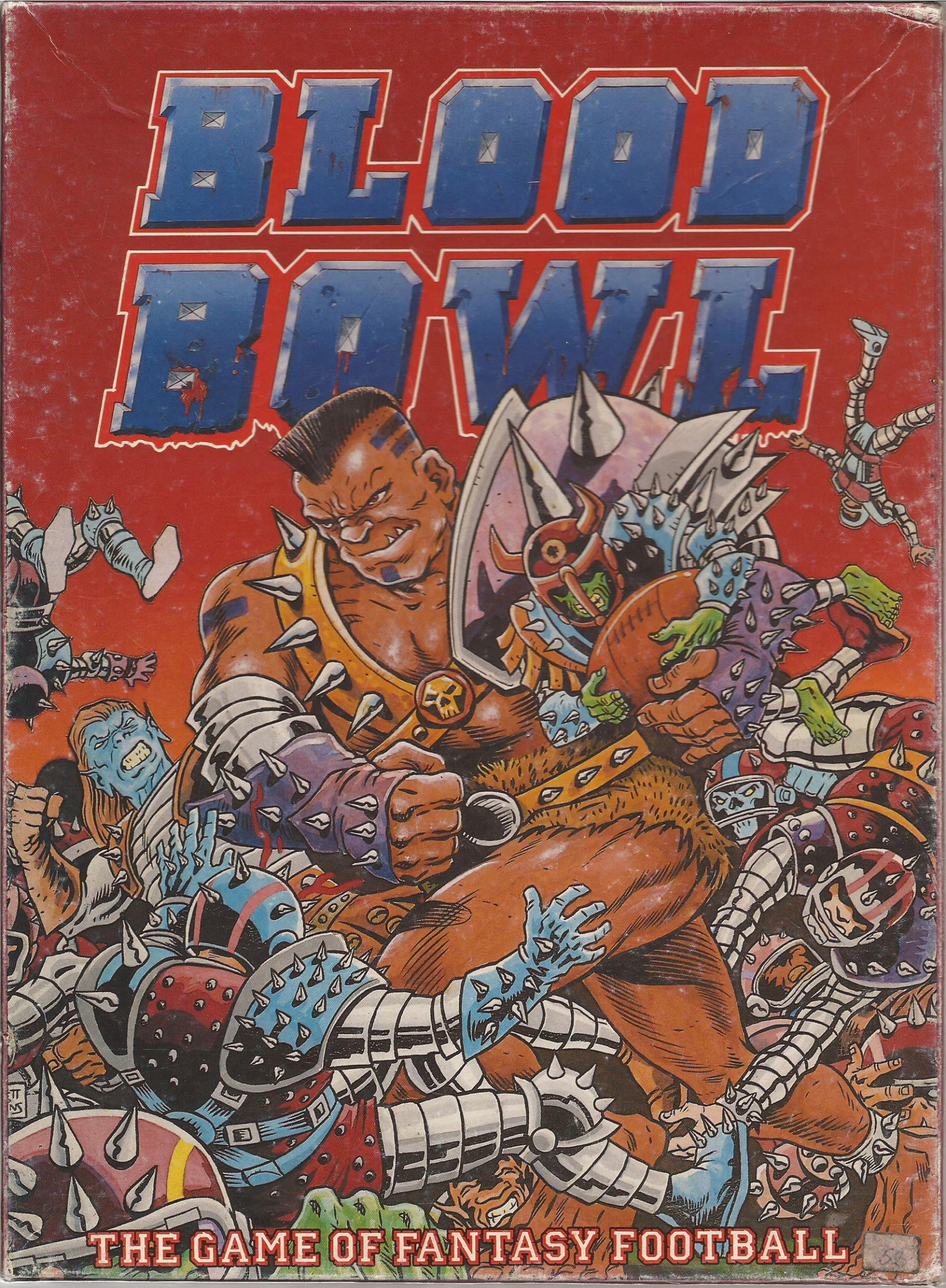
BLOOD BOWL



THE GAME OF FANTASY FOOTBALL

BLOOD BOWL



ORC



ZOMBIE



THE GAME OF FANTASY FOOTBALL

"Good evening, sports fans, and welcome to the Blood Bowl for tonight's game! The teams battling it out for your entertainment tonight are the Dwarf Giants, featuring Grimwold Grimbreath, who currently holds this season's record for the number of opponents killed or maimed in a single match. They'll be faced by the Gouged Eye, an orc team who are even more violent than their name suggests! Before the match starts, though, we've just got time to recap on the rules of the game..."

Take two teams of 11 muscular, blood-thirsty, half-insane warriors. Kit them out in armour and padding studded with cruel spikes, and stand them in lines facing each other. Place a small, innocent football on the centre spot between them, blow the starting whistle... and stand well back!!

Blood Bowl has rules for creating teams; running, passing, kicking, tackling; leagues, championships and star players. In short, everything you need for an evening of mayhem and excitement! **Blood Bowl** comes complete with a large 6-piece playing board, over 100 full-colour stand-up counters, and the history of the game. Football will never be the same again!!

CONTENTS

- An enormous, full-colour, six-piece Playing Pitch
- **115** full-colour two-sided Blood Bowl players, in all their gruesome glory, including humans, orcs, zombies, ogres, dark elves - even an undead mummy!
- A referee, a football counter and 2 score markers
- A pad of **50** Team Sheets
- A wickedly funny Rulebook, including a history of the game, Blood Bowl facts and referee signals
- **30** plastic stands for the pieces
- **2** six-sided dice





A GAMES WORKSHOP PRODUCT

Chewton Street, Hill Top,
Eastwood, Nottingham
NG16 3HY

MADE IN ENGLAND

DATA
GAME DESIGN: Jervis Johnson
NUMBER OF PLAYERS: 2
AGE: 12 to Adult
PLAYING TIME: Two to Three hours
COVER ART: Brett Ewins © 1986
COUNTER ART: Aly Morrison © 1986

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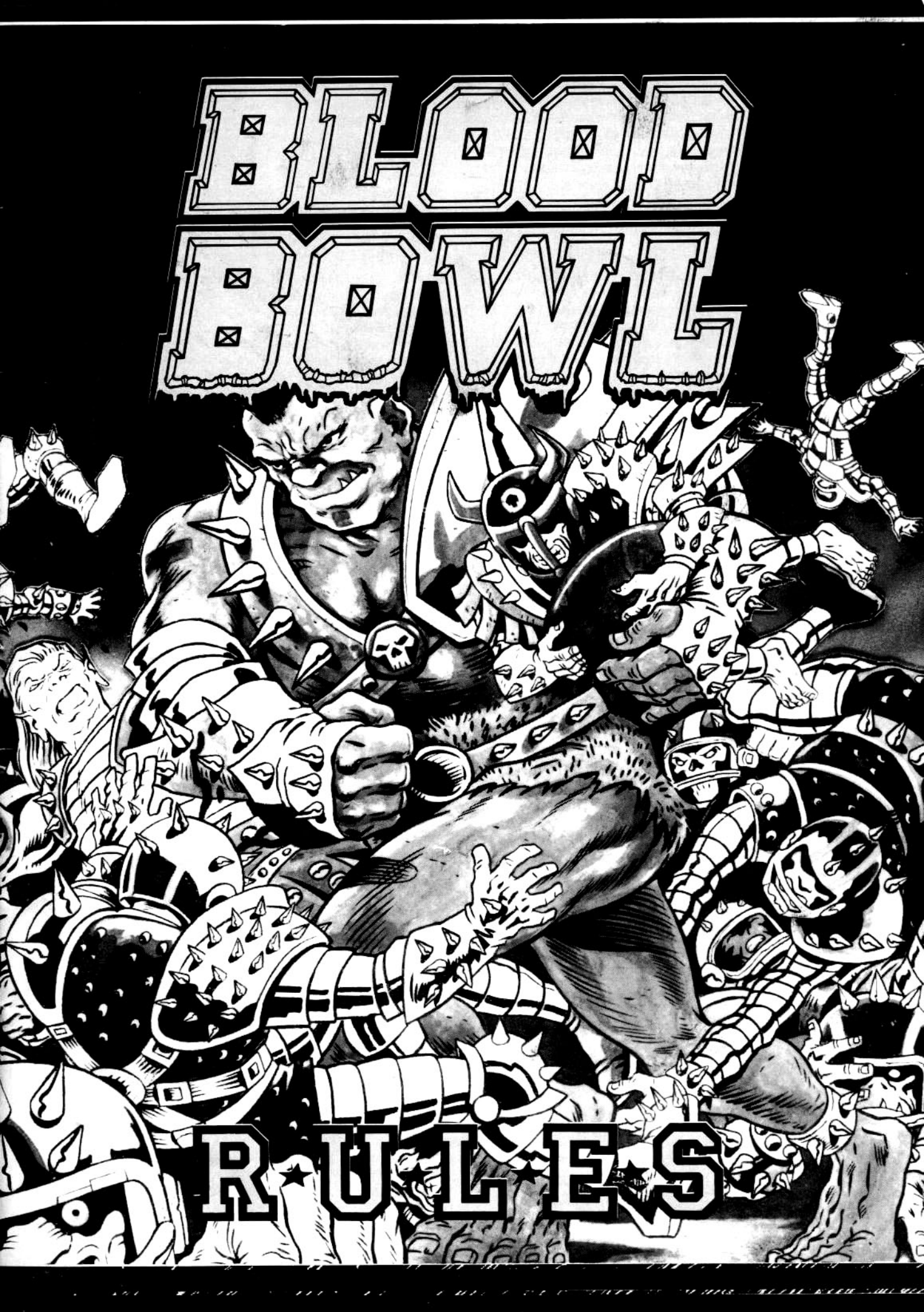
BLOOD BOWL



THE GAME OF FANTASY FOOTBALL


BLOOD
BOWL
R·U·L·E·S

WAY BACK IN THE MISTS OF TIME

It all began long ago, in the ancient land of Amorica. There had been yet another battle between warring factions, for reasons long forgotten. Most of the races in the Known World had been involved on one side or the other, and now they stood amongst the carnage on the reeking, blood-stained field, with Madame Victory remaining firmly out of reach of either side. Mutual exhaustion led to a truce being called, whereupon the leaders of both sides attempted to parley.

As the leaders argued amongst themselves, the ordinary troops simply slumped where they were, thankful for the respite from the slaughter. Mungk, leader of a small orcish band, was sitting with his first sergeant, indulging in his favourite sport of bogey-flicking. Having won this absorbing competition, Mungk waved his companion away. The sergeant, who knew that the only way that he was not going to end up singing soprano was to deliberately lose, slunk off, muttering under his foul breath.

Mungk leant back, wondering when this parley crap would be over and they could all get back to the serious business of wholesale slaughter. He gazed out over the battlefield, grinning at the piles of dwarf corpses steaming in the sunlight. The battle itself had taken place in a bowl-shaped depression; at the southern end of this was a strange, arcane construction around which the most ferocious fighting had raged, and yet which had remained untouched. It was in the form of a silvery dome with no discernable entrance, and was obviously unthinkably ancient.

The orc wiped his nose and rested his weary back against the gorgeous silver edifice, which seemed to half absorb light before diffusing it in shimmering rainbows that danced and swam off towards the distant mountains. The beauty of it glinted in the orc's mucus-filled eyes. Mungk, however, understood beauty in much the same way as a goldfish understands the workings of an internal combustion engine, and he remained unmoved. Bored with simply sucking his teeth, the repugnant creature began scrabbling in the earth at the foot of the building, hoping, perhaps, to find a juicy earthworm or two for a quick snack. Suddenly his battle-blunted claws found something hard and smooth. He tried to pull it out of the ground, but to no avail. Then he pushed it. With a smooth hiss, a part of the side of the dome slid upwards, and dry, stale air poured out of the building.

Mungk, who would have been in serious trouble with the washerwoman had he being wearing any form of underwear at that point, stared into the newly revealed hall, muttering enough curses to turn the air purple for several days thereafter. Strange armour adorned the walls, and there before him on a pedestal sat an enormous book.

After the leaders of the armies had been informed of the orc's discovery, they adjourned their so-far-fruitless meeting in favour of this new mystery, which had quickly been determined to be some sort of temple. Since none of them could read, however, they remained ignorant of the principles of the religion or the people who had erected this shrine to the unknown god. Messages were dispatched with the utmost speed in an effort to find someone who could relay the information contained in the ancient tome to the assembled masses. Eventually a half-blind dwarf was led up, and introduced as an expert in all languages, both current and arcane. The Book was quickly thrust before his warty nose. With a snort and a cough the dwarf stumbled away and sat cross-legged in the sunlight, poring over the strange manuscript.

Three days later he was ready to make his report. A podium was prepared before the silver temple and the dwarf hoisted up onto it to deliver his speech.

"This book," wheezed the ancient seer, blinking his heavy lidded eyes, "is the religious text of a group of warriors dedicated to the great god Nuffle. The head priests of the various sects, known as Coaches, led their groups of fighters into the great arenas and attempted to exterminate each other. The object was not, however, violence for violence's sake."

There was a subdued murmer in the crowd as they attempted to absorb this bizarre concept. "A pig's bladder was inflated and carried or thrown from one end of the arena to the other in an effort to score. Just carrying the bladder over the other team's end line gave that sect a number of points. The game took a certain amount of time, and at the end the sect with the greatest number of points had won. You did not even have to maim all your opponents, although coaches always encouraged this practice as much as possible. The book also says that Nuffle's sacred number was eleven, and only eleven players could be on the pitch at one time."

