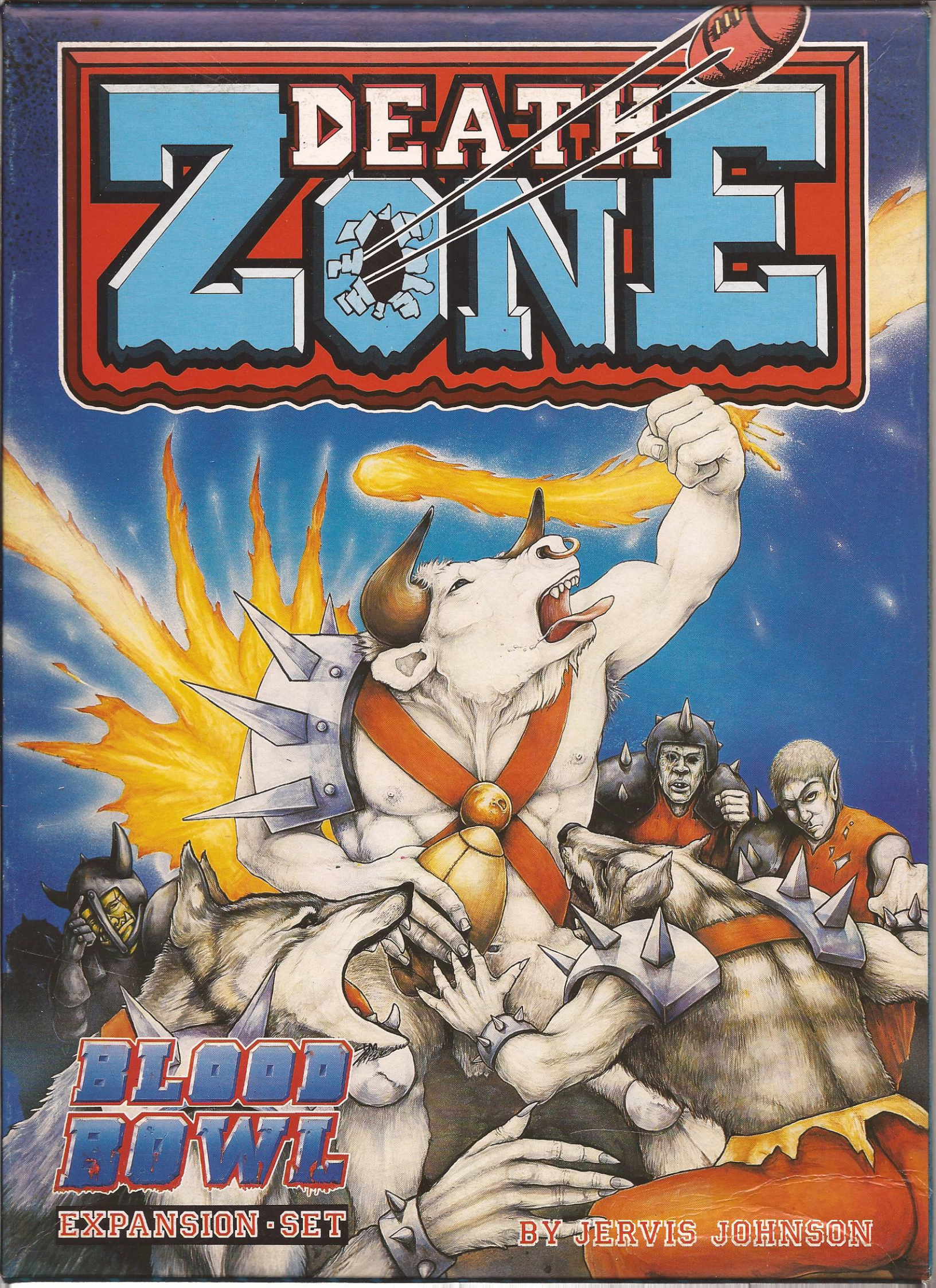
DEATH ZONE



BLOOD BOWL

EXPANSION · SET

BY JERVIS JOHNSON

DEATH·ZONE

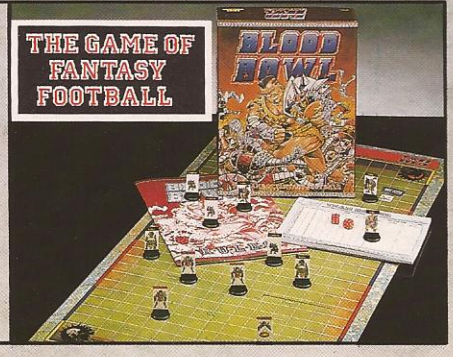


DEATH ZONE is the first expansion set for BLOOD BOWL, Games Workshop's highly entertaining game of Fantasy Football.

In this box are new rules for Interceptions, Stripping, the Football, Jumping Over Players and Pitch Invasions. You'll find out about some new Special Players, like the Chucker and the Catcher, and how to add Magic Spells to your ***Blood Bowl*** *game. But that's not all! Also contained in this bumper package are complete rules for running Campaigns, six new Teams, new playing pieces, and a pad of new, improved, larger, Team Rosters!* ***Blood Bowl*** *will never be the same again!!*

WHAT YOU GET

- **The Death Zone rulebook** - Twenty four pages of awesome new rules, exciting new teams and fascinating Did You Know's, with commentary and Slow Motion Replay's provided by your hosts, Jim & Bob!
- **178 full-colour, two sided card-board playing pieces** - Representing all the players for the new teams in the rulebook, plus two spare football counters, Thrud and a giant Referee!
- **A pad of 25 improved, Team Rosters.**
- **20 extra plastic stands** for the playing pieces, in four scintillating colours!



DEATH ZONE IS NOT A GAME IN ITS OWN RIGHT. YOU WILL NEED A COPY OF BLOOD BOWL IN ORDER TO PLAY THE GAME.

BLOOD BOWL™
EXPANSION·SET

MADE IN ENGLAND
00202₃

A GAMES WORKSHOP PRODUCT

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Hilltop, Eastwood,
Nottingham

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MD 21045, U.S.A.

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DATA

DESIGN: Jervis Johnson
PLAYERS: Two
AGE: 14 to Adult
BOX ART: Colin Dixon

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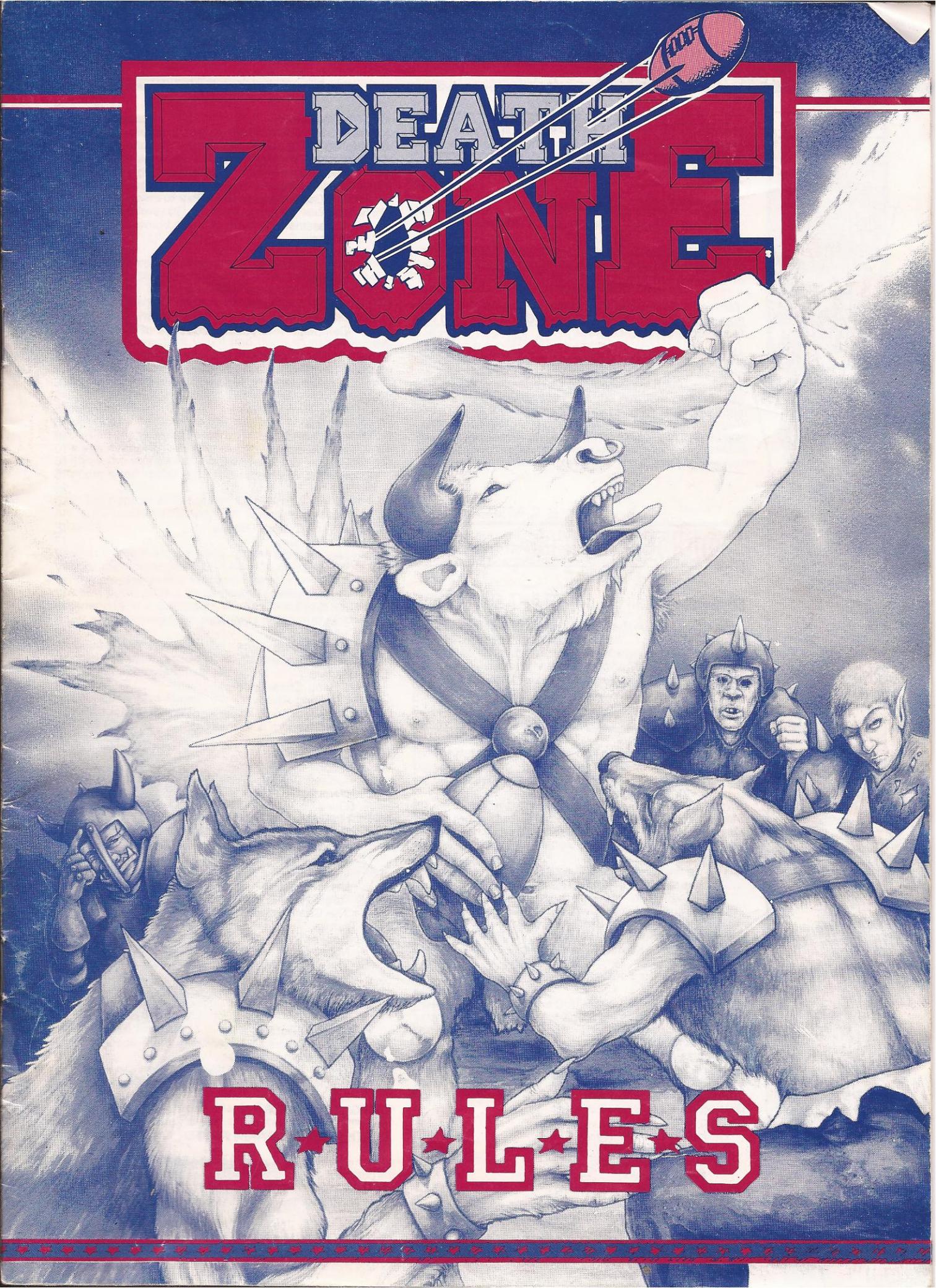
DEATH ZONE



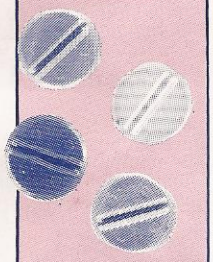
R·U·L·E·S

• COMPONENTS •

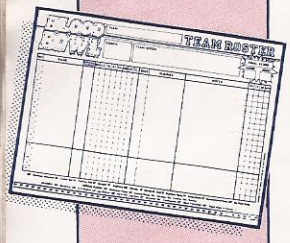
180 card playing pieces



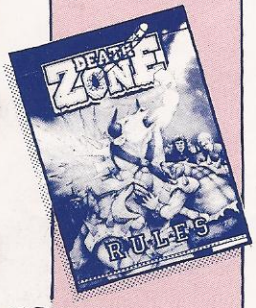
20 plastic bases, in 4 different colours



A pad of Team Rosters



This rulebook



INTRODUCTION

'They love it, Jim'.

'What's that, Bob?'

'Why, **Blood Bowl** of course! Seems those folks over there on Earth want to know more about this crazy little game of ours, my old buddy.'

'Fantastic, Bob! Does that mean we can let them know about exciting facets like Magic in Blood Bowl and how to set up and run a League?'

'Sure does, Jim. And what's more, my old mate, we can also tell them about other things too, like Chuckers and Catchers, Pitch Invasions and Cheerleaders. We've even got room to mention some of the new teams that have appeared over the last year!'

'Wow, Bob, y'know I can hardly wait. When do we start?'

'Why, right now, Jim, right now ...'

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Playing Pieces
The playing pieces we've provided in **Death Zone** are for the new teams presented later in the rules, and for the teams who did not get counters in **Blood Bowl** itself such as the (goody-goody) Elves and the Hobgoblins. We've also provided enough extra Halfling counters to allow coaches to field a full team of the stunties, rather than just include them in their Heros of Law team - though goodness knows why anyone would want to do such a thing!

Plastic Bases
The Home team should be given the Red and Green bases at the start of the match, and the Away team the Blue and Orange bases. These different bases can then be used to help spot Special and Star Players. For example, all the Defensive Players in the Home Team could be mounted on Red bases. They don't have to be used at all if you don't want to, but we think you'll find them a useful memory aid. There's nothing more irritating than forgetting a player had a saving throw of 4-6, three turns after they have been removed from the pitch with a broken leg...

Team Roster
Death Zone adds more information that needs to be recorded on the Team Roster. In playtesting we found that the old, economy-sized Team Roster couldn't quite cope with all the extra stuff, so we've provided an improved, bumper-sized roster with this pack. It's used like this:

No: The number of the player's counter. The numbers go up to 20 to allow for campaign teams with more than 15 players.

Name: If you want to make up names for your players, record them here. You don't *have* to make up names for all the players, in fact you don't have to make up names for any, but it adds a lot of flavour to the game if you do - especially in a Campaign where stars begin to take on their own personalities over the course of a season.

Special Player: If the player is any type of Special Player, record the information here. We suggest you use the following abbreviations:

DF - Defensive Player
KP - Kicking Player
CH - Chucker
CA - Catcher
RN - Runner

You'll find the rules for Chuckers, Catchers and Runners below.

MA, CS, TS, TS, ST, TH, WD, AT & CL: Record each player's characteristics in the appropriate box.

Save: Record the player's Armour Saving Throw in this box. For example, for a Defensive player you should write '4-6'.

Injuries: Record any injuries a player suffers in this box, using the following abbreviations:

BK - Beserk
AB - Arm Broken
LB - Leg Broken
KO - KO'd
LH - Leg Hurt
ST - Stunned
CN - Concussed
SF - Skull Fractured
RIP - Dead (Rest in Pieces...)

When, or possibly if, a player recovers from an injury, such as a KO or Stun, cross it off or rub it out on the Team Roster.

Notes: Record any Skills, Magic Spells and Magic Items in the space, as well as any other information about the player that doesn't have anywhere else to go!

EP, TP, DP & SPP: These boxes are only used for Campaign teams. They are for recording the player's Experience Points, Training Points, Disenchantment Points and Star Player Points respectively. We'll be explaining all these terms in a moment.

Rulebook
If you have any questions about the rules, we'll be happy to try to answer them.Phrase the questions so that they can be answered with a simple Yes or No, make sure you include a stamped, self-addressed envelope, and send them to:

Death Zone Questions, Games Workshop Design Studio, 14-16 Low Pavement, Nottingham, NG1 7DL.

We also like to receive any comments you may have about the game and ideas you may have - we can't guarantee that we will be able to reply to your letter, but all letters are read and very much appreciated. Thankyou.



Did you know...
...That the Halfing team, the Stunted Stoutfellows, were once blessed with good fortune when the Chaos All-Stars failed to arrive until half-time, by which time the plucky little guys were only 2-1 down.

NEW GAME RULES

All of the following new rules are *optional*. That means both players must agree that they are going to use them - before the game starts. However, they are all highly recommended and you'll find that using them provides an even more exciting and interesting game without slowing down the mayhem and destruction much at all! Give 'em a try!

THE RULE OF 2 & 12

Whenever you are rolling against a characteristic on two dice (to catch a thrown football, for example), a roll of 12 before modification *always* fails and a roll of 2 *always* succeeds.

REROLLING THE DICE

Several of the new rules presented below allow a coach to 'reroll any one dice roll'. This may be used to reroll a dice roll made by *either* coach. The result of the new dice roll must be accepted, unless either coach has another reroll option, in which case it could be used to force a second reroll and so on.

CREATING TEAMS

Star Players
Ignore the rule that states a player may never receive a bonus more than once, and that if the same result is rolled twice it must be retaken. Instead use the following rule:

- A player may never have a characteristic increased by more than 2 points. If a roll would increase a characteristic by more than 2 points, the extra points are lost.

Slow motion replay: *Coach Kaarg has a 4 SPP team. He spends the first point on G'Haarg Swordbiter, an Orc player, and rolls a 6 on two dice. He adds +1 to G'Haarg's ST, raising it to 4. Coach Kaarg decides to spend a second SPP on G'Haarg, and this time he rolls a 10. This should add +2 to G'Haarg's ST, but, as no characteristic can be raised by more than two points, Kaarg can only raise G'Haarg's ST to its maximum of 5 - the 'spare' point is lost.*

Skills
Instead of rolling on the Star Player Chart, the coach may spend 1 SPP on a player and then *choose* one skill from the following list.

Skill	Effect
Block	Opponents tackling a player with this skill must subtract 1 from their tackle die roll.
Catch	The player may increase their CL by 1 when rolling to see if they catch the football.
Dodge	The player may dodge (see the new *Dodging* rules presented later).



Did you know...
...That Skurfrik Stone-Sucker, the Hobgoblin running back, often turns up for a match several days in advance of kick off. Well, it takes him that long to figure out how to tie his boot laces up.

Dodge & Weave	When the player dodges, their opponent must subtract 2 from their die roll instead of 1. This skill may only be chosen if the player already has the Dodge skill.
Intercept*	The player can increase their CL by 1 when trying to intercept the ball (see the new *Interception* rules below).
Leap*	The player may increase their CL by 1 when rolling to jump over prone players (see the new *Jumping Over Players* rules below).
Loyal	The player never collects Disenchantment Points, and may never be bribed (see the *Campaigns* section later for details of DPs & bribes).
Safe Throw*	Only Chuckers may take this skill (see *Special Players* below). A player trying to intercept a ball thrown by the player with this skill has their CL reduced by 1.
Self Control	The player may ignore the effects of Fear or Hatred.
Sprint	The player may double their MA in a Movement Phase or Reserves Phase, but only twice per game.
Strip Ball	The player may increase their ST by 1 when stripping the football (using the new *Stripping the Football* rules below).
Sure Hands*	The player may increase their CL by 1 when rolling to see if they drop the football.
Tackle	The player may add +1 to any tackle dice roll they make.
Thick Skull	When stunned the player may return to play in the turn following the one in which they were injured. In other words, they don't have to wait until a Touchdown is scored. The player *always* recovers from being KO'd after a Touchdown has been scored; don't roll the die to see if they do so.

* These skills may be taken up to three times, and the CL modifiers are cumulative.

Slow motion replay: *Jerimia Kool has taken the Intercept skill three times (recorded on the team roster as Intercept III). This means the Dark Elf superstar can add 3 to his CL when trying to Intercept the ball. He's a pretty 'kool' customer now, eh Bob?*

Skills that allow players to increase a characteristic can raise the characteristic to more than 2 points above its starting value.

Slow motion replay: *Coach Kaarg decides to spend his third SPP on G'haarg (that is going to be one mean mother of a player, Jim!). Instead of rolling on the Star Player Chart he decides to give G'Haarg the skill of Strip Ball. This means that if G'Haarg decides to try and strip the football his ST is 6; at all other times he is considered to have an ST of 5.*

Special Players
When the coaches choose their team, they may decide to include three new types of player - *Chuckers, Catchers* and *Runners* - as well as Defensive or Kicking players. A player can be of only one type, so you can't have a player who is a Chucker and a Kicker, for example. All such players are called *Special Players* and they are usually indicated in play by using the new coloured player bases.

Any bonus to the characteristics of a Special Player may *not* raise that characteristic to more than 2 points over its starting value.

A team can only have a total of 8 Special Players. This is a change to the original rules where a coach could choose to have any number of Defensive or Kicking players. Incidentally, this rule *does* apply to Dwarf teams.

Some Special Players receive the Dodge skill. If they already have the Dodge skill there is no extra bonus; don't upgrade the skill to Dodge & Weave. You can only acquire the Dodge & Weave skill by spending 2 SPPs!

Chuckers
Chuckers are experts at throwing the football. As a result, they add 1 to their TS and may add 2 to the range they can throw the ball. As they tend to attract the attention of the meanest players on the other team, they have also learnt how to keep out of trouble and have the Dodge skill (see the new *Dodging* rules below). However, Chuckers have to wear special lightweight armour to allow themselves the freedom of movement they need, and so they only make the Armour Saving Roll on a 6.

If you use Chuckers in a game you will also need to use the new Throwing Table. See *Throwing & Kicking* later.

Catchers
Catchers are able to dodge through opposing defensive lines, and then catch a ball that has been thrown to them (usually by their team's Chucker). Catchers have both the Dodge and Catch skills. However, Catchers are not very strong, and so must subtract 1 from their tackle die roll when tackling other players.

Runners
Runners are not as agile as Catchers but are stronger, able to force their way through opposing lines if they have to. Runners have both the Block and Sure Hands skills.

Defensive Players
Defensive players receive the Tackle skill, and have an Armour Saving Throw of 4-6. Defensive Players (including Dwarf Defensive Players) are never allowed to dodge because of the heavy armour they wear. Defensive players must still subtract 1 from their MA.

