BLOOD BOWL®

THE GAME OF FANTASY FOOTBALL



OFFICIAL MERCHANDISE

SEASON TWO!

RULES BUNDLE

BLOOD BOWL®

DEATH ZONE SEASON ONE!



"Good afternoon, sports fans! Jim Johnson here, welcoming you to a brand new season of Blood Bowl. Here's Bob Bifford, to talk you through what's in store. Take it away, Bob!"

"Thanks, Jim. For starters, we've got a whole load of new teams lining up to smash some skulls."

"Or running away to avoid getting their skulls smashed, by the looks of some of them.

"It's like I've always said, Bob. Armour might be optional, but so's breathing."

"Speak for yourself, Jim. Those teams aren't the only thing that's new, though. The league rules have been updated for the new season, so you can expect some surprises over the coming weeks. And teams are going to be spoilt for choice, with all the star players and coaching staff offering their services. It's an exciting time to be alive, Jim."

"I'll have to take your word for it, Bob! But enough chatter. Let's play ball!"

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ALL-NEW TEAMS

"Hey Bob, you know the best thing about a new season of Blood Bowl?"

"Well, back when I was a player, it was the generous bribes... I mean, sponsorship deals, Jim."

"No doubt, Bob, no doubt, but what I'm most looking forward to is seeing which teams will be taking to the pitch. Which old stalwarts will be back and which new names we will be singing in a few months time. So without further delay, let's take a look at the teams hoping to earn fame and fortune in the coming season..."



SKAVEN TEAMS

Skaven society is highly stratified and bound up in complex rituals, but on the Blood Bowl pitch, all barriers drop away as every player gives their all for their team's complete and utter victory. The game has become very popular in all fields of Skaven life – the Skaven loving any opportunity for mindless violence. In fact, it has been very difficult to persuade them that there is any other purpose to the game once they are on the field, or even when they are just spectating in the stands! Some of the great all-time Player Death and Crowd Death records have occurred in games in which the Skaven have been on the pitch.

True to their warped nature, the Skaven have adapted the game to their own special ways. A new clan has been formed to govern and control the game – Clan Rigens – which consists of over 20 teams. The most famous are the Skavenblight Scramblers, twice winners of the Blood Bowl trophy. Several other teams have achieved successes in other, lesser leagues and competitions, and there are mixed teams with a large proportion of Skaven competing at various levels. Of course, their close association with warpstone and the resulting mutations have helped with this success, but even the basic Skaven player has a lot going for them. It's only a matter of time before a Skaven team makes it to the top again.

FAMOUS SKAVEN TEAMS

The Skavenblight Scramblers: This is the only team ever to have won the Blood Bowl trophy two years in succession, winning Blood Bowls XVII and XVIII back-to-back. Since then, however, the Scramblers had proved a fairly lack-lustre side until they were taken over by new head coach Sandch Blackpelt. Under Blackpelt's exacting leadership, the team has proved almost unbeatable, winning the last three Open tournaments one after the other, and being elected Team of the Year for 2493 by *Spike!* Magazine.

The Underworld Creepers: The Creepers are not a pure Skaven team, but an unlikely combination of Skaven and Goblins. They are famous for their innovative dirty tricks and dastardly tactics, and for the acrimonious and violent arguments that break out in their dugout when their overly ambitious plans backfire (as they almost invariably do). These two qualities have made them a big hit with the fans, even if they are rarely awarded success on the Blood Bowl field itself!

Warpfire Wanderers: This team has yet to make an impact on the mainstream leagues, but is well known among Skaven fans for their success in the Skaven-only 'Clan Bowl'. They currently hold the record for Most Entertainingly Slaughtered Team, making it rare indeed to see the same player fielded two seasons in a row.

STAR PLAYER PROFILE - HAKFLEM SKUTTLESPIKE

SKAVENBLIGHT SCRAMBLERS, WARPFIRE WANDERERS

It has been many years since Tarsh Surehands wowed the multitudes of Skaven fans, and since those heady days the masters of Clan Rigens have devoted every effort to creating another player in his image. For long decades they laboured in their secret underworld laboratories, developing all manner of horrors. Some had four legs and no head, others had limbs reversed, while many more were simply too horrible to describe. Eventually however, the long years of toil and experimentation bore fruit. The result was Hakflem Skuttlespike, a player cast in the image of Tarsh Surehands upon whose shoulders Clan Rigens immediately placed the future of the Skaven game of Blood Bowl.

But it was not to be, or not as the hidden masters planned at least. Hakflem Skuttlespike did indeed prove to be the unsurpassed player it was hoped he would be, but he was also petty, jealous and vicious, even for a Skaven! He ensured that no other player would be created to rival him, killing any Clan Rigens experiment or creation that looked like a potential equal. What heights of victory the Skavenblight Scramblers and other teams in which Skuttlespike has played might have scaled will probably go unseen, scuppered by the petty jealousies that so bedevil the entire species.

Age: 25 **Height:** 5 ft 9 inches
Weight: 96 Ibs **Position:** Blitzer
Career Totals: 16 rushing touchdowns, 39 catching touchdowns, 72 kills/serious injuries
Awards: Most Vicious Player 2489, The Big Cheese 2491, Forewarned is Four-armed 2493
Spike! Magazine Star Player Rating: 296

TEAM PROFILE: SKAVENBLIGHT SCRAMBLERS

Team Colours: Yellow
Owner: The city of Skavenblight
Head Coach: Vytik the Many Headed
Players: Skaven

Rising from the foulest sewers of the land, the Skavenblight Scramblers are the world's premier Skaven team. Three times winners of the Blood Bowl, the team possesses a vicious mixture of the natural speed of the Skaven and the brutal raw power of its Rat Ogres. It can only be a matter of time before the Scramblers reach the top again.

2442 The Skaven invest numerous chunks of warpstone into a minor team in Clan Rigens – the Scramblers. The team immediately finds success (as well as numerous mutations), and the Scramblers become the top team in Clan Rigens in a matter of months. They even finish as the Warpstone Bowl champions (an all-Skaven tournament) – a title they hold for five consecutive years.

2461 After an exhibition game on the eve of the 2461 season between the NAF's Potbelly Piemen and the now Skavenblight Scramblers in the deepest pits of Skavenblight, the thoroughly beaten Halflings are sold into slavery because they were unable to pay the suddenly introduced, "*Warpstone tax for teams beaten by the Scramblers on the eve of the new NAF season*". Without a team to replace the Piemen at such short notice, the NAF duly award the newly vacated spot in the league to the Scramblers.

2493 The Scramblers hold aloft another record as they become the only team to win the Blood Bowl and the Chaos Cup in the same year, and are promptly elected '*Team of the Year*'. Their success is attributed to the introduction of a fearsome Rat Ogre into the team. Early experiments with these wild creatures had initially met with more fatalities for the Scramblers than their opponents, but after selective breeding by Clan Moulder, the Rat Ogres eventually understand the rudimentary concepts of the game. Rat Ogres have now become a regular feature on most successful Skaven teams – many sporting mutations such as additional limbs or tentacles.

