BLOOD BOWL



2003 ANNUAL

GAMES WORKSHOP



The Rotters unleash the beast on the Dwarfs



A scrum between the Oldheim Ogres & the Naggaroth Nightmares



The Ka-Sabar Kings form a cage


Over here Jervis!

Welcome to the 2003 Blood Bowl Annual. Much as I would love to take the credit for this awesome tome myself, it is actually the work of Blood Bowl Magazine editor Andy Hall, ably assisted by the members of the Blood Bow Rules Committee. So I'm going to start of this introduction by thanking Andy and the BBRC for all of the hard work they have put in making the 2003 Annual such a fine publication.

So, what will you find on the following pages? Well, probably the most important section is the report of the Blood Bowl Rules Committee, or BBRC as it is better known. The BBRC consists of five expert Blood Bowl Coaches, the editor of Blood Bowl Magazine (that's Andy) and the slightly baffled designer of Blood Bowl (that's me!). We meet every October to discuss the game rules and the experimental rules that have appeared in Blood Bowl Magazine. From this meeting we decide if any errata is required for the core game rules, what the answers are to any 'frequently asked questions' we've encountered over the year, and if any of the experimental rules that have appeared should be made official additions to the game.

Rather than concentrating on the rules, this years review mainly focussed on the experimental rules and new teams that have been published over the last 12 months. We have taken the opportunity to update some of the experimental rules based on the feedback we've received on the rules that appeared in Blood Bowl Magazine and our own experience of using the teams. This means that the rules in the Annual should be seen very much as MkII versions, that **replace** the rules that originally appeared in Blood Bowl Magazine.

The Annual also includes a selection of what we feel are the best articles published in Blood Bowl Magazine in the last 12 months. There are some really great articles here, well worth reading again even if you saw them the first time. The whole package is rounded off with a set of appendices containing a short précis of important rules that appeared in the last annual. We've included these so that Coaches know that as long as they have this Annual then they are completely up-to-date with the current state of the rules, while at the same time not taking up too much space with articles we've printed before.

And that's it! All that remains is to remind you that if you have any comments, questions or suggestions about the Annual in particular or Blood Bowl in general then we would love to hear from you. Just write to us at Fanatic, Games Workshop, Willow Rd, Lenton Nottingham, NG7 2WS UK or email us at fanatic@games-workshop.co.uk.

Best regards,

Jervis Johnson, Head Fanatic

Contents

This book is divided into Four sections: The Rules Review, Experimental, Best of Blood Bowl Magazine and the Appendix.

The Rules Review contains errata, clarifications and the FAQ.

Experimental rules under consideration for the next review, any changes from the original publication in Blood Bowl Magazine are in *italics*.

The Best of Blood Bowl Magazine is just that – great articles and fun house rules for you to play.

The Appendix continues to develop Experimental rules and provides official rules from previous Annuals insuring that as long as you have the Blood Bowl Handbook and the latest Annual then you have the complete and up-to-date game.

The Rules Review 2
Khemri & Necromantic Teams 4
Vampire Teams 10
Nurgle Teams 14
Ogre Teams 18
Pick'n'Mix 20
Secret Weapons 24
The Fans are on the Pitch 30
The Halfling Playbook 36
Worlds Edge Superleague 40
All at Sea 46
Appendices 62

Edited and Compiled by Andy Hall

Blood Bowl Game Design: *Jervis Johnson*

The BBRC: *Jervis Johnson, Andy Hall, John Lewis, Chet Zeshonski, Stephen Babbage, Milo Sharp & Dean Maki*

Voice of Borak: *Anthony Watts*

Special Thanks: *Charlotte Hall*



★ THE BLOOD BOWL RULES REVIEW ★

The Blood Bowl rules review is conducted every October by the BBRC (Blood Bowl Rules Committee). The BBRC is a collection of experienced coaches from all over the world who come together to modify Blood Bowl to make it a better game. This year's Rules Review falls into three main sections:

1) Errata. These are corrections and changes to the core Blood Bowl rules.

2) Clarifications and Q&A. The BBRC have answered the questions most frequently asked by the Blood Bowl community and have clarified any unclear rules.

3) Experimental Rules Review. All previously published Experimental rules have been reviewed by the BBRC. Each rule's status will be changed to one of the following: Official, Remain Experimental, House Rules. The results are given in this section.

ERRATA

All page numbers refer to the printed Handbook.

• **Page 6:** Replace the last sentence in the Plastic Range Ruler paragraph.
'If the line between two passing ranges crosses the receiving player's square, then you should use the higher range.'

• **Page 13:** Replace the first sentence of the paragraph under the Throwing sub-section.
'First of all, the coach must declare that he is taking a Pass action.'

• **Page 13:** Replace the second paragraph under the Throwing subsection.
'Next, the coach must measure the range using the range ruler. It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball, however, you may not move the throwing player any farther that turn, even if he has spare MA left.'

• **Page 17:** Replace the last sentence of the second paragraph in the Team Re-Rolls and Fan Factors subsection.
'Your team must have a Fan Factor of at least 1 and may not start with a Fan Factor greater than 9.'

• **Page 22:** Replace the second sentence in the first paragraph of the Interceptions subsection.
'To be able to make an interception, the player must be between the player who threw the ball and the player who is meant to receive it, and the plastic ruler must pass over at least part of the square the intercepting player is standing in.'

• **Page 25:** Add the Mighty Blow skill to the Kroxigor entry. The player's price remains 130K.

• **Page 40:** Replace the last sentence of the Characteristic Increases subsection.
'A coach may choose to give his player a new skill (as described above) instead of a characteristic increase.'

CLARIFICATIONS AND Q&A

Q: What do I do if I want to Multiple Block two opponents and one (or both) of them has Foul Appearance?
A: *Announce that you will attempt the Multiple Block and then roll a D6 against each player with Foul Appearance. If you roll 2 or more, you can ignore Foul Appearance for that player. If you roll a 1 against one of the players, then you cannot include him in the Multiple Block, although you can block the other player anyway. If both players have Foul Appearance and you roll a 1 against each of them, then the Block is entirely wasted!*

Q: The description of Always Hungry states that a player who squirms free can't roll for injury, but it also says that you should make an armour roll for the player. What should I do?
A: *This is an error. Make an armour roll for the player as normal if he squirms free and avoids being eaten.*

Q: How does the Poisoned Dagger work against Thick Skull? And how does it work against the Handicap result "Iron Man"?
A: *The player with Thick Skull may roll for his trait after the coach with the Poisoned Dagger player has rolled for injury, but only if that injury was a KO (or a Stunned result turned into a KO because of the poison). An Iron Man is never hurt worse than Stunned, no matter what, so he will always stay on the field (stunned) after an opponent beats him with an armour roll.*

Q: Can you use the Pass skill to re-roll a fumbled Hail Mary Pass?
A: *Yes.*

Q: Can you use Hail Mary Pass in a Blizzard?
A: *No. This is stated in the Hail Mary Skill entry.*

Q: Do you have to make an armour roll for a player who falls down trying to Go For It?
A: *Yes. Unless the rules state otherwise, you must make an armour roll for any player who falls down.*

Q: Suppose my opponent pushes back one player into a second player. Who decides where the second player ends up?
A: *The coach of the moving team decides all pushback directions unless the pushed player has Side Step. If the player has Side Step, his coach decides where he is pushed to.*

Q: Can I use Frenzy or Dauntless on a Multiple Block?
A: *Frenzy, no; Dauntless, yes.*

Q: Do I have to make another Dauntless roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block?
A: *You must make a second Dauntless roll, regardless of what you rolled for Dauntless before the first block.*

Q: Can Big Guys use non-Team Re-rolls, such as Leader re-rolls and trophy re-rolls?
A: *Yes. Even though trophy and Leader re-rolls function like Team Re-rolls in most respects, they are separate. Big Guys can benefit from being on a winning team or being in the presence of a Leader, just like any other player can.*

Q: Is trait use mandatory?
A: *Unless otherwise stated in the trait's description, trait use is not mandatory. For example, the description for Frenzy states that the player must use it, while others (such as Stand Firm) do not.*

Q: Which skills can I use during the movement part of a Pass Block?
A: *You can use all the skills you would normally use during a move except for Jump Up, Sure Feet, and Sprint.*

Q: Can you go for it to Leap?
A: *Yes. Place the player in the square targeted by the Leap skill and then make the go for it roll (or "rolls," if you need two of them to perform the leap). If you fail a go for it roll, knock the player down in the new square, just like you would on any normal go for it roll. The opposing coach may make an armour roll as usual.*

Q: My blocking player has Dauntless. If I re-roll a block that he throws, do I need to re-roll Dauntless as well?
A: *No. A re-roll affects only one result. The Dauntless roll is a separate result from the block.*

Q: Can I use Pass Block when my opponent tries to Dump Off the ball? Also, can I try to intercept a Dump-Off?
A: *Yes to both questions.*

Q: Do Halflings and Goblins still pay double cost for Ogres? If so, how much is the Ogre worth to the Team Rating?
A: *No, they cost the same as they do for any other team. Big Guy Star Players still cost double for these teams unless the Star Players are Treemen or Trolls.*

Q: If a player has MA 1 or MA 2, can he still move 3 squares on a Pass Block?

A: *Yes.*

Q: What do I do if I roll the same player twice for random player selection during a pitch invasion?
A: *The Blood Bowl box set comes with 16 "randomiser" counters that can be used to randomly select players during a pitch invasion. Simply do not replace the counters until all players have been selected. If you have lost some of your randomiser counters and must resort to a dice method, simply re-roll any duplicate results.*

Q: Do I have to field 11 players (or my entire team if I have less than 11 available)?
A: *No. The only restriction is that 3 players must be placed on the Line of Scrimmage. So you may set up 3-11 players at a kick-off.*

Q: Can a player who died in a match receive an MVP award?
A: *Yes! The award is given posthumously (and therefore wasted).*

Q: Can a player win the MVP if he sat in the Reserves box for the entire game and never touched the pitch?
A: *Yes. (The decision has obviously been made by a corrupt official!) Players missing the game due to injury or a handicap result cannot receive the MVP award.*

Q: Can you Pass Block the thrower or the target square when a monster tries to throw a team-mate?
A: *No.*

Q: Does Foul Appearance work if the player is not standing?
A: *Yes, although it does not affect fouls.*

EXPERIMENTAL RULES REVIEW

Article: Thrud the Barbarian
Source: 2002 Annual
Status: Official (see Appendix 2)

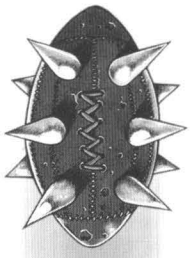
Article: Kicking Rules
Source: 2002 Annual
Status: Remain Experimental (see Appendix 1)

Article: Khemri Teams
Source: BB Magazine #3
Status: Remain Experimental (see page 4)

Article: Necromantic Teams
Source: BB Magazine #3
Status: Remain Experimental (see page 4)

Article: Mixed-Race Teams
Source: BB Magazine #3
Status: Remain Experimental (see page 20)

Article: Vampire Teams
Source: BB Magazine #4
Status: Remain Experimental (see page 10)



DEM BONES, DEM BONES, DEM DRY BONES...

Experimental rules for Undead teams in Blood Bowl

By Jervis Johnson

Experimental

Up until now there has only been one sort of Undead team in Blood Bowl, the rather appropriately named... Undead team! However, lumping all Undead teams into a single category like this is a bit of a simplification of the true situation. Although no two teams are ever identical, it is commonly accepted by Blood Bowl aficionados in the Old World that there are actually three different types of Undead Blood Bowl team: Necromantic Undead teams, Khemrian Undead teams, and Vampire Undead teams.

The rest of this article presents some background information and experimental rules for two of these different types of team (Vampires are on page 10). Because the rules are experimental, you will need to get your opponent's consent to use one of the teams in one-off games, and your League Commissioner will need to decide if he or she wants to use these teams in a league. If a league already has Undead teams in it then they can carry on as Necromantic teams, and can keep any Mummies as special 'allied' players. Mummies cannot be replaced once they are killed (or should that be returned to eternal rest?), but until that time they count as normal members of the team and collect Star Player points, and so on.

In addition, a certain amount of either converting or improvisation will be required to field some of the players in the Necromantic team. I've included notes in the appropriate special rules sections about which models to use in order to field these teams. Assuming the experimental rules meet with your approval then we will arrange for proper models to be made for the new players.

If you have any thoughts, comments, criticisms or suggestions about the new teams then we'd love to hear them (that's why we publish rules in experimental form before making them official). You can write to us about the rules at fanatic@games-workshop.co.uk. So, enough waffle, onto the rules!



KHEMRI UNDEAD TEAMS

Khemri, also known rather ominously as 'the Land of the Dead', lies far to the south of the Old World, across the storm-swept Southern Sea. Not much is known about Khemri as few people in their right minds fancy visiting a land whose main reputation is that it is inhabited by dead people. It is said that the Kislev prince Ruff the Unwise visited the land long enough to find inspiration for his book the *Ruff Guide to Khemri*, but as Ruff also had a reputation for being as mad as a March Hare anything he wrote needs to be taken with a big pinch of

salt. However, without much else to go on, Ruff's Guide is considered the most authoritive description of the Land of the Dead.

Ruff speaks of a great desert to the east of Araby from which rise huge pyramids and tomb cities filled with the living dead. By day the burning sands between the grave-houses are empty and only giant serpents glide through the ruins, but at night the corpses of the dead stir from their homes and go about their business in a grim parody of their former lives. According to Ruff this makes Khemri a less than ideal holiday destination, though he does say that the beaches are quite nice. He goes on to describe that within each pyramid there resides an unholy aristocracy of Undead rulers; mighty sorcerer-kings who sit on gilded thrones amid faded grandeur and dream long, dark dreams of their former glory, stirring occasionally to issue dreadful commands to their Undead servants, who scuttle to obey their master's every morbid whim. This, at least, we know to be at least partially true, for it transpires that many of those former glories that Ruff referred to were on ancient Blood Bowl playing fields, and that the commands they issue concern their future glory on the Blood Bowl pitches of the Old World!

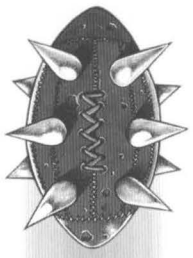
Until recently there have been very few Khemri teams taking part in the modern version of Blood Bowl. By far the most famous Khemrian player of recent times has been Ramtut III, who played for many seasons as a member of the Champions of Death. It has transpired that the great Tomb King Match-Ra lent Ramtut to Tomolandry in return for all of the bodies of Blood Bowl players slain by Ramtut in his games. After many decades playing for the Champions of Death, Ramtut finally retired and journeyed back to Khemri... only to return to the Old World two seasons later as the captain of the Match-Ra Tomb Robbers, a team made up of the skeletons of the Blood Bowl players that Ramtut had slain! The Tomb Robbers have done very well under Ramtut's captaincy, and now other Tomb Kings have raised Blood Bowl teams to battle for their glory on the Blood Bowl fields of the Old World.

Khemri Undead teams are coached by a Liche Priest. The Liche Priests are amongst the most trusted servants of the Tomb Kings. In times gone past they were mighty wizards, sworn to serve their lord and ruler in life... and in death. Such was their power that they were able to defy death itself and return to the world of the living. Although their flesh may be shrivelled and their bones cracked, they are still immensely powerful, and they use their sorcerous powers to animate the players in Khemri teams in much the same way that a Necromancer animates the bodies of the players in a Necromantic Undead team.

The players in a Khemri team are Mummies and Skeletons. While Mummy players make acceptable blockers, it has to be said that on the whole Skeletons make pretty miserable Blood Bowl players, and neither Mummy players or Skeleton players are renowned for their ball handling skills. In order to get round this problem, the Tomb Kings have invested not a small part of their considerable wealth in providing some of the Skeleton players in their team with special magic helmets. The appearance of the helmets is based on two ancient Khemri gods, and they imbue their wearer with the associated aspects of the patron god. These gods are Blitz-Ra, god of strength and speed, and Thro-Ra, god of keen



Experimental



Experimental

eyesight and accuracy. That the names of these gods should be so close to the modern names for Blitzers and Throwers has led some to speculate that the modern names are merely corrupted versions of the names for players in the ancient Khemrian version of Blood Bowl.

Whatever the etymology of names, the fact of the matter is that the helmets allow otherwise rather lack-lustre Skeleton players to run and pass the ball almost as well as similar players of living races. When combined with the sheer hitting power of the Mummy players in the team this makes Khemri teams amongst the most effective Undead teams, and it can really only be a matter of time before one wins a major championship.

Special Rules

Khemri teams are not allowed to hire Wizards as they have a Liche Priest as their head coach. However, unlike Necromantic teams, their Liche Priest cannot cast a *Raise The Dead* spell as he needs to use his magical powers to regenerate players, and to give the players on the team their special abilities and skills. Liche Priests can argue the call with the referee.

Note that the magical helmets worn by Blitz-Ra and Thro-Ra players are specific to them and can't be given away or transferred to another player. Should the player with the helmet ever be killed (or rather, return to eternal rest) then the helmet crumbles into dust and is lost.



Khemri teams may only use Star Players that will play for Khemri teams (at present there is only Ramtut III). They cannot employ an Apothecary, as all of the players are already dead!

KHEMRI TEAM LIST



Khemri teams come from the dreaded Land of the Dead that lies far to the south of the Old World. Khemri teams make use of ancient magical helmets that give some of the Skeleton players on the team greatly enhanced abilities. This combined with the brutal hitting power of the Mummy players makes a Khemri team a dangerous opponent for any team.

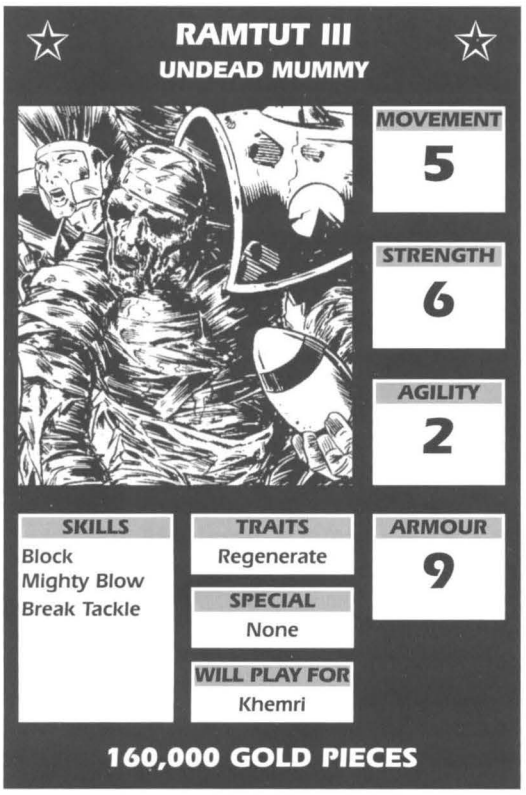
Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Skeletons	30k	5	3	2	7	Regenerate
0-2	Blitz-Ra	*80*k	6	3	*2*	7	Regenerate, Block
0-2	Thro-Ra	*70*k	5	3	*2*	7	Regenerate, Sure Hands, Pass
0-4	Mummies	110k	3	5	1	9	Mighty Blow, Regenerate

Re-roll counter: 70,000 gold pieces

KHEMRI UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Skeleton	Y	N	N	N	N
Blitz-Ra	Y	N	Y	N	N
Thro-Ra	Y	N	N	Y	N
Mummy	Y	N	Y	N	N

Star Players



NECROMATIC UNDEAD TEAMS

Necromatic Undead teams are by far the most common type of Undead team to take to the field in Old World stadiums, and it is this type of team that is closest to the Undead team featured in the Blood Bowl rulebook. As their name implies, the defining feature of a Necromantic team is that it has a Necromancer as a Head Coach. Unlike all of the other members of their team, Necromancers are actually living people, though the fact that they'd rather hang out with a bunch of dead guys than real-live people gives a pretty good idea of their social skills and popularity with anything that has a pulse! More than one commentator has said that Necromancers would be such nice boys if they would only get out more and find themselves a girlfriend. But this is by the by, and the important thing is that a Necromancer is someone who has spent decades locked up in dusty crypts learning the black magic arts required to bring the dead to life. Whether the best way to use those awesome powers is to create a Blood Bowl team is a subject of some debate in the dank and musty halls of the Thrice Damned Guild of Necromancers, but the fact of the matter is that many Necromancers choose to do just that.

Flesh Golems

A relatively new addition to Necromantic Undead teams are creatures known as flesh golems. This is a nightmarish creature made up of the body parts of numerous corpses, all of which have been roughly sewn together and then re-animated by the Necromancer's dark arts. The resulting monster is a terrifying sight, possessing the strength of many men, limited intelligence and awesome toughness... all of which makes them ideal Blood Bowl players. Probably the most famous flesh golem of all time was the renowned Frank N. Stein. Frankie, as he was fondly known by his fans, played for many years as a member of the Bruendar Grimjacks, until an incident involving a werewolf and a frenzied torch-carrying mob led to his unfortunate demise. Since then a number of newer flesh golems have tried to fill his size 27 shoes, but so far none have matched Frank's popularity or skill.



Experimental

Experimental

Werewolves

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. They are driven wild by the conflicting urges of their opposed natures, and only find relief for their inner tensions in crazed outbursts of terrible violence. So the best thing for them is to pop off and play a nice unfriendly game of Blood Bowl!

Attempts to field all-werewolf teams have never been particularly successful. If the game drags on too far into the evening, werewolves are prone to fetch the ball rather than run with it, or dig a hole and bury the referee, and they have a tendency to stop and hang around any Treemen on the other team rather than running past them. More importantly their tormented nature and bloodthirsty outbursts makes them as much a danger to their team-mates when off the pitch as it does to the opposition when on it. Because of this, werewolves are only commonly seen playing for Necromantic Undead teams, where any damage inflicted by the werewolf on his team-mates can be quickly repaired by the team's Necromancer Head Coach!





Special Rules

The special rules for Undead teams in the Death Zone rulebook also apply to Necromantic teams. Necromatic Undead may use any Star Player that will play for an Undead team. Undead teams chosen from the team list in the rulebook may not hire Flesh Golems or Werewolves.

Designers Note: This new version of the Necromantic Undead team does not include Skeleton players, and has Flesh Golems and Werewolves in place of Mummies. Coaches should feel free to use Skeleton models to represent Zombies (just say the Skellies are older Zombie players and so have less flesh on their bones!) We will be bringing out a Flesh Golem and Werewolf models are very nearly completed, but for the time being you can use your Mummy models or the old Frank N. Stein Star Player model to represent Flesh Golems, and Beastmen or the old Wilhem Chaney Star Player model to represent werewolves.

★ ★ ★ Did you know...

The Champions of Death have pretty well cornered the market in bringing ex-players back into the game. There are some great Champions of Death teams which used to be famous other teams... Before the practice was banned, Tomolandry regularly raided the graveyards of the Dwarf Giants, and his Blood Bowl VI winning team of 2466 bore a stunning similarity to the victorious Blood Bowl V winners, Middenheim Marauders, who were mysteriously killed in a flying carpet crash.