At this there was a great amount of shuffling in the goblinoid ranks as they removed their footware in a desperate attempt to find out just what this number 'eleven' was. This, of course, soon degenerated into brawling after one orc discovered that it was a great joke to keep your boots on and stamp on all your mates' bare feet with your hobnails. Ignoring the disturbance, the dwarf proceeded with his discourse.

"This does not mean that there were only eleven members in the team. Players could go off and come on at will, as long as the sacred number was not exceeded. One could also hit any opponent at any time - as long as one did not use a weapon. Nuffle said that one's body was one's weapon, and although he allowed armour he did not allow weapons in the arena. It is also written that the arena was a rectangular field, set within a huge bowl."

All eyes turned towards the battlefield, where large numbers of gorged vultures were making feeble attempts to get airborne after having somewhat overdone it during the previous week's feasting.

"It seems to me," continued the dwarf, "that Nuffle has seen our dilemma and is trying to resolve it. I suggest that a team is put forward from each side, and that our differences be resolved in this fashion." A murmer of assent rose from the crowd, apart from the area in which the orcs were assembled, since they were still engrossed in the intriguing possibilities of foot-stomping.

So it was that the first game of Nuffle Amorical Football took place. A pig's bladder was inflated, much to the pig's consternation, before it was discovered that the bladder should first be removed from the animal. Armour was taken from the temple and placed on the chosen warriors. The teams lined up, the shaman umpire - dressed in a fresh zebra skin - blew the whistle and the game was away. There was no pitch, no lines, and very few rules, and no-one was sure who had won. There was, however, a suitable amount of carnage, and everyone agreed that they had enjoyed themselves, so it was soon decided to adopt this charming game as a sport. The battle was forgotten and the various sides dispersed.

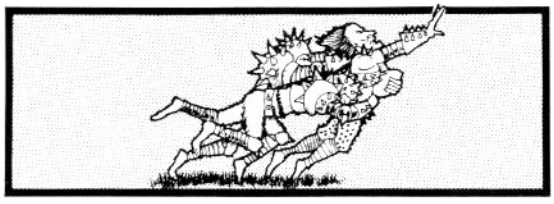
It was as those that remained began tidying up that they discovered a strange green surface just under the mud of the battlefield, and on it were engraved symbols and lines. The creatures cleaned more and more muck away until, at last, the sacred pitch spoken of in the book was revealed. The dwarven seer, who had now taken the name Sacred Commissioner Roze-El after a priest of high standing mentioned in the book, offered a prayer to Nuffle and began to organise the first sect meeting. He had plans for the future, plans that would lead to the toughest sects meeting in a physical offering - the Blood Bowl...

INTRODUCTION

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

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

"As you know, ***Blood Bowl*** *is an epic conflict between two sides of fifteen heavily-armed and quite insane warriors each, and their coaches. Players pass, throw or run with the ball, attempting to get it to the other end of the field, the End Zone. Of course, the other team must try and stop them, and recover the ball for their side. If a team gets a ball over the line into their opponent's End Zone it's called a Touchdown; if they score three Touchdowns they've won the game, and are declared Blood Bowl Champions! How do they do it? It's like this..."*



GAME COMPONENTS

This is what should have been in the box with these rules, and what you are going to use to play this thrilling game. If any components are missing or damaged, please write to: *Games Workshop, Chewton Street, Hill Top, Eastwood, Notts, NG16 3HY, U.K.*

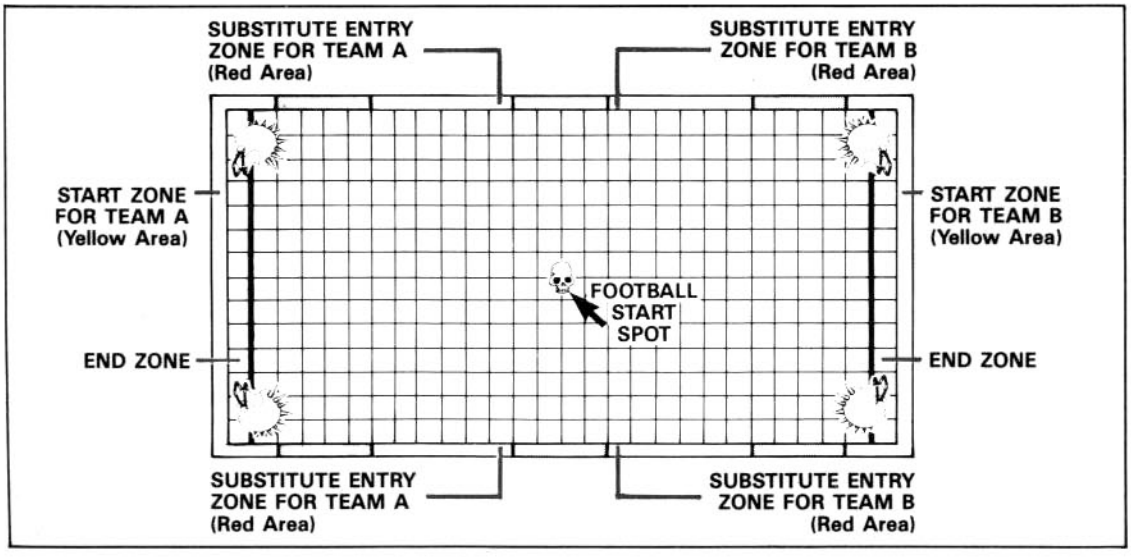
- ★ - Large 6-piece mapboard, assembled like a jigsaw
- ★ - 119 card playing pieces
- ★ - 30 plastic bases to hold the players
- ★ - Pad of Team Rosters for recording team details
- ★ - 2 six-sided dice
- ★ - Rulebook
- ★ - Game box

Mapboard: This represents the playing pitch on which a game of *Blood Bowl* takes place. It's currently big and green but don't worry about that - it'll soon be flowing red! It is divided into squares to regulate movement, combat & throwing; each square can hold one team member at any one time. At each end of the field is the *End Zone*, which is where everyone is trying to head. If a team gets the ball into their opponent's End Zone they score a *Touchdown*. If they score three they're the winners, and can then dance around a lot!

The first row of squares either side of the End Zone line at either end is the Starting Zone, where players start the game at the beginning of the match and after every Touchdown. The centre spot is called the Football Start Spot, and yes, it's where the football is placed when the game starts. Just off the playing area are score tracks, where you can keep track of the score using the little counters included with the game.

Counters: The counters provided with *Blood Bowl* represent the teams, the referee, and the football. There are also two markers for recording the score on the tracks at either end of the board. The football has two sides to it - one with the ball sat on grass, the other with the ball in the air. When the ball is lying free use the grass side; when a player is carrying it use the other. Each player has a number to allow you to identify him on the Team Roster; you'll also find that each team is colour-coded.

You won't find counters for Elves, Hobgoblins or Half-Orcs even though they are covered in the Team section of the rules (sorry - we just couldn't fit them on the Counter Sheet!!). Use the Orc counters to





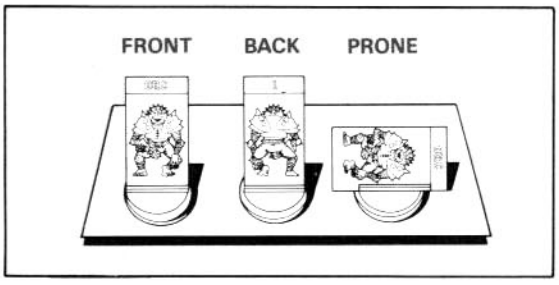
Did you know...

That the tallest player ever to stride onto a Blood Bowl field was the legendary Gurk Cloud-Scraper, storm giant half-back for the Asgard Ravens? Standing as tall as nine men, Gurk played in only one match before being barred for life for excessive violence.

The shortest player ever was the equally legendary Big Jobo Hairyfeet, opposing captain of the halfling Greenfield Grasshuggers team in the same game, whose sudden and quite drastic reduction in height was the main reason for Gurk's ban!

present Half-Orc or Hobgoblin teams, and the Dark Elf counters to represent an Elf team. If you want to play teams of the same race against each other (Human vs Human for example) you'll have to use the counters for one of the other races to represent one of the teams.

The thirty players involved in a game should be stood upright in the plastic bases provided. Whenever we refer to a 'prone' player, we are talking about a player who has been knocked to the ground. To represent this, place the playing piece on its side and re-attach it to its base.



Team Roster: The pad of Team Rosters is used to record the playing characteristics of the team, as well as the score, details of the game and notes. Once you've played a few games of Blood Bowl you may want to start your own league; you can then keep track of players' Experience Points and the like on the Team Roster too. Owners of *Blood Bowl* are given permission to photocopy Team Roster sheets for their personal use only. You'll probably need pencils and an eraser to help write down the scores during the game.

Dice: Two six-sided dice are included with the game. They are used for generating players and determining the outcome of tackles, attacks and other random events.

Rules: That's what you're reading now! As you read this rulebook you will find out everything you need to know about how to play the exciting and deadly game of *Blood Bowl!* Before you do anything spectacular we suggest you read through all of the rules so you'll know what we're talking about; if you don't read the rules you may find you have problems playing the game.

SEQUENCE OF PLAY

Whenever a game of *Blood Bowl* is played, the following is the sequence to follow. After this summary the main body of the rules will go through each section in order, detailing everything that can or must be done in that turn.

★ ***CREATE TEAMS*** - Each player (or coach, as we shall call them to avoid confusion with the team's players) creates his or her Blood Bowl team and records the information on a Team Roster sheet.

★ ***CHOOSE FIRST PLAYER*** - The coaches flip the referee to decide who will be the first team, and who will be the second.

★ ***FIRST TEAM TURN*** - The first team becomes the 'phasing team', and carry out their moves for the turn.

★ ***SECOND TEAM TURN*** - The second team becomes the phasing team, and does the same.

★ Repeat 3 & 4 until one side has scored 3 Touchdowns. The first team to score 3 Touchdowns are the winners, and their coach has our permission to prance about a lot making gestures and remarks of a scornful nature to the opposing coach.

Each *Team Turn* is divided into 5 *Phases*:

★ ***MOVEMENT*** - The phasing team's coach may move any or all of the upright players he has on the mapboard. Any substitutions take place now.

★ ***THROWING & KICKING*** - If a member of the phasing team has the ball he may hand-off to another player. The player with the ball may attempt to throw or kick the football to another player. Only one pass or kick may be made per turn.

★ ***TACKLING*** - Either team may attempt to attack or tackle with any players that are eligible to do so.

★ ***RESERVES*** - The phasing team may move any of its players, providing they are upright and not adjacent to opposing players. After all reserve moves have been completed, any prone playing pieces from the phasing team are turned upright again.

Note: At the end of *any* of these phases, if the ball is lying free in a player's square he may pick it up.

CREATE TEAMS

First of all, both coaches should choose their team type (human, dwarf, orc, or whatever) using the section on Blood Bowl Teams later. It is strongly suggested that for the first few games coaches stick to simple teams while they get used to the rules. Once they've played a few games they can move up to the Chaos All-Stars or the Champions of Death - maybe even create their own team!

Each standard Blood Bowl team is comprised of 15 players, from which a coach chooses 11 to be on the field at any one time, swapping them for substitutes as the game progresses. Every player is represented by a number of Player Characteristics, which cover how strong, fit, fast, and calm the player is:

Player Characteristics

Movement Allowance (MA): This shows the maximum number of squares the player can move in a Movement or Reserves Phase.

Combat Skill (CS): Combat Skill represents the ability of the player at attacking or dodging opposing players (or the lack of it!).

Throwing Skill (TS): This dictates the player's ability to throw the football across the field, and his chance of reaching the arms of the person waiting to catch it.

Strength (ST): A player's Strength represents how physically powerful he is, and is used to tackle or wound opponents who have been hit by attacks.

Toughness (TH): Players with high Toughness are more resistant to damage and more likly to return to play after being knocked out (KO'd).

Wounds (WD): Most players only have a rating of 1 for wounds; however, some really hard players will have higher scores due to incredible stamina or resistance to pain (or such sheer stupidity that they don't know they've been hurt!).

Attacks (AT): Some Blood Bowl players are able to attack more than once in the Tackle Phase. However, no player may block or tackle more than once per Tackle Phase, no matter how many attacks they may make.

Cool (CL): Cool reflects a player's ability to remain calm and concentrate under pressure, and is used when players attempt to catch thrown or dropped footballs.

All characteristics are rated as a number from 1 to 10, the higher the score the better. Usually all the players in a team will be of the same race, but there are exceptions (such as the Chaos Allstars and the Champions of Law teams). However, these characteristic scores will be modified for Star Players.

Star Players

Each team may have one or more Star Players - players with exceptional abilities. These are chosen by spending Star Player Points (SPPs) in the Team Creation Phase.

All teams have at least 4 SPPs, and some exceptional teams may have more (again, see the Teams section at the end for more details). We recommend that coaches stick with 4 SPP teams for their first few games, and then try the more exceptional teams later on. SPPs provide an easy way for coaches to balance games between experienced and inexperienced players (for example, an experienced coach should take a team with only 2 SPPs, while his opponent can have the usual 4 SPPs).

Each SPP allows a coach one roll on the Star Player Chart. He can roll for each point before he assigns any of them, and it's up to him how he allocates the points to his team. They can all be allocated to one player or divided up between them in any way he wishes.