Now The Scramblers and fellow Skaven side, the Doomfire Warphunters, were due to play each other in the opening game of the Blood Bowl tournament. However, the game was so highly anticipated by the Skaven fans that many had to be turned back at the turnstiles. So the Skaven did what any self respecting mutated, five foot tall rats would do… they dug underground to try to sneak into the stadium. When the opening kick-off arrived, the ground underneath was so unstable that the entire pitch collapsed (inflicting 14 fatalities). The Warphunters suffered the worst of the damage, but even the Scramblers couldn't put their team back together in time for the Blood Bowl Championship.

Team Honours: Blood Bowl Winners 2477 (XVII), 2478 (XVIII), 2493 (XXXII); Chaos Cup Winners 2493; Orcidas Team of the Year 2478, 2493
Hall of Fame: Tarsh Surehands, Breeet Braingulper, Rasta Tailspike
Spike! Magazine Rating: 146 points – it plummeted after the tunnelling disaster!

SKAVEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM
0-8 Re-roll counters		60,000 gold pieces each							

NURGLE TEAMS

The followers of Chaos have been involved in Blood Bowl since the earliest days of the sport. Although most teams started as a conglomerate of followers of all of the Chaos gods, it didn't take long for teams to be more selective in their choice of deity. Nurgle's Rotters are the most famous team devoted entirely to the god of decay, but they are far from the only one. They are fairly unique, however, in that they were an established Blood Bowl team before they pledged themselves to Nurgle. Most teams draw their players from shadowy plague cults or wandering bands of diseased prophets – in fact, nowadays, even the smallest cabal is likely to have an amateur team that heads to the local waste ground every weekend for a quick kickabout.

On the field, Nurgle teams are a terrifying prospect to face. What they lack in agility and coordination, they more than make up for with brute strength, a natural resilience to harm and a whole playbook of stomach-churning tactics devised to bring the other team to its knees. Though Nurgle teams defy conventional definition (making the task of official almanac-scribes a nightmare), they tend to be made up predominantly of Rotters – players who have only recently contracted Nurgle's Rot; Bloaters – players so swollen with disease, they are walking hives of decay; Pestigors – Beastmen attracted to the smell; and Rotspawn – players so blessed by the Plague God that they have devolved into hideously mutated beasts.

FAMOUS NURGLE TEAMS

The Subterranean Slimeballs: This team came together at the height of the Rotters' popularity, and for many years was seen as a cheap attempt to cash in on the better known team's success. However, they soon revealed themselves to be arguably the better team, often using actual tactics and scoring touchdowns! Wherever they go, their small but loyal fanbase follows, cheering each time team mascot/star Blocker Big Grotsy devours a player, or wannabe Thrower 'Sickly' Stefan pitches the ball upfield.

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

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

STAR PLAYER PROFILE - GUFFLE PUSMAW

NURGLE'S ROTTERS

Way back in the dim and distant past, before Guffle Pusmaw made a name for himself, he was third reserve Catcher for the Rocktown Rumblers. He was saved from a future of backwater mediocrity when he naively agreed to swap shirts with his opposite number after a match against the Rotters, and (rather predictably) contracted a vast swathe of diseases. Resigned to his fate, he accepted the love of Nurgle into his heart and became the Rotters' newest signing. He must have done something to please his new patron, because as well as the expected physical changes that wracked his body, he awoke one morning to find that his swollen gut had split open to reveal a drooling, snaggle-toothed maw. Understanding that he had a duty to put this gift to good use, he trained night and day until he could catch a ball between the blubbery lips better than he ever could with his hands. Opposing teams also found out that once he'd taken possession, it was nigh impossible to retrieve the ball. Almost overnight, Pusmaw went from a complete nobody to a highly sought-after player, receiving offers from teams in all corners of the league circuit.

Age: 25 **Height:** 6 ft 3 inches
Weight: 417 lbs **Position:** Catcher
Career Totals: 35 rushing touchdowns, 7 passing touchdowns, 11 fatalities.
Awards: Most Unique Mutation 2489, *Spike!* Magazine's Defensive Catcher Award 2490.
Spike! Magazine Star Player Rating: 158

TEAM PROFILE: NURGLE'S ROTTERS

Team Colours: Green and purple
Owner: The God of Plagues, the Putrid Grandfather… Nurgle himself, in other words
Head Coach: Captain Sven 'four-eyes' Erikksen
Players: Humans… well, more or less, Beastmen.
Nurgle's Rotters are famous for the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. It is not uncommon for opponents to simply refuse to play against them. Unfortunately (or fortunately for the Rotters), the team did not survive the collapse of the NAF in 88. Without a regular supply of victims to recruit they, quite literally, fell to pieces. However, *Spike!* Magazine recently identified an outbreak of an advanced and incurable decomposition disease amongst some Blood Bowl players and declared that the Rotters were back!

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

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

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

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

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

Team Honours: Most Virulent Newcomers 2436; Borak's Choice Award 2468; Blood Bowl Winners 2468 (VIII)
Hall of Fame: Ivan Bouldercrusher, 'Smelly' Pete, Goran 'the Tentacle' Svengard, Tiddles (ex-ship's cat, now a Rotspawn).
Spike! Magazine Rating: 198 points

NURGLE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							

DWARF TEAMS

Dwarfs were one of the very first races to play Blood Bowl and many Dwarf teams can trace their history to the early years of the game. Dwarfs tend to use a running game, grinding their opponents into the ground as they go and working on the principle of high casualty rates opening up the game. Weakness both with and against the passing game has been a feature of the Dwarf playbook for many centuries. There are, however, so many Dwarf teams around that it is possible to find one to suit any taste. One Dwarf team, Durum's Destroyers, have even built up a good passing game, thanks to the inspired leadership of Bran 'Long Bomb' Ironson.

It is, however, the Dwarfs' reputation for flamboyant illegality that makes them such a big hit with the fans. Since it was a Dwarf, now immortalised by the name Roze-El, who first discovered Nuffle's sacred laws and brought the game into being, most Dwarf teams believe they have a lasting right to alter the laws as they choose.

The Dwarf Warhammerers, for example, frequently bend the rules of the game, and then claim Roze-El authorised their illicit amendments.

FAMOUS DWARF TEAMS

Dwarf Warhammerers: Arch-rivals of the Dwarf Giants, the Warhammerers insist on breaking the rules in the most obvious and flamboyant ways possible. Their exploits include mining under the opposing team's dugout and blowing it up at half-time, using a hot air balloon to get past their opponent's front line, and using, not one, but 11 Dwarf Deathrollers on the same play!

The Grudge Bearers: This team was formed in 2492 from members of the Dwarf Scribes and Book-keepers Guild who had become fed-up with writing about the game and wanted to take part. All of the years hunched over books and manuscripts paid off and the Grudge Bearers quickly become famous for their intricate and well-planned plays, as well as never forgetting an insult or dirty trick carried out by an opponent, of course!

Zhufbar Amateur Eleven: The Dwarf Guild of Engineers is rumoured to have a secret brotherhood devoted solely to the more creatively destructive side of Blood Bowl. Whatever the truth, the formidable weapons of war that are brought to bear by such teams as the Zhufbar Amateur Eleven are enough to make even the most hardy opponent think twice.

STAR PLAYER PROFILE - GRIM IRONJAW

BLACK MOUNTAIN BLADES, DWARF GIANTS, WARHAMMERERS

The Slayer Cult is a strange but well-documented aspect of life for a Dwarf, seen as the only option for those who have committed a shameful act. Shedding their worldly possessions and symbolically greasing their hair with pig fat, these contrite Dwarfs seek only a pure death in combat against the most terrifying foes imaginable. Traditionally, they had sought their fate on the battlefield, but all of that changed when Grim Ironjaw joined the Black Mountain Blades.