NECROMATIC TEAM LIST



In the Old World the dead do not rest easy. Ghouls lurk in haunted crypts, Necromancers raise Zombies to do their bidding and create monstrous creatures from the pasrt fo corpses, Werewolves hunt by the light of the full moon, and on the Blood Bowl field, players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

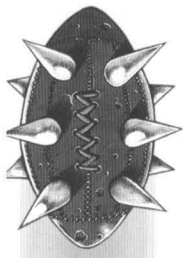
Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Zombies	30k	4	3	2	8	Regenerate
0-2	Ghouls	70k	7	3	3	7	Dodge
0-4	Wights	90k	6	3	3	8	Block, Regenerate
0-2	Flesh Golem	*120*k	4	4	2	9	Stand Firm, *Regenerate*, Thick Skull
0-2	Werewolf	*120*k	8	3	3	*8*	Catch, Frenzy, Razor Sharp Fangs

Re-roll counter: 70,000 gold pieces

NECROMATIC UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Zombie	Y	N	N	N	N
Ghoul	Y	Y	N	N	N
Wight	Y	N	N	N	N
Flesh Golem	Y	N	Y	N	N
Werewolf	Y	Y	N	N	N





Experimental

FANGS VERY MUCH!

Part two of the Experimental rules update for Undead teams in Blood Bowl. This time we visit the dark castle-stadiums of Syvania to see how Vampire teams perform on the pitch.

By Jervis Johnson

VAMPIRE UNDEAD TEAMS

Vampires are arguably the most feared of all the Undead races. These proud creatures of the night originated in the cursed lands of Sylvania, a heavily forested and perpetually gloomy province of the Empire. Vampires live in extended family groups sometimes called blood-lines, each of which is ruled over by a powerful Vampire Lord, who commands the allegiance of a number of lesser vampire followers, as well as a number of human thralls.

No-one is quite sure how vampires first came into being, but rumours persist that they were created when an experiment by the Thrice Damned Guild Of Necromancers that attempted to combine the strength and agility of a vampire bat with the strength and cunning of a man went horribly, horribly wrong. So far representatives of the TDGON have refused to comment on the matter, which for most commentators only serves to confirm their guilt.

Whatever their origin, Vampire Lords are amongst the most vain and haughty creatures in the Old World, which is really saying something for a place that also includes High Elves and Dwarfs! The Vampire Lord and his lesser vampire followers feed on the blood of mortal creatures, which tends to make them rather unpopular neighbours to say the least! On the other hand there are plenty of blood-thirsty and/or homicidal creatures in the Old World, so Vampires tend to be left alone as long as they keep their predatory habits within reasonable limits.

Vampires were soon playing Blood Bowl, as they are a proud race and determined to prove their superiority to all other creatures – both living and dead. This being the case it has been a source of some disappointment to the lords of the Undead that their teams have so far proved so singularly incompetent at the game. The main problem for vampire teams is that while individual Vampire Lords are



arguably the best all-round Blood Bowl players in the Old World, their vanity means that they refuse to work together on the same team with other Vampire Lords. This means that the bulk of players in a Vampire team are made up of the vampire followers and thralls of the Vampire Lord, and it tends to be these players that have let down Vampire teams. Although the lesser vampires are not at their best during the hours of daylight, they are still deadly opponents none the less. No, it is not their lack of ability on the field that has led to the miserable reputation of Vampire teams, but rather their behaviour off it. The fact of the matter is that the main reason for the Vampire teams poor record is the lesser vampires

woeful lack of control when confronted by a stadium full of what is (to a vampire at least!) their absolute favourite tipple – a pint or two of a living creature's nice warm blood! What this means is that at any given time it is not uncommon for the bulk of the vampires in a team to be found in the stands, grabbing a quick bite as it were, rather than playing Blood Bowl like they should be doing. This is, of course, excellent news for the team playing against the vampires, if slightly less good news for the fans of the rival team...

Anyway, this means that Vampire teams consist of one very good player/coach (the Vampire Lord himself) supported by minions of somewhat more questionable ability and talent. The result of this lack of depth in team line-up is that no Vampire team has ever performed all that well, and that Vampire head coaches can often be seen muttering about how "You just can't get the staff these days". This said, one or two Vampire teams are starting to show real promise. Duke von Castiron's team, the Castiron Knights, have come very close to winning a major trophy in the last couple of seasons, and many pundits say they will be the team to beat in this year's Dungeonbowl, which being held underground and away from direct sunlight, tends to favour Vampire teams. The other Vampire team to watch out for, both on Cabalvision and also in darkened alleyways if they are playing in your local stadium, are Lady Cordellia Belladonna's all female Vampire team, the Deadly Nightshades. Although a relatively new team, the Nightshades have quickly gathered a large following of very dedicated (mainly teenage) fans, and the team is showing real promise of being a serious contender for a major championship win at some point over the coming years and decades.

SPECIAL RULES

Only the most powerful Vampires are able to lead large numbers of their brethren, and these Vampire Lords are the coaches of their Blood Bowl teams. Ancient rules handed down by Roze-El prohibit head coaches from actively taking part in the match, but referees have made a habit of ignoring such restrictions when a large amount of gold or threats of eternal damnation as a Thrall are involved! To represent this, you may put your coach on the field just as you would a normal freebooter. The freebooter fee represents the amount of gold paid to the referee to allow the coach to take the pitch.

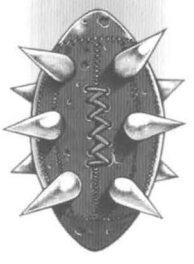
A freebooted Vampire Lord will never gain skills, of course. You may argue the call if your Vampire Lord is on the field, but he will be ejected from the game on a roll of 1 as usual. The Vampire Lord will regenerate normally during the match. After the game, he will always return (from the grave if necessary!) to lead his minions in battle once again.

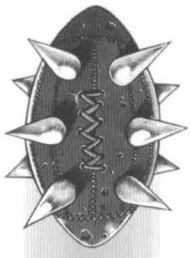
Off For a Bite

A player with this characteristic must occasionally feed on the blood of the living. At the start of any action, roll a d6. On a 2+ the player may carry out the action as normal. On a '1', however, the player is overcome with a desire for blood. The player's team loses the declared action for that turn and the player must instead make a Move Action. If the player ends his action standing adjacent to a Thrall from his own team, immediately roll for unmodified injury on that Thrall (an injury to the Thrall is not a turnover). If the player does not end his action next to a Thrall from his own team, then he runs into Reserves to find a pretty maiden groupie to quench his thirst. Place him in the reserves box, this is a turnover.



Experimental

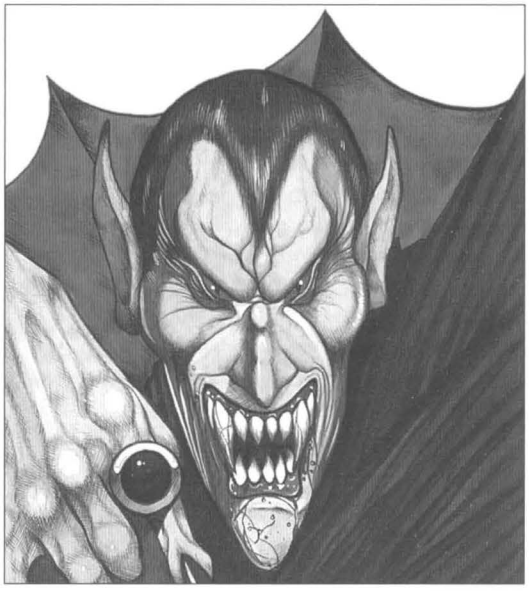




Experimental

Vampire teams can use any star players that would play for an Undead team. Vampire Undead teams may also hire wizards. They can also employ an apothecary, but his special abilities can only be used to help the Human Thralls on the team.

Designer's Note: We plan to release a Vampire team at some point in the future. Until then you will need to use models from Warhammer Vampire Count Citadel ranges to represent the team.



★ ★ ★ Did you know...

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

The Sylvanian Castle-Stadium of Roystone Vasey was the first to have a 'dome' allowing the Vasey Vamps to play in the day. The Magical dome was provided by the mages of the CBS. However after 14 days of non-payment the CBS ceased the dome live on air in a match against the Raiders. As the sun shone on the pitch the vamps evaporated to massive ratings.

VAMPIRE UNDEAD TEAM LIST



Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of their Vampire linemen. While they should be concentrating on the game, their attention often wanders to the crowd and before you know it they are off for a quick bite! However, if the Vampire Lord in charge of the team can get his players onto the field then they are easily a match for any opponent.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Thralls	40k	6	3	3	7	None
0-6	Vampires	110k	6	4	4	8	Hypnotic Gaze, Regenerate, Off for a Bite
0-1	Vampire Lord	*180*k	6	5	4	9	*Block, Dodge,* Hypnotic Gaze, Regenerate

Re-roll counter: 70,000 gold pieces

VAMPIRE UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Vampire	Y	Y	Y	N	N
Thrall	Y	N	N	N	N
Vampire Lord	*N*	N	*N*	N	N



Spike! Magazine Presents

ASK LORD BORAK!

Borak Says: "Eagles soar high but weasels don't get sucked into jet engines"

Dear Lord Borak,

I am a well-trained Beastman with skills in Blocking, Tackling, and Guarding, and I've had a vision that Khorne will soon visit a mutation upon me in return for faithful service. What mutation should I pray for?

Khorne Kidd

Dear KK,

Hey look at me, I'm getting a mutation! I am so important, Khorne likes me the best, nyaah nyaaah nyaaaah! So what? No one likes a show off, you know. I don't have a mutation and look at how successful I am! I got here by training hard and perhaps bribing a few officials, but I never once sucked up to a Chaos god for an easy ride. These things come with a price, while a mutation might sound good now, you'll be regretting it when Khorne comes knocking on your door at 3.00 am looking for a place to crash because he got wasted and can't remember where he parked his chariot.

I'm not bitter!
Borak

Dear Lord Borak,

The Minotaur on our team has been having some trouble lately, he just doesn't seem to be as strong as he once was. Maybe he is getting old or something, but it's starting to get really pathetic. Even elves are pushing him around! We are going to have to fire him, but how can we prepare him for the news?

Not-So-Wild-Animal

Dear NSWA,

Prior to firing, you'll want to make sure the meat is prepared properly. The following recipe will make the difference between a merely good meal and a great one!

1-1/2 cups ketchup
1/2 cup prepared chilli sauce
1/4 cup prepared steak sauce
3 Tbsp. dry mustard
2 Tbsp. prepared horseradish
1 Tbsp. molasses
1 Tbsp. red wine vinegar
1 Tbsp. minced jalapeno chilli pepper
1 Tbsp. garlic juice (or use fresh garlic)
1 Tbsp. Tabasco sauce, if desired

Whisk first ten ingredients in bowl, add hot pepper sauce to taste. Make sure to apply the mixture both before and during cooking!

Bon appetite,

Borak

Dear Lord Borak,

I'm a High Elf and I play on the line for the Amrothel Adamantines. Several months ago, we were playing a Dwarf team called The Golddiggers when one of their cheerleaders caught my eye. Some of the guys were laughing and wondering whether or not she was even a she, but I was instantly smitten. That night, I managed to meet up with her and we've developed a secret relationship that I don't want to jeopardise. But she says she doesn't want to live a lie anymore, and that we have to either let everyone know we're in love, or call it off! Of course if this becomes public knowledge, I'll at least be kicked off the team, if not right out of Ulthuan! What should I do?

Regards,

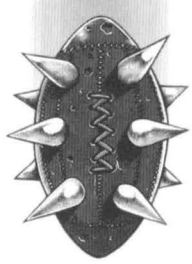
Elf With A Stiff Back

Dear EWASB,

So you're into chicks with beards eh? I like ones with horns and claws myself. I once met this really nice Daemonette at a pub in Praag, but she left me after I took her to a Red Lobster for All-You-Can-Eat King Crab night. Anyways, back to your question. Love is a beautiful thing, even if Dwarven women are not. I wouldn't really worry about being ridiculed, if you really want to know everyone is making fun of you anyway. I mean you are an Elf after all, so what could be worse? Just get your girlfriend to carry you away to her cave in the mountains and you can live a happy life bumping your head on doorways and feasting on a diet of ale and dried meat. I'm sure you'll make a very handsome couple.

Invite me to the wedding if it's an open bar,

Borak



Experimental

ROTTEN LUCK

Experimental rules for Nurgle's Rotters.

By Jervis Johnson, Mike Brunton and James Jamieson

"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.



Unfortunately, (for everybody else) it can be several years, even decades, before victims and Nurgle worshippers pop their clogs. And while they are still alive, they are imbued with the power of Nurgle which makes them supernaturally strong and tough. Oh, and they also tend to be bit, well, infectious. Plus 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 case of 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: infecting the crowd and 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.

Over time, though, both players and fans have learned to take a few... precautions when attending a Rotters match. The down-wind half of the stadium at a Rotters match is usually reserved for the Rotters own fans (who are a pretty rotten lot themselves...), while outside the stadium hordes of travelling apothecaries and other quacks can be found selling cures guaranteed to stop the rot... some even work! Head coaches and players from teams opposing the Rotters have learned to take similar precautions.

The overall result is that few fans and hardly any players end up being infected with the Rot these days. But a few do, and these along with the Chaos Beastmen followers of Nurgle that join the team have proved just enough to keep the Rotters in business. 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...

FAMOUS ROTTER TEAMS

Although many assume that there is only one team of Rotters, this is not actually the case. Hard as it may be to believe, there are several Nurgle teams touring the Old World at the present time. Here are just three of the most infamous:

Nurgle's Rotters: The Rotters are the longest running and by far the most successful Nurgle team in the Old World, and being the only Nurgle team to ever win a major championship when they won Blood Bowl VIII. Their reputation is helped in part by the understandable reluctance of fans and commentators to get too close to the players. From a distance all Nurgle

TEAM PROFILE: NURGLE'S ROTTERS



Team Colours: Green & purple

Owner: Father Nurgle

Head Coach: Captain Sven 'four-eyes' Erikksen

Players: Beastmen, Rotters and Beast of Nurgle

Nurgle's Rotters are a Chaos team made famous by the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. The team won many games by default as it was not uncommon for opponents to simply refuse to take the field against them. Unfortunately (well, unfortunately for the Rotters anyway), the team did not survive the collapse of the NAF in '88. Without a regular supply of victims to recruit they, quite literally, went to pieces. However, Spike! Magazine recently identified an outbreak of an advanced and irreparable decomposition disease amongst some Blood Bowl players. This caused Chaos fans everywhere to scream in delight, "The Rotters are back!"

2402: The Nurgle's Rotters team is formed from the diseased survivors of an outbreak of Nurgle's Rot in the Empire town of Boggenhaffen. The team leaves a trail of destruction behind it before the NAF enforce strict quarantine procedures before, during and after every match that the Rotters take part in.

2468: The Rotters pull off an extraordinary and quite unexpected win against the much fancied Naggaroth Nightwings. It transpired that the lodgings the Nightwings had taken during their training period before the final was owned by a secret worshipper of Nurgle. When the time came for the match, several Nightwing players had already been infected with the Rot, and mutated into Nurgle Beasts at the half-time break. After the ensuing pitched battle, only six Nightwing players were able to take the field, and the Rotters pulled off an easy win.

2480: The Rotters lose Blood Bowl XX against the young Elfheim Eagles team. How the Eagles pulled off the win is by no means certain as investigations were hampered by the fact that investigators kept dying after interviewing the relevant Rotters players. However, rumours persist of widespread use of Elven high magic, animated grass, a huge vat of antiseptic and a covert team of troubleshooters from the Acne-Clear Corporation...

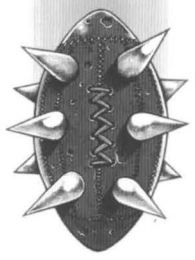
2488: The collapse of the NAF left the Rotters with a sparse fixture list, and surprisingly quickly they began to fall apart. The decimated team departed to take part in a match against the Arctic Cragspiders at the end of 2488, but never made it across the desolate and frozen iceflows to the Cragspiders home stadium in Norsca...

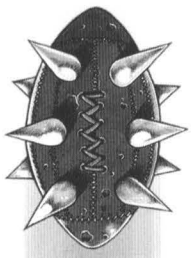
Present: The crew of a Norse fishing vessel discover the frozen body of one of the Rotters from 2488. The fishing crew foolishly take the body on board, where it defrosted and quickly infected the crew with the Rot. By the time the ship arrived, the crew had become the new Nurgle's Rotters team, including Tiddles the ship's cat who had transformed into a Beast of Nurgle. Although not back to Blood Bowl winning form, the Rotters are going from strength to strength, and it can only be a matter of time before they win another major championship.

Team Honours: Team Honours: Blood Bowl winners 2468 (VIII).

Hall of Fame: Ivan Bouldercrusher, 'Smelly' Pete, Goran 'The Tentacle' Svengard, Tiddles (ex ship's cat, now Beast of Nurgle)

Spike! Magazine Rating: 198 points





Experimental

> ★ ★ ★ ***Did you know...***
>
> *...Nurgle's Rotters have given away fewer touchdowns than any other team in the history of Blood Bowl? 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?!?*

teams look the same - when all is said and done, one slime-covered and fly-infested player looks much like another! – and this means that other Nurgle teams are often mistaken for the Rotters.

The Plaguebearers: The Plaguebearers are a new Nurgle team, and although they are still often mistaken for the Rotters, they are now starting to carve a name out for themselves. This is helped in no small part by the antics of the Plaguebearers' cheer-leading squad, who have created an entertaining half-time routine involving the squad members, a very large cloud of flies, a papier-mâché idol of Nurgle, and a mobile cess-pit...

Diseased Destroyers: The Destroyers have been around almost as long as the Rotters, but have been hampered by an especially virulent strain of the Rot which has resulted in their players mutating in to mindless Nurgle Beasts or steaming piles of protoplasmic gloop extremely quickly. It's not uncommon for all of the players on the Destroyers' to end up this way by the end of the match, which can make fielding a full team in the next match rather difficult to say the least...

BEAST OF NURGLE

Nurgle teams may include a new type of Big Guy which are commonly referred to as Beasts of Nurgle or Nurgle Beasts. It has to be said that Beasts of Nurgle aren't all that much to look at. More like gigantic slimy, snaily thingies than stars. Not nice at all. However they are prodigiously strong and tough, highly infectious, and they make nice team mascots too, so most Nurgle teams include at least one on their roster.

Title	Cost	MV	ST	AG	AV
Beast	*110*K	*4*	6	1	*9*

Skills & Traits: Foul Appearance, Mighty Blow, Regeneration

Racial Characteristics: Big Guy, Really Stupid

Alllied Teams: Nurgle Teams

NURGLE TEAMS



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

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Nurgle Beastmen	60k	6	3	3	8	Horns
0-4	Rotter	110k	*4*	4	*2*	9	Foul Appearance, *Regeneration*

Re-roll counter: 70,000 gold pieces

Coaching Staff: Nurgle teams may not employ or use apothecaries, for obvious reasons! They may use other coaching staff or wizards that will work for Chaos. Big Guys and Star Players who play for Chaos will play for a Nurgle team as well.

NURGLE TEAM SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Nurgle Beastmen	Y	N	Y	N	Y
Rotter	Y	N	Y	N	Y
Beast of Nurgle	*Y*	*N*	*Y*	*N*	*Y*

Special Rule: Beasts of Nurgle are highly infectious, and even the modern remedies used by Blood Bowl players taking on a Nurgle team won't always work against them. Because of this, whenever an opposing player is blocked or fouled by a Beast of Nurgle and is killed, then it is assumed that rather than dying he has been infected with Nurgle's Rot. He is still treated as being killed (cross him off the opposing team roster) but the team that the Beast is playing for may add a new Rotter to their team for free after the game to represent the newly infected player joining their side. Note that the extra Rotter can only be taken if there is enough room for him in the team (ie. the team doesn't include 4 Rotters already).

Note: Because there is no specific Blood Bowl model for the Beast of Nurgle players are advised to use the Beast of Nurgle from the existing Warhammer range which you can buy in a Games Workshop store or via Mail Order.

DESIGNER'S NOTES

Nurgle's Rotters have a long and venerable history dating right back to the first edition of Death Zone published in 1987. Death Zone included numerous contributions by people other than myself, one of which was the rules for the Rotters, conceived by an extremely talented editor and designer called Mike Brunton. The Rotters survived into the 2nd edition of Blood Bowl, but were retired from the 3rd edition as we ran out of time to make the models for them.

However many coaches, including myself, clearly remembered the Rotter's very fondly, and people keep asking if we'd ever do rules for the Nurgle's Rotters team. Because of this I was more than happy to see James Jamieson's house rules for the Rotter's appear in the pages of the Blood Bowl Compendium.

For a while that is how things remained, until last year when we were discussing what new teams Fanatic should make for Blood Bowl. My first choice was a new Nurgle Rotter's team, and because I'm the boss I got to have my own way (rank hath its privileges!) We asked ace freelance designer Steve Buddle to produce the models for us, which he agreed to do and which can be seen in the photo's on the inside front cover.

With the models commissioned, it fell to me to come up with the new rules for the team. One thing I've learned with Blood Bowl is that it is very easy to get carried away and generate lots of special rules when creating a new team, and the temptation with the Rotters was to get carried away and go to this excess. However, in my experience, this rarely results in a team that works well in a typical league, as special rules tend to throw up rules problems that can slow a game down to a crawl.

So I decided to keep any special rules to an absolute minimum. As I was pondering this, I happened to re-read the section describing the Rotters in the Blood Bowl Handbook, where they appear as a 'Famous Chaos team'. It occurred to me that I could do a lot worse than simply treat the Rotters as a Chaos team that uses the new models Steve was making to replace or supplement the Chaos Warriors in the team line-up. This would avoid the dreaded 'rules creep syndrome', and would also allow us to include Rotter teams quickly and easily with the minimum of play-testing.

And that is pretty much what I've done. If you study the Nurgle team list above you will see that it is nearly identical to the Chaos team list. Including the Beast of Nurgle also allowed me to include rules for infecting players from other teams in a nice, simple to handle, kind of way.

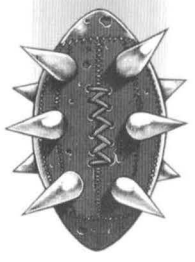
If you have any thoughts, comments or suggestions about the new Nurgle team please don't hesitate to write to me at Coach's Corner I'd love to hear from you.

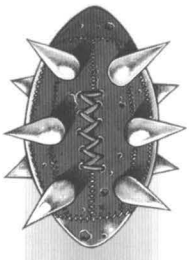
A note about the models: Players are free to use the Rotter models in two ways. They can use them with the Experimental Rules supplied (with permission from your League Commissioner) or you can use them as a Nurgle flavoured Chaos team using the official Chaos team rules from the handbook.

DISEASED DESTROYERS CHEERLEADERS CHANT...

Give us a Pa...
Give us another Pa....
Give as an N...U...R...G...L...E.
Do it again!
What does it spell?
Papa Nurgle, Papa Nurgle!!!
Papa Nurgle, Papa Nurgle!!!
We love him a lot
Papa Nurgle, Papa Nurgle!
We're gonna give you the Rot
Papa Nurgle, Papa Nurgle!
He's surrounded by Nurglings
Papa Nurgle, Papa Nurgle!
And soon you'll be gurgling
Etc, etc, etc...

Experimental





Experimental

BIG AND STUPID

Experimental rules for Ogre Teams

By Andy Hall & Jervis Johnson

At face value a team full of Morg'n'Thorgs sounds a devastating combination. Luckily for all the other Blood Bowl playing races, the truth is quite the opposite.