Slow motion replay: *Coach Karrag of the Dwarf Giants has 4 SPPs. He could therefore allocate all 4 to one player, or 2 SPPs to one player and 1 each to a further two players, or 1 each to four players.*

Star Player Chart: Roll 2 dice and look up the result. If the same is rolled twice for the same player, the second roll should be retaken. Players cannot receive a bonus to the same characteristic more than once.

Score	*Ability*
2	Roll twice (ignoring rolls of 2) or choose any ability except Magic.
3	Very skilful in battle, +2 to Combat Skill.
4	Very cool, +2 to Cool.
5	Skilful, +1 to Combat Skill.
6	Strong, +1 to Strength.
7	Fast, +1 to Movement.
8	Cool, +1 to Cool.
9	Accurate, +1 to Throwing Skill.
10	Very strong, +2 to Strength.
11	Very accurate, +2 to Throwing Skill.
12	Magic - roll one die on the *Magic Table* instead.

Magic Table:

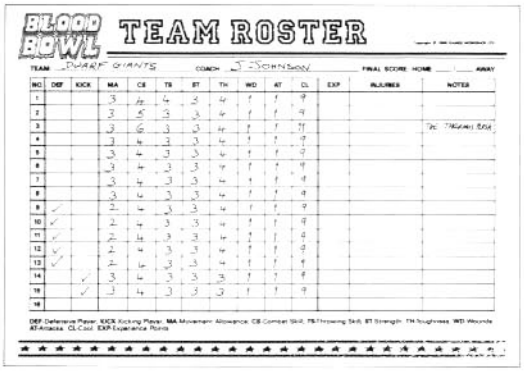
Score	*Magic Item*
1	Boots of Speed, double a player's Movement Allowance.
2	Boots of Leaping * - see note below.
3	Gauntlets of Holding, player never misses a tackle.
4	Gauntlets of Catching, player never misses a Catch.
5	Helmet of Accuracy, player never misses a Throw.
6	Magic Armour, player has a Saving Throw of 2-6.

* In the Movement or Reserve Movement Phase a player with Boots of Leaping may be placed in any square up to 5 squares away from his starting location as long as he does not start or finish in an opponent's Death Zone (DZs are explained in the Movement rules later). The player's leap is the only form of movement he may make; he may *not* make a normal move as well.



MORG'TH N'HTHROG - THE BALLISTA.

Slow motion replay: *Coach Karrag has a 4 SPP team, the Dwarf Giants. He allocates 1 SPP to his first player, Short Sterling, and rolls a 6 on the dice. This means that Sterling is Strong 1 is added to his basic Strength. The second SPP is allocated to another player, Rich R Dellard, and a total of 5 rolled on the dice, making him Skilful and adding 1 to its Combat Skill. The third SPP is allocated to Balin 'The Thermos Flask' Vaingrimm and a total of 3 rolled on the dice. This is a good throw, and adds 2 to Vaingrimm's Combat Skill. Finally the player spends another SPP on player Vaingrimm and rolls a total of 4 on the two dice adding 2 to Vaingrimm's Cool.*


BLOOD BOWL TEAM ROSTER

TEAM DWARF GIANTS COACH J. JOHNSON FINAL SCORE HOME ____ AWAY ____

NO.	DEF	KICK	MA	CS	TR	ST	TH	WO	AT	CL	EXP	INJURIES	NOTES
1			3	4+	4	3	4	1	1	9			
2			3	5+	3	3	4	1	1	9			
3			3	6+	3	3	4	1	1	11			THE THERMOS FLASK
4			3	4+	3	3	4	1	1	9			
5			3	4+	3	3	4	1	1	9			
6			3	4+	3	3	4	1	1	9			
7			3	4+	3	3	4	1	1	9			
8			3	4+	3	3	4	1	1	9			
9	✓		2	4+	3	3	4	1	1	9			
10	✓		2	4+	3	3	4	1	1	9			
11	✓		2	4+	3	3	4	1	1	9			
12	✓		2	4+	3	3	4	1	1	9			
13	✓		2	4+	3	3	4	1	1	9			
14		✓	3	4+	3	3	3	1	1	9			
15		✓	3	4+	3	3	3	1	1	9			
16													

DEF Defensive Player, KICK Kicking Player, MA Movement Allowance, CS Combat Skill, TR Throwing Skill, ST Strength, TH Toughness, WO Wounds, AT Attacks, CL Cool, EXP Experience Points

Defensive Players

After the coach has spent all his SPPs he may choose any number of his team to be 'Defensive' players. Defensive players wear extra padding and armour, slowing them down but making them more effective at tackling. A Defensive player has -1 subtracted from its Movement Allowance, but receives a +1 bonus on its Saving Throw when attacked and a +1 bonus on any tackle die rolls.



▲ JERIMIA KOOL, THE FLASHING BLADE.

After a coach has decided which of his players will be Defensive players he may not change his mind during play and turn a Defensive player back into a normal player.

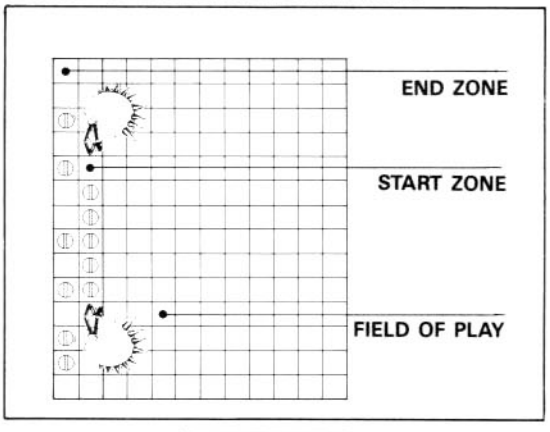
Kicking Players

After the coach has spent all his SPPs and decided on Defensive players, he may also nominate Kicking Players. A player must have a Strength of 3 or more and a Cool of 7 or more to be able to kick the football. Any player with these scores may be chosen as a Kicking player, for which privilege they must reduce their Toughness by 1 point.

STARTING THE GAME

Each coach selects 11 players and places them in the Starting Zone or behind the Touchdown line at their end of the field, in any manner he wishes as long as there is no more than 1 player per square. The four players not placed on the field become the coach's reserves, and may be used to substitute for players that leave the field or are injured.

Note: There may *never* be more than 11 players from one team on the field at the same time.



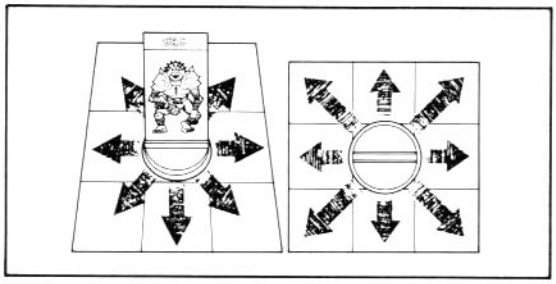
The football counter is placed on the Football Start Spot in the centre of the pitch, grass-side up. After the football has been picked up by a player it will always remain within a square; however, for the start of the game only it is placed on the junction of 4 squares and may be picked up from any of these 4 adjoining squares.

One of the coaches should now toss the referee (as if tossing a coin) to decide who starts as First Player. The other coach should call 'Live' or 'Dead'. If he calls correctly he may choose to start as First Player or Second Player. Once the game starts, this arrangement remains the same for every Turn, until a Touchdown is scored. When this happens the coach who was First Player becomes Second Player, and vice versa.

And now the game may start, with the First Player making a mad rush for the centre spot to attempt to gain possession of the ball...

MOVEMENT

Death Zones
All upright players exert a Death Zone (or DZ) over the 8 squares adjacent to their location on the mapboard.



A DZ affects Movement, Throwing, Combat and Catching. Whenever these rules refer to a Death Zone or a DZ we are talking about these eight squares. Whenever a player enters the DZ of an opponent he must stop, but he may move on again next turn.

Movement Phase
In the Movement Phase the phasing coach may (but does not have to) move each of his players a number of squares up to their Movement value. Unused Movement points cannot be saved and used later. A player may move in any direction or combination of directions (including diagonally) as long as he does not:

★ Enter a square containing another player from either his own or the opposing team.
★ Travel *through* an opponent's Death Zone.
★ Move directly from one square of a DZ to any other square of a DZ, whether it's the DZ of the same opponent or another.
★ Enter more squares than his Movement value allows.

A player may move off the field as long as they are in a square adjacent to the sidelines or the End Zones, and if they could still move one more square in the Movement Phase. If they move into the opposing side's End Zone and are carrying the football they score a Touchdown, which is what this game is all about! If a player leaves the side of the field they are assumed to be making way for a substitute.

Substitution
If a player leaves the side of the field he can be substituted for by another player on the same Team who is not already in play.

The substitute player can be placed in any square in the Substitute Entry Zone, as long as it is not occupied by another player and it is as close as possible to the square occupied by the player who left the field to allow the substitution. A substitute player may not move in the Movement Phase he appears on the field - he has to wait for next turn. Subs cannot come on until the player they are replacing has left the field.

A player who leaves the field through a substitution may not re-enter play until the team's *next* Player Turn.

THROWING & KICKING PHASE

In the Throwing & Kicking Phase, two things can potentially happen. Firstly, any prone or standing player with the ball may, if they wish, *hand-off* the ball to another player, providing they are in the very next square. This doesn't require a die roll to succeed. This second player now has the ball.

Whether a hand-off took place or not, the ball may now be thrown or kicked. The player can throw or kick the football to another player in his own team (or to any player on the opposing team if he really wants to), or simply to an empty square, though obviously the first of these options will be most useful - and may keep him from being attacked by his own team members! Of course, only a Kicking player may kick the football. The ball may be passed or kicked only once per turn (this does not include a hand-off).

Throwing the Football
The player can throw the ball a maximum number of squares equal to his *Strength + 10*.

To find out if the throw is accurate first count the range in squares, including the target square but not the square occupied by the ball thrower. Use the shortest possible route, but don't miss out any squares.

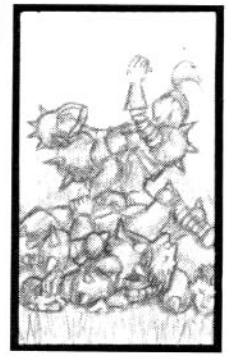
The basic chance the thrower has of hitting the target square is found by comparing the player's Throwing Skill (TS) to the range on the chart below.

Throwing Chart

	Throwing Skill									
Range	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-4	5	4	3	2	1	0	-1	-2	-3	-4
5-8	6	5	4	3	2	1	0	-1	-2	-3
9+	7	6	5	4	3	2	1	0	-1	-2



D.K. FESTER. ▲



Did you know...
That the longest game ever played was finally abandoned after 19 days when the remaining member of each team killed the other in a mad scramble for the ball? The game - the human Kishargo Werebears versus the Darkside Cowboys dark elf team. The final score - 2-2, match abandoned owing to death of teams.



Did you know...

That there was once a team of gnomes, the Short-stuff Scurriers, who first started playing in the Blood Bowl in 2479? The unfortunate team lost 34 games in a row - their first ever 34 games, in fact - and promptly disbanded and went home again, taking their ball with them.

The basic chance is modified by +1 for every opponent who exerts a DZ onto the square occupied by the player who is throwing the ball.

To find out if the thrower hits the target roll one die. If the die roll is greater than or equal to the modified basic chance, the thrower has hit the square. If the thrower rolls lower than the modified basic chance he has missed and must roll on the Scatter Table below.

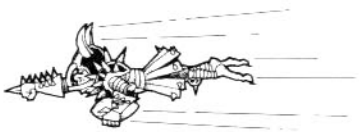
Note: A die roll of 1 will always miss, unless the thrower has the magic item Helmet of Accuracy, in which case they always hit the target square and do not need to roll at all.

Slow motion replay: *And there's Grishnak Goblin-Throttler, star maimer for the orc's Severed Heads team, who has a Throwing Skill of 4, and is attempting to throw the ball 6 squares. The basic chance to hit the target is 3. Two opposing players have DZ's on Grishnak's square, so the basic chance is modified by +2 to 5. Green-skinned Grishnak must roll 5 or higher on one die to hit his target. His arm goes back, and he throws. Look at that ball go! He did it, he did it! And now all Axe-Biter has to do is catch the football...*

Scatter Table

	1,2	3,4	5,6
1,2			
3,4			
5,6			

To use the Scatter Table, roll one die twice and cross reference the scores. The  is the target square - note that it is quite possible for the football to scatter into the target square.



Catching The Football

If a thrown or kicked football hits a target square, or scatters to a square occupied by another player, they may attempt to catch the football. Either team's players may attempt to catch a football (if a player from the other team manages to catch the football he can yell 'Interception!!' and jump around a lot!).

To catch a football the player must roll his modified Cool score or under on two dice. The player's Cool is modified by -1 per opposing player that exerts a DZ onto the square, and by -1 if he is attempting to catch a football that scattered (even if it scattered into the original target square).

Note: If the player has Gauntlets of Catching he does not need to roll - he automatically catches any football that hits his square.

If the football is caught it is placed underneath the counter that caught it, grass side down to show that it is being carried (alternatively, you may slot it into the plastic base alongside the player's card). If the football is not caught, or the square is unoccupied it will-b5-2 bounce. This is a technical term for the thing jumping about all over the place while the players stumble about trying to grab it! To find out where the ball bounces to, use the Scatter Table again. A football that bounces may not be caught.

It is possible to throw or kick the ball into either End Zone. If the ball is caught by a player from the phasing team's side a Touchdown is scored! If the ball is not caught, or if it goes off the side of the pitch, play restarts with the ball on the first square of the pitch nearest to where it went out of play.