In retrospect, it's difficult to believe that it took as long as it did for a Slayer to take to the Blood Bowl pitch. Where better to seek a glorious death than in an arena surrounded by baying fans, where a team of hulking brutes are doing their very best to break your bones? The Blades were a particularly well-suited team, one of the few non-Orc teams in the Thunder Valley League, and Ironjaw regularly came face to face with snarling Trolls and fearsome Black Orcs. As news spread of his prowess, ever more Slayers began to seek out the game, resulting in the current state of play where most Dwarf teams boast one or two of these doom-crazed maniacs.

Following a successful first season, Ironjaw spent several years moving from team to team, always striving to move up in the league rankings. After all, as he saw it, the most glorious death to be found on the pitch must surely be at the Blood Bowl itself, facing off against one of the NAF's most accomplished teams. In the years since he has yet to compete in the fabled tournament, but with each passing season, his chances are greater and his legend grows ever more impressive. Who knows – maybe this is his year!

Age: 306 **Height:** 5 ft 2 inches
Weight: 162 lbs **Position:** Troll Slayer
Career Totals: 3 rushing touchdowns, 102 kills/serious injuries
Awards: *Spike!* Magazine's Anger Management Award 2392, Most Brutal Outburst 2436, Lauriel Elflock's Fabulous Follicles Award 2469 (refused to accept)
Spike! Magazine Star Player Rating: 318

TEAM PROFILE: THE DWARF GIANTS

Team Colours: Blue and gold
Owner: Thorn Durinsgold III
Head Coach: Gudrun Wolfric
Players: Dwarfs

The Giants are an old team with a very long and distinguished history. They were one of Roze-El's original Blood Bowl sects, and they have been present for every major development in the game's history. In more recent times, thanks to the motivation of team owner and patron King Durinsgold, they have consolidated their talents and re-launched themselves into the fully modernised, up-to-the-minute, high-tech Blood Bowl game of today.

2381 When they realise their religion is getting in the way of having a good time, the Illuminated Seers of the Sacred Orb of Nuffle change their name, update their rather stuffy image, and become the Dwarf Giants. Retiring captain Varak Varaksson becomes head coach, and sets about instituting a ruthless retraining program.

2400 After numerous modest successes, the Giants' good fortunes reach a peak when they end the season as league champions. However, a long and bloody underground war against various Orc and Goblin armies by Argvak Pentel begins soon after, and the entire team are drafted. When the war ends – thirty-six years later – the team is all but forgotten. However, thanks to some serious determination from new coach Karrag (Varaksson died heroically in the war), the team are soon ready for action again, winning the NFC league championship in 2438.

Now In more modern times, the Giants have consolidated their skills with typical Dwarf patience. Under the tuition of youthful new coach Wolfric, and the inspired (and some would say quite crazy) captaincy of Grimwold Grimbreath ('the Helmsmasher'!), the team are regularly setting new records for fatalities and touchdowns alike.

Team Honours: Blood Bowl Winners 2462 (II), 2484 (XXIV); Orcidas Team of the Year 2484
Hall of Fame: Durgul 'the Killer' Hilliman, Coach Farakhan Karrag, Varak Varaksson
Spike! Magazine Rating: 289 points

DWARF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

Myopic Halfling Thrower Rondo Magoo recently founded a campaign to make the game less violent, stating that he might have made a completion or two if everyone hadn't been trying to pull his arms off the whole time.

A memorial service will be held next weekend...



ELVEN UNION TEAMS

The story of High Elves in Blood Bowl is a long and interesting one, full of juicy scandals and long-running disputes between larger-than-life characters. There's just something about them that generates the kind of behaviour that sells tabloid news, a fact that most teams are reluctant to shy away from. One of the biggest scandals in their history came in the years following the collapse of the NAF, when teams suddenly found themselves indebted to noble backers from the Elven kingdoms, who – thanks to a lot of small print – began to make their way onto the pitch, shunting established players to the sidelines. Outrage abounded among players and fans alike, and it was only a matter of time before someone did something about it.

When it finally happened, the formation of the Elven Union came as a surprise to no one. A loose federation of Elven teams, made up primarily of disgruntled former High Elf players but including the odd Wood Elf and even Dark Elf, the Union seeks to repair the damaged reputation of Elven teams and show that they can take Blood Bowl seriously. What the teams lack in funding, they make up for with experience and stubborn determination.

FAMOUS ELVEN UNION TEAMS

Elfheim Eagles: Founded from the ashes of the Dar-Ellerath Beechtrees and the Ashvale Valar in 2468, the Elfheim Eagles soon gained a reputation as one of the finest passing play teams in the world. Nonetheless, they were dangerously vulnerable to opponents who ran the ball, which hampered their chances in the wider game, and suffered a serious blow when captain Valen Swift quit in 2501, taking several of the more experienced players with him. If the team wishes to live up to their early promise, they have a long road ahead of them.

Celestial Comets: Initially brought together by the College of Celestial Wizards to compete in the Dungeonbowl, the Comets made a name for themselves thanks to their fondness for hit-and-run tactics. Following a string of victories, they decided to transition to a proper pitch in 2476. Although it took them a while to get used to playing in a well-lit open field, without a single teleporter in sight, their surprising brutality and unconventional tactics won them a significant following.

"We're here to play Blood Bowl, not to look good. Of course, we can't help it if we do anyway..."

Valen Swift, Elfheim Eagles

STAR PLAYER PROFILE - ELDRIL SIDEWINDER

CALEDOR DRAGONS, LAURELORN PALADINS, ATHELORN AVENGERS, DARKSIDE COWBOYS

Eldril Sidewinder has played Blood Bowl as long as most can remember, partly due to the incredibly long life span of his race, but mainly thanks to his sheer skill on the pitch. The secret of his success (and longevity) lies in his belonging to a singular class within Wood Elf and Sea Elf society – the Wardancers. These warriors combine athleticism and deadly skill, and are capable of dashing through a melee, weaving and leaping about their opponents while transfixing them with their grace such that foes are unable to react or even to think clearly. So beguiling are the movements of a skilled Wardancer that some claim it to be some manner of boon from the dark gods, a misconception that Sidewinder is ever keen to refute.

Throughout his long career, Eldril Sidewinder has featured in the line-ups of many different Elf teams, many long forgotten, others riding high in the leagues. He has played for such teams as the Caledor Dragons, the Codillian Clarions, the Laurelorn Paladins and the Athelorn Avengers, and has even played for Dark Elf teams, including the Ashbane Vendettas and the Darkside Cowboys. Following the appearance of the so-called Elven Union teams, he was offered the captaincy of several newly-formed outfits, in particular the Sea Elf team, the Unsettled Sea.

As of 2493, Eldril Sidewinder holds numerous records and continues to go from strength to strength, beguiling opposing players as well as their fans. He once performed such a stunning wardance right into the End Zone that 100,000 rowdy Greenboyz fans were reduced to tears of wonder – a spectacle not seen before or since.