With a few notable exceptions like Morg, most Ogres are extremely stupid, for example, the Oldheim Ogres are notoriously bad for not turning up to matches as they inevitably get lost or sometimes even forget they are playing!

However once an Ogre is on the pitch and remembers he is playing Blood Bowl you have a potentially good player. They are fearsome Blockers and some make frighteningly efficient Blitzers. This makes them very popular with the fans.

The shadowy money men (and things) behind Blood Bowl realised the popularity of Ogres a long time ago and ever since have been trying to get Ogre teams into the Conferences, with mixed success. The Oldheim Ogres have even won the Blood Bowl but this is the exception rather than the rule.

A breakthrough came only recently when it was realised that adding Goblins to the mix could foster some success. While Ogres are big and stupid, Goblins are small and evil but possess a cunning, malign intelligence.

With the Goblins keeping the Ogres' minds from wandering, Ogre teams started to perform more consistently, of course if the occasional Goblin was mushed to pulp (it's not wise to slap an Ogre around the face) then this was classed as acceptable or collateral damage as coaches in the New World call it.

TEAM PROFILE:
OLDHEIM OGRES



Team Colours: Blue & White

Owner: Mr Bone

Head Coach: Glasra Gones

Players: Ogres and Goblins

This ferocious bunch have found it difficult to find many opponents on the open tournament circuit for two reasons. Most people are afraid of their terrible reputation – tales of how they eat their opponents abound. But more often than not it's simply a case of them getting lost on the way to the match.

2425: The mysterious being known only as Mr Bone bank rolls a mercenary band of Ogres, who, up until then had been terrorising the town of Oldheim, into a Blood Bowl team.

2461: The Ogres turn up to the first ever Bloodweiser Blood Bowl final fully intending to play even though they are not in it! A powerful mage manages to summon a holding spell, which is the only reason they are kept off the pitch.

2476: After turning up every year to play in the final, for the first time the Ogres are meant to be playing and then proceed to beat the Reikland Reavers 3-2. Rumours spread that agents of Mr Bone poisoned the Reavers water supply at half-time are uncorroborated.

2496: The Ogres play a game against fellow Ogre team – the Deadrock Devastators. At the end of the match both teams swap kit and then forget to change back. It takes a couple of weeks for fans and even Oldheim backroom staff to realise what's happening and by then the players seem quite happy wearing their new team colours.

Present: The Ogres continue to play and hopefully emulate their success of of 2461.

Team Honours: Blood Bowl winners 2461 (XV).

Hall of Fame: Buster'N'Rrybes, Nodrog Fishlips

Spike! Magazine Rating: 168 points

FAMOUS OGRE TEAMS

Oldheim Ogres: This ferocious bunch have found it difficult to find many opponents on the open tournament circuit for two reasons. Most people are afraid of their terrible reputation – tales of how they eat their opponents abound. But more often than not it's simply a case of them getting lost on the way to the match.

Deadrock Devastators: The Devastators were one of the many teams formed after the collapse of the NAF. For the first couple of seasons they fared quite badly, they had no problem causing the other team serious casualties but constantly forgot about the ball.

However, their fortunes changed when they played the Oldheim Ogres. The game was all but a wrestling match in name but as the full time whistle was blown the two teams dutifully swapped their kit. Being Ogres they instantly forgot they had changed kits and so the Devastators began playing in the Oldheim kit of red and yellow while the Oldheim Ogres continued to play in the Devastators colours of blue and white. It took a while for fans and even the teams' coaches to work out what had actually happened and during this time the Oldheim Ogres playing as the Devastators had accrued an impressive run of victories, allowing the team from Deadrock to break through from relative obscurity.

The Devastators have continued to play in the old Oldheim strip and are now one of the better Ogre teams, only time will tell if they can mirror the Oldheim Ogres and win the Blood Bowl.



The most famous Ogre of them all – Morg!

Experimental

OGRE TEAM LIST



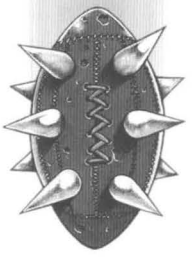
Ogre teams have existed since the forming of NAF and have even had some success such as winning the XV Blood Bowl. However, as any right-minded person will tell you, having more than one Ogre in the same place at the same time is a disaster in the making. The key to an Ogre team is the Goblins, if they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

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-8	Ogres	120k	5	5	2	9	Mighty Blow, Thick Skull, **Racial:** Bone-Head, Throw Team mate
0-8	Goblins	40K	6	2	3	7	Dodge, Stunty **Racial:** Right Stuff

Re-roll counter: 70,000 gold pieces

OGRE SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Ogre	Y	N	Y	N	N
Goblin	N	Y	N	N	N



Experimental

PICK'N'MIX

Experimental rules for allies and mixed-race teams

By Chet Zeshonski and Dean Maki

Blood Bowl fans have long been accustomed to single-race teams dominating their sport. This focus has been quite deliberate on the part of team owners, who understand the 'Us versus them' mentality of the sport's fans. After all, most Dwarfs would kill a Goblin on sight rather than cheer for him!

Prior to 2499, most owners (and coaches) believed that bringing such divisions into the locker room would inevitably destroy a team's cohesion, so they didn't risk importing players from other races. While the Chaos All-Stars had won several tournaments, they had also experienced their share of intersquad hostilities over the years. Even coaches with short memories found it hard to forget the infamous 'Genocide game' of 2472, which resulted in the 'accidental' deaths of seven of the All-Stars' starting eleven!

For years, the success (and wild popularity) of Prince Dorian's team was viewed as an aberration. After countless defeats against the All-Stars and the complete slaughtering of his team in 2499, coach Magnus the Piles (so called because of his medical condition) decided enough was enough and set about bringing together a Blood Bowl team able to drive the All-Stars back whence they came and if they could also score a few touchdowns on the way all well and good! Magnus was a great orator and managed to convince retired Blood Bowl players from all races and all around the Old World and beyond to form The Auld Worlde Warlords. The Warlords featured Humans, Halflings from the Moot, and allied Dwarfs and Elves. The team's combination of speed and power made it an instant contender – and as every owner knows, fans love a winner. The Auld Worlde Warlords literally became an overnight sensation after their first game, a 3-0 witching-hour victory over the famed Champions of Death.



For a short time after the Warlords debut, efforts to 'integrate' various races became all the rage. Several of these efforts failed, however – usually quite spectacularly. The Warlords, like the All-Stars, had a sense of common purpose that few other races could match. Teams that met the criteria flourished, while others floundered.

The Unholy Reavers squad was a typical example of the mixed results of the frenzy that lasted from 2497 to 2500. The Reavers came from the sands of Araby and featured a bizarre mix of nomads and the immortal legions of their long-dead ancestors, the Khemri. The mix was potent, and the Reavers rolled to several early season wins in the Borderlands League.

After suffering their first losing streak of the season however, the Reavers began to come apart. The living players on the team began to complain that the unnatural chill of the Undead was making it difficult for them to handle the ball, while the Khemri themselves – well... they didn't vocalize their complaints. Instead, they had an unnerving tendency to embalm those Araby players who had made critical mistakes in the previous game! The Araby got

restless, the Khemri grew bloodthirsty, and the fans unleashed a jihad so fearsome that it toppled three emirs and ransacked two tombs before it could be quelled.

For two years, the push to integrate teams lost momentum. In 2502, however, the Lustria Storm rolled across the leagues of the Old World like thunder. It seems that setbacks can't keep a good idea down! Who knows what new mixed-race teams will take to the pitch?

HOW THEY WORK

The rules for each of the three teams below contain a Base roster, a list of Allied Races, and a list of Big Guys.

Base Roster: The Base roster lists the basic roster (surprise!) of the team. Like the Chaos Pact roster below. This will consist of two Lineman-style spots. The first of these is available in a 0-12 quantity and is less expensive than the second, which comes in a 0-2 allowance.

Allied Races: The Allied Races indicate the standard Blood Bowl races that can join the mixed-race team. A coach of a mixed-race team may hire either two linemen from each race or one position player. These positions should be obvious, but in case they aren't, there's a list of linemen as used by this rule over the page.

Note that Undead and Chaos Dwarf teams are not included in these rules.

As stated, a coach of a mixed-race team may hire either two linemen from an allied race or one position player. For example, a coach of an Empire team is allowed to use players from the Wood Elf roster as allied players. This means that the coach could choose a Wardancer as his lone Wood Elf position player, or a Wood Elf Thrower, or a Wood Elf Catcher. He could choose two Wood Elf Linemen instead – in fact, he could choose one such Lineman, or no Wood Elves at all!

Note that players selected from the Allied Races list can use team re-rolls normally.

Finally, a coach of a mixed-race team may hire one of each Big Guy listed for his team. That means that the coach of a Lustria team can hire both an Ogre and a Kroxigor. Note that the coach does not have to hire any Big Guys at all if he does not want to.

As per the standard rules for Big Guys, Big Guys are not allowed to use team re-rolls.



Experimental

CHAOS PACT TEAMS



Most fans of the game are familiar with the origins of the Chaos All-Stars. Prince Dorian the Thrice-Damned relinquished his claims to several kingdoms in exchange for a pact that allows him to field the wrecking crew known as the Chaos All-Stars. The All-Stars went on to fame and glory, Dorian took the final steps to perdition… and the rest, as they say, is history.

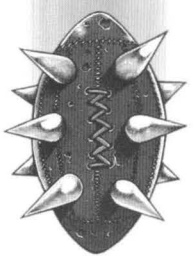
Not so widely known is the propensity of the Chaos gods to make such pacts with very exceptional (and exceptionally depraved) coaches. The sheer power of these teams is a treat with the fans, but a nightmare for the opposition.

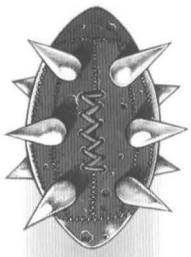
Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Chaos Marauders	50k	6	3	3	7	Block
0-2	Chaos Beastmen	60k	6	3	3	8	Horns

Re-roll counter: 90,000 gold pieces

Allied Races: Orc, Skaven, Goblin, Chaos, Norse

Big Guys: Minotaur, Ogre, Troll



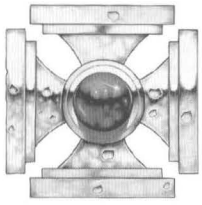


Experimental

Roster	'Lineman' Position
Orc	Lineman
Skaven	Lineman
Dark Elf	Lineman
Human	Lineman
Dwarf	Longbeard
High Elf	Lineman
Goblin	Goblin
Halfling	Halfling
Wood Elf	Lineman
Chaos	Beastman
Lizardman	Skink
Amazon	Linewoman
Norse	Lineman



OLD WORLD TEAMS



Auld Worlde Warlords were the first and due to their success many Blood Bowl players from across the known world have come out of retirement and put their racial tensions aside to form these powerful teams. Their blend of toughness and agility make them a side to be reckoned with. Woe betide those who stand against them!

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Human Lineman	50k	6	3	3	8	None
0-2	Dwarf Longbeard	70k	4	3	2	9	Block, Tackle, Thick Skull

Re-roll counter: 80,000 gold pieces

Allied Races: Human, Dwarf, Halfling, Wood Elf

Big Guys: Ogre, Treeman

LUSTRIAN TEAMS



Perhaps the most unlikely collection of characters in Blood Bowl, Lustria teams nevertheless share a bond of hatred unmatched in the history of the sport. Years of raids and ravages by Dark Elf, Human and Skaven forces have forged a unity that translates very well to the Blood Bowl pitch. Forever treated as second-class commoners, these New World warriors are determined to introduce a new order to their Old World tormentors.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Amazon Linewoman	50k	6	3	3	7	Dodge
0-2	Lizardmen Skink	60k	8	2	3	7	Dodge, Stunty

Re-roll counter: 70,000 gold pieces

Allied Races: Amazon, Lizardmen, Norse

Big Guys: Kroxigor, Ogre

DESIGNERS NOTE'S

Rules for allies in Third Edition Blood Bowl have been around ever since Jervis Johnson suggested a few guidelines on the old Blood Bowl Mailing List. The Fourth Edition rule set made allies an official part of the game for about a year. When the BBRC sat down in October 2001 to vote on the new Rules Review set, the issue of allies in Blood Bowl dominated the field.

We debated furiously. Our own ranks were split much like those of the general populace. Some favored allies because they opened up new avenues for each team. And all agreed that they raised the power level of the game.

Unable to reach a consensus, we ultimately decided to table the idea for a year. Allies did not make the cut for the 2001 Rules Review, which alternately resulted in boos or hisses, depending on which coaches you asked!

The system presented here contains a few of the basic elements of that old Fourth Edition rule set. The list of Allied Races is a familiar concept; ditto the Big Guy list, which used to be incorporated in the older allies list, but is presented separately here. What's new then are the Base rosters, the allowances for Allied Race players, and the higher re-roll costs.

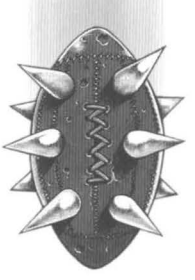
The Base rosters are less powerful than any standard (non-Stunty) team. If the old Fourth Edition rules had one major flaw, it was their 'over the top' approach to adding allies to the game. Adding allies to teams that were already well balanced against each other changed the game in two ways. First, inequalities in the list of allowed races shifted the balance of power towards teams like Chaos and Human; each of which had a lengthy list of allies. Second, any coach who could add an allied player to his team – but didn't – was at a severe tactical disadvantage. Sure, the old allies couldn't use team re-rolls, but many of them were ball handlers with their own skill re-rolls, or soon developed into such players, negating the penalty.

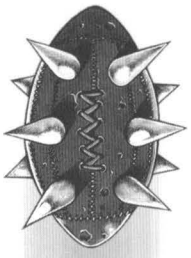
In revising these rules, we decided that we had to build the system from the ground up. Instead of using existing rosters as a base, we built new rosters with less power. The resulting double-lineman teams allowed us to build sensibly. Allies (and Big Guys) become the 'position players' of the new teams. These players don't have a strong corps of position players ready to back them up. Consequently, the use of team re-rolls was restored, except for the Big Guys (as usual).

The results are the lists of Allied Races and attendant Big Guys. Here again the Fourth Edition rules suffered from a flaw: no coach would choose a lineman over a position player if given a choice. Some of you might be familiar with an established tweak (proposed by Milo Sharp) that allowed a coach to select one position player from the list of races, but any other player chosen had to be a lineman. That idea is partially incorporated here, but the pair of linemen now allowed in lieu of a single position player can make a coach pause. Should I take a Troll Slayer – or two Longbeards? If you're a Lustria coach, maybe you want a Saurus – or maybe you want to go six Skinks deep instead of four, giving you a fleet of swarming Stunties. Several of these choices should stump even the most experienced coaches. They also provide a great deal of flexibility. One Chaos Pact coach can draft all Blitzers and Big Guys, eschewing Goblins in favour of a pounding, slashing style. Another might try to draft a real offense, opting for an Orc Thrower, a pair of Dark Elf Linemen, a couple of Goblins, a Gutter Runner, and an Ogre for the occasional Throw Team-Mate pass!

The real kicker now is that the final line-ups are on a par with established rosters in terms of total Team Rating. While the mixed-race teams are slightly more powerful than most of the non-Elven teams, their re-roll costs are very high. This means that the teams will build more slowly than standard roster teams. The great flexibility provided by the Allied Races lists allows the coach of a Chaos Pact team to start with 12 players, 3 re-rolls, and a high Fan Factor, but only if he's willing to go heavy on linemen – including one or two Goblins! This means that the team will have to buy its (expensive) position players and (expensive) Big Guys as the season progresses. The same applies to Old World and Lustrian teams, although their re-roll cost is slightly lower as a result of their less powerful rosters, not to mention their better cohesion on the field.

So, we hope we've given you coaches a good way to add allies to your league without adding too much power to individual teams. The modelling opportunities are still there, the teams have flexibility, and they're new! Give'em a whirl and let us know what you think.





Experimental

SECRET WEAPONS

Experimental rules by John Lewis

"Welcome again to Monday Night Blood Bowl! We've certainly got an exciting night of action lined up for you. Long time rivals, Dem Rotten Gits are facing off against the Karak-Kadrin Kingsmen. Goblins versus Dwarves in what will likely be a bloody game, right Jim?!"

"That's right Bob! This rivalry goes back three years in the now infamous Deathroller Masacre Match which left 18 Rotten Gits dead or injured. We're still trying to figure out how they got 18 players on the pitch for that one drive. Never the less, each year since that event the two teams have tried desperately to out do the other on the pitch with the use of secret weapons. What are we likely to see out there tonight, Bob?"

"Unfortunately I couldn't get into the Goblin locker-room, Jim. It's a real shame too, because I could hear some kind of springy, clanging noise from inside. But it's no secret what the Kingsmen will be bringing onto the field."

"That's for sure Jim! We're just minutes away from the start of another fantastic night of Monday Night Blood Bowl. Stay with us."



Desperate coaches will always use any advantage to win games, but increasingly they are willing to employ all manner of secret weapons to give their team an edge. Dwarf and Goblin teams, in particular, have been turning to the use of illegal items on the pitch in the hopes that they will ensure victory. Often the players are caught red handed (with a chainsaw, it's hard to hide the red hands) and are removed from the game by the referee.



To help fight this increasing scourge, referees are not only issuing game suspensions when they catch players with extra equipment but have taken to confiscating the item as well! This can be quite profitable for some referees, who often sell it back to the very team they confiscated it from after the match.

The first step in purchasing a secret weapon is picking the player on your team who will use it. Some Secret Weapons will change the stats of the player whilst he is using it on the pitch, so it's important to pick carefully!

To purchase a Secret Weapon, simply check to see if your race is allowed to use the item, pick a player on your team roster and deduct the cost from your treasury (adding it to the cost of the player). Any player position can use a secret weapon, but you must have an official GW miniature modelled with the Secret Weapon. There is no limit to the number of Secret Weapons that a team can have on their roster, however there is a limit of one Secret Weapon on the pitch at one time (with the exception of Goblins who can have two Secret Weapons on the pitch at once!).



Experimental

The Penalty roll works as listed in the Blood Bowl Handbook, but if the player is ever sent off, then there is a second roll to check for item confiscation. The opposing coach makes a roll to determine if the Ref will keep the Secret Weapon. On a 4+, the Ref has confiscated the item and the player must remove the item from his roster and lower his cost back to its original value.

Star Players who have been freebooted and who use Secret Weapons will never take to the pitch without it. However, normal roster players who use Secret Weapons are allowed to leave them in the dugout if, and only if, the coach has a model for that player which does not show the weapon on it. Obviously if the player has not brought the weapon on the pitch, then there is no Penalty roll made after that drive.

If a player who was given a Secret Weapons is removed from the roster for any reason, the Secret Weapon is also removed from the roster. You may never trade a Secret Weapon between players.



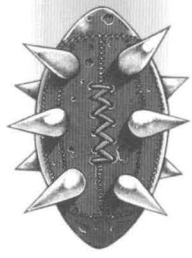
Example:
Coach Chip Organbuster is going up against a powerhouse team and decides it's time for him to add a Secret Weapon to his roster. After checking over the choices, he realizes that the only secret weapon that the Orc team can get is the Chainsaw. He deducts 30,000 from his treasury and adds Chainsaw to his Experienced Blitzer's skill list. He figures that since the experienced Blitzer has already gained +1 AG, it will be easier for him to start the Chainsaw. He also adds the 30,000 to the cost of the Blitzer.

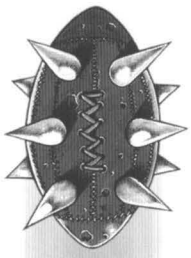
Second Example:
The coach of the Green Machine Goblin team decides he want to get a Ball & Chain on his team. They select Dwight T. Boogie who has previously gained a couple of skills as the lucky player:

Dwight T. Boogie 6 2 3 7 Right Stuff, Dodge, Stunty, Diving Catch, Side Step

After paying for the Secret Weapon, they send him out on the pitch with his new weapon. When using the Ball and Chain his statistics would change based on the rules for the Ball and Chain (Special: MA=4, Ignore all Skills and Traits)

Dwight T. Boogie 4 2 3 7 ~~Right Stuff~~, ~~Dodge~~, Stunty, ~~Diving Catch~~, ~~Side Step~~, Ball & Chain.





Experimental

SPECIAL WEAPONS

Ball and Chain	
Cost:	10,000
Races:	Goblin
Special:	MA=4, Ignore all Skills and Traits.
Penalty Roll:	8+

Chainsaw	
Cost:	30,000
Races:	Goblin, Chaos, Dwarf, Chaos Dwarf, Human, Orc *Amazon, Khemri, Rotters Necromantic, Norse*
Penalty Roll:	8+

Blunderbuss	
Cost:	20,000
Races:	Dwarf, Chaos Dwarf
Penalty Roll:	10+

Poison Dagger:	
Cost:	30,000
Races:	Dark Elves, Skaven
Penalty Roll:	10+

Bombs	
Cost:	20,000
Races:	Goblins, Dwarf, Chaos Dwarf
Penalty Roll:	8+

Pogo Stick	
Cost:	10,000
Races:	Goblin
Special:	Remove all Racial Characteristics.
Penalty Roll:	10+

Deathroller	
Cost:	80,000
Races:	Dwarf
Special:	Ignore all Skills and Traits. Add Multi-Block, Mighty Blow, ST=7, AG=1, MA=4, AV=10.
Penalty Roll:	7+



★★★Did You Know?

Krazy Snotcheez had a pogo stick surgically implanted in both his legs in a desperate bid to keep his Secret Weapons from being confiscated. It worked! Unable to remove the Pogo Sticks, the refs could only expel him from the game. Unfortunately, Krazy has gone missing after falling into a trampoline trap that someone had carelessly left on the field. Several fans have reported seeing him fall into the trap, hearing a loud springing noise and seeing the poor git being thrown skyward. He was never seen again!

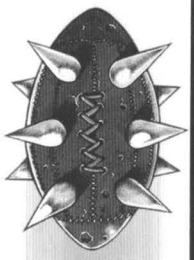


★★★Did You Know?

Karthon Drezzlebeard was the inventor of the first (and only) Deathroller with a reverse gear? Karthon was fond of backing up after rolling over a prone opponent 'just to be sure'. The Deathroller was dismantled after it got stuck in reverse and backed into the dugout for the team that Karthon was playing for, killing the apothecary and several cheerleaders.



Experimental



Time Out!



Spike! Magazine Presents

ASK LORD BORAK!

Borak Says: "If at first you don't succeed, remove all evidence you tried"

Dear Lord Borak,

I am the sole survivor of a Halfling Blood Bowl team after facing an angry mob of Orcs on the pitch. I am a star player on the field, and scored the only touchdown in our 6-1 loss. I woke up under a pile of my teammates in the dugout, and now my life seems to have no purpose without a team to play for. Can you help me? With the contacts you've made in your career as a Freebooter, perhaps you hook me up with a Chaos or Undead team! I have a ton of talent with the football, which I'm sure these 'goon' teams could use.

Signed,

Halflings Are Little Fighters Lacking In Nuffle's Glory

Dear HALFLING,

Very clever. Now on to your pathetic plea for attention.

Sometimes in life we have to accept that we are not cut out for certain things. Blood Bowl is a game for big people like myself, and let's face it you are missing something in the height department, like three or four feet. But that doesn't mean you aren't useful, there are many things you could do. Here are a few suggestions:

- *Replacement table leg*
- *Foot rest*
- *Lawn ornament*
- *Actor*

Remember you can achieve anything you set your mind to, the sky's the limit (well in your case it's about 36 inches).

