BLOOD BOWL®

COMPANION



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CAMPAIGN RULES FOR THE GAME OF FANTASY FOOTBALL

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Just like any sport, Blood Bowl evolves as time goes on. Not only do we find increasingly sophisticated tactics in use on the field, but players and Coaches have been developing new ways in which the game can be played. The very best of those ideas have been collected together and made official parts of the game of Blood Bowl!

So, what can you expect to find in this expansion volume for the deadly sport of Blood Bowl? Well, there are some new rules for tackles, jumping over prone players, pushing opponents, stripping the football, forcing dice rerolls and fouling opponents, a change or two in the throwing rules, and the full NAF rules.

Plus, we've got rules for new players and characters: Kickers, Cheerleaders, Fans and even Referees! And now your players can carry magic with them onto the pitch in the form of both spells and enchanted gear.

The second part of this book features the full campaign rules, showing how to set up an official campaign team, how to use dirty tricks to hamstring a team before they take the pitch, and a whole Dug-Out full of other ideas for setting up a Blood Bowl league. So, Coach, sit yourself down and learn how to make your team even dirtier, even sneakier, even more disgustingly vicious and mean — yep, how to win the Blood Bowl!

DICE CODES

Throughout *The Blood Bowl Companion* the humble 6 sided dice is referred to as a D6. If the 'D' is prefixed by a number, roll that many dice and add them together. For example, *roll 2D6* means roll two 6-sided dice and add the scores together.

There is one more dice code, the D66. Assuming you don't have a 66 sided dice (not many people do), you need to use two 6-sided dice. Roll one for the *tens*, so a score of 2 = 20, 4 = 40, etc. Next roll a dice for the *units*, so a score of 3 = 3, 5 = 5, etc. Then put the numbers together to get a score from 1 to 66 (eg 2 then 3 = 23; 4 then 5 = 45).

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NEW GAME RULES

The game of Blood Bowl is constantly developing from day to day. The NAF management spends almost all of its time trying to keep records of the alternative versions played throughout the globe. Batteries of lawyers are retained to codify each rule in print and, later, to translate them back into something that a player can understand.

The rules presented below are optional. Both Coaches must agree to use them before the game starts. The rules presented here take precedence over earlier versions published in *White Dwarf*, Games Workshop's monthly magazine, and *Blood Bowl Star Players*, the companion volume to this book.

It's not a bad idea to try out each rule one game at a time to allow yourself to have chance to see how each modification affects the game.

Alternatively, you could leap right in and use all of the new rules at once. This route will more than likely confuse you at first, until you warm up and get the hang of it. Of course, this means that you'll probably end up feeling just like any other player on the Blood Bowl pitch: after a while, specific rules don't seem to matter all that much. Pounding your opponent into the dirt is what you're there for!

STANDING PLAYERS UP

Because players are becoming more aware of how and where to smash people so as to do the most damage to them, the average time an opponent is face down in the ground after having been knocked over has been nearly doubled! This is also due to the fact that technological innovations in the armour industry just haven't been able to keep up with the players' seemingly boundless savagery.

To reflect this phenomenon, prone players may only be turned face-up or stood up at the start of their own Team Turn and not during their opponent's turn.



TACKLES

The original rules for tackles and tackle zones make life difficult for the more agile players who should be able to dodge past the opponent's lines rather than having to plough their way through. The following rules allow for a more faithful reproduction of these players' skills on the Blood Bowl pitch.

Tackle Zones

If a player moves from a square in an opponent's tackle zone to another square in the same player's tackle zone, his opponent is allowed to claim a tackle. The tackle is resolved using the normal Blood Bowl rules. Moving from one opponent's tackle zone to a different opponent's tackle zone does not permit a player to take a shot at a tackle.

Injuries From Tackles

A player is less likely to receive an injury during a tackle than when he is being blocked. To represent this, increase a player's AV by +1 when making an armour roll after a tackle.

LEAPING OVER PRONE PLAYERS

Many teams play Blood Bowl in exactly the same way they would wage a small war, and the body count is pretty much the same. It's not uncommon for nearly half the players on the pitch at any one time to be flat on their faces.

Such carnage makes it very difficult for players who are trying to score a Touchdown to make their way down the field. This rule allows players to leap over the bodies littering the pitch, instead of having to run around them.

Any player may attempt to leap over a prone player in an adjacent square. Making a leap costs a player 3 squares of his normal movement. A player with MA of 4 could move 1 square and then leap, or he could leap and then move 1 square.

Move the player to any square adjacent to the prone player and roll 2D6. Add the player's AG to this roll, and subtract -1 for each opposing tackle zone on the square the player is leaping from. Then look up the result on the *Leaping Table*.

Leaping Table

2D6	*Result*
6 or less	**Oooops!** The player falls over in the square he's leaping *from*. He must make an armour roll to avoid injury.
7 - 9	**Crash!** The player falls over in the square he's leaping *to*. He must make an armour roll to avoid injury.
10 or more	**Perfect!** The player lands well and can carry on moving if he has not already completed his move.



SHOULDER CHARGES

Many of the more experienced Blood Bowl players, especially the largest, simply charge through their opponents rather than run around them. A player making a *shoulder charge* is allowed to block an opponent and then, if he's knocked his opponent over and remains standing himself, continue on with his move normally, rather than being forced to stop.

When making a shoulder charge, the attacker's ST is reduced by -1. The player may still only make one block per turn, but he may make it at any point in his move.

The shoulder charge must be resolved immediately. The attacking player can only continue his move if the block knocks over his opponent. He has to stop if the result is Nothing Happens or if he himself is knocked over.

Example of a Shoulder Charge

An Oldheim Ogre player with the ball is steaming upfield against the Middenheim Marauders. Normally, if he wished to block the Human player two paces in front of him, his move would end there. However, since his ST of 7 should be plenty to deal with the defender anyway, he elects to shoulder charge.

The dice are rolled and total up 7. The Ogre's formidable ST of (7-1=) 6 is added, and the Human's ST of 3 is subtracted for a net result of 10. The shoulder charge is successful, and the Ogre may now continue on with the rest of his move.

MULTIPLE BLOCKS AND SHOULDER CHARGES

With their huge strength and tremendous bulk, creatures like Ogres and Treemen are perfectly capable of making overwhelming, sweeping attacks that bring down a handful of opponents at once. This rule caters to those players.

A player can make a *multiple block* or *multiple shoulder charge*, as long both of the following conditions apply.

1. All of the opponents are adjacent to at least one other player in the group being blocked.
2. All of the opponents are adjacent to the player making the block.

Players *dodging* the attack (see below) are not included in the group being blocked.

For a multiple block, simply add all of the intended victims' STs together before comparing them with the blocking player's ST, just like you would for a normal block.

For a multiple shoulder charge, add up the opponents' STs, just as for a multiple block, and subtract -1 from the attacker's ST before comparing the two numbers.

Only one roll is made on the *Multiple Block Table* for either type of attack. Each player is subject to the same result as his teammates. Any player that is knocked over must make an armour roll to avoid injury.

Multiple Block Table	
2D6	*Result*
4 or less	Attacker(s) knocked over.
5 - 7	Stand off — nothing happens.
8	All the players are knocked over.
9 or more	Defender(s) knocked over.

Example of a Multiple Block

The Ogre in our previous example finds two Marauders in his way at the start of his next turn. He decides to block them both. His ST of 7 compares with their STs of 3 and 4.

The dice are rolled, for a result of 11. Adding 7 and subtracting (3+4=) 7 gives a net total of 11. Both the defenders are knocked over!

Since the Ogre is still holding the ball, it looks like he's on his way for a Touchdown. However, he won't make it this turn. Since he made a multiple block and not a multiple shoulder charge, his movement for this turn has ended.

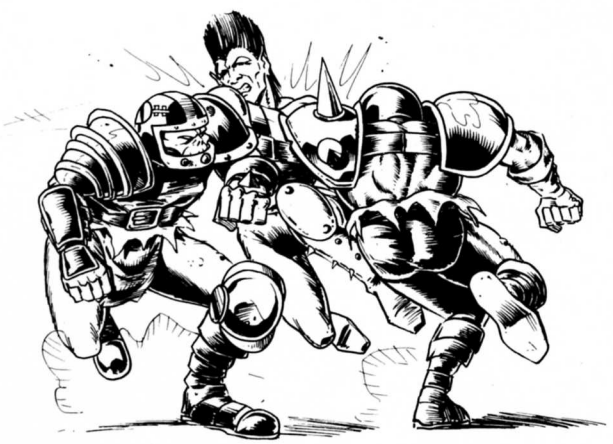
GANGING UP

Bringing down a Large Monster generally requires considerable effort beyond the capabilities of most individual players. To be sure of knocking a large opponent over, a Coach must often direct a group of players to make a co-ordinated attack against the creature. This rule allows two or more players to *gang up* on a single opponent to make a block (but not a shoulder charge).

To gang up on a member of the opposition, move one of your players into a position in which he could make a normal block, and declare that he is going to gang up on the opponent. Then move the other players who are ganging up into position.

Each player must be eligible to make a normal block if he is to be included in the gang. A player can't gang up on an opponent if he is in a different opponent's tackle zone, but he can still make a normal block.

Add together the STs of the players who are ganging up before comparing them with the opponent's ST. One roll is then made on the *Multiple Block Table.* Each player is subject to the same result as his teammates. All players knocked over must make an armour roll to avoid injury.



Example of Ganging Up

The Ogre is almost at the Marauders' End Zone, and the Humans have just one last chance to stop him. Two Human Blitzers (each with ST 4) and a Thrower (ST 3) attempt to gang up and bring him down.

A fourth Human cannot take part, since he is unable to reach a position from where he can make a block. A fifth Human player is also unable to take part, as he is in another Ogre's tackle zone.

The combined ST of the Human gang is 11, against the Ogre's 7. The dice are rolled for a total of 8. Modified for ST, that's a net 12, and the Ogre goes down, the ball scattering from his square. Looks like the Marauders are still in the game!

THE PUSH

This rule allows a player to *push* an opponent instead of making a block or a shoulder charge. A push is worked out in the same way as a block, but the result is looked up on the *Push Table* rather than the *Block Table.*

Push Table	
2D6	*Result*
2 or less	Attacker is stunned.
3 - 4	Attacker is knocked over.
5 - 7	Stand off — nothing happens.
8	Both players are knocked over.
9 - 11	Defender is pushed back.
12 or more	Defender is pushed back and knocked over.

A pushed defender is moved one square away from the attacking player by the winning Coach. The defender can be moved to any adjacent square that is unoccupied. If there are no unoccupied squares available, the defender is knocked down in his original square.

The attacker must then, if he can, move into the square originally occupied by the defender. Advancing in this way is a free move: it does not use up any of the player's MA, and opponents may not claim a tackle. Large Monsters who advance must move part of their base into the defender's original square.

There is no such thing as a shoulder charge push so a player cannot make a push and then continue movement.

It's possible, however, to make a multiple push, using the rules for a multiple block but rolling on the *Push Table* instead of the *Multiple Block Table.* If the player succeeds in pushing his opponents back, he can advance into any one of the squares the defenders originally occupied.

Similarly, players may gang up to make a push, but only one member of the gang may advance into the defender's square if they succeed in pushing him back. Again, just use the normal rules for ganging up, but roll on the *Push Table* instead of the *Multiple Block* table.

The obvious advantage of the push is that it doesn't leave heaps of prone opponents in the way of advancing players, and thus should introduce an extra level of strategy into your game!

NAF FACTS

It Don't Get Any Easier...

Morg'th N'hthrog, the Chaos All-Stars Star Blocker and captain, made a rare fumble against the Scarcrag Snivellers while jumping over a heap of fallen players near the Snivellers' End Zone. By the time N'hthrog reached his take-off point, the pile of bodies had grown five deep, and even he couldn't leap over them all. Despite dropping the ball, he consoled himself by landing on the only remaining Sniveller, and a Touchdown was duly scored!

Example of Pushing

The Darkside Cowboys have the ball, a mere arm's length from the Greenfield Grasshuggers' End Zone, where a string of desperate Halfling Linemen are trying to halt their drive. Since Lineman Elijah Doom is up there with Star Blitzer Hubris Rakarth, the Cowboys elect to push their way into the End Zone.

Doom tries a multiple push against two Hugger Linemen standing between him and the End Zone. If successful, the Elf could move into one Hugger's square, leaving the other square vacant for Rakarth to stroll into. The Coach rolls 4. This works out to a net 3 (4 plus Doom's ST of 3, minus the two Halflings' combined ST of 4). The shamefaced Doom is knocked over.

Rakarth will have to try and push his own way through. He rushes forward, and pushes against a Grasshugger. The Coach rolls 7, the net result is 9, and the Halfling is pushed back. Rakarth takes over the square his target vacated, and that's a Touchdown!

DODGING

With valuable players constantly risking injury every time they step onto the pitch, it was only a matter of time before Coaches started advising them to *dodge* overwhelming attacks. In other words, to get themselves out of the way when they saw trouble coming. In some cases, discretion truly is the better part of valour. After all, would you want to take on a charging Minotaur?

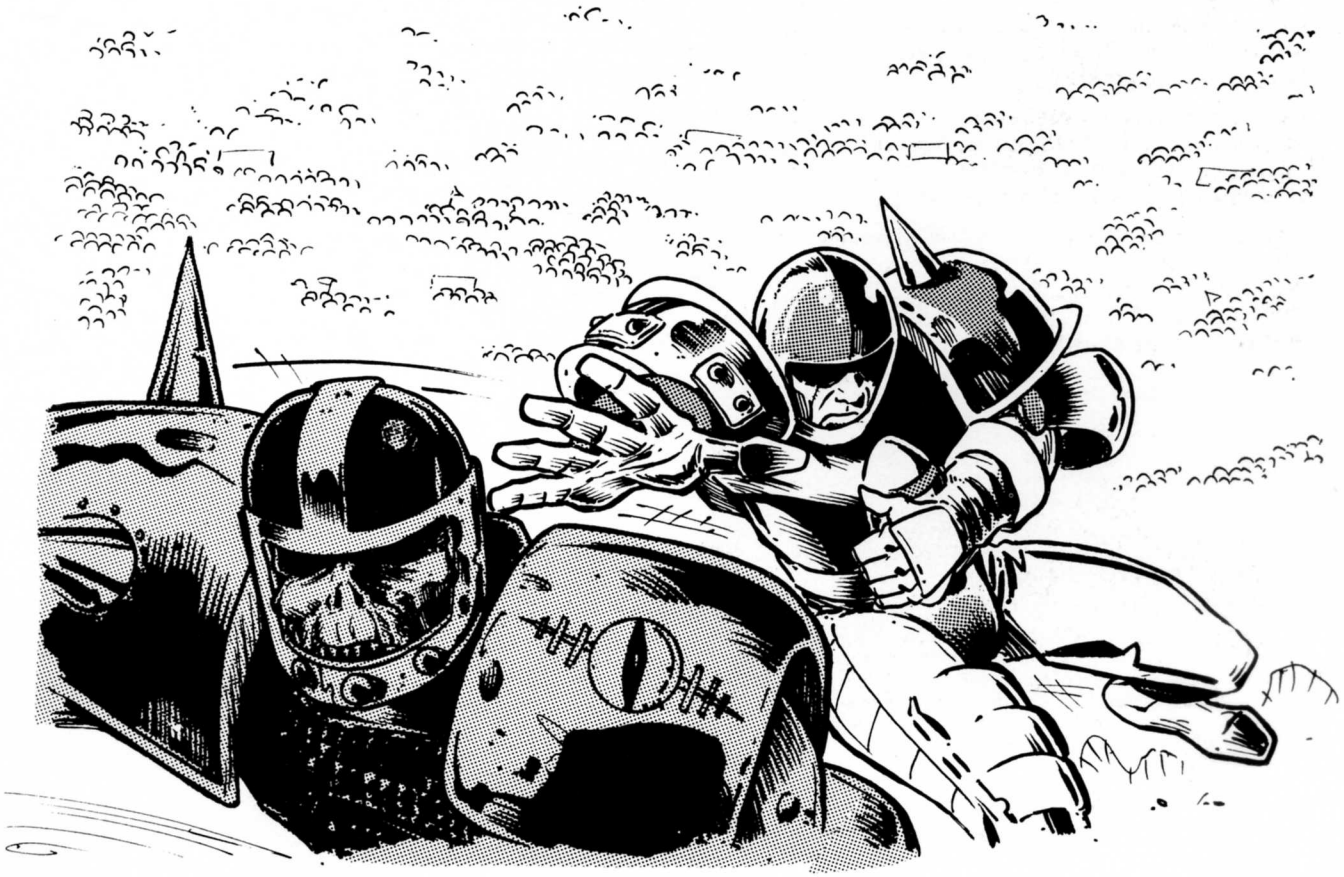
Any standing player can try to dodge an attack made during the opposition's turn. The decision to dodge must be made before the dice are rolled for the attack. Prone players can't dodge anything: it's awfully hard to gracefully avoid a juggernaut-like block while rolling around on the ground in a full suit of armour.

Dodging a tackle is already taken into account in the standard tackling rules and the Dodge skill (see *Blood Bowl Star Players*). It's always been assumed that a player trying to run past potential tacklers is trying to avoid being tackled.

Dodging a Block

When a player has a block made against him, he can try to dodge it instead of bearing down and taking his opponent head on.

Compare the attacker's AG to the defender's AG to find the modifier for the *Dodge Table*. If the attacker has the higher AG, add the difference between the two AGs to the dice roll. If the defender's AG is higher, subtract the difference between the AGs from the roll. Then roll on the *Dodge Table* instead of the *Block Table* and apply the result.



Dodge Table	
2D6	*Result*
7 or less	Defender dodges the attack.
8 - 11	Defender is knocked over.
12 or more	Defender is stunned.

Dodging a Shoulder Charge

Dodging a shoulder charge is just like dodging a block, except that the dodger gets to subtract -1 from his dice roll on the *Dodge Table* in addition to any other modifiers. No matter what the result of the dodge, the player making the shoulder charge can then continue his move, just as if he had knocked the defender over.

Dodging a Multiple Block

It's even possible to dodge a multiple block. Each dodger simply dodges the block normally, subtracting and additional -1 from his dice roll on the *Dodge Table* for every teammate involved in the multiple block. Apply the results immediately.

Then take care of the multiple block normally, except that any player who tried to dodge the attack is not involved in it at all. If all of the defenders opt to dodge, don't bother rolling for the attack. Just take care of each of the dodges, one by one.

Note that a dodger can be knocked over, even if the attack misses the rest of his teammates. This is because while he's trying to avoid the attacker the dodger can still be accidentally knocked over by one of his teammates!

Dodging a Push

A defender can also try to dodge a push. If he does, don't roll on the *Push Table* or the *Dodge Table*. Instead, the defender is automatically pushed back. Sure, he gets knocked around a bit, but at least he's not eating turf.

NAF FACTS

The World's Worst Tackle

In a game two seasons past, 6 of Khain's Killers tried to bring down Elfheim Eagle Star Thrower Valen Swift once and for all. As Khain's men piled in on the seemingly helpless captain, a stunned Elfheim crowd held its breath. Long moments passed as the Referees pulled apart the bodies, but when the dust cleared, the Elf was the only player to remain standing. Swift protests to this day that rumours that it was only a projection of him are untrue.

This abysmal performance beats the previous record set in 2483 when a Treeman carried five Stunted Stoutfellows the length of the pitch to score a winning Touchdown.

The Most Devastating Block Ever

Reputedly, in the early days of Blood Bowl, when opposing teams were just hard to find, Mad Bull Chainspleen took on the Phoenix Snotlings single-handed in an exhibition match. The game lasted an entire twenty seconds. With a single blow, Mad Bull swatted all 11 of the Snotlings' first team off of the pitch and into the Dug-Out, killing their reserves as well.

The Phoenix Coach, who had been hiding underneath the bench, stubbornly vowed that his team would rise again. They didn't.

Dodging a Multiple Push

When dodging a multiple push, all dodgers are immediately pushed back and are not taken into account at all when the attack is resolved. If all of the defenders try to dodge, don't bother rolling for the attack. Just push each dodger into an adjacent square, one at a time.

Dodging Opponents Ganging Up

Dodging a gang up is possible, although it's unlikely that any but the most agile of players will pull it off. Add up all of the attackers' AGs and compare that total to the defender's AG. If the attackers have a higher total AG, add the difference to the roll on the *Dodge Table*. If the defender has a higher AG, subtract the difference from the roll on the *Dodge Table*.

Dodging and the Dodge and Block Skills

The Dodge and Block skills (see *Blood Bowl Star Players*) can have an effect on dodging a block.

If the blocking player has the Block skill at a higher level than his opponent, the dodger adds +1 to his dice roll on the *Dodge Table*. If the dodger has a higher Dodge skill level than his opponent's Block skill, he subtracts -1 from his dice roll on the *Dodge Table*.

In the case of multiple blocks or gang ups, add together all of the skill levels on each side before comparing them. These modifiers are in addition to any others.

STRIPPING THE FOOTBALL

There are a few Blood Bowl players who actually remember that they're after the ball when they scuffle with an opponent that's carrying it. Admittedly, though, there aren't many! Players can now try to *strip the ball* (ie steal it) from an opponent in an adjacent square instead of making a block against him.

Both Coaches roll 2D6 and add their players' STs. The player attempting to strip the ball adds his Strip Ball level, if he has the skill, and the player holding the ball adds his Sure Hands level if he has the skill (see *Blood Bowl Star Players*).

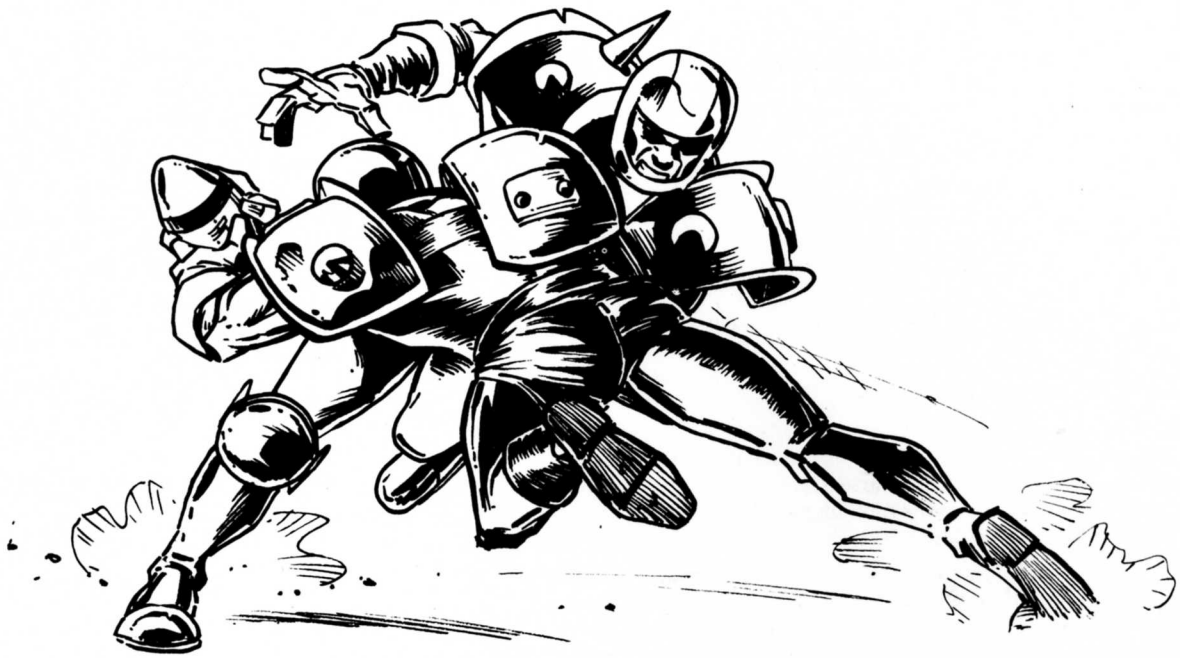
If the player trying to grab the ball beats his opponent's score by 3 or more points, he gets the ball. If he beats his opponent's score by 1 or 2 points, he forces the ball to be dropped, scattering 1 square. Any other result allows the player with the ball to hang on to it.

THROWING THE BALL

Normally, throwing the football ends a team's turn. Now, a team's turn can continue after the ball is thrown, unless the pass is missed or intercepted. This allows a player to throw the ball to another player who has not yet moved and (as long as he catches the ball) for that player to then take his move.

The ball may be thrown at any time during the team's turn. If the ball is missed or intercepted, the team's turn ends immediately. If it's caught, however, the team can carry on with its turn.

Note that the ball can still only be thrown once per turn.



INTERCEPTIONS

When a player throws the football, various things can go wrong: the throw may be slightly off target or the intended receiver might drop it (these are handled in the normal rules by the Missed result); the thrower may fumble the throw or completely misthrow the ball; or, of course, the throw could be intercepted. To find out what actually happens, use the following rules whenever an Interception result is rolled on the *Throwing Table*.

First of all, find out if the ball was fumbled, intercepted or misthrown. Roll a D6 on the *Interception Table*.

Interception Table	
D6	*Result*
1	Fumble
2	Misthrow
3-6	Interception

Fumble: The player throwing the ball has dropped it. It scatters once from his square.

Misthrow: The ball hits the target square and scatters. However, it scatters much farther than normal. Move the ball 3 squares in the direction indicated for a Quick or Short Pass, 4 squares for a Long Pass, and 5 squares for a Long Bomb.

Interception: An interception of a Quick or Short Pass is determined normally.

On a Long Pass, any opponent adjacent to the player throwing the ball or within 2 squares of the target square is eligible to catch the ball.

On a Long Bomb, any opponent adjacent to the player throwing the ball or within 3 squares of the target square is eligible to catch the ball.

Example of an Interception

Soaren Hightower of the Elfheim Eagles is attempting a Long Bomb to Highelm Lyrpadre, who is waiting in the Dwarf Giants' End Zone. Hightower's TS is +3, Lyrpadre's CL +2, and there's a -2 modifier for two Dwarfs' tackle zones affecting Hightower.

The Coach rolls 2D6 on the *Throwing Table* — disaster! A roll of 2 gives a net result of (2+3+2-2=) 5: an Interception. The Coach rolls a D6 on the *Interception Table* and gets a 2: a Misthrow. Hightower is kicking himself for this one!

The Coach rolls for scatter, and the ball disappears out of the back of the End Zone. Fortunately, the crowd will toss this back in, and Lyrpadre might still get his Touchdown, unless the Giants get him first!

Had the result of the second roll been an Interception, only the Dwarfs adjacent to Hightower or within 3 squares of Lyrpadre would have been eligible to intercept the pass.

NAF FACTS

A Sticky Situation

Dark Renegade Star Catcher Pinespite Venge's mutation made him one of the most sought-after receivers in the 2485-86 season. His arms excrete a sticky substance which makes certain that once he has the ball, he never lets go. By the end of the game, he's often carrying round a lot of pigskins. His record is nineteen balls in an abandoned game against the Crusaders in 2485.

Unfortunately, late in the season Venge was the victim of a Lustria Croakers gang up. His arms stuck to his opponents' skin and would not let go. Although he was eventually trampled to death, he died well: many a Croaker croaked with him.

KICKERS

One of the greatest innovations in Blood Bowl has been the development of a completely new specialist player — the Kicker.

At first, kicking was attempted only by justifiably frightened players on the weaker teams in the league. When under pressure, a cowardly player would simply boot the ball as hard as he could down the field, drop to his knees and cower pitifully as he was overwhelmed by a rampaging horde of bloodthirsty opponents.

As this manoeuvre couldn't strictly be termed *throwing* the ball aimlessly away, the NAF officials decided to allow it, even though on the surface it appeared to contravene the rules for Intentional Grounding (ie throwing the ball aimlessly downfield to avoid turning it over to the other team deep in your own half of the field). This turned things into a whole new ballgame.

Many Throwers quickly grew deeply attached to the idea of kicking the ball away and hiding. Within a matter of weeks the number of these incidents had escalated and the ball was being kicked away at the slightest sense of danger. The life expectancy of Blood Bowl Throwers soared.

Then, Coach Helmut Zwimmer of the Reikland Reavers came up with the idea of kicking the ball off to the other team as a rather dramatic way of beginning the game, and so the Kick-Off was born.

The idea of voluntarily surrendering the ball to an opponent galled many players until it was pointed out to them that what they were actually doing was getting the ball almost all the way down the field where they could then trample the ball holder, snatch the ball from his mangled hands and waltz into the End Zone for a Touchdown.

By the start of this latest season, most teams have signed up at least a couple of Kickers: players whose sole role in the match is to kick the ball away. The ramifications this exciting new development holds for the game remain to be fully felt, but you can be sure that Blood Bowl will never be the same again!



Who invented Kicking? At inns and taverns across the Old World, the subject is endlessly debated. Almost every team has its claimant, including some that are a little, um, unlikely.

For example, the Orcland Raiders claim that their players have been kicking opponents for years and have occasionally hit the ball by accident. The Chaos All-Stars have records that show they had a Thrower who had four legs and no arms. And so it goes.

However, there is no doubt that the first recognised specialist Kicker was the Dwarf Warhammerer Ivan Gemsplitter, whose armour was built around a steam engine mounted on his back, and several pistons on his legs. Regularly averaging 250 paces a kick (the Warhammerers aren't that interested in where the ball ends up), Gemsplitter was fired after kicking his own bench in frustration during a home game against the Dwarf Giants and launching five of his teammates into the stands.

USING KICKERS

Each Coach should check the *Kickers Table* to see if his team is allowed to field Kickers. If so, a Coach may include up to two Kickers in his team simply by noting down the players' positions on his team's Campaign Roster. Each Kicker replaces one of the team's Linemen.

Kickers Table

Player's Race	*Kicker's Characteristics*						
	MA	**SP**	**ST**	**AG**	**TS**	**CL**	**AV**
Dark Elf	4	+3	3	3	+1	+1	8
Dwarf	3	+2	4	2	-1	0	10
Elf	4	+3	3	3	+1	+1	8
Human	4	+2	3	3	0	0	9
Mutant	4	+2	3	3	0	0	9
Norse	4	+2	3	3	0	0	9
Orc	4	+2	3	3	0	0	9

A player whose race is not listed on this table cannot be a Kicker.

THE KICK-OFF

In many Blood Bowl leagues (the NAF in particular), a game is begun by having the Defensive Team kick the ball to the Offensive Team, rather than just having the two teams line up toe-to-toe and fight it out. This elaborate and ceremonial procedure is called a *Kick-Off*. The following rules replace the standard rules for *Setting Up* found in the *Blood Bowl Rulebook*.

Toss a coin to see who begins the game as the Offensive Team. The winner of the coin toss gets to choose which side his team will be. The Defensive Team has to kick-off, so their Coach will probably want at least one of his Kickers on the field.

Each Coach places up to 11 players on the field, putting any remaining players in the Reserves box of his Dug-Out, as usual. The Offensive Team sets up first and puts their players anywhere up to the second line on their half of the pitch.

After the Offensive Team has set up, the Defensive Team is put on the field — but only up to the *first* line of their half. The football is given to one of the players on the Defensive Team.

The player on the Defensive Team who is holding the ball must now kick the ball toward the Offensive Team. The range ruler is not used when the ball is kicked. The ball may be kicked up to 20 squares away, to any square which is:

1. Between the opposing team's End Zone and their second line, and
2. At least three squares away from the sidelines or End Zone.

A player can add his Long Kick skill level to the range of a Kick-Off if he likes, increasing the maximum up range to 24 squares.

To find out if the kick is accurate (ie lands in the square the player was aiming for), roll 2D6 and refer to the *Kicking Table*:

Kicking Table	
Player's Position	*Roll 2D6. Kick is Accurate on*
Kicker	8 or more
Other	10 or more

If the kick is accurate, place it in the square it was intended to go to. If the kick isn't accurate, roll for scatter to see in which direction the kick is wide of its mark and move the ball three squares in that direction.

At this point, whether the kick was accurate or not, the ball is still in the air and hasn't actually hit the ground yet. Any player in the same square as the ball catches it. If the ball is in an empty square, one player on the Offensive Team can move up to his SP to try to catch it. If a player reaches the square, he catches the ball.

If the kick was inaccurate, roll for scatter again and move the ball one square. If there's a player in that square, he catches the ball. If the ball lands out of bounds, the Kick-Off must be retaken.

If no one has yet caught the ball, it lands in the square it's in and bounces. To see how many times it does so, roll 2D6 on the *Bounce Table.*

Bounce Table	
2D6	*Number of Bounces*
2-4	1
5-9	2
10-12	3

Each time the ball bounces, roll for scatter. For example, if the ball bounces three times, you would roll for scatter three times and move the ball one square each time. If the ball ends up in a square in which there is an upright player, that player can pick the ball up before it bounces again.

All the players on the Defensive team can now move up to four squares each. Play then returns to normal, starting with the Offensive Team's turn.

A Kick-Off is also taken after every Touchdown, just like at the beginning of the game, with the team that scored now as the Defensive Team.

KICKING THE BALL DURING NORMAL PLAY

Any player with the ball can kick it 4 to 20 squares at the end of his Team Turn instead of throwing it or handing it off. When counting the range, include the target square, but not the player's own square. The ball can be kicked to any square on the pitch within the kicking player's range. A player can add his Long Kick skill level to the range of a kick if he likes, making the maximum range up to 24 squares

Work out if the kick is accurate by rolling on the *Kicking Table*. Subtract -1 from the dice roll if the range is between 11 to 20 squares, and subtract -1 from the dice roll for each opponent who exerts a tackle zone on the player kicking the ball.



A roll of 2 or less means that the kick has been fumbled and the ball will scatter once from the kicking player's square.