Slow motion replay: *So there's Urgash Axe-Biter, arms outstretched, watching the ball from Goblin-Throttler come sailing towards him out of the sky. Urgash's Cool is 7, but there's Grimwold Grimbreath and Grum Durrandang of the Dwarf Giants next to him, so his chance of catching goes down to 5 or less. The crowd goes quiet as the dice are rolled. A 9 - it's incomplete, and the ball bounces away. (And if I can just butt in here, Jim, that's his forty-seventh incomplete pass of the season so far for the unlucky Severed Heads team...)*

Kicking The Football

Kicking works in exactly the same way as throwing, but the distances and chances of hitting the target are different.

The player can kick the ball a maximum number of squares equal to his *Strength + 15.* To find out if the kick is accurate first count the range in squares, including the target square but not the square occupied by the ball kicker. Use the shortest possible route, but don't miss out any squares.

The basic chance the kicker has of hitting the target square is found by comparing his Strength (ST) to the range on the chart below.



G'RAL BLOODSUCKER. ▲

Kicking Chart

	Strength						
Range	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-10	4	3	2	1	0	-1	-2
11-20	5	4	3	2	1	0	-1
21+	6	5	4	3	2	1	0

The basic chance is modified by +1 for every opposing player that exerts a DZ onto the Square occupied by the player who is kicking the ball.

To find out if the kicker hits the target roll one die. If the die roll is equal to or greater than the modified basic chance the kicker has hit the square. Check for catching using the above rules. If the kicker rolls lower than the modified basic chance he has missed and must roll on the Scatter Table as before.

Note: A die roll of 1 will always miss, unless the kicker has the magic item Helmet of Accuracy, in which case they always hit the target square and do not need to roll at all.

Out Of Bounds
If the ball is thrown or kicked off the side of the field, or into the End Zone without being caught by anyone, play is restarted with the ball on the field in the square nearest to where it originally left the field. Once the ball has been replaced the turn continues as intended.



TACKLE PHASE

In the Tackle Phase players may attempt to attack or tackle opposing players. A player may either attack or tackle in this phase, but not both. Attacks are attempts to injure the opposing player, while tackles attempt to knock the opponent over and are much less likly to hurt them.

The phasing team's coach must announce all his attacks or tackles first. Any upright player may attack or tackle any opposing player - provided they are in its DZ.

After the phasing team's coach has completed allocating all attacks or tackles, the non-phasing team's coach may allocate any attacks or tackles. Any upright player may attack or tackle any opposing player in its DZ. However if the player has a choice of targets it must choose an opponent who is attempting to attack or tackle them over one who is not.

★ In addition, any prone non-phasing players that have been attacked may attack or tackle the players that attacked them.
★ Finally, any of the phasing team's players that are prone may attack or tackle any opposing player that attacked them.

ATTACKS

All attacks are completed before any tackles are resolved. Attacks are assumed to take place simultaneously with each other. Resolve all the phasing players' attacks first, but do not remove any non-phasing characters that are KO'd until they have completed any attacks they have declared.

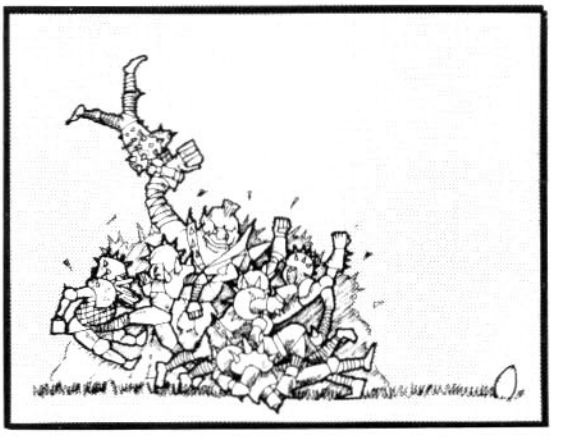
Most players will have one attack. If they have more than one, the extra attacks may be divided amongst any eligible opposing players in any order the coach wishes. This includes battering the same opponent more than once.

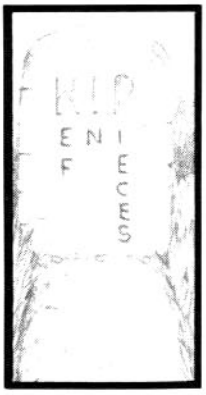
The Attack Procedure
1. Throw to hit. The coach whose player who is attacking rolls one die to see if their blow hits.
2. Throw to wound. For any hits scored, the attacker rolls one die to see if the hit wounds the target.
3. Saving throws. Any player who is wounded may roll to see if the wound is stopped by the armour they are wearing.

Throw To Hit
The basic score needed to hit will depend on the Combat Skill of the attacker compared to the Combat Skill of the defender. Prone players have their Combat Skill reduced by -1. Cross reference the respective Combat Skills on the chart below, taking into account any Star Player attributes and the like:

		Defender's Combat Skill									
Attacker's Combat Skill		**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
	1	5	5	6	6	X	X	X	X	X	X
	2	4	5	5	6	6	X	X	X	X	X
	3	4	4	5	5	6	6	X	X	X	X
	4	3	4	4	5	5	6	6	X	X	X
	5	3	3	4	4	5	5	6	6	X	X
	6	2	3	3	4	4	5	5	6	6	X
	7	2	2	3	3	4	4	5	5	6	6
	8	2	2	2	3	3	4	4	5	5	6
	9	2	2	2	2	3	3	4	4	5	5
	10	2	2	2	2	2	3	3	4	4	5

The number shown is the score that the attacker must roll equal to or over on one die to score a hit on his opponent. 'X' equals an automatic miss.





Did you know...

That, according to the rules of the original version of the game, a match started with both teams lined up facing each other across the centre line, and the ball being tossed up between them by a hapless referee? The upshot of this was usually a dead referee, of course, so the practice was stopped. Now, at least, the referee has a few moments to try and get off the field before he's flattened!

Throw To Wound

To find out if the hit wounds the target cross reference the Strength of the attacker with the Toughness of the defender on the chart below:

Attacker's Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	6	6	6	6	6	6
2	3	4	5	6	6	6	6	6	6	6
3	2	3	4	5	6	6	6	6	6	6
4	2	2	3	4	5	6	6	6	6	6
5	2	2	2	3	4	5	6	6	6	6
6	2	2	2	2	3	4	5	6	6	6
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

The number shown is the score the attacker must equal or beat on one die to wound and hurt the target.

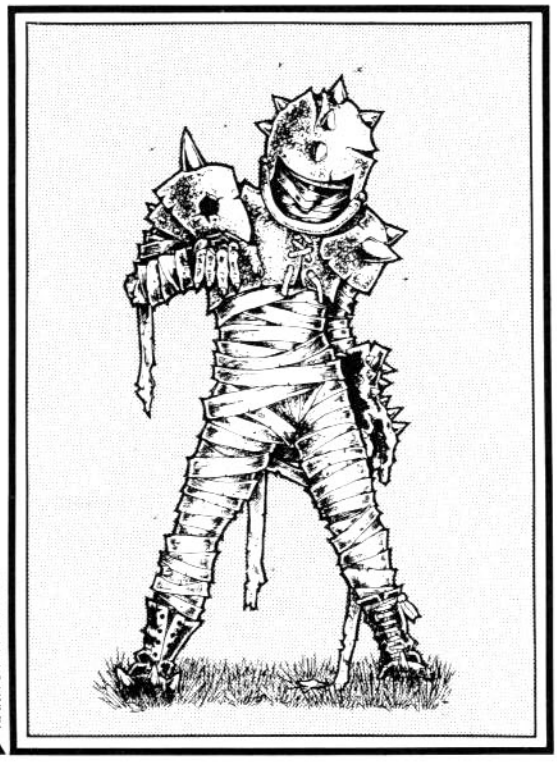
Armour Saving Throws

All *Blood Bowl* players wear armour which may deflect or absorb a wounding blow. To find out if the player makes it Saving Throw roll one die. If you roll a 5 or 6 the player's Armour has stopped the blow and the wound has no effect. Remember that Defensive players receive a +1 die roll modifier for their heavier armour.

Note: Players with Magic Armour have a Saving Throw against injury of 2 to 6, only failing on a 1.

Effects of Wounds

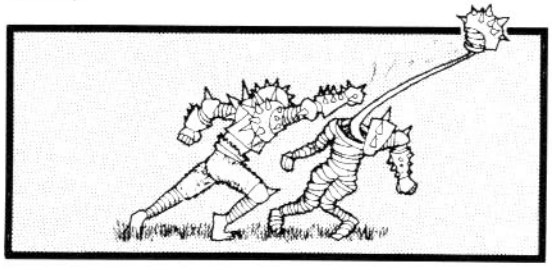
After all attacks have been resolved the effects of injuries must be determined.



▲ RAMTUT THE THIRD.

If a wounded player has more than 1 Wound, the total is reduced by 1 on the Team Roster, and the player is otherwise unnaffected.

If the player has only 1 wound remaining (or, as is usually the case, only started with 1 wound) roll two dice on the chart below to find the effect of the wound. In addition, the player will automatically drop the football which will bounce (as in Throwing, above).



Note: A player's Wound value can never be reduced below 1.

Roll two dice on the ***Wound Table:***

Roll	*Result*
2	Berserk
3	Arm Broken
4	Leg Broken
5	KO'd and Leg Hurt
6	KO'd
7	Stunned
8	KO'd
9	KO'd and Concussed
10	Arm and Leg Broken
11	Skull Fractured
12	Dead

Any player that has an *arm or leg broken, a skull fracture,* or is *killed* is out of the game and may be substituted by another player in the team's next Movement Phase (but not the Reserve Phase). If players are playing a campaign game with a league, broken arms, legs or heads will have long term effects. See the Blood Bowl Campaigns section later for details.

Any *stunned* or *KO'd* player is immediately removed from the board and may be substituted by another player in the team's next Movement Phase (but not the Reserve Movement Phase).

Stunned players may return to play after either team has scored a Touchdown.

KO'd players may be able to return to play after either team scores a Touchdown. Roll one die for each KO'd player after a Touchdown has been scored, and add the player's original wound total to the die roll. If the score is 5 or more the player may re-enter play.

Players with a *leg hurt* have their Movement Value reduced by 2 (but never to less than 1).

Players who are *concussed* may re-enter play but will be very confused. At the start of the team's turn he must roll one die. On a 5 or 6 the opposing coach is allowed to make the move, throws, attacks & tackles for the concussed player.

Players that go *berserk* have been so enraged by the attack upon them that they can think of only one thing - *REVENGE!* The berserk player must drop the football if they are carrying it. In any Movement Phase the player must move to end up as close to the nearest opposing player as possible. In the Tackle Phase the berserk player must attack any opposing player next to him. The berserk player gets double his normal number of attacks and adds 1 to both the To Hit and To Wound die rolls. However the To Hit die roll of any attacks upon him are also modifed by +1. A berserk player may never leave the field or pick up the football.

After either team has scored a Touchdown the berserk player returns to normal.

***Slow motion replay**: There goes Grum Durrandang for the Dwarf Giants, racing up the field towards the End Zone, the pig's bladder clutched tightly under his arm. Looks to me like he's going all the way, Bob! But wait! There's Skurf Limb-Render - surely he can't attack him now! Skurf has a Combat Skill of 5, against Grum's CS 4, and the orc is going for an attack, so it's a 4 or more on one die to hit the dwarf. A 6 - pow! There's a crunch of armour and bone as the two players meet head on. But has Skurf hurt him? The orc's Strength is 3, but with the dwarf's Toughness of 4 he needs a 5 or 6 to hurt him. It's another 6 - this orc just doesn't know when to stop! The dwarf is armoured, of course, but his roll of 2 doesn't help. Grum Durrandang goes flying from the collision, and a roll of 8 on the Wound Table sees the unfortunate dwarf collapse to the ground in a heap. And yes, Bob, I think he's been knocked out there! Well, this is one heck of a game - they're gonna need a broom to get him off the field! Hoo-wee!*



TACKLES

Tackles are much easier to resolve than attacks, but they do far less damage to an opponent. Simply cross reference the Strength of the attacker to the Strength of the defender on the table below. However, a player being tackled who has not attacked or tackled this turn may attempt to *dodge* it, using the rules which follow. A dodge must be declared before the tackle die roll is made on this table:

Attacker's Strength	Defender's Strength 1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	X	X	X	X	X	X
2	3	4	5	6	6	X	X	X	X	X
3	2	3	4	5	6	6	X	X	X	X
4	2	2	3	4	5	6	6	X	X	X
5	2	2	2	3	4	5	6	6	X	X
6	2	2	2	2	3	4	5	6	6	X
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

The number on the table is the score the attacker must roll equal to or over -on one die - to tackle the defender. 'X' equals automatic failure.

If a player is successfully tackled, their piece is turned sideways into the prone position, and they must roll equal to or under their Cool not to drop the football. Prone players lose their DZ and may not move. They may only attack opponents that declare attacks upon them first. In addition, prone characters may not throw or kick the football, and have their Weapon Skill reduced by -1. However, in the Throw and Kick Phase a prone player can hand-off the ball to a player on an adjacent square. An already-prone player may obviously not be tackled.

Roll one die for each succesfully tackled player. On a score of 6 the player receives 1 wound as if attacked. The player is allowed a Saving Throw for armour protection as usual, and all the normal rules for wounds apply (see under *Attacks*).