Kickers
In addition to their other abilities, as defined in the original **Blood Bowl** rules, Kickers receive the Dodge skill. They must still subtract 1 from their TH.

STARTING THE GAME

by Tim Pollard

The following variant on Starting the Game is presented to you by Dick & Rick, commentators for Tim's ZFL/WFL Blood Bowl league. They tell us it's much more fun than the original version of the rules, and who are we to disagree?

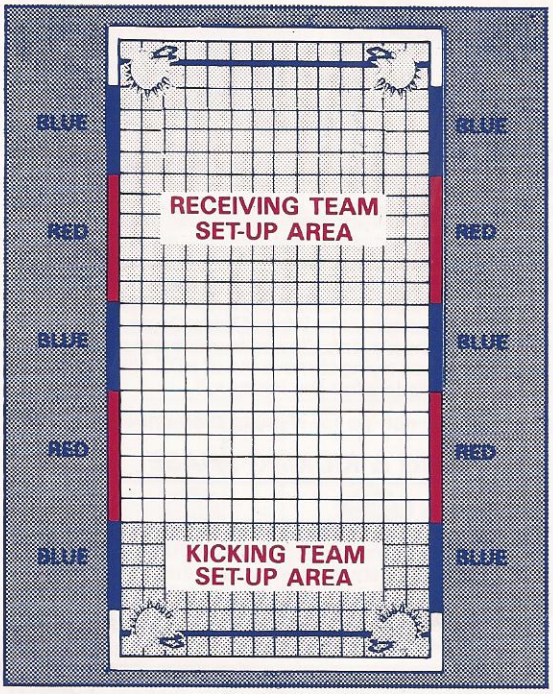
Rick: A big 'HI' to all you sports fans out there, and a big welcome to another season of mindless sickening violence in the ZFL/WFL Blood Bowl League!

Dick: Yup, Rick, it certainly promises to be a great season, as over the next seven weeks we see which two teams can battle their way through to the ZFL/WFL Superbowl!

Rick: Well, Dick, I think we should make clear to any new viewers the variation to the standard rules played by the ZFL/WFL, which comes into play at the very start of our game.

In previous years we've found the teams tended to run up the field and forget the ol' pig bladder in their rush to mangle the opposition, and while this ain't necessarily a bad thing, we wanted to see a little more mobility. So now the winner of the toss can opt to kick or receive. The receiving team sets up first, anywhere up to the edge of the Red Area in their half. The kicking team then sets up anywhere up to the edge of the Blue Area of their half. The ball is placed in a square with one of the kicking teams players, who then kicks the ball to the receiving team. The ball must land in or beyond the Red Area in the receiving teams half, or the kick must be taken again.

Once they've kicked off, the kicking team takes a Reserve Movement Phase and then play continues as normal from there. When a touchdown is scored, the scoring team kicks to the opposing team, regardless of which team kicked previously. The diagram here shows the Red and Blue Areas:



Dick: Great, Rick, but I've got a question for you. What happens if a team doesn't have a Kicking Player?

Rick: I'm glad you asked me that, Dick, as I almost forgot to mention it in my excitement. When kicking off, *any* player in the kicking team may kick the ball. However, if the player is not a Kicking player they must subtract 1 from their die roll, and the maximum range they can kick the ball is equal to 12 squares plus their ST characteristic.

Dick: Thanks, buddy. I'm sure all those Blood Bowl fans out there are going to love using those new rules. But now it's time to hand this rulebook back to our colleagues at the NFL/Bloodweiser league, Jim & Bob.

MOVEMENT

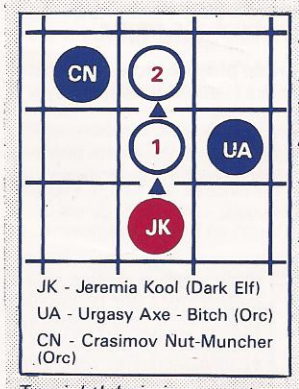
Moving Out Of Death Zones

If you use this rule, a player need not stop moving when they enter a Death Zone, and may even move from a square in a Death Zone directly to another square in a Death Zone. This applies to the Movement Phase *only* - not the Reserves Phase.

The new rule works like this: a player gets a free attack or tackle when an opposing player wants to move out of a square in their DZ - even if that player started the Movement Phase in the DZ and is moving to a square not in a DZ. The free attack or tackle may only be made against the player who is trying to move; it may not be used against any other player. If the moving player is left standing after the attack(s) or tackle(s) have been resolved, they may move out of the square (and may try to move out of a DZ again if they wish to). Note that the free attack or tackle is taken *before* the player moves out of the square.

Each player may take a maximum of two free attacks or tackles per Movement Phase. However, a player may not use *both* free attacks or tackles against the *same* player. Once a player has taken their two free attacks or tackles they may not attempt any more until the Tackle Phase - even if another opposing player tries to move out of a square in their DZ.

A player may move into the End Zone by this method, but they only score a Touchdown if they are still holding the football at the end of the Movement Phase.



Slow motion replay: *There goes Jerimia Kool of the Darkside Cowboys, and it looks to me, Jim, like he's going to try to move through the DZs of two Orc players!! First he tries to move to square 1. Urgash Axebiter can attempt to attack or tackle him before he moves to square 1, as Jerimia is trying to move out of a square that is in his DZ; the Orc decides to tackle - but misses! What a klutz!*

Too right! Jerimia moves to square 1 and decides to keep on going to square 2 - that Dark Elf just don't know when to stop, Bob. Urgash can't try another tackle, because you can't go for the same player twice in a turn, but Crasimov Nut-Muncher can. KEERRRUNCH!!! Wahay! They sure got him that time. Now he's lying prone in square 1, sandwiched between two orcs with the upcoming tackle phase to look forward to...

Designer's Note: This rule changes the tactics you will use in **Blood Bowl** a great deal. As each defending player only gets two free attacks or tackles it is now possible for the moving team to overwealm a thinly held defensive line by trying to move players through the defenders DZs. When on the defensive, coaches should make sure they keep one or two players close to their End Zone to stop attacking players who have broken through their line.

Dodging

If using this rule the Dodging rules in the original game no longer apply. At the start of the Tackle Phase, any player with the Dodge skill may declare that they are dodging. If they do, any opposing player who attacks or tackles them must subtract 1 from their attack or tackle die roll (if a player has the Dodge & Weave skill they must subtract 2). However, a roll of 6 before modification is *always* successful. Unlike the original rule, players who dodge do *not* get to move a square.

Any player who decides to dodge may not attack or tackle - they may only dodge.

A player who is moving out of a Death Zone is also allowed to dodge (as long as they have the Dodge skill, of course). If they do, the attacking player must subtract 1 or 2 from their free attack or tackle die roll, as above.

Moving Over Prone Players

In the original **Blood Bowl** rules, a player is never allowed to enter a square occupied by another player. With this rule you can move a player into a square holding a prone player as long the square occupied by the prone player is not in an opposing player's Death Zone.

Before you move the player into the square occupied by the prone player, roll two dice and subtract 2 from the total. If the roll is greater than the moving player's CL the player

has tripped up, and so becomes prone themselves! If the square is occupied by a player from the opposing team you must subtract this opponent's ST from the player's CL before rolling the dice to see if the player trips up. Note that you roll the dice *before* moving into the prone player's square.

If a player wants to move over a prone player and has to move out of a square in a DZ to do so, the free attack or tackle roll(s) are made before the player rolls to see if they trip up.

If the moving player doesn't trip up, they may *trample* the prone player as they move through the square. To trample a player, compare the moving player's ST to the prone player's TH on the Tackle Table and roll 1 die. If the number rolled is less than or equal to the number shown on the table, the prone player takes 1 wound (but may make an Armour Saving Throw). Players do not have to trample the prone player as they move through the square.

Players may try to trample prone players more than once, but each trample attack after the first reduces the player's MA by 1 for that Movement phase.

A player may never end their move in a square with another player. Obviously, therefore, they must be able to move into and then out of the square.



GG - Grimwald Grimbreath (Dwarf)

Slow motion replay: *Here comes thick-set Grimwold Grimbreath, and it looks to me like he's decided to stomp that Orc into the ground! Grimbreath rolls 2 dice to see if he trips up, and gets a 7. He's got a CL of 10, minus the Orc's ST of 3, and so he just makes the roll and moves into square 1. Grimbreath has a ST of 3 compared to the Orc's TH of 4, so he needs to roll a 5 or 6 to cause a wound. The plucky Dwarf rolls a 4 - and the Orc desperately rolls out of the way of Grimbreath's steel-shod boots. But wait, sports fans! Grimbreath isn't going to move on - he really wants to stomp that Orc! He reduces his MA to 2 to get another Trample attack, and this time he rolls a 1 - he missed* **again**!! *Grimwold cannot reduce his MA to 1, as a player cannot end the Movement Phase in a square with another player and he has already moved one square, so he finishes his turn by offering a curse to his Dwarvish gods and moving to square 2. I sure wouldn't like to be that Orc in the tackle phase, eh, Bob?*

Jumping Over Prone Players
A player may try to jump over prone players in an adjacent square. A jump counts as having moved 3 squares in normal movement - so a player with a MA of 4 could move 1 square and then jump or jump and then move 1 square. A player may *not* jump if they are in a Death Zone.

Move the jumping player to any other square adjacent to the player being jumped over (even if it is in a Death Zone), then roll two dice and check below:

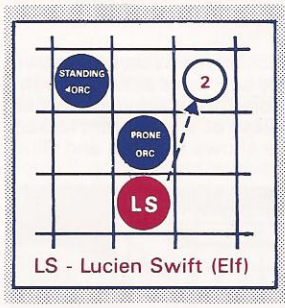
- If the roll is less than the player's CL rating, they land perfectly and may carry on moving if their MA allows them to.

- If they roll equal to or up to 2 points above their CL they have fallen. Place the counter sideways in the stand as if they had been tackled, but do not roll for injury.

- If the roll is 3 or more points above the player's CL they have landed badly and must take 1 wound (no armour saving throw), as well as being placed prone.

The CL of a player who is jumping is modified by the Jumping Table below:

Jumping Table	
Race/Type	*Modifier*
Dwarf or Hobbit	-2
Dwarf or Hobbit Defensive Player	-4
Any other race's Defensive Player	-2
Any race's Running Player	+1
Ogres	+4



LS - Lucien Swift (Elf)

Slow Motion Replay: *Lucien Swift's got the ball with a clear run at the End-Zone - if he can get past Skurf Limb-Render! The crowd goes silent as the Silver Bullet prepares to leap over the prone Orc. And there he goes, trying to get to square 2. He rolls two dice and compares the total of 5 to his CL of 9. He's made it!! A perfect landing - surely nothing can stop him now?*

Going For It!
In the Movement or Reserve Movement phases, a player may try to move one *extra* square over and above the number they are normally allowed to move - this is called 'going for it'.

Roll a die for the player before they are moved the extra square. On a 5 or a 6 the player has caused themselves an injury and is treated as if they had just received a 'KO'd and Leg Hurt' result on the Wound Table. On any result other than a 5 or 6 the player is allowed to move one extra square. If the player was trying to move out of a DZ, the free attack or tackle is made *after* the injury roll.

A player may not 'go for it' more than once per phase.

THROWING & KICKING PHASE

Throwing the Football
Use the new Throwing Chart below, rolling two dice instead of one. A total of 2 means the player has fumbled the throw, and a total of 3 will always miss (unless the player is wearing a Helmet of Accuracy). An unmodifed roll of 12 will always hit. Apart from these modifications, the rules in **Blood Bowl** are unchanged.

Throwing Chart										
	Throwing Skill									
Range	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
1-4	8	7	6	5	4	4	4	4	4	4
5-9	10	9	8	7	6	5	4	4	4	4
10+	12	11	10	9	8	7	6	5	4	4

If the player fumbles the throw they drop the ball in their own square. Roll for bounce as normal, centred on the square occupied by the thrower.

Designer's Note: You will find that this table makes throwing more difficult than before. On the other hand, you can now have Chuckers in your team who get +1 TS, so use them for your throws, OK?

Interceptions
A thrown football may be intercepted if it misses the target square; ie, if the player throwing the ball rolls less than the number needed on the Throwing Table. A ball that is thrown 10 or more squares, and a ball kicked any distance, may not be intercepted, as the ball travels in a high arc rather than a straight line. Check for Scatter as normal for the missed throw, but before finding out where the ball bounces see if it was intercepted.

When the football is thrown, it has a *line of flight* (LOF) from the centre of the thrower's square to the centre of the square it scatters to. Place a ruler between these two

points to discover the LOF. Any player on the opposing team that is in a square the LOF passes through may try to intercept the ball.

If the ball passes through the intersection of 2 squares it may be intercepted from either square. If both squares are occupied only one of the players may try to intercept the ball, not both. Their coach may decide which player will intercept.

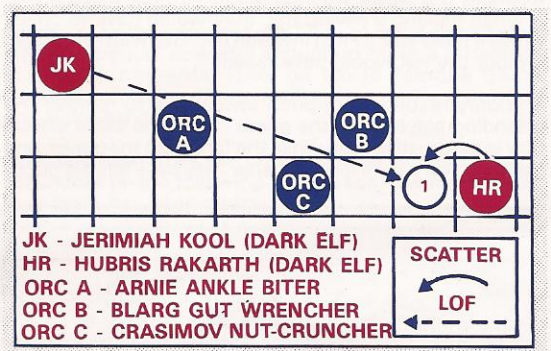
Starting with the player nearest the thrower, their coach may roll two dice against that player's CL. If they roll less than their CL they have intercepted the ball; if they roll equal to their CL they have batted the ball down; and if they roll higher than their CL they have failed and fallen in the attempt and are now prone. Dwarves, Lesser Goblins and Halflings, being stunted little runts, have their CL reduced by 3 when trying to intercept, while Ogres increase their CL by 2.

A player who intercepts the ball is assumed to have caught it. Place the ball in their square, 'held' side up.

A player who bats the ball down got a hand to it, but couldn't hold on! The ball scatters once from *that* player's square and will then bounce.

Players who fall are immediately placed prone as if they had been tackled, but do not roll for injury.

If a player fails to catch or bat down the ball, the next player along the LOF may attempt to intercept it. This carries on until either the ball has been intercepted, or all the players on the LOF have had one chance to catch the ball, finishing with the furthest from the square where the ball was originally thrown. If no player catches or bats down the ball it will bounce from the square it scattered to.



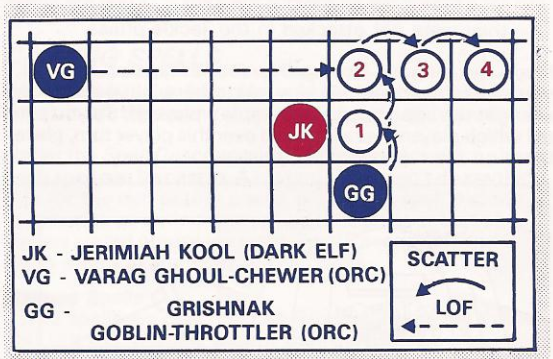
Slow motion replay: *And here's Jerimia Kool, folks, recovered from his encounter with the two Orcs and trying to pass the ball to Hubris Rakarth. Oooooops! It's just not Jerimia's day today. He misses and the ball scatters to square 1. The first player who may try to intercept the ball is Argnie Ankle-Biter, with a CL of 7. He tries for the interception and rolls a 9. He leaps, the ball passes through his grasping talons, and he crashes to the ground! The ball can now be intercepted by either Blarg Gut-Wrencher or Crasimov Nut-Muncher, as its LOF passes through the intersection of their two squares. Crasimov has a CL of 8 to Blarg's 7, so the former goes for the ball. The dice are rolled and come up with a total of 6! Crasimov picks off the ball - it's an interception!! Yo! Just listen to that Orc crowd, Jim, are they going wild!*

Yes, Bob, but there's nothing new in that, is there? That's what this game is all about! Now here's a message from our sponsor...

Increased Scatter & Bounce
At ranges of 5-9 squares roll *twice* for scatter from a missed throw. At a range of 10+ squares roll *three* times for scatter from a missed throw. Missed kicks always scatter *twice*, no matter what the range.

After a ball has bounced one square, roll one die to see if it will bounce again. If you score a 5 or 6, the ball bounces a second time. Roll for bounce again from the new square, and check to see if the ball bounces a third time. The ball will keep on bouncing until you roll something other than a 5 or 6.

Falling Over
When a player attempts to catch the football and fails by 2 or more points, they have fallen over making the attempt.



Slow motion replay: *As we rejoin the match after the break, Varag Ghoul-Chewer has just missed a medium range pass to Grishnak Goblin-Throttler. The ball first scatters into square 1, and the second set of scatter die rolls take it to square 2, Bob. Poor old Jerimia, if that ball had only scattered to square 1 he could have tried for an interception!*

That's right, Jim, but look at that ball bounce! The first bounce takes it to square 3. The coach rolls to see if it will bounce again, and gets a 6 - so it ain't run out of steam yet. The second set of bounce rolls takes the ball to square 4, but this time the coach only rolls a 1 so the ball won't bounce a third time. Now that's what I call a wild pass!

Place the counter sideways in the stand as if the player had been successfully tackled, but do not roll for an injury.

Kicking the Football
If a player kicks the football and rolls a 1, and they are in an opposing player's DZ, the kick has been blocked. The ball will bounce from the square occupied by the player who was kicking it.

ATTACKS

Stripping The Football
When attacking (*not* tackling) a player may attempt to *strip the football*, as long as they declare they are doing so before the dice are rolled for the attack attempt(s). If the attack succeeds don't check to see if the target is wounded. Instead the player who has been hit must roll two dice and score less than or equal to their CL minus the ST of the player who hit them.

If they fail by up to 3 points the football is dropped and will bounce, as in the normal rules. If they fail by more than 3 points the ball has been grabbed by the player who made the attack and should be placed, held side up, in their square immediately.

RESERVE MOVEMENT PHASE

Heroic Tackles, invented by Mark Walsh
One player in a team may elect to enter the Death Zone of an opposing player in the Reserve Movement Phase to make a *Heroic Tackle*. As soon as the player enters the opposing player's Death Zone they should immediately make a tackle roll, but with -1 modifier on the die roll. The opposing player may dodge if they are able. If the tackle succeeds, the opposing player is knocked prone and must roll to see if they are wounded or drop the ball, as if tackled in the Tackle Phase.

Whatever happens to their opponent, the player who made the Heroic Tackle is placed prone and must roll for injury; they suffer one wound on a roll of 5 or 6 unless they make their Armour Saving roll.



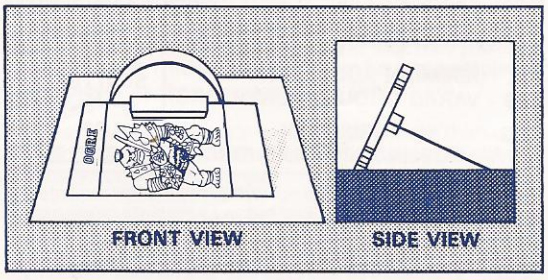
Did you know...
...That there has never, ever been an interesting fact about a Troglodyte player. Mind you, that's quite an interesting fact, trivia fans, so perhaps we were wrong.

Standing Players Up
Instead of standing prone players up in the Reserve Movement Phase, all prone players (of both sides) may stand up at the end of the Reserve Movement Phase as long as:

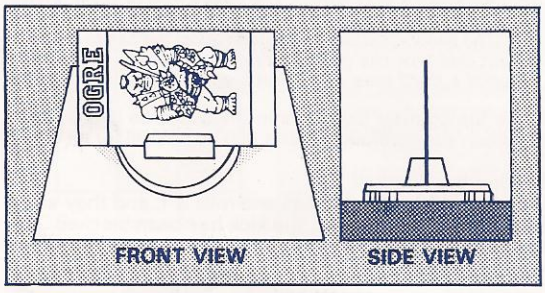
- they were not knocked over that player turn.

- they were not attacked in the Tackle phase.

If you are using the *Moving Over Prone Players* rule above, you really should use this new rule (otherwise you'll hardly ever get the opportunity to trample a player!). So you can tell which players were knocked over this player turn, place them on the mapboard like this:



After you have stood up all the players knocked over last player turn, place the players knocked over *this* player turn like this:



If a prone player is attacked, they may not stand up in the Reserve Movement Phase of that player turn, no matter what the result of the attack. As soon as a prone player is attacked, place their counter as if they had just been knocked over.