If the kick's accurate, place it in the target square. If the kick isn't accurate, roll for scatter and move the ball 3 squares in that direction. Any player in this square catches the ball.

For a kick during normal play, the opposing team is not allowed to move a player to catch the ball until its turn and the players on the kicking team don't get to move again until their next turn comes around.

When the ball lands, if it's not caught, roll on the *Bounce Table* to see how many times it bounces. Any player in a square that the ball bounces into can pick it up before it bounces again.

KICKING OTHER PLAYERS

Instead of making a block, a Kicker is allowed to make a *boot* attack. Roll 2D6, add the AG of the Kicker, and subtract the ST or AG of the target (whichever is the highest). Look up the result on the *Booting Table.*

Booting Table	
2D6	*Result*
2 or less	**Ouch!** The Kicker does himself a nasty injury. Place him in the Injured box of his Dug-Out.
3-5	**Whoops!** The Kicker ends up flat on his back. Make an armour roll to avoid injury.
6-8	**No Effect**. The Kicker's foot glances off his target's armour.
9-10	**Bam!** The target is knocked over and must make an armour roll to avoid injury.
11 or more	**Ooooo!** The target is kicked in a rather vital part of his anatomy. Place him in the Stunned box of his Dug-Out.

When making a boot attack, a roll of 2 before modification always results in the Kicker being injured, and a roll of 12 before modification always results in the target being stunned.

REFEREES

Stomped on by the players, maligned by the Coaches and constantly harangued (or even lynched!) by the Fans, the life of a Blood Bowl Referee is never easy. But these doughty officials, often one-time Blood Bowl players themselves, can't keep away from the mayhem of the pitch. Every game, the faithful Refs show up to their local stadiums and stoically endure all the insults and injuries just to get out there and be a part of the game.

What is it that keeps these foolhardy souls returning to the field week after week? Is it money? It's true that surviving Referees generally make well over 500 Gold Crowns a game. But, then again, the average time between incapacitating injuries of an NAF Ref is a little over two games.

Is it the fame? Most likely, no. Many an infamous Ref has had to hastily leave the country after slapping a crucial penalty upon the home team, whether it was a good call or not!

Almost certainly, it's the chance to hear the roar of the crowd, the snapping of bones and the whimpers for mercy once again. After all, what else is a retired Blood Bowl player qualified for, besides bouncing rowdies at the local tavern or breaking limbs for a collection agency?

Sure, those alternative occupations have their benefits, like decent hours, good pay and an opportunity to feel justified in mauling defenceless victims, but Blood Bowl offers these old, not-quite-worn-out veterans the same things. And, as most Referees will tell you, there's nothing quite like making a living — or killing — on the pitch of your halcyon youth.



REFEREE CHARACTERISTICS

A Referee (or Ref) has the following characteristics, regardless of his race.

MA	SP	ST	AG	TS	CL	AV
4	*	4	3	*	*	9

* These characteristics are never used by Refs.

NUMBER OF REFEREES ON THE PITCH

You can have as many Refs on the pitch as you want, provided the Coaches agree on the number beforehand. Two is a good number. Four is about the practical limit.

PLACING THE REFEREES

After the teams have been placed on the pitch, both Coaches roll a D6. The Coach who rolls the highest gets to place a Ref on any empty square. The Coaches then alternate placing Refs until they've all been placed.

If the rolls are tied, roll again. The winner places the first Ref, as above, and the loser is given a *penalty* for Delay Of Game (see *Penalties* below). The winner decides which of the loser's players suffers the penalty.

Note that all of the Referees are placed on the pitch at the start of the game. If a Ref gets killed or injured, there are no additional Refs that can substitute for him.

MOVING A REFEREE

Referees move about at random at the start of the Offensive Team Turn. Move each Ref on the field one at a time in any order you like, rolling for each individually.

First, roll for scatter to determine in which direction the Ref moves. Then roll on the *Referee Movement Table* to find out how far he moves in that direction.

Referee Movement Table	
D6	*Ref Moves*
1	1 square
2 - 3	2 squares
4 - 5	3 squares
6	4 squares

If a Referee's move would take him off of the pitch or into a square with the ball, a trap, another Ref, a downed player or anything else besides an upright player, the Ref stops in the square adjacent to the thing that's blocking his move.

If his move would take him into a square with an upright player, the Ref stops in a square adjacent to the player in his intended path and immediately penalises the player for Unsportsmanlike Conduct (see *Penalties*).



DID YOU KNOW...

The official record for the Most Players Dismembered by a Referee is held by ex-Reaver's Blitzer, Max "Kneecap" Mittelmann? Kneecap refused to follow the NAF Referees' Guidelines ("Never read 'em, 'ave I?") and dispensed summary justice on the pitch with the aid of a pair of pliers, a branding iron and a chainsaw. (The latter was only used for Arguing with the Ref calls). Kneecap was sacked after three games, but the NAF was forced to reinstate him due to 'pressure from the fans'. Kneecap claims, "I never frettened 'em, wit' me chainser, honest!"

FOULS

A Referee is supposed to spot and penalise players who've committed a foul. Unfortunately, when something nasty happens on the pitch, the Refs are often looking in the wrong direction and miss the foul altogether. To make matters worse, when they do see a foul, they sometimes get the whole thing backward and penalise the wrong player!

How to Foul

Despite the large number of ways in which players can attack each other legally, many players resort to the time honoured tradition of kicking a man when he's down. This is, of course, against all the rules.

A player cannot block or push a prone player in an adjacent square. Instead, he can try to *foul* him (ie hit him while he can't hit back). Declare if the player is making a *sneaky foul* or a *blatant foul*, and then roll a D6 on the *Foul Table*.

Foul Table		
D6	*Sneaky Foul*	*Blatant Foul*
1 or less	Whoops!	Whoops!
2	No Effect	No Effect
3	No Effect	No Effect
4	Oooooph!	Oooooph!
5	Oooooph!	Krunch!
6 or more	Krunch!	Krunch!
The die roll is increased by +1, if the attacker has a higher ST than his victim, and decreased by -1 if the victim's ST is higher.		

Whoops! The player attempting the foul slips and ends up face down in the dirt. He must make an armour roll to avoid injury.

No Effect: No effect.

Oooooph! If the player being fouled is face-up, place him face-down. He must make an armour roll to avoid injury.

Krunch! The player being fouled has been injured. Roll on the *Injury Table*.

Note that the dice roll is only modified by +1 or -1 and *not* by the difference between the players' STs. Also, the Mighty Blow skill (see *Blood Bowl Star Players*) modifies the armour and injury rolls as normal when a player makes a foul.

Apply the results, then check to see if a Referee spots the foul.

Spotting the Foul

Any Referee standing upright on the pitch has a chance of spotting the foul. To be able to do so, the Ref has to have a clear *line of sight* (LOS) to the fouling player.

Trace a straight line from the centre of the Ref's square to the centre of the fouling player's square. If the line crosses a square containing an upright player, the LOS is blocked and the Ref doesn't see the foul.

If the Ref has a clear LOS, roll a D6 on the *Ref Alertness Table* to see if he was paying attention.

Ref Alertness Table	
D6	*Alertness*
1	Oops!
2 - 3	Missed the Call
4 or more	Tweeeeeet!
Add +1 to the roll if the foul was blatant.	

Oops! Bad call! The *fouled* player gets penalised instead of the player making the foul. Roll on the *Penalty Table*. If the player was injured by the foul, he suffers the injury *or* the result from the penalty, whichever is worse.

Missed the Call: Sorry, the Ref wasn't looking in that direction. What do they pay these guys for, anyway?

Tweeeeeet! The player making the foul gets penalised. Roll on the *Penalty Table*.

DID YOU KNOW...

To put a bit more pep into the Chaos Cup, from this season on, the losing team captain in each game must present himself to be eaten — by the Trophy. Blecccch!

NAF FACTS

Even more of the 40 teams in the NAF, as well as dozens of other teams from around the world, are switching to the revolutionary Astrogranite® surface. Owners, Coaches and players alike are just in love with the stuff! (Especially the groundskeepers, who now have little or nothing to do except watch the players train!) Although its manufacturing process is still a closely guarded secret, it's known that Astrogranite is now being offered with several manufacturer's options.

This durable, malleable flooring wonder has changed the game itself. No more being buried beneath a mound of fresh dirt. Now players can bounce each other's heads off of the stone-like surface instead!

It comes as a bowl capable of being flooded to a depth of 10 feet, as separate slabs for laying over marshland, and even with ready-dug pits. It also comes, they say, in a choice of 256 colours and 31 flavors, although we're not too sure what they mean by that.

PENALTIES

Roll on the *Penalty Table* whenever a player is penalised. The table shows which box of his Dug-Out the penalised player is placed in.

Penalty Table	
D6	*Dug-Out Destination*
1 - 3	Stunned Box
4 - 5	KO'd Box
6	Injured Box
Add +1 if the penalty was blatant, and +1 if it was for Arguing With The Referee.	

The player is not, of course, really injured. The box he's placed in represents the amount of time the Referee has decided he must spend off the pitch. Any player with unusual recovery rules, such as a Dwarf or a Skeleton, must use the standard recovery rules for the penalty, not his own special rules.

If you're the kind of Coach who ends up with a lot of his players sitting on the sidelines due to penalties, it's best to keep track which players are penalised and which are injured on a piece of paper.

ARGUING THE CALL

Any player can argue with the Ref over a call — or argue with the Ref when there is no call, for that matter. A player can even argue with a Ref when the Ref is face-down in the dirt as the result of an earlier argument!

Actually, there's no chance of getting a Ref to change his mind about a bad call, but the players still often like to argue about it, just to let off steam and, of course, to put the Ref out of action so they can perpetrate later on-pitch atrocities without fear of interference!

To argue with the Ref, a player makes a block, tackle or foul against him as if he were a normal player. Apply the results to both sides normally.

If the Ref remains standing, he immediately penalises the player for Arguing With The Referee.

If there are any other Refs on the field who have LOS to the arguing player, check on the *Ref Alertness Table* for each one to see if he spots the argument. If so, he immediately penalises the player. If the player has already been penalised by another Ref, he suffers the worst of the results from the *Penalty Table.*

Knocked Over Refs

If a Ref is face-down on the pitch, turn him face-up when he would normally move. If he's face up when his turn to move comes around, he stands up and immediately slaps a penalty on the nearest player, no matter which side he's on. Dice off between players in case of a tie.

Injured Refs

Refs who are taken out of the game due to arguments come back into play in exactly the same way as injured players. The Coach whose player fouled the Ref places the injured Ref in his Dug-Out as a goodwill gesture on behalf of the team. It's just the Coach's way of saying, "No hard feelings, eh, Ref?"



DID YOU KNOW...

Not all ex-Blood Bowlers are fortunate enough to be able to continue their career on the pitch as a Referee. Many players have been permanently incapacitated by injuries from their playing days and just can't get by on their meager pension. If you see one of these poor unfortunates on the street, please give generously.

SPEARING PLAYERS

Spearing is a particularly nasty sort of foul which involves the fouling player diving headfirst into a prone player. A player who has sprinted can spear a prone player at the end of his move. The target must be in an adjacent square.

A spear is worked out in the same way as a blatant foul, except that the attacker's ST is considered to be one higher than normal. Plus, the fouling player is always placed prone and must make an armour roll to avoid injury, even if he is subsequently sent off the pitch by the Ref. If the spearing player is injured, any penalties against him are ignored and the player is placed in the box indicated on the *Injury Table.*

NAF FACTS

Contrary to popular belief, Engel 'The Exterminator' von Evilstein didn't always get away with the gruesome atrocities that earned him a total of 824 Player Fatalities in his distinguished career. He was actually sent off the pitch in a 2485 game against the Raiders by the sole remaining official — the commander of a regiment of cavalry, whose troops were at the game!

Said Engel: "I'd 'ave 'ad 'im, too, if me chainser 'adn't got all gunked up wiv bits of de udders."

CHEERLEADERS

While most Blood Bowl Fans scream their throats raw at the first sign of a run for the End Zone and will trash a stadium if their team loses possession of the ball, there are a few who are slightly reluctant to cheer their team on in a suitably unrestrained manner. It's the team's Cheerleaders' job to whip these Fans into a state of frenzy and lead the chanting and singing as the crowd's shouts and howls build up into a deafening crescendo.

These beautiful creatures (by the standards of their race, at least) somersault onto the field every week, pom poms in hand, to lead the Fans in cheering their team on to victory. Why? Because they're well paid! A good group of professional Cheerleaders can actually have a more positive effect on the game than the rest of the Fans put together.



Most surface-dwellers can't tell the difference between male and female Dark Elves, as they're rarely seen walking around in broad daylight. Is that why the Darkside Cowboys Cheerleaders, The Shadows, have been able to win at least 12 Blood Bowl games in their own right?

A Favorite Shadows Chant

We hate Elves that wear purple. We hate Elves that wear blue. We hate Elves that wear yellow, but Cowboys, we love you!

CHEERING ABILITY

The Cheerleaders' Cheering Ability is based on the number of Citadel Cheerleader miniatures each Coach has, as shown on the *Cheering Ability Table.*

Cheering Ability Table	
Number of Cheerleaders	*Cheering Ability*
0	1
1	3
2	4
3	5
4	6
5 or more	7
Add +2 if the Cheerleaders are painted.	

When making a Chant characteristic check (see *Fans*), add the Cheerleaders' Cheering Ability to dice roll.

It's likely that the Coach with the fewest Cheerleaders is not going to want to use these rules. If there is any disagreement, toss a coin.

Some Other Team Chants

Nurgle's Rotters:

"They're in pieces, bits and pieces. . . ."

Greenfield Grasshuggers:

"We're H-U-N-G-R-Y for V-I-C-T-O-R-Y!"

REROLLS

Several of the new rules entitle a Coach to a *reroll*, a chance to roll the dice again. Rerolls come in two flavours: *player rerolls* and *team rerolls*. Rerolls must be taken immediately after the original roll is made. A roll may only be rerolled once by each Coach.

PLAYER REROLLS

A Coach may force a reroll of any throw of the dice that directly affects the player with the reroll. The result of the new roll must be accepted in place of the first, unless the other Coach also has a reroll option, in which case it could be used to force a second and final reroll.

Star Players with the Luck skill (see *Blood Bowl Star Players*) and all Veteran Players (see *Training*) are entitled to one player reroll per match per skill level.

Some examples of things that directly affect a player are: blocks or tackles made on or by the player, any throws made by or aimed at the player, armour rolls and any rolls the player has to make on the *Injury Table.*

Hint: If a Star Player has a reroll, it is a good idea to save it in case of a Dead result on the Injury Table.

TEAM REROLLS

Team rerolls are used to reroll any dice roll made by either Coach. The result of the new dice roll must be accepted in place of the first, unless the opposing Coach also has a reroll option, in which case it could be used to force a second and final reroll. Team rerolls can be used to force rerolls for bribes, Fan characteristic checks, assassination or drugging attempts, Touchdown passes, etc.

KEEPING TRACK OF REROLLS

On one of the pull-out sheets at the back of this book, you'll find a sheet with reroll counters on it. At the start of a match, each Coach should take as many of the team reroll counters as his team is entitled to and, if he has any players on his team that have their own rerolls, the required number of player reroll counters.

The player reroll counters are numbered so that you can tell which player each counter applies to. The counters are discarded as the reroll options are used. Rerolls cannot be saved from game to game.

FANS

Blood Bowl is followed by many tens of thousands of devoted fanatics in every conceivable region of the Known World (and elsewhere as well). These connoisseurs of destruction often journey far and wide to see their favourite team grind the opposition into the dust. Stadiums across the globe tremble as the Fans jump up and down with wild abandon and scream themselves hoarse urging the teams to greater glory.

The activities of the Fans generate a tremendous atmosphere which can have a serious effect on the match in progress. What player could ignore the brutal majesty of the Chuck, when the largest Fans present grab hold of the smallest and toss them skyward?

Of course, crowds in general, and Blood Bowl crowds in particular, are prone to becoming restless and frustrated. The Fans might decide to intervene in a match by invading the pitch and taking their grievances to the Ref in person; they might begin throwing rocks, to show the Throwers how it should be done; the unpredictable miscreants have even been known to change sides, simply because the half-time refreshments were better for the other team's Fans.

One memorable occasion when the Fans did swap sides was the first ever Chaos Cup final. The massed ranks of the Mortal Remains' Fans went over to supporting the Daemonettes of Slaanesh when they saw what the Daemonettes' Cheerleaders got up to at half-time. Unfortunately, during a pitch invasion in the second half of the game, 106 of these recently acquired Fans were consigned to everlasting exile in the Chaos Wastes for presuming to ask the Daemonette Captain for her autograph.

The following rules give details for generating all sorts Fans, from loud, crude and violent Orc hooligans to the refined and polite applause of Elven boosters, as well as outline the various effects spectators can have on the match itself.

FAN CHARACTERISTICS

Each team's Fans are defined by three characteristics: Chant, Hooliganism and Loyalty.

Chant

This represents the Fans' ability to inspire their team to greater heights of athletic achievement through cheering, singing and other exuberant encouragement. Some races are better at this than others, with Elf Fans taking particular pride in working out new and inspiring team chants, complete with intricate melodies and harmonies. Orcs tend to grunt a lot and scream, "'Ere we go, 'ere we go, 'ere we go. . . ."

One popular way of improving a team's Chant is to hire Cheerleaders. In a close match, these professional spirit-raisers can sometimes make up the crucial difference between a win and a loss. Besides, they're just fun to watch! For more information, see the section on *Cheerleaders*.

Hooliganism

Sadly, some Fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible, rather than just watch it take place on the pitch. Luckily, there are usually only a small number of Fans that behave in this disgraceful manner.

The most notable exceptions to this are Orc Fans who seem to find it difficult to act in any other way! In fact, many Orcs feel that something should be done about the small minority of peaceful Fans who turn up for games just to watch and spoil the fun for everyone else.

Halfings are particularly renowned for being well-restrained Fans unless it turns out that the refreshment stands have run out. Halfling food riots have destroyed more than one ill-prepared stadium over the years.

Loyalty

This represents the Fans' desire to support their team through thick and thin, game after game. Dwarfs, for instance, are renowned for their loyalty, often travelling hundreds of leagues to see their teams play.

Loyalty is only rarely affected by a team's performance, whether good or bad. How many fights break out and the odds on becoming a post-match statistic are far more important. Even the Lowdown Rats have their loyal supporters!

GENERATING FAN CHARACTERISTICS

Before the match starts, work out the characteristics for your team's Fans. Roll a D6 for each characteristic and refer to the *Fan Characteristics Table*.

Also, check the *Fan Racial Modifiers Table* to see if the basic race of your team affects any of your Fan characteristic dice rolls. Note down the results on your Campaign Roster. (A Campaign Roster is located in the back of this book.)

Fan Characteristics Table

D6	*Characteristic Score*
2 or less	1
3-4	2
5-6	3
7 or more	4

Fan Racial Modifiers Table

Race	*Chant*	*Hooliganism*	*Loyalty*
Dark Elf	+1	+1	-1
Dwarf	-1	—	+2
Elf	+2	-1	—
Goblin	—	+1	—
Halfling	—	—	+1
Orc	—	+2	-1
Mixed Race	Add +1 to any one dice roll.		
Other	Add +1 to any one dice roll.		

Example of Generating Fan Characteristics

A Coach is checking the Fans of the Dark Renegades, his Dark Elf team. He rolls a D6 three times, once for each of the Fans' characteristics, and gets 2, 2 and 5. Because the Dark Renegades are a Dark Elf team, their Fans get +1 on both their Chant and Hooliganism rolls, and -1 on their Loyalty roll.

The Coach therefore adds +1 to both of the rolls for Chant and Hooliganism, for a net 3 in both. Referring to the *Fan Table* this gives the Fans a final score of 2 in both characteristics. Subtracting -1 from the roll of 5 for Loyalty, for a net 4, and referring to the *Fan Table* again, gives the Fans a Loyalty of 2.

The Dark Renegades' Fans' final characteristics are Chant 2, Hooliganism 2 and Loyalty 2.

NAF FACTS

The Biggest Gate For An NAF Game was between the Giants of the Tjorwald Titans and the Bifrost Berserkers in the Norse Premier Division title game. It was 38 feet across and 90 feet high.

The Largest Number Of Spectators At A Game was 495,000 at the Chaos All-Stars/Champions of Death AFC Semi-Final of 2486. Because the arena capacity was just 140,000, this meant many dead fans just sent their heads in and several mutant Chaos supporters grafted themselves onto other All-Stars fans.

A strange soupy substance that bought a ticket just before Kick-Off later turned out to be 1,200 Chaotics who had been blasted by a mage the day before. They tended to be neutral. The 190 Halfling cooks at the game became rich overnight, barring 13 who were eaten and the 45 who died of exhaustion!

CHARACTERISTIC CHECKS

In certain situations outlined below, a Coach will be asked to check a particular characteristic of his team's Fans. To do this, simply roll a D6 and compare it to the characteristic in question.

If the dice roll is less than or equal to the characteristic, the check is passed. Otherwise, it's failed.

THE GATE AND THE FAN FACTOR

After you have worked out the Fans' characteristics, the next thing to work out before every match is the *gate*: how many of each team's Fans actually turn up at the stadium for the match.

Roll a D6, add the Fans' Loyalty characteristic, and then refer to the *Gate Table*.

Gate Table

D6+Loyalty	*Number of Fans*	*Fan Factor*
2	15,000	3
3-4	20,000	4
5-6	25,000	5
7-8	30,000	6
9	35,000	7
10	40,000	8

Note down the number of Fans that turn up at the match and the Fan Factor for each side on a piece of scrap paper. This is important as the Fans can have a large effect upon the game.





CHANTING

At the start of the game, each Coach rolls 2D6 and adds his team's Fans' Chant and Fan Factor. The Coach with the highest score receives one team reroll which must be used before the next Touchdown is scored. A draw means neither team gets a reroll.

After each Touchdown is scored, both Coaches roll again for their Fans' chanting, as above. The team in the lead adds +2 to its dice roll.

CROWD INTERVENTION

If a Coach rolls a 2 before modification when making an armour roll, the crowd goes wild! The Coach must then roll 2D6 and refer to the *Crowd Intervention Table.*

Crowd Intervention Table	
2D6	*Result*
2 -3	Switch Sides
4-5	Leave Early
6-8	Throw a Rock
9-10	The Chuck
11	Pitch Invasion
12	Riot

Switch Sides: Check the Fans' Loyalty, subtracting -2 from the dice roll if the score is even or -4 from the roll if the side making the check is in the lead. If the check is successful, nothing happens. If it's failed, reduce the team's Fan Factor by -1 and add +1 to the opposing team's Fan Factor.

Leave Early: Check the Fans' Loyalty. If the check is successful, nothing happens. If it's failed, some of the Fans have become disgusted with the game and gone home — reduce the team's Fan Factor by -1.

Throw a Rock: The Coach must make a check against the Fans' Hooliganism. If the check is failed, nothing happens. If it's successful, a rock is thrown at a player on the opposing team. Roll a D6 on the *Thrown Rock Table.*

The Coach may choose any opposing player within 6 squares of the sidelines on the Coach's half of the pitch as the target of the assault. If no opposing players are within range, the Fans toss rocks at the other team's fans instead (ie nothing happens).

Thrown Rock Table	
D6	*Result*
1-2	**Missed Me!** The rock scatters once from the target's square. If there's another player in the square where it ends up, it hits him instead.
3-6	**Wallop!** The target is struck (but not knocked over) and must make an armour roll to avoid injury.

The Chuck: The bigger Fans start tossing the smaller ones into the air, whether they like it or not. Check the Fans' Chant. If the check is failed, nothing happens. If it's successful, the team receives one team reroll due to their Fans' highly visible and incredibly inspiring support.

Pitch Invasion: Both Coaches must check their Fans' Hooliganism. If both checks are failed, nothing happens. If one side makes the check, that side's Fans invade the pitch. If both tests are passed, all of the Fans spill onto the pitch.

When a side's Fans invade the pitch, the opposing team's Coach must decide if his players head for the Dug-Out or stay on the pitch and fight it out.

If the Coach decides his team heads for the Dug-Out he makes an armour roll for each player on his team to see if he is injured, subtracting -3 from the dice roll.

If the Coach decides his team stays and fights it out against the other side's Fans, he rolls one dice for each member of his team on the field, adding +1 to the dice roll for every point of ST the player has above 4. The final score is the number of opposing Fans that player has killed.

Once all of the brawls have been resolved, the remaining Fans stream back into the stands. In the rush to clear the pitch, each player on the field has to make an armour roll to avoid injury, subtracting -1 from the dice roll.

Keep a running total of the number of Fans killed in a match, and reduce the Fans' Hooliganism and Fan Factor by -1 for every 50 casualties.

If both sides have invaded the pitch, a *Riot* also breaks out (see below).

After the Pitch Invasion has been resolved, play restarts just as if a Touchdown had been scored. The team that was last scored against is given possession of the ball and becomes the Offensive Team (if you are using the rules for Kick-Off, the ball is then given to the Defensive Team, of course). Also, injured players can recover now, using the normal rules.

Riot: A Riot breaks out in the stands. Each team rolls a dice and adds its Fans' Hooliganism to the roll. The side with the higher Fan Factor may also add the difference between the two teams' Fan Factors to the roll. The score is multiplied by 10 to find the number of opposing Fans killed in the Riot. For every 50 Fans killed, reduce their Hooliganism and Fan Factor by -1.

After the Riot has been resolved, each side must check their Fans' Loyalty to see if any of them leave early. If the check is failed, reduce the side's Fan Factor by -1.

NAF FACTS

A pitch invasion changed the shape of the 2485 NFC Quarter-Final between the Dwarf Giants and the Galadrieth Gladiators. Down 2-0 and trapped deep in their own half, the Giants were reduced to 9 fit players. Then, a desperate ploy involving a dummy Dwarf filled with explosives killed one of the Gladiators. The crowd was incensed. The Giants drew breath and prepared to face a pitch invasion.

When it came, however, it was the Gladiators and their Fans who came off second best. They ran into the Giants' Cheerleaders. 110 were killed, many more injured, and the Gladiators' morale collapsed. Even though they lost in the semi-finals, the Giants had a replica of the Blood Bowl made and presented it to their Cheerleaders, the universally acclaimed Big Girls.

NAF FACTS

Kickers have the longest life-expectancy of any playing position. The average Kicker goes 5.2 games without being KO'd, Injured or Killed. However, they do suffer a higher proportion of deaths from other injuries than other players. Analysts believe this is due to the frustration felt by players who get through all kinds of mayhem, just to find some weedy runt has booted the ball over their head. The Kickers are considering greater protection.

Example of Fan Intervention

A match between the Dwarf Warhammerers and the Galadrieth Gladiators is always a real bad-tempered affair. The Gladiators take the lead 1-0, with a dubious play involving some fast-growing acorns. The Fans start to get restless.

The Warhammerers' Fans have Chant 2, Hooliganism 2 and Loyalty 2, while the Gladiators' Fans have Chant 4, Hooliganism 2 and Loyalty 1. In all, 25,000 Dwarfs have turned up, giving them a Fan Factor of 5. A similar number of Elves have turned up to support their team.

The Coaches roll for their Fans' chanting following the Touchdown. The Gladiators' Fans have a Chant score of 4, a Fan Factor of 5 and add +2 for being in the lead, giving them a total modifier of +11. It's no surprise that they claim the team reroll.

Shortly after the restart, a Dwarf player gets a 2 on an armour roll. The Warhammerer's Coach rolls on the *Crowd Intervention Table*, and gets an 11. Uh, oh — pitch invasion!

Both Coaches check their Fans' Hooliganism. The Warhammerers get 1, the Gladiators 2, and both sets of Fans charge onto the pitch!

The Gladiators run for cover; an armour roll at -3 for each of them — luckily no-one is hurt before they get to the Dug-Out and the protection of several inches of armour plating. The Warhammerers, however, decide to even the score somewhat and fight it out. Well-armoured and boasting several illegal weapons, they kill 29 of the Gladiator's Fans for the loss of 1 player.

Because both sides' Fans rushed the pitch, a Riot breaks out. Each side rolls a dice and adds its Fans' Hooliganism (there is no additional modifier, since the teams' Fan Factors are the same).

The Warhammerers get a 4, and the Gladiators get a 3, both of which are multiplied by 10. That's another 40 Elf Fans and 30 Dwarf Fans out of the game. Since the Gladiators have lost more than 50 Fans (69, actually), their Fan Factor and Hooliganism scores are both reduced by -1, to 4 and 1 respectively.

Finally, both sides check to see if their Fans leave early. Both Coaches roll a 2. That's a failure for the Gladiators, so their Fan Factor falls by another -1.

As the Giants restart the game by taking the Kick-Off, both Coaches check for their Fans' chanting again. The Gladiators still win the team reroll, but there's a general feeling that they'll behave themselves a bit more now, as they cast an eye over the various broken bits of their fellows in the stands and on the pitch.

WEATHER

Of all the different things that can have an effect on the game, the weather is perhaps the most important of the natural factors. Although when compared to such things as magic and Secret Weapons, the weather usually isn't extreme enough to affect the outcome of a game, there have been occasions when things have turned strange.

Most teams find that there are certain types of weather which favour their game and others which make life impossible. An encounter between the Elfheim Eagles and the Dwarf Giants three seasons ago was ruined by a freak gale. It wasn't just that the Elves couldn't play their normal passing game. They couldn't even keep their passes in the arena!



In fact, the only team that seems to have no problem with the weather is the Druidic touring team, the Oakleaf Wanderers. No matter what has been happening during the days and hours leading up to the game, if the Wanderers have the ball the sky is blue, the sun is warm and there is a balmy, cooling breeze to freshen tired limbs.

Of course, a forest-searing lightning strike often arcs across their opponent's front line and several inches of rain occasionally drench the pitch directly after the Druids lose possession of the ball, but that's just a coincidence, right?

DETERMINING THE WEATHER

At the start of the game, one Coach should roll 2D6 and refer to the *Weather Table* to find out what the weather is like for that day. The result applies for the entire game.

Weather Table

2D6	*Result*
2	**A Real Scorcher!** It's so hot that all players' SPs, TSs and CLs are reduced by -1. Plus, roll a D6 for each player on the pitch for heat exhaustion after each Touchdown. On a 1, he collapses from the heat. Place him in the Stunned box of his Dug-Out. On 2-6, he's okay for the moment. Players succumbing to heat exhaustion can return to play after the next Touchdown.
3	**Heatwave.** Whew! All players' SPs, TSs and CLs are reduced by -1.
4	**Scattered Showers.** It's raining. All players' SPs, TSs and CLs are reduced by -1. Roll a D6 after each Touchdown is scored. On 1-3, the showers continue (or start up again, if they stopped). On 4-6, they stop.
5-9	**Nice.** Perfect Blood Bowl weather.
10	**Blustery.** The wind's blowing hard today. All throws or kicks are modified by -1. Also, the ball scatters one extra square on a Missed or Inaccurate result on the *Throwing* or *Kicking Tables*.
11	**Ice Cold.** Brrrr! When a ball holder tries to move, roll a D6. On a 1, his numbed fingers drop the ball. Roll for scatter. On 2-6, he manages to keep hold of the ball.
12	**Blizzard!** Now it's cold and snowing! All players' TSs and CLs are reduced by -2. Only Quick or Short Passes can be attempted and the ball cannot be kicked more than 8 squares.When a player tries to sprint, roll a D6.On 1-2, the player slips in the snow and falls face down. He is unharmed and does not have to make an armour roll. On 3-6, the player retains his footing and can move normally.

NAF FACTS

Blood Bowl players are a pretty hardy bunch, so it comes as no sruprise that games have been played in all sorts of weather conditions. From the ice floes of the farthest north to the steamy jungles of Lustria, arenas open their doors on match days, and the combatants go about their business heedless of the climate.

Well, almost. The Asgard Ravens refused to play in Lustria when some of their gear melted, and the Southstorm Squids have a policy of not playing except when it's raining. Some Elven teams have agreed not to play each other on windy days. There's even an instance of a cancelled Dwarf game following an earthquake!

DARK ELVES AND THE WEATHER

Dark Elves usually play Blood Bowl in vast underground stadiums. This is because, more than any other race, they find the direct rays of the sun to be uncomfortable. Indeed, given the choice, a Dark Elf would prefer to play underground *and* in the dark.

However, while Dark Elves have the eyesight to cope with this, most of the rest of the teams in the league either can't or won't play in these conditions. There are some exceptions to this, such as the Blood Bowl variant known as Dungeonbowl (see *Elves, Dwarfs and Dungeonbowl*).

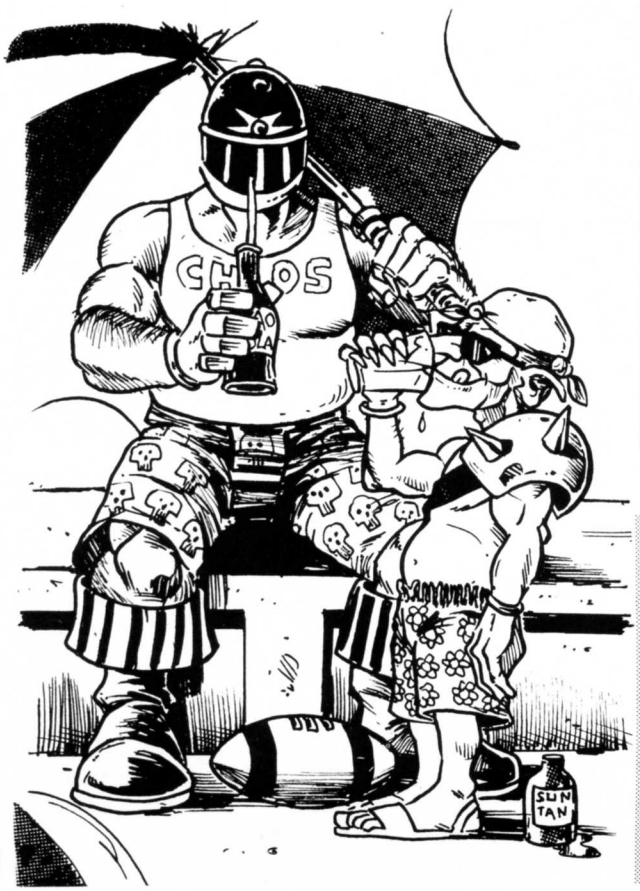
But the Dark Elves are still often forced to venture out into the harsh daylight where the beating rays of the sun have a severe effect on the quality of their games.