Dare to dream,

Borak

Dear Lord Borak,

My teammates get me to go drinking with them after every game, win or lose. It's just our nature I guess. Lately, beer has been making me feel all bloated inside and has hindered my blocking ability. How do I break it to them that I want a girly Wood Elf drink instead of the mass quantities of beer we usually consume?

Dwarf in Despair

Dear DiD,

Good for you! Just because all your friends are drinking beer doesn't mean you have to. There are many myths about beer consumption, for example "Beer makes me feel great!" or "Drinking beer will make me popular!" These are simply not true. Over-consumption will often lead to regretful experiences at the expense of pleasurable short term effects, trust me you do not want to end up taking a Beastman home no matter how pretty his fur is! My advice is to stick to non-alcoholic beverages – my favourite is blood. Not only does it please Khorne but it is also rich in protein and iron.

This Blood's for you,

Borak

Dear Lord Borak,

I know this geezer from the New World who insists on calling Blood Bowl 'Football', now I've explained to him there is already a game played everywhere else in the world called 'Football' as it involves using your feet to kick a 'ball'. He says that's wrong and that the name for that game is 'Soccer', who is right?

Confused

Dear Confused,

I think you mean the game Sok-ker. It is played in the New World by a bunch of Skinks and is actually rubbish and in no-way related to our fair game of blood and gore. In the north they play an even crappier version called Zone Sok-ker.

Today's letters were F and O and the number 4,

Borak

Hey Borak!

I know you and that drunken dork Varag think you're going to rule all over the Blood Bowl pitch, but when October rolls around we're going to fix your little red wagon good. No more Leader, you cross-eyed illiterate! If I find a nickel for every silly little Borak clone I see, I'll be sure to donate you the money for some real gear. Anything would be better than that 'ambulatory sardine can' look you've had GOING, GOING, GONE for you these last eight years.

Anonymous BBRC Member

Dear Gutless BBRC Goon,

Oooh the BBRC is after me! Perhaps you have misread the title of my column, but it's called "Ask Lord Borak", not "Tell Lord Borak" or "Hurl Threats at Lord Borak". Stop wasting my time and get back to work, I expect my laundry pressed and folded by the time I get home.

Not so much starch this time,

Borak

Dear Lord Borak,

I coach a Chaos team and I'm trying to decide on a new dish for pre-game meals that will nourish my team and prepare them for the match. In the past, we've dined upon fricasseed Halflings, roast leg of Minotaur and even deep-fried Elf noses, but nothing seems to be quite right.

Can you recommend a good meal for carbing up before a game that is also a great motivator and stimulator for the team?

Coach Slorr the Revolting

Dear Slorr,

The temptation to dine on your latest kill before a game can be great, but loading up on protein can actually hinder performance. It is important to carefully monitor your diet on game day; some common sense tips include chewing food that is still alive thoroughly and avoiding gas-forming foods such as Wood Elves (they contain too much bulky fibre). Something you may consider is a practice known as "gobbo-loading". This technique stores up excess energy in the days leading up to the event and is accomplished by consuming as many Gobbos as possible while reducing the amount of physical training normally practiced during that period.

I'd like mine medium-rare,

Borak

Dear Lord Borak,

My trees and shrubs are growing out of control, do you have any tips for keeping them looking tidy?

Not So Green Thumb

Dear NSGT,

The help of a good chainsaw will solve your Wood Elf problem. First of all, I cannot stress the importance of proper maintenance. Make sure your chain is sharp, cutting through armour can be rough on the blades and will dull them quickly. When wielding your weapon, make sure to use broad cutting motions away from your body, you are trying to cut off your opponent's head, not your own. And lastly, remember to go out there in style! A hockey mask and butcher's apron make for a bold statement on the pitch.

I'm a Lumberjack and I'm OK,

Borak

Dear Lord Borak,

I, being a werewolf, experience the constant problems with knotted, dry, blood-stained hair. All the shampoos I've tried were duds or had bad side-effects and have proven to be a waste of precious gold. My team-mates are starting to complain, I've got to solve this problem soon or I'll get bad press. I know a star of your calibre can help!

Finigan, Full Moon Fangz

Dear Finigan,

Regular grooming is essential to your health and well being isn't it boy?. Frequent combing and brushing will keep your coat clean and healthy, yes it will, yes it will! Who's a good boy?! Who has a fuzzy little tummy-wummy?! You do! You must have been eating a diet high in essential fatty acids and Vitamin D! Good boy!

Play dead,

Borak

Dear Lord Borak,

Do you think your Funny?

Unamused

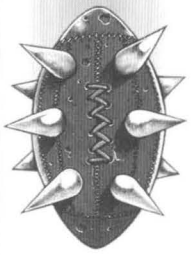
Dear Unamused,

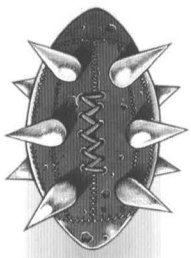
Frankly I think I'm hilarious, and what's even funnier is that you enclosed your name and address with your letter. I'll be over shortly.

LOL,

Borak

Time Out!





Best of...

THE FANS ARE ON THE PITCH!

Fun House rules by Carl & Matt Brown

WARNING: *This article contains ideas that may seriously increase your enjoyment of the game. It is therefore unsuitable for coaches of a serious or competitive disposition.*

We've all read the 'Did You Know...' sections in the various Blood Bowl publications. These great little 'tasters' of life in the Blood Bowl world not only give us a great laugh but also include some fantastic details which are not necessarily easy to replicate in our own games.

One element of the background that is often mentioned is the crazy interactions between the players and fans. The following article contains rules which will allow you to add this unpredictable dimension to your games of Blood Bowl. Please take note of the warning at the beginning of this article, these rules will seriously increase the enjoyment factor of your games, just don't expect your game plan to survive!

CROWD EVENTS

At particularly tense moments in a game of Blood Bowl the fans can get over-excited and take matters into their own hands, Riots and Pitch Invasions are dealt with on the kick-off table of the main rulebook but these are not the only occasions when 'civilians' get involved; all manner of things take place in and around the stadium and some of these are detailed in the Crowd Events table.

There are a number of ways to introduce Crowd Events into your games of Blood Bowl:

OPTION 1

Coaches may replace any or all of their rolls on the Handicap table with rolls on the Crowd Events table instead. Unless otherwise instructed, Crowd Events must be played at a Kick-off, after teams set up but before that Kick-off roll is made. If you do not use your Crowd Events during the match they are lost just like Handicaps. You cannot save them from game to game.



OPTION 2.
You may decide to allow both coaches to have a Crowd Event or two regardless of the Handicap situation. Or for a more unpredictable game, and my preferred method, you can roll a dice before each half (or each kick if you're feeling brave) and have a random Crowd Event occur on a score of 4+ (5+ if every kick).

If you decide to take Crowd Events as Handicap bonuses you should roll for them before the game starts, keeping your scores secret from your opponent if possible. An easy way to do this is to put the dice in a small shaker (a cup will do) for each event you want and slap the shaker down onto a nearby surface without releasing the dice. Thereby you can peep under to see which event is available whilst your opponent can see you haven't altered the throw but can't see the dice score. Keep the shakers where they are, only revealing the score when required by lifting the shaker.

It is recommended that only one Crowd Event be played per kick, with the lower rated team having precedence over their opponent should both wish to play one.

OPTION 3.
(For Blood Bowl players who don't care about results)
If you want an utterly crazy game (this is what Blood Bowl is all about after all) feel free to allow as many Crowd Events as you like per kick (for example – rolling a D6 per point of Fan Factor, 4+ is an event), the game will get pretty manic – just don't say we didn't warn you.

★ CROWD EVENTS (roll two dice) ★	
2 Into The Crowd	**8** Streaker!
3 Ejected	**9** Hotdogs!
4 Autograph Hunter	**10** Reporter
5 Cheerleaders	**11** Groupies
6 Mascot	**12** Team Photo
7 Match Ball Collector	

Into The Crowd
Sometimes the fans shout and jeer just a little too much for the liking of some players who, concerned with their public image, are only too prepared to point out the error of such opinions through excessive violence and pummelling. In short, it pays to have life insurance when you go to watch a Blood Bowl match. It's not just the players who are in for a beating. If randomly generated, roll a dice for each and every player in both squads. (If used as Handicap roll - only your opponent needs to make the rolls). On a 1, the player has dived into the crowd to teach them a thing or two about manners and will be unavailable for this drive (place him back in the Reserves box). Affected teams can set up again before play begins with whatever players they have still available. If you are recording fan fatalities (see later), you may roll for each player that dives into the crowd.

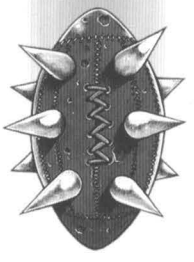
Ejected
Just in time this would-be exhibitionist has been grabbed by the officials (ouch, I've never heard them called that before!), wrestled to the ground and escorted out of the stadium. This means that no one is keeping an eye on the game. Until the next Kick-off (ie, for the rest of this drive) no fouls will be awarded and no players sent off.(evil laughter ensues!).

Autograph Hunter
An avid if rather foolish fan has dashed onto the field risking life and limb intent on securing his/her/itself the signature of his/her/its hero to show off to his/her/its mates back home. This fan begs, follows and hampers its chosen player refusing to leave him alone until he signs.

If this is a random event determine which team this fan supports – dice for it. Randomly determine (using MVP counters) which of that team's players on the field is targeted. Place an Autograph Hunter token (any suitable model) in any empty space in the target player's Tackle Zone. The fan does not affect the game in any way – the token is just a reminder. Move the fan to another space if a player or the ball moves into his space.

Whilst the fan is present that player suffers a -1 modifier to his ST and AG and may not use any of his skills. Wherever the player moves the fan follows (just place him in any available space as close as possible). The besieged player has two options, do the honourable thing and sign the autograph or knock the irritating squirt's lights out!

Sign – Signing the autograph is a special action, a Sign Autograph action. The player may do nothing else this turn except move. Announce the signing action and make an Agility roll, subtracting -1 for each opposing tackle zone the player is in. If you make the roll you successfully sign and the fan goes



Best of...

away happy and for having done so you may take a bonus Re-roll counter for this half (the crowd just love it when players make time to talk to them). Otherwise, the player fails to complete the signature (probably still trying to remember which end of the pencil you blow through!?) and will be stuck with the adoring fan for another turn.

Unfortunately, not all autograph hunters are what they appear, some low down coaches have been known to pay fans to sneak a contract under the unsuspecting (and often illiterate) player's nose so that he unwittingly signs over to the other team! If you throw an unmodified 1 on the dice, the fan turns out to be an agent for the other team, the paper is in fact a contract and the player has just signed it! From this moment on until the end of the game the player belongs to the other team, controlled just like any of their other players. Only after the match when the team's legal eagles get onto the case and have the contract nullified does the player return to his rightful owners (he may not be sold).

Punch his lights out – if you give up trying to sign (or being an Orc just don't want to) you can knock the fan flat. Making a Block or Blitz action but throwing no dice – you're so tough and the fan is so weedy and not expecting a face full of knuckles from his hero, that he's automatically flattened – just roll on the Injury table straight away and remove the fan from the field. The player may claim SPPs if he causes a casualty. Unfortunately this action can produce an adverse effect amongst the fans so if you throw a double on the Injury roll, the fans boo and hiss the player. For the rest of the match his team's Fan Factor is treated as 0, and permanently reduced by -1 point after the game.

Cheerleaders

These beauties shake their pompoms about, sing uplifting chants and boost team morale in a most aesthetically pleasing manner... usually – a Troll's a Troll after all, and it's believed the sale of blindfolds increases dramatically during mating season though it's not proven as yet.

Having just performed an overlong routine the joyous bundles have got caught up in the game. If you have Cheerleaders on your team roster place them all anywhere inside your own half of the field, but at least four spaces away from all edges and the halfway line. This affects both teams. Normally most



cheerleaders attempt to leg it to safety, but some have been known to lend a hand to the boys.

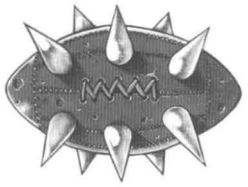
In your turn you can move your Cheerleaders about just like normal players. They have a MA of three spaces and move without penalty (ie, do not need to dodge) and can step off the field freely without getting beat up by fans, but once off cannot come back on. They may not touch the ball (scatter it again) or throw blocks but otherwise they follow all the normal rules ie, can make fouls, lend assists, have tackle zones and can attack other cheerleaders as below. Failure to Go For It results in automatic injury.

Any player/Cheerleader may Block or Blitz opposing Cheerleaders. Simply roll for injury straight away (no need for Block dice – you automatically succeed) and remove the model from the field. A player can keep any SPPs for casualties so caused. In addition, if a Cheerleader is killed, the team should instantly erase it from their roster and badly hurt/seriously injured Cheerleaders can't cheer for the rest of the game – that's the risk you take for leaving them on!

Mascot

Both players place a team mascot in the very centre space of their own endzone. The mascot has forgot to clear the field and has continued to do his dance and shuffle to amuse the crowd and infuriate the opposition. The first team to send the opposing mascot

back into the stands wins a bonus re-roll for the half. To attack the mascot make a normal Block or Blitz action but do not roll the dice, the attack succeeds automatically so just roll for the injury. If stunned he stays on the field and can recover during his own team turn just like normal players. Any other result removes him from the field for the bonus. In addition if the mascot is removed as a casualty the attacking player may claim the SPPs and the mascot's team plays the rest of the match with a Fan Factor of 0. Once one mascot is removed, the other has a sudden vision of its immediate future and leaves the field by choice for no penalty. Mascots do not affect the game in any other way; scatter the ball again if it lands on its square. Note – Players do not get sent off for fouling a mascot.



Match Ball Collector
Most Blood Bowl fans are a little crazed but this one is just plain suicidal. As the Kick-off takes place (once the position of the ball is determined), this crazed individual comes sprinting onto the field intent on making off with the match ball. Randomly determine a board edge and place a suitable miniature using the Throw-in procedure (D6 for direction, 2D6 for distance) from the centre of that board edge. The fan moves after both teams have completed a down (both teams have down 1, fan moves, both teams have down 2, fan moves, etc). He moves straight for the ball, blocking the ball carrier if necessary and once in possession of the ball, attempts to get off the field by the most direct route possible, ie, he simply steps off the field from an adjacent square (using one point of move). Stats: **M**4 **ST**3 **AG**3 **AV**7 **Skills:** Strip Ball, Jump up, Dodge.

Any player can attack the fan just like attacking another player. Coaches take it in turns controlling the crazed fan but remember he's not going to score, pass or do anything to help either team – he plays for himself and gets away as quickly as possible. If the fan gets away with the ball the game is restarted with the same team receiving as when the fan first appeared. In addition, as the crowd has lost a certain amount of fear generally attributed to Blood Bowl players, any subsequent Crowd Events that take place during the match will be accompanied by the crowd throwing a rock (see Kick-off table in the main rules except the rock is thrown at a completely random player on either side). Note: If during the game two match balls are stolen, two rocks will be thrown, etc.

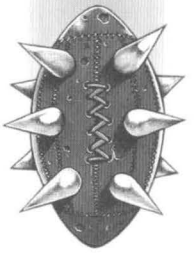
Streaker!
This slippery eel of a fan has managed to elude the officials and get onto the field absolutely naked! Unfortunately Blood Bowl fans are not renowned for their good looks so rather than being a pleasant experience for the nearest players it actually puts them off their game. The streaker continues to make a general nuisance of themself, running about flapping their arms, shouting and shaking whatever might be available.

If this is a random event then the team with the lowest Team Rating controls the streaker and places them in any available space at the start of their turn (Handicap roll – You automatically gain control). Stats are: **MA** 4, **ST/AG** 3 and **AV** 7 with Dodge, Stunty, Sidestep and Jump Up skills, the streaker cannot attack any player or touch the ball. The streaker is so annoying to the team whose half they are in that the team may not use any of their Team Re-rolls as long as the streaker remains in their half of the field. The streaker stays on the field until injured, pushed off or they survive until the drive ends whereupon they walk away exhausted to general applause from an appreciating crowd and into the clutches of waiting match officials... eager to enroll them onto the next referee training program!

Hotdogs!
"Get yer luverly hotdogs, sausage inna bun, get them while they rot. I mean while they're hot!"

Just as the game gets underway a hotdog vendor has absentmindedly strayed onto the field having spotted a niche in the market what with all those guys out there sweating buckets with no refreshment. If randomly generated, the coach of the kicking team sets him up in any available space on the field (Handicap roll – he's yours to place by choice).

After every team turn the hotdog vendor moves about just like a Ball & Chain loony with MA of 4 except that he doesn't attack anyone, he just loses that Move point, roll a D6 after he has finished moving. On a roll of 1 he has run out of supplies and leaves the field to restock,



he doesn't return unless another vendor is generated on the crowd events table. The vendor is moved by the coach who has just finished his turn. Any player that subsequently starts its team turn adjacent to the vendor may do nothing at all for that turn except eat burgers, drink fizzy pop, chat about the weather, and so on. Only the ball carrier can ignore the vendor and is free to take actions as normal regardless of the vendor's position. By expending a Team Reroll you can override and nullify the vendor's effects on your players for this turn.

Reporter



One of the intrepid sideline reporters has decided to conduct an impromptu interview with an on-field player in an attempt to be the first to get the story of the day. Unfortunately for the player, the interview has overrun and the game has kicked off! If randomly generated, dice for which team is being interviewed (if used as Handicap roll – you automatically play it on your opponent). Then randomly determine a player on the field from that team. That player is desperately trying to conclude the interview and get back to the game.

Whilst mid-interview the player can do nothing at all and has no Tackle Zone. Each turn he can attempt to wrap up the interview by passing an AG test (no modifiers) OR just punch the reporter in the face (make an Injury roll). Both result in the interview ending allowing the player to rejoin the game as normal next turn. Unfortunately, the heavy handed punch option doesn't go down too well with the broadcast networks, resulting in the team being painted in a poor light for the rest of the season by the commentary team. For this the player's team will lose -1 point from their Fan Factor permanently.

Groupies

The player with the most SPPs on the field (of the opposing team if played as an Handicap roll, either team if not) is surrounded by adoring fans, clamouring for hugs and kisses and to see him flex his muscles and do his trademark wiggle. Groupie models are placed to fill up all available adjacent spaces to the player. There are so many of them and they're so persistent that it is impossible to beat them off or push them aside. These spaces are utterly blocked off to all traffic (scatter the ball again).

The besieged player may do nothing (nor would he, he's enjoying it too much!) except pose for his adoring public. On each of his turns he may attempt to satisfy the groupies. Roll a dice. For each point you score below his ST you may remove one groupie. You may also remove one groupie at the end of your turn regardless of the roll. Once all groupies have gone the player may take actions as normal. They leave automatically if the drive ends.

Team Photo

The management have in their infinite wisdom chosen this very moment to have the squad image recorded for the team calendar using the latest in freeze-framed Cabal-vision imaging. Unfortunately the team pose took longer to set up than expected as getting the pea-brained oaf to stand at the back because he's the biggest goes against everything the pea-brained oaf has been taught all season. As a result the team is still in its pose when the game kicks off.

The coach of the team with the lowest Team Rating (if used as Handicap roll – it's yours to play) may completely reset the opposing team in any way he desires as long as at least three players still go on the line of scrimmage and every player of that team is in at least one tackle zone of a team mate, apart from that you may bunch them up or string them out in any way you see fit. You may not make substitutions; just use the players that the opposition coach had set up on the field originally. The game then kicks off and continues as normal, with the posing team no doubt scurrying madly to get into position and their coach throttling the Imaging wizard.

FAN FATALITIES

Spike magazine often has endless lists of stats devoted to what players have or have not achieved in a game/season/lifetime. One of the stats is Fan Fatalities. You can determine this statistic for your own Blood Bowl players by following this very quick procedure.

Any time a player dives or is pushed into the crowd he will take several of the nearest fans with him as they try to give him a kicking. Regardless of the injuries inflicted on the player he will kill a number of fans equal to his ST+D6 (no SPPs are gained for this). If the



player is holding a weapon when he goes into the crowd then he inflicts ST+2D6 casualties on the hapless crowd.

In addition, any player involved in a pitch invasion (attacked by crowd) will take out a number of fans as detailed above. In games where riots take place roll for Fan Fatalities for all players on the field as they all take part in the general bedlam that holds up the game.

Any fans generated on the Crowd Events table and later killed by a player will count towards that player's Fan Fatalities.

You don't gain any specific benefit during your games for keeping this statistic on your roster but it does give you something extra to brag about and allows league commissioners to generate their own 'Did You Knows...' (Most fan Fatalities in a match, etc). It also gives League Commissioners another trophy/award to give out at the end of a season or tournament.

REFEREE FATALITIES

It's not just the fans that get rough treatment from the players, a far more identifiable target is the guy in the Zebra skin shirt. Whenever a player is sent off roll a D6, on a 6 your player has 'had words' about the official's interpretation of the rules and prematurely ends the referee's career. The player is still sent off for the match and the game still has a referee present, the stadium officials hastily organise a replacement while disposing of the previous referee by the back door. Again you don't gain any benefit during your games but the additional statistic makes for extra depth and 'background' for your team and league.

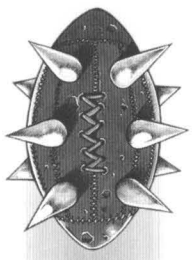
FAN MODELS

Although there are no actual fan models available at the moment (it's a nice thought though, Jervis?). We've used slightly modified Norse models for streakers, goblin hooligans (very old) and all manner of old villager models from many years back (we benefit from having an old collection of models). If you have a relatively new model collection you can use any appropriate looking Warhammer model as fans or do a bit of conversion work of your own. You never know, if interest is high enough we may get a limited number of fan models made for the game in the future.

CONCLUSION

Well that's about it for this trip around the Blood Bowl stadium stands. We hope you enjoy introducing fans into your games. Don't forget, mayhem is what Blood Bowl is all about, so play to the spirit of the game and don't worry too much about the result – you can always have a return match.

Why not try and invent some Crowd Events for your own teams? Race specific crowds is something that we've started to look at – Dwarf fans with their predeliction for bringing weapons and beer to the game and Orc fans who don't care which side players play for "if they're on the field they're fair game". You've probably got some wacky ideas of your own.



Best of...

THE HALFLING PLAYBOOK

or Halflings: Know Your Limits
by Steve Morgan, Head Coach of the Perryvale Punishers

So, you have the daunting task of leading your mighty Halfling heroes onto the field of dreams, and need to devise a plan for getting the little blighters to full time without excessive use of the local casualty department.

First rule of devising your game plan – know your team's weaknesses and strengths.

Halflings are not world renowned in the following areas: running, catching, passing, tackling, or ability to take a firm blow (even from an ailing Snotling).

It is clear from the above that if you are the sort of Blood Bowl player for whom the result is everything, then clearly this is not the team for you. You can stop reading now and get back to your crushing death monster teams on combat drugs with spikey bits!

However, if you like a challenge, want a bit of a laugh, can eat five burgers during the course of a game and want to offer up serious humiliation to your foes should you win, then carry on.

DEFENCE

Halfling defence may, at first glance, look to be as effective as trying to halt a speeding train with a hamster.