***Slow motion replay**: Looks to me like Grimwold Grimbreath doesn't much care for what Skurf Limb-Render has just done to his buddy! Good job the orc is in his DZ too - though it's not too fortunate for the orc! The dwarf's Strength is 5, compared to the orc's 3, so he has a roll of 2 or more to bring him down. A 4 send Limb-Render face down in the mud, and Grimbreath moves for the kill. It's a 6! The orc tries for a save but rolls a 3 - no chance! A final roll of 11 and crunch - the orc is out of business for the rest of the match. No wonder they call this dwarf the Helmsmasher, Bob! Now where did that football go?*

Dodging

Players that have not declared an attack or tackle may attempt to dodge any tackles upon them by declaring so before the tackle roll is made. The tackle is resolved normally except that the Combat Skill of their attacker is compared to the Combat Skill of the defender on the Tackle Table, instead of using Strength. If the tackle is successful carry on as above.

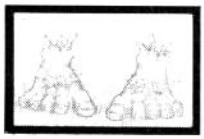


RAMSTALON MULANEX.



Did you know...

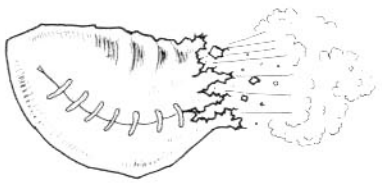
That the longest scoring attempt ever made was 41 leagues, in a game between the Dwarf Warhammerers and the orcish Gouged Eyes team, by one Stunted Grom Red-Axe? Loaded into a distinctly illegal cannon in the dwarf End Zone, Grom was fired towards the other end of the pitch, with every intention of scoring a Touchdown. However, there was far too much gunpowder in the muzzle and the hapless dwarf was blown halfway across the kingdom. Luckily Red-Axe managed to cross the Touchdown line - albeit seventy yards above the ground - so the scoring attempt counted! Unluckily, the teams had to wait four days for the return of their only ball before the game could restart!



Did you know...

That in the year 2461 a player for the halfling team, the Bluebay Crammers, scored a Touchdown without his feet ever leaving his own Starting Zone? Lefty (later known as Stumpy) Boggitt was hit by an ogre from the opposing Chaos All-Stars team, and flew all the way to the other end of the field - leaving a pair of small, hairy feet behind him!

If the tackle is unsuccessful the defending player may be moved on 1 square by his coach, as long as he does not move to a square in a new opponent's DZ. If the defending player is moved out of the DZ of a player that has declared a tackle upon him, the dodge is successful and the tackle attempt is lost. This is the only case when attacks or tackles are not assumed to happen simultaneously. An eligible player may attempt to dodge any number of tackles.



Dropping The Football

Any player who is successfully tackled while carrying the football must roll equal to or under their Cool - on two dice - to hold onto the football. If they fail to do so the ball is dropped and will bounce (as in the Throwing Phase). Any player who is attacked and wounded will automatically drop the football, which will bounce.

Picking Up The Football

At the end of any phase, a player who is in the same square as the football may pick it up. Flip the football so the 'carried' side is upwards, or slip it into the front of the player's base.

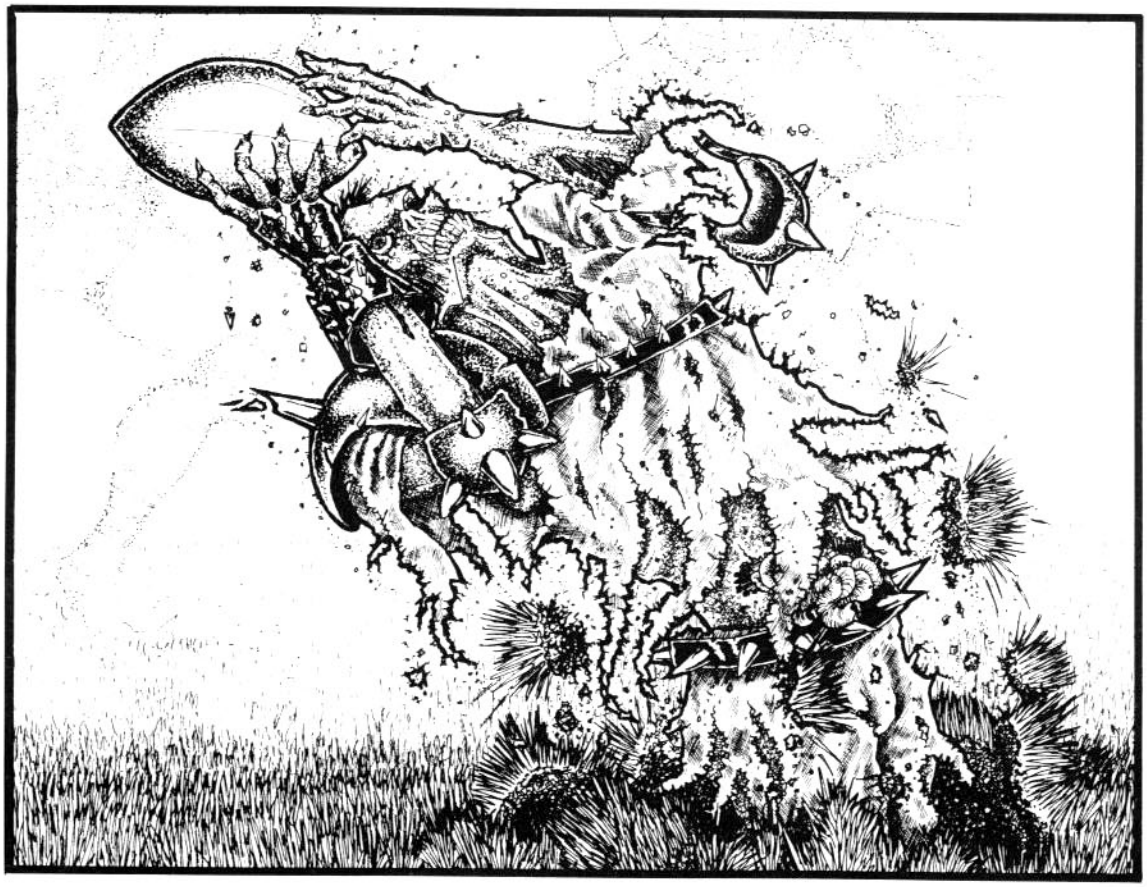
RESERVE MOVEMENT PHASES

In the Reserve Movement Phase any of the phasing team's players not in an opponent's DZ may move, regardless of whether they have moved before. The only change to the normal movement rules is that no player may enter an opponent's DZ at any time during the Reserve Movement Phase. Once all movement has been carried out, prone players from the phasing team may recover, and their pieces should be stood upright again.

SCORING A TOUCHDOWN

A team scores a Touchdown at the moment one of their players moves off the board into the opposing End Zone while holding the football. As soon as the Touchdown is scored play stops, the crowd cheer and the cheerleaders dance about waving pom-poms.

If one team has scored three Touchdowns they are declared the winners and the crowd may even invade the pitch if they so desire. If the game is not yet over, play is restarted and the match continues. Both coaches may check to see if any KO'd players can re-enter play, and then place up to 11 players in their respective Start Zones again, just as they did at the start of the game. The team against whom the Touchdown was scored become the first team and are given possession of the football. They start the turn with one of their players holding the football - ie, the ball starts in their possession rather than on the Football Start Spot.



THE TEAMS

A *Blood Bowl* team is usually made up players from one race, although there are exceptions to this rule. The race the team belongs to establishes the basic statistics used in the Team Creation Phase. In addition, most races have certain advantages and disadvantages that affect the way they play. Full details of some of the races that participate in *Blood Bowl* are listed below. Once you've played a few games you should even be able to add your own favourite creatures and teams to the game with little difficulty.

Human
Human teams use all the normal Blood Bowl rules as they stand above, and get 4 SPPs. One typical human team is the Creeveland Crescents, Blood Bowl champions in three of the last five competitions. Their star player, Harry (The Hammer) Kehry, is renowned for the intricate war-dances he does whenever he scores - usually on the recumbent bodies of his opponents!



Humans

MA	CS	TS	ST
4	3	3	3

TH	WD	AT	CL
3	1	1	7

Dwarf
Dwarfs are excellent armourers. Their high quality armour means that Defensive players do not have the -1 MA penalty. In effect this allows the player to designate the whole team as Defensive players. However dwarfs are not noted for their accuracy or speed, so any Throwing Skill or Movement Allowance bonus on the star player chart must be allocated to Strength or Toughness instead (the coach can choose which). Teams get 4 SPPs for player creation.

Dwarfs *hate* members of all the goblinoid races (including goblins, orcs, hobgoblins & ogres). In the Tackle Phase any dwarf player adjacent to a goblinoid must roll equal to or under their Cool on two dice; if they fail they must attack (rather than tackle).

Dwarfs aren't overly fond of elves either (they're a miserable lot!). If dwarfs & elves are on the same team any dwarf wishing to throw the ball to an elf must roll equal to or under its cool. If it fails the dwarf must throw the football to another dwarf instead, or not throw the football at all.

Dwarfs seem to be ideal Blood Bowl players, being short, tough, well-armoured, and having this stubborn knack of refusing to die! At present there are two dwarf teams vying for the championship. The Dwarf Giants team are led by coach Gudrun Wolfric and feature star kicker, thumper, biter and headbasher Grimwold Grimbreath. Their rivals, the Dwarf Warhammerers, are coached by 'Insane' Thorsson Axeheim, and feature a trio of brothers, the Mjolnirs, whose 'flying axehead' tactics have broken (and killed) many a defensive line in their time.



Dwarfs

MA	CS	TS	ST
3	4	3	3

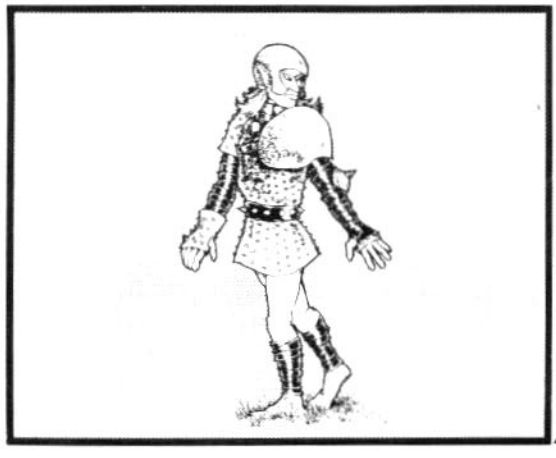
TH	WD	AT	CL
4	1	1	9

Elves
No elf worth his salt is going to be weighed down by extra armour and be forced to lurk about and attempt to knock opposing players over. For elves the long pass is everything, and all their effort goes into being an expert at throwing or receiving (or being a 'quarterback', as they inexplicably call such players - possibly due to their tradition of giving some of their match fee back to their coach).

Elves are not allowed to designate players as Defensive players. On the Star Player chart any additions to Toughness or Strength must be applied to Throwing Skill or Cool instead (the coach can choose which). They receive 4 SPPs.

Championship quality elven teams are few and far between, for the elves generally have better things to do. However, the Galadrieth Gladiators have recently skipped up the league tables thanks to the extraordinary play of Lucien Swift, nicknamed The Silver Bullet by his team-mates, and The Moving Target by his opponents.

Elves	*MA*	*CS*	*TS*	*ST*	*TH*	*WD*	*AT*	*CL*
Basic statistics	4	4	4	3	3	1	1	9



LUCIEN SWIFT, THE SILVER BULLET.

Halflings
Halflings don't make the best *Blood Bowl* players. Their small size and short legs make them rather weak & slow. However, halflings have learnt to compensate for this by refining their natural fast reflexes - it may be easy to catch up with a halfling, but it's very difficult to hit one!

Halflings may double their Combat Skill when dodging, and when defending against attacks. Because they are so small and weak, halflings must double the range when throwing the football (ie, 3 squares count as 6). Halflings must apply all Strength or Toughness bonuses from the Star Player chart to Combat Skill or Cool instead. A halfling team gets 4 SPPs.

Halfling teams have rarely been very successful at Blood Bowl, and have never won a championship. Nevertheless, the Bluebay Crammers have produced several good players, none more so than Shorty Stubbfoot, who has perfected a body swerve so effective he hasn't been tackled in a game for three seasons. His team mates call him The Artful Dodger; others just call him a coward!

Halflings



MA	CS	TS	ST
3	2	4	2

TH	WD	AT	CL
2	1	1	6

Dark Elves
All the rules that apply to elves also apply to dark elves. In addition, though, dark elves hate other elves. When they are adjacent to an elf in the Combat Phase they must roll equal to or under their Cool on two dice. If they fail they must attack the elf if possible (not tackle it). They get 4 SPPs.

Unlike their wimpy good-aligned cousins, dark elves are generally quite superb Blood Bowl players. The very best team, the recently revived Darkside Cowboys, features the dashing Jerimia Kool, the Flashing Blade, who holds the record for the longest total passing distance, and the largest number of dwarf players killed in a league game (15!).

Dark Elves



MA	CS	TS	ST
4	4	4	3

TH	WD	AT	CL
3	1	1	9

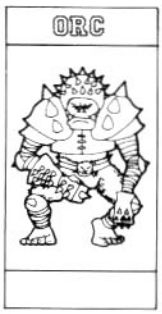
Half-Orcs
Half-orcs have the same stats as humans, but are much, much uglier! Half-orc teams are a mundane lot, preferring to grub about in the mud rather than throw the ball about. The only half-orc team of any note are the Halfbreed Hellraisers, who make a habit of eating a referee when they feel he's given a bad decision against them.

