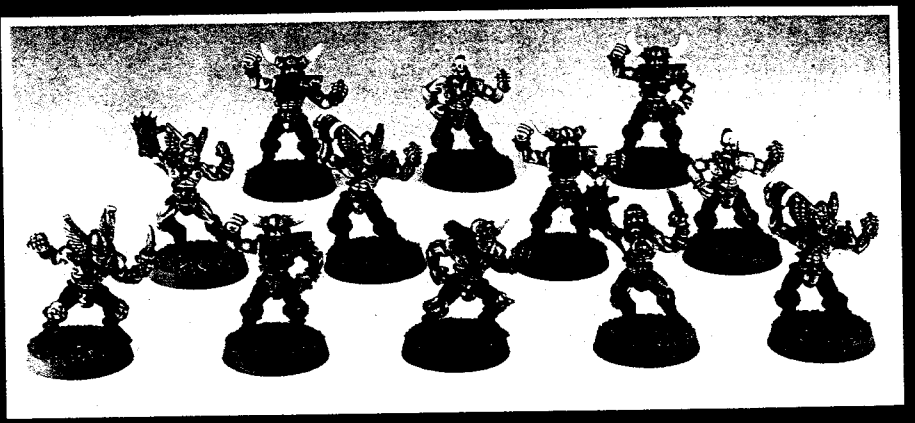
Fanatic
Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS

e-mail:
Fanatic@games-workshop.co.uk

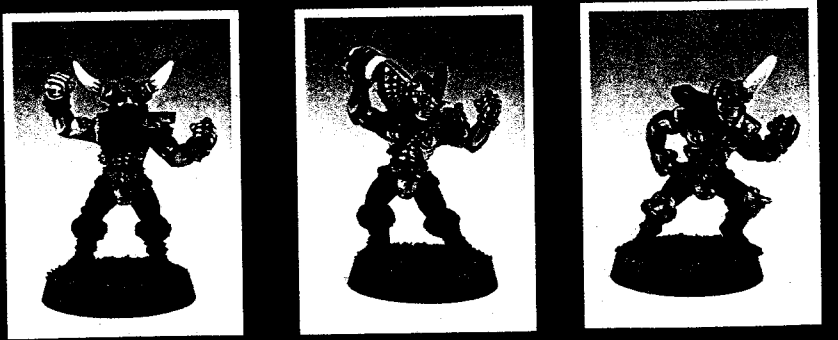
Or visit the Website at:
www.fanatic-games.com



Amazon Linewoman, Thrower and Blitzer.



The Norscan Rampagers: team motto ' We put the 'ard into **'stard!"



Norse Lineman. Thrower and Blitzer.







Amazon Linewoman, Thrower and Blitzer.



The Norscan Rampagers; team motto ' We put the 'ard into **'stard!'







Norse Lineman, Thrower and Blitzer.

BLOOD BOWL

NEW REGULATIONS
All the official new rules for Blood Bowl compiled into one place. New traits and skills, allies, secret weapons and much, much more...

FANGS AIN'T WHAT THEY USED TO BE
Rules for playing Vampire teams.

LEAPING LIZARDS
Rules for playing Lizardmen teams.

BEER ISN'T EVERYTHING, IT'S THE ONLY THING
The hard drinking, hard fighting Norse. The official rules for 4th edition Blood Bowl.

GIRL POWER
The latest addition to the Blood Bowl Leagues are the fierce Norse women of Lustria, the Amazons, complete with new Fanatic miniatures, and a Unicorn!

STAR PLAYERS
All the stats for all the star players currently playing in the Blood Bowl Leagues, a handy reference guide.

COMPLETE TEAM LISTS
All the information you need for all the official 4th edition teams, from Snotlings to Minotaurs.

TREEMEN
Another new Fanatic minaiture released this month, the Treeman. Rules for Treemen teams and a listing of the most famous treemen ever to play the game.

And much, much more...

5 011921 958009 >

FANATIC

Fanatic Games,
Games Workshop Ltd,
Willow Road,
Nottingham,
NG7 2WS, UK

www.fanatic-games.com

GAMES WORKSHOP

Citadel and the Citadel Castle, Games Workshop, the Games Workshop logo, Warhammer Blood Bowl, the Blood Bowl logo, Warhammer 40,000, Fanatic, the Fanatic logo, Black Library, the Black Library logo are trademarks of Games Workshop Ltd.The copyright in the contents of this package is the exclusive property of Games Workshop Ltd © 2000. All rights reserved.

PRODUCT CODE
6071 0999 001