If there is a question as to which team is the home team for a particular match in which Dark Elves are playing, the Coaches should dice off to determine the answer. If the Dark Elves' Coach wins, the game is played underground and the effects of the weather are ignored. If the other Coach wins and has an open air arena in which to hold the game, the weather affects the game normally.

In addition to the effects rolled on the *Weather Table*, all Dark Elves suffer the following additional discomforts when playing above ground:

If A Real Scorcher! or a Heatwave result is rolled, all Dark Elves subtract -2 from all rolls on the *Throwing Table*. The effect lasts for the whole game.





If a Nice, Blustery or Ice Cold result was rolled, roll on the *Sun Table* before the game starts and after each Touchdown is scored.

If a Scattered Showers or Blizzard! result was rolled, there are no additional effects on any Dark Elves.

Sun Table	
D6	*Result*
1 or less	**Very Sunny.** Dark Elves subtract -2 from all rolls on the *Throwing Table*. Subtract -1 from the next roll on the *Sun Table*.
2	**Sunny.** Dark Elves subtract -1 from all rolls on the *Throwing Table*.
3-5	**Overcast.** No effect.
6 or more	**Storm Clouds Gathering.** Add +1 to the next roll on the *Sun Table*.

NAF FACTS

Possibly the strangest cancellation of a Blood Bowl game happened in a Northern Amorical League play-off game between the Dark Elf Ashbane Vendettas and the Acid Bay Shades. All NAL Play-Offs are held on the west coast where the open air stadiums are perfect for Cabalvision transmission

The day dawned bright. A light, balmy breeze stirred the palms, which glistened with a tough of light dew. Gossamer clouds drifted across a polished sky, and the sun threw down its warmth.

So the Dark Elves and the Undead refused to play!

MAGIC

At the beginning of a Blood Bowl match, tens of thousands of bloodthirsty Fans stream into the stadium to watch their favourite game of skill, finesse and mindless violence. The arrival of one particular Fan is awaited with special interest by the players and the Coach alike: the first Wizard wearing the team's colours.

Ticket sellers are frequently threatened with grievous bodily harm and asked if such a person has been sighted. (They've even been known to avoid an untimely demise by courteously answering affirmatively.) The reason for this extreme anticipation and overwhelming (particularly for the ticket sellers) anxiety is that, by tradition, that Wizard alone may supply his chosen side with arcane assistance.

Upon being located, the lucky Wizard finds himself good-naturedly hoisted into the air and carried upon the shoulders of his exuberant fellow aficionados to his team's Dug-Out. The players then eagerly crowd around him, impatient to discover what magical might the Wizard has brought to bestow upon them.

They are seldom disappointed. The late Fluegal the Foolish once showed up to a match wearing the Gouged Eye's colours by accident. Unfortunately, he hadn't bothered to bring any spells for the team with him. Poor Fluegal was never heard from again.

During his pre-game preparations, the smart Wizard has selected a number of useful spells and converted them into easy-to-use parcels of magical energy, activated by a single command word. He then calls the first spell to the forefront of his mind and projects in into a player's skull in a crimson flash of sorcerous power.



Although most players are sensible enough to take the spell and then go and eat a pre-match orange, some of the more foolhardy (brainless?) often bully the Wizard into stuffing even more magic into their minds. Generally, this is not a good idea, as most Blood Bowlers have a hard enough time grasping a football much less something so nebulous as a spell.

In the days before the Colleges of Magic ruled that only the first Wizard to arrive for each team could hand out spells, games were awash with magic. Who could forget the infamous 2472 Quagmire Incident when rampant spellcasting caused the Bright Crusaders' entire stadium to sink into the earth?

Nowadays, the Wizards have taken a more enlightened attitude, preferring to give their teams a sudden advantage at a strategic moment, rather than allow sorcery to dominate the game entirely. The Wizards gradually realized that, like most of the other fans, they wanted to see a football game, not a spellcasting contest.

GETTING SPELLS

Wizards are fiercely fanatical in their support of Blood Bowl, and at least one always turns up for each team at any given match. Even the Greenfield Grasshuggers have a Wizard that shows up to each of their matches, although its said that he does it more for laughs than anything else.

Although there's a lot to be said for tradition, the Necromancer's Broadcasting Circle, the Crystal Ball Service and the Association of Broadcasting Conjurers all banded together to make the other magical guilds toe the line on a limit to magical interference in the game. Not only was the Cabalvision signal being disturbed, but the game itself was in danger of being ruined, and there's big money in Blood Bowl broadcasting!

Incidentally, the Crystal Ball Service has won back the franchise for the 2490 season, having paid a staggering 15 million Crowns. You can relax in the knowledge that the financial future of the game is secure, Blood Bowl lovers!

Spellcasting off the pitch is prohibited. This is enforced by the Bookmaker's Guild and backed up by the Colleges of Magic. It's impossible to bet on a game, after all, when a spellcaster could turn the match around with the wave of a wand. Only players on the field are allowed to cast spells and their use is governed by strict regulations which are rigorously enforced.

Before the match starts, each Coach rolls a D6 on the *Spells Available Table* to see how many spells his team receives for the game.

Spells Available Table

D6	*Number of Spells*
1 - 2	4
3 - 4	5
5 - 6	6

Then roll 2D6 on the *Spell Table* for each available spell and distribute them among your players, noting the information down on a piece of scrap paper.

Spell Table	
2D6	*Spell Name*
2	Bomb Blast
3	Fearmonger
4	Quagmire
5	Grabbit
6	Unseen Shield
7	Speed Burst
8	Muscle Boost
9	Cloud Jump
10	Mind Blow
11	Flying Fist
12	Special — roll once on the *Special Spell Table* or roll twice more on this table, disregarding rolls of 12 and rolling again.

Special Spell Table	
D6	*Spell Name*
1	Deathbringer
2	Elemental Breeze
3	Gravel Storm
4	Lightning Strike
5	Meltdown
6	Old Faithful

Players can usually only carry one spell each, as their abused brains can't cope with any more! However, if you want to risk placing extra spells in one player's head, try to roll a 4 or more on a D6.

Success means the player can handle the extra spell (and can try for more if he wants to). Failure means his poor brain was overloaded. All that player's spells are lost and the player is placed in the KO'd box of his Dug-Out.

CASTING SPELLS

Each spell a player has may only be cast once per game. Cross it out once it has been used.

The spell descriptions tell you when each spell can be cast. A casting player can only perform actions that are enhanced by the spell's effect and can do nothing else that turn. Unless stated otherwise in the spell's description, a spell takes effect as soon as it's cast.

Ranged Spells

Some spells are described as *ranged*. Ranged spells can be thrown just like a football. Work out the range to the target and roll 2D6, subtracting -1 for each opposing player who has a tackle zone on the caster's square and look up the result on the *Throwing Table*. Do not add the caster's TS score and ignore the target's CL.

Spells can never be intercepted; treat the result as Missed instead. A missed spell scatters once at at Quick or Short range, twice at Long range and three times at Long Bomb range. A roll of 2 or less means that the caster has miscast the spell: the spell doesn't scatter, it just goes off in the caster's square (ouch!).

The spell affects anyone in the square it ends up in, even a player on the caster's team should he be unfortunate enough to get in the way. Note that spells cannot be dodged.

Attack Spells

Some spells are described as *attack spells* and have an ST listed in their description. Any player in the square that the spell ends up in has have been hit by the spell.

The player is knocked over and must make an armour roll to see if he is injured by the spell, subtracting the spell's ST from his AV. If the armour roll is failed, the player must roll on the *Injury Table* as usual, adding the spell's ST to the dice roll.

Limitations on Spell Use

Before the game starts, each Coach may demand to know either how many spells each player on the opposing team is carrying, or which spells the opposing team has.

Any player who is KO'd during the game loses any spells he has.

Example of Obtaining Spells

The Coach of the Creeveland Crescents rolls to see how many spells his team has for the forthcoming Halfling Thimble (like a Bowl, only smaller). He rolls a 3 and gets 5 spells.

Next, he rolls to see which ones he has. The 2D6 rolls are: 11, 5, 5, 9 and 4: a Flying Fist, 2 Grabbits, a Cloud Jump and a Quagmire. He decides not to risk placing more than one of these in any one Halfling-sized brain. He's seen plenty of players get KO'd in the course of a game without starting off brain-burning one.The five spells go to five different players.

The Cloud Jump gives one of his players the chance to make an Heroic Leap into the End Zone; the Grabbits overcome his team's normal difficulties with interceptions. The Coach notes that Quagmire has an attack rating of ST 2.

SPELL DESCRIPTIONS

Bomb Blast

Ranged, Attack ST 1 and 0.

Cast after the player has moved, and instead of making a block.

A small ball of energy flies from the caster's hand to explode on the target square. The appearance of the explosion depends on the caster. Elves produce scintillating bursts of fabulous rainbow light, Humans produce impressive blasts of fire, Orcs throw smelly balls of what they assure us is mud, etc.

Any player in the target square receives a block as if from an ST 1 opponent (obviously, only results affecting the target are applied), while players in adjacent squares each receive a block at ST 0.

Cloud Jump

Cast during the player's turn.

This spell allows the caster to partially negate the law of gravity. As he casts the spell, a writhing, golden mist encircles his legs and his step becomes light and airy. He behaves as if he has the skills of Leap (level 3) and Heroic Leap this turn.

Some players have complained that this spell has the side effect of leaving them light-headed.

Fearmonger

Cast at the start of the opponent's turn.

The caster's features twist and distort as his body takes on hideous proportions. Evil fangs spring from his gums. Bones creak, teeth rattle, and a huge pair of horns grow swiftly from his forehead. Suddenly, he bursts into a blood-curdling scream, seemingly of both unspeakable pain and pleasure. All around him, his opponents cower and cringe, too terrified to enter his tackle zone that turn.



Flying Fist

Ranged, Attack ST 2

Cast after the player has moved, and instead of making a block.

As the caster utters the word releasing the spell's magical force, he lashes out with a mighty right hook. A disembodied fist pulsing with arcane energy flashes through the air leaving a trail of multi-coloured sparks of raw magic in its path. With a final, vicious turn, the Flying Fist cracks its target painfully across the jaw, delivering a ST 2 hit.

Grabbit

Cast just after the opponent has thrown the ball, but before the dice are rolled on the *Throwing Table*.

As the ball arcs over the pitch, the player reaches out as if to catch the ball and mutters the trigger word. If he's eligible to intercept the ball, a pair of huge ghostly hands reach down from the sky and guide it firmly into his grasp (much to the consternation of the opposing Thrower). Then, with a frightful clap of thunder, the hands shrink away to nothing and disappear.

Mind Blow

Ranged.

Cast after the player has moved, and instead of making a block.

This spell blasts the brain of the target player with the formidable mind-power of the team's supporting sorcerer. A stream of pure magical energy leaps from the caster's hand and strikes his target squarely between the eyes. The target's eyes glaze over and he collapses in a heap, his poor grey matter completely overloaded.

Never mind that some Blood Bowl players would be improved by a severe blow to the cortex, the unfortunate target is placed in the KO'd box of his team's Dug-Out, a constellation of blue and gold stars swirling about his head.

Muscle Boost

Cast just before the ball is thrown or kicked.

The caster's uniform bursts as the muscles on his arms and legs instantaneously swell to heroic proportions, bulging to twice their normal size. With a mighty shout he beats his chest and flexes his biceps.

Even the largest players on the pitch stare with envy at his impressive musculature. The caster's improved strength gives him the skills of Long Kick at level 4 and Long Throw for the turn.

Quagmire

Cast after the player has moved, and instead of making a block.

As the caster releases the spell, a ray of green-brown light slowly arcs across the arena to land between the target's feet. The ground below his boots suddenly softens, and he sinks into the mud beneath. The target becomes unavoidably bogged down in oozing, brown stuff and cannot move during his next turn. He doesn't have a tackle zone and may not block or tackle.

Speed Burst

Cast just before the player moves.

The caster suddenly gains panther-like grace and power. With a spring and a bound, he accelerates off down the pitch accompanied by a sound like the roar of wild beasts and the wind rushing through the trees as he disappears behind a cloud of dust. Roll a D6 and add that number rolled to the caster's MA for the turn.

Unseen Shield

Ranged.

Cast just after the opponent has thrown the ball, but before the dice are rolled on the *Throwing Table*.

The caster nominates a square the ball travels through on its way to the target and rolls to see if he hits the right square, subtracting -1 from the dice roll. If the spell hits the right square or scatters to another square the ball would pass through, the spell takes effect. The flight path of a ball is quite narrow, never wider than two adjacent squares.

A successful Unseen Shield knocks the ball out of the air to land D6 squares away from the point where it was hit. The ball must be placed in a such a square as far away as possible from the casting player without going out of bounds.

If there is a player in the square where the ball ends up, make a normal roll on the *Throwing Table* to see if the ball is caught, even if the potential receiver is an opponent. This could even lead to an interception at a point before the square in which the force shield was placed.

SPECIAL SPELL DESCRIPTIONS

Deathbringer

May be cast at any time.

The spirit of Death appears in a darkened sky, wielding his gleaming scythe. He points a bony finger at a randomly chosen opposition player and then drains the life from his defenceless body. Everything goes quiet as the players and crowd are reminded of their own mortality.

Pretty quickly, however, they remember that killing's what they're here for anyway, and the game starts up again even more violently than before, in memory of the departed player. Substitutions may be made as usual.

Elemental Breeze

Cast after the opponent has thrown the ball, but before the dice are rolled on the *Throwing Table*.

A powerful gust of wind sweeps the length of the pitch and stops the ball in mid-flight. Then a warm summer breeze gently wafts it into the caster's waiting hands. The range of this spell is unlimited. Don't use the range ruler, as the spell succeeds automatically.

Gravel Storm

Attack ST 0

Cast at the start of the caster's turn.

The ground begins to shake and shudder, and a terrible rumbling emanates from deep beneath the earth. The stones on the playing field rise up as if caught in a momentary whirlwind, and then dart off to pelt the opposition, giving each of them a block as if from a ST 0 player. Players can't be knocked over by this attack. They will either be injured in some way or come through unaffected.

Lightning Strike

Attack ST 3

Cast after the player has moved, and instead of making a block.

Everyone's hair stands on end and stretches taut, and a feeling of tension grips players and fans alike. Suddenly, a bolt of lightning zig-zags down from the sky and zaps the target with a near-lethal dose of voltage. The target automatically fails his armour roll (ie, he must roll on the *Injury Table*, adding +3 to the dice roll).

Meltdown

Attack ST 4

Cast after the player has moved, and instead of making a block.

Smoke seeps from the cracks in the caster's armour, tongues of fire lick along his teeth, and sparks fly from his fingertips. Suddenly, he explodes in a raging ball of flame. Any player in an adjacent square takes a hit as if tackled by a ST 4 player. The caster automatically fails his armour roll (ie, he just rolls on the *Injury Table*, adding +4 to the dice roll). All others go through a standard tackle resolution.

Because of the spell's suicidal nature, the caster must roll a 4 or more on a D6 to use it. Failure means he's too scared and refuses, although he can try again later.

Old Faithful

Cast at the start of the opponent's turn.

A geyser erupts from the centre of the pitch, showering the field with gallons of water. The gushing column of water ceases only when the pitch is completely flooded. The opposition's MA is cut in half (round fractions down), they may not sprint, and the ball can't be thrown or kicked. At the end of the turn, the water magically drains away.

NAF FACTS

Some great spells of the past have disappeared from use, normally after the wizard was strung up by the opposition. A few of these are listed below.

Turn-Over: *A spell that possibly never existed. Magic Coordinator Jevel Arrendil of the Southstorm Squids claimed to have invented a spell that altered the memory of those present at a game, making them think the result was the reverse of what it actually was. This came out just after the 2465 Blood Bowl (BB V), and the NAF reversed the result.*

This meant that the Squids had beaten the Marauders. Jevel later claimed to have invented a spell that only made everyone believe their memories had been reversed. Confused, the NAF turned the result back again, so that the Marauders were made Blood Bowl V winners. To this day, the result has been changed six times.

Mushroom: *A beaut from the vaults of the Orcland Raiders. This caused hundreds of small mushrooms to grow in the opposition's half, which exploded on contact, releasing a poisonous spore that KO'd immediately. Sadly, it is not known to work on Astrogranite®.*

Pals: *Invented by a mixed race team in the Barfleys Albion League, this spell overcame any racial tensions. It must have been too potent, for there are recorded instances of 0-0 draws, abandoned while the teams picked wild flowers for each other.*

MAGIC ITEMS

Even the most fanatical Blood Bowl fan can tire of the game's violence, especially when he's at the receiving end of an unprovoked attack by professional, skilled psychopaths. Wizards in particular find themselves subject to intense negotiations of a less-than-friendly nature, especially when they refuse to stay around for the whole match simply to stock up players with spells.

As a resourceful group of people, the Wizards got together and came up with a solution to the constant demands being put on their time by teams eager to gain an advantage over their fellows. When the Wizards had other things to do (people to curse, potions to brew and familiars to housetrain) they decided they would simply send a few magic items along to appease the Coaches and provide arcane ammunition for the game's less restrained moments.

Of course, the NAF decided that magic items, like most other things, were against the rules, and banned their use in the game.

Unperturbed by this turn of events, the Wizards spent many hours refining, rewriting and blindly experimenting with all manner of things to see if they could disguise their magical knick-knacks. By making the items look like something else, they could be taken onto the field without the Refs noticing. Eventually, and after a reasonably large number of fatalities, they hit upon the answer.

The Wizards managed to imbue an old running shoe with enough magical energy to have the same effects as an average wand, although only if they took the shoe off and vigourously waved it around while screaming ancient magical couplets at the top of their voices. Pretty soon, though, they ironed out these initial problems and started to produce vast numbers of magic items tailored for use on the Blood Bowl pitch.

Such has been the increase in the number of magic items produced, that we now find that dozens of Blood Bowl players wear entirely Wizard-made kits which are indistinguishable from the real thing (unless you're particularly sensitive to magical auras or work in the Blood Bowl kit manufacturing trade).

Disguising magic items as innocent looking pieces of standard equipment to get them past the attention of the Refs tends to work surprisingly well. NAF Referees are so accustomed to looking out for more obviously lethal weapons (like chainsaws, bazookas, grenades and so on) that it seldom occurs to them to confiscate an apparently innocuous headband or pair of running shoes.

More likely, the Referee shrugs his shoulders and wonders why a professional Blood Bowl player would be foolish enough to step onto the pitch without even trying to sneak on a medium-sized piece of weaponry to use in 'self-defence'.



GETTING MAGIC ITEMS

At the start of each match, each Coach can declare that his team wants to use magic items. The Coach rolls 2D6 on the *Magic Item Availability Table* to find out how many magic items his team obtains:

Magic Item Availability Table	
2D6	*Number of Magic Items*
2 - 7	**No Luck.** The Coach can't manage to find any magic item at all.
8 - 11	**Found One.** The Coach stumbles across a single magic item.
12	**Two at Once!** The Coach manages to pull not one, but two magic items out of his helmet.

If the Coach gets hold of one or more magic items, roll a D66 for each on the *Magic Item Type Table* to find out what it is.

Magic Item Type Table	
D66	*Magic Item*
11 - 13	Armbands of Blocking
14 - 16	Gauntlets of Catching
21 - 23	Helm of Distraction
24 - 26	Boots of Heroic Leaping
31 - 33	Amulet of Interception
34 - 36	Sandals of Leaping
41 - 43	Lucky Rabbit's Foot
44 - 46	Bracers of Smashing
51 - 53	Boots of Speed
54 - 56	Gloves of Tackling
61 - 63	Headband of Throwing
64 - 66	Ring of Invulnerability

The Coach must give each magic item to a player on his team, noting down which player has which magic item on his Campaign Roster.

USING MAGIC ITEMS

The effect of each magic item is given in the *Magic Item Descriptions* section. None of the effects given are permanent. A magic item may be used any number of times in each game, but only when the Coach specifically states that a player is using it does the item have any effect.

GETTING CAUGHT

Before the match starts, each Coach should roll a D6 for each magic item he has. On a 6, the Refs find the item and confiscate it, stopping the team from using it.

Each time a player uses a magic item during a game, the opposing Coach rolls a D6 for each Referee with LOS to the player (see *Referees*) to see if the item is spotted. On a 5 or 6, the Ref sees the item being used, confiscates it and sends the player off into the Stunned box of the Player's Dug-Out.

If the player is holding the ball when he is sent off, it is given to the nearest player on the opposing team. If the player scores a Touchdown immediately before he's sent off, the Touchdown is disallowed.

Example of Using Magic Items

The Coach of the Everbold Unicorns is hoping that his players will get some magic items to use against the Bruendar Grimjacks. He rolls 2D6 on the *Magic Item Availability Table* and gets a 9. His team locates one magic item.

Rolling on the *Magic Item Type Table* to see what the item is, he gets a 46. It's a pair of Bracers of Smashing. Great!

Fortunately, the officials' check before the game does not find the Bracers (the Coach rolls a 3), so he gives them to his fast-running Blitzer, Ferrestrial Goldhoove.

During the game, Goldhoove sees a chance to make it to the End Zone if he blocks a Grimjack player. As he declares that he's using the Bracers, there is no need to roll for the result. The Grimjack player is hammered to the ground and automatically fails his armour roll.

Checking for injury, the Grimjacks' Coach rolls a 6. The Grimjack player is stunned.

Goldhoove now has an open run at the End Zone. But did the Ref spot that block? The Grimjacks' Coach rolls a 4 — not enough normally, but the special rules for the Bracers mean Goldhoove has been called for *Illegal Magic Implementation* contrary to Section 119.9267/B of the NAF rules.

"Me, Ref? Listen, if these were really magical, do you think he would have been able to limp away like that? Look, feel for yourself."

Goldhoove is sent off, and the Bracers are confiscated. The ball is passed to the nearest Grimjack player and play continues.

MAGIC ITEM DESCRIPTIONS

Armbands of Blocking

A player using these armbands gets an automatic Defender Knocked Over result on the *Block Table* when he blocks an opponent.



MAGIC ITEMS

Gauntlets of Catching

These gauntlets allow a player to convert a Missed result on the *Throwing Table* into a *Caught* result when he attempts to catch a ball. Interceptions, however, are treated as normal, as the ball must make it to the player for the gauntlets to have any effect.

Helm of Distraction

If a player wearing this strangely-painted, blue and gold helm is standing in the tackle zone of someone trying to throw or kick the ball, the player with the ball must subtract -4 from any dice roll he needs to make, instead of the normal -1.

Boots of Heroic Leaping

These boots allow the wearer to make a Heroic Leap, just as if he has the skill of the same name (see *Blood Bowl Star Players*). If the shod player already has the skill, any *Heroic Leap* he attempts is automatically successful.

Amulet of Interception

A player wearing this amulet may convert a Missed result on the *Throwing Table* into an *I*nterception result when he tries to intercept the ball. Of course, the player must be eligible to intercept the ball normally before he can use the amulet.

Sandals of Leaping

These sandals allow the wearer to leap over a prone player with no chance of failure. The leap costs 3 squares of movement, as usual.

Lucky Rabbit's Foot

A player with a Lucky Rabbit's Foot gets 1 player reroll per game. Unlike any other magic item, a Lucky Rabbit's Foot is not against the NAF rules, so the player's Coach does not have to roll to see if the player is caught with it.

Bracers of Smashing

These are an improved version of the Armbands of Blocking (see above). Not only is the target player knocked down, but he also automatically fails his armour roll. The effect of the Bracers of Smashing is so spectacular that any player who uses them is sent off the pitch on 3-6 on a D6 instead of the usual 5-6.

Boots of Speed

A player wearing these boots can use them to double his SP characteristic.

Gloves of Tackling

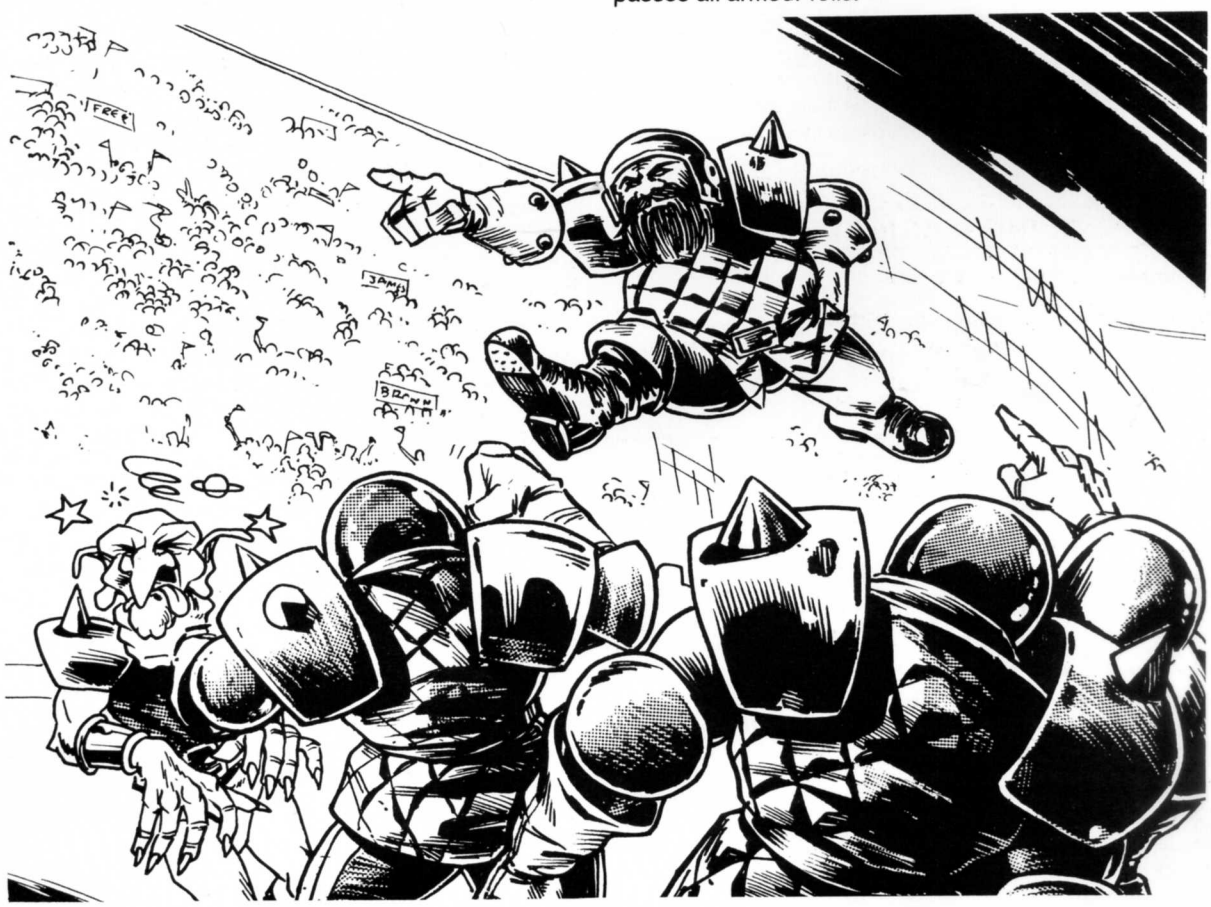
A player using these gloves gets an automatic Defender Knocked Over result on the *Tackle Table* when he tackles an opponent.

Headband of Throwing

A player wearing this headband when throwing the ball may convert a Missed result on the *Throwing Table* into a Caught result or an *I*nterception into a Missed result.

Ring of Invulnerability

A player wearing a Ring of Invulnerability automatically passes all armour rolls.



NEW BALLS

Blood Bowl may be played all over the Old World, but not everyone plays the same game. In some leagues, armour is not allowed. In others, passing is forbidden. One extremely popular variant is a game set up by the Colleges of Magic called Dungeonbowl (see *Elves , Dwarfs and Dungeonbowl*).

Still, most leagues like to keep things as close to original game as possible. However, they often find that in order to draw crowds, they need some sort of gimmick, a hook that makes them different from the dozens of other leagues and intriguing enough to bring fans into the arena that would normally be watching Blood Bowl on Cabalvision.

True, many aficionados of the game do both: watch a local game from the stands while tuning in to see their NAF favorites play at the same time. The team owners don't care, as long as they get their money!

One of the most popular ways to add a little spice to a match is to play with some sort of variant on the focus of the game: the football. Two of the more common variants are listed below.

SPIKE BALLS

A spike ball is made of wood, instead of pigskin, and has several cruel spikes driven through it. This makes it heavier and rather more risky to catch, but also allows it to be used as an offensive weapon.

Throwing a spike ball is more difficult than throwing a normal football. A player cannot throw a Long Bomb with a spike ball, and the range of any other throw is increased by one category on the *Throwing Table.* A Quick Pass counts as a Short Pass, etc.

If a player tries to catch or intercept a spike ball, there is a good chance he will be injured in the process. After all, those spikes are sharp! Roll a D6. If the score is equal to or greater than the player's AG, he must make an armour roll to avoid injury.

It has become common practice to throw a spike ball just in front of the receiver instead of directly at him, allowing him to pick it up rather than suffer multiple punctures trying to catch it.

NAF FACTS

The Lowdown Rats and Durum's Destroyers once played a five ball game in 2480 for a pre-season exhibition. Score after score tallied up on the board until a scant few minutes were left in the game. The Rats were up were up 23 Touchdowns to 20 with what appeared to be an imminent win.

In the end, however, the Destroyers prevailed when their mutant four-armed Thrower, Hammerfour the Black, launched four Touchdown passes to four separate receivers while biting the fifth ball with his teeth.

Unfortunately, the fifth ball was spiked, and Hammerfour's mouth remained stapled shut until he starved to death.

NAF FACTS

The record for The Longest Uninterrupted Possession By Any One Player is held by Stefan Helmhand of the Vynheim Valkyries. During a home game against the Bluebay Crammers in 2464, Stefan was just about to make a break for the Crammer's End Zone when he plummeted through a weak spot in the pack-ice that forms the Valkyries' pitch.

Stefan ended up frozen solid in a block of ice some 2 feet thick. Before they could chip him out, Stefan had held on to the ball for an amazing 4 months, 6 days and 11 hours.

After his ordeal, Helmhand was signed up by the Champions of Death, who were very impressed by how well he was preserved even when he'd been dead for 3 months, 3 weeks and 2 days. Tomolandry the Undying, the Champions' Coach, commented that Helmhand seemed to be very cool about playing for his new team.

Because of this, the rule about having to throw the ball to a player was abandoned for games featuring spike balls. Consequently, a spike ball can be thrown to an empty square in which case a Caught result means the ball has landed in the target square.

Another common tactic in spike ball games is to pass to the opposition — painfully hard and fast. Most interceptions in such cases end up with the player involved being carted off the field looking like a pincushion.

Spike balls can be thrown at opposing players at either Quick or Short Pass range. The throw is worked out as normal, except that the CL of the target player is subtracted rather than added to the dice roll (because he's trying to get of the way).

A Caught result means that the target player has been hit. On a Missed or Intercepted result, the ball will scatter as normal, hitting any player in the square where it ends up.

If a player is hit by a spike ball, he must make an armour roll to avoid being injured. If the player fails the armour roll, roll on the *Injury Table* and leave the ball in the square the player occupied. If the armour roll is passed, the player managed to catch the ball.

THE TWO BALL GAME

This is a popular variation of Blood Bowl, as it is even more chaotic and violent than the original. (If you can imagine that!)

The normal rules for Kick-Offs are not used with the two ball variation. Instead, both teams are given a ball when they set-up. Flip a coin to see which team is the Offensive Team and then have at it!

Either ball can be used to score a Touchdown. When restarting the game after a Touchdown, each team is given one of the balls, just like at the beginning of the game.

SECRET WEAPONS

One of the first things Sacred Commissioner Roze-el realised when he codified the Sacred Laws of Nuffle was the use of weapons would make a mess of his plans (not to mention the players). The whole point of Blood Bowl was to provide an epic spectacle to take the place of the normal, stalemated warfare that was prevalent in the world — not to be over in thirty seconds of frenzied bowfire.

The famous NAF Rule 2 is a paragon of simplicity within the rules of the game:

Players shalle not employe ye waypons.

But if Roze-el had hoped that such measures could protect his game from mechanical assistance, he was sadly mistaken. It was a pretty forlorn wish that Blood Bowl players would abide by any rules, but to suggest that they couldn't gain some small edge by the prudent use of hardware was optimistic (you might even say foolish) beyond belief.

Thus, the game has had a long history of teams trying to get weapons of some sort or another onto the pitch, and of the officials valiantly trying to find ways to ban them without ending up on their receiving end. Some teams frequently manage to use even the most awesomely dangerous devices simply by retaining teams of highly-paid lawyers who specialise in exploiting loopholes.

These people relentlessly pore over the NAF rulebooks in order to find flaws which allow (if not actually justify) the employment of the weapon or weapons concerned. The loophole is usually sealed up quickly but inefficiently by the NAF officials, leaving open opportunities for further 'differences of interpretations' in the future.