Hobgoblins
Hobgoblins suffer animosity towards other goblinoids. If they want to throw the football to other goblinoids, they must roll equal to or under their Cool on two dice. If they fail they must throw the football to another hobgoblin or not at all. Hobgoblins are also subject to 'frenzy'. In the Combat Phase a hobgoblin may only tackle if it rolls equal to or under his Cool; if it fails it must attack instead. They get 4 SPPs. There are no hobgoblin teams of any note at all!

Hobgoblins	*MA*	*CS*	*TS*	*ST*	*TH*	*WD*	*AT*	*CL*
Basic statistics	4	3	2	3	4	1	1	6

Orcs
Orcs suffer animosity towards other goblinoids in the same way that hobgoblins do. Otherwise no special rules apply. They receive 4 SPPs for team creation. The decision as to who is the greatest orc team at present is a toss of the referee between the Gouged Eye, led by captain Varag Ghoul-Chewer, and the Severed Heads, who feature legends like Urgash Axe-Biter and Grishnak Goblin-Throttler. Serious Blood Bowl fans have long been waiting for the day when these two teams meet each other in the final!

Orcs



MA	CS	TS	ST
4	3	3	3

TH	WD	AT	CL
4	1	1	7

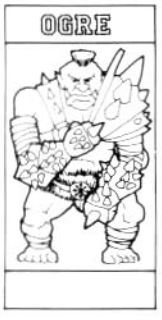
SPECIAL TEAMS

The Chaos All-Stars
The Chaos All-Stars are a special team made up of 4 ogres and 12 lesser goblins (**Note:** That's why there are *16* places on the Team Roster!). Only 2 ogres are allowed on the field at the same time. The team receives 4 SPPs. Their star player is Morg'th N'Hthrog, more commonly referred to as The Ballista by tongue-tied commentators, whose lumbering, tank-like body seems to have been designed specifically for flattening opponents into the turf!

Ogres cause fear in opposing players, who must roll their Cool or under on two dice to move into an ogre's DZ. Ogres are only allowed to have one SPP each spent on them. Any Movement Allowance bonus from SPPs must be taken as a Strength bonus instead.

Ogres may throw a lesser goblin instead of the football. The goblin must be in an adjacent square to the ogre to be thrown, and both players must be upright. Count each square as two squares when working out the range. When the goblin lands roll one die, adding +1 if the throw scattered. On a 5 or 6 the goblin suffers 1 wound and must roll on the Wound Table.

However, any goblin who is thrown may drop the ball. Roll one die. On a 6 they drop the ball where they land, on a 5 they drop the ball half-way to the square where they land. Any dropped ball must check for bouncing twice.



Ogres

MA	CS	TS	ST
6	3	2	4

TH	WD	AT	CL
5	3	2	5

Lesser Goblins hate dwarfs, and must roll their Cool or under on two dice to tackle them; if they fail they must attack instead. They fear elves and must roll their Cool or under on two dice to move into an elf's DZ. Lesser goblins must take all bonuses on the Star Player chart as Movement Allowance or Cool bonuses (the player may choose which).



Lesser Goblins

MA	CS	TS	ST
4	2	3	2

TH	WD	AT	CL
2	1	1	5

The Chaos All-Stars Second Team
Instead of using ogres, the coach may use troglodytes or trolls. A troll or troglodyte can replace an ogre on a one-for-one basis. For example, a Chaos All-Stars Team could consist of 2 ogres, 1 troll, and 1 troglodyte.

Troglodytes are members of the lizard race, which makes one player very much like another. As a result, a maximum of only 1 SPP point may ever be spent on the Troglodyte faction of a team, regardless of how many there are. Troglodytes never wear armour, and may not be designated as Defensive players, but their scaly hides are so thick they are allowed the normal Armour saving throw anyway.



Troglodytes

MA	CS	TS	ST
4	3	3	4

TH	WD	AT	CL
4	2	2	10

In addition, troglodytes are subject to *stupidity*. At the start of his turn the team's coach must roll one die for each troglodyte on the field. On a 5 or 6, the troglodyte becomes confused and the opposing coach may decide what he will do in the Movement, Throw, Tackle & Reserve Phases. If a troglodyte is concussed it becomes confused on a roll of 4, 5 or 6. Troglodytes cause fear to creatures under 10 feet tall in the same way ogres do, and also emit a strange & unpleasant odour which causes a -1 modifier to the attack or tackle die rolls of any non-lizard races.



Trolls are subject to stupidity in the same way as troglodytes, and cause fear in creatures under 10 feet tall as do ogres. Trolls may never receive any Star Player Points.

Trolls have the ability to regenerate damage. A troll that has a broken arm, leg or head, or is dead, rolls one die after either team has scored a Touchdown. On a 1 or 2 they have failed to regenerate and are removed from play. On a 5 or 6 they have regenerated, all damage is healed and the troll may re-enter play as if nothing had happened. On a roll of 3 or 4 the troll is still trying to regenerate, and may roll again after the next Touchdown is scored.



Trolls

MA	CS	TS	ST
6	3	1	5

TH	WD	AT	CL
4	3	3	6



Did you know...
That no halfling team has ever won a championship in the entire history of the game? So why do they do it, you ask? For the post-match feast, of course!



Did you know...

That the limit of 15 per squad was only introduced in the year 2482? Previously, a team could swap players as often as it wished. The rule was finally introduced after the deaths of 743 halflings from the now-disbanded Greenfield Grasshuggers, at the hands of the Asgard Ravens giant team.

The Champions of Death

The Champions of Death are a special team of skeletons & zombies, whose manager is a very powerful necromancer known as Tomolandry the Undying. The Champions never run out of players - Tomolandry simply creates more players as and when he needs them. When filling out the Team Roster a coach creates skeleton Star Players as normal (the team gets 4 SPPs), and then records the basic statistics for other zombies or skeletons once each. The coach has an unlimited reserve of zombies or skeletons to replace injured players and use as substitutes.

Skeletons are immune to fear, and do not need to roll against their Cool to move adjacent to fearsome creatures. Skeletons take all Movement Allowance bonuses as cool bonuses instead. Any skeleton who suffers a wound is simply removed from play - do not roll on the Injury Table. Skeletons tend to break when tackled; when rolling for injury from tackles skeletons suffer 1 wound on a 4, 5, or 6.

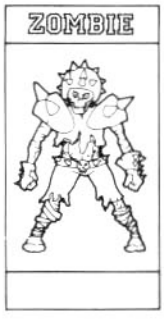


Skeletons

MA	CS	TS	ST
4	2	2	3

TH	WD	AT	CL
3	1	1	5

Zombies may not receive Star Player Points. All the rules that apply to skeletons apply to zombies as well, except that they roll normally for injuries from tackles.



Zombies

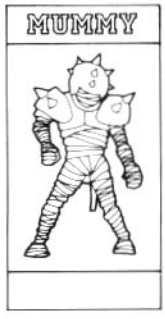
MA	CS	TS	ST
4	2	1	3

TH	WD	AT	CL
3	1	1	4

The Champions of Death Second Team

Instead of having Star Player Points, The Champions may include 1 mummy or 4 ghouls in their team. Mummies and ghouls may not be replaced.

Mummies cause fear in all living creatures, who must roll their Cool or less to move into it's DZ. Mummies are not very good at catching footballs, and must halve their Cool when attempting to do so. Mummies who are reduced to one wound, and then wounded again, are removed from play; ignore the Injury Chart in this case. The greatest mummy player is Ramtut the Third, recently excavated from a three thousand year old tomb, who was actually a star player of the original version of the game. Of course, he doesn't feel that the game is as good as it was, but since there's nothing he likes more than a good dose of death he's perfactly happy to play!

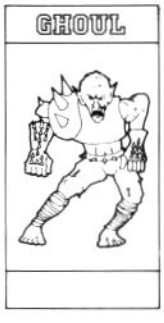


Mummies

MA	CS	TS	ST
3	3	1	4

TH	WD	AT	CL
5	4	2	8

Ghouls can be very dangerous opponents. Hits from ghouls are venomous to non-undead creatures (ie, not skeletons, zombies, mummies or other ghouls). Any living player who is hit by a ghoul rolls on the Injury Chart as usual, and then rolls another die. On a 5 or 6 the player has been poisoned and is removed from play. In campaign games poisoned players will be completely recovered by the next match.



Ghouls

MA	CS	TS	ST
4	2	1	3

TH	WD	AT	CL
4	1	2	8

The Heroes of Law

The Heroes are a special team made up of humans, elves, dwarfs & halflings, who are only wheeled out when really important matters of honour have to be settled for the side of good. There are 15 players in the team as usual, but the coach can choose players from a mixture of any of these four races. The team receives 4 SPPs. Their big rivals are, of course, the Evil Gits, who they loathe with a repugnance not normally found among such lawful creatures.

The Evil Gits

The Evil Gits are an evil team made up of evil hobgoblins, evil orcs, evil half orcs and evil dark elves, and boy are they **EVIL!** There are the usual 15 evil players in the evil team, but the evil coach can choose evil players from an evil mixture of these four evil races. The evil team receives 4 SPPs. The Evil Gits are followed everywhere by their evil unofficial supporters club, the Evil Gits Unofficial Supporters Club, who if anything are even more evil than the evil team they evilly support!

BLOOD BOWL CAMPAIGNS

In campaign games, coaches keep track of how well their team is doing, and can watch players improve as they learn by experience. They can even set up their own league and knock-out competitions, playing for the Blood Bowl Trophy and the Chaos Challenge Cup, if they so wish.

Experience Points
Players receive experience points for good play from the following chart. A player can trade in 10 experience points for one roll on the Star Player Chart. If they are intending on running the same team over a series of games, coaches should keep track of a player's experience points on the Team Roster as the game progresses.

Points	*Reason*
1	For playing in a game.
1	For successfully passing or kicking the football over 8 squares.
1	For succesfully catching the football (thrower's points).
3	For scoring a Touchdown.

Experience Exceptions
The Champions of Death never receive experience points. Instead the necromancer receives one roll on the Star Player chart, which he may apply to one skeleton of his choice before the next game.

Creatures who cannot receive Star Player points may never receive experience points.

Long-term Injuries
KO'd, Leg Hurt, Concussed: Any player receiving any of these injuries will be completely recovered by the next game.

Arm Broken: The player must miss the next two games. His Combat Skill and Throwing Skill are permanently reduced by -1 each.

Leg Broken: The player must miss the next two games. Their Movement Allowance is permanently reduced by -1.

Skull Fractured: The player must miss the next 3 games. When they do play, they count as always being concussed.

Dead: He's dead, Jim!



Injury Exceptions
Trolls who didn't regenerate by the end of the game must roll one die. On a roll of 1-3 they fail to regenerate and the above rules apply. On a 4-6 they *do* regenerate and may play in the next game as if nothing had happened.

Mummies who are injured will be repaired in time for the next game and can ignore all the above rules. Players suffering from *ghoul* poisoning will recover in time for the next game too.

Replacement Players
Dead players may be replaced between games. The coach should roll up a new player as per usual, but not give them the benefit of any SPPs. If they survive long enough they will be able to become experienced players, but until then they must take their chances!

DESIGNERS NOTES

Blood Bowl has changed lot from my original prototype of the game. The reasons for this are many and varied, so to give you an idea of why Blood Bowl is the way it is I'll go through a short history of the game.

The first version of the game (Blood Bowl 1) was much closer to American Football than the game you now hold in your hands. The rules were not based on the *Warhammer Fantasy Battle* rules system, and were very complicated and detailed. In this first version all the standard rules of American Football applied: you had four downs, could only throw one forward pass to an eligible receiver per play, and so on. The result was a realistic simulation of American Football - apart from the fact that your players were orcs or goblins of course - but it did have one or two rather serious problems. The most drastic of these was that the game took ages to play - it could easily take 20 or 30 minutes to play one series of downs, which simply wasn't right. After playing for four hours without getting through the first quarter we realised that something was wrong...

So I had to completly scrap the first version of the game and start afresh. However, my experience with Blood Bowl 1 had taught me some valuable lessons. I now knew that I had to keep the game fairly simple and that I should forget about making an accurate simulation of American Football. After all, I thought to myself, Blood Bowl is a *fantasy* game. Above all I wanted to make sure that the different races in the game would have abilities and characteristics that set them apart from each other, to really enhance the fantasy element of the game. At the time I had just taken part in my very first Warhammer battle and so had recently reread the rules. As an experiment I tried out a simple game of Blood Bowl using the Warhammer rules, with only some very minor adjustments to cover throwing the football. Much to my suprise it worked incredibly well and I was away!

It was an easy task to convert the Warhammer rules for a board game, especially as Blood Bowl is more like a skirmish wargame than a sport, and very soon I was the proud owner of the first prototype of the game that you now hold. I had dropped the use of Downs in play and added the '3 touchdowns to win' rule. Instead of stopping the game every couple of minutes and setting up the players in new positions, as had happened in the original game, you now played continuosly until a touchdown was scored. The first player to get three touchdowns won the game, negating at a stroke the need for complicated and easily-forgotten rules about keeping track of how much 'real' time had passed in the game. The combination of these two rules led to a game that was far more free-flowing than my original game, and also much faster. Most importantly Blood Bowl now 'felt'





'YOU'RE STANDING ON MY FEET!'



'PUT ME DOWN, YOU BIG...'



'OK, OK, HAVE A FREE TOUCHDOWN!'