PITCH INVASIONS

The use of Magic Items (and Special Spells - see *Magic in Blood Bowl* below) is deemed as being a bit unfair by most Blood Bowl crowds, because they can give such an advantage to the team that uses them. Sometimes the fans will get so upset that they invade the pitch to tell the player exactly what he can do with his Magic Item, and on occasion even show him.

At the end of any phase in which a player uses a Magic Item or Special Spell roll a die. On a roll of 1-5 nothing special happens (apart from the fans booing the player, which you may care to simulate, but on a 6 the opposing team's supporters invade the pitch and drag off the offending player. Simply remove the player from the field and roll 3 times on the Wound Result Table to see what injuries the fans inflict. The fans also destroy the Magic Item in their frenzy, and the coach should cross it off his or her team roster. Then roll two dice and multiply the total by the player's ST to see how many fans the player killed or crippled - (this doesn't have any effect on the game as such, but it is nice to know!) The player can be substituted using the normal rules.

For the purpose of this rule, a player is said to have used a Magic Item whenever that Magic item converts a failed roll in to a successful one, or is used to allow the player to do something they could not otherwise do. So, for example, if a player wearing Magic Armour rolled a 2 or 3 when making a saving roll, they would have to check to see if there was a Pitch Invasion because with *non*-magic armour the roll would have failed!

The only result of the pitch invasion is to remove the offending player from the game - it has no other effect. Play is assumed to stop while the fans grab the player, and then start up where it left off after they have left the pitch!



MAGIC IN BLOODBOWL

by David Knott

The following magic system was sent in by a terribly talented chap named David Knott. After we'd read through his rules we had to admit that they were superior to our original system (OK then, they were much better than our original magic system, goddamn it!) and so they are presented here, more or less unchanged. Take it away, David!

INTRODUCTION

Of course, no Blood Bowl player of any merit is going to have the inclination (or intelligence) to waste valuable killing time learning spells. And no refined wizard would be seen dead (the most likely eventuality) in a Blood Bowl game. However, a few sorcerous fans decided to complicate matters and bestow magical powers on their favourite teams. Any objecting ref found himself turned into a frog, snotling or similarly revolting creature. Once one team started using magic, though, everyone needed to acquire some so as not to be at a disadvantage. Soon every team in the league was using magic, and things started to get even more out of hand. But then again, that's the way they like it.

GETTING SPELLS

Each team is assumed to have at least one wizard in their fan club. Before each game, the wizard will convert his spells into handy little bundles of magical energy which can easily be inserted into a player's brain, to be released when a simple key word is spoken. None of the spells are too powerful, as the sorcerers still want to see a good game, but they are just powerful enough to make a difference at crucial moments. (Like us World Famous Game Designers, even the grandest wizards must obey the great god Gaim-bal-ance).

After spending SPPs and choosing Special Players, each coach rolls on the following table to see how many spells their team has been given:

Die Roll	*Number of Spells*
1-2	4
3-4	5
5-6	6

They then roll two dice on the Spell Table for each spell, and allocate them to players, noting them down on the team roster.

Spell Table	
Dice Roll	*Spell Name*
2	Kaboom
3	Bog Off
4	Stickiboots
5	Grabbit
6	Deflect
7	Skippetty
8	Boost
9	Boing
10	Duh
11	Zap
12	Special - roll once on the *Special Spell Table* below, or roll twice more on this table ignoring rolls of 12
Special Spell Table	
Die Roll	*Spell Name*
1	Air
2	Death
3	Earth
4	Fire
5	Lightning
6	Water

Any player can usually only carry one spell, as their abused brains can't cope with any more! However, if they do want to take on a greater number of spells they can risk it; try to roll under their CL on two dice. Success means they get the extra spell (and can try for more if they want to). Failure means that their poor brain was overloaded - *all* that player's spells are lost and they are treated as Concussed for the rest of the game.

CASTING SPELLS

Each spell a player has may only be cast once per game. Cross it off the team roster after the player has used it.

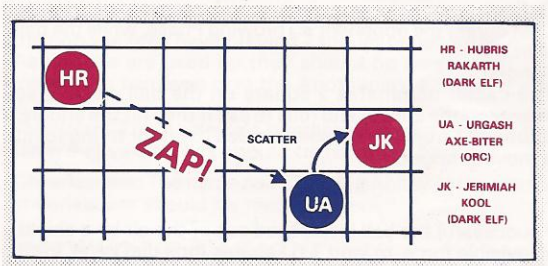
Under the *Spell Descriptions* you will be told which phase each spell can be cast in. A casting player can't do anything else for the rest of that phase, *unless* the spell's effect is to enhance an action that would take place in that phase. Unless stated otherwise in the Spell Description, the spell takes effect at the *start* of the phase.

Ranged Spells
Some spells are described as *Ranged*. These are thrown just like the football, except that they have a maximum range of 10 squares + TS, rather than 10 squares + ST. Simply count the range to the target, compare the range to the caster's TS on the (new) Throwing Table and roll a die, subtracting 1 for each opposing player who has a DZ on the caster's square.

If you roll less than or equal to the number on the Throwing Table the spell hits the target. If you roll greater than the number shown the spell will scatter once at short range, twice at medium range, and three times at long range, as with a football. Spells *never* bounce. A roll of 2 means that the caster has fumbled the spell; the spell will not scatter, it just goes off in the caster's square (ouch!).

The spell will affect anyone in the square it ends up in - even players on the caster's team, should they be unfortunate enough to get in the way!

Attack Spells
Some spells are described as Attack Spells and have an ST listed in the Spell Description. Any player in the square that the spell ends up in is assumed to have been hit by the spell. Compare the ST of the spell to the TH of the target on the Wound Table to see if they suffer a wound, and then roll for Armour Saving Throws if a wound is taken.



Slow motion replay: *We're coming up to the Throwing Phase of the Darkside Cowboys' turn, and it looks like Hubris Rakarth is going to cast a spell, Jim.*

That's right, Bob. Hubris has a 'Zap' spell which can be cast in this phase. He takes aim and fires the spell at that ugly mug, Urgash Axe-Biter, and his coach crosses the spell off the team roster. The range is only 4 squares and Hubris has a TS of 4, so a total of 5 or more will hit the target. He rolls the dice - and it comes up with a 4! That means the spell will scatter 1 square, and, wouldn't you know it, it scatters right into Jerimia Kool's square. Jerimia must be wondering why he ever bothered to get out of bed today, Bob! The spell attacks with an ST of 4, compared to Jerimia's TH of 3; that means a 3 or more will cause a wound. The die comes up with a 6 - Kapoweel! Jerimia's Armour Saving Throw comes up with a 2 - no way is that good enough, Bob.

Sure ain't, Jim, and that Wound Table roll of 9 will almost certainly put Jerimia out for the rest of the game. And now the big question everyone is surely asking themselves, is whether the Moving Target is really up to it any more?



Did you know...

...That the shortest ever game on record was won by a team of students from the High Archmage's College of Temporal Magic, though they were later disqualified. After all, what was the point of their opponents turning up for the match if all the wizards were going to do was hop back in time three days and win the game before the fixture was even decided?

Limitations on Spell Use
Before the game starts, each coach may demand to know either:

- How many spells each player on the opposing team is carrying; or

- Which spells were rolled on the spell table.

Any player that is concussed or KO'd as the result of a wound or spell loses any spells they may have.

Special Spells
Any player who uses a Special Spell risks sparking off a Pitch Invasion. See the *Pitch Invasion* rules.

SPELL DESCRIPTIONS

Bog Off
Cast during opponent's Movement Phase.
This spell briefly gives the caster the appearance of a big, hairy monster with a personal hygiene problem. For that phase any opposing player must roll under their CL to enter the caster's DZ.

If the caster is already a big, hairy monster (in other words one that already causes Fear) the spell is more effective. The player may give a blood-curdling roar (no player may enter his DZ) or a low, menacing rumble (all players already in his DZ must roll under their CL or leave in their next Movement Phase).

Boing
Cast during the Movement or Reserve Movement Phase.
An improved version of 'Skippetty', this spell allows the caster to move as if they have Boots of Leaping, for one phase only.

Boost
Cast during the Throwing Phase.
Adds power to the caster's arms and legs, increasing the range they may throw or kick the ball by the roll of one die.

Deflect
Cast during the opponent's Throwing Phase, while the ball is in the air.
Ranged.
The caster nominates a square on the ball's LOF (see *Interceptions* above) and rolls to see if they hit the square. Subtract 1 from the number needed to hit for trying to hit a moving target.

If successful the ball is knocked out of the air by a shield of invisible force, to land 1-6 squares (one die) away from the point where it was hit. The ball must be placed in a square that is as far away as possible from the casting player without going out of bounds. Any player in the square where the ball ends up may try to catch it as normal. If they fail to, or there is no-one in the square, the ball will bounce as normal.

Duh
Cast during the Throwing Phase.
Ranged.
This spell blasts the already minimal intelligence of the target with the formidable mind-power of the team's supporting sorcerer. The unfortunate target is placed prone, and then treated as being Concussed for the rest of the game.

Grabbit
Cast during the opponent's Throwing Phase, while the ball is the air.
A magical field that may attract the football springs up around the caster. If the thrown ball passes within three squares of the caster (use the LOF rules under *Interceptions* above) they may attempt to catch it by rolling under or equal to their CL. If successful the caster ends up with the ball. If not, the ball pauses in mid-air for a suspense-filled moment, and then continues on its way unmolested.

Kaboom
Cast during Throwing Phase.
Ranged.
Attack Spell.
ST: see below.
A small ball of energy flies from the caster's hand to explode on the target square. (The appearance of the explosion depends on the caster; elves produce scintillating bursts of fabulous rainbow light, humans produce impressive blasts of fire, orcs throw smelly balls of what they assure us is mud.)

Any player in the target square receives one ST 3 hit and players in adjacent squares receive one ST 2 hit each.

Skippetty
Cast during the Movement or Reserve Movement Phase.
This makes the caster feel all light and bouncy, enabling them to move much quicker. Roll a die and add the number rolled to the caster's MA for that phase.

Stickiboots
Cast during the Throwing Phase.
Ranged.
The target becomes unavoidably bogged down in mud, and must roll under their ST on two dice to escape. Otherwise the player is stuck fast until the end of their Reserve Movement Phase - they do not have a DZ and may not Attack, Tackle or Dodge in the Tackle Phase.

Zap
Cast during the Throwing Phase.
Ranged.
Attack Spell.
ST: 4.
A neatly packaged bundle of energy delivers a ST 4 hit to its target. (1 in 10 of these spells comes with a short commercial offering 'Zaps' in six-packs to adventurers!)

SPECIAL SPELL DESCRIPTIONS

Air
Use during the opponent's Throwing Phase, while the ball is in the air.
An animated breeze stops the ball in mid-flight and gently wafts it to the caster's hands. Place the ball, 'held' side up, in the caster's square.

Death
May be cast during any phase.
The spirit of Death descends upon the field and strikes an opposition player (chosen at random) lifeless. Everything goes quiet as the players and crowd are reminded of their own mortality. Then they remember that killing's what they're here for anyway, and the game starts up again, more violently than ever in memory of their departed player. Substitutions are made as usual.

Earth
Use during Tackling Phase.
Attack Spell.
ST: 1
The stones on the playing field rise up and pelt the opposition, giving each of them a ST 1 hit.

Fire
Use during the Tackle Phase.
Attack Spell.
ST: see below.
The caster explodes in a ball of flame, taking a ST 10 hit. (Don't worry, it does get better.) Any player in an adjacent square takes a ST 8 hit. They get Armour Saving Throws, the caster doesn't.

Because of the suicidal nature of the spell, the caster must roll under their CL to use it. A failure means they are too scared, and refuse (they may try again in a later Tackle Phase, though).

Lightning
Cast during the Throwing Phase.
Ranged.
Attack Spell.
ST: 10
Everyone's hair stands on end. The air dries and stretches taut. The opposition cringes. And then... KEEEEERBLATTT!!! A bolt of lightning fries the air and the target takes a ST 10 hit - with no Armour Saving Throw.

Of course, you could miss and hit someone else...

Water
Cast during the opponent's Movement Phase.
A miniature thunderstorm gathers and a sudden downpour soaks the pitch. The opposition's MA is cut in half (round fractions down) for the rest of their player turn, until the water magically evaporates at the end of their Reserve Movement Phase.

No player may Dodge during the player turn in which the 'Water' spell is cast. Crowds really don't like this spell (because they get drenched as well) and will invade the pitch on a 5 or a 6 if it is cast.

KNOTT'S NOTES

Designer's Notes: I've tried to design this system in keeping with the atmosphere of the rest of the rules - that is, fairly easy to use, simple and quite violent. As **Blood Bowl** is primarily a physical, bonecrunching, blood'n'guts game I think that it shouldn't come to rely on spells too heavily. These are designed to be extremely effective when used well, but not to decide the outcome of the game on their own. Nobody should win just because they've got better spells, just as no-one wins because they've got better star players. However, **Blood Bowl** is a fantasy game, and fantasy just doesn't feel right without a little magic. Hell, life doesn't feel right without a little magic...



CAMPAIGN RULES

INTRODUCTION

These new and greatly-expanded Campaign Rules add a whole new area of play to **Blood Bowl**. Not only do coaches have to worry about tactics and strategy, they also have decide how hard their team will train and watch the purse-strings to ensure there is always enough money in the team's treasury to get by on. Certain unscrupulous coaches may decide to try to bribe players on opposing teams or play other dirty tricks to make their own team the Blood Bowl Champions! You see, this is going to be fun!

You don't have to set up a league to use the Campaign Rules, as they've been designed to take place between games to allow coaches to watch the progress of their team over a series of games. On the other hand, setting up and running a Blood Bowl league makes the campaign even more fun, especially as the championship looms on the horizon!

As with all the rules in **Death Zone**, the Campaign Rules can only be used if both players agree before the game. In other words, you can only use your mega-powerful Campaign Team with its 30 SPPs if the other player agrees to take them on - if not you'll just have to use the normal *Team Creation* rules for that game. After all, stomping every last one of the opposition in the first phase is hardly fun, is it?

The Campaign Roster
At the back of the rulebook you will find the *Campaign Roster*. Owners of **Death Zone** are given permission to photocopy the roster for personal use only. The roster is used to record all the information not recorded on the team roster. These are the features you'll find on the new roster:

Team Treasury: Keep track of the amount of money in the Team Treasury here.

Match Record: Keep a record of the matches played by the team here. The coach should record the name of their opponents, if the game was won (W) or lost (L) and the final score.

Fame: Keep track of the team's Fame Points here. See the rules on *Fame* below for an explanation of how to fill out this section of the form.

Apothecary: The ability of the team's Apothecary - and the potions they have brewed - should be recorded here. As potions are used up they should be crossed off the roster. You can even give the Apothecary a name, if you want to.

Physician: The name and number of Healing Points the team's Physician has should be recorded here.

Cheerleaders: The name and Cheering Ability of the team's cheerleaders should be recorded here.

SETTING UP A LEAGUE

If you are going to set up a league the following guidelines should help you out. This section is included to give you an idea of the kind of thing you can do with a Blood Bowl League. Feel free to modify, improve and expand on the notes presented below.

The first thing you need to do is to pick a *League Master*, who should ideally be the most experienced player in the group. The LM has the responsibility of keeping track of the games that are to be played, keeping a record of how well the teams are doing and so on. The LM can even write a newsletter, with match reports and league tables with facts & stats, and anything else they can think of! There is no reason at all for the LM not to be the coach of a team in the league too - just as long as they don't take advantage of the situation to help their team win the championship...

The next thing to do is to get together as many coaches as possible - the more the merrier. Each coach should create a team using the new *Team Creation* rules that follow. The teams should then be split into *Conferences* by the LM, using the Conference Table below.



Did you know...
...That the Craggen Counts, a team from the vampire-infested Border Principalities, were banned from the league in 2485. Why? Well, when everyone else was sucking an orange at half-time the Counts were usually helping themselves to the spectators.

It is quite OK for each coach to run two - or more - teams, as long as they play in different conferences. In fact, if you have less than 7 coaches it is a very good idea to have each coach run two teams. In the rare cases when the coaches may end up having to play themselves in the play-offs, one teams must retire. Their place will be taken by the team that was the runner-up.

Conference Table

Number of Teams	*Number of Conferences*	*Number of Teams Per Conference*
4	1	4
5	1	5
6	2	3/3
7	2	3/4
8	2	4/4
9	3	3/3/3
10	3	4/3/3

and so on, as long as there are never more than 4 teams per conference, or less than 3.

The LM then has to work out a schedule of games for the season. Each team in a conference must play all the other teams in the conference once or, if the LM want a longer season, twice. Positions in a league are decided by each team's *League Points*. The LM must keep track of the number of League Points each team scores by using the following schedule:

Win Game	10 points
Win game and concede only 1 Touchdown	+2 points
Win game and concede no Touchdowns at all!	+5 points

At the end of the season the team with the most points is the winner of their conference, the team with the second highest total is the runner up and so on. In the case of a tie the team with the most Fame Points (see below) comes out on top. If there is only one conference, then the two top teams play one further game to decide the League Champion.

If there is more than one conference, then the LM must set up the play-offs. If there are more than 4 conferences, 8 teams take part in the play-offs, otherwise only 4 teams take part. The teams that take part are:

- The winning team from each conference
- 0-3 *Wild Card* teams.

There will be as many wild card teams taking part as are needed to make up the correct number of teams in the play-off. So, for example, if there are 2 conferences the play-offs will have the winning team from each conference and 2 wild card teams, making the total of four teams needed. The teams chosen to take the wild card places are those that scored the most points in the season, but did not win their conference.

The play-offs consist of two semi-finals and a final if four teams are taking part, or four quarter-finals, two semi-finals and a final if eight teams are taking part. The LM must decide who will take on who in the first round, but should try to make sure that teams from the same conference do not meet. The winner of the final is declared the *League Champion*, with the loser of the final in second place. If the coaches want, they can also play a game between the two teams that lost in the semi-finals to decide third and fourth places.

These guidelines only scratch the surface of what can be done with a Blood Bowl League. A good LM will be able to add all kinds of personal touches to make things even more interesting. Just naming the conferences and Championship makes a huge amount of difference, but there are lots of other things that can be done as well. Most Valuable Player awards, cheerleader chants and chanting competitions, helmet designs, special team tactics, sponsorship from your local Bloodweiser brewery - the possibilities are limitless...

SETTING UP A CAMPAIGN TEAM

In the first game you play with a Campaign Team, you should use the following rules instead of the normal rules for creating teams. In all games after the first go straight to the *Dirty Tricks* phase.

The Treasury
Under the new campaign rules, coaches must keep track of how much money their team has in its treasury by writing it on the campaign roster. Money is measured in units of *gold pieces*, and at the start of the campaign each coach has a treasury of 2,000 gold pieces.

Buying Players
At the start of the campaign each coach must buy the players for their team. With the new campaign rules a team can have any number of players, Star Player Points or Special Players as long as the coach can afford to pay for them. However, as always during a game you can never have more than 11 players on the field at one time. Mixed race teams are allowed, but players from a race that is in a minority in the team are more likely to leave if they become disenchanted; this is covered under *Disenchantment Points* below.

Designer's Note: *The counter mix provided with* **Blood Bowl** *and* **Death Zone** *does not really allow for more than 15 players in a team. Coaches are therefore going to have to improvise for those rare players numbered above 15 on the team roster. The easiest way to do this is to use the coloured bases provided with* **Death Zone**. *For example, red bases could add 15 to the number on the counter - Dwarf player 1 with a red base would become Dwarf player 16 and so on.*

Players cost the following amount each to purchase:

Race	*Cost*
Ogre/Troll	300 gold pieces
Troglodyte/Minotaur	300 gold pieces
Slann	115 gold pieces
Dwarf*	110 gold pieces
Elf*/Dark Elf	110 gold pieces
Orc	105 gold pieces
Human/Half-orc	100 gold pieces
Hobgoblin	95 gold pieces
Halfling	90 gold pieces
Goblin	90 gold pieces
Lesser Goblin	85 gold pieces
Special Player	+50 gold pieces
1 SPP	50 gold pieces
Healer	See below
Cheerleader	See below

* Dwarves and Elves will only play in a team comprised of Dwarves, Elves, Humans or Halflings (or any combination thereof) - they will not play in a team if it includes members of any other race.

As you can see, it costs an extra 50 gold pieces to buy a Special Player, and it also costs 50 gold pieces to buy a SPP. Decide what type of Special Player a player will be as soon as you pay the extra 50 gold pieces. When you buy an SPP, pick a player and roll on the Star Player Chart immediately. You'll find that most starting teams are weaker than teams created using the normal rules - but don't worry, they'll get better as time passes and your team earns money from games. You'll also notice that there are some races not included on the table. For various reasons these races don't work well in a campaign setting, and have been left out.