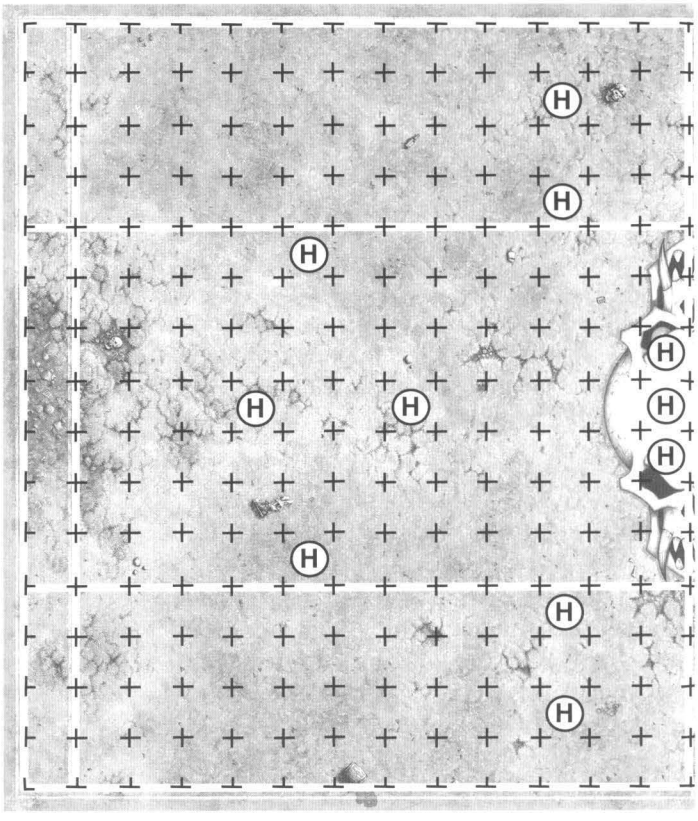
Luckily, appearance can be deceptive. With a few basic rules you can do a great job of frustrating the opposition, slowing their advance and breaking down an attack.

Defend in depth – Many teams can get away with a wide, thin defence of hard-hitting players that is tough to break through. Halflings can't. What I recommend is three lines of defence spaced evenly back to your end-zone. This will allow time to re-group each turn, falling back to a new position of strength (?!!) and restricting the damage to your team. It is a delaying tactic, not allowing an easy score and thus will add to your opponent's frustration in not crushing you into the ground.

Damage limitation – Never allow your turn to end with lots of your little guys in tackle zones. This can only end one way and it ain't pretty. Use the innate 'Dodge' and 'Stunty' skills to full effect and drop back one square at a time (maintaining formation) as he will only be able

Defending

• Keep your players spread out – force your opponent to dodge.
• Three on the line of scrimmage, typically one gets splatted and two get pushed back.
• Constantly fall back – do not block the enemy but force them to go through your tackle zones.
• Conceding a touch down is not always a bad thing.
• Use psychology against your opponent!





The Perryvale Punishers play the All-Stars

to blitz one player per turn. Coupled with point 1 you will force him into some serious dodge roles if he wants to proceed into your lines.

Grab the opportunity – Your tactics may appear so negative, and the opponent so frustrated, that he will make the mistake of underestimating your team in a big way and break with his game plan (a rolling cage can look a bit OTT against a Halfling team). Many players I've played against get impatient, and make an ambitious play or make an optimistic dodge too far. With an isolated ball carrier or ball on the ground Halflings come into their own. Again it's all down to the Dodge and Stunty rules, those unmodified dodge rolls will get you into positions other players can only dream of – make the most of it!

Know when to take a small loss – Sometimes, you need to concede that touchdown for the greater good. If you're defensive plans go wrong, or your opponent is playing well, don't get your little guy pummelled for nothing. Take it on the chin, open your next chocolate bar, and get ready for the offensive play.



OFFENCE

Now this is the fun bit! Hopefully, you have stopped your opponent from scoring, or at least annoyed the hell out of him in defence. Just imagine the look on his/her face when you go down the other end and do the unthinkable... the big TD! Muffins and fizzy pop all round!

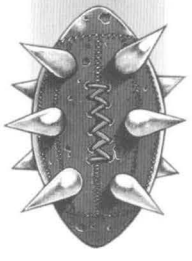
Impossible? I think not, in fact it has been known for the mighty Perryvale Punishers (the finest BB specimens under 4' tall in the known world) to score five (yes five!) touchdowns in one game – just like watching Brazil!!!!

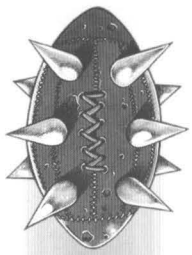
Some pointers...

The lunch box – Similar to the cage, but a little more fragile. Protect the ball carrier within three lines of Halflings and rumble down the flank. Remember the basic rule of not leaving your guys in tackle zones, and then pick off stray defenders by ganging up and blitzing them aside.

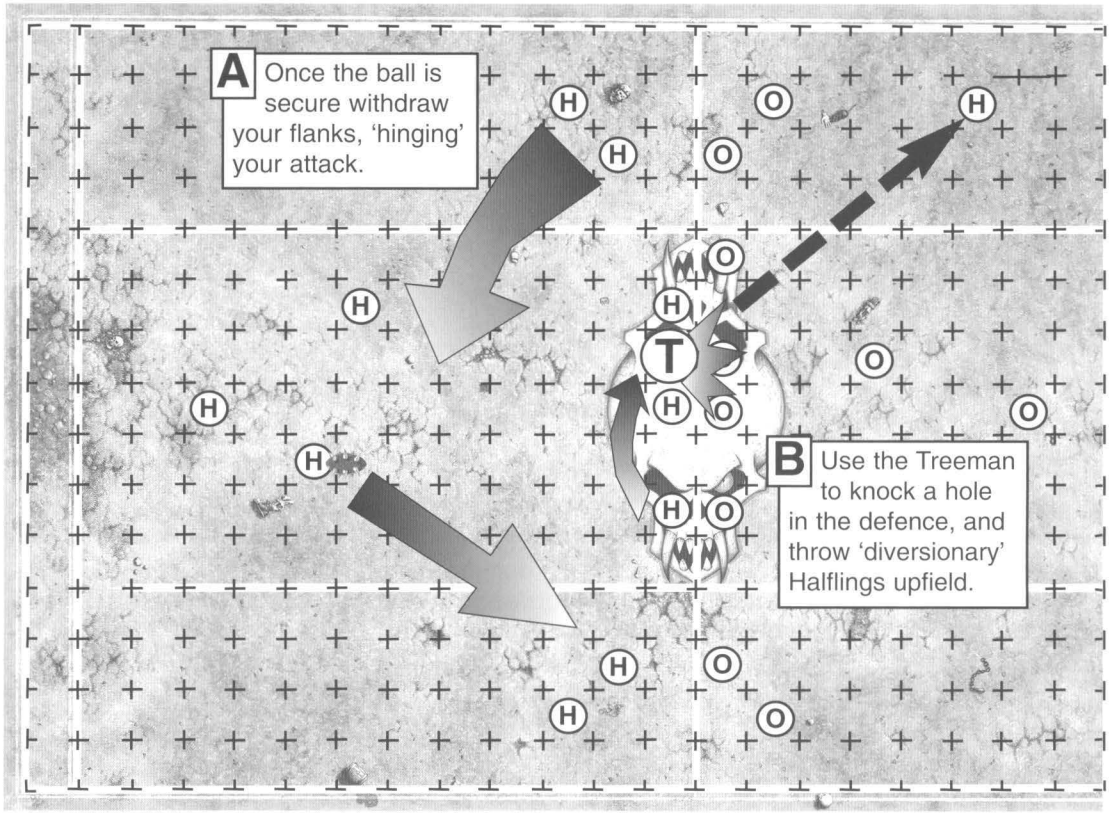
Aerial assault – Hugely entertaining and rather effective. Use a Treeman to launch Halfling avec ball downfield and to glory! Somewhat risky, but hey, why let all that 'Right Stuff' go to waste. Also good for pulling off that last minute winner, or capitalising on some good spoiling defensive work to get good field position.

The feint – One problem you should not have is breaking through a defensive line, not with all those Dodge re-rolls. Make a sacrifice of a diversionary player to draw defenders away from the real point of attack. (It's amazing the





Best of...



Attacking – The Lunch Box

- *'Hinge' your attack.*
- *Use your Treeman on the line of scrimmage to knock down any strong opposition on the defending side.*
- *Throw at least 2 halflings up-field.*
- *You can score in under 4 turns.*

lengths some players will go to get rid of one solitary Halfling downfield).

The elusive Halfling – If you get a sniff of the goal line, go for it. It's amazing how small a gap you need to get one of the little fellows through, so go for it!

TEAM SELECTION

Quantity over quality is definitely the way to go (you don't really have a choice here). I would recommend you go for as much 'extra' stuff as you feel comfortable with when starting out though.

Treeman – I only ever start with one of these (usually Deeproot). My aim is to have a Halfling team with the odd Treeman, not a Treeman team with some small blokes running about! Too many 'Big Guys' diminishes the achievement winning a game.

Master Chef – A definite no-brainer as far as I am concerned. You can keep your fancy pants wizards, these guys are great. Stealing re-rolls and a quick fry-up at half time. What more could you ask for?

Apothecary – Also essential from the start, just incase your Star Player or Treeman takes a pasting (do not waste his ability on a normal player – they just aren't worth it).

Re-rolls – I generally just get one of these, maybe two tops, relying on my Chef to get me the rest and deprive the opposition of theirs.

Fan-Factor – Usually I start with a Fan-Factor of 3 or 4.

Other teams just don't have the luxury of so much cool stuff to begin with, what's more you still have enough money left for loads of standard players, as they are as cheap as chips (believe me you will need them, the casualty rate for your team will be grim).

OVERALL

Well I think that is enough of my mad ramblings, but a quick summary and last minute thoughts are in order…

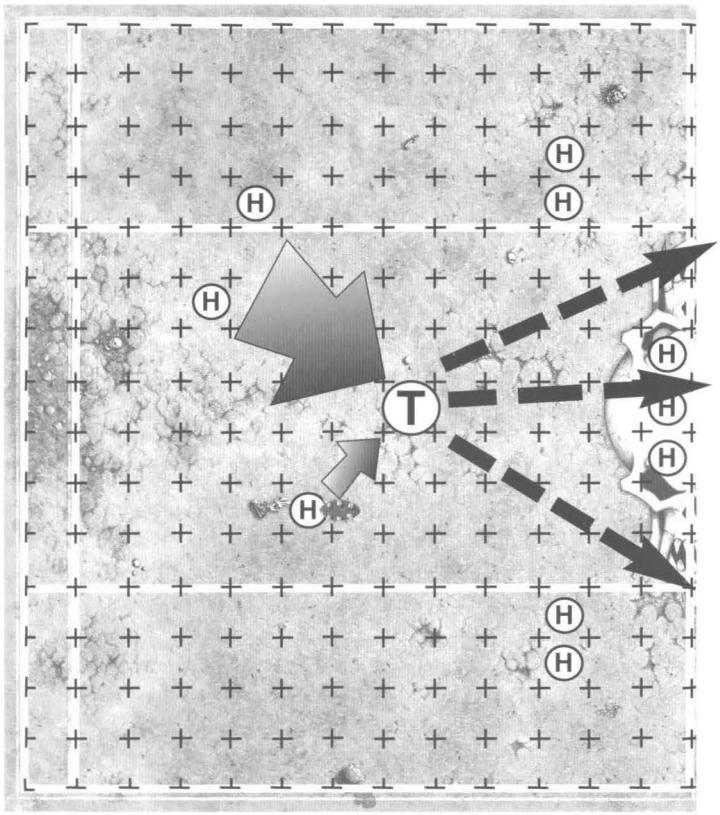
- Have fun
- Play to your strengths, don't get involved in a blocking match
- Know when to take the short-term loss
- Be adventurous – when you see an opening, go for it
- Eat when playing – it really does help (honest!)
- Name all your players and mourn them as they fall in the line of duty (this takes the form of eating cream cakes, naturally)
- Gloat when you score, mistakes are often made by an opponent who is frustrated/angry/homicidal
- Gloat outrageously should you win a game, this is a great chance for humiliating fellow players!
- By the way, did I mention have fun!

★★★ Did you know…

According to Halfling tradition, everyone who plays in a game gets to join in a gigantic slap-up tea after the game is over! It is thus not unusual to see injured Halflings get up from their stretchers and tear off in the direction of the dressing room when the final whistle goes!

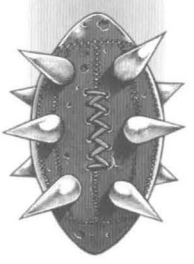
The Moot Mighties are one of the few Halfling teams that opponents actually fear to play. It has to be said that this has rather more to do with the fact that the team includes the mighty Treeman blocker Thicktrunk Strongbranch than any other reason, although the 'Halfling hit squads' used by the team, who specialise in finishing off opponents laid low by Strongbranch, are universally hated as well. Still, as the Mighties' head coach, Slowchap Eatmoore, points out "When you're stuck with players like these guys, ya gotta take advantage of any edge you can get."

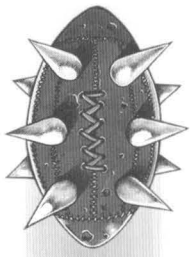
Best of...



Attacking – The launch pad

• Keep your players off the front line.
• Stagger your defensive line.
• Collect the ball, hand-off then get the Treeman to throw the ball-carrier upfield.
• Throw as many players upfield as possible, to use as support and diversionary players.
• Once you have enough players, protect the ball-carrier by forming a 'lunch-box' as described earlier.





WORLDS EDGE SUPERLEAGUE

House Rules by Jim Mawby

Best of...

The ring of tankards crashing together, the heady smell of gold, and the hearty singing deep in the heart of the mountain; Blood Bowl has infiltrated even the impenetrable fortress of Karaz-a-Karak. Hold on to your ale . . .

This is a set of guidelines intended to help anyone wanting to run an entirely Dwarf Blood Bowl league, including team lists for the different realms based on existing rules and suggestions for specific Dwarf awards to offer in the league.

Dwarfs have always revelled in the opportunity for social drinking, loud singing, bitter rivalry, and, perhaps more than they would like to admit, not a little mindless violence. What follows is a set of variations on the Dwarf team lists designed to reflect the strengths of the various strongholds.

Although their resources are pooled in times of war, secrets are heavily guarded – and none more so than the specialities of Dwarf Blood Bowl teams. Note that if you use these team lists, certain Dwarf players are only available to certain realms, unlike the generic team list. It is suggested that these variations are only used in a Dwarf-only league



THE REALM OF KARAZ-A-KARAK (EVERPEAK)

The seat of Dwarven high kings since time immemorial, Karaz-a-Karak is as proud on the astrogranite as it is on the battlefield. Its resplendent warriors are indomitable and their legendary fortitude is embodied in their powerful Blitzers and stalwart Longbeards. Eschewing the less armoured positions, teams from Karaz-a-Karak rely, perhaps predictably, on defence

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-6	Blitzers	80K	5	3	3	9	Block, Thick Skull
0-12	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Any player from the legendary stronghold of Karaz-a-Karak may take Stand Firm as a general skill.

THE REALM OF KARAK EIGHT PEAKS

Karak Eight Peaks is the true frontier of the Dwarf realms; although its higher levels are well fortified, much of it remains occupied by foul and evil invaders. The Dwarfs of Karak Eight Peaks make frequent forays into the darkness, and their tunnel runners are among the most proficient in all the Realms. They also make for great Blood Bowl players! Combined with battle-worn Longbeards, who blanch at nothing, these skilled Runners have managed to do the impossible on more than one occasion – put together a dwarven throwing team

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-6	Runners	80K	6	3	3	8	Sure Hands, Thick Skull
0-12	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull
Special Rules:		Any player who has witnessed the underground horrors of the lower levels of Eight Peaks may take Nerves of Steel as a general skill.					

Best of...

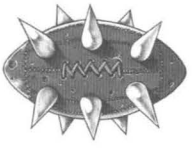
The Dwarfs have a lot of respect for resilience, and their appreciation of Blood Bowl is no different. For that reason, as well as awarding traditional prizes for winning and scoring, a few additional suggested awards follow. Most Dwarven leagues give cash awards for most casualties (single game/single season) on an individual and team basis, as well as most touchdowns (similar split). In addition, there are some peculiarly Dwarven awards offered, that although require (in some cases considerable!) additional book-keeping, if you're prepared to do it, can make the whole league more exciting:

TEAM AWARDS

The Golden Fortress: This solid gold trophy (exquisitely wrought in the shape of a mountain stronghold) is awarded to the team who has the least touchdowns scored against them in a season. If there is a tie, no team is awarded, unless all of the tying teams have a record of 'zero touchdowns against' over the season, in which case all of them receive a Golden Fortress. The intimidating effect this trophy has on opponents means that the holding team can, once a game, choose the result Perfect Defence on the Kick-off table instead of rolling.

The Steel Anvil: The Steel Anvil is awarded to the team that has suffered the least number of casualties over the season. Traditionally, it is too heavy for one Dwarf to lift alone, symbolising the strength of unity. The toughest team in the league is always a big hit with the fans, so any team that holds the Steel Anvil has its FF increased by one for the next season. If the team is from Karaz-a-Karak, the increase is permanent.

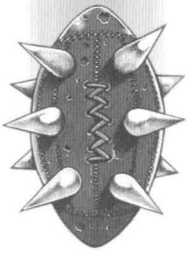
Bugman's Banner: Bugman's Brewery often offers a sponsorship deal to the team that has suffered the most (and is therefore in most need of a barrel of Bugman's!). This award is presented to the team that suffered the most deaths over the course of a season. While the team holds Bugman's Banner (for all of next season), their winnings are increased by 10,000 gp a game due to the Bugman's Ale licence that comes with it. If two or more teams are tied for the award, no award is given (this stuff is pretty exclusive you know!).



★ ★ ★ ***Did you know...***

In 2470, following years of disenchantment, several of the teams competing in the Dwarf 'Stuntie' Cup competition threatened to leave the leagues they were competing in and form a league of their own. The increase in the throwing game was threatening to end whatever chance of sucess they ever had.

The resulting Worlds Edge Superleague is a Dwarfs-only league, now trimmed to 12 second rate teams playing a 22-match season. Curiously, the throwing game dominates! Those World's Edge fans just love to see the ball hanging up there while 22 players scramble for the honour of being the one it lands on!



THE REALM OF KARAK AZUL (IRON PEAK)

Karak Azul hides the mythical rune forges of the Dwarfs, where magical runic weapons and armour are manufactured and distributed in times of great need. However, the forges are never cold, and often a 'spare' rune item finds its way into the hands of the more sport-minded dwellers of Iron Peak. Typically, a Karak Azul team has few specialists, but all are armoured to the teeth, and they seem able to draw on a more diverse range of players, through family favours, outstanding tithes, and occasionally, outright bribing.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-2	Runners	80K	6	3	3	8	Sure Hands, Thick Skull
0-2	Blitzers	80K	5	3	3	9	Block, Thick Skull
0-12	Longbeards	80K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Runners and Blitzers from the rune forges of Iron Peak may take a Magic Helmet (inscribed with the Rune of Iron: +1 AV) in place of a general skill when they take a skill advance. Longbeards may take one on a skill roll of a double.

Best of...

INDIVIDUAL AWARDS

The Glass Jaw Award: Although this is presented here as an award, it is not one any Dwarf wishes to win, and even the fans don't speak of it. It is claimed by the player who fails the most Thick Skull rolls over the course of a season. The player in question, overcome with shame, immediately renounces his status and becomes a Troll Slayer. The player's AV is reduced by -1, but he gains the traits of Frenzy and Dauntless (obviously, if a Slayer wins the award, it has no effect). A player turned Slayer may either be retained by the original team (unless the team is from Karaz-a-Karak), or else sold to a Slayer team in the league. If more than one player has the worst record, then honour is saved, and nobody is forced to become a Slayer.

The Iron Jaw Award: The opposite of the previous award, the Iron Jaw award is one of the most talked about awards among Dwarf leagues. It is awarded to the player who passes the most 'Thick Skull' rolls over the course of the season. The prestige of this award means that it carries no further cash reward, however the player has taken so many knocks 'on the chin' that his Thick Skull becomes a Very Thick Skull – and he only fails Thick Skull rolls on a 1. If the award is tied by each enjoys the benefits.





THE REALM OF ZHUFBAR (HOME OF THE DWARF ENGINEERS GUILD)

The Dwarf Guild of Engineers is rumoured to have a secret brotherhood devoted solely to the more creative (destructive?) side of Blood Bowl. Whether such reports are accurate or not, the formidable weapons of war that are brought to bear by Zhufbar teams are enough to make even an Everpeak defence think twice.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Zhufbar teams can take up to two of the following secret weapons in addition to the Death Roller (see Star Players below). The Secret Weapons must be bought when a player is bought, and cannot be given to a player later.

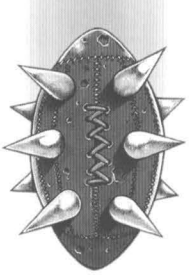
Allowed Secret Weapons: Chainsaw (8+): Cost 60,000 gp,
Explosive Bombs (8+): Cost 40,000 gp
Blunderbuss (10+): Cost: 40,000 gp

THE REALM OF KARAK KADRIN (SLAYER KEEP)

The infamous keep of Karak Kadrin throws itself as readily into the Blood Bowl frey as it does into any other. Revelling in the mayhem and potential for death, these oathbreakers seek to bring glory to their keep where their own is irredeemable. Often, the fury of the slayers infects the other members of these unpredictable teams, and the result can make for chaotic matches – and so, of course, Dwarf leagues are rarely without a slayer team or two.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Troll Slayers	90k	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull
0-12	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Any Longbeards from Slayer Keep may take Frenzy as a general skill.