Age: 169 **Height:** 6 ft 6 inches
Weight: 158 lbs **Position:** Catcher
Career Totals: Rushing 1,006 paces, receiving 91 passes for 2,612 paces, throwing 37 passes from 55 for 406 paces, 65 touchdowns, 41 interceptions returned for 506 paces, 19 player fatalities.
Awards: Delightful Decapitation Award 2490, Artful Assailment Award 2493, Mesmerising Mutilation Award 2472
Spike! Magazine Star Player Rating: 278

TEAM PROFILE: THE ELFHEIM EAGLES

Team Colours: White/purple/orange/red/magenta (seems to change from game to game!)
Owner: Lasen Waterfall
Head Coach: Perellian Ashblade
Players: Elves

When the Elven Union initially came about, its first few teams struggled to stay afloat. Even though their players rejected the opulent ways of their old teams, old habits die hard, and more than one team was scuppered when its players decided en masse that they simply had to have new designer haircuts. The Eagles were born out of two such teams. Spearheading a new, business-focussed direction for the Union, they eschewed fancy outfits and extravagant parties in favour of drills, training sessions and even more drills. Although the fans disapproved at first, the results of their dedication soon began to show on the pitch. In 2480 they edged out Nurgle's Rotters to win Blood Bowl XX, an achievement that even the High Elf teams had to acknowledge. Today, they are deservedly held as one of the finest passing play teams in the Old World.

2468 One tale of the origins of the Eagles claims they were formed when the struggling Dar-Ellerath Beechtrees and the Ashvale Valar are bought out and merged in a clever business move brokered by the half-Elven entrepreneur Valahar Galantë (the standing joke is that his mother was an Elf and his father was a Cost Accountant).

2471 Scandal breaks out after Orcidas take over sponsorship of the Chaos Cup – one of their conditions being that all Elf teams are immediately excluded from the competition. After a petition is signed by thousands of outraged Chaos and Orc fans, livid at the thought of not seeing Elf teams getting a good kicking that season, Orcidas are over-ruled. Outraged, they pass up the chance to renew their sponsorship in the following season, but the damage is done and the Eagles vow never to play in the Chaos Cup again.

2480 When the Eagles make it through to the finals of Blood Bowl XX, Elves across the land bet on the team to win despite spectacular odds against them. Incredibly, they manage to beat Nurgle's Rotters without taking a single fatality, and betting agencies are bankrupted left, right and centre. An investigation into this suspiciously fortuitous win is still ongoing, in particular regarding the stories of a vat of antiseptic ointment being delivered to the stadium hours before kick-off.

2488 The investigation didn't slow the Eagles' rise, as evidenced by their winning streak. Team captain Valen Swift proved to be as charismatic and skilled a leader as his brother Lucien, captain of the Galadrieth Gladiators, and continued building a strong team. The Eagles become known not just for their impressive plays, but for their willingness to get their hands dirty when they need to.

Now The Eagles are going from strength to strength, and are fighting to outshine the High Elf teams that many of its players originated from. Of course, the eventual aim is a Blood Bowl trophy, but in the meantime they're content to work on their game, promote their brand and push their increasingly popular merchandise.

Team Honours: Most Promising Newcomers 2469, Blood Bowl Winners 2480 (XX), *Spike!* Magazine Charisma Cup (V. Swift) 2483, *Spike!* Open 2486,
Hall of Fame: Valen Swift, Soaren Hightower, Fennel Tallelm
Spike! Magazine Rating: 278 points

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

HIGH ELF TEAMS

When Blood Bowl was first played, High Elves disdained the game. They believed there was no more to Blood Bowl than two teams of uncivilised yobs pummelling each other senseless in a display of mindless violence. It didn't take them long, however, to realise that there is nothing to beat seeing your team wipe out the opposition and win a hard-fought Blood Bowl game!

High Elf teams, of which there are now quite a few in the NAF, are renowned for their passing game. Elf teams have many advantages when it comes to winning (as opposed to slaughtering the opposition, which isn't always the same thing…), and their fine players are the epitome of the more graceful side of the game.

The only real problem with High Elf teams is that they can be very picky about who, when or where they play – who can forget the Eagles refusing to play the Bright Crusaders because a) it was raining, b) the pitch was muddy, and c) the Crusaders' costumes were designed in the worst possible taste! Still, it's a miracle the Elves play the game at all, so we must be thankful – High Elves find close proximity to others so galling…

FAMOUS HIGH ELF TEAMS

Galadrieth Gladiators: The Gladiators are probably the most famous High Elf team of them all. They won the Blood Bowl in 2470 and were always top contenders thanks to the best Elven Blitzer to grace the pitch, Lucien 'the Silver Bullet' Swift. The team includes some of the richest Elves in the kingdom, allowing them to literally buy success, and they have come close to the finals of several major tournaments. Swift's recent retirement has left them a little short, but it can only be a matter of time before the richest team in Blood Bowl lures another star onto their roster.

Caledor Dragons: The Dragons are another team who used to play in a minor league until the collapse of the NAF opened up the game to all-comers. They have proved remarkably successful, beating several of the old established teams and almost making it into the Blood Bowl semi-finals last year.

"Elves might not have discovered Blood Bowl, but you'd better believe we're the best at it!"

Prince Moranion, Caledor Dragons

STAR PLAYER PROFILE - PRINCE MORANION

DRAGON PRINCES, CALEDOR DRAGONS

An Elven noble of impeccable breeding and ancient blood, Prince Moranion was at one time fated to lead his people as ruler. Then however, the young prince (500 years old or so – which is young for an Elf) acquired a taste for Blood Bowl. At that time it was considered quite unseemly for a High Elf of his standing to show interest in a past time as crude as Blood Bowl and by all accounts it caused quite a stir at court. Being something of a young rebel however, Moranion refused to be deterred from his interest in the sport and to his parents' horror inspired a band of his contemporaries to form a team of their own, utterly sure in the knowledge that their flashy armour and disdainful attitude would see them through.

The sight of the flower of High Elf youth arrayed in Blood Bowl armour so horrified their parents that the matter came to a head. The mothers and fathers of the noble players threatened to disown their wayward children if they played but one game, unless that game was played against a rival team of equal social standing, a demand to which the Dragon Princes, as the team had named itself, acquiesced, albeit grudgingly. It was a cunning ruse indeed, for their parents had calculated that no such equals existed who would sully themselves by playing Blood Bowl, and so the Dragon Princes were disbanded almost as soon as they had been founded.

Though he was once again a lone figure of rebellion, his friends having taken up other fashionable pursuits less likely to ruin their delicate features, Moranion was determined to pursue the sport. He eventually signed up (in fact he bought up) the Caledor Dragons, and to the surprise of the fans and the chagrin of his noble parents proved a highly capable player indeed, taking the Caledor Dragons to numerous memorable victories.

Age: 562 **Height:** 6 ft 3 inches
Weight: 135 lbs **Position:** Blitzer
Career Totals: Rushing 1,926 paces; receiving 50 passes for 1,207 paces; 56 touchdowns; 29 fatalities.
Awards: Finest Form 2464, Filthiest Richest Player 2451, Golden Phoenix 2470
Spike! Magazine Star Player Rating: 331

TEAM PROFILE: THE GALADRIETH GLADIATORS

Team Colours: Blue/red
Owner: The Court of the Eagle
Head Coach: Ilithrion Vael
Players: High Elves

The Galadrieth Gladiators have made a name for themselves as being a High Elf team that tends to eschew passing plays in favour of running the ball up the field. They even managed to make it through the 2471 season with not a single completion to their name! Led by the legendary Lucien Swift, they went from strength to strength throughout the 70s and 80s, but struggled to stay afloat following the collapse of the NAF. Somehow, they managed to find financial backing, but the demands made by their princely patrons have taken a toll on the team. If they hope to win another trophy, they might need to find another way to fund their game.