You can't go into debt when creating your Campaign Team, so if you spend more than the 2,000 gold pieces in your treasury you'll have to lose some of the players or SPPs from your team until you have spent only 2,000 gold pieces or less. If you have any money left over after creating your Campaign Team, record the amount on the campaign roster. After you've finished creating your Campaign Team they can then play their very first game. Good Luck!

CAMPAIGN GAME SEQUENCE OF PLAY

A campaign game has its very own sequence of play, which is slightly different from that for a normal game:

1. DIRTY TRICKS - If a coach is desperate enough (or is just plain evil) they may resort to underhand tactics to help them win the next game. They may hire a spy, bribe players and try other sneaky ploys...

2. CHOOSE FIRST PLAYER - As normal.

3. FIRST TEAM TURN - As normal.

4. SECOND TEAM TURN - As normal.

Repeat steps 3 & 4 until one team has scored 3 Touchdowns, using the usual rules of the game and as many or as few new rules from **Death Zone** as both coaches agree on.

5. CAMPAIGN INTERPHASE - This is a record-keeping phase, in which each coach must update their campaign roster, pay the players their wages, buy training, hire new players and generally prepare for the next match (sweep up the stadium, paint the pitch lines, that sort of thing).

DIRTY TRICKS

At the start of a game, each coach may spend money from their treasury to perform one or more of the following *Dirty Tricks*. Each coach should write down which (if any) Dirty Tricks they wish to perform, and how much money they will spend on each one. The total amount of money spent should then be deducted from the team's treasury. Each coach should keep the information about which Dirty Tricks they have bought secret until they perform them. At the end of the match each coach can, if they so wish, inspect the other's list of tricks and treasury to make sure they haven't cheated...

Assassins

Coaches may hire assassins to kill players from the opposing team. Assassins do not come cheap, especially if they are being asked to kill a large homicidal maniac such as a Blood Bowl player! (Would you take one on?) Coaches can decide to hire an ordinary assassin for 100 gold pieces, or a ninja assassin for 200 gold pieces. A coach can only hire one assassin per game. The assassination attempt is assumed to happen before the match, and it should be resolved before it is found out who will Kick Off.

To resolve the assassination attempt the coach should pick a player on the opposing team and roll one die on the Assassination Table below:

Assassination Table

Type of Assassin	*Failed*	*Successful*
Normal	1-3	4-5
Ninja	1-2	3-6

If the player who is to be assassinated has a Wounds rating of 2 or more, subtract 1 from the die roll.

If the attempt fails, nothing happens and the money has been wasted. If it succeeds roll below; Ninja Assassins may add +1 to the die roll.

Die Roll	*Effect*
1	Minor Wound. Miss this game.
2-3	Serious Wound. Miss this game and the next two besides.
4-6	Dead.

Bribes

Coaches may bribe players on the other coach's team, or the referee. Each bribe allows the coach one roll on the Bribe Table. Whatever the result, the coach may not roll again for the player or referee they have bribed - they only get one chance per bribe and per player, each game.

To bribe players the coach should write down the player's number and the amount of money they are bribing them with. A coach can bribe any number of players, but players may only be bribed once each. To bribe the referee the player should simply record 'Ref' and the amount of the bribe. The referee can only be bribed once.

Bribed Players

Once per game, at the start of any of their own turns, the coach may announce he has bribed a player. He should then roll one die and refer to the Bribe Table below. If the bribe is successful the coach may treat the bribed player as a member of their own team for the duration of that turn only. The bribed player can't attack or tackle a member of their own team, but they can do anything else the coach wants them to - throw or hand-off the football, leave the field, drop the football, or whatever. If the bribe fails the money has been wasted; the coach may not roll again later on.

Bribed Referees

If a coach has bribed the referee, he or she can do one of two things:

- At the start of the game they can get the referee to ensure they 'win the toss' and kick off; or

- At the start of any turn, the coach can have the referee send one player on the opposing team off the field. The chosen player is immediately taken off the field, but may be substituted as normal. The player can return to play after the next Touchdown has been scored.

To perform either of the above, the coach must announce he has bribed the referee and roll on the bribe table. If succesful the coach may perform the Dirty Trick; if failed the money has been wasted and nothing happens. If both coaches have bribed the referee and decide to try to win the toss, and both are succesful, the effects cancel each other out and the random method must be used as normal.

Bribe Table

Bribe	*Succesful Bribe*	*Failed Bribe*
20 gold pieces	1-2	3-6
30 gold pieces	1-3	4-6
40 gold pieces	1-4	5-6
50+ gold pieces	1-5	6

Spying

A spy can be hired by a coach to watch the opposing team, and report back on any Dirty Tricks they may be planning. It costs 25 gold pieces to hire a spy, and any number can be hired. Each spy allows the coach to cancel out the effects of *one* Dirty Trick performed by the opposing coach. The decision to use a spy must be made before the opposing coach rolls any dice to see if the Dirty Trick was succesful. A spy can be used to cancel out the effects of a spy!

Alternatively, a spy can be used to allow the coach to retake any one die roll. This represents information the spy has provided about players and tactics in the opposing team, that may, for example, allow a tackle to succeed when it would have been missed, or an interception to be made when it otherwise would have failed.

A spy may be used either to cancel out a dirty trick or to retake one die roll, but not both. Each spy hired only allows one Dirty Trick to be cancelled or one die roll to be retaken.

Drugs

A coach can try to arrange for players on the opposing team to be drugged. The coach should write down the number of the player they are trying to drug on a piece of scrap paper. It costs 25 gold pieces for each attempt. Any number of players may be drugged, but only once each. The drugging is assumed to happen before the match, and it should be resolved before the coaches see who Kicks Off.

For each player who has been drugged the coach should roll one die. On a 4, 5 or 6 the player has been successfully drugged. Roll on the Drug Effects Table for each player who has been successfully drugged.



Did you know...

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

Drug Effects Table

Dice Roll	*Effect*
1	*I'll be back in a minute!* The drug is a powerful laxative, which has a sudden and quite serious effect on the player. At the start of the game, and after each Touchdown is scored, roll a die. On a 4, 5 or 6 the player has been 'caught short' and may not be placed on the playing field. The coach may roll again after a Touchdown has been scored, but until then the player may take no part in the game.
2	*HIC!* The player gets a bad case of the hiccups! Their CL is halved (round down) until the hiccups are cured. The coach may roll one die to see if the player is cured after each Touchdown is scored. On a 5 or 6 the player gets better.
3	*Waahahahaha!* The player finds everything hysterically funny all of a sudden. If a player falls over within two squares of the drugged player, roll one die. On a 5 or 6 the hysterical player finds it so funny they collapse, helpless with laughter, and should be placed prone. They may do nothing for the rest of the turn, even if attacked, and will drop the football if carrying it. Their coach may roll one die to see if the player is cured after each Touchdown is scored. On a 5 or 6 the player gets better.
4	*Sigh. . .* The drug acts as a combination hallucinogen and love potion. The player becomes convinced that a player on the opposing team (chosen at random) is the boy, girl or thing of their dreams. The drugged player must always move in such a way as to be *as near as possible* to that player as long as they are both on the playing field, and may never attack or tackle them. The player who is being followed, on the other hand, must always move so as to be *as far as possible* from the drugged player, and must attack (not tackle) the drugged player if they are in an adjacent square. The drugged player's coach may roll one die to see if the player is cured after each Touchdown is scored. On a 5 or 6 the player gets better.
5	*You can't fool me!* The drug makes the player extremely paranoid - he will not trust anybody or anything 'cause he knows they are all out to get him. The drugged player may not enter the DZ of any player, even those of players on his *own* team, although he does not have to move out of a DZ if he starts his turn in one. The drugged player also views the football with great suspicion and will never try to pick it up or catch it if it ends up in his square. The drugged player's coach may roll one die to see if the player is cured after each Touchdown is scored. On a 5 or 6 the player gets better.
6	*I don't feel very well!* The player comes out in a horrible rash, is sick to their stomach, has a temperature, is seeing double, and has got a headache, a stuffed-up nose, a sore throat, and the shivers. In other words, they can't play in this match!



Other Dirty Tricks

The fertile imagination of any Blood Bowl coach is sure to be able to come up with all kinds of new Dirty Tricks that they would like to play on their opponents. If you are playing a league, the LM should feel free to make up rules to cover the Dirty Tricks the coaches may come up with, as long as they are not *too* over the top! The cost and chance of the trick succeeding should be based upon how effective the trick will be. For example, a trick that would lead to several star players missing a match should be both very expensive and difficult to perform successfully, while one that would simply make a player miss the start of a game, for example, would be quite cheap and easy...

THE CAMPAIGN INTERPHASE

At the end of every game in which you've used a campaign team, you must perform the *Campaign Interphase*. The Interphase represents the time the team spends between matches. It has its own Sequence of Play, split into a number of phases. Each coach should follow this sequence, performing each phase strictly in sequence (so you can't train players you have hired in the same Interphase, for example)

Campaign Interphase Sequence of Play

1. COLLECT MATCH FEE - Blood Bowl teams are payed to play games by the owners of Blood Bowl stadiums. The amount a team is payed will vary depending on how famous they are (the more famous the team, the bigger the crowd, and the more the stadium owner is willing to pay the team for appearing in the game).

2. CALCULATE FAME - The coach works out how famous (or infamous) their team is after the last game. In general, if your team won the last game its Fame will go up, and if it lost its Fame will go down.

3. PAY WAGES - Blood Bowl players have to be payed to keep them happy in their work. Sometimes a coach may not be able to afford to pay his players, and they may become disenchanted and leave.

4. HEALING - Players who have been injured in previous matches may be healed by the team's Physician, and return to play more quickly than normal. In addition, the team's Apothecary may brew up new potions to be used in the next match.

5. TRAINING - Players gain experience as they play games, but they must be trained to convert this experience into increased ability. Sometimes a coach may decide to look for sponsorship or play demonstration games to earn extra money, instead of training.

6. HIRE NEW PLAYERS - The coach may hire new players to replace losses in his team, or increase the size of the squad. These new players will either be Rookies with no experience, or Free Agents - players that have left other teams and are looking for work.

MATCH FEES

After each game, but before the players wages must be payed or their Fame is calculated, the coach of each team will receive a *match fee*. The winner of the game receives 500 gold pieces, the loser 250 gold pieces. Teams with a Fame greater than 0 receive a 10 gold piece bonus per point of Fame, win or lose. Teams with a Fame less than zero have 10 gold pieces deducted from their fee per point of negative Fame, win or lose.

Slow motion replay: *The Dwarf Warhammerers have just defeated the Bluebay Crammers, a Halfling team, 3 to nil. The Warhammerers have a Fame of +4, the Crammers a Fame of -1. The Warhammerers receive 500 gold pieces for winning the game, plus a bonus of 40 gold pieces for their Fame. The poor old Crammers only receive 240 gold pieces; that's 250 gold pieces less the 10 gold piece reduction for their Fame of -1.*

If the game was a league play-off match the fee is increased by 50% for both teams. If it was a league final the fee is increased by 150% for both teams.

FAME

In order to work out a team's Fame, the coach must keep track of how many games their team has won and lost, the total number of touchdowns they have scored, the total number of Star Player Points the players in the team have, and the total number of opposing players that have been killed or crippled (ie, suffered a Wound Table result of 3, 4, 10, 11 or 12).

To find the team's Fame rating, subtract the number of games the team has lost from the number of games it has won. In a league the total should be modified by using the table below:

Most Touchdowns of any team	+3
Most Star Player Points of any team	+3
Highest Kill/Cripple score	+3
Top of Conference	+3

In their first game, all Campaign Teams have a Fame of 0.

Slow motion replay: *Coming on to the field now, Jim, are the Brüendar Grimjacks. They've won 3 games and only lost 1 since the NAF/BB league was formed a couple of months ago.*

That's right Bob, and they also have the highest number of killed or crippled opponents of any team in the league! I'll just work out their official Blood Bowl Fame Rating on the abacus. Let's see, they get +2 for their win/lose ratio, and then another +3 for for that Kill/Cripple score, giving them a total of +5!

Yes, Jim, and here come their opponents - The Low Down Rats, a Goblin team. They've won no games (hardly surprising, I'd say) and have lost 3. They are also bottom of the league for Total Touchdowns, Star Players and Kill/Cripple rate. I've just worked out their Fame Rating - they start off with -3 for the win/lose ratio, and they don't get any bonuses, so they have a Fame of -3. Well, we all know which side the crowd will be rooting for now, eh buddy?

You said it, Bob. Come on you Grimjacks!

WAGES

After every game a coach must pay his players their wages. Each player gets a *base wage*, found on the Wages Table below, to which is added 3 gold pieces per SPP the player has, and 5 gold pieces if they are a Special Player.

Wages Table

Race	*Wages*
Ogre/Troll	25 gold pieces
Troglodyte/Minotaur	25 gold pieces
Dwarf*	15 gold pieces
Elf*/Dark Elf	15 gold pieces
Orc	15 gold pieces
Human/Half-orc	15 gold pieces
Hobgoblin	15 gold pieces
Halfling	10 gold pieces
Lesser Goblin	10 gold pieces
Special Player	+5 gold pieces
1 SPP	+3 gold pieces
Healers	See below
Cheerleaders	See below

Slow motion replay: *Grak Gormless, the Orcish Defensive player of the Briiendar Grimjacks has 3 SPPs. After every game the coach must pay his wages of 15 + 5 (defensive player) + 9 (3 Star Player Points) = 29 gold pieces.*

Disenchantment Points

If a coach cannot afford to pay a player's wages he will start to get disenchanted and may quit. Each time a player is not paid they receive 1 *Disenchantment Point* (DP). Coaches should keep track of how many DPs each player in their team has, in the space on the revised team roster. If some players in a team are paid and some are not, the players who were not paid get 2 DPs instead of the normal 1.

At the start of each game, the coach should roll 1 die for each player who has any DPs. In mixed race teams, players belonging to a race who do not make up at least 50% of the players in the team must subtract -1 from the die roll.

Slow motion replay: *The Lieck H'resh All-Sorts are a mixed race team made up of 8 Humans, 4 Dwarfs and 3 Elves. The Dwarfs and Elves have to subtract -1 from any disenchantment die roll they have to make.*

If the roll is less than the number of DPs the player, has, they will quit unless their coach immediately pays them the wages they are owned. If the coach cannot (or will not) pay the player, the player leaves the team and the coach should cross them off the Team Roster. The opposing coach then has the chance to buy the player for *their* team by paying an amount equal to what it would cost to buy the player in the Team Creation rules *plus* the wages they were owed. This cannot happen is the Disenchanted player is unable to play for the opposition thanks to racial restrictions.

A coach can remove DPs from a player by paying the player an amount equal to their wages for each DP to be removed. This money can be payed in the Wages Phase of any Campaign Interphase. Paying a player to stop them leaving the team after a bad die roll does not remove any DPs.

Slow motion replay: *Grak Gormless has not been payed for the last three games and has 3 DPs. His coach must pay him 20 gold pieces to remove 1 DP point, 40 to remove 2, or 60 to remove all 3.*

HEALING

by Mark Labbett

The following new rules for healing and long-term injuries were invented by yet another correspondent. Mark had found that his Blood Bowl teams had a depressing habit of slowly being whittled away over the course of a campaign, so he came up with the following rules to keep a few of his Star Players around for more than just a couple of matches...

Long Term Injuries

Long term injuries are those that reduce a player's characteristics when they return to play - for example, a Broken Arm reduces a player's CS & TS by 1 point each. From now on, this reduction is not automatic; each player gets a Saving Throw to see if they can avoid the long term effects of the injury.

In the Healing Phase after the match in which a player took a serious injury roll a die. On a 5 or 6 the player doesn't suffer any long term effects from the injury. This roll may only be taken once per long term injury, with *one* exception - a fractured skull. Players with a fractured skull are allowed to try to make their Saving Throw to remove their concussion at the start of *each* match. However a further Concussion brings back the condition, and the player will have to make another Saving Throw to remove it.

Players have to make a Saving Throw for each injury, so a player who suffered a Broken Arm and a Broken Leg would have to roll twice; once to avoid the long term effects for the arm, and once for the damaged leg.

Healers
Healers are split into two types: *Physicians* and *Apothecarys*. Physicians deal with the injuries a player suffers during a game (which means they are kept very busy!) and Apothecarys brew up potions which can aid healing or help during a match. Each has their own special rules, which are described below.

Teams can buy healers for a cost of 50 gold pieces, but a team can only have one of each type. Healers never actually play in the game, but in all other ways are treated exactly like a player (ie you must pay their wages, they may become disenchanted, and so on).

Physicians
In each Healing Phase a Physician receives 4 *Healing Points*. It costs 1 HP to do either of the following things:

- Reduce the number of games the player will miss due to an injury by 1. This may only be done once per injury per Healing phase; or
- Increase the Saving Throw against the effects of long term injuries by 1 point. The Saving Throw may be increased by a maximum of 3 points (to a 2-6) at a cost of 1 HP per point of increased Saving Throw.

Apothecarys
In the Healing Phase, an Apothecary can brew two potions from the list which follows. These should be recorded on the campaign roster. Potions can be accumulated if they are not used in a game, but any player who drinks two potions in the same game must roll under their TH on two dice or be poisoned. A player who is poisoned suffers the same effects as being hit by a Ghoul.

Each potion provides one dose, except for 'Stimulant' which provides two. After a potion's doses have been used up it should be crossed off the roster.

Anaesthetic: This potion will ensure that the drinker feels no pain during the game. To reflect this advantage, the player's Saving Throw is increased by 1 (to a maximum of 2-6). At the end of the game the player must roll *once* on the Wound Results Table, representing the effects of the wounds the player has been able to ignore during the game.

Antidote: The drinker of this potion will immediately recover from any poisoning.

Fortune: The recipient of this potion can re-roll any *one* roll in the game.

Healing: If this potion is taken in the Healing Phase it will automatically heal all injuries one game faster and with no long term effects. 'Healing' takes twice as long to brew as any other potion, and so counts as *two* potions against the number of potions the Apothecary can brew per Healing phase.

Magic Sponge: This gel-like substance was brewed by the late, great apothecary Edd-E-Warring. Since then it has become the universal answer to Hurt Legs and Concussion, which it cures instantly. No other injuries are affected by the 'Sponge'.

Potion of Speed: The drinker of this potion has their MA increased by one for the duration of the game.

Stimulant: A dose of 'Stimulant' will automatically bring a player back to consciousness after being KO'd; no roll is needed.

Healers and Experience
All healers get 1 Experience Point per game. During a Healing Phase, instead of doing anything else they may trade in 10 Experience points to do the following:

- A Physician can increase the number of Healing Points they recieve per Healing Phase by 1; and

- An Apothecary can increase the number of Potions they may brew per Healing Phase by 1.

The number of HP a Physician receives should be recorded on the campaign roster under the 'Healing Points' entry. Similarly, the number of potions an Apothecary can brew should be recorded on the campaign roster, under 'Ability'.

Healers and Wages
A Physician is payed 3 gold pieces per HP they get in the Healing phase. An Apothecary is payed 5 gold pieces per potion they can brew in a Healing phase.

TRAINING

Experience Points
As in the original rules, all players receive receive Experience Points as they play each game. Use the new, expanded Experience Point Chart below to find out what players get Experience Points for, and record them on the team roster as they occur:

Experience Point Chart

Points	*Reason*
1	For playing in the game (the player must have been on the playing field for at least one turn).
1	For holding the football at least once in a game (only 1 point, no matter how many times the player held the ball).
1	For successfully passing or kicking the football over 9 squares. The ball must be caught by the player the ball was being passed to.
1	For catching the football when in an opposing player's Death Zone (1 point only, no matter how many opposing players).
1	For removing (ie getting a wound table result of 3, 4, 10 or 11) an opposing player from the game after attacking or tackling them.
1	For rolling a 12 when throwing the football.
1	For rolling a 2 when trying to catch or intercept the football.
2	For killing an opposing player after attacking or tackling them.
3	For scoring a touchdown.

Training Points
To convert Experience Points into actual abilities that can be used in the game players must *Train*. A team may not train if it is doing demonstration matches between games, or if the coach is out looking for sponsorship (see below).

A training session will convert up to 5 Experience Points into the same number of *Training Points* (TP).

Slow motion replay: *Grom RedAxe has 7 Experience Points. After the team's training session he converts 5 EPs into 5 TPs. The remaining 2 EPs may be converted in the next training session. Grim BlueAxe then only has 2 EPs, so after the next training session he converts both EPs to 2 TPs.*

If a team misses a training session (by playing a demonstration game, for example) all the players in the team lose 1 Experience Point, down to a minimum of 0. Note that players only lose Experience Points, never Training Points.