'I'VE - **PEEP!** - SWALLOWED MY - **PEEP!** - WHISTLE'



'ALRIGHT IT WASN'T A FOUL!'



'PLEASE TAKE YOUR FINGER OUT MY EYE!'



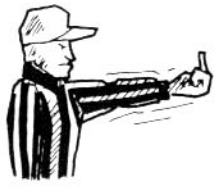
'YOU'RE STANDING ON MY HEAD!'



'BRR! COLD OUT HERE!'



'FOUL? WHAT FOUL?'



'ARE YOU QUESTIONING MY DECISION?'



'I DIDN'T SEE THAT!'



'HOW MUCH SAYS THAT WASN'T A FOUL?'



'ILLEGAL HOLDING!'



'MMMFLGHHMNGHH!'

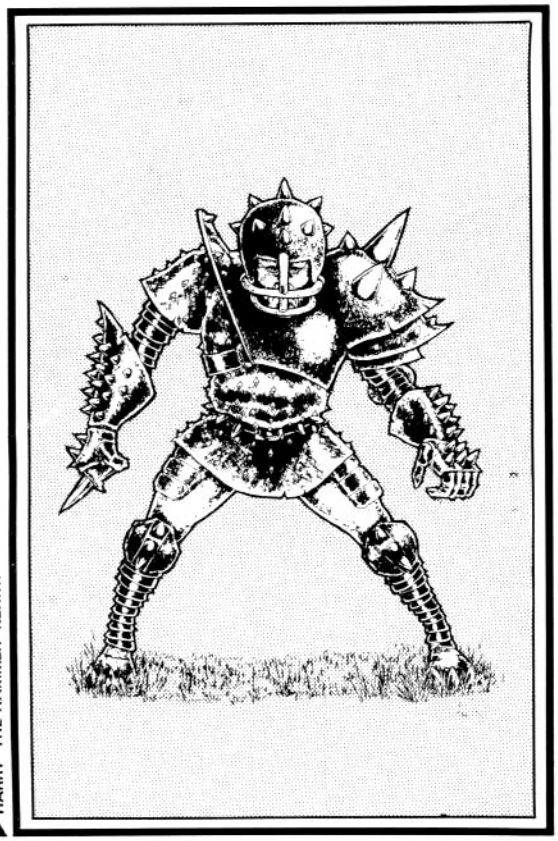


'FOUL!'

like a fantasy game: play was violent, fast and varied - or, to use Design Studio jargon, it had acquired Games Workshop's legendary 'Chaos death spiky bits'!

The first play-tests were a lot of fun and very bloody, most games being lost by the first team to be wiped out! The Wound Table was added, which made it much more difficult to wipe out a team, and the Dodging rules were put in to reduce the effectivness of tackling (which proved to be too easy once players had given up trying to slaughter the other team!). Bryan Ansell suggested adding the Star Player Table, and Stewart Parkinson (who actually plays American Football for real, the crazy fool!) suggested increasing the size of the board, originally only 12 squares by 24, and came up with numerous other ideas, including the history of the game. My thanks to both of them.

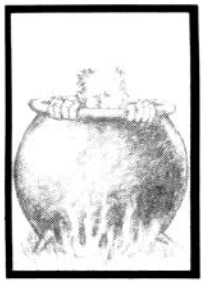
A few things had to be dropped from the game before it was published as, unfortunately, there just wasn't room to fit everything into the rulebook. Perhaps the most notable of these were the magic rules. Until quite late in development you could include a magic-user in your team who could cast spells to increase the characteristics of players or give them special abilities for a limited amount of time, as well as zapping opposing players with various spells of a somewhat more deadly nature. Also gone are variant rules for playing a game closer to 'real' American Football, and quite a few of the special teams (particularly the poor departed Lizard-men). However, the good news is that we have all of these rules on file and if demand is high enough we should be able to persuade Games Workshop to bring out a supplement.



▲ HARRY 'THE HAMMER' KEHRY.

My Designer's Notes would not be complete if I didn't give a big thank you to two very important people on the Blood Bowl project - Aly Morrison and Marc Gascoigne. Aly is a highly talented figure designer and artist, and has provided all the illustrations in the rules and on the counters, as well as the mapboard. Aly's illustrations set the style of the game better than any rules could, and it has been a very exciting experience for me to see concepts I had been working on brought to life in this way (I also can't wait to see the Blood Bowl miniatures he will be sculpting for Citadel). Marc is one of the best editors in the business, and had the overwhelming task of turning my misspelt, badly-written manuscript into an understandable piece of work. Not only has he done this, but he has also made it fun to read by adding lots of great ideas like the Famous Facts, the Referee Signals and, above all, Jim & Bob, our two erstwhile Blood Bowl commentators. Examples of Play will never be the same again!

I'm very pleased with the way Blood Bowl has worked out. In a lot of ways the tactics of American Football can be used in the game, although there are differences - for a start, real American Footballers don't try to beat each other to death as a standard tactic (well, not always). You should feel free to experiment with making up your own special teams for races not covered in the Blood Bowl rules, but try not to get carried away (no balrog teams please!) and only use your own teams if your opponent agrees. Please write in if you come up with any good ideas, or simply if you want to comment on the game - I can't guarantee that I will be able to reply to all letters I recieve but I would like to know what you think of the game. The address for all comments or questions about Blood Bowl is *Jervis Johnson, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL*. If it's a question about the rules, please try and make it answerable by a Yes or No, and enclose an SAE. And that's it... now get out on the field and fight!!



Did you know...

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

CREDITS

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Pieces, Board & Interior Illustrator - Aly Morrison
Editor & Project Co-ordinator - Marc Gascoigne
Graphic Designer - Charles Elliott

This has been a Games Workshop Design Studio Presentation in association with Bloodweiser!
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SEQUENCE OF PLAY

Whenever a game of *Blood Bowl* is played, the following is the sequence to follow. After this summary the main body of the rules will go through each section in order, detailing everything that can or must be done in that turn.

★ ***CREATE TEAMS*** - Each player (or coach, as we shall call them to avoid confusion with the team's players) creates his or her Blood Bowl team and records the information on a Team Roster sheet.

★ ***CHOOSE FIRST PLAYER*** - The coaches flip the referee to decide who will be the first team, and who will be the second.

★ ***FIRST TEAM TURN*** - The first team becomes the 'phasing team', and carry out their moves for the turn.

★ ***SECOND TEAM TURN*** - The second team becomes the phasing team, and does the same.

★ Repeat 3 & 4 until one side has scored 3 Touchdowns. The first team to score 3 Touchdowns are the winners, and their coach has our permission to prance about a lot making gestures and remarks of a scornful nature to the opposing coach.

Each *Team Turn* is divided into 5 *Phases*:

★ ***MOVEMENT*** - The phasing team's coach may move any or all of the upright players he has on the mapboard. Any substitutions take place now.

★ ***THROWING & KICKING*** - If a member of the phasing team has the ball he may hand-off to another player. The player with the ball may attempt to throw or kick the football to another player. Only one pass or kick may be made per turn.

★ ***TACKLING*** - Either team may attempt to attack or tackle with any players that are eligible to do so.

★ ***RESERVES*** - The phasing team may move any of its players, providing they are upright and not adjacent to opposing players. After all reserve moves have been completed, any prone playing pieces from the phasing team are turned upright again.

Note: At the end of *any* of these phases, if the ball is lying free in a player's square he may pick it up.

Star Player Table	
Score	*Ability*
2	Roll twice (ignoring rolls of 2) or choose any ability except Magic.
3	Very skilful in battle, + 2 to Combat Skill.
4	Very cool, + 2 to Cool.
5	Skilful, + 1 to Combat Skill.
6	Strong, + 1 to Strength.
7	Fast, + 1 to Movement.
8	Cool, + 1 to Cool.
9	Accurate, + 1 to Throwing Skill.
10	Very strong, + 2 to Strength.
11	Very accurate, + 2 to Throwing Skill.
12	Magic - roll one die on the *Magic Table* instead.

Magic Table	
Score	*Magic Item*
1	Boots of Speed, double a player's Movement Allowance.
2	Boots of Leaping * - see rules.
3	Gauntlets of Holding, player never misses a tackle.
4	Gauntlets of Catching, player never misses a Catch.
5	Helmet of Accuracy, player never misses a Throw.
6	Magic Armour, player has a Saving Throw of 2-6.

Throwing Skill

Range	1	2	3	4	5	6	7	8	9	10
1-4	5	4	3	2	1	0	-1	-2	-3	-4
5-8	6	5	4	3	2	1	0	-1	-2	-3
9+	7	6	5	4	3	2	1	0	-1	-2

Strength

Range	4	5	6	7	8	9	10
1-10	4	3	2	1	0	-1	-2
11-20	5	4	3	2	1	0	-1
21+	6	5	4	3	2	1	0

Defender's Combat Skill

Attacker's Combat Skill	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	X	X	X	X	X	X
2	4	5	5	6	6	X	X	X	X	X
3	4	4	5	5	6	6	X	X	X	X
4	3	4	4	5	5	6	6	X	X	X
5	3	3	4	4	5	5	6	6	X	X
6	2	3	3	4	4	5	5	6	6	X
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

Target's Toughness

Attacker's Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	6	6	6	6	6	6
2	3	4	5	6	6	6	6	6	6	6
3	2	3	4	5	6	6	6	6	6	6
4	2	2	3	4	5	6	6	6	6	6
5	2	2	2	3	4	5	6	6	6	6
6	2	2	2	2	3	4	5	6	6	6
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Defender's Strength

Attacker's Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	X	X	X	X	X	X
2	3	4	5	6	6	X	X	X	X	X
3	2	3	4	5	6	6	X	X	X	X
4	2	2	3	4	5	6	6	X	X	X
5	2	2	2	3	4	5	6	6	X	X
6	2	2	2	2	3	4	5	6	6	X
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Wound Table	
Roll	*Result*
2	Berserk
3	Arm Broken
4	Leg Broken
5	KO'd and Leg Hurt
6	KO'd
7	Stunned
8	KO'd
9	KO'd and Concussed
10	Arm and Leg Broken
11	Skull Fractured
12	Dead