2468 The Dar-Ellerath Beechtrees and the Ashvale Valar are purchased by Valahar Galantë and amalgamated into the Elfheim Eagles. Galantë seems keen to keep only the youngest and freshest-faced players, so the Gladiators eagerly snap up several veteran players to add to their roster. The following three seasons are generally held as the high point of the team's career.

2470 The Gladiators take on the Gouged Eye at Blood Bowl X, having seen off the Middenheim Marauders in the semi-finals with a close-fought 2-1 victory. Although the post-match party goes down in history as one of the most extravagant ever seen, the team are too busy seeing apothecaries and remedial hairstylists to make an appearance themselves.

2489 The collapse of the NAF has hit the Gladiators where it hurts – right in the petty cash! Without big-league backing, the players are forced to fund themselves. Hot spring saunas, chimera skin kitbags and private teleportation spells become a thing of the past, and the team becomes increasingly desperate. After a big money sponsorship deal falls through (and the team is roundly mocked by fans and sports media alike the first and only time they enter a stadium as the McMurty's Big Murt Gladiators), they are bailed out by a consortium of Elf princes. Eager to get back to the lifestyle to which they are accustomed, the Gladiators don't bother to check the fine print, and unwittingly give their backers the all-clear to their way into the starting line-up.

Now The Gladiators still have their share of fans, thanks to the constant stream of advertising campaigns and pledge rallies organised by the Court of the Eagle, but most Blood Bowl spectators agree that the glory days are over. Many of the old star players have moved on, leaving behind a team made up mostly of privileged princelings. Things were compounded when Lucien Swift retired, leaving the team without strong leadership, but thanks to almost unlimited funding, it can only be a matter of time before a suitable replacement is found.

Team Honours: Blood Bowl Winners 2470 (X), Most Aesthetic Pass 2483, Best Post-match Party 2470, Heaviest Match Programme 2471, Elf Lord's Commendation for most Spectacular Offensive Magic 2489
Hall of Fame: Lucien 'the Silver Bullet' Swift, Pierrot Rainforest, Tharion the Bright
Spike! Magazine Rating: 135 points

HIGH ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

DARK ELF TEAMS

Thousands of years ago, the Dark Elves were little more than a small group within High Elf society who turned their back on traditional Elven ways. They eschewed nobility and grace for power and glory, believing their immortality marked them out as the most powerful of all the world's races. When their thirst for conquest led to a bitter civil war that rocked the Elven kingdoms – which they lost – the Dark Elves were banished from their homeland. This enforced exile only strengthened their resolve, and to this day they make every effort to prove to their former kin that they were right all along.

And, by Nuffle, can they play Blood Bowl!

Dark Elf teams exhibit similar strengths and weaknesses to their Elven cousins, but are distinctly more aggressive in their game. But sheer spite makes the Dark Elves enjoy the running game, particularly when a team includes a remarkable player like Jeremiah Kool. In fact, it is hard to believe that the Flashing Blade won't be tempted out of retirement – if not by the Darkside Cowboys, then by some other team.

FAMOUS DARK ELF TEAMS

Darkside Cowboys: The Cowboys are, many say, the best of the Dark Elf teams. Their combination of high intelligence, natural grace, degenerate violence and hatred of all living things (or unliving things, for that matter!) has helped them to the top several times.

Naggaroth Nightmares: This is a new team that was founded after the collapse of the NAF. Many of its players come from the disbanded Naggaroth Nightwings, who went bankrupt when the head coach took flight with the team treasury. With such a wealth of talent, the team has already proved to be a living nightmare for more than one opponent!

Khaine's Killers: A team known more as a bunch of deranged blood-thirsty zealots than actual players, Khaine's Killers treat the game of Blood Bowl not as a sport, but as an act of devotion to the Dark Elves' god of murder. They have repeatedly attempted to field entire teams of Witch Elves, but have in each instance fallen afoul of NAF player regulations, much to the chagrin of their love-struck fans.

STAR PLAYER PROFILE - ROXANNA DARKNAIL

DARKSIDE COWBOYS

Bored by her life of blood and cruelty in the Sisterhood of Khaine, Roxanna Darknail set her black heart on becoming a Blood Bowl player as a means of finding some small thrill in life. Like all of her kind, Roxanna was raised to be far more than a deranged killer – she's a religious zealot on the side! As a devotee of the god of murder, she saw in the sport of Blood Bowl a means of expressing her devotion to the Dark Elves' bloody-handed god, Khaine. For this however, she has been branded a heretic by her sisters, who claim that she has been drawn to the worship of the god Nuffle. Only Roxanna knows the truth, and she isn't telling.

As one of the Darkside Cowboys' most successful players, Roxanna makes such a show of spilling the blood of her foes that it is rare indeed when she does not end a match with her skin slick with the blood of fallen opponents. And the fans love it, especially the cruel-hearted Dark Elves and other, equally mean-spirited types. Some however claim that Roxanna uses her status and role as a means of retaining her youthful features and soft, pale skin, and indeed several cosmetics brands have sought to sponsor her in order to be associated with such a starkly beautiful player. Others whisper that as a Witch Elf, Roxanna is compelled to bathe in the blood of her enemies lest she age and wither into a stooped crone – none to have voiced such a suspicion have lived to repeat it.

Age: A lady doesn't tell **Height:** 5 ft 11 inches (out of heels)
Weight: A gentleman doesn't ask **Position:** Receiver
Career Totals: Rushing 45 paces, 22 catching touchdowns, 301 fatalities.
Awards: Most Blood Spilled 2492, Sudden Death Award 2490, Flawless Skin Commendation 2480-94
Spike! Magazine Star Player Rating: 363

TEAM PROFILE: THE DARKSIDE COWBOYS

Team Colours: Black and blue
Owner: Prince Derren ar-Lolovia
Head Coach: Luxen Tuentir
Players: Dark Elves

The twisted, degenerate Dark Elf race is infamous for its worship of weird and deviant violence, and Blood Bowl fits into their religious beliefs very well indeed. The Cowboys are a cruel, ultra-violent team, and consequently do very well at the game. The combination of high intelligence, natural grace, degenerate violence and hatred of all living things has helped them to the top several times.

2422 The Old World first learns of the existence of the Darkside Cowboys when the Halfling Pinkfoot Panthers visit them for a friendly match and don't return!

2438 Several teams threaten to boycott the Cowboys when they apply to join the official NAF league, but the pale-skinned assassins are admitted anyway. Instantly, sordid revelations start to appear about their peculiar habits, such as using small trussed-up Troglodytes as balls to save wear on expensive imported squigskins. These rumours only seem to heighten the Cowboys' mystique with thrill-starved fans.

2461 The Cowboys play in the very first Blood Bowl, beating the Chaos All-Stars in a very sloppy game (literally – the Cowboys used illegal magic to turn most of the All-Stars' front row into slugs!).