After each training session players may 'spend' Training Points to increase their characteristics, learn new skills or become Special Players. The number of Training Points it costs to do these are listed on the Training Chart below. For the purposes of working out a player's wages, every 10 Training Points that are spent count as 1 SPP. The coach should keep track of the number of SPPs the player has on the team roster, adding 1 for each 10 Training Points that are spent.

Training Chart	
To increase MA, CS, TS, ST, TH, or CL by 1 point	10 Training Points
To increase WD or AT by 1 point	20 Training Points
To learn a new skill	5 Training Points
To become a Special Player	15 Training Points

The coach is allowed to choose which characteristic is increased, which Skills are learnt, or what type of Special Player the player will become - within the limitations listed below.

WD and AT may only ever be increased by *one* point over the player's original score. Any other characteristic may be increased by one or two points.

No player may ever have more than *six* skills.

A player may only ever be *one* type of Special Player. If a player who is already a Special Player spends 15 Training Points they may become a new type of Special Player, but their old skills are forgotten. The coach should change the entry on the team roster.

Some races have limitations on which characteristics can be increased; see the *Teams* section below.

Demonstration Games
Instead of training between games, teams may put on *demonstrations*. The team earns 100 gold pieces for doing a demonstration game, modified by its Fame in the same way as match fees are.

Sponsorship
A coach can look for *Sponsorship* between games, but if he does so his team cannot train (they can do demonstration games, however). To find out if the coach finds a sponsor roll two dice and add or subtract the team's Fame. A total of 5 or more means that the coach has found a sponsor and may add a very welcome 150 gold pieces to the team's treasury.

Quite a few players don't like having to wear placards advertising a merchant's goods, and get rather upset by having to do in-market promotions and the like. If coaches successfully make the sponsorship roll, they also have to roll 1 die for each player in the team; on a 5 or 6 the player receives 1 Disenchantment Point.

HIRING NEW PLAYERS

It's a sad fact, but nonetheless a true one, that most Blood Bowl teams suffer a reduction in numbers over the course of a few games. To make up the numbers coaches are allowed to hire new players - if they can afford to pay for them.

New players will either be *Rookies* or *Free Agents*. Rookies are inexperienced novices, out to make their fame and fortune playing Blood Bowl (not to mention causing a bit of mindless violence along the way, of course). Free Agents, on the other hand, are hardened veterans that have left other teams for one reason or another and will now work for anyone who pays them well enough.

Rookies
Any number of Rookies may be hired in the Campaign Interphase, as long as the coach can afford to pay for them. It costs the same to hire a Rookie as it does to buy a player when setting up a campaign team; see *Buying Players* earlier. A Rookie can never be a Special Player or have any SPPs when they are hired; they have to earn these abilities through experience.

Panic
Playing Blood Bowl is a frightening experience, and even the vicious psychopaths that decide to play the game by choice may panic the first time they experience the game for real. Therefore, as soon as a player from the opposing team moves within 4 squares of a Rookie, the owning player must roll one die. On a 5 or 6 the Rookie panics, and should be removed from the field as if they received a wound. On any result other than a 5 or 6 the Rookie is OK, and will never have to check for panic again under any circumstances.

If a Rookie panics they are treated as if they had been Stunned, and may return to play after a touchdown has been scored. However, they must check for panic again when an opposing player moves within 4 squares, as above. A Rookie may panic any number of times, but as soon as they pass the panic test they never have to roll again.

Free Agents
After each coach has hired any Rookies, they must find out how many Free Agents are available to be hired. One of the coaches should roll a die and consult the following table:

Die Roll	*Number of Free Agents for Hire*
1-2	None
3-5	One
6	Two

For each Free Agent roll once on the following Race, Special Player and SPPs tables.

Free Agent Race Table	
Die Roll	*Race*
2	Ogre
3	Hobgoblin
4	Elf
5	Dark Elf
6	Orc
7	Human*
8	Half-Orc
9	Dwarf
10	Halfling
11	Lesser Goblin
12	Goblin

* Roll one die again. On a 6 the player is a Beserker.

Designer's Note: *The Free Agent Race Table does not have representatives from every race that plays Blood Bowl. Those that do not appear have been left out because they would not become Free Agents, either because they are too stupid (Trolls, Minotaurs & Troglodytes) or because they are too proud (Knights) or because nobody would take them (Skaven, Nurgle's Rotters and Undead).*

Free Agent Special Player Table	
Die roll	*Special Player Type*
1-2	Normal Player
3	Defensive Player
4	Chucker/Kicker*
5	Runner
6	Catcher

* Roll one die again. On a 1-3 the player is a Chucker, a 4-6 a Kicker.

If the player belongs to a race that can't be the type of Special Player rolled on the table, treat them as being a normal player.

Free Agent SPPs Table	
Die Roll	*Number of SPPs*
1-2	0
3-4	1
5	2
6	3



Did You Know...
...That merchandising and advertising has become a very large part of a Blood Bowl player's job in recent years. Varag Ghoul-Chewer of the Orcish Gouged Eye team, for example, plugs a mouthwash for getting rid of those really stubborn blood-stains and bad breath problems. Meanwhile Morg'th N'Hthrog, the gigantic Ogre battering-ram, makes a good living advertising a firm that makes brick, er, sanitation facilities. Advertisers do find problems come when the new star of your multi-million gold piece ad campaign gets pulled to pieces by a pack of Werewolves just days before the first ads are run...

Roll once on the Star Player Table for each SPP a Free Agent has.

Designer's Note: *Free Agents only receive those skills that come with being a Special Player; neither coach may pick skills for them by paying SPPs.*

Bidding
The coaches may now bid for the services of each available Free Agent. Each coach should secretly write down their bid for the each Free Agent on a piece of scrap paper. The coaches can bid any amount they want from 0 to the full amount of money in the team's treasury. However, a Free Agent will not join a team if the coach bids less than the amount of money it would cost to buy the player for the team; see *Buying Players* above.

Once both coaches have written down their bids they should be revealed together, and the coach who has bid the highest amount can add the Free Agent to his team - as long as they have bid the minimum amount needed. In the case of a tie, the Free Agent will join the team with the highest number of Fame points. If both teams have the same number of Fame points the coaches must bid again, offering at least what was offered last time.

The coach whose team the Free Agent joined should deduct the amount they paid from the treasury, and then add the player to their team roster. From then on the player is treated just like any other member of the team.

Free Agents in Leagues
In a Blood Bowl League, the LM can have a lot of fun if they take over the running of Free Agents. For example, they can create a 'pool' of Free Agent players with special abilities that the players may hire on a game-by-game basis. The LM can keep track of players who have become disenchanted and left teams to become Free Agents. If the Magic Rules are being used, the LM could have a Free Agent magician with Special Spells that coaches can buy - if they can afford their astronomical fee. And how about a Free Agent Healer to cure the team's star player in time for the vital next match - for a price? Use your imagination.



MAGIC IN CAMPAIGNS

Magic Items
Magic Items are always assumed to belong to the player, rather than to the team. By common consent, when a player leaves a team he or she (or it) will take any Magic Items with them. Whenever a player dies, any Magic Items are lost; they have been handed on to the next of kin. The only way for a team to get a Magic Item is from a roll on the Star Player Chart when buying a player or hiring a Free Agent. Players may never get Magic Items by trading in Experience Points.

In a league, the LM should feel free to modify these rules. For example, a LM could allow coaches to buy Magic Items for the team, although they should be very expensive and rare. And there is no reason to stick with the Magic Items presented in **Blood Bowl** - go ahead and make up some new ones if you want.

Magic Spells
The magic rules presented earlier in the rulebook can be used unchanged in a campaign game. Find out which spells a team has in the Dirty Tricks Phase, after all Dirty Tricks have been 'bought'.

CHEERLEADERS

by Tom Scutt

The campaign rules would not be complete without something on those darlings of the fans, the *Cheerleaders!* Cheerleaders don't have a purely cosmetic role, however, as they play an active part in the game. Any Blood Bowl team can have a squad of cheerleaders, who are rated in cheering ability from 1 (the lowest) to 10 (the highest).

Buying Cheerleaders
When creating a campaign team, or in any Hire New Players phase, a coach can hire a squad of cheerleaders. The squad costs 10 gold pieces per point of cheering ability.

Cheering Ability
At the start of each game, and after each Touchdown has been scored, both coaches should roll two dice and add their cheerleaders' cheering ability. If a team doesn't have any cheerleaders, the coach still rolls 2 dice, but subtracts 2 from the total. This represents the cheering ability of the teams fans! The coach with the highest score is allowed to retake any one die roll during the game, as long as they do so before the next Touchdown is scored. In the case of a tie nothing happens.

Cheerleaders and Experience
Cheerleaders recieve 1 Experience Point per match. During any Campaign Interphase they may trade in 10 EPs to increase 1 level in ability.

Cheerleaders and Wages
Cheerleaders are payed 20 gold pieces plus 1 gold piece per point of cheering ability.

Slow motion replay: *As you join us the pre-match preperations are well underway here at the Doom Dome, as the Evil Gits' cheerleaders start to get in to full swing. The Gits' Girls have an ability of 8, and they manage to roll a 7 on the dice for a total score of 15. Their opponents, the cheerleaders of the Dwarven Red-Nosed Bandits, only have an ability of 5, and even a roll of 9 only takes their total up to 14, one less then the Gits' total. So, until the next Touchdown is scored, the Gits will be able to retake one die roll. Just listen to that chanting, Bob...*

'G.I.T.S. - We're EVIL through and through
We're so incredibly nasty this is what we like to do
We'll poke our grimy fingers into all your nooks & crannies
And when we've gotten bored with that we'll set light to your grannies.'

Isn't that wonderful, Jim, I think it sums up what this great game of ours is all about...

THE TEAMS

INTRODUCTION

Death Zone includes counters for all the teams who didn't get counters in **Blood Bowl**. In addition, there are counters for several new teams and characters, quite a few of which were suggested by **Blood Bowl** fans who wrote to Games Workshop with their ideas. We've even included a new football counter, for those of you who have worn out the counter included in **Blood Bowl**. Aren't we good to you?

TEAM UPDATE

Extensive testing and comparison of the teams in **Blood Bowl** to their real life counterparts has shown that some of the characterisitics given in **Blood Bowl** may have been a little bit wrong. To set the record straight, coaches may use the following, updated, information.

Dwarfs	MA	CS	TS	ST	TH	WD	AT	CL
	3	4	2	3	4	1	1	8

All the other rules presented in **Blood Bowl** are left unchanged. In addition, Dwarves may never be Chuckers or Catchers.

Elves	MA	CS	TS	ST	TH	WD	AT	CL
	4	4	4	3	3	1	1	8

All the other rules presented in **Blood Bowl** are left unchanged. In addition, Elves may never be Runners.

Halflings	MA	CS	TS	ST	TH	WD	AT	CL
	3	2	4	2	2	1	1	7

The 9 extra counters in **Death Zone**, added to the 6 counters in **Blood Bowl**, finally allow all you stuntie fans to field a complete team of Halflings. Quite why anyone would want to coach a team of the obnoxious little squirts is beyond us, but ours is not to reason why...

All Halflings receive the Dodge skill without their coach having to pay out any SPPs. When dodging, Halflings may double their CS, if attacked, or ST, if tackled. Halfling teams receive 4 SPPs, and must apply all ST or TH bonuses to CS or CL instead. For 2 SPPs the coach may include Arfie Shortzenegger in the team; see *Very Special Players* below. Ha!flings may never be Chuckers, Runners or Kickers, and Halfling Defensive players may *not* dodge. Finally, Halflings must double the range when throwing *or* kicking the football.

Dark Elves	MA	CS	TS	ST	TH	WD	AT	CL
	4	4	4	3	3	1	1	8

Dark Elves may never be Runners. All the other rules presented in **Blood Bowl** are left unchanged.

Half-Orcs	MA	CS	TS	ST	TH	WD	AT	CL
	4	4	2	3	3	1	1	7

All the other rules presented in **Blood Bowl** are left unchanged. In addition Half-Orcs may never be Chuckers or Catchers.

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

All the other rules presented in **Blood Bowl** are left unchanged. In addition, Hobgoblins may never be Chuckers or Catchers.

Orcs
The rules presented in **Blood Bowl** are unchanged. In addition, Orcs may never be Chuckers or Catchers.

Ogres	MA	CS	TS	ST	TH	WD	AT	CL
	4	3	2	4	5	3	2	6

Ogres may never be any type of Special Player. All Ogres recieve the Tackle and Block skills without their coach having to pay any Star Player points. All the other rules presented in **Blood Bowl** are left unchanged.

Lesser Goblins	MA	CS	TS	ST	TH	WD	AT	CL
	4	2	3	2	2	1	1	6

All the other rules presented in **Blood Bowl** are left unchanged. In addition Lesser Goblins may never be Chuckers or Runners.

Troglodytes
The rules and characterisitics for these creatures are unchanged. In addition, Troglodytes may be any type of Special Player.

Trolls	MA	CS	TS	ST	TH	WD	AT	CL
	4	3	1	5	4	3	3	6

All the other rules presented in **Blood Bowl** are left unchanged. In addition, Trolls may never be any type of Special Player.

NEW TEAMS

Goblins



Goblins are a bit better at playing **Blood Bowl** than their cousins, the Lesser Goblins, but not by very much! In fact it is very difficult to remember any Goblin team of note, with the possible exception of the Low Down Rats who are famous only for their total inability to score a Touchdown.

Goblins hate Dwarves and fear Elves in the same way as Lesser Goblins. Goblins may never be Chuckers, but may be any other type of Special Player.

Goblin	MA	CS	TS	ST	TH	WD	AT	CL
	4	2	3	3	3	1	1	6

Norsemen, suggested by Mark Labbett





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

Norse teams have their very own type of Special Player - the *Berserker*. Up to 4 Norse players may be Berserkers, and they do count against the limit of 8 Special Players allowed in the team. Once per game each Berserker may *go Berserk* (surprise, surprise!) as long as the player does nothing for the whole turn, and is not in a DZ. At the end of the turn they become Berserk, with the same effects



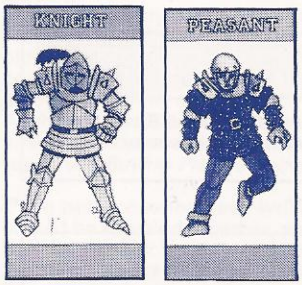
Did you know...

...That someone once marketed a range of Nurgle's Rotters merchandise. Most did alright, considering that no one would ever admit to being a supporter, but not a single one of the replica team shirts were ever sold. Mind you, do you know anyone who would fit a pus and puce coloured, eleven-armed, three neck-holed football shirt eight metres across?

as the Wound Table result. If a Berserker suffers a wound they become Berserk on a Wound Table roll of 7, and Stunned on a roll of 2 - in other words these two results are swopped round.

In all other ways Norse teams are treated as Humans.

The Albion Wanderers, by Mark Labbett



The Albion Wanderers are a special team made up of 5 Knights and 10 Peasants from far-off Albion, where the game has only recently introduced under the auspices of manager Bo Berobsson. Each group has their own special rules and restrictions.

Knights always wear their full armour on the pitch, and consequently have an armour saving throw of 3-6. However, they are not Defensive Players and may never be any type of Special Player. The bulky armour also reduces their MA to 3 and TS to 2. Knights must take any MA or TS bonus from the Star Player Table as a CS or ST bonus instead.

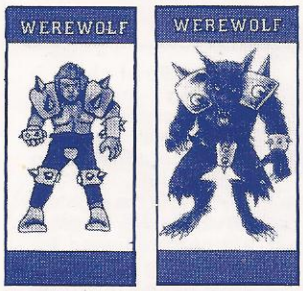
Peasants are generally better Blood Bowl players than Knights, most of them having played bloody games of village football for years. Peasants are not allowed to be Defensive or Running Special Players, but can be any other type. They can take any bonus received on the Star Player Table.

The Forelock Syndrome: Knights consider themselves to be vastly superior to a humble peasant, a fact with which most of the peasants go along with. Because of this, whenever a Knight or Peasant wants to throw the football they must roll two dice and try to score equal to or under their CL. If this roll is failed the player must throw the football to a Knight; they may *not* throw the ball to a Peasant. In addition, all Knight players on the field must be moved before any Peasants are moved.

The coach of the Wanderers can pick one of the Peasant players as their leader. The leader of the Peasants is exempt from the Forelock Syndrome rule.

	MA	CS	TS	ST	TH	WD	AT	CL
Knight	3	4	2	3	3	1	1	7
Peasant	4	3	3	3	3	1	1	7

Werewolves, by David Knott



Werewolves are creatures with their souls in conflict. Their bodies have been warped by the touch of Chaos, their violent natures locked into a rigid monthly cycle by the forces of Law. Their inner tensions are aggravated to the point where they can only be relieved by the most drastic methods. But when they've finished doing that they can relax and pop off to play a game of Blood Bowl.

Each Werewolf player is represented by *two* counters, one in *human* form and one in *wolf* form. They must enter the field in human form, but may change to wolf form at any time. A metamorphosing player falls to the ground during his Reserve Movement Phase and stays there, writhing, until the end of his next Reserve Movement Phase, when he rises in a new form (in other words, swop the counters over). While changing the Werewolf is considered to be prone.

Because of the massive changes the body undergoes during the metamorphosis, Werewolves can never be Defensive players, as the heavier armour would be too restricting. In wolf form any Special Player abilities and any Skills are forgotten. SPPs must be assigned to human *or* wolf form (eg, a +2 CS could be assigned to either human form or wolf form, but not both).

When in wolf form, these creatures hate everything alive, so they must roll equal to or under their CL in order to tackle rather than attack. If they fail they go for the throat.

Werewolf teams have never been particularly successful, due to the unstable nature of their changes. If the game drags too far into the evening they are prone to fetch the ball rather than run with it, or dig a hole and bury the referee. They seem to perform brilliantly against Skeleton teams, however, but have terrible trouble keeping their minds on the game when playing Treemen. One famous Werewolf player of recent times was 'Rover' McChaney, who used to shave his palms for better ball control.

	MA	CS	TS	ST	TH	WD	AT	CL
Human	4	3	3	3	3	1	1	7
Wolf	4	4	2	4	4	1	1	5

Slann



The Slann are an ancient race who once roamed the stuff of Chaos in their marvelous silver spaceships, seeding the universe with their genetic experiments. Once, but not now. The Slann have long since degenerated, and the technological marvels they once produced are now a thing of the past. So low have they sunk into barbarity that they even play (shudder) Blood Bowl. We mean, how uncivilised can you get?

In fact there aren't all that many Slann Blood Bowl teams around, but those that do exist are pretty git hot, their only weakness being the Slann's rather poor throwing and kicking ability. Most famous of all Slann players is Lottabottol of the Central Lustria Croakers, whose record number of interceptions provided him with the nickname 'The Leaper'.

Slann teams receive 4 SPPs, and can take any bonuses from the Star Player Table. Slann players can never be Chuckers or Kickers, however. The Slann have very developed and powerful leg muscles, and can jump quite amazing distances when they need to. Therefore, all Slann players get the skills of Intercept and Leap without having to pay any SPPs.

	MA	CS	TS	ST	TH	WD	AT	CL
Slann	4	3	2	3	4	1	1	8

Minotaurs



Minotaurs are huge bull-headed creatures of Chaos, who delight in violence and have insatiatable appetites for raw flesh (they're like Ogres with cow heads, in other words). Their enormous strength, minimal intelligence and vicious, depraved mentality make them just about the perfect Blood Bowl players, with the possible exception of Thrud the Barbarian. Fortunately for most Blood Bowl players, very few coaches will alllow Minotaurs in their team - mainly because of their disconcerting habit of eating their team mates between, and sometimes during, matches.

The only team which reguarly has Minotaurs in its ranks is the Chaos All-Stars. but then we always knew they were crazy. Up to 2 Minotaurs can be included in the team, replacing Ogres on a one-for-one basis. Minotaurs cause fear in the same way as Ogres, and are so strong that the Armour Saving Throw of anyone they hit is reduced by 1. Minotaur's can throw Lesser Goblins in the same way as

Ogres. Minotaurs may never be any type of Special Player. In non-campaign games they may only ever have 1 SPP. All Minotaurs receive the skills of Tackle and Block without the coach have to spend any SPPs.