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BLOOD BOWL TEAM ROSTER

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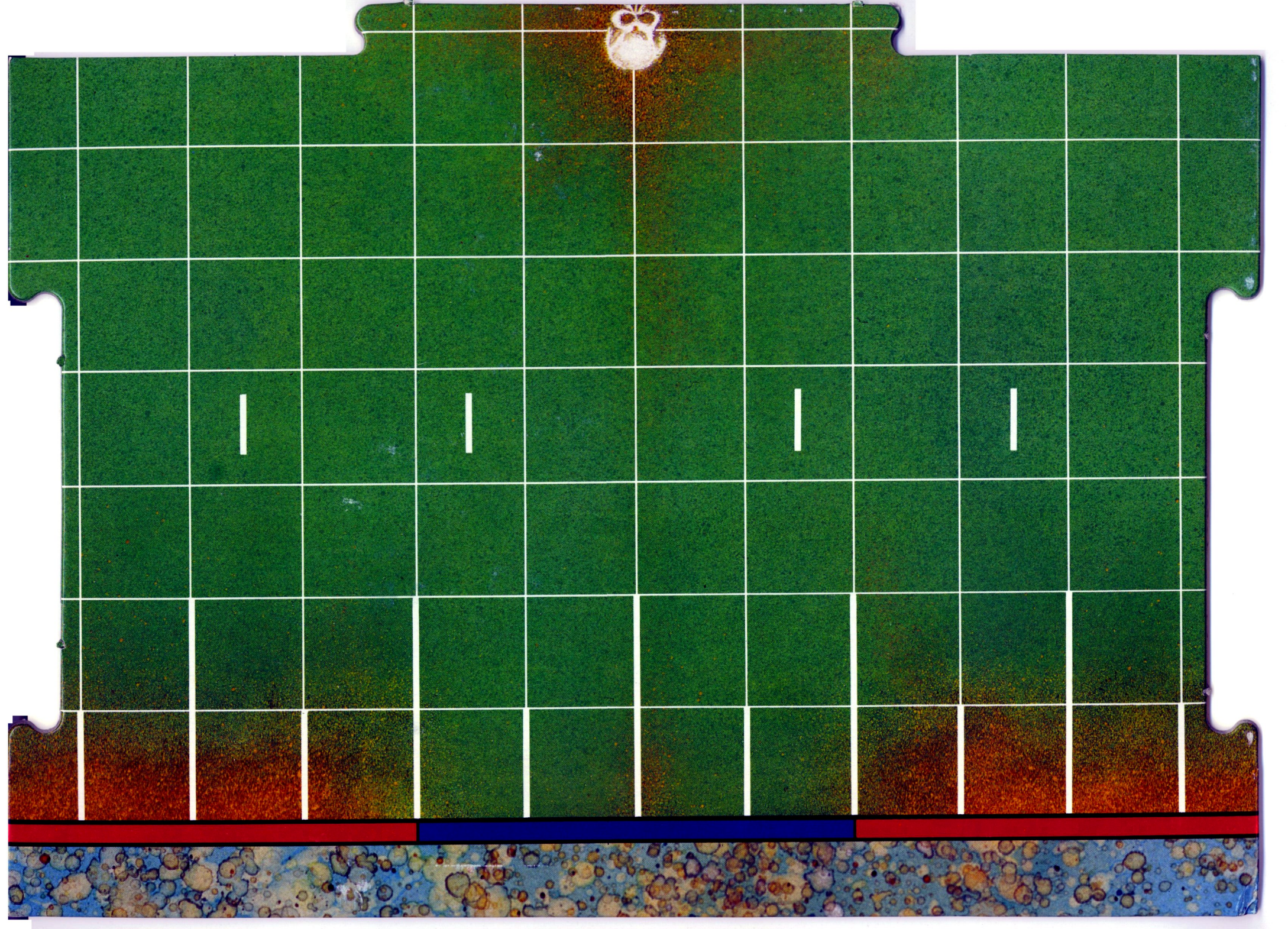
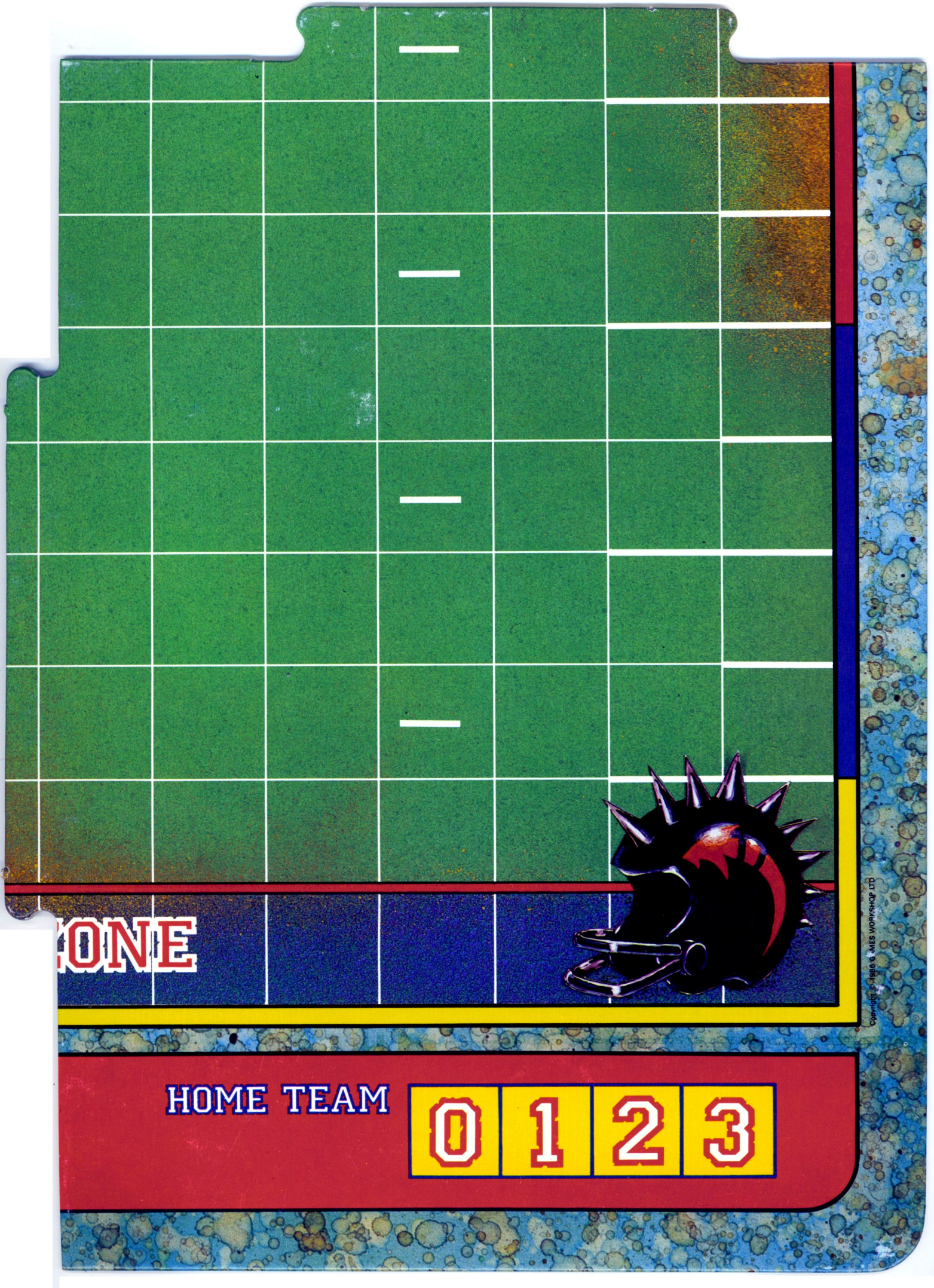
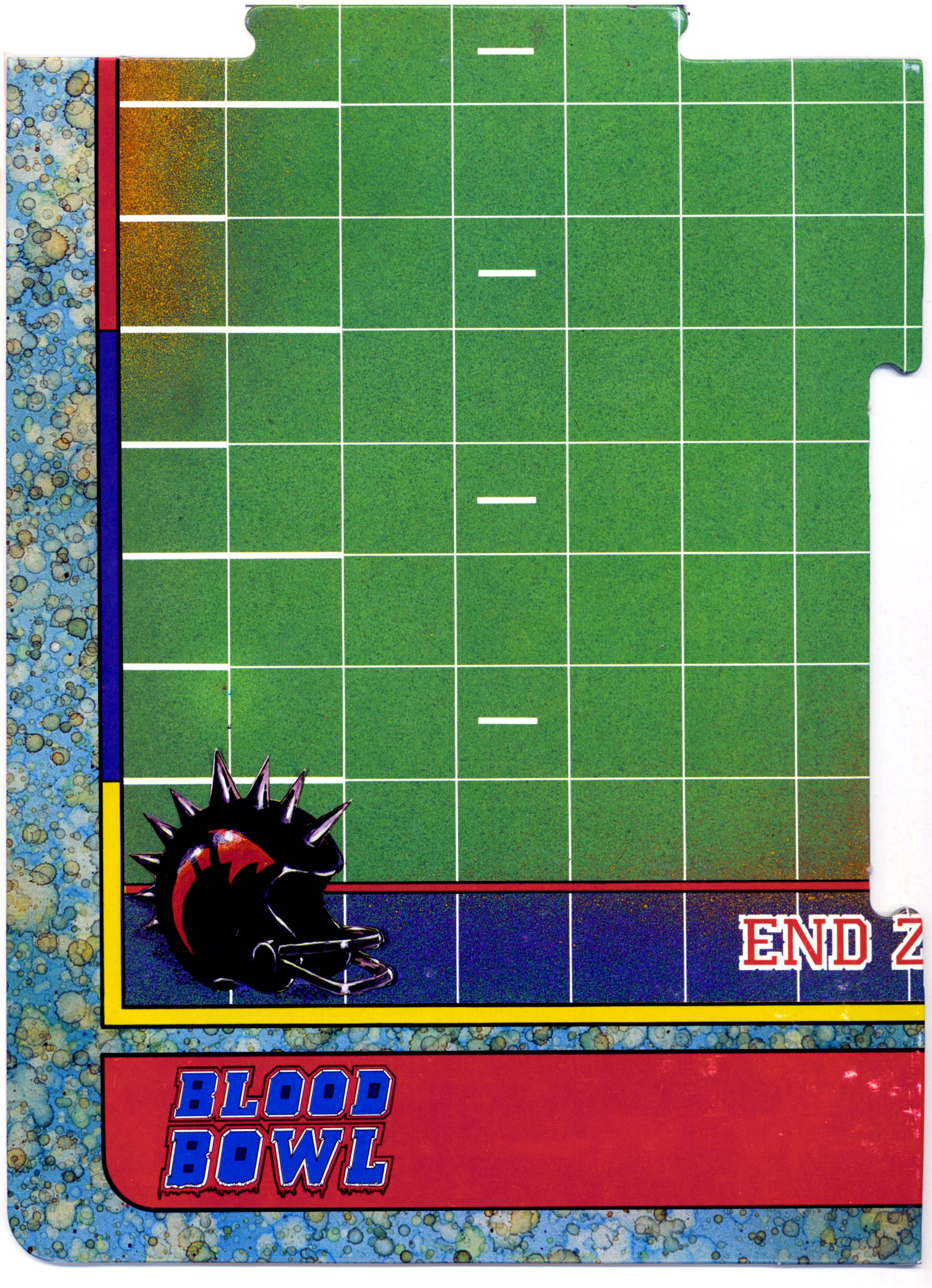
TEAM: _____ COACH: _____ FINAL SCORE: HOME ____ / ____ AWAY

NO.	DEF	KICK	MA	CS	TS	ST	TH	WD	AT	CL	EXP	INJURIES	NOTES
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													
16													

DEF-Defensive Player; **KICK**-Kicking Player; **MA**-Movement Allowance; **CS**-Combat Skill; **TS**-Throwing Skill; **ST**-Strength; **TH**-Toughness; **WD**-Wounds; **AT**-Attacks; **CL**-Cool; **EXP**-Experience Points




ONE
HOME TEAM
0 1 2 3
Copyright © 1988 G.W.E.S. WORKSHOP LTD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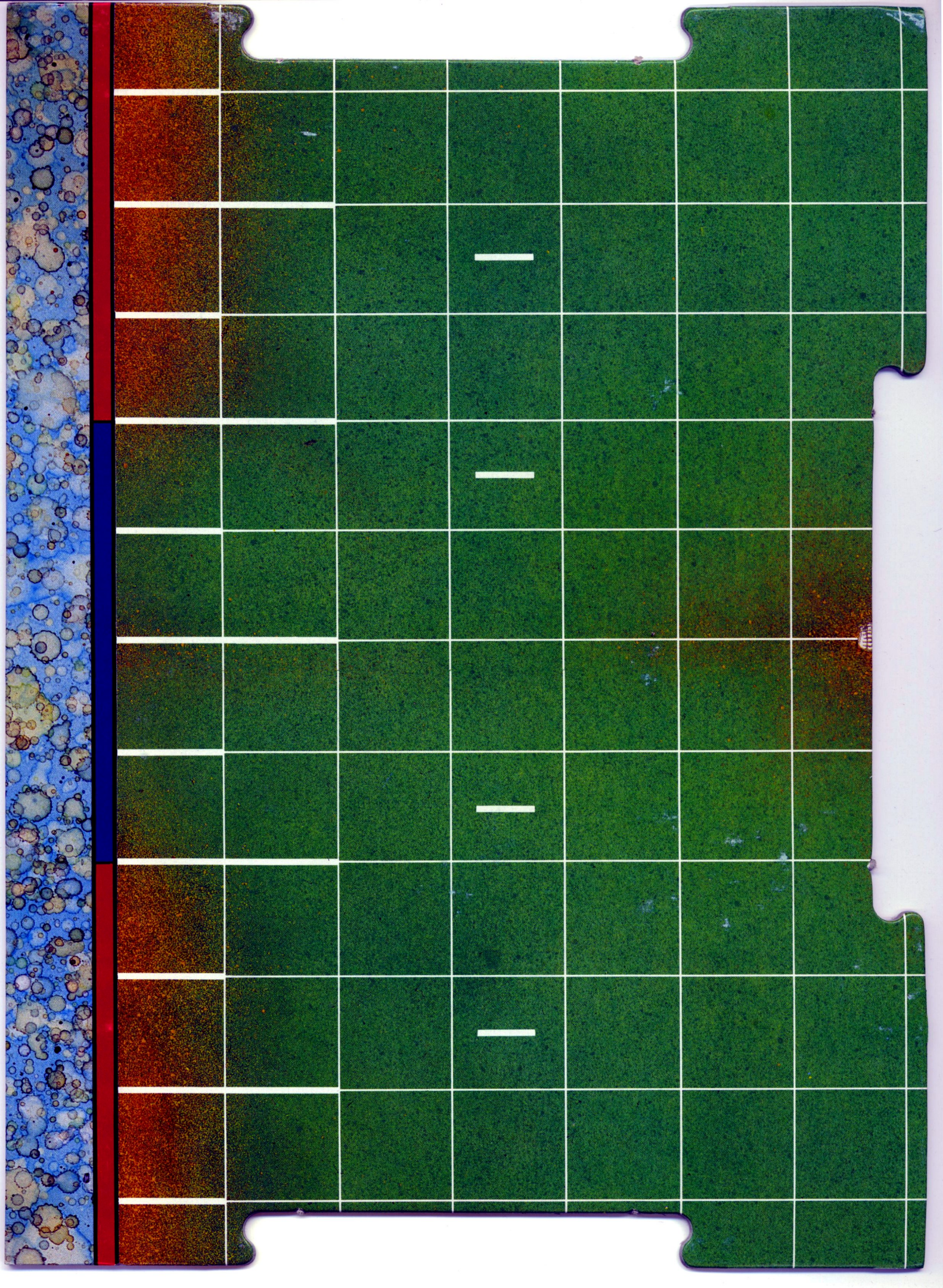
BOWL




ZONE
AWAY TEAM
0123
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END

BLOOD BOWL

5
4
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14
13
L.GOBLIN
L.GOBLIN
L.GOBLIN
L.GOBLIN
L.GOBLIN
TROLL
TROLL
TROLL
TROLL

14
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12
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6
OGRE
OGRE
L.GOBLIN
L.GOBLIN
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L.GOBLIN
L.GOBLIN
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L.GOBLIN

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OGRE

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10
HALFLING
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HALFLING

1
ZOMBIE
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9
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ZOMBIE
11
GHOUL
12
GHOUL
13
GHOUL
14
GHOUL
15
MUMMY

HOME TEAM
AWAY TEAM
HOME TEAM
AWAY TEAM

HUMAN
1
HUMAN
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HUMAN
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HUMAN
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HUMAN
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HUMAN
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HUMAN
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ORC
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DWARF
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