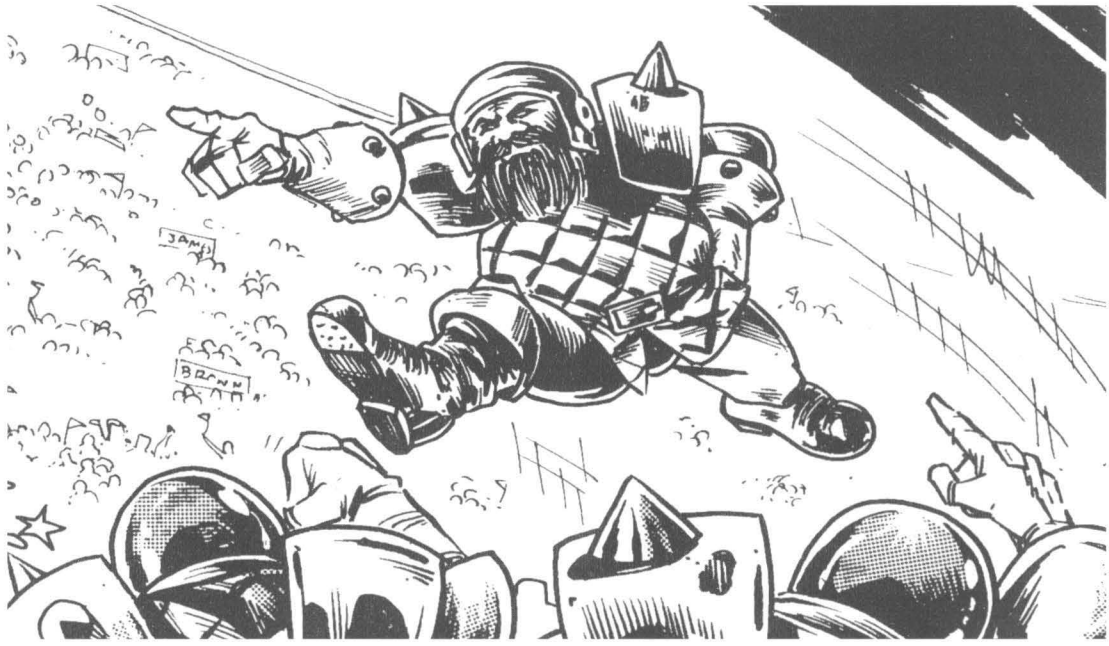


STAR PLAYERS

The Star Players have returned to the realms to pit themselves against the only opponents worthy of respect – their kinsfolk. If you choose to use Star Players in your Dwarf league, it is suggested that you restrict them as follows:

Star Player	Cost	MA	ST	AG	AV	Skills & Traits
Dwarf Deathroller	80K	4	7	1	10	Mighty Blow, Stand Firm, Multiple Block, Death Roller (8+)
Allowed Realms:	Zhufbar only					

Star Player	Cost	MA	ST	AG	AV	Skills & Traits
Grim Ironjaw	75K	5	4	3	8	Block, Mighty Blow, Frenzy, Dauntless, Thick Skull
Allowed Realms:	Karaz Kadrin only					



GRUDGEBEARING

Grudgebearing is a special effect that should only be used in Dwarf-only leagues; it requires a lot of additional book keeping, but can be great fun to play, and helps to develop the special atmosphere of Dwarf games. Dwarfs are famous for their ability to bear grudges, often over centuries and generations. In Blood Bowl, it can be very dangerous to injure a Dwarf; especially if he comes back to the astrogranite for a later fixture!

To represent the Dwarf propensity for grudgebearing, make a note whenever one of your players is Badly Hurt or Seriously Injured by an opponent. Don't forget to record the name of the opponent (and which team he is in). In the future, your player counts as having the Mighty Blow skill against this opponent (only). This effect lasts until you have Badly Hurt or Seriously Injured the player in question (of course, then he will bear a grudge against your player). It is possible to bear several grudges against different players, but you may only bear a single grudge against a single player, and the effect is removed as soon as you inflict an injury on him. Of course, if he later makes good on his grudge, you will bear a grudge again as usual!



Spike! Magazine Presents

ASK LORD BORAK!

Borak Says: "There may be no 'I' in team, but there's a 'ME' if you look hard enough"

Dear Lord Borak,

My Skaven team is getting beaten down – my poor rats keep dying or have to retire due to niggling injuries and now I hardly have any players left. However, the rats must keep winning games against my pathetic league opponents, even in their weakened state! What can I do to ensure their continued dominance of the league?

Anonymous Rat Coach

Dear Ratty,

I like to mess with my team's head once in a while to make them think they are better players than they really are. For example, if I know one of my players is going to be blocked, say a Gutter Runner by a mob of Amazons, I will tell him "Don't worry! I gave you a magic potion in your sleep that will make impervious to attacks!" Then, at the end of the drive I'll say "Ha ha! I didn't give you a potion afterall, I just gave you the little boost you needed to believe in yourself." This sort of motivational talk can make a player rise above his abilities and achieve things he could not normally do. Some might call this "cheating", but if no one finds out until afterwards, what can they do?

Shame,

Borak

Dear Lord Borak,

Some days I just don't feel 'fresh' – what can you suggest?

Sincerely,

Varag Ghoul-Chewer

Dear Varag,

That wet thing attached to your locker room is called a "shower". Please use it, the smell is burning my eyes.

Eyes front mister,

Borak

Dear Lord Borak,

When one finds oneself prone on the pitch with a Mummy towering over oneself, is it better to play dead and hope he falls for it or to get up and try to run away?

Prone Pete

Dear PP,

Mummies can seem to know everything sometimes but they can actually be very easily fooled with a little work. My favourite trick was to say I was staying at a friend's house while I would go partying at my local pub into the wee hours of the morning. It usually worked until I came home the next day stinking of smoke and ale. Man, you don't want to get my Mummy angry though, there is nothing worse than having those nine flaming eyes staring at you when you know you've done something wrong.

Who's Your Daddy,

Borak

Dear Lord Borak,

What is the proper way to tie a tie?

All Thumbs

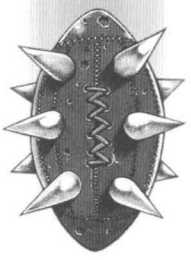
Dear Thumbs,

1. *Start with wide end of the tie on your right and extending a foot below the narrow end.*
2. *Cross the wide end over the narrow end and bring up through the loop.*
3. *Bring the wide end down around behind the narrow end and up on your right.*
4. *Then put it down through the loop and around across the narrow end.*
5. *Turn and pass up through the loop and...*
6. *Pull.*
7. *Pull.*
8. *Pull.*
9. *Keep pulling.*

That should do it.

Let me help you with that,

Borak



Best of...

ALL AT SEA: BLOOD BOWL ON BOATS

by Carl & Matt Brown

Even Blood Bowl teams need a day off to relax and recover, so what could be better than a trip to the seaside? Well, a trip to the seaside with Blood Bowl in it, that's what! Those players just can't get enough, as any coach of a Khemri team will testify, and so presented here for your Blood Bowl team's entertainment are rules for playing Blood Bowl on the deck of a ship, but first how it all started...

"Hi there folks, Bob Bobson here. Jim has sadly been taken ill – I told him not to eat all those shrimps but would he listen? – Anyhow, that means we can't bring you our invaluable insight into today's match but I assure you normal service will resume. Just as soon as I throttle the little jerk, I bet he knew I had some great sailor jokes lined up... roll film!"

'Clunk, whirr...'

It is largely thanks to the explorers, traders and seafarers of the Old World that Blood Bowl spread like a plague around the world, to the distant continents of Ulthuan, Lustria and beyond. And like the actual plague they carried before it, Blood Bowl caught on just as rapidly. Except this time everyone had a good laugh at the suffering caused even despite the fact that body parts fell off even quicker.

Unfortunately, the lifestyle offered to most seafarers meant there was little time for them to actually enjoy a game of Blood Bowl themselves. It was a rare turn of fortune to arrive in port on the day of a game and have enough shore leave if any to spend. Even then the cost of a ticket on gameday, if a ticket could be found at all, was certain to be astronomical – in line with the NAF black market price guide. So crews had no choice but to devise a similar game of their own to



Hitting the deck - a Blood Bowl pitch at sea

play across the deck whilst in port and in a shorter space of time than it takes a captain to lose a leg, a hand and an eye and acquire a parrot shaped growth on his shoulder, the game took off. Captains proud of their crew were soon arranging matches and laying wagers against their rivals. Blood Bowl on ships was here!

A Life on the Open Wave...

Soon enough, the crews of merchant vessels, fishing fleets, coastal guard and warships alike were forming teams of their own, each eager to prove their superiority over the other. In fact the game became so popular that it was not uncommon for such crews to issue challenges to each other whilst out at sea, instantly weigh anchor and play it out.

Both crews and captain took great pride in these victories but having to practice and sometimes play on stormy waters did present unique problems. The kick off and passing game was the first to suffer due to the extreme gales encountered when out at sea and the deeps claimed many an able crewman too proud to let a wild pass go.

This was a major setback, with the Elven communities suffering particularly so – the cost of replacement balls could really cut into the journey's profit margins, and one Orc historian points out that Elves have never had an abundance of balls.

Furthermore, crewmen who had previously thought they could play the flanks soon found sea spray across the deck, though manageable under normal circumstances, became for all but the most fleet of foot the prelude to a quick shove and watery plunge.

The High Elf lords of Ulthuan called for a complete ban on Blood Bowl, which they assured everyone had nothing to do with the fact that they had lost every game and been stung several times on large wagers. Unfortunately they were not alone. Entire merchant companies could find themselves on the verge of bankruptcy because of one over exuberant tackle and good captains and navigators were hard to find these days, particularly when they were swimming about in the middle of the ocean. The major companies called a group meeting for all the sea-going peoples to discuss the fate of Blood Bowl. Was the plug about to be pulled? Would Blood Bowl go the way many a stubborn High Elf crewman had gone before, and sink without trace?

> ***★ ★ ★ Did you know...***
>
> Blood Bowl at sea almost didn't make it? The first 'All-at-Sea' League was abandoned amid rumour of sleaze and corruption. Suspicions were raised at NAF headquarters when early match reports contained such phrases as "the game was won by a bunch of professional divers, and the rigging was plain for all to see..."

Well, as we all know you just can't keep a good thing down, not on a heaving sea at any rate!

Swing Low, Sweet Halibut...

Being the rebellious and adventurous lot they are, the ships crews and captains were of course horrified at this, and quickly called a union meeting to put their side of the argument to their masters.

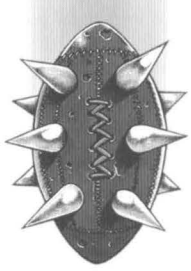
They liked the game, crew morale was at a record high and desertion during the Open Tournaments was at a record low.

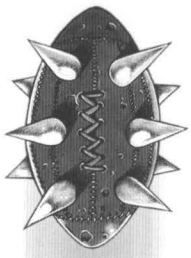
The arguments between the unions and the companies raged for months. Eventually, an Elf captain fresh from a business trip to Cathay stepped forward with a proposal. If the ships would abide by a set of rules amendments he had written for his own crew, would the companies then allow them to continue playing? Both sides agreed on principle and so the Elf sent for his papers.

To avoid the loss of valuable footballs he had outlawed all but the safest of underarm passes and the kick-off had been replaced with a declared snap from the line of scrimmage. After much bargaining and bartering over finer details, the crews and companies finally agreed to this new version. The Elven captain signed his papers and handed them over. For want of a better title to the new game – and lacking the imagination to come up with one – his signed name became synonymous with the amended rules that were now to result in a sweeping, running style of play. So was born the golden age of Captain R'Hugbi (although since its introduction the mainlanders have turned to calling it Rigger after the crewmen they see playing it).

Incidentally, R'Hugbi also suffered a dark age soon after when a number of captains discovered (shortly before capsizing) the companies had drafted crewmen purely for their R'Hugbi abilities rather than proven mariners to cash in on large wagers. Once

Best of...

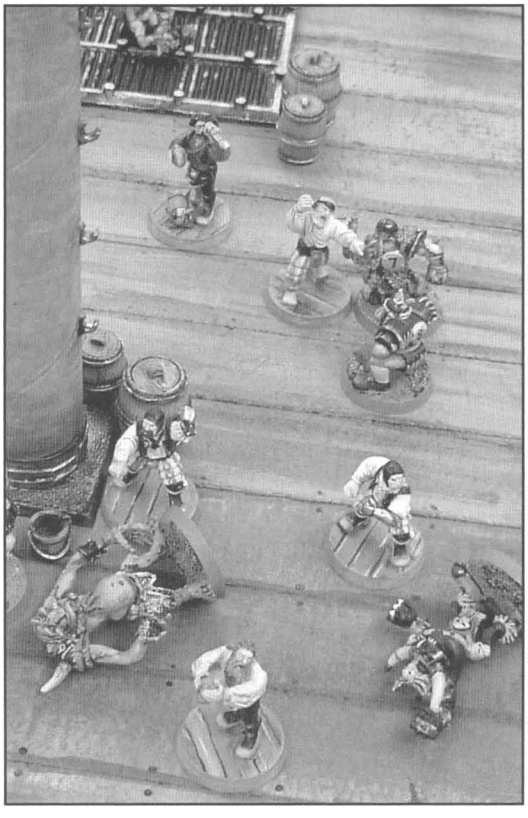




Best of...

★ ★ ★ ***Did you know...***

In 2467, Chiqui Phuqqa, the legendary Skink scoring-maestro, became the first player to swtich codes and join The Blue Men instead of signing what had been seen as an inevitable renewal of his contract with Sotek's Word. Fearful of a precedent setting competition for players between the two codes, and also concerned by potential legal wrangles over image rights and eligibility for the burgeoning number of tournaments, the NAF briefly attempted to consolidate the two codes into parallel divisions of the same rankins system. This was quickly abandoned after the tragic events of the 2471 4-feet Under Invitational, where the defending Sotek's word employed the rather dubious tactic of leaping overboard in an attempt to swim toward the opponent's endzone unmolested. This resulted in the drowning of no less than eight members of the opposing Moot Mighties (finally confirming the rumour that Halflings can't swim) and the bloating to death a ninth who found himself marooned for three days in the ship's galley.



more the companies and unions clashed. Both sides made strong arguments about the legality of hiring second rate crews in favour of first rate R'Hugbi. Resolute against professional R'Hugbi crews, the unions declared that no sane captain would knowingly set sail with ex-Blood Bowl players as crew. The company counter-argued by asking to see a sane captain.

Company leaders further claimed it was owner's privilege to jeopardise the safety of the crew, citing the fact that no one had ever complained before. The Union protested that companies could claim back the value of a lost cargo on insurance but crewmen couldn't claim back a lost life. Not on their salaries at least – life Insurance premiums offered by the Necromancers guild were beyond anything a mariner would see, no matter how many lifetimes he would be given to pay it in. The costs for being winched from the bottom of the ocean alone would literally cost an arm and a leg – and few veteran mariners had many of those to spare.

Unable to come to any agreement the two factions went their separate ways. Union led (viz. poor) companies refusing to hire professional players and professional led companies having little choice left other than to hire all-pro crews.

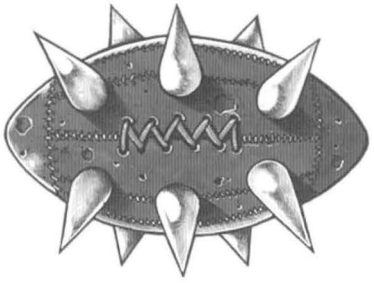
So it is the state of R'Hugbi today. Whilst union matches are by far the more exciting to behold, they are also rare. Ostensibly, they remain mercantile companies with matches arranged haphazardly between individual captains.

Professional R'Hugbi is the one of which most people are aware as it is played at port according to a preset schedule of meetings by a fixed number of teams. These companies soon gave up their dwindling mercantile concerns (due to the fact that no trader was willing to hire a crew that would lose its ship in a bathtub) and instead they play in front of paying crowds for the league trophy, and from time to time supplement their income by playing host to visiting Blood Bowl teams.

Although a far cry from Blood Bowl, R'Hugbi is on the up and some mariner teams have even had minor success on the Blood Bowl field. No doubt it is only a matter of time before we see a professional mariners team enter into one of the Open tournaments, or will a Blood Bowl team take a shot at the R'Hugbi League first...?



Set Sail for Blood Bowl – The Rules
Presented here are rules allowing you to play games of Blood Bowl on the deck of a ship. Fortunately no one would dream of making Blood Bowl players learn a new set of regulations – not since Zug showed them what he could do with a telepath directory (similar to our telephone directories, except they list the thought 'frequencies' of known psychics and spellcasters everywhere – Chaos is ex-directory), so unless stated otherwise all the normal rules for Blood Bowl apply.



Kick Off
As mentioned in the introduction, the kick-off was the first thing to suffer aboard a ship and, even when docked in the limited safety of a port, the mast, sails, rigging and strong sea breezes still interfered with the path of the ball so much that even visiting Blood Bowl teams were forced to adopt the R'Hugbi snap when playing aboard a ship.

Instead of kicking the ball, a player on the line of scrimmage (R'Hugbi – Scrummage) is encouraged to shout out "HIT!" three times, and on the third "HIT!" pitch the ball back to a teammate, indicating the start of the game.

Of course, players on the line of scrimmage are not renowned for their hand-eye coordination and let's face it, if you were stood on the front line facing your opponent's most vicious, homicidal players AND holding the one thing they all want to get their hands on (apart from your wobbly bits), you wouldn't much care where the ball ends up either – just so long as it was far away from your internal organs. Else it may very well be one of them in a few seconds time.

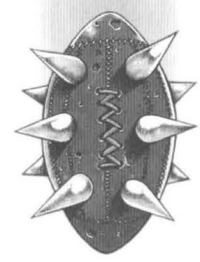
This means that, despite being kept low to the ground, the resulting snap is just as wayward and unpredictable as a Blood Bowl kick so use the kicking rules as normal with the single exception that the Kick skill cannot be used (for obvious reasons).

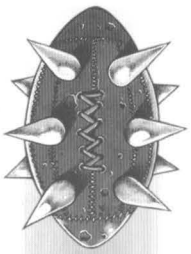
However, playing at sea (albeit in a port) throws up its own fair share of unusual events so instead of rolling on the Kick Off table, roll on the following Snap table instead.

★ ★ ★ ***Did you know...***

Blood Bowl now has a large undersea following? Although difficult to substantiate, it is rumoured that shipwrecks carrying rules were discovered by the various denizens of the deep and now serve as shrines to the sport. The crew of one such ship, *The Bluemen*, have become two-time winners of the Triton-Bowl at Tritanic Stadium, and could make it three in a row if they can pull off an upset against the highly fancied Sea-Atoll Sirens whom it is thought lost their star mermaid recently when she fell in love with a mortal man, grew a pair of legs, and shocked all by literally walking away from the game.

Best of...





Best of...

SNAP TABLE (Roll 2D6)

2 THAR SHE BLOWS! Just as the third "HIT!" is called, a legendary seamonster is woken from its sleep and rises from the deep to see what all the commotion is. Whilst the crew fight the thing off the game gets underway but it still manages to wrap a few tentacles around some of the players on the field, pulling them into the water. Both players roll 1D6 to see how many tentacles attack the opposing team. Randomise each attack amongst the on-field players, each hit moves the player 4 spaces towards the nearest board edge (opponent's choice if equal), or as close to if the fourth space is occupied (ignore intervening obstacles/players, etc). The same player can be dragged more than once and the movement can take a player Overboard.

3 MUTINY! The ship's captain has removed the Ref from office, appalled at his complete lack of command over the players, and replaced him with a man made of sterner stuff, i.e. himself. Despite possessing balls a harpoon couldn't dent (the sea air must do something to the pigskin), he doesn't know the first thing about Blood Bowl meaning that for the rest of the half no players will be sent off for committing a foul. At the end of the half, normal service resumes as game officials ply him with copious amounts of rum and sit him in his cabin away from all the loud noises and excitement.

4 WALK THE PLANK. "Arrgh, you be a traitorous dog and that be no lie!" The ship's captain has a slight difference of opinion with one of the staff. Both teams roll 2D6 and add the number of coaches to the roll (count both Head and Assistant). The side that scores the lowest (both if tie) is forced to choose one member of his staff (wizard, apothecary, coach, etc) to walk the plank and may therefore not make use of him for the rest of this match.

5 YO-HO-HO AND A BOTTLE O' RUM. The captain leads everyone in the singing of an uplifting sea-shanty. Both coaches roll 2D6, adding their Fan Factor and Cheerleaders to the score. The side with the highest total (re-roll ties) gets a bonus re-roll for this half.

6 SEASICK. Some of the players start succumbing to the sickly swaying of the sea and miss this drive due to a sudden bout of nausea. Roll one dice for each player on the field; on a score of 1 the player is unable to join this drive and must be left in the Reserves box. Both coaches may make substitutions for sick players and reset their teams before the Snap takes place.

7 SEA WEATHER. The weather seems to be changing. Make a new roll on the Sea Weather table and apply the new result for the rest of the match or until you roll this result again.

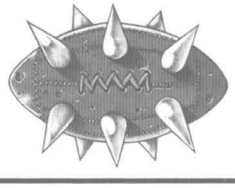
8 QUICK SNAP. Exactly the same result as Quick Snap explained on the Kick-off table.

9 SHE CANNY TAK NE MOOWRRR! The ship's Chief Artisan takes a breather from patching up the hull to make a status report to the captain. Unfortunately, due to his thick accent, no one can understand a word he's saying and so just continue on with the game. Throwing his arms up in disbelief the artisan rejoins the crew below deck to continue with repairs. Roll 2D6 and compare the score with the number of Holed! tokens in play; if the score is less than the number of Holed! tokens the ship has started sinking. Place the Wave marker on the sinking space of the Wave template. From now on a wave automatically strikes the ship at the start of every team turn until sufficient repairs are made (ie, another status report scores equal to or over the number of Holed! tokens in play) at which point the Wave marker goes back to the receiving team's turn tracker as before.

10 RAID THE HOLD! The receiving team call a classic fake play and smash their way into the ship's hold before snapping the ball. Before anyone realises what's happening, the team grabs 1D6 x 10,000 gold pieces worth of booty to add to its team treasury. Unfortunately, this play allows the defending team to act before the receiving team have reset, so the defending team get a free turn as explained in BLITZ!! on the Kick-off Table.

11 ROC! A monstrous seabird searching for a tasty morsel with which to feed its ravenous offspring espies the ship from upon high and descends, giant talons outstretched, and attempts to pluck one of the players from the field. Both coaches roll a dice (re-roll ties). One randomly chosen player from the team that scored the lowest suffers the attack. Roll for injury straight away. In addition to and regardless of result, if you score a double on the Injury roll, the player struggled free only to drop into the ocean (see Man Overboard).

12 BOARDING ACTION. The fans overwhelm the officials with a direct assault on the ship and amidst the chaos and confusion their team sneaks its entire squad onto the field. Both coaches roll 2D6 and add their Fan Factor to the score. Both teams may set up again, with the highest scoring coach (both if tied) being allowed to field their entire squad without penalty. By the time a touchdown is scored or the half ends, some semblance of order has been re-established and the teams must set up normally.



Sea Weather

The weather has always had some small part to play in games of Blood Bowl and matches at sea are no exception. In fact the weather at sea can have a much greater effect on the game than usual. When playing games on the deck of a boat you should substitute all rolls on the normal Weather table with rolls on the Sea Weather table below. As before, each weather condition remains in play until cancelled and replaced by a different weather condition.

SEA WEATHER (Roll 2D6)

2-3 HOWLING GALES. Strong winds whip up the sea and buffet the ship, making passing difficult. Players attempting to pass the ball are limited to Quick and Short range and Wave hits will move players 3 spaces instead of 2.

4 DEAD CALM. The ocean is unusually still with little or no breeze. Waves that hit the ship will only move players 1 space instead of two (see Waves below).

5-9 NICE. Perfect Blood Bowl weather; fancy an ice cream!

10-11 RAIN. Heavy rain makes the ball difficult to hold and the deck slippery. This causes a -1 modifier on all attempts to Pass, Catch, and Pick Up the ball. In addition, players attempting to move extra squares will slip and fall on a roll of 1-2.

12 RAGING STORM. A terrible storm has hit. Rain lashes down and giant waves smash against the ship sending sea spray across the deck. There is a -1 modifier on all attempts to Pick Up, Catch and Pass the ball, and players attempting to move extra squares will slip and fall on a 1-2. In addition, players attempting to pass the ball are limited to Quick and Short range, and any missed pass scatters 6 spaces instead of 3. A Wave hit will move players 3 spaces.

WAVES

The main concern for Blood Bowl teams yet to find their sea legs is the constant rocking and rolling motion produced on the deck by the ocean. Even when in dock, the sea can still produce the odd wave large enough to send the novice sailor reeling across deck and, much to the delight of the crowd, over the railings to a watery end.