Minotaurs also have a quite charming trait known as *blood-greed*. If any player (including players in the Minotaur's own team) has to roll on the Wound Table while in the Minotaur's DZ, the coach must roll two dice. If the score is greater than the Minotaur's CL, the Minotaur is overcome with blood-greed. The player who caused the test is immediately killed by the Minotaur, who will then drop the football if they are carrying it and start to feast on the dead body. The Minotaur remains on the pitch, but can do nothing else until the next touchdown has been scored *unless* they are attacked ot tackled. Minotaurs consider it the height of bad manners to disturb someone while they are eating, and will immediately go Berserk (as the Wound Table result) if attacked or tackled while they are feeding.

	MA	CS	TS	ST	TH	WD	AT	CL
Minotaur	4	4	2	5	4	3	2	7

Treemen



Treemen are generally reclusive creatures, who do not mix with other races. However, it has been known for very young Treemen (very young being mere striplings under 250 years old in their terms) to take part in games of Blood Bowl with the Champions of Law.

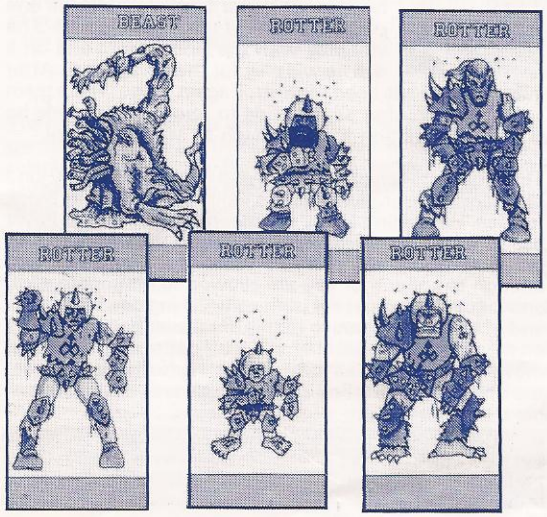
Up to two Treemen may be included in the Champions of Law team. Treemen may never receive any SPPs and may never be any type of Special Player. Treemen cause fear in the same way as Ogres, and may throw Halflings in the same way as Ogres throw Lesser Goblins. Treemen are so strong that the Armour Saving Throw of any player they hit is reduced by -1. Any team taking on the Champions of Law receives a bonus of 2 SPPs for each Treeman in the team. All Treemen receive the skills of Tackle and Block without the coach have to spend any SPPs.

	MA	CS	TS	ST	TH	WD	AT	CL
Treemen	3	5	3	5	6	3	2	8

Nurgle's Rotters

By Mike Brunton

'. . . Well, Jim, the stadium is looking somewhat empty, with 55,067 no-shows and a total crowd for tonight's action-packed game of 17! This must be some kind of conference record eh, Jim?. . . Jim? Jim? JIM! Wait for me! I don't want to catch it either!!'



There is no argument that the Evil Gits are just that: evil, and gits. The Champions of Death are, for that matter, not very nice. Nobody can detract from the Chaos All-Stars' reputation for being unpleasant. But even they would admit that there is another team so unutterably rotten (indeed, rotten to the core), that it stands pustule and running sore above the rest.

My Lords, Ladies, Gentlemen, Yeomen, Freemen, Serfs, Peasants, Utter Scum and Halflings, let me introduce the extremely offensive unit of ***NURGLE'S ROTTERS!!!***

But who is Nurgle? And why the Rotters?

Well, sports fans, Nurgle is the Chaos God of Pestilence, a creature determined to see that disease, decay and corruption destroy the world. Oddly, he does actually have followers, and many of these unnatural types are infected with a terrible disease called *Nurgle's Rot*. Sooner or later everybody with the Rot dies. Unfortun-ately, (for everybody else) before victims and Nurgle worshippers pop their clogs they tend to be a bit, well, infectious. And there's no cure.

Quite how, or why, the followers of Nurgle first put a Blood Bowl team together is a mystery. What is even more mysterious to most observers is that the members of the Rotters team appear to have an even more infectious and degenerative Rot than everybody else.

The answer to these mysteries is simple. It is Nurgle's doing, in his aspect as the Great Coach. Nurgle's Rotters not only win Blood Bowl games, they are recruiting agents for Nurgle! And their recruiting method is pretty effective: they infect their opponents! As a result, it's not uncommon for opponents to refuse to take the field, and for those that do to never be the same again...

It's just as well for the Rotters that they can pick up new recruits and players during a game. The ones they start with are already fairly rotten, and all the bumps and bashes of a typical game don't help. A Nurgle's Rotter can sometimes go to pieces, as the Rot really sets in...

Special Rules

At the start of the game, the Nurgle's Rotters coach is given *two* team rosters. One is used to record the details of the Rotters' starting line-up. The other will be used to keep track of opposing players who have been infected with Nurgle's Rot and have seen the light and switched to the Rotters!

Any creature may be a Nurgle's Rotter, except a member of the Undead. These may be infected during a game, but Nurgle doesn't really approve of dead people running around, not when there are delightfully poorly live ones to run around instead. All players in Nurgles Rotter start off with the normal characteristics for their race. We've provided a selection of players on the counter sheet from which you can choose your team. Pick any players you like, as long as you end up with 15 players numbered from 1 to 15. You'll notice that we've included two Nurgle Beasts. These are the closest the Rotters get to Star Players, but they aren't much to look at. More like gigantic slimy snaily thingies than stars. Not nice.

Rather than simply attacking or tackling, Nurgle's Rotters have a third choice: *Infect*. This is treated as a normal attack, but rather than rolling on the Wound Table, the victim, err... sorry, target player is Infected. This is as nasty as it sounds.

The Infected player's coach rolls one die and divides the result by two, rounding up. The result is the number of turns before Nurgle's Rot takes full hold of the player's brain and he deserts to join the Rotters! At the beginning of the subsequent turn the Rotter's coach writes the player's details on his second roster and takes control of the player. From then on he is treated as though he started the game as a Nurgle's Rotter. He too can Infect opponents. Yeuchh.

If a coach can get an Infected player off the field before he joins the Rotters any Magic Items he is carrying can be removed. These cannot be given to another player; they are simply lost.



Did You Know...

...Nurgle's Rotters have given away fewer touchdowns than any other team in the history of the NAF league? It isn't that they have a great defensive strategy; it's more that their opponents almost never turn up for the game... Who says Blood Bowl players are stupid?



Did you know...

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

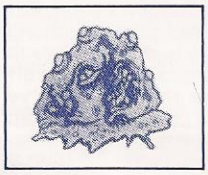
Fortunately, Nurgle's Rotters are not exactly a healthy bunch of lads. They are, in fact, so rotten that they often fall to pieces during games. It's all a question of getting close enough to do some damage.

You see, the first time an opposing player moves into the Death Zone of a Nurgle's Rotter he must roll under his CL score on two dice. If he fails to do this he stops moving in the last square he entered and gibbers a lot about not wanting to catch a nasty disease... Once a player has actually managed to make a Cool roll, put a mark in his Cool box on the Team Roster. He may now freely enter any 'ordinary' Rotter's Death Zone, but must still check every time he wants to go near a Nurgle Beast (see below).

Right, every time a Nurgle's Rotter is attacked or tackled succesfully they suffer the normal effects. However, a point is knocked off one the Rotter's characteristics as well! Gradually, the Rot really sets in, aided by a few well-chosen attacks.

If tackled, the Rotter is knocked to the ground and the attacker should roll on the table below. If the Rotter is hit during an attack (the attacking player does not have to Wound the Rotter) do the same.

Die Roll	*Effect*	*When Reduced to Zero...*
1	Lose 1 MA	Rotter cannot move or even stand up (consider permanently tackled).
2	Lose 1 CS	Rotter cannot attack or dodge when reduced to zero and no longer has a Death Zone.
3	Lose 1 TS	Rotter cannot throw the ball.
4	Lose 1 ST	Rotter cannot tackle and is automatically tackled.
5	Lose 1 TH	Rotter automatically wounded every time an attack hits unless his Armour Saving Throw is a success.
6	Lose 1 WD	This is an exception to the rule that no player may drop below 1 Wound. The Rotter is reduced to a gibbering, pulsating, throbbing pustulent festering blob of disease-ridden tissue that cannot move or take any further part in the game. Remove the Rotter and place a Throbbing Tissue marker in the square. Any player who subsequently enters the square is immediately infected with Nurgle's Rot and must roll twice on this table, rerolling 6s. If the player wasn't a Rotter, he becomes one immediately!



Nurgle's Rotters never get Star Player Points or Experience Points. Rotters that survive a game are usually dead of the Rot by the next fixture, but for true believers in Nurgle, this is the way to go anyway.

Nurgle Beast							
MA	*CS*	*TS*	*ST*	*TH*	*WD*	*AT*	*CL*
1	4/1*	0	4	4	4	1	0

A Nurgle Beast may never handle the ball, neither are they ever required to make CL rolls (they have very little brain anyway).

On the other hand, its mere presence is so offensive that any opposing player moving within 1 square of a Nurgle Beast must roll under his CL to do so or stand rooted to the spot in stark, staring terror. This roll has to be made every time a player moves near a Nurgle Beast. Nurgle Beasts are really yucky.

A Nurgle Beast automatically Infects any opposing player(s) in its Death Zone at the end of the turn. It does not have to attack or tackle anyone, although it can do so.

Finally, no Rotter team may have more than two of these horrid nasty thingies, and for each Nurgle Beast they do use their opponents get an extra Star Player Point.

VERY SPECIAL PLAYERS

Arfie Shortzenegger, by Mark Labbett



Arfie first appeared 5 years ago, from the jungles of Lustria. Although he claims to be pure-bred Halfling there is little doubt that he is part pygmy, as proved by his colour and his height. Arfie may be included in any Halfling team at a cost of 2 SPPs.

From his stories it appears that he is a follower of the mysterious godling Bod-ee-bill'da, an obscure cult that practices strange rituals to improve the physique. As a result of his beliefs and parentage Arfie is much stronger than the average Halfling and able to take considerably more punishment. However, as you might expect from someone who models themselves on Thrud the Barbarian, he is not too bright and is subject to *Stupidity*. At the start of each of his turns, Arfie's coach should roll 1 die. On a 6 Arfie becomes confused and the opposing coach decides what he will do for the turn.

	MA	*CS*	*TS*	*ST*	*TH*	*WD*	*AT*	*CL*
Arfie Shortzenegger	3	3	4	3	2	2	1	8

Magic Item - Gauntlets of Holding

Thrud the Barbarian



The strength of 20 men. . . the swiftness of a panther. . . the brain of a garden snail. Thrud the Barbarian is almost the ultimate Blood Bowl player - unstoppable, vicious and totally stupid. In practice, though, he maybe a bit *too* stupid.

Thrud can be included in a Blood Bowl game as long as both coaches agree before the match starts. Thrud is not a member of either team. Instead roll one die at the start of the match; on a 1-3 he will play with the Home team and on a 4-6 he will play for the Away team. After a Touchdown has been scored roll again to see which team Thrud will play for, as he tends to forget whose side he is on while waiting for the match to start up again!

Thrud never receives any SPPs and may never be any kind of Special Player, but gets the skills of Tackle and Block for free. He doesn't know the meaning of fear, and never has to roll to enter the DZ of fearsome creatures. Thrud only barely understands the rules of Blood Bowl, just enough to know that you are allowed to hit people a lot, and that you must get the leathery ball thing down the other end of the field. Because of this, if he ever gets his hands on the football, he will not hand it off or throw it, and must move in such a way as to be at least no further away from the opposing side's End Zone than he was at the start of his move.

	MA	*CS*	*TS*	*ST*	*TH*	*WD*	*AT*	*CL*
Thrud	4	3	2	7	6	2	2	7

Galak Star-Scraper, by Mark Labbett



From the fevered imagination of the amazingly prolific Mark Labbett comes Galak Star-Scraper, a very special referee. Galak can be included in any Blood Bowl game - as long as both coaches agree before the start of the match, of course.

Galak is Gurk Cloud-Scraper's BIG brother, an unusually intelligent giant (which isn't saying much, since he's still pretty dumb) who has loved Blood Bowl since he was knee-high to an Ogre. Sadly, as he grew up he found opponents became less and less keen to play against him, until he eventually had to retire. However, his love of the game just would not go away, and one day he came up with an inspired idea. Striding out into the desert, he trapped a herd of zebra in a canyon. After 3 days of skinning, sewing and cursing he returned to civilisation in his new stripy suit as the world's first giant Nuffle Amorical Football referee.

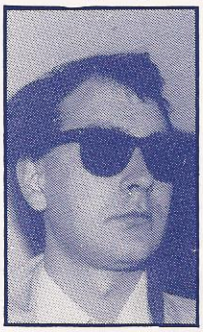
While he may not be the most competent referee in the Known World, few can doubt that he is the most feared and respected. Well, most feared anyway. Now, if there is one thing Galak can't stand, it's the sight of several players ganging up on one player, especially if the victim is prone. In fact he considers the practice so unsporting that when he sees 3 or more players attacking a prone player, or 4 or more players attacking an upright player, he may just lose his temper (gulp!). To find out if Galak does lose his temper in these circumstances, at the end of the Tackle phase one of the coaches should roll two dice. If the score is greater than 7 Galak gets so mad that he storms on to the pitch to 'sort things out'.

Galak's counter is set up in a side-line square, as close as possible to one of the players who took part in the 'incident'. Each coach should then take it in turn to move Galak one square, within the following restrictions:

- Galak must move one square.
- The square moved to must be closer to one of the offending players.
- If Galak can move into a square occupied by on of the offending players, he must do so.
- Galak must never enter the same square twice.

While moving Galak ignores DZs and players. If he moves into a square occupied by a player he will run over them, inflicting an attack with a CS of 8 and a ST of 8. Galak is only removed from the pitch once he has entered each of the offending players' squares, and each coach should take it in turn to move him one square until this is done. This whole procedure takes place at the end of the Tackle Phase and before the Reserve Movement Phase.

Galak's inability to control his temper has led to numerous calls that he be barred from refereeing. Unfortunately, Galak finds it equally difficult to control his temper when so accused, leading to several very flat and very dead investigating committees.



Did you know...

...that alone of the people involved in *Blood Bowl* ***Jervis Johnson*** is: a full member of the Amalgamated Union of Bishops, Luminaries and Allied Trades: a regular contributor to *Cheese! The Journal of Curd Fondlers*; very tall; a warm, wonderful human being; given to frothing at the mouth and the *only person* to know all the words of the Company Song.

He also has the distinction of being the only player ever to be fined before, during and after a game for *excessive* use of force.

Some of these statements are lies.

DESIGNERS NOTES

When we started receiving letters about **Blood Bowl**, one thing soon became obvious - everybody liked the game and wanted *more*, lots more! Not just the teams and rules that we couldn't fit in to **Blood Bowl**, but rules for all kinds of other things as well. **Death Zone** was the result - a job made *much* easier thanks to the contributors whose work is included in these pages. In every case they came up with rules and teams that were better than the ones I'd designed or, for that matter, rules for things I hadn't even thought of doing myself! Thanks guys!

You'll find that the new rules make for a much more fluid and changable game, with more emphasis on movement than in the original **Blood Bowl**. They also speed up the game, which I feel is a good thing. If you prefer a longer game, with more opportunity for death and mayhem, just increase the number of touchdowns needed to win. Even better, play to a time limit - the winners are the team with the most touchdowns.

The new Campaign rules make the things that happen *between* games almost as important as the games themselves, and add roleplaying elements to Blood Bowl. By the way, the rules for creating teams can be used on their own to provide more 'balanced' teams for one-off games, although this does take longer than using the normal method.

The Teams section includes what I consider to be the pick of the Teams that have been sent in to me by you lot out there, as well as teams that just *had* to be included because so many people wrote in and asked for them! The Team Update has been included to sort out some of the problems with 'Super Teams' in Blood Bowl, particularly the Dwarfs who were definitly too good under the original rules. When combined with the new rules for Special Players you'll find that these new characteristics make for a much closer game, whatever teams you play.

Finally, I'd like to take the chance the thank everybody who worked on Death Zone: Marc Gascoigne, who did his usual superb job of editing; Mike Brunton, who not only invented the Nurgles Rotters but also proofed the rules; Colin Dixon, Dave Andrews and Pete Knifton who provided all the artwork; Lindsey D le Doux Paton and Dawn Duffy who typeset the rules; Bil Sedgwick, Heidi Allman, David Clemmett and David Oliver who did such a good job on the production of the game and, of course, all the contributors and playtesters. Thanks one and all!

Right.. We're going to run the ball.. We're gonna pass the ball.. and we're gonna SCORE!!

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DEATH ZONE

TEAM	COACH

MATCH RECORD

OPPONENT	W/L	SCORE

TREASURY

FAME

TOTAL TOUCHDOWNS	
TOTAL SPP'S	
KILL/CRIPPLE SCORE	
WINS - LOSES	
FAME POINTS	

APOTHECARY

NAME

ABILITY

EXPERIENCE

POTIONS

PHYSICIAN

NAME

ABILITY

EXPERIENCE

CHEERLEADERS

NAME

ABILITY

EXPERIENCE

NOTES

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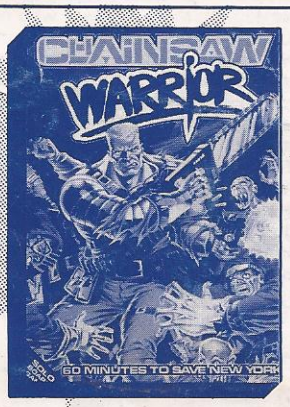
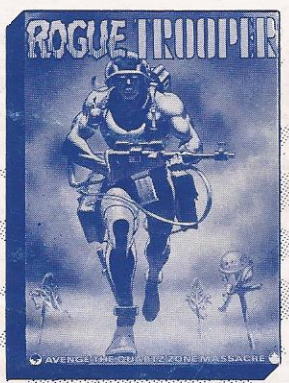
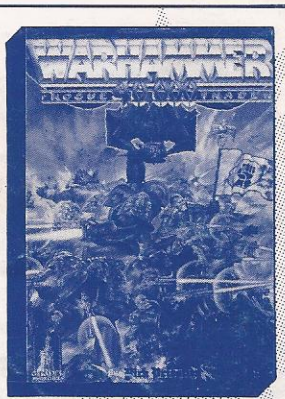


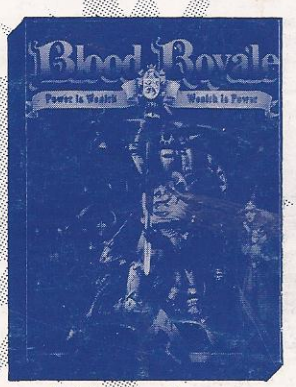
A Solo Game to Save New York.



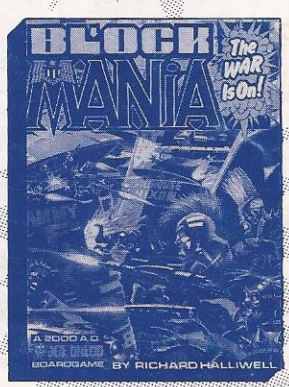
2-6 Players Avenge the Quartz Zone Massacre.



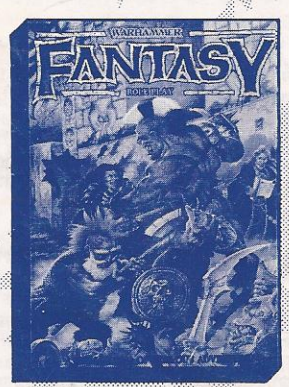
A Battle Game Set in a Dark and Deadly Future.



A 2-5 Player Game of 13th Century Power and Politics.



Civil War in Judge Dredd's Mega-City One!



Excitment in a Grim World of Perilous Adventure.

BLOOD BOWL QUESTIONS & ANSWERS

"Well Bob, a few Blood Bowl fans out there seem to be having just a little difficulty in grasping the finer points of our game!"

"That's right, Jim, so just for them we've produced this sheet that hopefully covers most of the major areas of difficulty. Take it away, boys!!!"

Q: Star Player Points. If a player gets the same magic item twice does he:
a) Effectively lose the second roll, since two helmets of accuracy (for example) are no more useful than one?
b) Reroll on the magic table until he gets a different magic item?
c) Reroll on the SPP table?
d) Get the second magic item, which he may then give to another player on the same team?

A: c.

Q: Can magic items be transferred between players of the same team?

A: No.

Q: Can a defensive player also be designated as a kicking player?

A: No; the extra armour a defensive player has to wear would not allow him to kick the football effectively.

Q: If a defensive player has magic armour are the effects accumulative, ie is he immune to injury?

A: No, the player would have a saving throw of 2-6.