So the NAF rulebook just keeps on growing at an astronomical rate — usually, a new five-hundred page volume is added every year — and new and different Secret Weapons are still being devised and employed every week.

All kinds of weapons have been used by Blood Bowl teams across the globe as they attempt to battle their way to the top of their respective leagues. Some of these weapons are listed below. Card counters to represent them can be found in the pull-out section at the end of this book.

This is by no means a comprehensive list of every possible type of Secret Weapon. That would require an additional set of large finely-printed volumes rivalling the size of the official NAF rulebook library even to approach being complete.

You should feel free to make up your own Secret Weapons. You can show these on the field by converting Blood Bowl Citadel Miniatures or, for larger Secret Weapons, by scratch-building them.

Just make sure that your opponent agrees to the use of a Secret Weapon of your own creation before you try to use it in a game.

USING SECRET WEAPONS

At the start of any game, a Coach may declare that his team is using a Secret Weapon and then pick one from the list below. No team is allowed to use more than one Secret Weapon per game.

GETTING AWAY WITH IT

To see if the team's lawyers manage to find a large enough loophole to drive the weapon through, roll a D6 on the *Official Ruling Table* at the beginning of the game and after each Touchdown is scored.

Official Ruling Table

D6	*Result*
1-3	**Bring It On, Guys!** The team's lawyers are able to outsmart the NAF official. If the Secret Weapon is on the field, it may remain. If it's been sent off, it can now return to play.
4-6	**Get That Thing Outta Here!** The NAF has plugged yet another legal loophole allowing weapons on the pitch. If the Secret Weapon is on the field, it's sent off. If it's already off, it must stay off.

NAF FACTS

Back to the Drawing Board...

Back in the '70s, also known as the Golden Age of Secret Weapons, even the Evil Gits were eager to jump on the bandwagon and develop an unstoppable Secret Weapon of their own. After all, they were getting beaten senseless by everyone else — even teams without weapons!

So the Gits hired Big 'Ead Phlegmface, reputedly the smartest Goblin born to date (he had an awe-inspiring I.Q. in the low 90s), to build them a war machine for their upcoming match against the Middenheim Marauders. Phlegmface locked himself away in his laboratory for three full months, never eating a bit of fresh food or seeing the light of the sun. (Of course, that's the way he liked it.)

Unavoidably game day arrived, and the then Gits' Coach 'Slimy' Stranglegut came around to Phlegmface's lab to see what fruits his labour had borne. He was not disappointed. Phlegmface presented him with the legendary One-Gobbo Tank.

For the game's opening Kick-Off, the Gits won the toss and elected to receive the ball. As the teams set-up, Stranglegut himself drove the Tank out onto the pitch.

During the Kick-Off, a Goblin Lineman caught the ball and pitched it to Stranglegut in the Tank. The machine rumbled down the field, seemingly ready to roll over anything in it's path — until it ran into the Marauder Minotaur Blitzer 'Hungry' Massif Bovine.

Hungry's horns tore through the Gobbo Tank like a razor through flesh. After cracking the machine open the Minotaur wrestled Stranglegut out of the cockpit and then proceeded to attempt to swallow him whole. Eventually, he gave up and spat the Gits' Coach out, virtually unharmed. (He was still breathing.) When asked why he let Stranglegut go, Hungry snorted, "No like canned meat!"

THE CHAOS SEE-SAW

The Chaos See-Saw is a large, dangerous looking contraption which is used to launch players through the air and (hopefully) down the length of the pitch. Two players are needed to do this: a Bouncer and a Jumper, both of whom must be standing next to the See-Saw. Neither player can be in an opposing player's tackle zone if the See-Saw is to be used.

The See-Saw takes up 2 squares on the pitch and must always face lengthwise toward the opposition's End Zone. It may be moved up to 3 squares per turn by 2 players or 1 square per turn by 1 player. The player(s) who move the See-Saw must remain beside it for the whole turn and cannot move any further once they have moved the See-Saw.

The See-Saw can't be moved if it's an opposing player's tackle zone and can't be used to launch a player on a turn in which it has moved. Players are allowed to move onto squares occupied by the See-Saw, but may not move any further that turn.

The See-Saw can only be used at the end of the turn. First, the Jumper stands on the end of the See-Saw closest to his team's End Zone. Then the Bouncer leaps on the other end, catapulting the Jumper into the air.

It's possible to launch an involuntary Jumper by pushing an opponent onto the See-Saw and then having a teammate catapult him back towards his own End Zone.

When using the See-Saw, roll 2D6, add the Jumper's CL to the score, and refer to the *Direction of Travel Table* to see what happens next.

Direction of Travel Table

2D6	*Result*
2 or less	**Kerr-Snap!** The See-Saw breaks. Remove it from play and place both the Bouncer and Jumper prone.
3-6	**Oh Noooo!** The Jumper flies off in the wrong direction, back toward his own End Zone.
7	**Not Meeee!** The Jumper goes straight up in the air and lands back on the See-Saw. The Bouncer becomes the Jumper and vice versa. Roll on this table again to see what happens to the newly elected Jumper.
8-11	**Gerronimoooo!** The Jumper flies off in the correct direction, toward the other team's End Zone.
12 or more	**Kerr-Snap!** The See-Saw breaks. Remove it from play and place both the Bouncer and Jumper prone.

Assuming the See-Saw doesn't break, a Jumper will eventually end up flying towards one of the End Zones. Flying Jumpers always move in a straight line and travel 2D6 squares in the air. Add the Bouncer's ST to the roll and subtract the Jumper's ST. Jumpers always travel at least 2 squares, even if the modified score is less.

If the Jumper lands in a square with another player, both players are injured. Roll on the *Injury Table* for each player and place them in the appropriate boxes of their Dug-Outs.

If the square is not occupied, roll 2D6, add the Jumper's AG and refer to the *Landing Table*.

Landing Table

2D6	*Result*
6 or less	**Splatt!** Oh dear. . . . Roll on the *Injury Table*, adding +2 to the dice roll, to see what has happened to the player.
7-11	**Ooooph!** The player lands badly. Place him prone in the square he jumped to. He must make an armour roll to avoid injury.
12 or more	**Alley-Ooop!** The player lands perfectly! Place him standing in the square he jumped to.

Opposing players are allowed to attack the See-Saw instead of making a block. Roll a D6 and add the player's ST. A score of 8 or more results in the See-Saw being destroyed.

Players on the opposing team cannot use the See-Saw (it takes practice), but they are allowed to move it.

CANNON

Cannon may only be used if the rules for Kick-Offs are being used. These specially modified devices are capable of shooting a properly outfitted player down the length of the field into the opposing team's End Zone — and beyond!

Unfortunately, player-firing Cannon construction is far from an exact science. Most Cannon employed in this fashion are modified surplus weapons from the most recent war. They are somewhat less than reliable and have been known to propel players into neighbouring cities or even to explode.

A Cannon is set up in the team's End Zone, facing towards the opposing team's half of the pitch. It cannot be moved during the game.

One player on the team must be designated as the *Cannonball*. Only this player may be fired from the Cannon, as only he is equipped with the reinforced helmet and boots which allow him to attempt (and possibly even survive) this daring feat.

To be fired, the Cannonball must be placed in the Cannon either at the start of the match or after a Touchdown has been scored. Although stuck in the Cannon until it's fired, the Cannonball still counts as one of the 11 players the team is allowed to have on the pitch.

A player may not crawl into or out of the Cannon while the game is in progress. The Cannonball can be handed the football by another player using a normal hand-off, but the Cannon may not be fired that turn.

Another player in the team must be designated as the *Gunner*. The Gunner is the only player on the team who can fire the Cannon, and to do so, he must be standing beside it. The Cannon can only be fired at the end of the team's turn.

When firing the Cannon, roll 2D6 and refer to the *Cannon Fuse Table* below. If the Gunner is a Dwarf, add +1 to the dice roll.

Cannon Fuse Table	
2D6	*Result*
2-3	**Ka-Boom!** The Cannon explodes! Roll on the *Injury Table* to find out what happens to the Cannonball. Anyone standing next to the Cannon (the Gunner, for instance) is knocked over and must make an armour roll to avoid injury. The Cannon is destroyed. If the Cannonball was holding the football, it's destroyed and play must be restarted.
4-7	**Phut!** The fuse goes out. The Gunner can try again next turn.
8-13	**Bang!** The Cannon fires. Roll 2D6 and refer to the *Cannonball Table* to find out what happens next.



'Bullethead' Sprecher of the Dwarf Warhammerers holds the current record for the longest Cannonball shot ever. In a 2486 game against Athelorn Avengers, Bullethead was propelled from his End Zone into orbit! Sadly, he was never heard from again.

In a rematch between the same two teams later that year, Bullethead's mithril helmet landed in the Avengers' End Zone, killing Warhammerer Gruff von Leinenkugel who caught it squarely in his chest. When the officials examined the helmet, a ball was discovered inside. A Touchdown was duly awarded to the Warhammerers as well as the record for completing the world's longest pass.

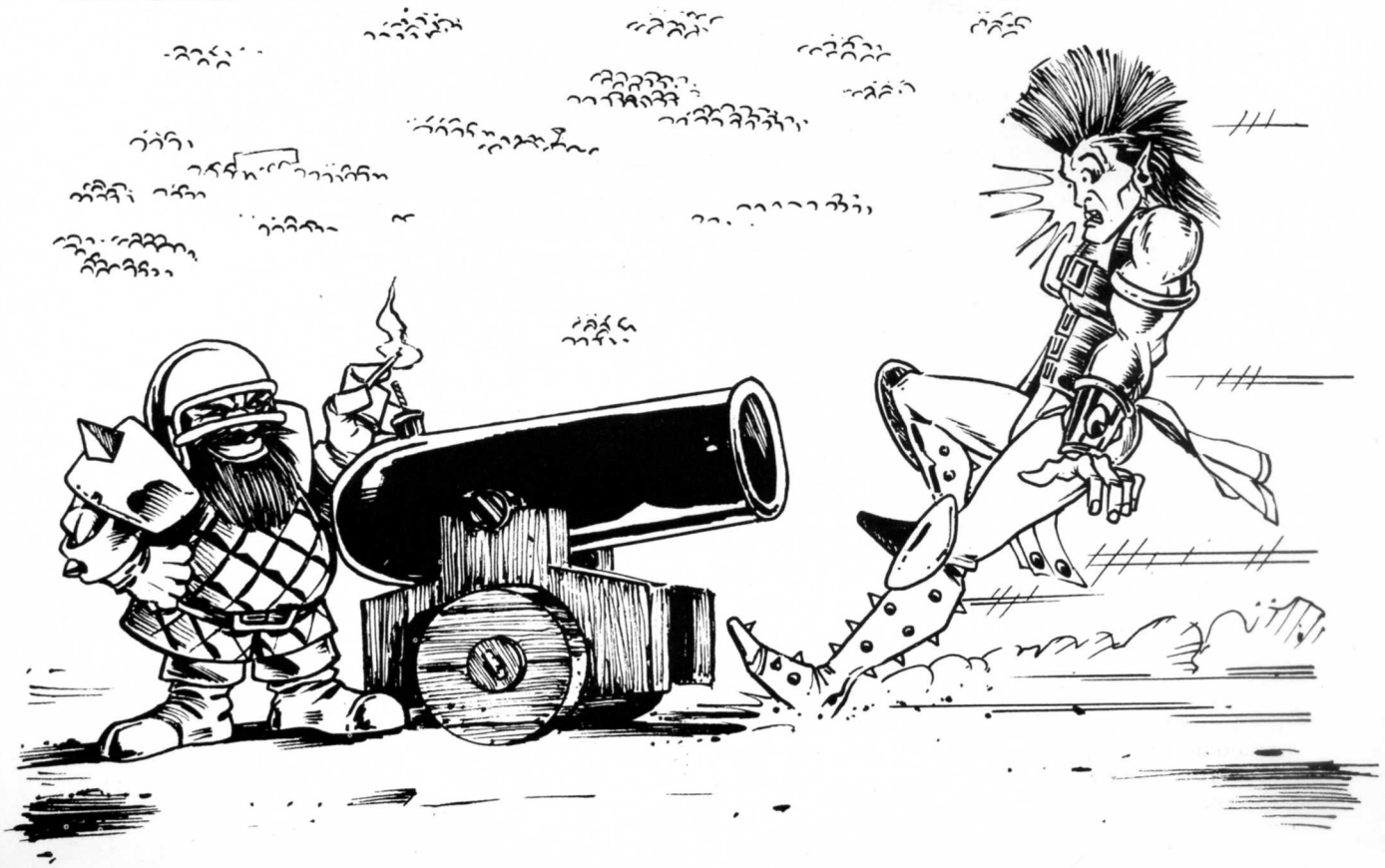
The Elves argued that the pass should not be allowed as both the Thrower and the Catcher were dead. It was later pointed out that the Champions of Death had been completing such passes for years. The Avengers silently withdrew their protest .

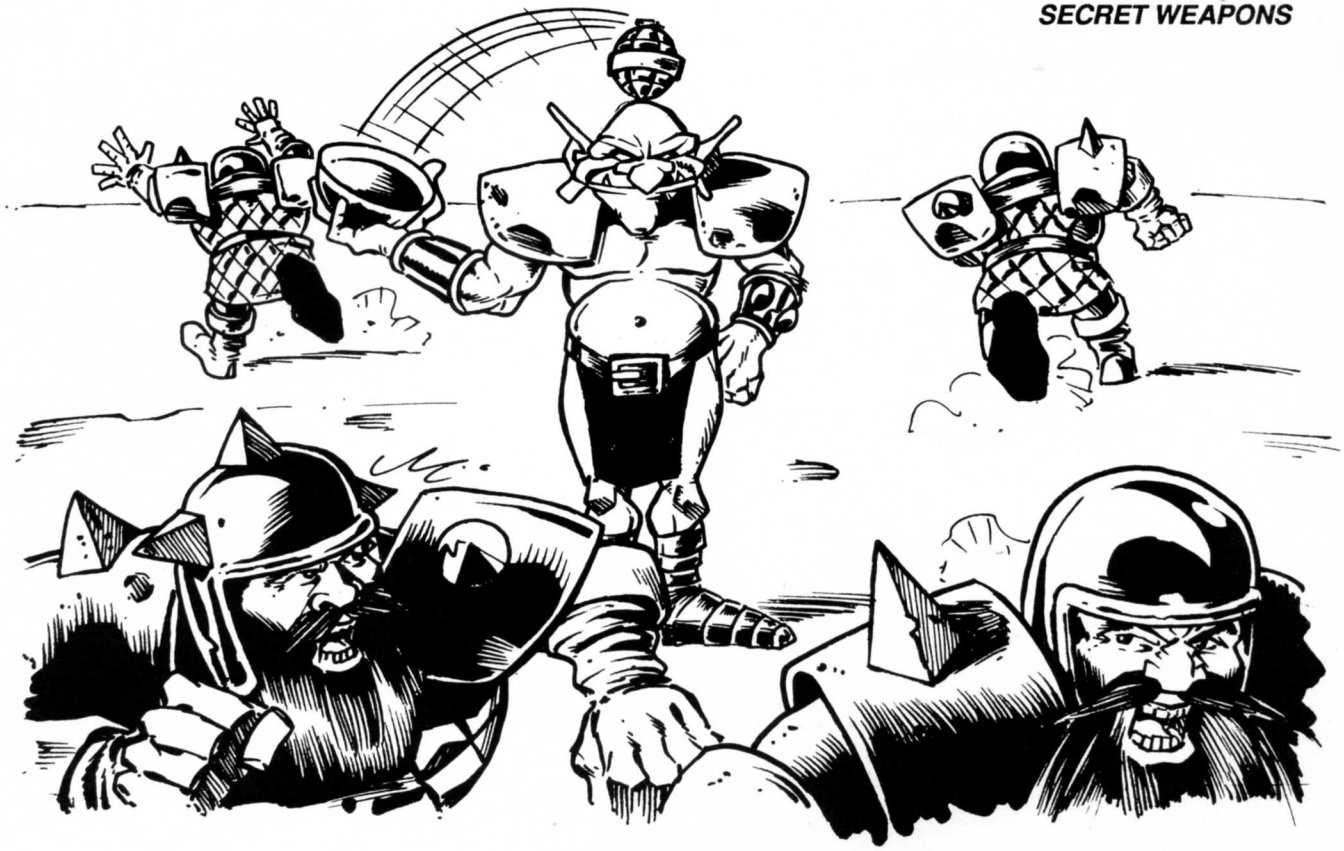
Cannonball Table	
2D6	*Result*
2-3	**Pop!** The Cannonball travels one square, ending up prone just in front of the Cannon.
4-10	**Whooosh!** Roll 6D6 and move the Cannonball that many squares toward his opponents' End Zone. (If this takes the player past the End Zone, see the *We Have Lift-Off!* result below). If the player ends up in a square with another player, roll on the *Injury Table* for each to find out what happens to them. If the square is empty, roll on the *Landing Table* in the *Chaos See-Saw* section to find out what happens to him.
11-12	**We Have Lift-Off!** The Cannonball hurtles down the length of the pitch, over the opponents' End Zone (scoring a Touchdown in the process) and off into the distance. The Cannonball will not get back in time to take any further part in this match. Roll on the *Injury Table* to find out how badly he lands.

Spiking the Cannon

Players on the opposing team may try to *spike* the Cannon (ie drive its barrel into the ground) if they are next to it, instead of making a block. If this happens, the Cannonball is trapped in the Cannon until the end of the game.

When a player tries to spike a Cannon, roll a D6. On a score of 5 or 6, the Cannon has been spiked and may not being fired again. Players on the opposing team are never allowed to fire the Cannon.





GRENADES

Another favourite weapon of the more desperate teams in the NAF is the old standby: the Grenade. Although extremely dangerous, if you've got nothing to lose, they're worth a try. Besides, the Fans just love them !

If a Coach decides to use Grenades, he must designate one player on the team the *Grenadier*. This player is given three Grenades at the start of the match.

At the end of a turn in which he hasn't moved, a Grenadier can throw one Grenade. First, he must light the fuse. Roll 2D6 and refer to the *Grenade Fuse Table*. Subtract -1 from the dice roll for each opposing player who exerts a tackle zone on the Grenadier.

Once the fuse is lit, the Grenadier must throw the Grenade (well, they don't have to, but they'll look pretty stupid if they don't!). Grenades are thrown in the same way as a football with the following exceptions:

1. A Grenade can be thrown to any square, including empty ones.
2. If the Grenade is thrown to a square occupied by a player, the dice is not modified for that player's CL.
3. The range is increased by 1 category. (A Quick Pass counts as a Short Pass, etc.)
4. Grenades can't be thrown out to Long Bomb range.

Work out scatter for a missed throw as normal. A Grenade can be intercepted, but doesn't have to be. If a player who could've intercepted the Grenade decides not to, count the result as a Miss.

If the Grenade ends up in a square with a player or is intercepted, the player may try to throw the grenade again. Roll a D6. On 1-3, the Grenade explodes before the player gets rid of it. On 4-6, he can throw it again.

A Grenade that is thrown a second time cannot be intercepted (count the result as a Miss) and automatically explodes in the square it lands in, no matter who or what is in it.

Any player in a square with a Grenade when it explodes must roll on the *Injury Table*. Any player in a square next to the explosion is knocked over and must make an armour roll to avoid injury.

If a team with a Grenadier fails to get away with it (see above) either before or during the match, the Grenadier is sent off the pitch and may take no further part in the game.

Hint: If possible, give the grenades to a player with a reroll. This can help you avoid messy situations.

Grenade Fuse Table

2D6	*Result*
3 or less	**Ka-Boom!** The Grenade explodes in the Grenadier's hand! Roll on the *Injury Table* to find out what happens to him. Anyone adjacent to him is knocked over and must make and armour roll to avoid injury. If the Grenadier has any grenades left, they explode, too. For each additional Grenade, the Grenadier must make a further roll on the *Injury Table* and adjacent players must each make another armour roll. Only the worst injury sustained by each player applies.
4-7	**Phut!** The Grenade is a dud and won't explode. It's still used up, though, and can't be thrown again.
8-12	**Sssssssss!** The fuse is lit, and the Grenade is primed to explode. Now find out where it ends up before it blows.



CHAINSAW WIELDING LOONIES

No one remembers when Chainsaws were first seen on the Blood Bowl pitch. Some say that Man-Mangler McStone, the Dwarven engineer famous for his blood-chilling (and spilling) inventions, was the weapon's originator.

Others insist that Man-Mangler was simply the first victim of this cacophonous contraption of death. Connoisseurs of the game explain that there is no contradiction between these claims, pointing out that many over-excited players have come to a sorry end after a careless swipe with their own Chainsaw.

Whatever the truth of the matter, it's clear that the ever-popular Chainsaw is here to stay, even after the NAF's frequent and unsuccessful attempts to ban it from the game.

Who could ever forget Shiretown Stuffer Tork Smallbones' valiant assault on the Orcland Raiders in '73, when he reduced the entire team to half-strength in a single whirlwind swipe through blood, bones and brain-matter? Or the Halfling's sad end when he tripped over a severed jawbone and sat on his own weapon?

If you decide that the Chainsaw is the weapon for your team, at the start of the game designate up to 2 of your players as *Chainsaw Wielding Loonies*. Only designated players can use a Chainsaw. If a Loony is killed, his weapon is removed from the pitch with his corpse. (The other players are far too sensible to grab the 'saw and pick up with the mayhem where their unbalanced teammate left off.)

While carrying a Chainsaw (which he invariably refuses to put down), a Loony cannot carry or catch the ball.

A Loony can make a Chainsaw attack instead of making a block or tackle. To do so, roll 2D6, adding the AG of the Loony and subtracting the AG of the target. Then refer to the *Chainsaw Wielding Loony Table*.

Any player hit by a Chainsaw must make an armour roll, subtracting -2 from his AV, to avoid injury. If the armour roll is failed, roll on the *Injury Table*, adding +2 to the roll, to find out what happens to the player.

Chainsaw Wielding Loony Table	
2D6	*Result*
4 or less	**Sorry!** The Loony swings the Chainsaw rather exuberantly, missing the target. Roll for scatter. If there's a player in the square indicated, he's been hit by the Loony's wild slash.
5-8	**Curses!** The Chainsaw missed.
9-11	**Choppy, Choppy!** The Chainsaw hit the target.
12 or more	**Bzzzz, Chop, Thunk!** The head of the target is neatly sliced off.

Decapitation

A Bzzzz, Chop, Thunk! result decapitates the target — understandably, this is fatal. Remove the playing piece from the pitch, and place a severed head counter (provided in the pull-section at the end of this book) in the square where the player was. Then roll for scatter to see where the head ends up.

The head may be picked up and thrown just like a football. If the Loony's team can get the head back to its Dug-Out, it scores a huge moral victory and is entitled to a team reroll as a reward.

The only way the opposing team can stop this is to get the head back to their own Dug-Out first. A team gets the head into its Dug-Out by getting one of their players who is holding the head into a square in his Substitute Entry Zone (the 4 squares beside the steps on that team's half of the pitch).

Kickback

If a Loony manages to gore a player with his Chainsaw, roll a D6 for kickback. On 1-2, the Chainsaw catches on a piece of the victim's armour or bone, gets stuck and then kicks back, hitting the Loony. A Loony struck by his own chainsaw must make armour and injury rolls just like any other player.

If a team that has decided to use Chainsaws fails to get away with it (see above) either before or during the match, all the Loonies in the team are sent off the pitch and may take no further part in the match.

NAF FACTS

The majority of records concerning Chainsaws belong to Star Lineman Barry Bigbones of the Champions of Death. In one game against the Warpfire Warriors, Bigbones managed to remove the heads of eight of the 16 Skaven present. His career total is currently 294, an average of over four severed heads per game!

Barry is also the proud possessor of probably the most unusual Chainsaw record of all: the Most Times Decapitated. As of this date, old Bigbones has had his head removed from his well-worn shoulders fifty-six times — thirty-four times by himself!

The Star Lineman has the infamous habit of removing his own head and spiking it in the opponent's End Zone after he and the rest of the Champions of Death win a match. Although this action is a real crowd-pleaser, Coach Tomolandry has reprimanded Barry for it upon several occasions due to the expense of reattaching the chopped-off head.

To keep him from repeating his costly cheer, Tomolandry rearranged his player and Bigbones actually played most of the 2488 season with his head wired to the inside of his ribcage!

POGO-STICKS OF DOOM

Goblins have a well-deserved reputation for their inventive cruelty and their legendary ability to come up with diabolical (and often self-destructive) sneak plays. But even amongst Goblins, there is a group of players who are spoken of in whispered awe: the Fanatics, acolytes of an elite cult of Blood Bowl players who have proved themselves to be completely deranged.

The Fanatics are the only Blood Bowlers insane enough to take the field on Pogo-Sticks, the fiendish creation of former Lowdown Rats' Coach Pogo Doomspider. Pogo, alas, was killed while trying to improve his invention with the addition of rocket propulsion.

Despite (or perhaps because of) the frequent fatalities caused by Pogo-Sticks, they have proved popular with Coaches and Fanatics alike. And the Fans just love to see those crazy little guys bouncing around, completely out of control.

Pogo-Sticks of Doom can only be used by Goblin Fanatics. Any team that has Goblin players (including mixed race teams) can replace up to four Goblin Catchers with Goblin Fanatics on a 1 for 1 basis. Pogo-Stick-riding Goblin Fanatics have the following characteristics.

MA	SP	ST	AG	TS	CL	AV
4	+4	1	4	0	+1	7

If a Fanatic is removed from the pitch for any reason, his Pogo-Stick goes with him. Other players cannot pick it up and try to ride it. (Not that anyone besides another Fanatic would be foolish enough to clamber aboard a Pogo-Stick.)

NAF FACTS

Some Pogoing Records

The Longest Sustained Pogo Of All Time was by the Underworld Creepers' Fanatic Skarp Sorehead, who became hypnotised by his constant rhythmic bouncing and pogoed right out of the Middenheim arena. League officials tracked his progress for a while, but lost track at 11,234 paces. (The Creepers' statistician had given up at "zoggin' lotz'n'lotz".) Sorehead was last reported heading for the sea near Luccini.



The Highest Pogo Ever is a disputed call between Lowdown Rats' Ardo Snakebite and the Evil Gits' Dag Gobguzzla. The Rat's claim comes from a match against the Gouged Eye when Ardo pogoed into a trampoline pit. He was later found outside the stadium, embedded to the waist in an open cesspool. Unfortunately, this lucky soft landing did Ardo no good, as he landed head first and quickly died by suffocation. A memorial was later erected over the pit.

Gobguzzla, on the other hand, was propelled high above the field of play after landing on a concealed mine during a game against the Dwarf Warhammerers. The Gits maintain that some parts of Gobguzzla went far higher than any part of Snakebite. The Rats counter that, on the average, Gobguzzla did not attain a record-breaking height, as most of his bodily organs failed to even leave the arena and ended up splattered all over the jubilant Fans.



A Fanatic equipped with a Pogo-Stick receives the skills of Leap (level 3) and Heroic Leap (see *Blood Bowl Star Players*). He can also ignore the rule requiring Goblins to roll a 3 or more to make an interception, as the height he achieves on his Pogo-Stick more than compensates for his natural disadvantage.

Pogo-Sticks do have a number of drawbacks, however. A Fanatic aboard one cannot make a block or tackle. Plus, there's a chance that the Fanatic will lose control of his Pogo-Stick when he tries to move, and end up bouncing around at random all over the pitch.

Loss of Control

Roll a D6 before moving a Fanatic. On a 1, he loses control. Roll for scatter four times to see where he bounces to.

If a scatter roll takes the Fanatic into an occupied square, both players end up prone (move the Fanatic back to the square he bounced from) and must make armour rolls to avoid injury. If the Fanatic bounces off of the pitch, the overexcited fans maul him, trying to get a piece of his Pogo-Stick. Place him in the Stunned box of his team's Dug-Out. He can return to play later with a brand new stick.

Goblins on Pogo-Sticks can hold the ball (and catch or intercept it, too) but it makes the Pogo-Stick more difficult to control. A Fanatic holding the ball loses control of his Pogo-Stick on a roll of 1 or 2 on a D6 when he tries to move.

MACHINERIES OF DESTRUCTION

Machineries of Destruction is a catch-all term referring to the numerous extremely large and deadly engine-driven Secret Weapons used by Blood Bowl teams over the years (with the Dwarf Warhammerers being the most famous exponents of the art).

Most of these war machines are created from scratch from materials available in the arena just before the game. Others are specially constructed in smithies and laboratories by craftsmen and engineers around the world. We don't have room to detail the hundreds of different Machineries of Destruction that have been used, but a couple of favourites are included here.

For purposes of movement, a Machinery of Destruction is treated just like a Large Monster (see *Blood Bowl Star Players*), occupying an area of 2 squares by 2 squares. It must obey all the movement rules that apply to Large Monsters.

A Machinery of Destruction can only make attacks against players or other things (like other machines) in the 2 squares directly to its front. It doesn't have a tackle zone, and (believe it or not) may never catch the football.

In fact, if the football ever ends up in a square occupied by a Machinery of Destruction, it is assumed that it gets chewed up or squashed flat, and play has to be restarted as if a Touchdown had been scored by the team using the machine.

A Machinery of Destruction must be set up at least partially in the team's End Zone at the start of the match or after a Touchdown has been scored. The machine itself doesn't count as a player towards the limit of 11 that may be on the pitch, but its crew does.

All Machineries of Destruction need at least one *Crewman*, a player specially trained to operate the machine. Crewmen are integral to the machine and may never leave it. Opposing players cannot attack Crewmen in any way, but can attack the machine itself (though you'll find that you almost certainly have to gang up on it to have any effect). Machineries of Destruction can't be tackled.

A Machinery of Destruction is broken if it is ever knocked over, but the wreckage remains on the pitch until the next Touchdown is scored. Players may not move into squares occupied by a broken machine. Crewmen are considered to have been seriously injured in the crash.

Dwarf Steam Killdozer

Originally designed in the world-renowned underground smithies of the Dwarf Anvils, the Dwarf Steam Killdozer was adapted from a design for a construction tool used in building the Anvils' subterranean home arena. The Killdozer made its first surprise on-pitch appearance in the Dwarfs' 2479 home opener versus the Orcland Raiders.

Cruel-Eye's men were buried (quite literally) by the Dozer and have since refused to play against any members of the World's Edge Superleague ever again. When asked why, the Raiders' Coach only replied with grudging admiration, "They cheats. Real good."

The Killdozer is crewed by one Dwarf and may thus only be used by teams that include Dwarfs. All Dozers have the following characteristics.

MA	SP	ST	AG	TS	CL	AV
6	0	12	—	—	—	—

The Killdozer attacks by using a special form of push. This attack is made *during* movement, against any targets that occupy squares the Killdozer tries to move into. If the attack succeeds, the Dozer can continue its move normally. It can attack again until its move ends.

If there are two or more players in the attack squares, the Killdozer must make a multiple push against all of them. The Dozer can also make push attacks against players that are prone, simply ignoring any results calling for that player to be knocked over again.

Players pushed back by the Killdozer can be moved into occupied squares. The player originally in the square is displaced one square, just as if they had been pushed back themselves (and can, in turn, force another player to be pushed back). Players in a chain of pushbacks are knocked over if the original player was knocked over, and remain standing if the original player remained standing.

The Killdozer is a difficult machine to control, especially if it's going fast. To represent this, the Coach must declare the number of squares the Dozer will move before it does so, and then roll a D6. If the score is less than or equal to the number of squares the Killdozer is going to move, it goes out of control.

Loss of Control

A Dozer that is out of control moves randomly. A D6 must be rolled for each square of movement that the Coach declared at the start of the move. Refer to the *Random Move Table* for the result of each roll.

Random Move Table

D6	*Result*
1-2	**Swing Left.** Turn the Dozer 90° to the left and move it one square forward.
3-4	**Straight.** Move the Dozer one square straight ahead.
5-6	**Swing Right.** Turn the Dozer 90° to the right and move it one square forward.

If a random move forces a machine to move over a sideline, it's removed from play, as it is now happily ploughing its way through the crowd. Roll 2D6 and multiply the result by 10. The team whose sideline it crossed lose that many fans to the rogue Dozer.



Due to runaway Machineries of Destruction, the Chaos Dwarf Black Death team of the World's Edge Superleague has yet to finish a season with any surviving Fans. The Black Death players don't seem to care, though, as they proudly hold the all-time record for Most Spectator Casualties!



Dwarf Death-Roller

One of the most spectacular, if not the most efficient, Secret Weapons fielded by any team, the Dwarf Death-Roller was first used by the Dwarf Warhammerers back in '64. The Death-Roller's continuing popularity is no doubt due to the fact that it's so easily improvised from the rollers found at the more sophisticated and well-kept, grass-laid stadiums.

NAF officials have done their best to keep Death-Rollers off the pitch — at least while the match is in progress — but somehow the Dwarf lawyers always seem to find an excuse for the team to use it. It looks like the Death-Roller could be here to stay!

All Death-Rollers have the following characteristics.

MA	SP	ST	AG	TS	CL	AV
4	0	8*	—	—	—	—

* The Death-Roller's ST may be increased. See below.

The Death-Roller is crewed by a Dwarf and thus can only be used by teams with a Dwarf on their roster.

The Roller can be used to make a block against the 3 squares to its front once it has finished its move. The Roller must attack all 3 squares, making a multiple block if it has to, and can attack even if it hasn't moved.

Add the number of squares the Roller moved this turn to its ST when it makes a block. Additionally, the Roller gets the skill of Mighty Blow (see *Blood Bowl Star Players*) with a level equal to the number of squares it moved in the turn.

For example, a Roller moves 3 squares and then makes a block. It has a ST of 11 and Mighty Blow (level 3).