2473 The Cowboys nearly disband after the infamous match against the Kishago Werebears – which lasted for 19 days before being abandoned at 2-2 on the death of the last player on either side. New NAF rules limiting the time of games come too late to save the Werebears, but the Cowboys manage to reform and rebuild their team under the skilled leadership of Jeremiah Kool. Their drive culminated in glory when they win Blood Bowl XXI, during which Kool set their unbroken passing record.

Now Although Kool retired in 2487, his place was more than filled by Hubris Rakarth, the latest in a long line of glamorous Darkside players. In their first season, team captain Hubris earned immortal fame by leading the Cowboys all the way to the Blood Bowl Championships that were to prove to be the last organised by the old NAF league. While the match was in progress, the NAF commissioner disappeared, along with the entire NAF treasury and most of the Cowboys cheerleaders! The Cowboys recovered from their loss very quickly – the NAF, unfortunately, did not and went into receivership before the next Blood Bowl Championships were held.

Team Honours: Blood Bowl Winners 2461 (I), 2481 (XXI), 2488 (XXVIII), Orcidas Team of the Year 2481
Hall of Fame: Rokudan Fey, Jeremiah 'Flashing Blade' Kool
Spike! Magazine Team Rating: 294 points

DARK ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

WOOD ELF TEAMS

Wood Elves are elves who shun city life in favour of living in the forest. They are physically identical to High Elves, but prefer not to wear much armour, favouring a simple garb of natural colours such as green or ruddy browns. Their kingdom is far older than the human realms that surround it, and on the whole it is avoided by humans – who know that any creature that enters the forest with evil intent invites a swift death from an unseen arrow or a sudden sword strike. This means that Wood Elves are rarely seen by other races, except when one of their teams and its fans arrive as if from nowhere to play a match, disappearing back into the countryside just as mysteriously once the game is over!

Wood Elves make natural Blood Bowl players, although their refusal to wear heavy armour does leave them vulnerable to some of the more hard hitting opposing teams. Generally, however, the Wood Elves' natural athletic ability is enough to keep them out of trouble – it takes a fast or cunning foe to lay a hand on a Wood Elf player! In any case, no decent Wood Elf would be seen in bulky, shapeless armour, let alone be forced to lurk across the pitch like a filthy Skaven. For Wood Elves the long pass is everything, even more so than for their High Elf cousins, and all of their effort goes into becoming expert at throwing or receiving. The one exception to this are the Wood Elf Wardancers. These extremely athletic warriors are trained in the deadly arts of hand-to-hand combat and are a match for almost any foe.

FAMOUS WOOD ELF TEAMS

The Athelorn Avengers: This is one of the old NAF teams that has taken extremely well to the new open tournament style of play. The Avengers insist that this is because the open tournaments suit their free-wheeling and easy-going style, though less kind critics say that it's because they are no longer stuck in the same division as their far more successful arch-rivals, the Darkside Cowboys! Whatever the reason, the Avengers are on a roll at present, especially since they took their first trophy at Blood Bowl XXXVI.

The Laurelorn Paladins: The Laurelorn Paladins are a relatively new Wood Elf team that has caused something of a storm by including two Treemen to its line-up. The Longbark brothers are cuttings from one of the most famous Treeman players ever, Longbark Earthroot of the Galadrieth Gladiators, and have proven to be two chips off the old block. The Longbark brothers have given the Paladins a hard hitting edge that most Wood Elf teams lack, and many commentators are tipping them as the Wood Elf team to watch.

Bil Bali Archers: For many years, the Archers were known more for the lyrical skills of their fans than the sporting abilities of their players. One game at a time however, the Archers have turned their fortunes around, largely thanks to the lilting tones of their adoring fans inspiring them to ever more spectacular victories.

STAR PLAYER PROFILE - JORDELL FRESHBREEZE

ATHELORN AVENGERS

Jordell is regarded by many as not only the greatest player currently in the game, but one of the greatest ever to have taken to the pitch. The secret of his success is a combination of speed and dexterity that makes him nigh impossible to stop. This skill is born of Jordell's essential nature – as a Wood Elf Wardancer he is able to draw upon and channel the aspect of the silent, unseen wind after which he is named, passing through gaps in the opposition's line and around players before he is even seen. There is one downside to Jordell's incredible skills though – his amazing achievements are sometimes missed by commentators and official statisticians, and can only be formally confirmed after lengthy investigation.

Age: 137 **Height:** 6 ft 6 inches
Weight: 151 lbs **Position:** Blitzer
Career Totals: Rushing 3,000 paces, receiving 1 pass for 16 paces, throwing 9 from 61 passes, 27 interceptions returned for 196 paces, 137 touchdowns, 137 player fatalities, 91 civilian fatalities, 48 referee fatalities.
Awards: Blink and You Missed It! 2476-94, Silent but Violent All Time Champion
Spike! Magazine Star Player Rating: 347

TEAM PROFILE: THE ATHELORN AVENGERS

Team Colours: Yellow and green
Owner: Caesyn Dyn-Athron
Head Coach: Aed Hothriss
Players: Wood Elves

The Avengers have had a varied and interesting career, but have come to prominence since the mid 80s. Between the collapse of the NAF and their successful drafting of a number of promising new players, they began to build a head of steam that resulted in victory at Blood Bowl XXXVI. The archetypal Wood Elf team, they are as graceful as they are stylish, effortlessly evading clumsy blocks and flashing perfect smiles as they dance around infuriated opponents. They have become increasingly well-known for their complex passing plays, the ball changing hands so often that the other team usually gives up trying to keep track of it and instead concentrates on breaking the Avengers' famously brittle bones.

2429 The Athelorn Avengers make their debut in the Elven Kingdoms league, winning their first few games. It's all looking good for the newcomers until they take to the field against the Darkside Cowboys. After forty-three increasingly foul-fuelled minutes, the Avengers are forced to concede, having lost over half of their starting line-up to what the press release later calls "*career-limiting injuries*". They swear vengeance, and one of Blood Bowl's most famous rivalries is born.

2472 The Avengers start to get noticed in the NAF league, but consistently find themselves in the same division as their bitter Dark Elf rivals. The Darkside Cowboys realise that their presence is just about the only thing that can shake the Avengers' otherwise limitless confidence, and are quick to inform their fans. The Avengers suffer a number of embarrassing losses when Cowboys fans start turning up to their games to jeer, chant and generally be as much of a nuisance as possible.

2491 The Firebrand Ingots set a new record for Most Interceptions in a Single Game while facing off against the Avengers, thanks to a devious ploy involving powerful magnets and a tampered ball. Head coach Hothriss lodges a complaint, but it falls on deaf ears and the record stands. The Ingots are later bankrupted when their home stadium is taken over by a grove of several hundred tanglethorn trees. Team owner Caesyn Dyn-Athron declines to comment, suggesting only that he could recommend a number of highly qualified horticulturalists.

Now After a lot of time spent in training, and even more time spent having open and honest discussions with a series of incredibly well-paid counsellors, the Avengers seem to have defeated their hang-ups regarding the Darkside Cowboys. They're unlikely to be sharing a drink any time soon, but they've faced each other across the line of scrimmage several times now without the Wood Elves going to pieces. Fans are hoping that this was all that was holding them back, and that they can now make a push for the trophy they deserve.