Q: Can distances be counted diagonally?

A: Yes.

Q: Page 5 says "a kicking player must have a strength of 3 or more and a cool of 7 or more", but the kicking table has no column for strength 3. How is a kick by a strength 3 player resolved?

A: The table is, erm, wrong. The strength column headings should in all cases be one less than is printed; change the top line from 4-10 to 3-9.

Q: Under "Attacks" it states that all attacks are completed before any tackles are resolved. In the section on dodging tackles it states that this is the only case where attacks or tackles are not assumed to happen simultaneously. Which is correct?

A: All attacks are resolved before tackles take place (allowing a player to wound an opponent before he is tackled). The sentence referred to in the dodging rules should read "this is the only case where *tackles* are not assumed to happen simultaneously".

Q: At what point does a player roll against his Cool if he 'hates' an opposing player he wishes to tackle?

A: At the instant the tackle is declared.

Q: If a player carrying the football is wounded but makes his armour saving roll does he still drop the football?

A: No.

Q: In a *campaign*:
i) Are ogres ever permitted to have 2 or more SPPs?
ii) Are trolls ever permitted SPPs?
iii) Can 2 or more troglodytes in the same team have SPPs?
iv) Are the effects of multiple broken arms or legs accumulative?
v) Can players be 'sacked' from a team between games, so that they can be replaced?

A:
i) Yes.
ii) No (they are just too stupid to learn from experience).
iii) Yes.
iv) Yes, but no characteristic can ever be reduced to less than 1.
v) Yes.

Q: The rules for "Concussed" or "Stupid" players are ambiguous:
i) Does the coach roll once per game, or at the start of each of his turns?
ii) Do they move in their own team's phase or the opposing team's phase?
iii) Can they Attack/Tackle players on their own team?
iv) Can they score Touchdowns for the opposing team?
v) Does their Death Zone affect their own team or the opposing team?
vi) If they move in their own team's phase, who decides if they move before the rest of their team of after them?

A:
i) Roll once per turn.
ii) In their own team's phase.
iii) Yes.
iv) Yes.
v) It effects their own team.
vi) The opposing coach can decide to move them before or after everyone else on their own team. However if he/she decides to move them after the team they must wait until all the players on the team have finished their moves.

Q: Why do you only get 6 halfling counters?

A: There are only 6 halfling counters in Blood Bowl because they are for use with the Heroes of Law special team. Anyone crazy enough to want to coach a full halfling team will have to use counters for other races to represent the rest of the players!

Q: Can an Ogre throw a Lesser Goblin at another player? If yes, what happens? And what happens if a Lesser Goblin scatters into a square occupied by another player.

A: Ooooops! I can't think how we missed that one. Anyway, here goes: Yes an Ogre can throw a Lesser Goblin at an opposing Player. If a Goblin is thrown or scatters into a square with another player then the Goblin suffers a wound (and must roll on the wound table) on a 3-6 instead of the normal 5-6; and the player in the square must roll to see if they suffer a wound as if hit by a strength 4 attack (normal armour saving rolls do apply). If, after all this mayhem, both the Goblin and the other player would still be on the pitch (in other words neither was wounded or killed) then the Goblin must be moved into an adjacent, unoccupied square by the coach of the player who was originaly in the square (phew!).

RULE CLARIFICATIONS

1. The football may only be handed off to a standing player.
2. The football may only be handed off once in the Throwing and Kicking Phase. In other words, you may hand off the football once, and then either throw or kick it once.
3. A prone player may not catch the football.
4. Each Team Turn is divided into *4* phases. The phases must be performed in the order listed and activities can only take place in the correct phase. For example, the coach may move players in the Movement Phase, but not throw or kick the football; you may hand-off, kick, or throw the football in the Throwing & Kicking Phase, but not move any players etc.

OPTIONAL RULES

The following new rules are optional, and untested at the time of writing. The official, fully tested, no loop holes (*"He thinks he's going to write some rules without any loop holes, Jim!" "He must be madder than we thought, Bob!!"*) version of these rules will be included in the Expansion Kit when it is released. Until then only use them if both coaches agree they are included *before* the game starts.

Stripping The Football

When attacking a player may attempt to strip the football (ie knock it from the opposing player's hands) if they declare so before they roll the die roll for the attack attempt(s). If the attack succeeds don't check if the target is wounded; instead the player who has been hit must roll less than or equal to their Cool minus the Strength of the player who hit them. If they fail the football is dropped and will Bounce as in the normal rules.

Increased Scatter & Bounce

At medium range roll *twice* for scatter from a missed throw or kick. At long range roll *three* times for scatter from a missed throw or kick.

When a resolving where a ball ends up when it is bouncing remember what the die rolls were. If you roll "doubles" (ie, you roll a 1 followed by a 1 on the scatter table, or a 2 followed by a 2, etc) roll for bounce again in the new square (and if you roll doubles again, the ball bounces again, and again, and again...).

Falling Over

When a player attempts to catch the football and fails, they are assumed to have fallen over making the attempt. Place the counter sideways in the stand as if the player had been successfully tackled, but do *not* roll for injury.

Moving Through Death Zones

With this rule a player may move from a square in a Death Zone directly to another square in a Death Zone. However, every opposing player who exerts a Death Zone on either square gets a free attack or tackle on the player, who may not fight back. If the player survives this and is still standing they may carry on moving. A player can move into the End Zone by this method, but they only score a Touchdown if they are still holding the football at the end of the Movement phase.

This rule only applies in the movement phase, not the reserve movement phase (when you are *never* allowed to enter a DZ).

Moving Over Prone Players

In the normal rules a player is never allowed to enter a square occupied by another player. With this option you can move a player into a square with a prone, friendly player but before you do so you must roll one die. If you roll a 5 or 6 the player who is moving is assumed to have tripped over the prone player, and so becomes prone themselves! Note that you roll the die for tripping up in the square you occupy *before* you enter the prone player's square, and this is where you will end up if you fail the roll. If you use this rule you may not end the Movement or Reserve phases in a square with another player - you must be able to move through it.

BLOOD BOWL

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HUMAN



DWARF

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BLOOD BOWL™

TEAM

TEAM ROSTER

COACH

TEAM NOTES

FINAL SCORE

HOME	AWAY

NO.	NAME	SPECIAL PLAYER	MA	CS	TS	ST	TH	WD	AT	CL	SAVE	INJURIES	NOTES	EP	TP	DP	SPP
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MA - Movement Allowance; **CS** - Combat Skill **TS** - Throwing Skill; **ST** - Strength; **TH** - Toughness; **WD** - Wounds; **AT** - Attacks; **CL** - Cool; **EP** - Experience Points; **TP** - Training Points; **DP** - Disenchantment Points; **SPP** - Star Player Points.

SPECIAL PLAYER - **DF** - Defensive Player, **KP** - Kicking Player, **CH** - Chucker, **CA** - Catcher, **RN** - Runner

INJURIES - **BK** - Berserker, **AB** - Arm Broken, **LB** - Leg Broken, **KO** - KO'd, **LH** - Leg Hurt, **ST** - Stunned, **CN** - Concussed, **SF** - Skull Fractured, **RIP** - Dead (Rest in Pieces...)

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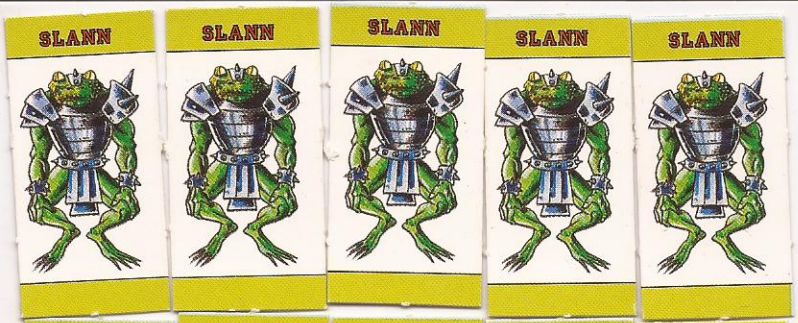
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GALAK
STARSCRAPER


THRUD
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TREEMAN
MINOTAUR
MINOTAUR


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WEREWOLF
ROTTER
BEAST
HALFLING


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ZOMBIE


SKELETON


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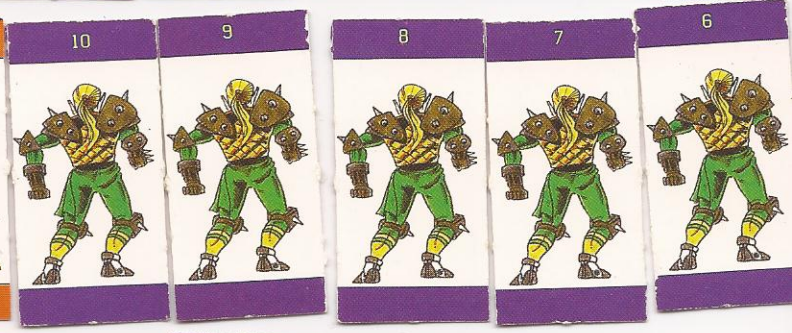
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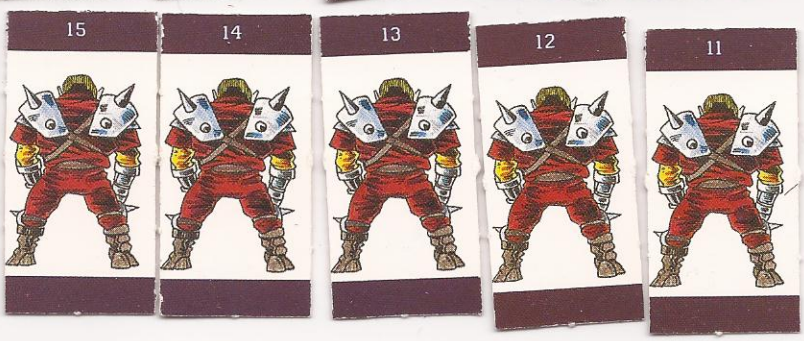
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★MAGIC★



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★ITEMS★

BEGUILING BRACERS

A player has come across the bracers of Count Luthor to use for the match. They are so good that they even distract the player wearing them sometimes.

Play at the beginning of your turn before any player takes an Action.

Choose one player on your team. That player gains the skills Hypnotic Gaze, Side Step, and Bone-head for the remainder of this game.

LUCKY CHARM

The player has acquired some lucky charms from a Halfling in a green coat before the game.

Play during the pre-game after all inducements are purchased.

A player of your choice may ignore the first time his armour is broken, and just be Placed Prone. Any roll that ignores armour, such as the crowd or throw a rock, is not affected by a lucky charm.

BELT OF INVUNERABILITY

Your player really has found a way to become a man of steel.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Armour rolls made against a player of your choice may not be modified or re-rolled by any positive modifiers for the remainder of this game. This includes (but is not limited to) Claw, Mighty Blow, Dirty Player, Piling On, fouling assists, Stunty and Chainsaw attacks.

MAGIC GLOVES OF JARK LONGARM

Your team is featured in Spike! magazine and the magazine gives you these gloves for your upcoming game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

A player of your choice gains the Pass Block skill, and an additional +1 modifier to all interception rolls until the drive ends.

FAWNDOUGH'S HEADBAND

One of the great passers of all time has loaned your player his headband for this game, but you had better make sure you get it back before he notices it missing!

Play at the beginning of your turn before any player takes an Action.

A player of your choice gains Pass and Accurate for this turn, but an additional +1 modifier on any interception rolls against him is applied as well.

GOOD OLD MAGIC CODPIECE

Mother always said "never play without your codpiece". After years of being passed from one generation to the next, the magic is still working.

Play during the pre-game after all inducements are purchased.

A player of your choice may not be fouled for this game and injury rolls against this player cannot be modified or re-rolled by anything including (but not limited to) Dirty Player, Mighty Blow, Piling On, and Stunty.

FORCE SHIELD

Your player paid top gold for a Ring of Invincibility, but it's not all that was advertised.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

The player on your team holding the ball gains the Sure Hands and Fend skills until he no longer has the ball.

RABBIT'S FOOT

One player finds himself a lucky rabbit's foot after the pre-game meal of, well, rabbit.

Play at the beginning of your turn before any player takes an Action.

A player of your choice without Loner gains the Pro skill for the remainder of this game.

GIKTA'S STRENGTH OF DA BEAR

A scroll found in the house of a retired legendary coach contains a spell of Bear strength.

Play at the beginning of your turn before any player takes an Action.

A player of your choice on your team gains +1 Strength until the drive ends. After this the player has -1 Strength for the remainder of this game.

RING OF TELEPORTATION

Where'd he go? The player uses a teleportation ring to get out of a tight spot.

Play after your turn has ended (unless your turn ending would end the half).

One player on your team of your choice can be moved D6 squares in a single direction of your choice (note: you must move the full D6 squares and must choose the direction before rolling the D6). Treat this movement as if the player had been thrown with the Throw Team-Mate skill but without the 3 scatters to determine the landing square. The landing roll from the teleportation is automatically successful unless he has bounced off another player.

★MAGIC★



50.000 GP

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★MISC★



50.000 GP

★MAYHEM★

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50.000 GP

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ROWDY FANS

Your fans have shown up today and it's with an extra evil glint in their eyes. They want a LOT of blood and are in the mood to help see it.

Play during the pre-game after all inducements are purchased.

For this match, any block or foul made by or against an opposing player adjacent to the sidelines is treated as having one extra assist from your team. In addition, no opposing player adjacent to the sidelines can assist a block or foul.

THAT BABE'S GOT TALENT!

Your team visits the local tavern the night before the game. One of the dancers offers to bring some friends to help the cheerleader squad, and some patrons to help with some new play ideas and to see their performance at your match.

Play during the pre-game after all inducements are purchased.

You automatically win all Cheering Fan and Brilliant Coaching rolls on the Kick-Off table for this match. In addition, you get an additional +1 to your FAME (see page 18) for any other Kick-Off table result for this match but not for the winning roll.

HECKLER

An overeager fan heckles and distracts one opponent especially wel.

Play at the beginning of your turn before any player takes an Action.

An opposing player of your choice may not use any skills (including block and dodge defensively) other than those that must be used (frenzy, loner, etc.) for this turn and the following opposing turn.

GLOVES OF HOLDING

A player puts a magic salve, Grisnick's Stickum, onto his gloves before the drive.

Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.

A player of your choice on your team gains the Catch and Sure Hands skills, but may not take Pass or Hand-off Actions for the remainder of this game.

WAND OF SMASHING

Stick! Smash!

Play at the beginning of your turn before any player takes an Action.

Choose one player on your team. That player gains +1 strength and the Mighty Blow skill for this turn.

INERTIA DAMPNER

The player has come across a magic amulet that slows the speed of any large objects that happen to intersect with his location.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose one player on your team. For the remainder of this drive, any opponent moving one square or more first and then blitzing this player suffers a -1 modifier to his Strength (minimum Strength of 1) for the block attempt.

★MISC★



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BADYEAR GIT

A goblin doom diver who was too cheap to pay for admission is hit by the kick-off while flying over the stadium.

Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.

The ball scatters 2d6, instead of 1d6, on this kick-off.

HOMETOWN FANS

Your team's fans start the match very willing to help their favourite team by throwing the ball to the perfect place for you.

Play during the pre-game after all inducements are purchased.

You may choose the direction the ball is thrown in on the Throw-in Template every time it goes out of bounds during the first half. During the second half, all throw-ins are done as normal.

SPRINKLER MALFUNCTION

Somebody triggered the sprinkler system, on accident of course. The ball becomes difficult to handle and the mist makes it difficult to see until it is shut off.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

All attempts to pass, catch, or pick up the ball have an additional -1 modifier for this drive.

INCOMING!

The crowd received souvenir balls today and has decided to use them as ammunition instead of keepsakes.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For this turn, any player from the opposing team must dodge any time they leave a square within 2 squares of either sideline or end zone.

ECLIPSE

Suddenly all light is blocked out by a total eclipse. Maybe it's the complete darkness, or maybe it's astrological magic, but for one brief moment all players are equal.

Play at the beginning of your turn before any player takes an Action.

For your turn and your opponent's turn, all players on the pitch have only the characteristics and skills of a rookie Goblin.

ROGUE WIZARD

A wizard in the stands starts to get a little bored and bombs the pitch with a fireball!

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Place a marker on the pitch, scatter the marker 5 times. If it does not scatter off the pitch at any point, the fireball explodes as the spell; the centre is where the marker is.

FANATIC INVASION

A crazed goblin fan talks an ogre into tossing him onto the pitch!

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.

Place a miniature to represent the Goblin Fanatic into any empty square on the pitch. He has the same stats as a rookie Goblin Fanatic. The coach playing this card may immediately move the Fanatic. Each coach can only take a Move Action with the Fanatic after his turn has ended but before his opponent's turn. This Fanatic has no tackle zones and blocks without any offensive assists. At the end of the drive the ref automatically ejects the Fanatic from the game.

BALL CLONE

The random chaos of Tzeentch has affected the ball.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

If the ball is on the ground, a 2nd ball materializes in the square and one of them is bounced from it. The first player that crosses into the end zone with one of the balls rolls a D6. On a 1-3, the ball vanishes and a touchdown is not scored. This effect ends when a drive ends. Players may not pick-up, catch, or intercept a ball if they already are carrying one. A ball bouncing into the square with the other ball will bounce again.

FRIENDLY FANS

The crowd loves your team, and wouldn't ever consider ripping one of your players apart... well, not this game anyway.

Play during the pre-game after all inducements are purchased.

Any player on your team that is pushed into the crowd this game is only Stunned, do not roll injury.

JOHNNY WATERBOY

He must be a magician as that is some mighty fine H_2O. One drink from this minor wizard of water seems to revive any bashed up players.

Play during the pre-game after all inducements are purchased.

For this match, your players gain a +1 modifier to recover from KO'd for this match (a roll of 1 is still a failure).

★SPECIAL★



50.000 GP

★PLAYS★

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COME TO PAPA!

You have read the kick-off almost perfectly and are ready to receive it.

Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.

Move one player not on the line of scrimmage to the square where the ball will land.

PERFECT KICK

You try and kick the ball to just the right spot to help your defence.

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Place the ball anywhere in the line of scrimmage or the end zone of the opponent's half excluding the wide zones. To determine the landing square for the ball, instead of the normal kick-off scatter, scatter the ball for one square 3 times using the sideline throw-in template for each scatter, you may choose how the template is facing on each scatter as long as it is facing a sideline or end zone.

DOGGED DEFENSE

Your players give everything they have to defend the end zone, trying to trip the opposition from the ground.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For this turn all your players that are Prone (not Stunned) exert tackle zones as if they were standing, however they cannot assist or cancel assists, catch, or take any other Action that requires a standing player.

OPTION PLAY

This play is designed so your ball carrier can choose either to keep the ball himself or dump it off to someone else.

Play at the beginning of your turn before any player takes an Action.

A player of your choice gains the Dump-Off and Pass skill until the drive ends.

FLEA FLICKER

A trick play is on. You trick the opponent into thinking one person will run the ball, but he tosses it to someone else who throws the ball.

Play at the beginning of your turn before any player takes an Action.

You may take an extra Pass Action, however the first Pass Action you take must be a Quick Pass.

PUNT

Time to get rid of the ball and pin the opponent deep!

Play after your turn has ended, but before your opponent's turn begins.

If a player you control has the ball, you may place the ball in any square you want and scatter the ball three times. If the ball is not caught it will bounce as normal.

FUMBLEROOSKI

The players on your team intentionally fumble the ball to open up some funny and spectacular plays.

Play at the beginning of your turn before any player takes an Action.

For this turn any failed pick up, catch, or fumbled pass rolls do not cause turnovers. Also a player can intentionally fail to pick up or catch the ball, or fumble a pass. Any failed attempt to pick up or throw the ball ends the player's Action. Any player failing a catch roll counts as having taken an Action for the turn as well, even if they have not performed an Action yet.

SPECTACULAR CATCH

A player puts himself on the line to try for an amazing catch.

Play at the beginning of your turn before any player takes an Action.

For this turn a player of your choice gains Catch and Diving Catch.

GOING THE EXTRA MILE

A player on your team throws it into high gear to cover some extra ground.

Play at the beginning of your turn before any player takes an Action.

A player of your choice may Go For It any number of times this turn. Each Go For It after the second has a cumulative modifier of -1 to the roll (example: the 4th Go For It would have a -2 modifier to the D6 roll). If the player has Sprint he may add 1 to one Go For It roll made this turn (a natural 1 will still result in a failure though).

SUICIDE BLITZ

A player gets a good jump over the line of scrimmage and launches himself at the opponents.

Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.

A player of your choice not holding the ball may take a Blitz Action immediately. This player suffers from the No Hands skill for this Action only.

★SPECIAL★



50.000 GP

★PLAYS★

★SPECIAL★



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★PLAYS★

★SPECIAL★



50.000 GP

★PLAYS★

★DIRTY★



50.000 GP

★TRICKS★

★DIRTY★



50.000 GP

★TRICKS★

★DIRTY★



50.000 GP

★TRICKS★

GROMSKULL'S EXPLODING RUNES

A player purchased some exploding runes from a dwarven runesmith before the game. Although they are illegal, they are highly effective.

Play before setting up for a drive.

Choose one player on your team. That player gains the Bombardier, No Hands, and Secret Weapon skills for this game. Because the Rune can be very volatile, any Pass roll made with a Rune bomb is performed with a -1 modifier.

WITCH'S BREW

You've spiked the opponent's Kroxorade bottle with a witch's concoction!

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Choose an opponent and roll on this table:

1 Whoops! Mad Cap Mushroom potion! The player gains the Jump Up and No Hands skills until the drive ends.

2 Snake Oil! Bad taste, but no effect.

3-6 Sedative! The player gains the Really Stupid skill until the drive ends.

ILLEGAL SUBSTITUTION

A reserve sneaks onto the pitch while the ref is cleaning his glasses.

Play at the beginning of your turn before any player takes an Action.

You may place any player from the reserves box in an unoccupied square in the end zone you are defending. This player may only take a Move Action this turn. This may take your team to 12 players for the remainder of the drive.

HEROIC LEAP

The player has one chance to be a hero, and tries for it all!

Play at the beginning of your turn before any player takes an Action.

Choose a player with strength four or less. This turn the chosen player may leap, as the skill, with a 3+ to land regardless of that player's agility or skills.

WAKE UP CALL

Desperate times call for desperate measures. Time to get some extra players on the pitch, ready or not.

Play before you set up any players for a drive.

Instead of rolling for a player to come back from being KO'd, you may have the player automatically recover by placing the player on the pitch Stunned. You may do this with any number of KO'd players. After placing as many players from KO'd on the pitch as you desire, roll a D6 for each player that is Stunned. On a 4+, that player is turned to Prone.

NEW BLOCKING SCHEME

A clever blocking play gives you a one-up on your opponents.

Play at the beginning of your turn before any player takes an Action.

A player on your team that is in an opponent's tackle zones and adjacent to another player on your team may switch squares with the adjacent player from your team, unless either one has the ball. This may be done with only one set of two players.

★DIRTY★



50.000 GP

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★DIRTY★



50.000 GP

★TRICKS★

BLATANT FOUL

A player on your team is determined to take out the opposition, no matter what.

Play at the beginning of your turn before any player takes an Action.

The armour roll for your Foul Action this turn automatically succeeds and is considered a non-doubles roll, however the injury roll for the foul must be rolled as normal with the player sent off on doubles.

KICKING BOOTS

These boots were made for stomping, and that is just what they will do!

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

A player of your choice on your team gains the Kick and Dirty Player skills and a -1 MA for the remainder of this game.

CHOP BLOCK

A player throws a dirty block on the opponent.

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.

This card may only be played on one of your Standing players that did not take an Action during your last turn. Your player is Placed Prone and an opposing player in a square adjacent to him is now considered Stunned.

PIT TRAP

A devious groundskeeper has set up a pit trap for you.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose a player: that player is Placed Prone, no Armour roll is made. If the player had the ball, bounce it as normal.

CUSTARD PIE

One of your players thrusts a cleverly concealed custard pie in the face of an opposing player.

Play at the beginning of your turn before any player takes an Action.

Choose one player on the opposing team adjacent to one of your Standing or Prone players (not Stunned). That opposing player is so flabbergasted by the pie hit that he loses his tackle zones for the remainder of this turn as per a successful Hypnotic Gaze roll.

SPIKED BALL

A Bloodthirster is in the crowd today, so in honour of this event a spiked ball is swapped with the real ball. More blood for the blood god and the fans!

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Until the drive ends any failed pick up or catch roll (but not interception roll) is treated as the player being attacked with the Stab skill by an opponent.

DISTRACT

Your player is very good at distracting all those around him.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

The chosen player gains the skill Disturbing Presence for this turn and all opposing players starting their Action within 3 squares of the player count as having Bone-head (lost tackle zones from failed Bone-head rolls return at the end of this turn).

STOLEN PLAYBOOK

You nabbed a playbook from the opponent's coach! He sure will be surprised when you know exactly how to ruin his play.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

A player of your choice gains Pass Block and Shadowing until the drive ends.

GREASED SHOES

The magic grease applied to your opponents' shoes has finally taken effect.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

This turn all opposing players need to roll a 5+ to Go For It instead of the normal 2+.

TRAMPOLINE TRAP

Someone set up a deep pit trap... with a trampoline in it!

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose any opposing player. Using all the rules for the Throw Team-Mate skill, the player is automatically thrown (i.e., cannot be fumbled) to a target square that is D6 squares away in a random direction from his own square (use the scatter template). The player will need to make a landing roll as normal if they land on the pitch.

★GOOD★



100.000 GP

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★GOOD★



100.000 GP

★KARMA★

ALL OUT BLITZ

A tactical play of great effect… if it works.

Play at the beginning of your turn before any player takes an Action.

For this turn, you may declare a second Blitz Action.

FAN UPROAR

Your fans start yelling so loudly that the opposing team cannot hear the coach or any of the on pitch play signals.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

No team re-rolls may be used by your opponent for this turn or his next turn (unless the drive ends before your opponent's second turn).

BANANA SKIN

One of the oldest tricks in the book, but a well-aimed peel still is a great equalizer.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

An opposing player of your choice in a tackle zone of one of your players is automatically Knocked Down. Roll for Armour/Injury as normal. If the player was holding the ball, it does not cause a turnover.

HURRY UP OFFENSE

Your team is making all of the time that it has left count, trying to mount one last scoring drive.

Play before moving your turn marker.

You receive an immediate free turn. However, after each Action roll a D6, on a 1 the free turn ends. This roll may not be re-rolled. Your opponent immediately begins a free turn after your free turn is over, and the same rules will apply for when it ends. If a TD would have been scored during your free turn, a turnover occurs as normal but the touchdown does not count unless a player from your team still has the ball in the end zone at the end of your opponent's free turn.

BUTTERFINGERS

One player from the opposing team knows he just is not himself today and ball handling for this drive is just out of the question.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this drive, one selected opposing player not currently holding the ball gains the No Hands skill.

INTENSIVE TRAINING

One player from your team is really psyched for this week's match, and has been working very long hours preparing for it.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains one extra skill. This can be any skill that he can learn from an Improvement roll without a Doubles roll.

CHAINSAW

One of your players brings along a chainsaw for the game: not too subtle, but effective.

Play before setting up for a drive.

A player of your choice on your team gains the Chainsaw, Secret Weapon, and No Hands skills for this game.

UNSPORTSMANLIKE CONDUCT

A player's taunting and antics after scoring causes a fan to express his feelings towards him with a well-thrown rock-filled Bloodweiser can.

Play immediately after your opponent scores a touchdown.

The player that scored the touchdown is KO'd. He may not roll to recover from KO'd until the end of the next drive.

DAZED AND CONFUSED

One player from the opposing team was hit just a little too hard and is having trouble focusing on the game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one selected opposing player who is currently Prone or Stunned gains the Bone-head skill.

KNUTT'S SPELL OF AWESOME STRENGTH

A crafty wizard in the stands casts a minor spell to give his favourite player some added hitting power.

Play at the beginning of your turn before any player takes an Action.

For this turn, one player of your choice from your team is treated as having double his strength.

★GOOD★



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★GOOD★



100.000 GP

★KARMA★

DOC BONESAW

That blood on his outfit and the saw on his hip are not very comforting, but his medical talents are difficult to refute even on undead players.

Play after a drive has ended and KO'd recovery rolls have been made.

A player from your team that has been KO'd or Badly Hurt is moved to Reserves.

LEWD MANEUVERS

A group of cheerleaders were hired to distract the opposition. They do such a good job of it even your players are not going anywhere.

Play at the beginning of your turn before any player takes an Action.

Choose a wide zone. Any player from either team that is currently in that wide zone may take no Action this turn or on the opposing turn that follows this turn.

EXTRA TRAINING

Your team has been working all week on playing better as a united squad.

Play during the pre-game after all inducements are purchased.

Your team receives one extra team re-roll for this match.

LURVE POTION

A magic potion slipped into your opponent's drink makes someone in the stands completely irresistible to him.

Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.

One randomly selected opposing player, in a wide zone of your choice, is placed in the Reserve box. If the player was holding the ball, it bounces once from their original square.

MAGIC HELMET

Its magic has almost worn off, but this relic that once protected older generation Blood Bowl players over their entire career appears to have enough magic left for one more game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one player of your choice from your team gains +1 AV and the Thick Skull skill.

SCUTT'S SCROLL OF WEATHER MAGIC

You have tricked a gullible wizard into parting with a useful scroll.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Select a weather result. The weather will immediately change to that result and remain there until a Weather Change kick-off roll is made.

MIRACLE WORKER

Whether this crazy man actually has a direct line to Nuffle or not… he gets results.

Play after a drive has ended before rolling for KO'd players.

One player on your team who has suffered a Casualty roll of 41 or higher is now considered to be KO'd.

STILETTO

One player from your team has come armed to even up this match.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains the Dirty Player and Stab skills.

ONE WITH THE KICKER

Somehow one of your players suddenly can read the mind of the opposing kickers and can almost always get to where the ball is going.

Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.

One player on your team gains Kick-Off Return and Diving Catch for the remainder of this game.

TEAM ANTHEM

The crowd today is really out in full fanatic support. Their cheers and encouragement for your team and abuse for the referees and the opposing team really have set the stage for your team to do their best (including bribing the ref for the coin toss).

Play during the pre-game after all inducements are purchased.

Your team automatically wins the coin toss to kick or receive without flipping the coin. In addition, your team receives an additional +2 modifier to your FAME (see page 18) for any Kick-Off table result for this match but not for the winnings roll.

★GOOD★



100.000 GP

★KARMA★

★GOOD★



100.000 GP

★KARMA★

★GOOD★



100.000 GP

★KARMA★

★GOOD★



100.000 GP

★KARMA★

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100.000 GP

★KARMA★

★GOOD★



100.000 GP

★KARMA★

RAZZLE DAZZLE

A tactical play of great effect… if it works.

Play at the beginning of your turn before any player takes an Action.

For this turn, you may declare either a second Pass Action or a second Hand-off Action.

THE FAN

As your team takes the pitch, a crazed retired warrior runs out of the stands and asks to help you "smash those gits!" The head coach decides to see if he can help.

Play during the pre-game after all inducements are purchased.

Add the fan to your team as a player even if this takes your team to more than 16 players. The fan's stats are MA 6; ST 4; AG 2; AV 7; and he has the Loner and Frenzy skills. The fan leaves your team when the half ends.

SUITABLE PITCH

The pitch is made to be in perfect playing conditions for your team, either by removing some of the dangerous objects, or by adding even more. Once the ref is wise to this situation the state of the pitch is restored to normal, however.

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Choose to either add more dangerous objects or to remove them. If you add more dangerous objects then all Armour rolls caused by being Knocked Down are modified by +1. If you choose to remove them, the modifier is -1 instead. This modifier affects both teams and stays in effect until the drive ends.

THE WALL

Your team has been practicing a new special play and now is the time to try it out.

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.

During only this turn of your opponent, every player on your team is treated as having the Stand Firm skill.

RUNE OF FEAR

Your head coach had a Dwarf rune forged for him before the game and has decided now is the time to put its limited effect into Action.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

During only this turn of your opponent, every player on your team is treated as having the Foul Appearance and Disturbing Presence skills.

WOOF WOOF!

A stray dog runs onto the pitch and runs off with the ball.

Play at the beginning of your turn before any player takes an Action.

The ball must be on the ground for this card to have an effect. Roll for Scatter direction with the Throw-in template. The ball scatters D6 squares in that direction and is where the dog places it on the ground (no bounce roll). If the final square is occupied, scatter once more in the same direction. If at any time the scatter result indicates the dog ran into the crowd, stop scattering and have the crowd throw-in the ball.

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

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200.000 GP

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★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

BAD HABITS

The opposing team has picked up some really bad habits and it's starting to change their ability to work together as a team.

Play during the pre-game after all inducements are purchased.

The opposing team loses D3 Team Re-rolls for this game only.

GIMME THAT!

One player from your team has been waiting all season to show what he can do – and he wants the ball NOW!

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains the Dauntless, Juggernaut, and Strip Ball skills.

BALLISTA

Your team has cunningly concealed a massive ballista along the sidelines allowing you to fire it at an unsuspecting opposing player at just the right moment.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

The Ballista works exactly like a Wizard's Lightning Bolt spell.

IRON MAN

One player from your team has dedicated the match to his recently departed mum and is determined to play for the whole game, no matter what the cost.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, any event that results in an Injury roll against a selected player from your team is treated as if a Stunned result was rolled without actually rolling to see an injury result.

BLACKMAIL

You have the goods on one of the opposing players, and you have chosen now to call in your favour.

Play at the beginning of your turn before any player takes an Action.

You may treat a chosen opposing player, other than the ball carrier, as a member of your team for this turn only. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling his own team.

KID GLOVES

One player from the opposing team has the NAF questioning his tactics on how he has been racking up those injuries. He decides to go easy this game to reduce the scrutiny on him.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, all armour breaks against your team by a selected opposing player from fouling or blocking will be treated as Stunned results without actually rolling to see an injury result.

BUZZING

One player from your team accidentally drank some Mad Cap Mushroom laced coffee before this drive.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team not holding the ball gains +1 to his AG and the Jump Up, No Hands and Frenzy skills.

KNUCKLEDUSTERS

A player from your team slips on a pair of magical one-shot knuckledusters to make sure that the opponent he has his eye on goes down this turn.

Play at the beginning of your turn before any player takes an Action.

For this turn, one player of your choice from your team can convert any and all Block dice he rolls to 'Defender Down' results.

DUH, WHERE AM I?

One player from the opposing team was out all night on a bender and is really not ready for this game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one selected opposing player gains the Really Stupid skill.

MAGIC SPONGE

The local wizard's guild is a fan of your team and has provided your team with a magic sponge that offers possible healing magic to one lucky player.

Play after a drive has ended.

Roll a D6. On a 1, the sponge's magic fails. On a 2+, you may heal one player in the Dead and Injured box to move him to Reserves.

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

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200.000 GP

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★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

★RANDOM★



200.000 GP

★EVENTS★

EGO TRIP

One player from the opposing team has developed a real swelled head from his success and is demanding super star treatment.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose one opposing player. For the remainder of this game, that player must take his Action first every turn or not take an Action at all.

MINE

Your team trapped the pitch with a disguised mine and the opposing team has just set it off.

Play at the beginning of your turn before any player takes an Action.

Mine works exactly like a Wizard's Fireball spell except that the centre square must have an opposing player in it for this card to be played.

ZAP!

An underhanded mage you have bribed turns an opponent into a frog.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Roll a D6. On a 1, the spell has fizzled and this card has no effect. On a 2+, one targeted player is treated as having ONLY the following characteristics and skills for the remainder of the drive (MA: 4; ST: 1; AG: 4; AV: 4; Dodge, Leap, No Hands, Stunty, Titchy). If he was carrying the ball it will bounce once from his square. His characteristics/ skills will return to normal at the end of the drive, but any injury he suffers as a frog is permanent.

NOT-SO-SECRET WEAPON

You bribe the Groundsman to drive his "other" machine onto the pitch to help your team out.

Play at the beginning of your turn before any player takes an Action.

Place a miniature to represent the Groundsman in any square on the pitch adjacent to the sidelines but not in an end zone. The Groundsman has all the stats and skills of a rookie Dwarf Deathroller. You may treat this player as a normal member of your team and it may take you above 11 players on the pitch for this drive. The Groundsman will only play this drive before he returns his equipment to the garage.

ORCIDAS SPONSORSHIP

One player from your team has been selected to help field-test the latest innovation in Blood Bowl footwear. The air-elemental filled soles make the player especially light on their feet.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains +1 MA and the Sprint and Sure Feet skills.

TACKLING MACHINE

One player from your team has been told "win or else" by the Goblin bookies to make good on his gambling debts and he is determined to get his team the win even if he needs to take down every opposing player himself.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains the Diving Tackle, Jump Up, Tackle, and Wrestle skills.

RAKARTH'S CURSE OF PETTY SPITE

Your team has bribed an old witch to curse one of the opposing players.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one selected opposing player may not re-roll any dice roll either through team or skill re-rolls.

GET 'EM LADS!

Your team makes a major push to break through the opposing team after seeing one of their own go down.

Play at the beginning of your turn, before any player takes an Action as long as your team suffered any injuries (including Stunned) during the opposition's previous turn.

For this turn, each of your players gains +1 ST.

★DESPERATE★



400.000 GP

★MEASURES★

★DESPERATE★



400.000 GP

★MEASURES★

★DESPERATE★



400.000 GP

★MEASURES★

★DESPERATE★



400.000 GP

★MEASURES★

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400.000 GP

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★DESPERATE★



400.000 GP

★MEASURES★

★DESPERATE★



400.000 GP

★MEASURES★

★DESPERATE★



400.000 GP

★MEASURES★

ASSASSIN

Your team hires a trained assassin to dope a vital player from your opponent's team to force him to miss the game.

Play during the pre-game after all inducements are purchased.

Pick a player on the opposing team. He must miss this game.

I AM THE GREATEST

Egos on the opposing team are running very high for this match and the head coach is unable to override his team's prima donnas.

Play during the pre-game after all inducements are purchased.

For each drive, only one of the two players with the highest Team Value or Inducement Cost on the opposing team eligible to be set-up for that drive (i.e., not Sent Off or in the KO'd or Dead & Injured box) may be placed on the pitch.

DOOM AND GLOOM

Due to some cunningly planted rumours and smear campaigns, the opposing team comes into the game with some serious morale issues.

Play during the pre-game after all inducements are purchased.

Roll a D6 for each re-roll the opposing team has; for each result other than 1, the opposing team loses a re-roll for the match.

MINDBLOW

Your team has employed a powerful telepath and has chosen this moment to utilise her talent. Her mental scream temporarily stuns the opposing team into inactivity.

Play at the beginning of your turn before any player takes an Action.

Roll a D6 for each opposing player on the pitch. On a 2+, treat that player as if he had failed a Bone-head roll previously. This effect only last until the end of your turn after which the Bone-head effect is removed without the player needing to start his next Action to cancel it.

DA FREIGHT TRAIN

You've bribed star Borg 'Freight Train' Gorthag and he comes flying onto the pitch to assist your team.

Play at the beginning of your turn before any player takes an Action.

Place a miniature to represent Borg in any square adjacent to the sidelines but not in an end zone. Borg's characteristics / skills are MA 6; ST 5; AG 2; AV 9; with Loner, Mighty Blow, Thick Skull, Break Tackle, Juggernaut, and Strip Ball.

You may treat this player as a normal member of your team, he may take an Action as normal the turn he is placed on the pitch, and it may take you above 11 players on the pitch for this drive. Borg will leave your team at the end of the current half.

COME ON BOYS!

Your players show great discipline in the face of misfortune against a tough opponent.

Play after your turn has ended, but before your opponent's turn begins.

If your turn just ended from a turnover, your team does not actually suffer a turnover from that failed roll. The Action of the player causing the turnover is ended, but any player on your team who has not yet declared an Action may continue their turn as if the turnover did not occur. Any further turnovers this turn simply end the Action of the player committing the turnover instead of ending the turn.

MORLEY'S REVENGE

The opposing team's drinks have been spiked with a powerful laxative, which makes several players have trouble getting out of the locker room facilities for each drive.

Play during the pre-game after all inducements are purchased.

Randomly select three opposing players. For the remainder of this game, each one must roll a D6 before every kick-off. On a roll of 1-3, he may not take part in this drive. On a roll of 4-6, he may be set up normally.

MYSTERIOUS OLD MEDICINE MAN

A small, wrinkled, cackling man comes to the team offering them some of his latest brewed snake oil which he claims will "cure all that ails you." Surprisingly it works... too bad he vanished without a trace after selling it to you.

Play during the pre-game after all inducements are purchased.

Your team may subtract 1 from all Injury rolls against its players this game. If this takes the result below 2, the player is treated as Prone not Stunned. Rolls on the Casualty table against your team are not affected by this effect.