Any prone players in the squares that a roller is attacking must make an armour roll to avoid injury. Don't roll on the *Block Table* for these players or include their STs if the Roller is making a multiple block against any standing players.

The Roller can move in one of these ways each turn:

1. Move 1-4 squares straight ahead.
2. Turn in place.
3. Reverse 1-2 squares straight back.

A Roller that moves in reverse can't attack that turn.

Loss of Control

Just like the Steam Bulldozer, the Death-Roller is difficult to control at higher speeds. Before moving a Death-Roller, declare the number of squares it's going to move, and roll a D6. If you roll under the number of declared squares, roll a D6 for each square and refer to the *Random Move Table*. (See *Dwarf Steam Bulldozer*).

TRAPS

High on every Coach's list of priorities is to find some way of taking out the opposition without them getting too close. If you can find a way of disabling the enemy without putting your players at risk, you're halfway to winning the game.

It's often said that simpler is better, and that applies to those methods used to injure people from afar. Traps are an old favourite by which to achieve this goal, and the simplest trap of all is the Pit.

Of course, you couldn't possibly expect a Coach to not exploit every opportunity to come his way. Several variations on the old favourite are regularly employed in Blood Bowl game, most of them to deadly effect.

The great thing about Pits is that they're legal! As long as both Coaches agree before the game starts on whether or not to use them, of course

USING PIT TRAPS

At the start of the game each Coach takes 6 of the *Pit Trap Counters*.. Three of these should say *Nothing*, two should be normal *Pit Traps* and one should be a *Spiked Pit Trap*.

Each Coach lays his counters, face-down, anywhere in his own half of the pitch at the start of the game. Whenever a player (from either side) enters a square containing a counter, it's turned over.

If it says Nothing, nothing happens. It was a bluff and the opposing Coach can start breathing again. If it's a Pit Trap, the player falls in and must make an armour roll to avoid injury. If it's a Spiked Pit Trap, the player falls and rolls a D6 on the *Spiked Pit Table*.

Spiked Pit Table	
D6	*Result*
1-2	**Yoouch!** The player lands on the spikes. Roll on the *Spiked Pit Injury Table* to find out what happens to him.
3-6	**Nearly. . . .** The player avoids the spikes, but must still make and armour roll to avoid being injured by the fall.

Spiked Pit Injury Table	
D6	*Result*
1-4	Serious Injury.
5-6	Dead.

Counters with Nothing on them are discarded when they are revealed. All other types stay on the pitch in the hope that more players will stumble (or be pushed) in.

A player in a Pit may only try to climb out. He can't move, block or tackle, and he loses his tackle zone. No other player may try to move through or leap over a Pit that already holds a player, and no player may block or tackle a player already in a Pit.

LEAPING OVER PITS

Players may try to leap over empty Pit Traps (whether they are revealed or not), just like leaping over prone players. However, if the player rolls an *Oooops!* result on the *Leaping Table*, he falls into the Pit.

CLIMBING OUT OF PITS

A player stuck in a Pit can either try to climb out himself or can be pulled out by other players. You must roll equal to or less than the trapped player's AG on a D6 for him to escape. Dwarfs, Halflings and Goblins halve their AG (rounding up) before rolling.

Add +1 to the dice roll for each opposing player who has a tackle zone on the Pit, and subtract -1 for each friendly player who has a tackle zone on it. If the player manages to get out, he is placed in any unoccupied square beside the Pit and may not do anything else that turn. If no adjacent squares are empty, the player remains in the Pit.

If a player tries to get out a of a Spiked Pit Trap and fails, roll a D6 to see what happens when he falls back in. On a 1 or 2, he lands on the spikes and suffers a serious injury.

Example of a Pit Trap

Reikland Reavers star Ritter von Baum is pushed into a square containing a Pit by two Orcs. His Coach flips over the counter and finds it is a Spiked Pit! A nervous D6 roll is made — phew, it's a 4. Ritter's avoided the spikes. He also makes his armour roll, so he's got off lightly.

The most important thing now is to get out of there. The Coach orders three players to close in on the Pit, one of whom manages to block an Orc and knock him senseless. Ritter's AG is 3, -3 for the Reavers who are helping him get out, and +1 for the remaining Orc. The Coach rolls a 5, for a net result of 3 . Ritter escapes and is placed on one of the vacant squares beside the Pit.



Did You Know...

Evil Knut of the Asgard Ravens is still the holder of one of the more unlikely NAF records. From 2469-2474, over a period of 40 games, he set off 113 traps without sustaining so much as a scratch. In fact, the Ravens got so used to Knut's good fortune that their opening play in every game was to have him wander around the pitch setting off spear traps, opening pits and making the arena safe for his teammates.

Knut finally met his end when the Warhammerers went for broke and mined half of the pitch with explosives. It wrecked their entire arena, killed 7 of their players and brought down the wrath of the NAF, but the Warhammerers were still happy with their choice. "There is no Knut too tough for us to crack," boasted a spokesmen for their owners.

OTHER TRAPS

Instead of placing a Spiked Pit Trap at the beginning of the game, a Coach may use one of the following types of traps.

Counters for these alternative types of traps are provided at the end of the book.

Mine

Beneath the soil in this square lies a packet of high explosives. This explodes when a player enters the square. Roll on the *Injury Table* to see what happens to the player who set off the trap. Any players adjacent to the Mine are knocked over and must make an armour roll to avoid injury. Discard the counter after it has been revealed.

Quicksand Pit

The bottom of this Pit is not solid. Instead, it's filled with quicksand! Unless the player manages to get out of the pit within 3 turns, he is sucked down into the ground and dies of suffocation.

Trapdoor Pit

When a player falls into this Pit, a trapdoor slams shut on top of him and he is trapped. The player is removed from play until the next Touchdown is scored, when he is retrieved and may return to the game. While a player is stuck in this Pit, other players may freely enter the trap's square.

Trampoline Pit

At the bottom of this Pit, there's a trampoline. This catapults a player falling in back out again and up into the air. Roll for scatter and move the player 4 squares in the direction indicated.

If the player bounces into the stands, roll on the *Injury Table* to find out what happened to him. If he scatters into a square with another player, both players must roll on the *Injury Table*.

If the player lands in an empty square, roll a D6. If the score is less than the player's AG, he manages to land perfectly, and can even keep on moving. If it is equal to or over the player's AG, he falls over and must make an armour roll to avoid injury.

LARGE MONSTERS AND TRAPS

If any part of a Large Monster's base enters a square with a Pit Trap, the creature trips over and is placed prone. However, it hasn't fallen into the Pit and may stand up normally. Note that a Large Monster only trips over when part of its base *enters* the square.

If a Large Monster's base enters a square with containing a Spiked Pit Trap, the creature automatically impales a foot on some of the spikes and must retire to the Serious Injury box of the team's Dug-Out.

Mines affect Large Monsters just like any other player. Quicksand, Trapdoor and Trampoline Pits have no effect on Large Monsters, other than tripping them up.



MACHINERIES OF DESTRUCTION AND TRAPS

Because of their size, Machineries of Destruction are able to run right over most types of traps without noticing or even setting them off. The one exception to this is a Mine.

When a Machinery of Destruction runs over a Mine, it's destroyed automatically. Leave the wreckage on the pitch, just like you would if the machine had been destroyed by a block (see *Secret Weapons*).

NAF FACTS

Some teams have been more able to use traps effectively than others in the past, and some have had more than their share of hard luck. The Albion Assassins used a particularly effective trap against the original Scarfaced Scavengers (their present incarnation is their fourth) way back in 2468.

Wary as ever, the Scavengers took the field only after scouring the pitch for hours before the match. Weren't they surprised when most of the field (except the section the Assassins were standing on, of course) dropped away into a bottomless pit!

The third version of the Scavengers also fell prey to a most devious trap. In a game versus the Naggaroth Nightwings in the Wings underground arena, the Dark Elves lined up without any armour! The drooling Dwarfs took the field, only to find themselves abruptly pinned to the pitch as a powerful magnetic force slammed them and their armour into the dirt.

OFFICIAL NAF RULES

This version of the game isn't played as widely as standard Blood Bowl. The rules are relatively complicated and many crowds find the constant interruption of the mayhem on the pitch rather annoying. Besides, who can hope to find a Coach who can understand all thirty-odd volumes of the basic rules? Still, a good number of clubs play a fairly complete version of the official NAF rules.

These are the rules closest to those that Sacred Commissioner Roze-el first set to paper all those years ago. And if he were still in alive today, there is little doubt that this is the version of Blood Bowl of which he would most approve. Some of the others would have him spinning in his grave.

The NAF officials are strict about the teams in their league following these rules strictly. No spike balls are allowed. No multi-ball games. No traps or Secret Weapons. No oddball variants of any kind!

But then, who ever listens to the official?

WHO MAY PLAY

Only Human, Norse, Chaos Human, Elf, Dwarf, Chaos Dwarf, Dark Elf and Orc teams may play games with the full NAF rules. Only Star Players belonging to these races can be used.

Mixed race teams are not allowed. Mutants are permissible for Chaos Human and Chaos Dwarf teams.

TERMS

Before getting into the official NAF rules, there are some definitions you need to know.

Ball carrier: the player currently with the football.

Line of scrimmage: The row of squares stretching the width of the field that includes the square in which a ball carrier was last knocked over.

Offence: the team that begins the down with the ball.

Defence: the team that begins the down without the ball.

Down: a part of the game made up of 1 or more regular turns. The offence starts first (exception: see *Blitz*), and play continues normally until the ball carrier is knocked over or a pass is not caught or intercepted.

4 downs make up a drive, 16 downs make up one half of the game, and 32 downs make up the entire game. A Kick-Off never counts as a down.

Drive: A series of 4 downs in which the offence must score or surrender the football to the defence.

Half: The game is divided into two halves, each consisting of 16 downs.

Upfield: toward the offence's End Zone.

Downfield: toward the defence's End Zone.

Laterally: along the row of squares the ball carrier is in.

SET-UP

Use these rules to set up the pitch at the start of each half and after every score.

The Kick-Off rules must be used. Players on both sides block and tackle as usual, but the ball carrier can only throw the ball upfield (ie behind him) or laterally. He can still hand off normally, but he can't kick the ball.

Play stops as soon as the ball carrier is knocked over (exception: see *Fumbles* below). Mark the line of scrimmage and continue play as described below.

NAF FACTS

Wayward Bluchen Berserk Kicker Sigurd Tropfentor was so anxious to improve his accuracy when kicking that he had one of the other players hold the ball for him. This technical innovation did not catch on when Tropfentor finished the season having still only completed 25% of his kicks, having killed 3 and injured 6 teammates and seeing 12 holders trampled into the ground by grateful opponents.

Example of an Official NAF Kick-Off

A game between the Grey Rebels and the Spearcamp Chieftains is due to start. The Chieftains won the toss, so the Rebels kick-off.

The ball is kicked deep into Chieftain territory, and a Chieftain Blitzer moves 2 spaces (his SP is +3) to pick it up. The Rebel players move 4 squares forward, throwing a few blocks on the way.

The Chieftain runs forward with the ball. In the next Rebel turn, he survives a block by a Rebel Catcher. In his next turn, the Chieftain moves 2 spaces and then is knocked over in a Tackle by a Rebel Blocker.

Play restarts at the line of scrimmage: the row of squares stretching across the width of the field including the square where the ball carrier went down.

NAF FACTS

Some NAF Kicking records.

***Longest Kick-Off:** 406 paces, by Ice Giant Kicker Cloudgirth Mountainhips, vs the Vynheim Valkyries, Norse Challenge Cup, 2485. A spectator watching another game was killed by the ball.*

***Longest Kick Landing in Play:** 88 paces, by Darkside Cowboys Kicker Venom of Praetia, vs Asgard Ravens, 2487.*

***Longest Kick-Off Return:** 62 paces, by Reikland Reaver 'Fast' Ben Jansen, vs Elfheim Eagles, 2486.*

***Most Players Killed by Booting (Season):** 12, by Gouged Eye Kicker Trok Elfsplitter, 2487.*

***Most Players Killed by Booting (Single Game):** 3, by Dwarf Giant Grimwold Grimbreath, vs Lowdown Rats 2485.*



PLAYING THE GAME

Most downs after a Kick-Off work as follows. The offence is always the team who ended the last turn with the ball.

The teams set up: the offence first, then the defence. The offence may set up players on or upfield of the line of scrimmage, and the defence sets up anywhere downfield of the line of scrimmage. A player on the offence starts off as the ball carrier.

Once the teams set up, play proceeds turn by turn until the down is completed (ie the ball carrier is knocked over). The offence has 4 downs in which to score. If they can't, the defence is given the ball at the line of scrimmage reached at the conclusion of the 4th down.

Any time the defence ends up with the ball *at the end of a down*, in the next down the defence becomes the offence and vice versa. The new offence now has four downs in which to score.

Example of a Down

After the Kick-Off, the Chieftains begin the first drive with the football. They line up first, choosing to put a big screen of Linemen and Blockers on the line of scrimmage, and two Catchers wide to one side.

The Rebels line up with a couple of Throwers back deep in case of a pass, some Linemen set back one square and the rest in the row in front of the line of scrimmage.

A Chieftain Thrower has the ball. The Chieftains move first, trying to throw some good blocks on the line and get their Catchers clear downfield. But in the Rebels' next turn, both Catchers are knocked over, so the Ball Carrier hands off to an adjacent Chieftain Blitzer, who goes for a gap just beyond the line of scrimmage where two Rebels have gone down.

The Blitzer is knocked over by a tackle just beyond the line of scrimmage, so that's the end of the down. Play restarts from the new line of scrimmage. The Chieftains have three downs left to score.

THE BLITZ

Once per drive, the defence may declare a *blitz* which allows them to move first, before the offence. The blitz must be declared as soon as the defence sets up.

RUNNING OUT OF BOUNDS

If the ball-carrier wishes, he can run off the pitch with the ball. This is called *running out of bounds*, and it ends the down. The wisdom of this is obvious if you're trying to avoid being trampled by the defence and still have some downs left in which to score.

A player can run out of bounds if he's next to a sideline and could normally move another square, whether due to his normal allowance or by sprinting or risking injury. The line of scrimmage is marked by the square in which the player was last on the pitch.



SUBSTITUTIONS

Players cannot be brought onto the pitch during a down. However, when setting up for a new down, *free substitution* is allowed. Any 11 (or equivalent) players may be used for the next down, as long as they are not injured in any way.

FUMBLES

There is a chance that a knocked-over ball carrier will drop the ball before he hits the ground. This is known as a *fumble*, and it allows play to continue.

Whenever the ball carrier is knocked over, roll a D6. On a roll of 1, he fumbles the ball and it scatters 1 square. Players on either team can try to pick up the ball as usual, and play proceeds until the new ball carrier is brought down (though he might fumble the ball as well).

If the ball scatters out of bounds, the down is over and the ball is not thrown back into play. The line of scrimmage is marked where the player who fumbled the ball was knocked over. The fumbling player's team gets possession of the ball on the next down.

If the offence ends up with the ball at the end of a down in which they had at one time lost possession, for the purpose of keeping track of downs treat it just as if they had held onto the ball the entire time. If the defence ends up with the ball after the down has ended, they start a new drive as the offence at the line of scrimmage where their ball carrier was knocked over.

THROWING THE FOOTBALL

The ball may only be thrown downfield once per down, although it can be thrown upfield or laterally as often as you like. If you're going to throw the ball, you must do so before the throwing player crosses over the line of scrimmage.

If the ball is not caught or intercepted, the down ends immediately. The new down starts at the same line of scrimmage as the last.

KICKING THE FOOTBALL

In the full NAF rules, there are two different types of kicking: kicking a Field Goal and punting. Although the ball can be kicked at any time, it's usually wisest to do so on either the fourth down of a drive or the last down of a half.

Field Goals

On any down, the offence can try to score a *Field Goal*, which is worth one half of a Touchdown. This is done by kicking the ball between the bars of a gigantic, gleaming white, two-pronged, U-shaped fork (called the *goalpost*) towering upright, business-end in the air, and positioned dead center at the back of the defence's End Zone.

Field Goal attempts must be declared out loud before the defence sets up, as it gives them a free blitz, even if they have already used one in this drive. This means that the defence always moves first on Field Goal attempts.

Any player may try to score the Field Goal, using the normal kicking rules. The range is measured to the centre square on the back row of the defence's End Zone (where the goalpost sits).

If the kick hits the target square, the ball has passed through the goalpost (or *between the uprights*) and a Field Goal is scored. Play must be restarted just as if a Touchdown had been scored. If the kick misses, the defence gets possession of the ball at the offence's line of scrimmage, just as if the offence had completed it's fourth down.

Note that you don't have to kick the ball, even if you said that you're going for a Field Goal. Sometimes it's possible to catch the defence off guard by telling them that you're trying for a Field Goal and then running or throwing the ball for a Touchdown instead. This is known as a *fake Field Goal*. It's a dirty, lying, underhanded trick — perfect for any self-respecting Blood Bowl Coach!

NAF FACTS

One of the reasons that some creatures aren't allowed to play in official NAF games is that they just can't seem to comprehend all of the rules. In an exhibition game against the Treetown Wolverines, the Oldheim Ogres dismantled the goalpost by having a player grab each of the uprights and making a wish. They then proceeded to do the same to Johnny Atra, the Wolverines' Star Kicker. The Ogres were not invited to join the NAL.

Punting

On any down, the offence can *punt* (ie kick the ball downfield without intending to score). The punt is made using the normal kicking rules, except that the NAF rules on throwing the ball apply to a punt as well. Only one punt can be made per down, and it must be made from behind the line of scrimmage.

The main difference with a punt (as opposed to a pass) is that the ball is not taken back to the original line of scrimmage if it misses. Any player can pick up a punted ball wherever it lands, and play continues as normal.

WHEN THE DEFENCE GETS THE FOOTBALL

If the defence ends up with the football at any time during a down, whether because of a fumble, an interception or a punt, they must play as if they had just received a Kick-Off. This means that the ball-carrier can't pass the ball downfield or try to kick the ball.

KEEPING TRACK OF THE DOWNS

Use the *down markers* and the *down track* at the end of this book to keep track of the number of downs that have been played. There are two types of down markers: the *time markers* and the *drive marker*. Remember that a down can be made up of any number of normal turns. Only move the down markers when a down is over.

The Time Marker

The time markers are used to keep track of the 16 downs in each half. At the start of the game, the 1st quarter marker should be placed in the 0 space on the down track. As each down is finished, move the marker one space down the score track until it reaches the 8 space.

Then position the 2nd quarter marker on the 0 space and begin moving again. Once this marker reaches the 8 space, the first half is over. Repeat the procedure for the second half with the 3rd and 4th quarter markers.

The Drive Marker

The drive marker is used to record the number of downs the offence has used up in a drive. For the first down, it should be placed on the 1st down space on the down track. It's then moved 1 space up the track after each down, until all 4 downs are used up or the ball is turned over to the other team or a Touchdown is scored.

HALF-TIME

Once the 16 downs in the first half have been used up, the half-time whistle is blown and play stops while the players take a well-deserved and much-needed break. Occasionally a hometown marching band takes the field to entertain the Fans, but there aren't many bands foolhardy enough to step onto a Blood Bowl pitch!

The teams then change ends on the pitch (it's easiest to just turn the board around) and any Stunned or KO'd players are moved to the Reserves box in the Dug-Out.

The second half starts with another Kick-Off. This time the team that kicked-off at the start of the first half becomes the offence and the other team kicks-off.

THE TWO MINUTE DRILL

The last four downs of a half represent the last two minutes of game time in that half. During this crucial period of time, the offence has the option of employing the *two minute drill*, a desperate style of play designed to score points without using up too much time.

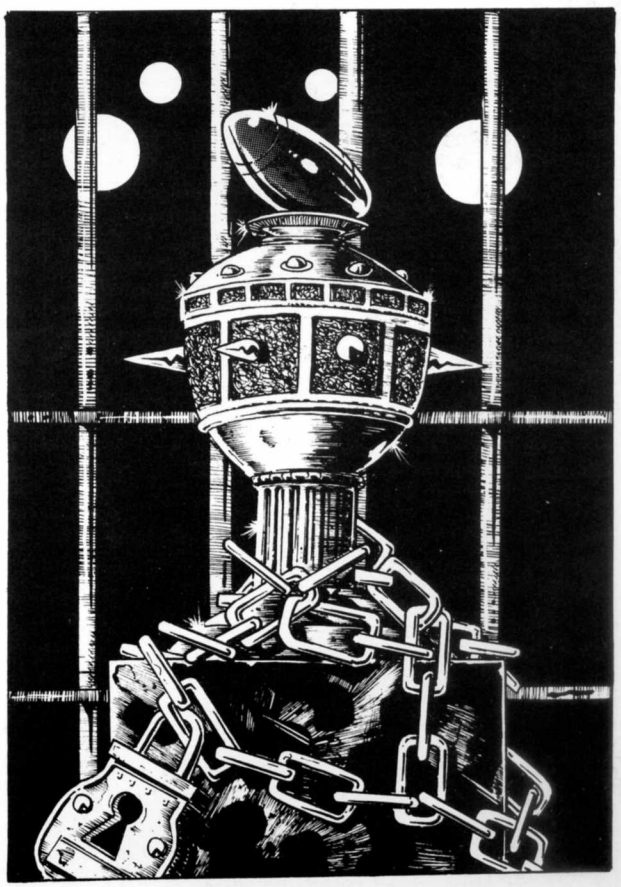
The drill must be used for the whole drive or not at all. This must be declared as soon as the offence sets up for their first down in the drive. Basically, if a ball carrier steps out of bounds or a pass is not intercepted or caught, a down is not used up. The disadvantages of the drill are:

1. Throws have the dice roll modified by -1.
2. The ball is fumbled after a Knocked Over result on a roll of 1 or 2 (instead of just the normal 1).

WINNING THE GAME

At the end of the second half, the team with the most Touchdowns wins the game. Remember, each Field Goal counts as half a Touchdown.

In case of a tie, play an eight down overtime. Flip a coin to see which team receives the Kick-Off, and play out the downs as if they were the last eight in a half. Only one overtime is allowed. All ties after overtime are final.




READ
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LEAGUES

Being the Coach of an NAF Blood Bowl team is a difficult, full-time job. Not only do you have to worry about the tactics your team uses on the field, but also how to keep the Fans amused and coming back for more; how to repair or replace injured players; how to keep your team from being massacred playing away from home; what the other teams are doing; what the weather might be like; what new rule-bending ploys you can pull off; where to find a new source of magical equipment — the list goes on and on.

Running a Blood Bowl team creates plenty of headaches, but if you want to have the glory of leading your team through a long season to the Blood Bowl final itself, the campaign rules show you how. Now your games will be decided not just by what happens on the pitch, but by how hard your team trains and how tight a grip you keep on the pursestrings.

Are you the sort of ruthless, calculating, unscrupulous Coach who would stoop to bribing players on opposing teams, drugging the other team's water or other Dirty Tricks? You are? You see, this is going to be fun!



You don't have to set up an entire League to use the campaign rules; they've been designed to take place between games to allow Coaches to watch the progress of their team over a series of games, even if there is no other link between them. On the other hand, setting up and running a Blood Bowl League makes the campaign that much more fun, especially as the Championship looms on the horizon!

SETTING UP A LEAGUE

A *League* is a group of teams (preferably at least four) who will play each other (and maybe other teams) over a scheduled list of games, with the team that does the best winning the Championship. If you are going to set up a League, the following guidelines should help you out. Feel free to modify and expand on them as you wish.

The first thing you need to do is to pick a *League Commissioner*, who should ideally be the most experienced player in the group. The Commissioner has the responsibility of keeping track of the games that are to be played, recording how well the teams are doing and deciding which (if any) special rules can be used.

The Commissioner can even write a newsletter featuring match reports, League tables, facts and stats and anything else he can think of! There is no reason at all for the Commissioner not to be the Coach of a team in the league, too, just as long as he doesn't take advantage of the situation to help his team win the Championship.

Next, get together as many Coaches as possible — the more the merrier. Each Coach should design a team using the new *Creating A Team* rules that follow. The teams should then be split into *conferences* by the Commissioner, using the *Conference Table* below.

Conference Table

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

It is quite alright for each Coach to run two (or even more) teams, as long as they play in different Conferences. In fact, if you have less than seven Coaches it is a good idea to have each Coach run at least two teams.

In the rare case where a Coach ends up having to play himself in the Play-Offs, one of his teams must retire. Its place is taken by the team that was the runner-up in that Conference.

Note that the term *Conference* here or elsewhere in these rules could mean *Division*. If you have 32 teams, split them into two Conferences of 16, with four Divisions of four teams in each Conference. The NAF League of 40 teams is split into two Conferences with four Divisions in each Conference and five teams in each Division.

The final game in any League should be between two teams from different Conferences, but the League can be organised an way to get to that point. To make things easier, no matter how many teams you have in your League, arrange things so that there are no more than five teams per Conference nor less than three.

The Commissioner then has to work out a schedule of games for the season and decide what the victory conditions for the games are going to be (ie the first team to score 3 Touchdowns, the team with the highest score after 45 minutes of real time, etc).

Each team in a Conference must play all the other teams in the Conference at least once or, if the Commissioner wants a longer season, twice. Each team must also play at least one team (chosen at random) from each other Conference during the season.

GETTING INTO THE PLAY-OFFS

A team's position in a Conference is calculated from its accumulated *League Points*, which are awarded for each game the team has won. The Commissioner calculates the number of League Points each team has by consulting the *League Points Table* for each game they've played.

League Points Table	
Result of Game	*League Points*
Win	10
Win and concede only 1 Touchdown	+2
Win and concede no Touchdowns	+5

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

THE PLAY-OFFS

If there's more than one Conference, then the Commissioner must set up the *League Play-Offs*, a single elimination tournament including the top teams in each Conference. If there are more than four Conferences, eight teams take part in the Play-Offs. Otherwise, four teams will take part, even if there are only two Conferences.

The teams that take part in the League Play-Offs are the winning team from each Conference and ero to three *Wild Card* teams. Wild Cards are those teams that scored the most League Points in the entire League without winning a Conference.

As many Wild Cards take part in the Play-Offs as are needed to make up the correct number of teams. For example, if there are two Conferences, the Play-Offs have the winning team from each Conference and two Wild Cards, making the total of four teams needed.

The Play-Offs consist of two semi-final games and a final, if four teams are taking part, or four quarter-finals, two semi-finals and a final if eight teams are taking part. The Commissioner decides who takes on who in the first round, but should try to make sure that teams from the same Conference do not meet.



The winner of the final game is declared the League Champion, with the loser of the final in second place. If the Coaches want, they can also play a game between the two teams that lost the semi-finals to decide third and fourth places in the League.

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

NAF FACTS

Of course, if you play in any league but the NAF, then you can never take hold of the most famous trophy of them all — the Blood Bowl. But some other leagues offer some impressive awards. The Barfleys Albion League Champion receives a golden cup, studded with diamonds and crusted with emeralds. Since it was stolen in 2415, it has been replaced with a temporary tin replica. The Worlds Edge League offers the winning team's owner the right to command Dwarven armies in the field for a year. The Halfling-dominated Moot League has a different trophy every year — it's always edible. Only the 'Obgob Tribal Leeg doesn't have a trophy, since it is pointless to try and arrange for two Goblin teams and a trophy to be in the same place at the same time.

THE CAMPAIGN ROSTER

At the back of the rulebook you will find the Campaign Roster. Owners of the *Blood Bowl Companion* are given permission to photocopy the roster for personal use only. These are the features you'll find on it:

Team: Record the name of the team here.

Coach: Record your name here.

Basic Race: Record the basic race of the team here. If no more than 10 of the first 16 players are of the same race, the basic race is *Mixed*.

The Players: There are 20 lines available here, to allow for the bigger pool of players available to a Full Campaign Team. On the first 16 lines, record the 16 players you want to be in the squad for a game.

These players make up your *First Team*. The others are your *Benchwarmers*. These players are not eligible to play in a match until they are moved up onto the First Team. This can only be done between matches, never during play. If your pool grows larger than 20, record the other Benchwarmers on an additional roster.

Give each player a number, fill in his name (give him a name if he doesn't have one), record his postition and tick off whether he's a Star, Veteran, Experienced or Rookie Player. Record the players' Experience, Training and Points, and place any other pertinent information in the player's own *Notes* box.

Team Treasury: Keep track of the amount of money in the Team Treasury here. A Campaign team starts with 50,000 Gold Crowns in its Treasury.

Match Record: Keep a record of the matches played by the team here. The Coach should record the name of the opposition, whether the game was won (W) or lost (L) and the final score. Any more detailed records you wish to have need to be kept separately, along with any player stats generated.

Fame: Keep track of the team's Fame Points here. Campaign teams start off with a Fame of 0.

Team Rerolls: Record the number of team rerolls here. Note that there are separate boxes for Fame rerolls and for Special Tactics rerolls. Campaign teams start off with no team rerolls

Apothecary: The name and ability of the team's Apothecary and the potions he has brewed should be recorded here. As potions are used up, they should be crossed off the roster.

The Fans: Record the Fans' characteristics here.

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

Notes: Record any general notes about the team in this section.

CAMPAIGN ROSTER

TEAM	COACH	BASIC RACE

NO.	NAME OF PLAYER	POSITION	STAR	VET	EXP	ROOK	EXP. PO.	TR. PTS.	D.P.	INJURIES	NOTES

NOTES

MATCH RECORD CHART			
RESULT	OPPONENTS	SCORE	INJURIES

TEAM REROLLS

FAME

TEAM TREASURY

CHEERLEADERS	
NAME	CHEERING ABILITY

FANS		
CHANT	HOOLIGANS	LOYALTY

APOTHECARY		
NAME	EXP. POINTS	HEAL. POINTS
POTIONS		

CREATING A TEAM

Starting up a team from scratch is no mean feat. It requires patience, imagination, innovation and the ability to work with basic mathematics (far too stringent demands for most players on the pitch)! Don't be afraid to experiment with different races and combinations of positions. A brilliant Coach can even make a Snotling team a force to be reckoned with! (Reckon they'll most likely be dead soon.)

Use the rules below to create a full campaign team, instead of those in earlier rulebooks and expansions.

THE TREASURY

Each Coach begins the campaign with a Team Treasury with which he hires players, purchases Secret Weapons, and finances other Dirty Tricks. A Coach must keep track of how much money his team has in its Treasury by recording the amount on the Campaign Roster. (One is provided in the back of this book.)

Money is measured in units of *Gold Crowns* (GCs). Each Coach begins the campaign with a Treasury of 50,000 Gold Crowns.

Player Hiring Cost Table

Player	*Cost*
Chaos Dwarf Lineman	2,000 Gold Crowns
Chaos Human Lineman	2,000 Gold Crowns
Dark Elf Lineman	2,000 Gold Crowns
Dwarf Lineman	2,000 Gold Crowns
Elf Lineman	2,000 Gold Crowns
Goblin Lineman	1,800 Gold Crowns
Halfling Lineman	1,800 Gold Crowns
Human Lineman	2,000 Gold Crowns
Minotaur Blocker	4,000 Gold Crowns
Mummy Lineman	4,000 Gold Crowns
Norse Lineman	2,000 Gold Crowns
Ogre Blocker	4,000 Gold Crowns
Orc Lineman	2,000 Gold Crowns
Skaven Lineman	2,000 Gold Crowns
Slann Lineman	2,000 Gold Crowns
Snotling Lineman	1,000 Gold Crowns
Treeman Lineman	4,000 Gold Crowns
Troll Blocker	4,000 Gold Crowns
Werewolf Lineman	4,000 Gold Crowns
Option	*Cost*
Blitzer	+1000 Gold Crowns
Blocker	+500 Gold Crowns
Catcher	+500 Gold Crowns
Kicker	+500 Gold Crowns
Thrower	+1000 Gold Crowns
Beserker*	+1000 Gold Crowns
Mutant†	+1000 Gold Crowns
Star Player	
Goblin or Halfling	+500 Gold Crowns
Snotling	+300 Gold Crowns
Any other race	+1000 Gold Crowns

* Only Norse players can be Beserkers.
† Only Chaos Dwarf, Chaos Human and Skaven players can be Mutants.

HIRING PLAYERS

At the start of the full campaign, each Coach hires the players for his team. Players from any race can be hired (but see *The Undead* section if you want to create an Undead team).

Mixed race teams are allowed (within the normal restrictions, of course) but players from a race that is in a minority in a team are more likely to leave if they become *disenchanted*. This is covered under *Disenchantment Points* in the *Between Games* section.

Full campaign teams can have any number of players, although only 16 may be used during a game. Think of the 16 named players available in a game as the match team or *First Team*, and the others as a pool of *Benchwarmers* from which replacements for First Team players can be drawn between games.

Players cost different amounts to hire, according to their race, position and ability, as shown on the *Player Hiring Cost Table*. All of these costs are cumulative so, for example, hiring a Dark Elf Star Blitzer costs (2,000 + 1,000 + 1,000 =) 4,000 Gold Crowns.

Note that players cannot play in a position normally unavailable to their race. Snotlings, for instance, can only be Linemen. See *Blood Bowl Star Players* for full information on each race.

All hired players are assumed to be *Experienced*, apart from any Star Players. The importance of this fact is explained under *Training* in the *Between Games* section. For now, just record it on the Campaign Roster.



CREATING A TEAM

You'll find that most starting teams created for a full campaign are weaker than teams created using the old rules. Don't worry, they'll get better as time passes and your team earns more money from match fees, demonstration games and sponsorships.

You can't go into debt when creating your full campaign team, so if you spend more than 50,000 Gold Crowns initially, you'll have to sack players until you are on or under this limit.