Team Honours: Most Improved Hairstylist 2392, *Spike!* Magazine's Most Punctured Player Award 2465
Hall of Fame: Jordell Freshbreeze, Jem Goldstar, Luarn Proudbow
Spike! Magazine Rating: 142 points

WOOD ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

NEW OFFICIAL RULES

The following section represents the official and sacred word of the great god Nuffle on the subject of running Blood Bowl leagues. You'll also find an updated list of skills and several new game options to try out.

BLOOD BOWL LEAGUES

"What's this, Jim? New league regulations too?"
"That's right, Bob, how else could we work out which team is the best of them all?"
"Well, Jim, back in my day we kept going 'til all the teams but one were dead!"
"Indeed, Bob, and I think you'll find that clause still exists in the Great Book of Regulations, but there's a few other things to learn first..."

Any experienced Blood Bowl coach will tell you that while one-off games may be fun, running a team over the course of a series of games is far more exciting. Not only do you have to worry about the tactics that your team will use in a single game, but you can also watch your team develop and grow into a real powerhouse to rival even the mighty Reikland Reavers or the Gouged Eye. Joining a league can be quite a commitment, and involves learning a few more rules, but the glory of leading your team through a long season to the Blood Bowl final is well worth the effort!

GETTING STARTED

In order to set up the league, the first thing you need to do is appoint a League Commissioner. An ideal Commissioner should be a highly organised individual with a flawless grasp of the Blood Bowl rules and the ability to herd cats, but anyone enthusiastic and dedicated enough to get a league up and running probably stands a good chance of keeping it trundling along. The Commissioner has the responsibility of making sure that the league runs smoothly, and, most importantly, organising any tournaments that are played. Some Commissioners like to keep a central database of teams to keep track of how well everyone is doing, and some even write regular newsletters featuring match reports, league tables and anything else they can think of! There's nothing stopping the Commissioner from taking part in the league, just so long as they don't abuse their power.

There are many different ways to run a league, with the one presented here being just one example. It is up to the Commissioner to decide how to run their league, and they are free to change or modify any of the Blood Bowl rules as they see fit. A sensible Commissioner will discuss any potential changes with their coaches beforehand, so that everyone involved knows what they're getting into, but at the end of the day, the Commissioner's word is law! It's not easy running a league, and ultimate power is one of the few perks of the job.

It is quite rare for a Blood Bowl team to own a stadium. Most belong to the Colleges of Magic or are run by the nearest city or town, but there are a few wealthy landowners with private stadiums on their estates. As a result, teams aren't tied to one place, and tend to spend most of their time travelling from stadium to stadium, and playing matches against any teams that cross their path.

The League rules are designed to recreate this slightly anarchic system, keeping the structure light and (for the most part) putting coaches in charge of setting up their own matches.

HOW LEAGUES WORK

To play a league, you will need at least four teams. At the start of the league, each coach needs to create a league team as described on page 19. The league plays out over a number of seasons, during which each team will play each other team at least once. At the end of each season is a short Tournament, consisting of two semi-finals and a final, at the end of which one team will emerge victorious! A new season can then begin (after a period of out-of-game downtime), giving new teams a chance to join the league and letting coaches step down if they wish to take a break. After the season break, coaches will need to reassemble their teams, coaxing their most successful players back with stacks of gold and promises of fame and glory, then rounding out the numbers with a few rookies.

DIVISIONS

If the league contains eight or more teams, the Commissioner should divide them into divisions. Each division should contain as equal a number of teams as possible, but a division should have no fewer than four teams and no more than eight. The larger the divisions are, the longer a season will take. The teams can be split however the Commissioner decides, but drawing team names out of an upturned Blood Bowl helmet (or similar receptacle) is most traditional. Once the divisions have been split, the season can begin!

LEAGUE SEASONS

There are two types of game a team can play during a league: competition games and friendlies. The difference between the two is described in more detail later, but broadly, competition games affect the league stats, while friendlies exist mainly to make some gold and increase your team's reputation – and to give you an excuse to play more Blood Bowl!

PLAYING A SEASON

During a season, each team must play two competition games against each other team in their division. They can play as many friendlies as they like against teams from their own division, from another division, or even (at the Commissioner's discretion) against teams that aren't part of the league. As an aside, this is a great way to recruit new players. Get someone playing a few friendlies and you might find they want to join your league next season!

It is recommended that you set a time limit for each season. This is up to the Commissioner, of course, but it prevents the league stalling because two players can't seem to get their schedules to line up. A good rule of thumb for deciding a time limit is to assume that each team can play two games in a week. A league with a single division of six players would have a season consisting of ten matches per team (two against each of the other teams), so would last for five weeks. Any competition games that have not been played by the end of the time limit count as a loss for both teams. If a coach is thought to be gaming the system, and avoiding games that they know they're going to lose just to prevent their opponent from getting a win, the League Commissioner has our permission to fine the no-good cheaters and dock their League points – at the very least!

Once all of the season's games have been played (or the time limit has been reached), the season ends in spectacular fashion with the Play-offs (see page 26). Then there is a period of Downtime (see page 26), followed by the start of a new season.

LEAGUE TEAMS

DRAFTING YOUR TEAMS

Each coach taking part in a league must create a team, following the rules on page 22 of the *Blood Bowl* rulebook. They can also add coaching staff to their team, as detailed on page 38 of this book. Coaches can choose from any of the team lists available: the Orcs and Humans in the rulebook, the seven teams included in this book, or any other teams that are made available in future supplements. If the League Commissioner wishes to include other teams, for example by porting them across from previous editions of Blood Bowl, they are welcome to do so.

For league play, you should use the team roster presented on page 48 instead of the one found in the *Blood Bowl* rulebook. This lets you track all of the information which is pertinent to your league.

Teams created for a league cannot include Star Players; during league play they do not join teams on a permanent basis, preferring to rake in inordinate amounts of cash by acting as free agents. You'll still be able to hire them on a game-by-game basis through inducements.

BOB'S LOCKER ROOM BANTER

High Elf teams are famous for demanding kit changes at every opportunity. I once faced an overseas team that had to leave half their players at home so they could fit enough outfits on the ship.



TREASURY

Each coach starts with a Treasury of 1,000,000 gold pieces with which to draft their team. If a coach does not spend their full Treasury, they should note down any remainder in the Treasury box of their roster. These gold pieces go into the coffers, ready to be spent later in the league.

TEAM VALUE

In leagues, the 'value' of a team affects whether it receives inducements for playing a match (see page 23) and how many Special Play cards will be drawn (see page 23). The value of a team ('Team Value', or TV) is worked out by adding up the value of the players that will play for the team in its next match, including extra value from improvements, to the cost of coaching staff, team re-rolls, and Fan Factor. Record the value of your team in the appropriate space on the team roster. Note that gold in the Treasury and players missing the game due to an injury do not count towards the Team Value.

CASUALTIES

Blood Bowl is a rough and dangerous sport, and players are often injured or killed while playing the game. Many Blood Bowl players sport scars from old injuries, while some have lost eyes, ears, noses and even whole limbs! Although most injuries can be recovered from given a bit of time, some are so serious that they can permanently affect a player. In one-off games this is not important – all you need to know is that the player is off the pitch for the rest of the game, but in a league, it is vital to know exactly what type of injury a player has suffered. This is where the Casualty table on page 20 comes in.