To represent this in game terms, a special marker and template is used. At the start of each drive place the marker named 'the Wave marker', onto the receiving team's Turn tracker. Make the template as shown in the diagram, it's very simple.

Roll a D6 ***North Endzone***

	1	
2-3	Pitch Sinking	4-5
	6	

South Endzone

Place the template at the side of the pitch with the 1 & 6 directions pointing toward (in line with) the endzones. When asked to consult the template, throw a D6. The template is not moved, so if you were sat at the 'southern' endzone a throw of 2-3 would always point to the sideline on your left.

To determine whether or not a wave hits the ship follow this procedure:

When the coach in possession of the Wave marker moves the Turn tracker to begin his turn he must then, before everything else, throw the Scatter dice – his opponent may call an illegal procedure penalty against him if he does not (that's why the marker goes on your turn tracker, it's a reminder).

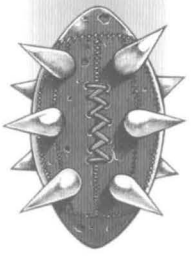
If the score on the Scatter dice matches the down number shown under the Wave marker (ie, the current down), a massive wave has hit the ship and sent all the players scrambling uncontrollably across the deck. Otherwise nothing happens, you keep the marker, and continue your turn as normal.

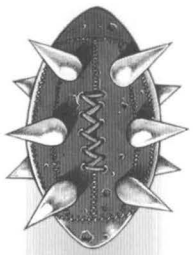
If a wave has hit, you need to determine the direction in which the players are sent staggering. Roll one dice and refer to your Wave template.

All players on the pitch, including prone, are instantly moved 2 spaces (unless weather dictates otherwise) in the direction shown on your template. If the ball is loose, it also moves.

A player or loose ball stops moving instantly if this move would take it into an immovable object (mast, cannon, etc) or another player.

Best of...





Best of...

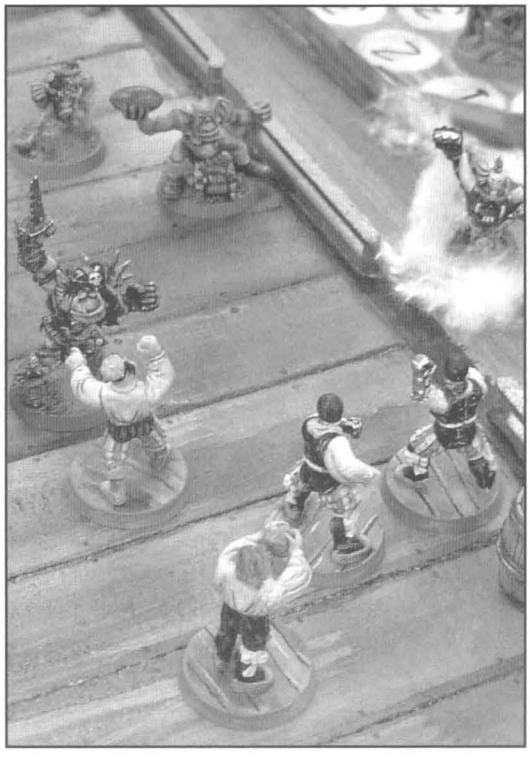
Any players that move off the pitch plunge into the sea below, though due to the ship's railings a loose ball will stop in its last square and not roll off the ship in this way. If the ball carrier falls off the pitch, a new ball is thrown down immediately.

Should a player in possession of the ball move into (or through!) his opponent's endzone as a result of a wave, he scores a touchdown as normal. Just remember to adjust your Turn tracker accordingly if this happens in your opponent's turn.

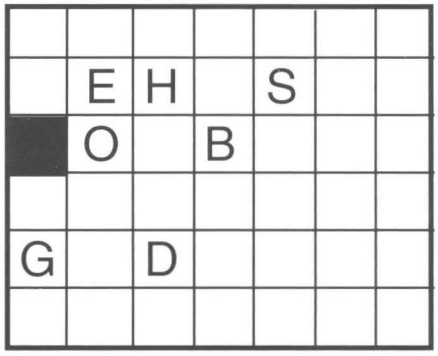
Once the wave is resolved, pass the Wave marker to your opponent's Turn tracker and complete your turn (what's left of it).

Regardless of the damage done by the wave, you do not suffer a Turnover and the movement caused is free and has no effect on your player's choice of action.

Note - It is not possible to move everything at once with just one pair of hands, so when you move the players you should start from one endzone (or sideline) and work toward the other, moving the players along each row one by one, nearest to the indicated edge first. This saves confusion as to which players have moved and which have not, and makes sure you avoid unrealistic collisions – remember, in reality they are all stumbling at the same time.



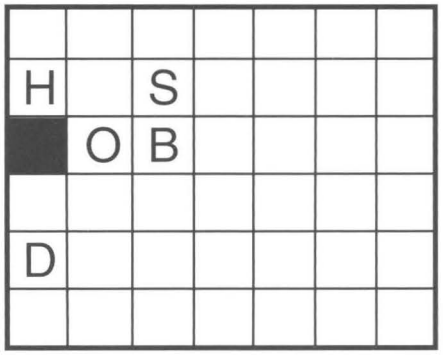
Example: *A wave has just hit, moving the players 2 spaces left.*



Before



wave direction



After

Cannon

By moving the models row by row, working from the nearest edge (so the left) first. We first see the Elf falls off the ship, then the Human moves and lastly the Skaven. The next row sees the Orc stopped by a cannon, and then the Beastman stopped by the Orc. The next row is empty, and the final row sees a Goblin fall off the edge followed by a Dwarf that just has enough room to stay on.

As you can see, as long as you move the models by one whole row at a time, nearest table edge first, you will have no trouble. You can remind yourself which row you're currently moving by briefly transferring the Wave marker to the board.

Well that's it for this issue. Next time we'll introduce rules for men overboard, masts and cannons! We'll also be showing you how to make your own deck-pitch.

Man-thing Overboard!
It is inevitable that at some point during the game someone is going to end up taking an early bath of sorts. With no bloodthirsty fans nearby to beat out what little life you have left and being guaranteed a soft-ish landing, you would think a plunge into the briny isn't so bad. Unfortunately when you're exhausted and covered head to toe in as much heavy armour you can stand up in, the very last place you want to be is in deep water!

Fortunately, no coach is about to allow his best asset to pay a long stay visit to Davy Jones' dugout so most ship-matches become surrounded by a small flotilla of hired rescue ships, divers and coast guard to ensure their rapid recovery.

Whenever a player is forced off the edge of the field apply the following man overboard rule.

Instead of making a random Injury roll, apply the Armour value of your drowning player straight to the Injury table instead ie, a player with AV 7 is Stunned, whereas a player with AV 9 is KO'd. This reflects the added difficulty recovery teams have in rescuing the heavier players.

The only exception is Treemen – they float! Treemen are only Stunned as a result of falling overboard.

Ball overboard!
If the ball should ever fall overboard, an official sitting in the crows nest is under instructions to immediately throw a replacement down into the general area of play. Not renowned for having heads for heights (apart from those removed from their bodies by a Morg uppercut) this throw-down tends to be just as wild as a fan's throw-in, so just use the standard throw-in rules as normal.



The Orc coaches watch the game from the safety(!) of the dugout.

Best of...

Best of...

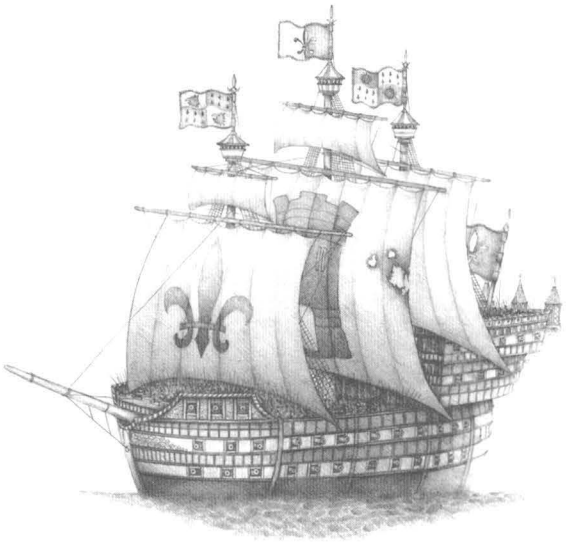
Special Features
The following features are optional, but I strongly recommend you include at least some of these in your games for the true experience of ship play. You can include as many or as few of each as you wish.

The Mast
Masts, as I'm sure you all know, are solid columns of wood – often reinforced – that basically hold the sails up.

You may have as many or as few masts on your deck as you like. A mast covers one space of the board unless placed at the halfway line where it covers two spaces (one each half) so as to affect both players equally.

Unsurprisingly, Mast spaces are impassable ie, nothing can move into or through masts for any reason. If the ball would scatter to the mast space, it rebounds and stops in its current space instead. In addition, a player may not make a pass attempt to a target that is on the opposite side of the mast – you can't target that which you cannot see and no one can throw round corners, not even Elves. Simply draw a straight line between passer and target (there's a handy red line running up the centre of the range ruler), a player is considered behind the mast and out of sight to the thrower if the line passes through any point of the mast space. Note: this is not just for Pass actions, but applies to all forms of targeting, including custard pies, bombs, wizard spells, cannon fire, etc.

The Hold
The 'hold' is a catch-all term representing the grill-entrance to all the below deck areas of your ship, such as crew quarters, cannon decks, cabins, and of course the hold! Some dugouts are kept down there too.



It is also where the crew that couldn't afford the fee to watch from the rigging are shoved. And though closed off during play, it does nothing to stop them having a bit of fun of their own.

Whilst the match is underway, the crew from below deck delight in poking their arms and hands through the grill grabbing at whatever passes by overhead (there's a whole terminology and scoring system, and more gold passes hands on the outcome of this side-game than does for wagers on the actual match).

Obviously, all these grasping hands make it a bit difficult for the players above deck. Therefore any player stood in a Hold space suffers a -1 modifier on attempts to pick up the ball.

That's not the worst of it, at least when you're standing you can stamp on their fingers. It's the prone players that really suffer as various crewmen, criminals and substitutes from below deck all take the opportunity to throttle and punch the poor unfortunates prostrate above them.

During your team turn, if your opponent has any players prone on a Hold space you may make a Foul action against one of those players for free (assists as normal). This foul still counts as your foul action for the turn, it is free in the sense that you do not need to use any of your players to do it – the crew below deck are doing it – and the ref can't punish anyone for it, so leave the ref where he is.

★★★ Did you know...
A match between the Salty Seadogs and the Reefwald Mermen was interrupted when a kraken emerged from the depths and started to attack the ship. Its tentacles lashed across the deck-pitch knocking players and officials into the sea. The crowd fell from the rigging into its gaping maw.

The ship began to sink and so the game was suspended as survivors clung desperately to any debris about. It was only later it turned out that the Mermen had hired the sea monster as a Big Guy and he was simply trying to get on board!

Cannons
Now I don't need to tell you what a cannon is. Suffice to say many ships have them and in varying numbers. Cannons come in pairs, one cannon for each half, and should be placed along the sidelines but not in the endzones. Where exactly along the sidelines is really your choice, but I like to space them out as evenly as I can (rows 4, 7, and 10 being the best) – I don't have much faith in a ship's captain who stuffs all his cannons up one corner.

Each cannon takes up one space on the board, is impassable, and cannot be moved.

Although R'Hugbi crews wouldn't dream of firing the cannons at their own ship, visiting Blood Bowl teams aren't so caring and tend to take certain liberties. Let's face it, if they didn't make full use of every available weapon of mass destruction they just wouldn't be doing their job right.

During your team turn, any of your players standing adjacent to a cannon may take a Cannon Fire action instead of any other action (this means the player can't take a move action either). You can choose to fire either a standard cannon shot, or if available a Right Stuff player.



Each cannon can be fired once per team turn.

Cannonball
To fire a cannonball, choose an opposing model as the target and roll a single block dice.



Direct Hit! The target model is blown right off his feet. Knock him down and make Armour/Injury rolls as normal.



Good Shot! You hit someone, but not the person you intended. A player (standing, on deck) from the opposing team, but chosen by your opponent, is knocked over and suffers Armour/Injury rolls as normal.



Missed! The shot strays off target. Scatter the shot from the target square three times to find where it lands. Any model standing in the space is knocked down as explained above.

Otherwise, the shot has crashed through the deck (taking any prone player with it) and the ship has been Holed! Place a Holed! token where the shot landed. If the shot misses the deck entirely you can take D6 fan fatalities if you're recording that kind of thing (but no SPPs of course).



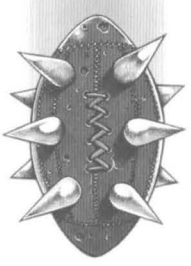
Blast! At the most inopportune moment the player peers down the barrel to see what's happening and gets a dose of the most powerful decongestant ever known. The player taking the Cannon Fire action is knocked down taking Armour/Injury rolls as normal.



Bang! The cannon explodes! It is destroyed and removed from the board. In addition, every player adjacent to the exploding cannon is knocked down and suffers Armour/Injury rolls as normal.

If a player from the moving team falls over it is a Turnover.

If a cannon shot should scatter into a mast, the mast will be destroyed (remove it from the board). This will result in the whole deck being covered in falling rigging, sail, crew, and whatever else was up there, all equivalent to an immediate Pitch Invasion as explained on the Kick-Off table assaulting each team.





FIRE!!!

Holed!
As cannonballs stray from their target and smash through the deck of the ship the crew below deck scramble madly to patch up the hull. If instructed, place a Holed! token in the space where the shot landed (a piece of paper or card with a black circle drawn on it will do).

Players may not move onto Holed! spaces by choice, unfortunately they don't always have that choice…

If a player is forced into a Holed! space (the result of a pushback for example) he will fall through the floor of the deck and into the clutches of an understandably irate crew. Roll for injury as though he had been beat up by fans. Regardless of injury, he will be unable to return to the game until the next drive so put him in your Dugout. Of course, players will not fall through willingly so you may only force a player into a Holed! space if there is no other square available – like pushing players off the pitch, which is exactly what you're doing.

If the ball (or a player carrying it) should fall through the hole, the crew below deck sling the ball back. Unfortunately, there is no telling which direction it will come out in. Place the Scatter template over the hole and scatter the ball 2D6 spaces just like a throw-in.

Waves will only force a player or the ball to fall down a hole if they stop moving exactly on the Holed! space, otherwise they pass harmlessly over it.

Finally, during long breaks in play the crew are able to make good some repairs. Therefore after each half you may remove one Holed! token from your half of the ship.

That's it for the rulsey bitz this issue, next issue sees the final instalment which includes living cannonballs(!) and special scenarios. Over the page you can find out how Matt & Carl made their fantastic pitch.

★★★ *Did you know…*

That in half time the crowd in the rigging come on the deck and proceed to play and dance sea shantys until the second half begins.

Favourites include:

Yo-ho-ho and a bottle of Bugman's

Fifteen Orcs on a deadman's chest

What shall we do with the drunken Halfling

The Hog-Eye Troll

Blow the Elf down

Cape Cod Gobbos

Haul Away Morg

The Dead Hobgoblin shanty

Homeward Gone

Living Cannonball!
Cannon balls aren't the only things that can you can fire from a cannon. Players with Right Stuff skill have absolute trust in their teammates, and are quite willing to climb into the cannon to attempt the ultimate crowd pleaser play – The Living (but not for long) Cannonball.

This action is played out in exactly the same way as throwing teammates (so it also counts as a pass) with the exception that the Cannon replaces the need for throw teammate skill, though you still need someone to take a Fire Cannon action (and it can't be the player you are about to fire). The living cannonball player must have Right Stuff and be adjacent to the cannon to be fired, but is otherwise free to take his action either before or after the firing.

Choose your target square (any empty space on the field) and roll a block dice applying the following results:

Is it a bird? Everything goes to plan and the crowd roar with delight, scatter the player from the target square D6 times and attempt a landing as normal.

Phut! The fuse fails to ignite, and nothing happens. The Right Stuffer climbs back out to see what the problem is, and loses his action for this turn.

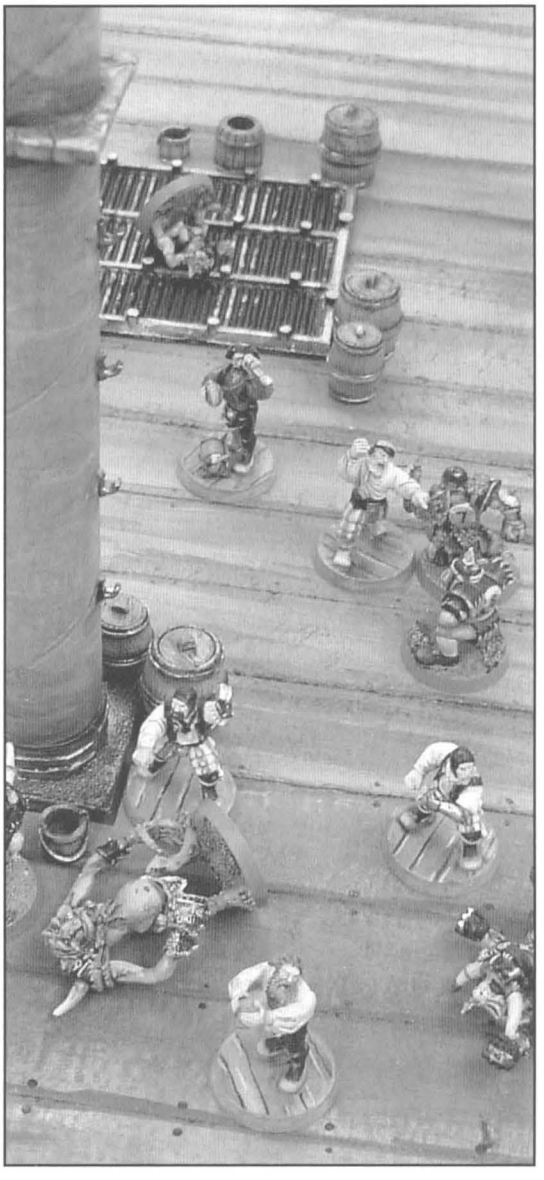
"Ooh, Ouch, Eech!" The right stuffer tumbles out of the barrel with his trousers on fire. He is knocked over in his current space and must take armour/injury roll as normal.

Whooosh! The right stuffer launches from the cannon like a missile. Scatter him from the target space d6 times. Anyone in the space where he lands is pushed back and knocked down; the right stuffer is also knocked down. Both take armour/injury rolls as normal.

If the space is unoccupied there is nothing to cushion the impact resulting in the rightstuffer smashing through the deck, just like a cannon ball. The ship is holed, and the rightstuffer counts as having fallen through it.

BOOM!! The cannon explodes sending the little guy into orbit, in several million directions. The cannon is destroyed and removed from the board (as is the right stuffer). All adjacent players are knocked down and must take armour/injury rolls as normal. The right stuff player is never seen again, not in one piece at least. Though as consolation at least he made his mark on the game (the stain will never come out) and countless people did get to see, even taste, what he was made of - and not all of them were even at the match, or on the same continent!

If a fired rightstuffer should scatter into a mast place him prone in the previous space (just like a ball), and roll for armour/injury immediately. If he should by chance scatter into another cannon square, then any adjacent opposing player may immediately fire him back out following the above procedure; this is free and does not affect his following turn.



Best of...

Best of...



A Chaos Head Coach prepares to disipline his team

"Aargh, She was a good'n"
If by the end of the game the ship is sinking, or the mast has been destroyed both teams lose all their gate money from the match to pay for damages.

Planks
Planks are wooden extensions of the deck that hang over the water. Usually used to board the ship at dock they are more widely regarded as the exit of choice used for unpopular persons while at sea.

Planks are 2 spaces long and one space wide that stick out at the side of the pitch, extending the number of spaces. Counting from the endzone, they are best set up on row 4, 7, 10 or 13 (but not if a cannon is there). These rows ensure equal spacing.

Planks offer an interesting set of tactical options that I won't ruin by detailing here – you can enjoy finding them out yourselves. But as a starter think about how waves affect play…

Planks are treated exactly like any other space on the board (counting as part of the wide zone) and can be entered from any adjacent space (including diagonal). Effectively what a plank does is extend out that part of the pitch by 2 spaces.

However, do not place Holed! tokens on planks. If you are about to place a holed! token onto a plank, it is smashed instead. Remove it from the board. Any players on the plank immediately fall overboard.

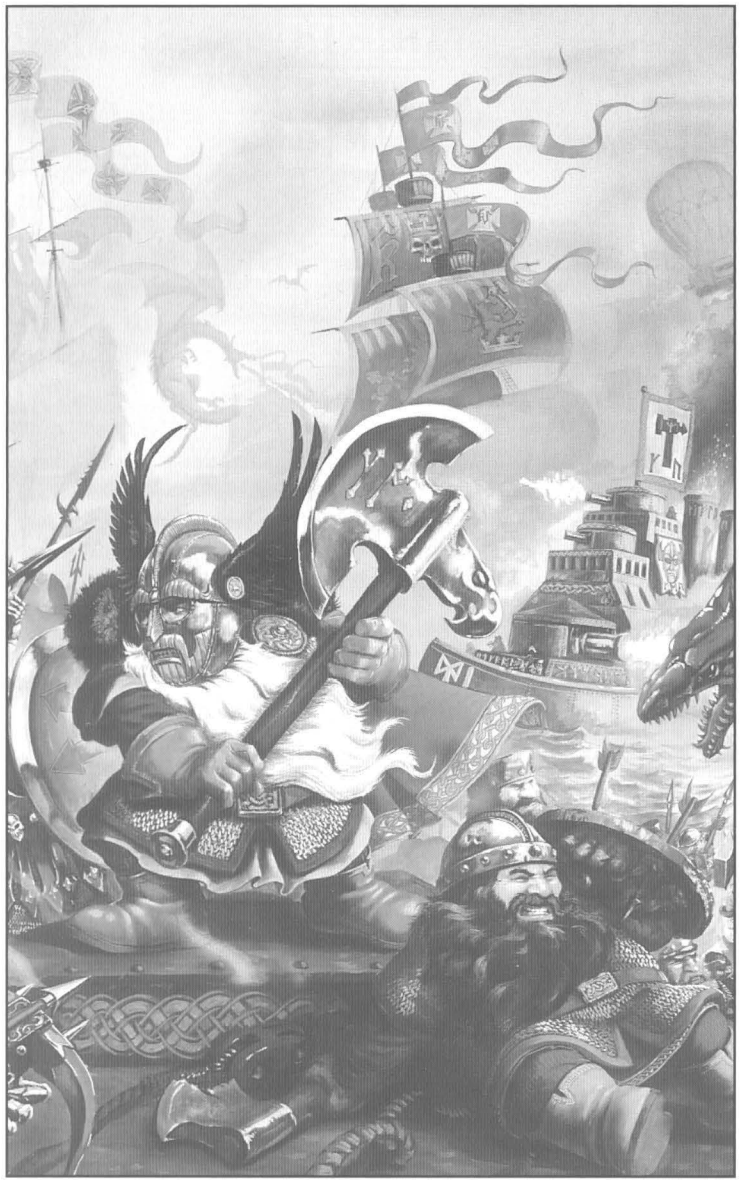
Plank scenario 1 – Port and Starboard attachments.
Place planks to extend the halfway line (these planks have to be 2 spaces wide to affect both halfs).