If you have any money left over after creating your team, record the amount on the Campaign Roster. It's a good idea to save a bit of cash, in case you later want to hire Freebooters or an Apothecary, bribe referees or whatever.

Example of Creating a Full Campaign Team

I've decided to create an Elven team with my 50,000 Gold Crowns. The basic cost of hiring an Elf is 2,000 GCs, so I'll have to spend 32,000 to have a First Team of 16 Elf Linemen.

Clearly, I'll also want to upgrade some of them to specialist players. I improve seven of them into two Blitzers, two Throwers and three Catchers — another 5,500 GCs in total. That leaves 12,500.

I'll convert five players into Star Players, at an additional total cost of 5,000. Finally, I'll add two minority race players: a Human for 2,000 and a Treeman for 4,000.

I'll bank the balance of 1,500 GCs for a rainy day. I now have a well-built pool of 18 players (with the Treeman counting as 2 players for most purposes).



NAF FACTS

How do teams become part of the NAF set-up? The NAF has kept a strict limit on the number of teams in the league since 2450, when it took its present shape. However there have been changes in its composition since then. One of the most recent teams to drop out of the league was the Wuppertal Wotans, who were wiped out by a freak lightning strike before a vital AFC play-off game in 2483.

The vacancy was filled by the Icecastle Wolves — part of the NAF's policy of keeping the league's racial/social/geographic balance roughly the same over the years. This is intended to keep other teams from arranging little accidents to create vacancies in the league, although there are obviously still plenty of other reasons for a team to have another team wiped out!

Recording Player Information

Once you've hired players for your team, record their particulars on your Campaign Roster. The 16 players who will normally be your First Team (ie the players you want to be eligible to play in your next match) should be assigned numbers 1-16.

Any remaining players are Benchwarmers, and this should be noted by writing a *B* in the Number box for the player. Benchwarmers cannot play in the next match, but can be brought up onto the First Team in between matches. See *Changing The First Team* in the *Between Games* section for more on this.

It's possible to have less than 16 players, either because the Coach has hired Large Monsters or he's decided to spend his money elsewhere.

STAR PLAYER GENERATION SYSTEM

Having decided on the number of players in a team, their race(s) and the positions in which they will play, the Coach must generate the abilities of his Star Players. Generating Star Players is quite a lengthy process, recommended only for use in full campaign teams. For standard games, use the pre-generated Star Players in *Blood Bowl Star Players* instead.

Campaign teams start the season with as many Star Players as the Coach hired. These players' skills and characteristics are generated by using the system given in *Blood Bowl Star Players.*

Don't use the tables which generate random races or playing positions for Star Players, since you determined these facts when you hired the player. Instead, just follow the procedure below.

1. Generate Star Player Points (SPPs).
2. Roll on the *Any Player Skill Table* or the relevant playing position *Skill Table* for each SPP spent on new skills.
3. Generate the starting level for any skill which has more than one level, possibly spending more SPPs to influence the result.

A sheet of 6 blank Star Player Cards is provided at the back of *Blood Bowl Star Players.* Permission is given to the owner to photocopy this page for his own personal use.

Take your photocopy of the Star Player Cards pages and paste them to both sides of a thin piece of cardboard. Then cut out the cards so you'll have something to keep the stats of your new Star Player on.

While generating the Star Player, it's best to record the pertinent information on a piece of scrap paper and later transfer it to the card as a more usable record. It's also a good idea to record the information in pencil, as it may change over the season.

FANS

Generate the characteristics of your team's Fans now. See the section on *Fans* for details on how this is done.

In a campaign, a team's performance can have an effect on how its Fans behave.

If a team loses three games in a row, the Coach must choose a Fan characteristic to be reduced by -1 point, down to a minimum of 1. A characteristic must be reduced unless all of them have a value of 1.

Similarly, if a team wins three games in a row, the Coach may increase a Fan characteristic of his choice by +1 point, up to a maximum of 5.

CHEERLEADERS

The rules for Cheerleaders (found in the *Cheerleaders* section of this book) can be used unchanged in Campaigns. If you're playing in a League, it's up to the League Commissioner to decide whether or not the use of Cheerleaders is allowed.

Now, though, you'll have time between games to improve your Cheerleaders' Cheering Ability by either purchasing more Citadel Miniatures Cheerleader models, or by painting the ones you already have!

It costs nothing in game terms to acquire more Cheerleaders or to improve the appearance of your Cheerleading Squad. It's assumed that the additional income generated by the effect the Cheerleaders have on a match (as well as the Fans) is at least equivalent to their salary!

NAF FACTS

It's an expensive business setting up a NAF franchise. Valahar Galante, who in 2648 combined the Dar-Ellerath Beechtrees and the Ashvale Valar to form the Elfheim Eagles, was a master of the art of financing a new team. Foreclosing on a mortgage and engineering a successful hostile takeover (non-accountants would call it a war) gave him controlling interest in both teams. He bought The Vale Arena from a third Elven team following the collapse of an Elven insurance cartel.

He then sold his most experienced players to another new Elven team (the Gladiators), auctioned off both of the other stadiums (which were converted into open-air markets) and hired Perellian Ashblade to build a strong, young team. Finally, he spared no expense in acquiring a powerful mage to act as the team 'masseur'.

Despite these tremendous outlays of cash, Galante recovered it all when he bet 200,000 GCs on the Eagles to beat Nurgle's Rotters in Blood Bowl XX. He got 15-1 odds, and the rest is history (and totally tax-free).



APOTHECARIES

An *Apothecary* is a healer wise in the ways of medicine and magic. It's his job to deal with the injuries that his team's players sustain during a game (which means he tends to be very busy). He can also brew up a variety of potions which can help heal injured players in between matches or aid in other ways during the game.

It costs 1,000 Gold Crowns to hire an Apothecary. He never actually plays in the game, and so doesn't count against the limit of 16 players on the First Team, but in all other ways, he's treated exactly like a player.

For more on Apothecaries and the role they play in Blood Bowl, see *Healing* in the *Between Games*section.

The Apothecaries' Oath

"I do so swear, in the name of my deity, my liege and my employer, that I shall uphold the sacred duties of my vocation and my profession. I shall never send a player out into the arena who is sick in mind or spirit, unless he hasn't paid his bill or has threatened me personally with grievous bodily harm. Nor shall I tamper with the natural workings of the humanoid body, except for a little chemical fine-tuning. And I shall adhere at all times to the ethics of my profession, such as they are. I swear all of this and, herewith, my expensively retained lawyer does so bear witness of this fact."

THE UNDEAD

Undead teams can be used in the full campaign setting. However, they use a completely different set of rules than any other team. Not everyone has what it takes to coach the Undead. It requires a rather strong stomach, for one thing, and it doesn't hurt to own a good set of noseplugs as well!

As Tomolandry, the Necromantic Coach and owner of the Champions of Death can testify, building an Undead team into a power to be reckoned with on the Blood Bowl pitch is a long, hard road. In fact, with the exception of the Champs themselves (Blood Bowl winners in '66 and '86), it's never been done.

Still, that doesn't seem to discourage at least three or four powerful Necromancers from trying each year. These diehard Coaches' refusal to give up in the face of almost certain destruction makes an odd sort of sense. After all, if their team is wiped out to a bone, they can always build another.

There are several other benefits to coaching an Undead team. Your players work for free. You never have to deal with training them. No worries about those recurring injuries. You never have to hire new players, just make some more! They never give you any lip (most of them don't have one).

And unlike most players, you know they'll always follow your orders!

Of course, there are drawbacks as well. Unless, that is, you actually enjoy stalking through graveyards and digging up corpses in the middle of the night. And even if you should happen to win, the post-game celebrations are usually pretty dead.

But if that's not enough to discourage you and you've just graduated from the Dark College with a doctorate in Necromancy, sneak on down to your local cemetery and get to work!



One of the most bitter rivalries of all time stands between Tomolandry's Champions of Death and the Westside Werewolves. Actually, it's less of a rivalry and more of a domination — by the Weres.

Over the years, the Werewolves have run off with essential parts of over 200 of the Champions' Skeletons. In recent seasons, Tomolandry has refused to even play against the Westside team, claiming that he would rather forfeit one game against them than have his entire team decimated for the remainder of the season.

Recently, an archaeologist named Montezuma Smith stumbled across the garden bed in which the Werewolves had buried the coveted bits of Tomolandry's ex-players. Smith immediately turned around and sold his find back to the Champions for a whopping two million Gold Crowns!

The finest of the ex-Champions have been banded together under Tomolandry's star apprentice Jocko O'Maddin to form the Tombstone Terrors, the first Undead touring team. The re-energized Terrors have been taking the opposition to their graves and have been so successful that there are rumours that Tomolandry is thinking of forming an all-Undead league!

CREATING AN UNDEAD TEAM

An Undead team begins a campaign without any Gold Crowns in their Treasury. Luckily, start-up costs are pretty low — there are none.

When first created, an Undead team includes only Skeletons, although they can be any combination of Linemen, Throwers or Catchers. Just fill out your Campaign Roster normally, naming, numbering and choosing positions for each the 16 Skeletons that comprise your First Team.

Undead teams can never have Benchwarmers. What would be the point? In between matches, their Coach can just create new players for the team.

Note that Undead teams can never hire new players or Freebooters that are alive because all Undead suffer animosity towards all living creatures.

UNDEAD TEAM UPKEEP

Between Games, the Coach of an Undead team receives 1D6 + 4 Magic Points. He can then spend these to create new players for his team or to maintain his existing players. Undead players that are not maintained crumble into a heap of bones (or crumple into a mound of Mummy wrappings). Magic Point costs for creating new players from scratch (actually, from corpses) are listed on the *Undead Player Cost Table*

Maintenance of Undead Players

After every game, add up the total Magic Points value of your team (according to the *Undead Player Cost Table*) and divide it by 5 (rounding up). You must pay this many Magic Points to keep your First Team out of the grave. If you don't have enough Magic Points to do so, players must be cut from the team until you can afford to maintain the rest.

Undead Player Cost Table

Player	*Cost*
Skeleton Lineman	1 Magic Point
Skeleton Catcher	2 Magic Points
Skeleton Thrower	3 Magic Points
Mummy Blitzer	15 Magic Points
Undead Champion	5 Magic Points
Star Player Point*	5 Magic Points

* Only Mummies and Undead Champions can purchase and use Star Player Points.

Another benefit of an Undead team is that you can always reanimate a player later if you can't afford to pay for his upkeep now. Undead players are not subject to disenchantment and can never become Free Agents. It's assumed that, even if a player is not maintained, the Coach keeps all of his ex-players' bones around on the off chance that he'll want to use them later.



Creating New Players

After paying to maintain your surviving players, you can create new Undead players for your team. These are immediately added to the First Team. If you end up with more than 16 players on your roster, the extra ones are bumped of. They crumble to dust and are lost. Take this factor into account when you're deciding which and how many players you're going to pay to maintain.

Magic Points can be stored from Interphase to Interphase, so it's possible to save up for a Mummy or Undead Champion! The most successful Coaches are those who plan ahead. Even Tomolandry had to wait 21 years for his first Conference Championship and 41 years for his first Blood Bowl trophy!

Death and the Undead

An Undead player that is 'killed' on the pitch has been destroyed. The Necromantic force which was animating its dead body has fled. (Actually, it's more than likely been beaten out of the poor stiff.)

For most Undead players, however, this is only a temporary setback. They can be reanimated later. A recycled player must be paid for with Magic Points, just as if it were being created anew.

Skeletons seriously injured or killed by a Werewolf are irrecoverable, as the mangy mutt has run off with a portion of the player's bones. Mummies and Undead Champions are not subject to this effect. The Werewolves don't like the stench of their rotted flesh.

Note that Undead players can be assassinated (see *Dirty Tricks*). It's assumed that the attempt comes too close to game time for the player to be reanimated until after the game.

MUMMIES

In a full campaign, Mummies only count as one player on the Campaign Roster towards the team's full complement of 16. They still count as three players on the pitch!

Mummies can be purchased as Star Players. It costs 15 Magic Points to purchase a basic Mummy and 5 Magic Points for every Star Player Point he's given. From there, use the normal rules for creating a Star Player.

UNDEAD CHAMPIONS

Undead Champions are the Star Players of Undead teams. It costs 5 Magic Points to create an Undead Champion, plus 5 Magic Points for each SPP he gets.

The Coach decides which position an Undead Champion plays. It can be a Lineman, Catcher or Thrower. Apart from these modifications, follow the normal rules for creating a Star Player.

Use the statistics for a normal Skeleton player as a base for an Undead Champion. Such players are actually Zombies, Golems, Ghouls or other Undead, not Skeletons. They have Star Player potential simply because they still have some meat on their bones!

SEQUENCE OF PLAY

A full campaign game has its own sequence of play, which involves some pre-match and post-match action, as well as the actual game. Follow this sequence through for each game.

1. **Magic:** Either Coach can try to obtain magic items and find out which spells his team has for the game.
2. **Hire Freebooters:** Either Coach may try to hire *Freebooters* to make up for any weaknesses in his team.
3. **Dirty Tricks:** If a Coach is desperate enough (or is just plain evil), he can resort to underhanded tactics to help him win his next game. He can hire a spy, bribe players or try other sneaky ploys.
4. **Play the Game.**
5. **Between Games:** This is a record-keeping phase in which each Coach updates his Campaign Roster, pays his players their wages and trains them, hires new players and generally prepares for the next match. (Sweep up the stadium, paint the pitch lines, clear up the entrails, that sort of thing).

This phase has its own sequence of play which must be strictly adhered to

Phases 1, 2 and 3 are optional. It's up to the League Commissioner to decide if any of these rules will be used in his league. Phases 4 and 5 are mandatory for campaign play.



MAGIC IN CAMPAIGNS

MAGIC SPELLS

The magic rules presented earlier in the *Magic* section can be used unchanged in a campaign game. Uncast spells can even be carried by a player from game to game.

MAGIC ITEMS

New magic items can be acquired at the start of any match, as outlined in the rules in the section on *Magic Items*. If a magic item isn't confiscated during a game, it can be used in later matches as well. Confiscated items are permanently lost.

Magic items are always assumed to belong to the player who is given them, rather than to the team. By common consent, when such a player leaves a team, he takes his magic items with him. Whenever a player dies, any magic items he has are lost. They've been handed on to his next of kin.

In a league, the Commissioner should feel free to modify these rules. For example, you could allow Coaches to buy magic items for the team, although they should be very expensive and rare.

And there is no reason to stick with just the magic items presented earlier in rules. Go ahead and make up new ones if you want, but be sure that they're fair.

FREEBOOTERS

Not every talented Blood Bowl player gets swept into one of the big-name teams. There are those who are mistakenly discarded, there are those who put too high a value on their services, and there are those who, for whatever reason, don't wish to be associated with a particular team. At least one common sense motivation for the last is that they don't have to play every game in the season!

Over the years, a class of players came into being that sold their services on a game-by-game basis. *Freebooters* travel from match to match, arriving a few hours before game time. They congregate at an agreed location, usually a local tavern, where the Coaches of the two teams can meet them and make offers.

And the stories of some of those horse-trading sessions are every bit as violent as a few games we could mention. If you've got the money, a Freebooter is often the key to winning a match!

DID YOU KNOW...

Skeleton Freebooter Ricardo Ferminelli, once of the Pergamo Pastas, made it his ambition to play for every NAF league team once he turned Undead following a five-player gang-up block. Oddly enough, he claimed to prefer working with live teammates. He made it through the AFC in 5 seasons, then started on the NFC. Just 3 teams short of his goal, he was tragically buried by a Westside Werewolf. The world is still waiting for him to reappear.

HIRING FREEBOOTERS

You can use the Star Player cards from *Blood Bowl Star Players* and those at the back of this book to represent Freebooters offering themselves for hire. They can be hired before any game, using the bidding method in the *Star Players* section of *Blood Bowl Star Players*.

In a full campaign, Coaches bid money from their team's Treasury rather than being allocated 25,000 GCs at the start of the game.

The minimum bid for a player is the amount of money it would initially cost to hire him for the team (see *Creating a Team*). Each Freebooter hired takes the place of one of the First Team's members for the match.

GENERATING FREEBOOTERS

League Commissioners can generate their own Freebooters by using the *Star Player Generation System* (see *Blood Bowl Star Players*). All Freebooters are Star Players.

It's also fun to have Freebooter Apothecaries, who can be hired to heal a vital Star Player for the next match — for a suitably exorbitant fee, of course. Or how about a freelance team of Elf Cheerleaders?



DIRTY TRICKS

Many Blood Bowl teams have long histories of going to great lengths to gain an edge over their opponents, fairly or otherwise. Most Coaches prefer to arrange Dirty Tricks to give their team an unfair advantage against an enemy rather than to attempt to confront them in a kosher contest.

Dirty Tricks are popular for a number of reasons. First of all, they're generally cheaper than hiring and paying a salary to a Star Player. Plus, they offer the element of surprise. Who expects to wake up one morning and find that his entire team has been drugged?

Dirty Tricks are usually incredibly effective when compared to the effort involved in things such as training a Blood Bowl team. How much simpler it is to have the other team's Star Players' throats slit in their sleep! Besides, a Coach can usually be sure that his opponent will try an underhanded ploy against his team, so he'd better make sure he's done that lowdown scumbag one better.

And the idea of a Dirty Trick just can't fail to appeal to a Blood Bowl Coach's darker (and better) side!



PERFORMING DIRTY TRICKS

Before the start of a game, a Coach can spend money from his Treasury to have one or more of the following Dirty Tricks performed. He just writes down which (if any) Dirty Tricks he wants perpetrated and how much money he's spending on each. The money spent is immediately deducted from the Team Treasury.

Each Coach should keep any information about his Dirty Tricks secret until they're performed. After the match, each Coach can inspect the other's Treasury and list of tricks to make sure his opponent hasn't thought up some Dirty Tricks which aren't covered by these rules.

ASSASSINS

Coaches may hire Assassins to kill players from the opposing team. Assassins do not come cheap, especially if they are being asked to kill a large, homicidal Blood Bowl player! Normally nerveless, cold-blooded, steely-eyed mass murderers have been known to remember that they were staying in that night to wash their hair rather than try to take out a 300 pound Blocker who never removes his kit.

On the other hand, where there's a Gold Crown to be made, you can be sure there'll be somebody brave (or stupid) enough to attempt the task. The life expectancy of an Assassin who regularly accepts contracts on Blood Bowl players is approximately the same as it is for a player. Zug of the Reikland Reavers has personally accounted for over seven Assassins himself!

Coaches can hire an ordinary Assassin for 2000 GCs pieces, or a Ninja Assassin for 4000 GCs. A Coach can only hire one Assassin per game. The assassination attempt is assumed to happen before the match (there's plenty of opportunities to kill a player during the game), and is resolved before it's found out who kicks-off.

To resolve the assassination attempt, the Coach should pick a player on the opposing team as a target and roll one dice on the *Assassination Table*.

Assassination Table		
Assassin	*Failed*	*Successful*
Ordinary	1-3	4-6
Ninja	1-2	3-6

If the attempt fails, nothing happens and the money has been wasted. If it succeeds, roll a D6 on the *Assassination Effect Table.* Ninja Assassins add +1 to the dice roll.

Assassination Effect Table	
D6	*Result*
1	**Minor Wound.** Miss this game.
2-3	**Major Wound.** Miss this game and the next two.
4-6	**Dead.**

BRIBES

One of the simplest and the oldest Dirty Tricks in the book: the bribe. Don't listen to anyone who tells you otherwise: everyone has his price, especially on the Blood Bowl pitch!

Players rarely hold grudges against each other or the Refs for accepting bribes. More likely, they're jealous that they weren't on the receiving end of some easy money. Over the years, this has kept prices down to a reasonable level. Competition for bribes can be fierce!

Coaches can try to slip some gold to players on the opposing team or even grease the collective palms of the Referees. Each bribe allows the Coach one roll on the *Bribe Table* as outlined in the sections below.

Bribing a Player

To attempt to bribe a player, the Coach writes down the player's number and the amount of money he's bribing the player with. Each player can only be approached with a bribe once per game. There is only one chance per bribe each game, though attempts may be made against as many different players as money permits.

Bribing a Referee

To bribe a Referee, simply write 'Ref' and the amount of the bribe. A Referee can be bribed any number of times, but each bribe must be for the same amount. Record each bribe separately and cross them off as they are used up.

Bribed Players

At the start of any of his own turns, a Coach can announce that he's bribed a particular player. He then rolls a D6 and refers to the *Bribe Table*.

Bribe Table			
Player Bribe	*Referee Bribe*	*Successful*	*Failed*
400 GCs	200 GCs	1-2	3-6
600 GCs	300 GCs	1-3	4-6
800 GCs	400 GCs	1-4	5-6
1000 GCs	500 GCs	1-5	6

If the bribe is successful, the Coach treats the bribed player as a member of his own team for the duration of that turn. The bribed player won't attack or tackle a member of his own team, but will do anything else the Coach wants him to: throw, drop or hand-off the football, leave the field, whatever.

If the bribe fails, the player took the money, but ignored the Coach's orders. A Coach rolls only once per bribe.

Bribed Referees

If a Coach has bribed the Referee, one the following things become possible for each bribe.

1. At the start of the game the Coach can get the Referee to ensure he wins the toss to see which team begins the game as the Offensive Team. This must be stated before the toss.



2. The Coach can have the Referee send one player on the opposing team off the field if he attempts to make a foul. Don't roll on the *Foul Table*, as the chosen player is immediately taken off the field and is placed in the Stunned box of his Dug-Out. He may be substituted for as normal and can return to play after the next Touchdown has been scored.
3. If one of his players is going to be sent off (for a foul) the Coach can announce he's bribed the Ref to keep it from happening.
4. If the team's Secret Weapon is about to be banned or one of the team's Magic Items is about to be confiscated, the Coach can announce he's bribed the Ref to keep it from happening.

To have any of this occur, the Coach must announce he has bribed the Referee and roll on the *Bribe Table*. If successful, the Ref performs the Dirty Trick. If failed, the money has been wasted and nothing happens.

If both Coaches have bribed the Referee, and both are successful, the effects cancel each other out and the original situation stands as if no bribes had been made.

If there is more than one Ref on the pitch, the Ref who makes the final ruling is the one that was bribed. (It'd be silly to bribe the others.) If there are no Refs on the pitch, the sideline officials take care of situations 1 and 4 outlined above.

If you're not actually playing with Refs on the pitch (shame on you!), assume that there is always a bribable Ref around somewhere for all four situations.



DRUGS

There's almost nothing lower than slipping a mickey into your opponent's water bottle. This, therefore, is a favourite tactic of Blood Bowl Coaches around the world. After all, what could be simpler than contaminating the other team's supply of vital fluids?

Although perhaps not always quite as reliable or effective as other methods, there's nothing quite like seeing your opponent's Star Thrower cowering in the dirt, afraid to even touch the ball, or knowing that you're the reason that Thrower's teammate feels like he's come down with the 24-hour plague!

A Coach can try to arrange for players on the opposing team to be drugged. The Coach should write down the number of the player he's trying to drug on a piece of paper. It costs 500 Gold Crowns for each attempt.

Any number of players may be drugged, but only once each per game. The drugging is assumed to happen before the match, and it should be resolved before the Coaches see who kicks-ff.

For each player who was the target of a drugging attempt, the Coach rolls a D6. On 1-3, the attempt has failed. Somehow, the player detected the drug, or maybe he just drank out of someone else's bottle instead. On 4-6, the player has been successfully drugged. Roll on the *Drug Effects Table* for each player successfully drugged.

Note that because they need neither water nor food (and lack even a working system of organs, for that matter), it's impossible to drug Undead players.

Drug Effects Table

D6	*Result*
1	**I'll Be Back in a Minute!** The drug is a powerful laxative, which has a sudden and serious effect on the player. At the start of the game and after every Touchdown, roll a D6. On 1-3, the player remains in control of his body and nothing happens (or, if he was forced off the pitch, he can come back on). On 4-6, the player has been 'caught short' and cannot be placed on the pitch. He's too busy with other things to play!
2	**Hic!** The player gets a bad case of the hiccups! His CL is reduced by -2 until the hiccups are cured. After each Touchdown, roll a D6. On 1-4, the hiccups remain. On 5-6, they disappear.
3	**Waa-ha-ha-ha-ha!** The player finds everything hysterically funny. Whenever a player falls over within two squares of the drugged player, roll a D6. On 1-4, the player manages to control himself and nothing happens. On 5-6, he finds it so funny that he collapses, helpless with laughter, and should be place face-down on the pitch. He can stand up again normally. After each Touchdown, roll a D6. On 1-4, the condition continues. On 5-6, the player gets better.
4	**Sigh. . . .** The drug acts as a combination hallucinogen and love potion. The player becomes convinced that a player on the other team (chosen at random) is the boy, girl or thing of his dreams. The drugged player must always move so as to be as near as possible to that player, as long as they are both on the pitch, and may never block or tackle him. The player being followed, on the other hand, must always move so as to be as far as possible from the drugged player and must block the player if he's in an adjacent square. After each Touchdown, roll a D6. On 1-4, the player's love remains strong. On 5-6, he gets better.
5	**You Can't Fool Me!** The drug makes the player extremely paranoid. The drugged player can't enter the tackle zone of any player, even that of his own teammate, but he doesn't have to move out of a tackle zone if he begins his move in one. He also views the football with great suspicion and never tries to pick it up or catch it. If the ball ends up in his square, roll for scatter to see where it goes. Roll a D6 after every Touchdown. On 1-4 the player stays paranoid. On 5-6, he's cured.
6	**I Don't Feel Very Well!** The player breaks out in a horrible rash, is sick to his stomach, sees double and has a fever, a headache, a stuffed-up nose, a sore throat and the shivers. In other words, he can't play in this match! His place can be taken by any available Benchwarmer.

SPYING

Chemicals, cash and other methods of doing your opponent dirty aside, there's one tried and true method that never fails (well, almost never)! Although the words 'Blood Bow' and 'intelligence' probably don't belong in the same sentence, many teams have established for themselves a pervasive and effective network of professional informants whom they call 'Scouts'. To people outside of the Blood Bowl business, they're known as *Spies*.

Hiring Spies

A Spy can be hired by a Coach to watch the opposing team and report back on any Dirty Tricks they may be planning. It costs 500 Gold Crowns to hire a Spy, and any number can be hired.

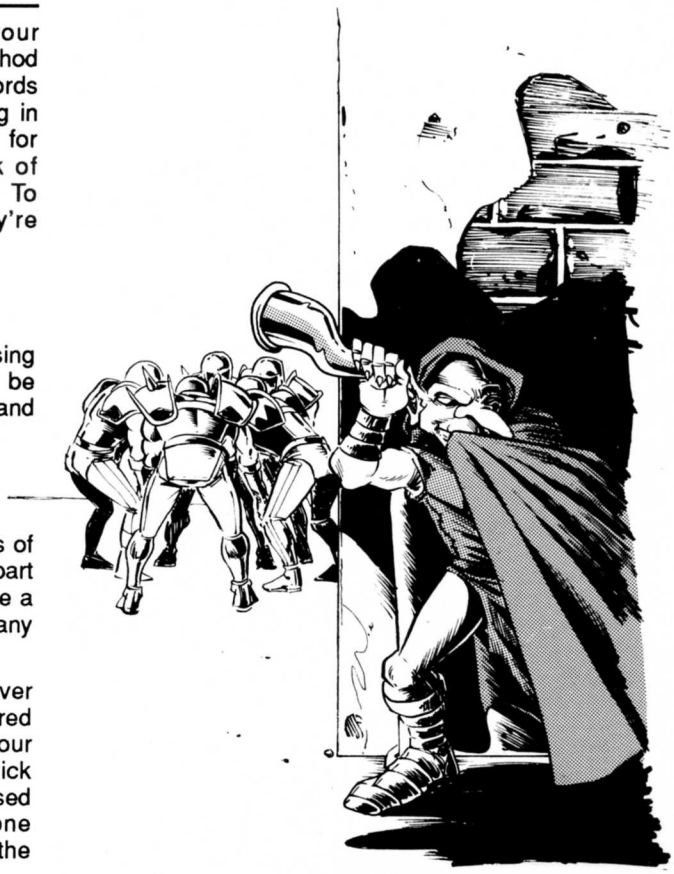
Using Spies

Each Spy allows the Coach to cancel out the effects of one Dirty Trick performed by the opposing Coach, apart from the use of Secret Weapons. The decision to use a Spy must be made before the opposing Coach rolls any dice to see if the Dirty Trick was successful.

The only sure way to prevent a Spy from handing over this kind of essential information to the Coach that hired him is by counter-espionage. If you have a Spy of your own, you can use him to cancel out the Dirty Trick spoiling effects of an opposing Spy! Spies can be used to cancel each other out again and again, until one player either runs out of Spies or decides not to use the ones he has left.

Alternatively, a Spy can be used to give the team 1 team reroll. This represents information the Spy has provided about players and tactics in the opposing team that may, for example, allow a tackle to succeed when it would have missed or an interception to be made when it otherwise would have failed.





Each Spy hired only allows 1 Dirty Trick to be cancelled or 1 dice roll to be retaken. And, as always, a dice roll can only be rerolled once by each Coach, no matter how many Spies are floating around.

SECRET WEAPONS

Using Secret Weapons in a Campaign game, costs 5,000 Gold Crowns each. A Coach can employ as many Secret Weapons as he can afford. Otherwise, the rules for their use are unchanged. See the *Secret Weapons* section for more details.

OTHER DIRTY TRICKS

The fertile imagination of any Blood Bowl Coach is sure to be able to come up with all kinds of new Dirty Tricks he'd like to play on his opponents. If you're playing in a league, the Commissioner should feel free to make up rules to cover new Dirty Tricks, so long as they are not too over the top!

The cost and chance of the Dirty Trick succeeding should be based upon how effective it is. For example, a trick that would lead to several Star Players missing a match should be both costly and difficult to perform successfully, while one that would simply make a player miss the start of a game, for example, would be quite cheap and easy.

Note that all new Dirty Tricks must be approved by the League Commissioner before they are used in a game.

BETWEEN GAMES

At the end of every game in a full campaign, you must perform the Between Games Phase. This phase represents the time between matches. It has its own sequence of play, split into a number of phases. Each Coach should follow this sequence, performing each phase strictly in order (so you can't train players you have hired in the same Interphase, for example).

BETWEEN GAMES SEQUENCE OF PLAY

1. Collect Match Fee

Blood Bowl teams are paid to play games by the owners of Blood Bowl stadiums. (Whaddaya mean, you thought they played for the fun of it?)

The amount a team is paid depends on how famous they are. The more famous the team, the bigger the crowd, and the more the stadium owner is willing to pay the team for appearing in the game.

2. Calculate Fame

The Coach works out how famous (or infamous) his team currently is after each game. In general, if your team won its last game, its Fame will go up; if it lost, its Fame will go down.

3. Pay Wages

Blood Bowl players have to be paid to keep them happy in their work. Sometimes a Coach may not be able to afford to pay his players, and they may become disenchanted and leave. This has been known to have a detrimental effect on the team's chances in upcoming games.

4. Healing

Players who have been injured in previous matches may be healed by the team's Apothecary. New potions can also be brewed up to be used in the next match.

5. Training

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

6. Hire New Players

The Coach may hire new players to replace losses in his team, or to increase the size of the pool. These new players will either be *Rookies* with no experience or *Free Agents*, players who have left other teams and are looking for work.

7. Change First Team

If the Coach wants to move a Benchwarmer up from the Bench (where Benchwarmers sit during the game, of course) to the First Team, or vice-versa, it's done now.

NAF FACTS

Some Teams that Failed

The largest team ever raised was the Dark Mountain Spiders of 2338-2342. The Spider King Clakkataulak, found a vein of gold in his mountain lair and signed up all eligible arachnids in his kingdom! Over 900 were registered with the NAF.

The Spiders weren't a great success, despite their size. Even with eight limbs, they never mastered the throwing game, and their predictable 'scuttle' attack was quickly found wanting against the Warhammerers' 'steam-roller' tactics. By the time the team was abandoned in 2342, there were only eight players left.

The Black Mountain Marauders were also disbanded after owner Baron Kurt Herzgerworden promised to cover the team in gold if they won the Border Princes Senior Cup. They did, but only thanks to Hill Giant Freebooter 'Slim' Thom. Kurt couldn't pay up and hasn't been heard from since.

MATCH FEES

After each game, but before the players' wages are paid or the team's Fame is calculated, the Coach of each team will receive a purse or a match fee. The winner of the game receives 20,000 Gold Crowns, and the loser gets 10,000 Gold Crowns.

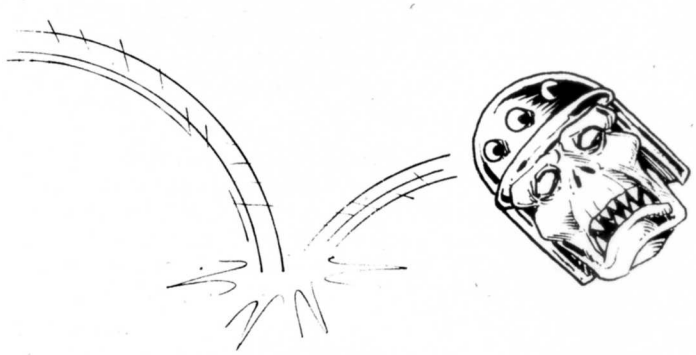
Teams with a Fame greater than 0 receive a 200 Gold Crown bonus per point of Fame, win or lose. Teams with a Fame less than zero have -200 Gold Crowns deducted from their fee per point of negative Fame, win or lose.

If the game was a League Play-Off, the fee is increased by 50% for both teams. If it was a League Championship the fee is increased by 150% for both teams.