Plank scenario 2 – Walking the Plank game.
Place planks at rows 4 and 10 in both halves for a total of 8 planks and then place a bucket, barrel or casket on the end space of each plank. The game ball has been concealed inside one of these containers but the players don't know which. Decide who is to 'receive' to see who gets the first down and set up teams as normal but do not kick/snap the ball. Players must instead investigate the containers to find it!

You will need to make some counters to represent the ball and the other seven 'empties'. You can use Dungeonbowl counters for this, or take 8 figure bases or pieces of card and paint a ball on the underside of one of them. Then shuffle them up. Whatever you do make sure you can't tell which one the ball is under.

If a player ends his action adjacent to a container he can reach inside it. Flip one of the counters. If you reveal the one showing the ball, your player has found the ball and picked it up (because the ball is trapped in a container and can't bounce away, he picks it up automatically), otherwise the container is empty. Searching a container ends that player's action for this turn.

Whatever the result, remove the container from the board and remove the counter from the selection.



For the purposes of this game only, special ropes are attached to the planks for players to hang onto. Therefore players standing on a plank when a wave hits do not move.

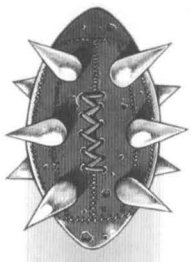
After a touchdown is scored or the half ends with the ball in play, reset all the containers and reshuffle all the counters before resuming play. If the half ends and the ball has yet to be found, do not reset the planks or counters. Instead start the next half with the situation as it is.

For a bit of added spice why not make some of the counters booby traps?

- **Electric Eel** – The player is immediately stunned. Team suffers a turnover.
- **Bomb** – explodes, knocking the player flat. Make an Armour/injury roll and suffer turnover.
- **Sabotage** – The plank has been rigged to snap under added weight plunging the player overboard (remove the plank).

Designer's Notes – Special Features & Standard Set Up
You can choose to omit or include any or all of these features from your ship games

Best of...



Best of...

if you wish. It just depends on your preferred style of play. Do whatever you find to be the most fun! Of course, we recommend you play at least a few games using the standard set up (shown below) for a reasonable experience of ship play. There are no strict rules regarding the number of features to include on your ships but however you decide to design your ships always try to keep each half identical to the other so that neither player is afforded any kind of unnecessary advantage. If you quite fancy a charge of the light brigade situation then by all means give your opponent eleven cannons!

Standard ship set up consists of a single Mast located at the very centre of the board, covering the central square of the line of scrimmage of each half.

You should also include one Hold in each half, located centrally and covering 9 squares (like the Throw-In template). Finally, add one pair of cannons each – these should sit exactly half way between the endzone and line of scrimmage.

You can see all this in the diagram on the right:

If you are going to use planks, I recommend you place them as shown (1's are for game 1, 2's for game 2).

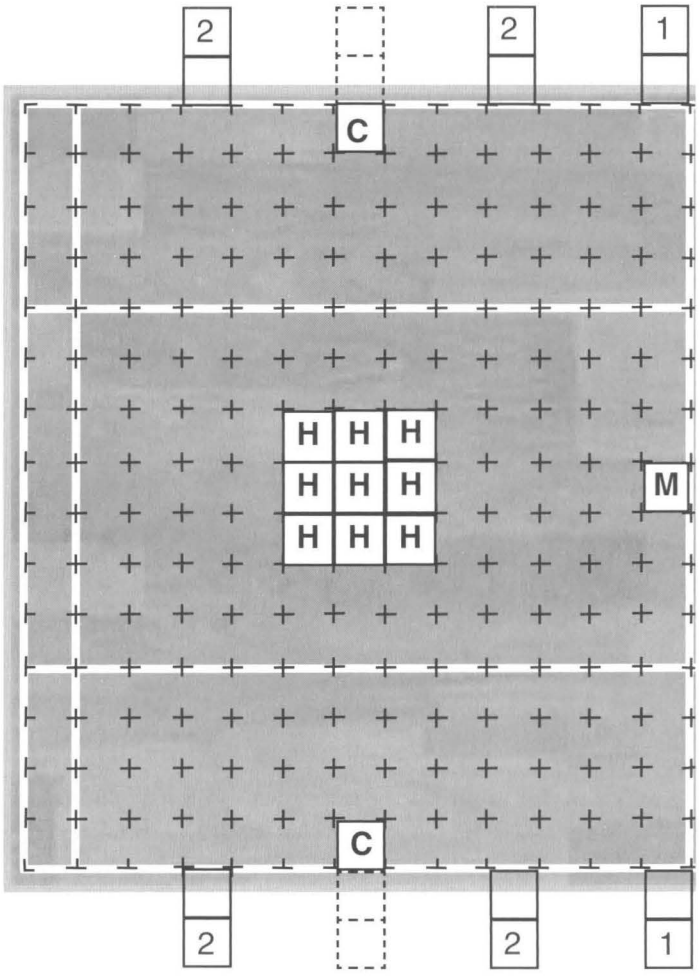
Holed! space, otherwise they pass harmlessly over it.

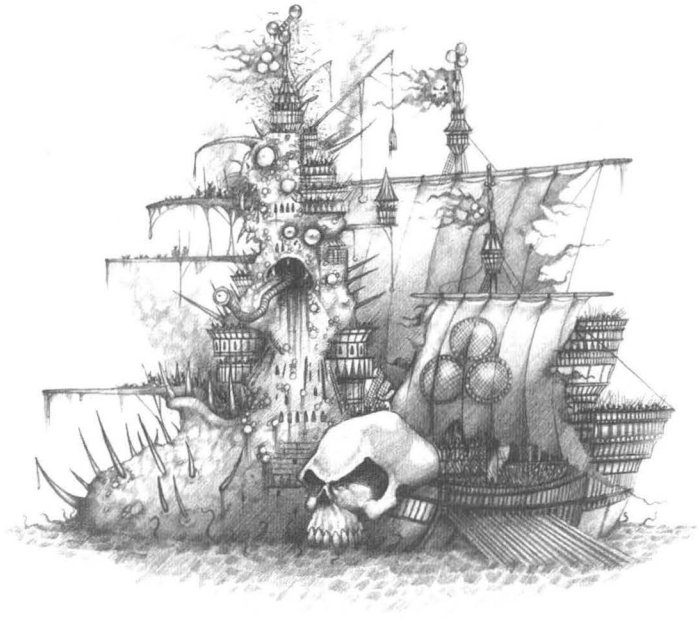
Finally, during long breaks in play the crew are able to make good some repairs. Therefore after each half you may remove one Holed! token from your half of the ship.

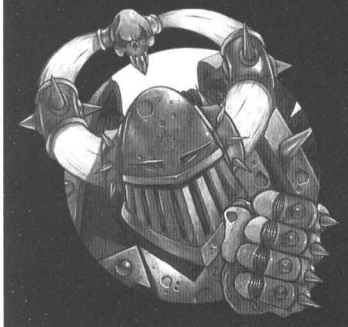
That's it for the rulsey bitz this issue, next issue sees the final instalment which includes living cannonballs(!) and special scenarios. Over the page you can find out how Matt & Carl made their fantastic pitch.

KEY

***C** Cannon **H** Hold M Mast **1** Plank Game 1 **2** plank Game 2*







Spike! Magazine Presents

ASK LORD BORAK!

Borak Says: "The boot in your face may be closer than it appears"

Dear Lord Borak,

I'm planning on building an addition to my house. The problem is, I'm not very handy when it comes to carpentry. Do you think I should try to do it myself or hire someone to do the work?

Not so Handy Man

Dear NSHM,

So you've decided to add a torture chamber to your house, excellent! Not only will you be the envy of every home-owner on your block, you can look forward to an increase in property value too. Most contractors are reputable. However, some unscrupulous operators may attempt to take advantage of someone with no experience in these matters. Referrals are a great way to ensure you'll get good work, try keeping an ear out for blood-curdling screams in your neighbourhood and asking who put their dungeon in for them. Also, avoid embarrassment due to sticky guillotine blades and gallows under regulation height. Insist upon written warranty on all materials and work. Lastly, if you do decide to go it alone, visit the torture and imprisonment section of your local DIY store. Their friendly staff should be able to help you with helpful advice and in-store demonstrations.

Keep that nail gun handy,

Borak

Dear Lord Borak,

In the current economic downturn I am having trouble making ends meet. How can I stretch my meagre income to let me buy food and still be able to afford to do "fun stuff".

Coach Enron

Dear Coach,

In these uncertain times, nothing is more important than making every last gold piece count. I understand you want to have fun, but you have other needs that must come first, such as food, shelter, clothing and Bugman's XXXXX. But all is not lost, there are many ways to have fun and make a little extra pocket money at the same time:

- *Halfling races! Round up five or six of the little chaps and have them up and down the street. Encourage the locals to bet on their favourite.*
- *Become a mercenary. All the fun of Blood Bowl without all the bloody press and only a slightly higher chance of losing a limb.*
- *Sell your seldom used organs. Who really needs their duodenum anyway?*

Why the heck do you think I'm writing this column?

Borak

Dear Lord Borak,

I am a Hobgoblin Miner in the deep mines of Zharr Naggrund, but what I really want to do is play Blood Bowl! I'm the fastest runner in the mines and I can get to the surface in fifteen minutes flat, even when carrying a ball sized rock! The only problem is that I can't seem to escape because of the ball and chain around my ankle. How can I get out and realise my dream?

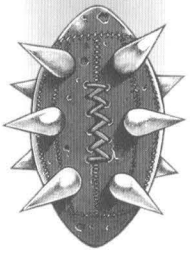
Urgurk, Misty-eyed Miner

Dear UMM,

Ah yes, the old ball and chain. I used to have one of those, but then I got a divorce. Unless you want to spend the rest of your life sleeping on the couch you'll have to resort to doing something "nice" to distract your wife long enough to slip out the door. Firstly, answering demands like "take out the garbage!" or "massage my feet!" with "yes dear" is a good start. Also, apparently it is considered impolite to leave the toilet seat up after use, although the reasoning behind this still eludes me to this day. You may also want to try bribery. Money will get you nowhere though, you'll have to swallow your pride and pick some flowers if you want that trick to work. Lastly, try buying her a pair of shoes. My wife had fifty-seven pairs. They must really like them.

Coming dear...

Borak



★ APPENDICES ★

APPENDIX 1: EXPERIMENTAL RULES UPDATE

KICK IT!

Kicking Rules in Blood Bowl Update
by Chet Zeshonski
First published in the 2002 Annual

THE KICK ACTION

A coach who takes a Kick action must first declare whether he will attempt a Field Goal. Next, he should roll to get the kick away with the following Agility Table modifiers.

Kicking the ball	+0
Per opposing tackle zone on the player	-1
Attempting a field goal	-1
Attempting a field goal from a wide zone	-1

A player who has kicked the ball away without fumbling should roll first for distance, not direction. Roll a D6 and add the player's ST (not AG) to the score. A shanked kick will travel half this distance, rounded down.

After rolling for distance, determine where the ball lands. If the kick is accurate, you must place it at a distance from the player equal to the exact number of squares rolled for distance. The ball must land within the range defined by the Throw-In template.

If the kick is shanked, roll a D6 for direction before sending the kick away. On a roll of 1-3, the ball will follow the 1-2 arrow on the Throw-In template; on a roll of 4-6, it will follow the 5-6 arrow instead.

FIELD GOALS

Field Goals are worth one point, the same as Touchdowns. A team scores a field goal when one of its players taking a Kick action kicks the ball over any of the squares in the opposition's Field Goal Area *(which now consists of the middle three squares in the opposing team's End Zone).*

KICKING SKILLS

Change the Kick skill from a General Skill to a Kicking Skill, but insert the following bit into the skill description:

The player may re-roll the dice if he fumbles or shanks a roll to kick the ball away.

Hook Kick (Kicking Skill)
The player is skilled at 'hooking' the ball when he kicks it. He may ignore the –1 penalty for attempting a Field Goal from a Wide Zone.

Strong Leg (Kicking Trait)
The player has a rocket of a leg! He may add twice his ST score to any distance rolls he makes.

STAR PLAYER POINTS

A successful Field Goal is worth 3 Star Player Points rather than 2.

KICKERS

Every team can now hire 0-1 Kickers. Here's a list of positions and prices for each race.

Roster	*Position*	Cost	MA	ST	AG	AV	Skills & Traits	*Skill Access*
Orc	*Kicker*	70,000	5	3	3	8	Kick	*General, Kicking*
Skaven	*Kicker*	70,000	7	3	3	7	Kick	*General, Kicking, Physical*
Dark Elf	*Kicker*	90,000	6	3	4	8	Kick	*General, Agility, Kicking*
Human	*Kicker*	70,000	6	3	3	8	Kick	*General, Kicking*
Dwarf	*Kicker*	80,000	6	3	3	8	Kick, Thick Skull	*General, Kicking*
High Elf	*Griffin Warrior*	80,000	6	3	4	8	Kick	*General, Agility, Kicking*
Goblin	*Kicker*	60,000	6	2	3	7	Dodge, Stunty, Right Stuff, Kick	*Agility, Kicking*
Halfling	*Kicker*	50,000	5	2	3	6	Dodge, Stunty, Right Stuff, Kick	*Agility, Kicking*
Wood Elf	*Kicker*	90,000	7	3	4	7	Kick	*General, Agility, Kicking*
Chaos	*Beastman Kicker*	80,000	6	3	3	8	Horns, Kick	*General, Strength, Kicking, Physical*
C Dwarf	*Hobgoblin Kicker*	70,000	6	3	3	7	Kick	*General, Kicking*
Necro	*Ghoul Kicker*	90,000	7	3	3	7	Dodge, Kick	*General, Agility, Kicking*
Khemri	*Kik-Ra*	70,000	5	3	2	7	Kick, Regenerate	*General, Kicking*
Lizardman	*Skink Kicker*	80,000	8	2	3	7	Dodge, Stunty, Right Stuff, Kick	*Agility, Kicking*
Norse	*Kicker*	70,000	6	3	3	7	Block, Kick	*General, Kicking*
Amazon	*Kicker*	70,000	6	3	3	7	Dodge, Kick	*General, Kicking*



APPENDIX 2: ADDITIONAL STAR PLAYERS

Thrud is a champion of the people, super strong and heroic but unfortunately he has the IQ of a dense Snotling. Because Thrud likes carnage as well as the next man and the inevitable popularity that comes with being a Blood Bowl player (ask Griff!) he has decided to pick up the pigskin and give it a go. The fact that you have to score and stay on the same team you entered the stadium with are all secondary to the fighting and maiming in Thrud's eyes. This, of course, makes teams wary of hiring him and probably why he never stays with one team for more than a game. On the other hand Thrud's massive following guarantees record gates and packed stadiums so team owners are often willing to take the risk that Thrud will more than likely pummel his team-mates to death as the game progresses!

Thrud is a Freebooter who can play for *any* team. This is not a conscious thing on Thrud's behalf more like he does not notice (or care!) the race or alignment of the hiring team.

Thrud may only be hired for one match he must then be re-hired after each game if you wish to continue to use him. Appearance Fees are included in his hiring fee.

SPECIAL RULES

Easily Confused! Thrud enjoys playing Blood Bowl so much that he can get so engrossed in the game that he often forgets what side he's playing on! The problem is often compounded by the fact that players trying to point out that he's playing on the wrong side will be struck to the ground as soon as they get within Thrud's earshot.

After each touchdown and at the start of the second half roll a D6. On a roll of 1-3 Thrud will think he's playing for the other team (doh!). Give the model to the opposing coach to set up and he may treat Thrud as his player until the end of that half or the next touchdown has been scored. In which case roll D6 again and on a 1-3 Thrud will swap sides once more – follow the rules above. The opposing coach may use Thrud even if this takes his roster above the usual 16 players allowed! Note it is quite possible for Thrud to swap sides numerous times in the match! Also note you must roll even if Thrud is in the dugout and/or injured.

Thrud's Fans. Thrud has a loyal following who will come just to see Thrud play no matter who he plays for this increases the gate by 3D6x1000. The Team that currently has control of Thrud also gain a Fan Factor of three while Thrud is playing for them.

☆ THRUD THE BARBARIAN ☆
FREEBOOTER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	6	2	9

SKILLS	TRAITS	SPECIAL
Block Break Tackle Horns (his helmet!) Mighty Blow Multiple Block	Bone-Head Thick Skull	Easily Confused Thrud's Fans (see above)

50,000 GOLD PIECES

APPENDIX 3: ADDITIONAL TEAMS

AMAZON TEAMS

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



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

Re-roll counter: 40,000 gold pieces each

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

LIZARDMEN TEAMS

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



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

Re-roll counter: 60,000 gold pieces each

Skinks can gain Agility skills. Saurus gain General and Strength skills.

NORSE TEAMS

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



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

Re-roll counter: 60,000 gold pieces each

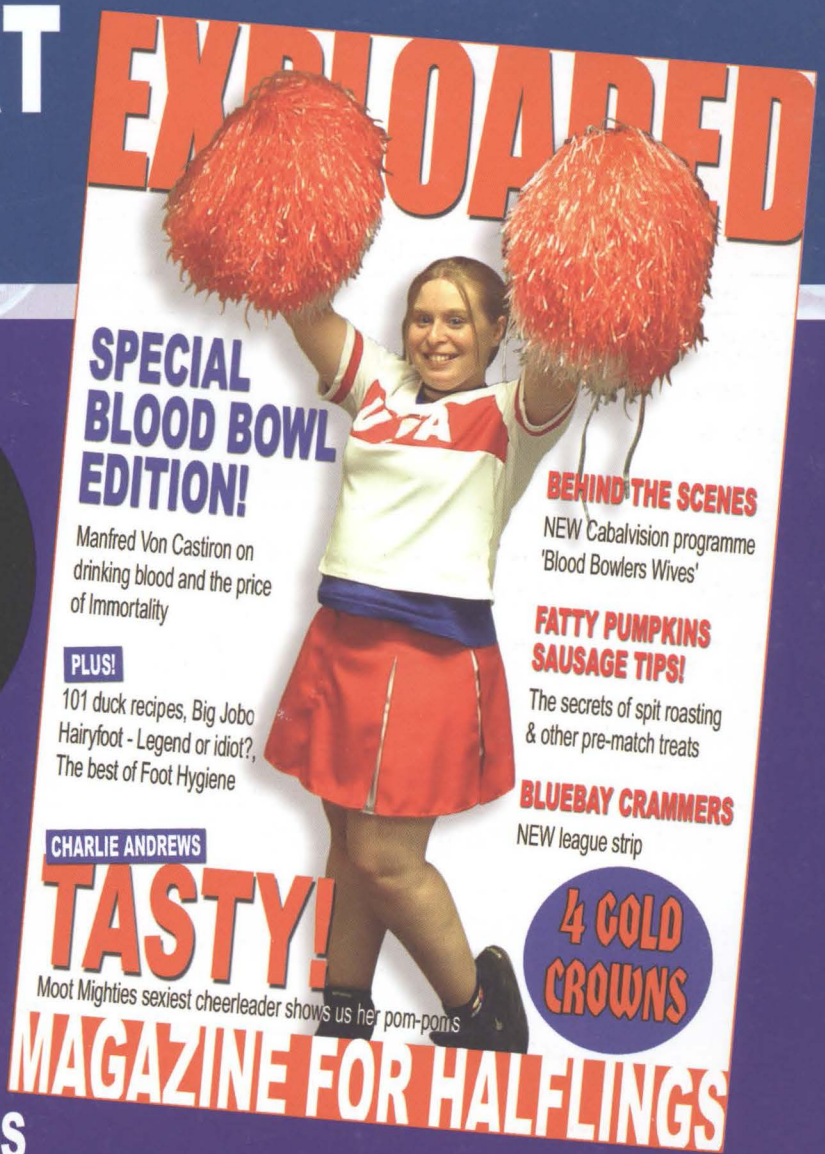
Norse gain skills in the same way as Human teams (i.e Norse Linemen as Human Linemen, etc.)

EXPLOADED

MAGAZINE FOR HALFLINGS

BLOOD BOWL EDITION

OUT NEXT FESTAG



FREE WALLCHART
THE GREATEST TEAMS EVER

- NEW TEAM STRIPS
- BLOOD BOWLERS WIVES
- PRE-MATCH FEASTS

BLOOD BOWL

The Rules Review

The results of last October's Rules Review are published.

Experimental Rules

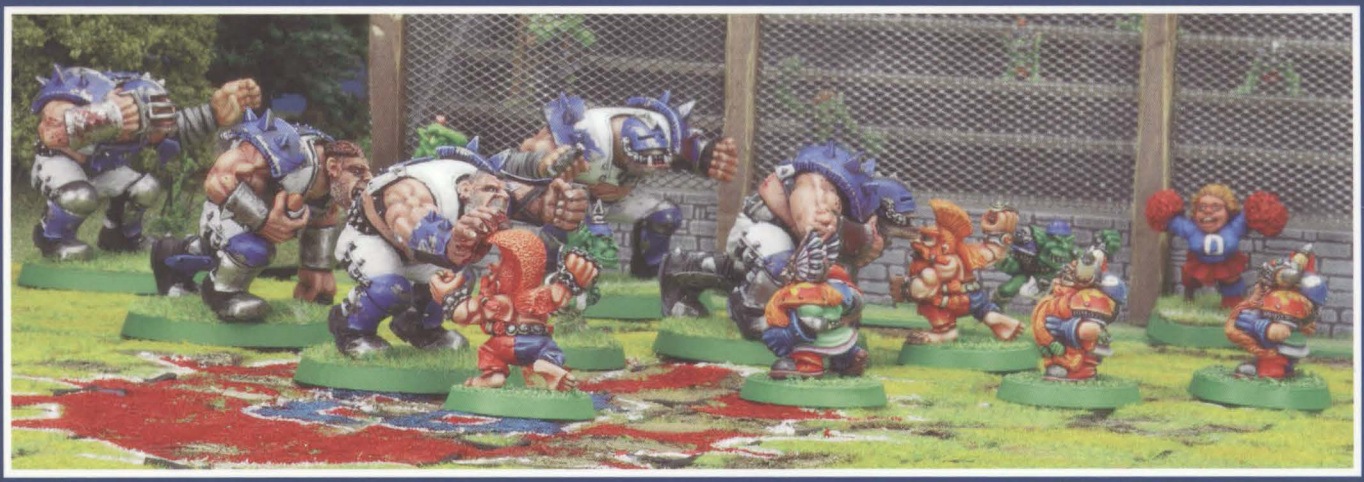
Experimental rules for Ogre, Rotter, Khemri, Necromantic and Vampire teams! Try out and have your say on the new Mixed Race and Secret Weapon rules.

Best of Blood Bowl Magazine

The best articles from the last year of Blood Bowl Magazine including Dwarf Leagues, the Fans taking part and the epic All at Sea.

Appendices

Collecting together all the needed information in one volume, all you need is this Annual and the Blood Bowl Handbook to make sure you have the most up-to-date version of the game.



5 011921 935130

www.BloodBowl.com

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

PRODUCT CODE
60710999010

GAMES WORKSHOP

Citadel and the Citadel Castle, Games Workshop, Games Workshop logo, Blood Bowl, Death Zone, Warhammer, Blood Bowl logo, Fanatic, Fanatic Logo are trademarks of Games Workshop Ltd.The copyright in the contents of this package is the exclusive property of Games Workshop Ltd © 2003. All rights reserved.

$ 15.00 CDN