Example of Match Fees

For last year's Blood Bowl final, the purses were worked out as follows. The Vynheim Valkyries had a Fame of 13, the Reikland Reavers Fame was 24. The winners received a basic fee of 20,000 + (24 x 200) 4,800 = 24,800 GCs; the losers got 10,000 + (13 x 200) 2,600 = 12,600 GCs.

As the match was a league final, these amounts were increased by 150% each, so that the Reavers' walked away with a massive 62,000 GCs and the Valkyries took home 31,500.



FAME

In order to work out how famous his team is, the Coach must keep track of how many games his players have won and lost during the season, the number of Touchdowns they've scored, the number of Star Players in the team and the amount of opposing players killed or seriously injured.

To determine a team's Fame rating, subtract the number of games the team has lost from the number of games it has won in the season so far. In a League, the total is modified as shown on the *League Team Fame Table*.

League Team Fame Table	
Statistic	*Bonus*
Most Touchdowns this season	+3 Fame Points
Most Star Players	+3 Fame Points
Highest Kill/Injure score this season	+3 Fame Points
Currently Top of Conference	+3 Fame Points

A League Commissioner with 8 or more teams in his league may also rule that the team with the second highest total in any of these categories should get 2 points and the team with the third highest total should get 1 point. In its first game, a campaign team has a Fame of 0.

Fame and Team Rerolls

For every 3 points a team's Fame is above 0, it receives 1 team reroll per game. For every 3 points it's below 0, its opponent receives 1 team reroll in that game.

Note that rerolls of any kind cannot be saved from game to game. Unused rerolls are lost.

Fame and the Fans

For every 6 points a team's Fame is above 0, the Fan Factor is increased by +1 (to a maximum of 10). For every 6 points it's below 0, it's decreased by -1 (to a minimum of 2).

Fame and a New Season

For the first three games of any season after its first, a team keeps the number of Fame Points it would have had after the last game of the previous season (including Play-Offs but not games played between seasons). After the third game, calculate the team's new Fame normally.

Example of Fame in a New Season

With their last game of the season to go, the Bright Crusaders had a record of 9 wins and 6 losses. They were third in their Division (1 point) and had the second highest Killed/Injured Score (2 points). They had, therefore, 6 Fame Points.

For that last game, the Crusaders had 2 team rerolls due to their Fame. They went out with confident hearts, armour gleaming and every hope of being the runner-up team in their division. The 3-0 mauling by the Orcland Raiders was a real disappointment. They will play the first three games of the next season with a Fame of 5.



WAGES

After a game, each Coach must pay his players. Each player gets a wage as listed on the *Player Wage Table*.

Note that if you have an Apothecary on your team, he must be paid as well. See the *Healing* section for information about Apothecaries and wages.

Player Wage Table	
Player	*Wage*
Chaos Dwarf Lineman	300 Gold Crowns
Chaos Human Lineman	300 Gold Crowns
Dark Elf Lineman	300 Gold Crowns
Dwarf Lineman	300 Gold Crowns
Elf Lineman	300 Gold Crowns
Goblin Lineman	250 Gold Crowns
Halfling Lineman	250 Gold Crowns
Human Lineman	300 Gold Crowns
Minotaur Blocker	600 Gold Crowns
Mummy Lineman	600 Gold Crowns
Norse Lineman	300 Gold Crowns
Ogre Blocker	600 Gold Crowns
Orc Lineman	300 Gold Crowns
Skaven Lineman	300 Gold Crowns
Slann Lineman	300 Gold Crowns
Snotling Lineman	100 Gold Crowns
Treeman Lineman	600 Gold Crowns
Troll Blocker	600 Gold Crowns
Werewolf Lineman	600 Gold Crowns
Option	*Cost*
Blitzer	+200 Gold Crowns
Blocker	+100 Gold Crowns
Catcher	+100 Gold Crowns
Kicker	+100 Gold Crowns
Thrower	+200 Gold Crowns
Beserker	+200 Gold Crowns
Mutant	+200 Gold Crowns
Star Player	
Gobling or Halfing	+200 Gold Crowns
Snotling	+100 Gold Crowns
Any other race	+300 Gold Crowns

Disenchantment Points

If a Coach cannot afford to (or simply doesn't) pay all the players' wages, unpaid players start to become *disenchanted* and might quit. Each time a player is not paid, he receives 1 *Disenchantment Point* (DP). Coaches should keep track of DPs in the space on the Campaign Roster. If some players in a team are paid and some are not, the players who weren't paid get 2 DPs instead of 1.

Before naming his First Team for any game, the Coach should roll a D6 for each player who has any DPs. In mixed race teams, players belonging to a race who do not make up at least 50% of the total number of players in the team must subtract -1 when rolling to see if they leave. Apothecaries are assumed to be of the team's majority race.

If the roll is less than the number of DPs the player has, he quits unless the Coach immediately pays him the wages he's owed. The Coach should fill out a Free Agent character sheet (see below) for any player he loses in this way and cross him off his Campaign Roster.

A Coach can remove DPs from a player by paying him a bonus. A cash bonus equal to the player's wages removes 1 DP. This money can be paid in the Wages Phase between any games Paying a player to stop them from leaving the team after a bad disenchantment roll does not remove any DPs.



DID YOU KNOW...

Hubris Rakarth and Griff Oberwald are among the highest paid players in the NAF. Apart from basic salaries of about 1,000 Gold Crowns a game, each also draws a substantial income from public appearances, endorsements and other special payments. However, the best contract anyone has ever wrangled out of an NAF team is Morg'th N'throg's. It states that he should be paid whatever he wants.

Example of Disenchantment

Partly as a result of bad form and partly because he was flat broke, Coach Stanislav Ironbender of the Worlds Edge Wanderers found he had only 2,400 Gold Crowns to pay wages after his team's most recent game. Several players already had DPs, and most were coming to realise that the Wanderers were one of the NAF's naffest teams.

Coach Ironbender decided to spend the money on making sure his Star Players didn't leave. The two Blitzers cost 800 each and the Lineman, 600. That left 200 Gold Crowns to hire a bodyguard and a good disguise.

Because he paid just these players, all the other players gained 2 DPs. That took Experienced Thrower Berni Harthunter, for example, to 6 DPs. The Coach rolls a D6 and gets a 5.

Berni announces he wants to leave, and the Coach can do nothing about it. Five other players leave, and Ironbender has to put in a lot of overtime filling out Free Agent forms and looking for Rookies.



Free Agents

Free Agents are players who have become disenchanted with a team and are now out offering their skills to the highest bidder. For a character sheet, use a blank Star Player card and write 'Free Agent' above the player's name at the top of the card.

For more on Free Agents, see the *Hiring New Players* section.

RETAINING FREEBOOTERS

A Coach may keep a Freebooter in his team by paying him a retainer equal to the amount that was bid to get him on the team, divided by 5. You pay the retainer from match to match, keeping the Freebooter in your team for as long as you like. Thus, for a player like Luarn Proudbow, an Elf Lineman and Star Player, it takes a minimum bid of 3,000 Gold Crowns to hire him and a minimum of 600 Gold Crowns a game to retain him.

If a Freebooter suffers a serious injury during a game, he may not play again until he has recovered from the injury. You must still pay the retainer, however, to keep him from leaving the team. A Freebooter who is killed may not be retained — not even by an Undead team!

DID YOU KNOW...

Even the loyalty of a Halfling can be dented. The Marienburg Fishers, an NAF team between 2460-2470, lost 150 games out of 159 played, paid its players just 11 times in those 10 years, saw 94 players killed and 1,398 injured, but still kept coming back for more. That is, until just after the first Touchdown in a game against the All-Stars, when the players found there were no oranges in the Dug-Out. They quit on the spot.

HEALING

In a full campaign, you must find out exactly what happened to every player who suffers a serious injury during a game by rolling on the *Injury Effects Table* (see *Injuries* in *Blood Bowl Star Players*). This applies to any player who suffers a serious injury, not just Star Players. Record the effects of the injury in the Notes box for that player on the Campaign Roster.

Long Term Injuries

Long-term injuries are those that have a permanent effect. In a full campaign, this suffering is not automatic. Each player gets a saving throw to see if they can avoid the long-term effects of the injury.

In the Healing Phase after the match in which the player receives a serious injury roll a D6. On 1-5, the player suffers through the injury normally. On a 6, the player receives no long-term effects from the injury.

This saving throw can only be taken once per long-term injury, with one exception: a fractured skull. Players with this injury get a saving throw in each Healing Phase. However, if the player suffers a later concussion, it brings back the condition, and the player has to throw another 6 to remove it.

Players have to throw a 6 for each injury, so a player who suffered a broken arm and a broken leg would have to roll twice: once for the arm and once for the leg.

Apothecaries and Healing

In each Healing Phase, an Apothecary receives 4 *Healing Points* (HPs). It costs 1 HP to do any of the following things:

1. Reduce by 1 the number of games a player misses due to injury. This may only be done once per injury per Healing Phase.
2. Increase the chance of avoiding the long-term effects of injuries by 1 point. By spending 1 HP, the Apothecary allows a player to avoid the injury on a throw of 5 or 6. Up to 3 HPs may be spent in this way to help a player avoid his injury, so that he need only roll 3 or better.
3. Brew a potion.

Potions

In the Healing Phase, an Apothecary can brew any of the potions from the following list. These should be recorded on the Campaign Roster.

Potions can be accumulated if they are not used in a game, but any player who drinks two potions in the same game must roll under his ST on a D6 or be poisoned. A roll of 6 always results in the player being poisoned, no matter what his ST. A poisoned player may not play any further in that game, but will recover by the next game.

Each potion provides one dose, except for Stimulant which provides two (see below). After a potion's doses have been used up, it should be crossed off the Campaign Roster, although the Apothecary can always brew some more.

Anaesthetic: This potion ensures the drinker feels no pain during the game. To reflect this advantage, the player's AV is increased by +1 (to a maximum of 11).

At the end of the game, the player must roll once on the *Injury Table*, representing the effects of wounds the player ignored during the game. Treat Stunned and KO'd as no effect, and Killed as a Seriously Injured result with no saving throw (so the player automatically suffers the long-term effects of the injury).

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

Fortune: The recipient of this potion gets 1 player reroll.

Healing: This potion is taken in the Healing Phase. It automatically heals all injuries 3 games faster and eliminates any long term effects. A Healing potion takes twice as long to brew as any other and so uses up 2 of the Apothecary's HPs the phase in which it's made.

Magic Sponge: This gel-like substance was brewed by the late, great Apothecary Edd-E-Warring. Since then it's become the universal answer for stunned and KO'd players, who are cured by it instantly. No other injuries are affected by the Sponge.

Potion of Speed: The drinker of this potion has his MA increased by +1 for the duration of the game.

Stimulant: A dose of Stimulant will automatically bring a player back to consciousness after being KO'd: no roll is needed. The player is moved to the Reserves Box straight after the next Touchdown is scored. You get 2 doses of Stimulant for each Healing Point spent.

Apothecaries And Experience

An Apothecary gets 1 Experience Point per game. During a Healing Phase, instead of doing anything else, he can trade in 10 Experience Points to increase the number of HPs he receives per Healing Phase by +1.

Record the number of HPs your Apothecary gets each phase on your Campaign Roster under *Healing Points*.

Apothecaries and Wages

An Apothecary is paid 50 GCs per HP he has, plus an additional 100 GCs per potion he brews (for expenses). Apothecaries are subject to disenchantment and can become Free Agents, just like regular players.



TRAINING

Over the course of a season, players who manage to survive will eventually learn a great deal about how to better play Blood Bowl (no matter how dumb they may be). This experience, however, is of no good unless someone takes the time and makes the effort to teach the players how to put it to proper use.

As a Coach, it's your responsibility to make sure that your players get the kind of training they both need and deserve. Sometimes, however, a cash windfall will mean more to your team than a week on the practice field. It's up to you to decide what will best serve your needs: raw skill, which costs time, or Dirty Tricks, which cost money!

Experience Points

Experience Points (EPs) represent the expertise players accumulate by playing game after game of Blood Bowl. Players receive EPs for accomplishing certain tasks as well as for surviving each game.

Use the *Experience Point Table* after each game to find out how many EPs your players get, and record this information on the Campaign Roster.

Experience Point Table

Accomplishment	*Experience*
Survived the game (must have been on the pitch for at least one full turn)	1 Point
Held the football (max. 1 point)	1 Point
Completed a pass (max. 1 point)	1 Point
Completed a Long Bomb!	1 Point
Caught a pass while in an opponent's tackle zone	1 Point
Seriously injured an opponent	1 Point
Killed an opponent	2 Points
Scored a Touchdown	3 Points



Training Points

To convert Experience Points into abilities that can be used in a game, a Coach must *train* his players. Players on the First Team can't train in an Interphase if they're involved in a demonstration match or if their Coach is out looking for sponsorship (see below). Benchwarmers can always train no matter what the First Team is doing.

During a training session, any eligible player can convert up to 5 Experience Points into the same number of *Training Points* (TPs).

If a player misses a training session (by playing a demonstration game, for example), he loses 1 Experience Point, down to a minimum of 0. Players can only lose Experience Points, never Training Points.

After a training session, players may spend Training Points to increase an ability or learn special tactics. The number of TPs it costs to do so are listed on the *Training Table*.

Training Table

Action	*Cost*
To be promoted from a Rookie to an Experienced Player	5 TPs
To be promoted from an Experienced Player to a Veteran Player	10 TPs
For a Lineman to learn to play in another position	15 TPs
To learn a Special Tactic	20 TPs
To practise a Special Tactic	5 TPs

Only an Experienced or Veteran Lineman can learn to play in a different position. When a Veteran changes position, he reverts to being an Experienced Player.

The TPs for Special Tactics may be paid collectively by the team (four different players could spend 5 TPs each, for example). Each Special Tactic learned entitles the team to 1 team reroll in the next match. Any Special Tactics that aren't practised each and every training session are lost.

All other costs must be paid by the individual player out of his own Training Points.

Example of Experience and Training Points.

Following a riotous victory over the Lowdown Rats, the Chaos All-Stars pick up quite a few Experience Points. All 16 played, and 11 held the ball at different times.

Von Hawkfire threw several passes (for 1 point), Laxon Hrull and 'Snake' Sanders both took catches under pressure, Morg'th N'Hthrog killed two Rats and injured five and the three TDs were scored by Grigolson, Dirty Dan and Atlanson.

That's a total of (16 (played) + 11 (held ball) + 1 (thrown pass) + 2 (caught pass) + 5 (injuries) + 4 (2 kills x2) + 9 (3 Touchdowns x3) = 48 Experience Points.

With a tough game against the Eagles next, the Coach decides to devote all these points to Special Tactics. He had 3 running in the game against the Rats, which can be practised for use again at a cost of 5 points each, and a fourth can be added for another 20. 13 points are left over for the next Interphase.



DID YOU KNOW...

Half-Orc Blitzer Joachim Goadmalice believed in training very, very hard. While with the Oldheim Ogres, he caused them more casualties in one training session than the Ogres had suffered in their ten previous games. In posthumous honour of his technique, the Ogres renamed their training park Goadmalice Park because, in the words of team owner Rakan Gold, "That's where most of him is."

Veteran Players

Veteran Players are allowed 1 player reroll per match. To help you keep track of these rerolls, there are 2 sets of 16 Veteran Player reroll counters (one for each team) in the pull-out section at the end of this book. If a player is a Veteran, take the counter bearing his number at the start of the match and discard it after you use it.

Rerolls cannot be accumulated from match to match. Unused rerolls are lost.

Demonstration Games

Instead of training between games, a team can play in demonstrations against local amateur teams. The team earns 2,000 GCs for playing a demonstration game, modified by its Fame, just like for a match fee. The Coach need not be present during these games.

Sponsorship

A Coach can look for *sponsorship* between games, instead of leading his team in training. No members of the team can train without the Coach. They can still play demonstration games without him, however.

To see if the Coach finds a sponsor, roll 2D6 and add the team's Fame. A total of 5 or more means the Coach finds a sponsor and adds a welcome 3,000 Gold Crowns to his Treasury.

Many players don't like wearing advertising placards and get rather upset by having to do in-market promotions and the like. If a Coach successfully makes the sponsorship roll, he must also roll a D6 for each player in the team. On 1-4, the player willingly accepts his position as a commercial role model for his fans. On 5-6, the player complies with the Coach's wishes but receives 1 Disenchantment Point.

HIRING NEW PLAYERS

It's a sad fact, but nonetheless a true one, that most Blood Bowl team rosters suffer a drastic reduction in numbers over the course of a few games. It's nearly impossible to manage to end a season with a team even vaguely resembling the one you began it with. The number of Blood Bowl players killed or seriously injured each week grows with every passing year, much to the Fans' delight!

Luckily, there are always an number of up -and-coming young players eager to swell the ranks of almost any team. College and prison leagues have fed the professional system for decades.

There are also those pitch-proven players who have recently been 'released' from another professional team. Often they've just plain quit due to a Coach's tight pursestrings and are merely waiting for the right offer.

There are even some people who want to play Blood Bowl so badly that they'll risk their neck for free! (The asylums are always a good source of these.)

To make up for the casualties, Coaches are allowed to hire new players to fill out their roster, if they can afford them. There are three different types of new players that a Coach can hire for his team: Free Agents, Rookies and Makeweights.

Free Agents

Free Agents are players who have become disenchanted with a team and are now offering their services to the highest bidder. Any team can bid for and hire a Free Agent, even the team the player has recently left.

Apothecaries can also become Free Agents, so keep your eye out for them. Many a team has been turned around by snatching an ace healer out from under a penny-pinching opponent!

Sometimes it's shrewder to allow a player to become a Free Agent and then sign him back than it is to buy off his Disenchantment Points. A Coach who does this, of course, is risking losing the player to a rival Coach.





Rookies

Rookies are eager novices who have set out to make their fame and fortune in professional Blood Bowl (as well as cause a bit of mindless violence along the way)!

After all the games for a particular game day have been played, all Coaches should roll a D6 and consult the *Available Rookies Table* to find out how many Rookies his team has located that are available for hire.

Available Rookies Table	
D6	*Number of Rookies Available*
1-3	None
4-5	One
6	Two

Determine each Rookie's race by rolling on a race table in the *Star Player Generation System* section of *Blood Bowl Star Players*. Use the table for the alignment of the Coach who found the Rookie. If a Basic Race result is rolled, the Rookie is of the basic race of the team whose Coach found him. In case of a tie, the Coach decides which of the majority races the Rookie belongs to.

Next, determine what position each Rookie plays by rolling on the *Star Player Position Table* in the *Star Player Generation System* section. Werewolves and Snotlings are always Linemen. The positions played by Large Monsters are included in the *Mixed Race Teams Table*, so you don't have to roll again for them.

On the *Star Player Position Table*, Choose means the Rookie can play in any position available to his race. The Coach who finally gets the player for his team (see *Bidding*) gets to decide which position the Rookie plays.

Finally, roll a D6 to find out the *Star Potential* of each Rookie. The Coach who gets the player should record this in the Notes box on his Campaign Roster.

When the Rookie stops being a Rookie (ie he earns and pays 5 TPs), his Coach rolls 2D6. If the score is equal to or less than the Rookie's Star Potential, he turns into a Star Player.

If a Rookie becomes a Star Player, generate his skills and bonuses as outlined in *Creating A Team*. If the roll is greater than the Rookie's Star Potential, he still becomes an Experienced player. A player only gets one chance to become a Star Player!

Makeweights

A truly desperate Coach has the option of hiring any number of *Makeweights*: basically talentless lunatics who are willing to play Blood Bowl for the sheer fun of it.

Makeweights are Linemen of the most numerous race in the team and never have Star Potential. They also have reduced characteristic scores. Subtract -1 from a Makeweight's AG, TS and CL.

These players are considered to be Rookies for purposes of Experience and Training Points. A Makeweight never loses his characteristic penalties, even if he manages to become a Veteran Player.

Bidding for Rookies and Free Agents

The Coaches now bid for the services of each available Rookie and Free Agent. Each Coach secretly writes down his bid for each player on a piece of scrap paper.

A Coach can bid any amount up to the limit of the Team Treasury. However, a player will not join a team if the Coach bids less than the amount of GCs it would normally cost to hire the player (see *Creating A Team*).

Once all Coaches have written down their bids, reveal them at the same time. The Coach with the highest bid adds the player to his team (as long as he's bid at least the minimum amount and can pay the bid).

In the case of a tie, the player joins the team with the highest number of Fame points. If both teams have the same number of Fame points, the Coaches must bid again, offering at least what was offered last time.

The Coach whose team the Rookie or Free Agent joins deducts the amount paid for him from his Treasury and then adds the player to his Campaign Roster, replacing an existing player if necessary. From then on, the player is treated just like any other member of the team.

Hiring Rookie Linemen and Makeweights

A Coach can hire any number of Rookie Linemen after a match. These players are of the basic race of the team and have no Star Potential. Don't bid for these players, just pay the number of Gold Crowns it would normally cost to buy each one for the team.

Alternatively, a Coach can hire any number of Makeweights. This option is only open to a Coach who cannot field 11 players in his next match. It costs nothing to hire a Makeweight.

CHANGING THE FIRST TEAM

A team can have any number of Benchwarmers, as long as they can be paid for. Undead teams are an exception to this (see *The Undead*). If a team has more than 4 Benchwarmers, record their stats on an additional Campaign Roster.

At the end of the Between Games Phase, a Coach can reorganise his team. Players in the First Team can be made Benchwarmers by replacing their number on the roster with the letter *B*. Benchwarmers can be promoted to the First Team by giving them a number that is not allocated to another player. Injured players are always relegated to Benchwarmer status until they recover.

STAR PLAYER

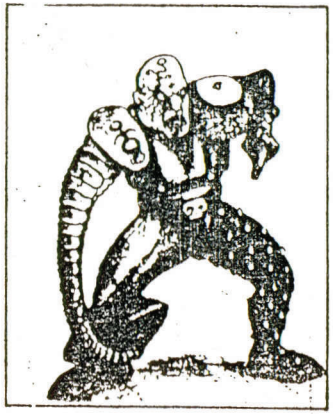
LEWDGRIP WHIPSNAP

RACE: Human or Mutant

ALIGNMENT:

NUMBER:

POSITION: Thrower



MA	SP	ST	AG	TS	CL	AV
3	+2	6	3	+2	+0	8

SPECIAL SKILLS:

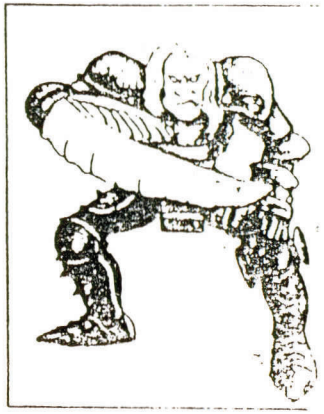
MUTATION:

RACE:

ALIGNMENT: Chaos

NUMBER: 7

POSITION: Catcher



MA	SP	ST	AG	TS	CL	AV
4	+2	3	4	0	+2	9

SPECIAL SKILLS:

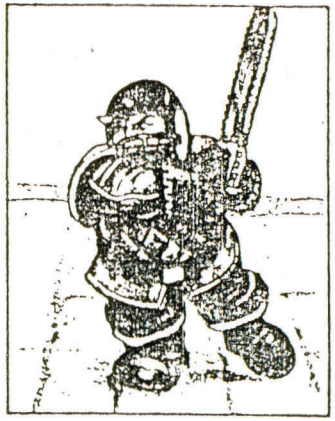
MUTATION

RACE: Dwarf

ALIGNMENT: Good

NUMBER: 6

POSITION: Blocker



MA	SP	ST	AG	TS	CL	AV
3	+1	6	2	+1	+1	+0

SPECIAL SKILLS:

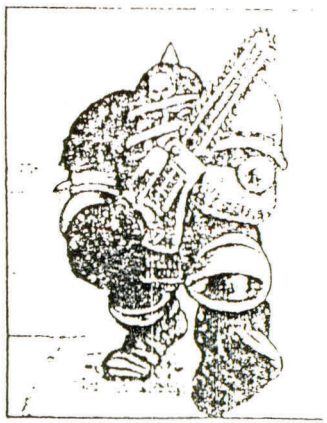
Block (level 2), Chainsaw, Dirty (level 1), Mighty Blow (level 2)

RACE: Orc

ALIGNMENT: CHAOS

NUMBER: 3

POSITION: BLOCKER



MA	SP	ST	AG	TS	CL	AV
4	+2	3	5	0	0	10

SPECIAL SKILLS

BLOOD BOWL STAR PLAYERS

To use the cards, simply cut them out and shuffle them into your existing Star Players pack.

Many of these players are available as Citadel Miniatures, so you'll be able to field exactly the right models for the Star Players you hire.

These Star Player cards should be added to your pack of cards from the **Blood Bowl Star Players** book.

The cards are used in exactly the same way as those printed in Star Players. Coaches can either pick cards at random from the appropriate deck or they can bid against one another for each player, spending Gold Crowns from their Treasury to secure the best players for their team.

You can also use any of these cards, and the cards from Star Players, as Freebooters.

LEWDGRIP WHIPARM

AGE 23 | HEIGHT 5'9" | WEIGHT 173 lbs

CAREER STATS: Rushing 327 paces; Recieving 19 passes for 97 paces; Throwing 176 from 214 for 2,728 paces; 28 Touchdowns; 32 Interceptions returned 153 paces; 8 Player Fatalities.

BEST GAME: Rushing 127 paces; Throwing 4 passes from 7 for 121 paces; 1 Player Fatality

SKILLS:

Long Throw: Lewdgrip may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Lewdgrip occupies. Roll on the *Long Bomb!* row of the *Throwing Table*.

Luck: Lewdgrip gets 2 re-rolls per game.

Safe Throw: If Lewdgrip's throw is intercepted, roll a D6 and add +2. The ball is missed on a total of 7 or more.

Tackle: Add +1 to Lewdgrip's *Tackle* roll unless opponent has *Tackle* skill of level 3 or higher.

Toughness: Subtract -1 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Lewdgrip being killed.

MUTATION:

Tentacle: Gives Lewdgrip *Tackle* skill of level 3, see above.

FLINT CHURNBLADE

AGE 112 | HEIGHT 5'2" | WEIGHT 221 lbs

CAREER STATS: Rushing 2,513 paces; 3 Touchdowns; 2 Interceptions returned 48 paces; 125 Player Fatalities; 753 Civilian Fatalities; 13 Referee Fatalities.

BEST GAME: Rushing 163 paces; 1 Touchdown; 10 Player Fatalities; 107 Civilian Fatalities; 13 Referee Fatalities.

SKILLS:

Block: Flint adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Flint unless they have the *Block* skill at level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Chainsaw: See the rules for chainsaws.

Luck: Flint gets 1 re-roll per game.

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Flint. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

DORJAK SURECLAW

AGE 31 | HEIGHT 5'10" | WEIGHT 168 lbs

CAREER STATS: Rushing 986 paces; Receiving 93 passes for 592 paces; Throwing 36 from 54 for 428 paces; 83 Touchdowns; 54 Interceptions returned 353 paces; 18 Player Fatalities.

BEST GAME: Rushing 107 paces; Receiving 14 passes for 193 paces; Throwing 8 passes from 18 for 116 paces; 4 Touchdowns; 2 Interceptions returned for 53 paces.

SKILLS:

Dodge: Opponents tackling Dorjak must subtract -1 from Tackle rolls unless they have *Tackle* skill at level 1 or greater.

Luck: Dorjak gets 2 re-rolls per game.

Sure Hands: Add +2 to the dice roll when an opponent tries to strip the ball from Dorjak.

MUTATIONS:

Claw: Instead of making a Block, Dorjak may make a *Stab* attack. He rolls over his opponent's Agility on a D6. His opponent must make an *Armour* roll to avoid injury. A roll of 1 is always a miss. A roll of 6 is always a hit.

UGROTH RIPPER BOLGROT

AGE 24 | HEIGHT 6'1" | WEIGHT 168 lbs

CAREER STATS: Rushing 968 paces; Throwing 3 from 9 for 98 paces; 7 Touchdowns; 8 Interceptions returned 214 paces; 342 Player Fatalities; 1,023 Civilian Fatalities; 3 Referee Fatalities.

BEST GAME: Rushing 95 paces; 3 Touchdowns; 1 Interception returned 34 paces; 5 Player Fatalities; 327 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Chainsaw: See the rules for chainsaws.

Dirty Tackle: Subtract -1 from opponent's AV after a successful tackle. If opponent fails his *Armour* roll, add +1 to his *Injury* roll. Successful tackle must be made by, not against, Ugroth, but does include the *Both Players Knocked Over* result.

Dislike Humans: If Ugroth wishes to hand off or throw the ball to a Human he must first roll a D6; on a result of 4-6 he takes a dislike to the player, and will not give him the ball. He may vs another player.

Distract: Opponents in Ugroth's Tackle Zone subtract -2 rather than 1 when throwing or catching the ball.

Block Skill: If stunned, place Ugroth in the Reserve box of the Dug Out. He can re-join the game at the start of his team's next turn. If he is KO'd, place Ugroth in the Stunned box.

STAR PLAYERS

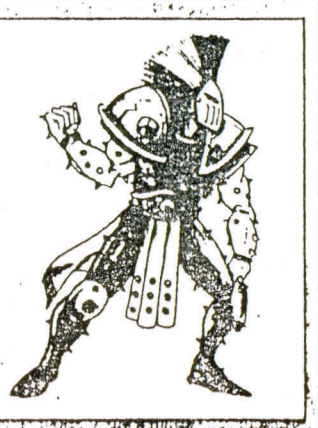
JORDELL FRESHBREEZE "THE CYCLONE"

RACE: Elf

ALIGNMENT: Good

NUMBER: 1

POSITION: Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+3	4	3	+1	+1	9

SPECIAL SKILLS:
Dodge (Level 3), Heroic Leap, Toughness (Level 1)

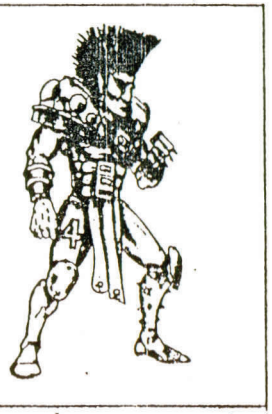
LUAVIN PROUD[illegible]

RACE:

ALIGNMENT: GOOD

NUMBER: 4

POSITION: Lineman



MA	SP	ST	AG	TS	CL	AV
[illegible]	[illegible]	[illegible]	[illegible]		[illegible]	

SPECIAL SKILLS:
[illegible]

RACE:

ALIGNMENT:

NUMBER: 3

POSITION:



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	[illegible]	-1	

SPECIAL SKILLS:

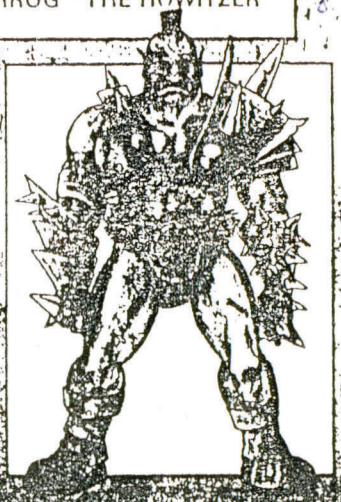
BORG'TH N'ITHROG "THE HOWITZER"

RACE: Ogre

ALIGNMENT: Neutral

NUMBER: 1

POSITION: Blocker



MA	SP	ST	AG	TS	CL	AV
5	+1	7	2	-1	-1	11

SPECIAL SKILLS:
Distract, Itchy Feet, Mighty Blow (Level 2), Thick Skull, Toughness (Level 3), Throw Team-Mate

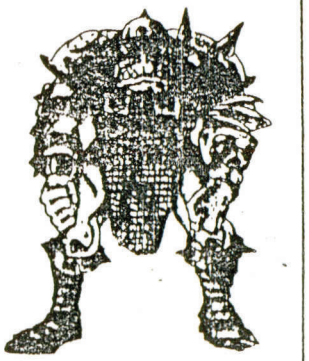
KOLATH HEAD[illegible]

RACE: Orc

ALIGNMENT: Chaos

NUMBER: 2

POSITION: Blocker



MA	SP	ST	AG	TS	CL	AV
4	+2	5	2	1	1	10

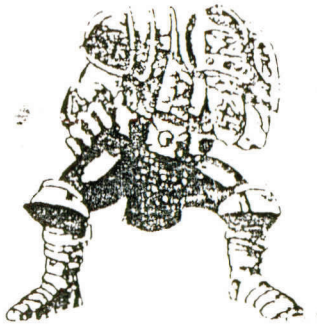
SPECIAL SKILLS:
Mighty Blow (Level [illegible]), Thick Skull

RACE: Orc

ALIGNMENT: chaos

NUMBER: 4

POSITION: Blocker



MA	SP	ST	AG	TS	CL	AV
4	+3	4	3	2	-1	9

SPECIAL SKILLS:

STAR PLAYERS

[illegible]

AGE	HEIGHT	WEIGHT
24	4'1"	91 lbs

CAREER STATS: Rushing 213 paces; Thrown 191 times for 2179 paces; 63 Touchdowns; 21 Player Fatalities; 8 Civilian Fatalities.

BEST GAME: Rushing 40 paces; Thrown 7 times for 120 paces; 2 Touchdowns; 3 Civilian Fatalities.

SKILLS:

Luck: Spiky Norman gets 1 re-roll each match.

Right Stuff: Spiky Norman may be thrown by any team-mate with the *Throw Team-Mate* skill.

Thick Skull: If stunned, place Spiky Norman in the Reserve box of the Dug-Out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place him in the Stunned box.

LUARN PROUDBROW

AGE	HEIGHT	WEIGHT
164	6'6"	151 lbs

CAREER STATS: Rushing 1261 paces; Throwing 81 from 165 passes for 417 paces; 11 Interceptions returned for 149 paces; 62 Touchdowns; 31 Player Fatalities; 81 Referee Fatalities.

BEST GAME: Rushing 71 paces; Throwing 6 from 21 passes for 72 paces; 3 Interceptions returned for 37 passes; 3 Touchdowns; 6 Player Fatalities.

SKILLS:

Distract: Opponents in Luarn's Tackle Zone subtract –2 rather than –1 when throwing or catching the ball.

Intercept: If a throw is *Missed* and Luarn is in a position to intercept, roll a D6 and add +3. Luarn intercepts the ball on a total of 7 or more.

Tackle: Add +1 to Luarn's *Tackle* roll unless opponent has *Tackle* skill of level 2 or greater.

JORDELL FRESHBREEZE

AGE	HEIGHT	WEIGHT
137	6'6"	151 lbs

CAREER STATS: Rushing 3000 paces; Receiving 1 pass for 16 paces; Throwing 9 from 61 passes for 101 paces; 27 Interceptions returned for 196 paces; 137 Touchdowns; 137 Player Fatalities; 91 Civilian Fatalities; 48 Referee Fatalities.

BEST GAME: Rushing 173 paces; Throwing 2 from 7 passes for 26 paces; 3 Touchdowns; 12 Player Fatalities; 14 Civilian Fatalities; 6 Referee Fatalities.

SKILLS:

Dodge: Opponents tackling Jordell must subtract –1 from *Tackle* rolls unless they have *Tackle* skill at level 3 or greater.

Heroic Leap: Jordell may make a Heroic Leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more, Jordell is KO'd, and the ball scatters from the square he was jumping from.

Toughness: Subtract –1 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification still results in Jordell being killed.

GORFLEM ROT-BREATH

AGE	HEIGHT	WEIGHT
35	5'3"	203 lbs

CAREER STATS: Rushing 1860 paces; Receiving 9 passes for 106 paces; Throwing 41 from 166 for 211 paces; 36 Touchdowns; 26 Player Fatalities; 41 Civilian Fatalities.

BEST GAME: 180 paces; Throwing 3 from 4 for 25 paces; 2 Touchdowns; 1 Player Fatality; 6 Civilian Fatalities.

SKILLS

Block: Gorflem adds +1 to *Block* rolls unless his opponent has *Block* skill of level 3 or greater. His opponents must subtract –1 from *Block* rolls against him unless they have a *Block* skill of level 3 or higher. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Mighty Blow: Subtract –1 from an opponent's AV after a successful block by Gorflem. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Toughness: Subtract –2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Gorflem being killed.

Thick Skull: If he is stunned, place Gorflem in the Reserve box of the Dug-Out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Gorflem in the Stunned box.

KOLATH HEAD-RIPPER

AGE	HEIGHT	WEIGHT
29	5'2"	203 lbs

CAREER STATS: Rushing 186 paces; Receiving 3 passes for 12 paces; 16 Interceptions returned for 104 paces; 80 Touchdowns; 175 Player Fatalities; 216 Civilian Fatalities; 31 Referee Fatalities.

BEST GAME: Rushing 19 paces; 2 Interceptions returned for 31 paces; 2 Touchdowns; 14 Player Fatalities; 36 Civilian Fatalities; 6 Referee Fatalities.

SKILLS:

Mighty Blow: Subtract –1 from an opponent's AV after a sucessful block by Kolath. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Toughness: Subtract –3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Kolath being killed.

Thick Skull: If he is stunned, place Kolath in the Reserve box of the Dug-Out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Kolath in the Stunned box.

BORG'TH N'HTHROG

AGE	HEIGHT	WEIGHT
UNKNOWN	7'9"	399 lbs

CAREER STATS: Rushing 1799 paces; Receiving 81 passes for 317 paces; Throwing Team-mates 63 from 121 passes for 1111 paces; 7 Interceptions returned for 39 paces; 399 Player Fatalities; 682 Civilian Fatalities; 17 Referee Fatalities.

BEST GAME: Rushing 100 paces; Receiving 6 passes for 41 paces; Throwing Team-mates 12 from 17 passes for 211 paces; 8 Player Fatalities; 98 Civilian Fatalities.

SKILLS:

Distract: Opponents in Borg'th N'hthrog's *Tackle Zone* subtract –2 rather than –1 when throwing or catching the ball.

Itchy Feet: Borg'th N'hthrog leaves the team after one game.

Mighty Blow: Subtract –2 from the opponent's AV after a successful block. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.

Thick Skull: If stunned, place Borg'th N'hthrog in the Reserve box of the Dug-Out. He can rejoin the game at the start of his team's next turn. If KO'd, place him in the stunned box.

Toughness: Subtract –3 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Borg'th N'hthrog being killed.

Throw Team-Mate: Borg'th N'hthrog may throw Goblin, Halfling or Snotling team-mates.

STAR PLAYERS

BARDIN IRONGLOVE

RACE: Dwarf

ALIGNMENT: Good

NUMBER: 8

POSITION: Blocker



MA	SP	ST	AG	TS	CL	AV
3	+1	5	2	−1	−1	10

SPECIAL SKILLS:
Animosity (Elves), Block (Level 2), Distract, Mighty Blow (Level 1), Thick Skull

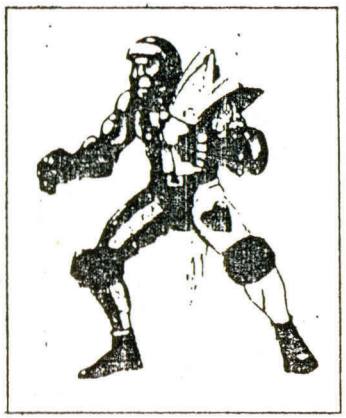
'BIG' GUNN SCHONN

RACE: Human

ALIGNMENT: Neutral

NUMBER: 10

POSITION: Catcher



MA	SP	ST	AG	TS	CL	AV
4	+4	3	4	+1	0	8

SPECIAL SKILLS:
Catch (Level 2), Dodge (Level 2), Nerves of Steel, Toughness (Level 1)

[illegible]

RACE:

ALIGNMENT:

NUMBER:

POSITION: Thrower



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3			

SPECIAL SKILLS:

DOLFAR LONGSTRIDE

RACE: Elf

ALIGNMENT: Good

NUMBER: 12

POSITION: Kicker



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	0	+1	8

SPECIAL SKILLS:
Dodge (Level 1), Intercept (Level 1), Kick (Level 2), Up an Under

SIGGI 'THE BOOT' SCHUSTER

RACE: Human

ALIGNMENT: Neutral

NUMBER: 6

POSITION: Blocker



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	0	8

SPECIAL SKILLS:
Kick (Level 1), Mighty Kick (Level 1), Nerves of Steel

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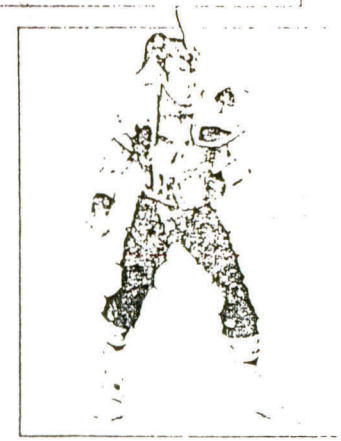
RACE: Dark Elf

ALIGNMENT: Chaos

NUMBER: 7

POSITION: Kicker



MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	0	0	8

SPECIAL SKILLS:

STAR PLAYERS

EOARN HARAKON

AGE	HEIGHT	WEIGHT
153	5'9"	155 lbs

CAREER STATS: Rushing 561 paces; Receiving 19 passes for 41 paces; Throwing 99 from 127 passes for 3106 paces; 46 Touchdowns; 11 Player Fatalities.

BEST GAME: Rushing 45 paces; Throwing 13 from 17 passes for 290 paces; 2 Touchdowns; 1 Player Fatality.

SKILLS:

Dodge: Opponents tackling Eoarn must subtract –1 from *Tackle* rolls unless they have *Tackle* skill at level 2 or greater.

Nerves of Steel: Eoarn ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

Safe Throw: If Eoarn's throw is intercepted, roll a D6 and add +3. The ball is *Missed* on a total of 7 or more.

'BIG' GUNN SCHONN

AGE	HEIGHT	WEIGHT
31	6'2"	169 lbs

CAREER STATS: Rushing 1417 paces; Receiving 105 passes for 1892 paces; 19 Interceptions returned for 216 paces; 36 Touchdowns; 18 Player Fatalities.

BEST GAME: Rushing 85 paces; Receiving 12 passes for 317 paces; 3 Touchdowns; 2 Player Fatalities.

SKILLS:

Catch: If a throw to Gunn is *Missed*, roll a D6 and add +2. Gunn catches the ball on a total of 7 or more.

Dodge: Opponents tackling Gunn must subtract –1 from *Tackle* rolls unless they have *Tackle* skill at level 2 or greater.

Nerves of Steel: Gunn ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

Toughness: Subtract –1 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Gunn being killed.

BARDIN IRONGLOVE

AGE	HEIGHT	WEIGHT
118	5'2"	183 lbs

CAREER STATS: Rushing 1001 paces; Receiving 12 passes for 54 paces; 21 Touchdowns; 6 Interceptions returned for 31 paces; 106 Player Fatalities; 107 Player Fatalities.

BEST GAME: Rushing 205 paces; 1 Touchdown; 8 Player Fatalities; 43 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Animosity: Bardin will not play in a team that contains Elves.

Block: Bardin adds +1 to *Block* rolls unless opponent has *Block* skill of 2 or greater. Opponents must subtract –1 from *Block* rolls against Bardin unless they have *Block* skill of level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Distract: Opponents in Bardin's *Tackle Zone* subtract –2 rather than –1 when throwing or catching the ball.

Mighty Blow: Subtract –1 from an opponent's AV after a successful Block by Bardin. If the opposing player fails his *Armour* roll, add +1 to his injury.

Thick Skull: If he is stunned, place Bardin in the Reserve box of the Dug-out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Bardin in the Stunned box.

PETRO D'ARVILL

AGE	HEIGHT	WEIGHT
169	5'8"	142 lbs

CAREER STATS: Rushing 1614 paces; Receiving 62 passes for 681 paces; Kicking 3971 paces; 19 Touchdowns; 11 Player Fatalities; 2 Referee Fatalities.

BEST GAME: Rushing 31 paces; Receiving 8 passes for 76 paces; Kicking 311 paces; 2 Touchdowns; 1 Referee Fatality.

SKILLS:

Dodge: Opponents tackling Petro must subtract –1 from *Tackle* rolls unless they have a *Tackle* skill at level 1 or greater.

Kick: Add +2 to any roll Petro makes on the *Kicking* Table.

Long Kick: Petro may add +2 to the range the ball is kicked.

Nerves of Steel: Petro ignores any opposing *Tackling Zones* when throwing, kicking or catching the ball.

SIGGI 'THE BOOT' SCHUSTER

AGE	HEIGHT	WEIGHT
39	6'3"	199 lbs

CAREER STATS: Rushing 1474 paces; Receiving 31 passes for 191 paces; Kicking 4362 paces; 41 Touchdowns; 82 Player Fatalities.

BEST GAME: Rushing 101 paces; Receiving 4 passes for 29 paces; Kicking 391 paces; 2 Touchdowns; 16 Player Fatalities.

SKILLS:

Kick: Add +1 to any roll Siggi makes on the *Kicking* Table.

Mighty Kick: Siggi may add +1 to any roll he makes on the *Booting Table*.

Nerves of Steel: Siggi ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.

DOLFAR LONGSTRIDE

AGE	HEIGHT	WEIGHT
147	6'3"	167 lbs

CAREER STATS: Rushing 450 paces; Receiving 18 passes for 239 paces; Kicking 2300 paces; 19 Touchdowns; 12 Player Fatalities; 6 Civilian Fatalities.

BEST GAME: Rushing 61 paces; Kicking 406 paces; 3 Touchdowns; 2 Player Fatalities; 6 Civilian Fatalities.

SKILLS:

Dodge: Opponents tackling Dolfar must subtract –1 from *Tackle* rolls unless they have *Tackle* Skill at level 1 or greater.

Intercept: If a throw is *Missed* and Dolfar is in a position to intercept, roll a D6 and add +1. Dolfar intercepts the ball on a total of 7 or more.

Kick: Add +2 to any roll Dolfar makes on the *Kicking* Table.

Up and Under: Dolfar can kick the ball so that it hangs in the air for a long time. Roll a D6 - on a result of 1-3 the ball lands at the end of the next team turn. On a result of 4 or more it lands at the end of the team turn after next.

STAR PLAYERS

6 GROGRAT CRUNCHSKULL

RACE:	ALIGNMENT:	NUMBER:	POSITION:
Troll	Chaos	4	Blocker

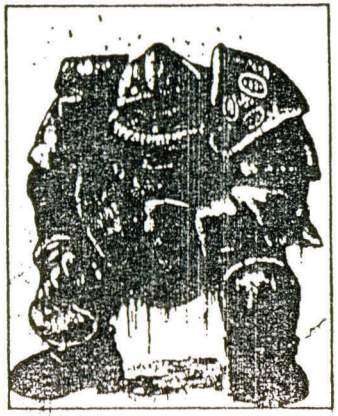


MA	SP	ST	AG	TS	CL	AV
4	+1	7	2	-2	-2	10

SPECIAL SKILLS:
Dodge (level 1), Mighty Blow (level 3), Toughness (level 2)

0 BILEROT VOMITFLESH

RACE:	ALIGNMENT:	NUMBER:	POSITION:
Human Mutant	Chaos	8	Blocker



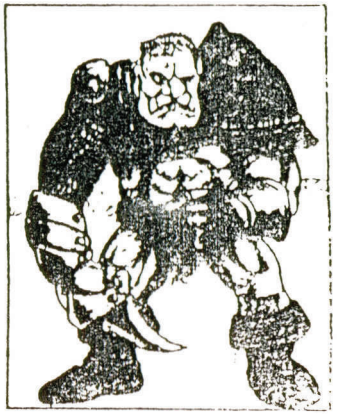
MA	SP	ST	AG	TS	CL	AV
4	+1	5	3	0	0	9

SPECIAL SKILLS:
Dodge, Self-Control, Toughness (level 3)

MUTATIONS:
Extra Arms, Prehensile Tail

7

RACE:	ALIGNMENT:	NUMBER:	POSITION:
			Linesman

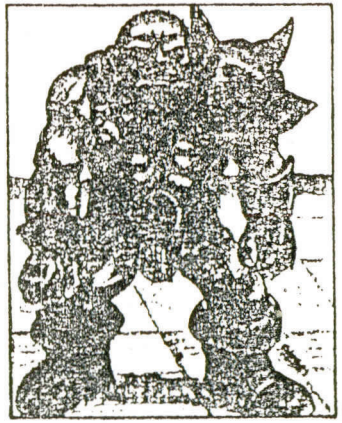


MA	SP	ST	AG	TS	CL	AV
5	+2	7	3	-1	0	9

SPECIAL SKILLS

7 GRAK'NG'GRAK GORTHAG

RACE:	ALIGNMENT:	NUMBER:	POSITION:
Ogre	Chaos	3	Blocker

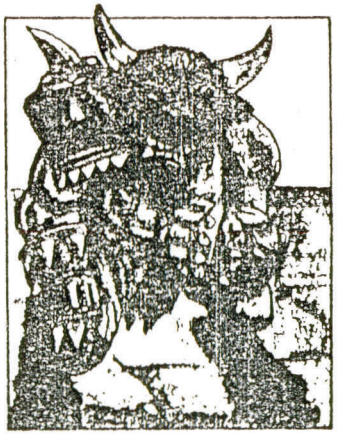


MA	SP	ST	AG	TS	CL	AV
5	+1	8	2	-1	-1	11

SPECIAL SKILLS:
Block (level 1), Itchy Feet, Mighty Blow (level 2), Throw Team-Mate, Toughness (level 2)

BELLOW THUNDERCLAP

RACE:	ALIGNMENT:	NUMBER:	POSITION:
Minotaur	Chaos	11	Blocker



MA	SP	ST	AG	TS	CL	AV
5	+1	7	2	+1	+1	11

SPECIAL SKILLS:
Block (level 1), Dodge (level 1), Mighty Blow (level 2), Strip Ball (level 2), Toughness (level 2)

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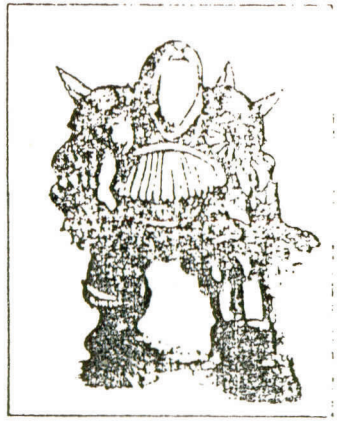
RACE:	ALIGNMENT:	NUMBER:	POSITION:
			Blitzer

Reserve?



MA	SP	ST	AG	TS	CL	AV
4	-3	4	4	0	1	9

SPECIAL SKILLS

M'GORG'GN'THROG

AGE	HEIGHT	WEIGHT
97	7' 3"	418 lbs

CAREER STATS: Rushing 2,208 paces; Recieving 14 passes for 187 paces, 75 Touchdowns; 11 Interceptions returned 98 paces; 243 Player Fatalities; 916 Civilian Fatalities.

BEST GAME: Rushing 130 paces; 2 Touchdowns; 1 Interception returned 103 paces; 7 Player Fatalities

SKILLS:

Leap: Add +2 to the dice roll when leaping over prone opponents

Mighty Blow: Subtract -3 from an opponent's AV after a successful Block by M'Gorg'Gn'Throg. If the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

Nerves of Steel: M'Gorg'Gn'Throg ignores any opposing Tackle Zones when throwing, kicking or catching the ball.

Sure Hands: Add +2 to the dice roll when an opponent tries to strip the ball from M'Gorg'Gn'Throg.

Throw Team-Mate: M'Gorg'Gn'Throg may throw Goblin, Halfling or Snotling team-mates.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in M'Gorg'Gn'Throg being killed.

BILEROT VOMITFLESH

AGE	HEIGHT	WEIGHT
28	5' 8"	334 lbs

CAREER STATS: Rushing 1037 paces; Throwing 16 from 64 for 241 paces; 18 Touchdowns; 29 Interceptions returned for 284 paces; 32 Player Fatalities; 983 Civilian Fatalities; 2 Referee Fatalities.

BEST GAME: Rushing 147 paces; 1 Touchdown; 4 Interceptions returned for 83 paces; 3 Player Fatalities; 17 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Distract: Opponents in Bilerot's Tackle Zone subtract -2 rather than -1 when throwing or catching the ball.

Self Control: Bilerot ignores all racial *dislikes* and *animosities*.

Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Bilerot being killed.

MUTATIONS:

Leprous Flesh: Opponents must roll 4 or more on a D6 to Block or Tackle Bilerot.

Noisome Stench: All opponents in Bilerot's Tackle Zone suffer a -1 to all Block and Tackle rolls - even against other players.

Obese: Bilerot may never sprint.

GROGRAT CRUNCHSKULL

AGE	HEIGHT	WEIGHT
86	9' 8"	398 lbs

CAREER STATS: Rushing 2,213 paces; 8 Touchdowns; 63 Player Fatalities; 143 Civilian Fatalities; 26 Referee Casualties.

BEST GAME: Rushing 87 paces; 3 Touchdowns; 8 Player Fatalities.

SKILLS:

Luck: Grograt gets 1 re-roll per game.

Mighty Blow: Subtract -3 from an opponent's AV after a successful Block by Grograt. If the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Grograt being killed.

GALMEN GOREBLADE

AGE	HEIGHT	WEIGHT
27	5' 6"	168 lbs

CAREER STATS: Rushing 1,327 paces; Receiving 9 passes for 83 paces; Throwing 298 from 463 for 3,928 paces; 18 Touchdowns; 12 Interceptions returned 453 paces; 12 Player Fatalities

BEST GAME: Rushing 173 paces; 3 Touchdowns; Receiving 2 passes for 31 paces; 1 Interception returned 53 paces; 2 Player Fatalities

SKILLS:

Leap: Add +3 to the dice roll when leaping over prone opponents

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Galmen. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Galmen being killed.

BELLOW THUNDERSLAM

AGE	HEIGHT	WEIGHT
Doesn't know	7' 7"	430 lbs

CAREER STATS: Rushing 827 paces; Throwing 3 from 28 for 53 paces; 23 Touchdowns; 1 Interception returned 78 paces; 432 Player Fatalities; 964 Civilian Fatalities; 4 Referee Fatalities.

BEST GAME: Rushing 195 paces; 2 Touchdowns; 1 Interception returned 78 paces; 5 Player Fatalities; 43 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Block: Thunderslam adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Thunderslam unless they have the *Block* skill at level 1 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Luck: Thunderslam get 1 re-roll per game.

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Thunderslam. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Strip Ball: Add +2 to the dice roll when Thunderslam tries to strip the ball from an opponent.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Thunderslam being killed.

GRAK'NG'GRAK GORTHAG

AGE	HEIGHT	WEIGHT
85	7' 2"	387 lbs

CAREER STATS: Rushing 1,926 paces; Throwing 3 from 48 for 51 paces; 59 Touchdowns; 1 Interception returned 87 paces; 524 Player Fatalities; 1,005 Civilian Fatalities; 7 Referee Fatalities.

BEST GAME: Rushing 176 paces; 4 Touchdowns; 1 Interception returned 87 paces; 7 Player Fatalities; 87 Civilian Fatalities; 3 Referee Fatalities.

SKILLS:

Block: Grak'Ng'Grak adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Grak'Ng'Grak unless they have the *Block* skill at level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Itchy Feet: Grak'Ng'Grak leaves the team after one game.

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Grak'Ng'Grak. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Throw Team-Mate: Grak'Ng'Grak may throw Goblin, Halfling or Snotling team-mates.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still

STAR PLAYERS

REFERENCE SHEETS

Leaping Over a Prone Player

Costs 3 squares of movement. Roll on the *Leaping Table* and subtract -1 for each opposing tackle zone exerted on the square leapt from.

Leaping Table	
2D6	*Result*
6 or less	**Oooops!** The player falls over in the square he's leaping *from*. He must make an armour roll to avoid injury.
7 - 9	**Crash!** The player falls over in the square he's leaping *to*. He must make an armour roll to avoid injury.
10 or more	**Perfect!** The player lands well and can carry on moving if he has not already completed his move.

Shoulder Charges

Made like a block, but player can continue moving afterwards. Subtract -1 from the attacker's ST and roll on the *Block Table*.

Multiple Blocks and Shoulder Charges

Victims must be adjacent to each other and to the attacker. For a block, add up all the victims' STs and compare them to the attacker's just like you would normally. For a shoulder charge, subtract -1 from the attacker's ST as well. Roll on the *Multiple Block Table*.

Multiple Block Table	
2D6	*Result*
4 or less	Attacker(s) knocked over.
5 - 7	Stand off — nothing happens.
8	All the players are knocked over.
9 or more	Defender(s) knocked over.

Ganging Up

Attackers must be next to victim and not in another opponent's tackle zone to be a part of the gang. Add up all the STs on both sides before comparing them as for a block. Then roll on the *Multiple Block Table*.

Pushing

Similar to a block, but rolled for on the *Push Table*.

Push Table	
2D6	*Result*
2 or less	Attacker is stunned.
3 - 4	Attack is knocked over.
5 - 7	Stand off — nothing happens.
8	Both players are knocked over.
9 - 11	Defender is pushed back.
12 or more	Defender is puched back and knocked over.

Multiple and Gang Up Pushing

Add together the STs on both sides before comparing them, but roll on the *Push Table* instead.

Dodging

A Block: Compare AGs. If the attacker's is highest, add the difference to the roll. Otherwise, subtract the difference from the roll. Roll on the *Dodge Table* instead of the *Block Table*.

A Shoulder Charge: Similar to dodging a block, but subtract -1 from the dice roll.

A Multiple Block: Same as for dodging a block, but subtract -1 from the dice roll for each teammate who's also a victim. Resolve attack normally for non-dodging players, excluding dodgers from the attack.

A Multiple Shoulder Charge: Same as for dodging a multiple block, but subtract an additional -1 from the roll.

A Gang Up: Same as for a block, but total AGs on both side before comparing them.

A Push: Do not roll on any table. Dodger automatically pushed back.

A Multiple Push: Same as for a push. Resolve attack normally for non-dodging players.

A Gang-Up Push: Same as for a push.

Dodge Table	
2D6	*Result*
7 or less	Defender dodges the attack.
8 - 11	Defender is knocked over.
12 or more	Defender is stunned.

Stripping the Football

Both Coaches roll 2D6 and add their player's ST. If attacker beats victim by 3 or more points, attacker gets the ball. If attacker beats victim by 1 or 2 points, victim drops the ball. Otherwise, victim holds on to the ball.

Interceptions

If an Interception result is rolled on the *Throwing Table*, roll on the *Interception Table*.

Interception Table	
D6	*Result*
1	Fumble
2	Misthrow
3-6	Interception

Misthrows scatter 3 squares on Quick/Short Passes, 4 on Long Passes and 5 on Long Bombs. Long Passes intercepted only by players adjacent to passer or within 2 squares of target. Long Bombs intercepted only by players adjacent to passer or within 3 squares of target.

CAMPAIGN ROSTER

TEAM	COACH	BASIC RACE

NO.	NAME OF PLAYER	POSITION	STAR	VET	EXP.	ROOK	EXP. PO.	TR. PTS.	D.P.	INJURIES	NOTES

MATCH RECORD CHART			
RESULT	OPPONENTS	SCORE	INJURIES

TEAM REROLLS

CHEERLEADERS	
NAME	CHEERING ABILITY

FAME

FANS		
CHANT	HOOLIGANS	LOYALTY

TEAM TREASURY

APOTHECARY		
NAME	EXP. POINTS	HEAL. POINTS
POTIONS		

NOTES

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Ref Alertness Table	
D6	*Alertness*
1	Oops!
2 - 3	Missed that Call
4 or more	Tweeeeeat!
Add +1 to the roll if the foul was blatant.	

Penalty Table	
D6	*Dug-Out Destination*
1 - 3	Stunned Box
4 - 5	KO'd Box
6	Injured Box
Add +1 if the penalty was blatant, and +1 if it was for Arguing With The Referee.	

Place the penalised player in the appropriate box of his Dug-Out. If the fouled player was injured and penalised, only the worse of the two has any effect.

The Gate and the Fan Factor

At the beginning of the game, each Coach rolls on the *Gate Table* to see how many of his Fans show up to the game and what the Fan Factor for his team is.

Gate Table		
D6+Loyalty	*Number of Fans*	*Fan Factor*
2 or less	15,000	3
3-4	20,000	4
5-6	25,000	5
7-8	30,000	6
9	35,000	7
10 or more	40,000	8

Chanting

At the start of the game and after every Touchdown, each Coach rolls 2D6 and add his team's Chant and Fan Factor and his Cheerleader's Cheering Ability. The team in the lead gets an additional +2 bonus.

The winning Coach gets one team reroll which must be used before the next Touchdown.

Crowd Intervention

If a Coach rolls an unmodified 2 when making an armour roll, the crowd goes wild!

Roll on the *Crowd Intervention Table*.

Crowd Intervention Table	
2D6	*Result*
2 -3	Switch Sides
4-5	Leave Early
6-8	Throw a Rock
9-10	The Chuck
11	Pitch Invasion
12	Riot

Refer to the *Fans* section for full details on each of the results above.

The Weather

Roll once on the Weather Table for the entire game.

Weather Table	
2D6	*Result*
2	**A Real Scorcher!** It's so hot that all players' SPs, TSs and CLs are reduced by -1. Plus, roll a D6 for each player on the pitch for heat exhaustion after each Touchdown. On a 1, he collapses from the heat. Place him in the Stunned box of his Dug-Out. On 2-6, he's okay for the moment. Players succumbing to heat exhaustion can return to play after the next Touchdown.
3	**Heatwave.** Whew! All players' SPs, TSs and CLs are reduced by -1.
4	**Scattered Showers.** It's raining. All players' SPs, TSs and CLs are reduced by -1. Roll a D6 after each Touchdown is scored. On 1-3, the showers continue (or start up again, if they stopped). On 4-6, they stop.
5-9	**Nice.** Perfect Blood Bowl weather.
10	**Blustery.** The wind's blowing hard today. All throws or kicks are modified by -1. Also, the ball scatters one extra square on a Missed or Inaccurate result on the *Throwing* or *Kicking Tables*.
11	**Ice Cold.** Brrrr! When a ball holder tries to move, roll a D6. On a 1, his numbed fingers drop the ball. Roll for scatter. On 2-6, he manages to keep hold of the ball.
12	**Blizzard!** Now it's cold and snowing! All players' TSs and CLs are reduced by -2. Only Quick or Short Passes can be attempted and the ball cannot be kicked more than 8 squares. When a player tries to sprint, roll a D6. On 1-2, the player slips in the snow and falls face down. He is unharmed and does not have to make an armour roll. On 3-6, the player retains his footing and can move normally.

Campaign Sequence of Play

For the full campaign game, the following sequence must be strictly adhered to.

1. Magic
2. Hire Freebooters
3. Dirty Tricks
4. Play the Game
5. Between Games:
   - *a. Collect Match Fee*
   - *b. Calculate Fame*
   - *c. Pay Wages*
   - *d. Healing*
   - *e. Training*
   - *f. Hire New Players*
   - *g. Change the First Team*

SPRINT - 5-6 (ones)

Kick-Offs

Kick-Offs are taken at the beginning of the game and after every Touchdown.

Toss a coin, winner chooses which team Kicks-Off. Offensive Team lines up normally. Defensive Team lines up between its own End Zone and the first line on it's half of the field. A Defensive player kicks the ball to any square in the Offensive Team's set-up area which is at least three squares away from the sidelines or the End Zone. Roll for accuracy on the *Kicking Table*.

Kicking Table	
Player's Position	*Roll 2D6. Kick is Accurate on*
Kicker	8 or more
Other	10 or more

If the Kick is Accurate: place it in the target square. One Offensive Team player can move his SP to catch it. If not caught, the ball lands and bounces. Roll on the *Bounce Table*.

If the Kick is Inaccurate: roll for scatter from the target square and move the ball three squares in that direction. One Offensive Team player can move his SP to catch it. If not caught, roll for scatter again. If still not caught, the ball lands. If it lands on the pitch, the ball bounces. Roll on the *Bounce Table*. If the ball lands out of bounds, the Kick-Off must be retaken.

Bounce Table	
2D6	*Number of Bounces*
2-4	1
5-9	2
10-12	3

Each time the ball bounces, roll for scatter. If the ball lands in a square with an upright player, that player gets the ball.

Booting

A Kicker can boot a player instead of making a block. Roll on the *Booting Table*, subtracting the AG or ST of the victim, whichever is highest.

Booting Table	
2D6	*Result*
2 or less	**Ouch!** The Kicker does himself a nasty injury. Place him in the Injured box of his Dug-Out.
3-5	**Whoops!** The Kicker ends up flat on his back. Make an armour roll to avoid injury.
6-8	**No Effect.** The Kicker's foot glances off his target's armour.
9-10	**Bam!** The target is knocked over and must make an armour roll to avoid injury.
11 or more	**Ooooo!** The target is kicked in a rather vital part of its anatomy. Place him in the Stunned box of his Dug-Out.

An unmodified roll of 2 is always an Ouch! result, and an unmodified roll of 12 is always an Ooooo result. Only Kickers can make booting attacks.

Kicking During Normal Play

Any player can kick the ball 4 to 20 squares at the end of his team's turn. Roll for accuracy on the *Kicking Table*, subtracting -1 if the range is from 11-20 squares and an additional -1 for each opponent exerting a tackle zone on the kicking player. 2 or less means the kick is fumbled and scatters from kicking player's square.

If the kick is accurate, place it in the target square. If the kick is inaccurate, roll for scatter from the target square and move the ball three squares in that direction. Any player in the square where the ball is now, catches it. If no one catches the ball, it bounces. Roll on the *Bounce Table* just as you would for a Kick-Off.

Referee Characteristics

MA	ST	AG	TS	CL	AV
4	*	4	3	*	*	9

* These characteristics are never used by Refs.

Moving a Referee

Roll for scatter to see which way the Ref moves. Then roll on the *Referee Movement Table* to see how far he goes in that direction.

Referee Movement Table	
D6	*Ref Moves*
1	1 square
2 - 3	2 squares
4 - 5	3 squares
6	4 squares

If the Ref would move into a square with an upright player, he moves next to the player and penalises him. If the Ref's move is blocked by anything else, he ends his move next to the blocking object.

Fouls

To foul someone, the target must be prone and in an adjacent square. Declare if the foul is to be sneaky or blatant, then roll on the *Foul Table*.

Foul Table		
D6	*Sneaky Foul*	*Blatant Foul*
1 or less	Whoops!	Whoops!
2	No Effect	No Effect
3	No Effect	No Effect
4	Oooooph!	Oooooph!
5	Oooooph!	Krunch!
6 or more	Krunch!	Krunch!
The die roll is increased by +1, if the attacker has a higher ST than his victim, and decreased by -1 if the victim's ST is higher.		

For each Referee who has LOS to the fouling player, roll on the *Ref Alertness Table* to see if he spots the foul. If he does (a Tweeeeeet! result), roll on the *Penalty Table* to see where the fouling player goes. On an Oops! result the fouled player is penalised instead.



LAURELORN PALADINS ELF KICKER



HUMAN REFEREE



GOUGED EYE ORK WIELDING CHAINSAW



CODILLION CLARION ELF KICKER



UNDERWORLD CREEPER GOBLIN ON POGO-STICK



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