If you roll a '10-12 – Casualty' on the Injury table, roll on the Casualty table once the player has been moved to the Dead & Injured box of their Dugout. To roll on the Casualty table, roll a D6 and a D8. Treat the D6 result as 'tens' and the D8 as 'units'. For example, if you score a 3 on the D6 and a 7 on the D8, the result would be 37. Then look up the result on the table on page 20.

The table lists exactly what has happened to the player, and describes any special effects the injury may have. The majority of the results simply cause the player to miss the next match, though some have more long-lasting effects, as described below the table on page 20.

CASUALTY TABLE

D68	Result	Effect
11-38	Badly Hurt	None
41	Broken Ribs	Miss Next Game
42	Groin Strain	Miss Next Game
43	Gouged Eye	Miss Next Game
44	Broken Jaw	Miss Next Game
45	Fractured Arm	Miss Next Game
46	Fractured Leg	Miss Next Game
47	Smashed Hand	Miss Next Game
48	Pinched Nerve	Miss Next Game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar Bone	-1 ST
61-68	Dead!	Dead!

Miss Next Game: The opposing coach puts a tick in that player's Miss Next Game column on the team roster. The player cannot take part in the next match. Remove the tick at the end of the next match.

Niggling Injury: Miss next game as above. In addition, the opposing coach writes an 'N' in the Injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury rolls made against this player.

-1 MA, ST, AG, and AV: Miss next game as above. In addition, the opposing coach records the characteristic change on the team roster. No characteristic may be reduced by more than 2 points, or below a value of 1. Any injuries that could reduce it further are ignored (the player must still miss the next game).

Dead! The opposing coach removes the player from their roster. They won't be playing Blood Bowl any more unless an Undead team is hiring!



STAR PLAYER POINTS

Players are able to earn Star Player points (SPPs) in Competition Matches. These are earned for scoring touchdowns, making complete passes, making interceptions, killing or injuring opposing players, and for earning Most Valuable Player awards. Once a player has earned enough Star Player points, they become entitled to an improvement and may roll on the Improvement table. Players who survive long enough will progress to become Legendary Players, with special characteristics and skills that they have picked up over the course of their long career on the Blood Bowl pitch.

The team roster includes boxes so coaches can keep track of the number of Star Player points their players earn during a match. Each time a player does something that earns them any Star Player points, their coach should put a tick in the appropriate box on the roster for each point they have earned. At the end of the match, count up the number of new ticks for each player and upgrade their total score of Star Player points accordingly.

EARNING STAR PLAYER POINTS

Star Player points are earned for performing the following Actions:

Completion (COMP): A player who makes an accurate pass that is caught by a receiver from their own team in the targeted square of the pass when the ball comes to rest earns 1 Star Player point. This is called a completion.

Touchdown (TD): A player who scores a touchdown earns 3 Star Player points. If a team is awarded a touchdown because their opponent has no players to set up at the start of a drive, no Star Player Points are awarded.

Interception (INT): If a player successfully makes an interception of the ball after making an Interception roll then they earn 2 Star Player points.

Casualty (CAS): If a player blocks or is blocked by an opponent, and subsequently causes a roll on the Injury table for that opponent which results in a Casualty, they earn 2 Star Player points. Casualties inflicted in any other way (including fouls, injuries inflicted by the crowd, chainsaws, bombs, or the Stab skill) do not count for Star Player points.

Most Valuable Player (MVP): At the end of the match, each coach nominates three players from their team and rolls a D3 to choose one at random. That player is awarded a Most Valuable Player award, earning 5 Star Player points.

IMPORTANT: A team that concedes a match must give its MVP to the opposing team (i.e., the winning coach gets two MVPs and the losing coach gets none).

IMPROVEMENT ROLLS

As players earn Star Player points, they go up in levels of experience and make Improvement rolls. All players start out as Rookies with no SPP. Once a player has earned 6 points, they become 'Experienced' and are entitled to their first Improvement roll. Each time they go up another level on the table below, they are entitled to another Improvement roll. The Star Player Points table lists the number of Star Player points that are required to reach each different level.

Star Player Points Table

SPPs	Title
0-5	Rookie
6-15	Experienced
16-30	Veteran
31-50	Emerging Star
51-75	Star
76-175	Super Star
176+	Legend

At the end of the match, work out how many Star Player points each of the players in your team has earned, and look up their scores on the Star Player Points table. If the player has earned enough points to go up a level, then immediately make a roll for them on the Improvement table (see page 22). To make the Improvement roll, roll two D6, add the scores together, and look up the result on the Improvement table.

BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

Vizgrak Pigzit still holds the record for Most Officials Killed in One Game. Retch Gutheave of Da Green Machine made a good effort this season, but was hampered by his insistence on trying to eat them all.



IMPROVEMENT TABLE

2D6	Result
2-9	Give the player a New Skill
10	Give the player a New Skill, or Increase the player's MA or AV characteristic by 1 point
11	Give the player a New Skill, or Increase the player's AG characteristic by 1 point
12	Give the player a New Skill, or Increase the player's ST characteristic by 1 point

NEW SKILLS

Improvement rolls can grant players new skills. There are four categories of skills: General (G), Agility (A), Strength (S) and Passing (P). There are also Mutations (M), which a pedant might argue aren't really 'skills' as such, but they're treated in exactly the same way from a rules perspective.

On each team list, the columns Normal and Double tell you which skills are available to that player. Whatever the result of your Improvement roll, you can give your player a skill from one of the categories in their Normal column. If an Improvement roll is a double, you can choose a skill from one of the categories in either the Normal or Double column.

For example, a High Elf Lineman can normally take General and Agility skills, but on a double can also take Strength and Passing skills.

When a player gains a skill, record this on your team roster. A player can never lose a skill.

CHARACTERISTIC INCREASES

An Improvement table roll of 10-12 might increase one of the player's characteristics. The entry will list the characteristics that may be improved – simply pick one and record the new value on the team roster. Alternatively, the coach may choose to take a new skill instead, as described previously. No characteristic may ever be increased by more than 2 points over its starting value or to a value greater than 10. Any additional increases must be taken as new skills instead.

IMPROVEMENTS & PLAYER VALUES

Every player has a value. This amount is recorded when they are hired. As they get better (eg, gain skills or characteristic increases), their value increases. To reflect this, whenever a player rolls on the Improvement table, their value must be increased on the team roster by the amount shown on the table below. Note: Injuries the player suffers that reduce a characteristic do not reduce the value of the player.

VALUE MODIFIERS TABLE

New Skill from the Normal column	+20,000 gp
New Skill from the Double column	+30,000 gp
+1 MA or +1 AV	+30,000 gp
+1 AG	+40,000 gp
+1 ST	+50,000 gp

HUMAN AND ORC TEAMS

The Human and Orc team lists in the *Blood Bowl* rulebook do not contain the Normal and Double columns, but don't panic! You can find them in the team summaries on pages 45 & 46 of this book.

BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

A lot of people are still convinced that Skaven are little more than a myth, a fact which has put a dampener on the Skavenblight Scramblers' promotional tours season after season.





PLAYING LEAGUE MATCHES

League Matches have their own sequences of play, which involve some pre-match and post-match action, as well as the actual game. Follow this sequence for each match you play:

Pre-Match Sequence

1. Roll on Weather Table
2. Choose Inducements
3. Draw Special Play Cards
4. Flip for the Kick

The Match

1. Work out the number of Fans and FAME
2. Kick-off
3. Play the Game!

Post-Match Sequence

1. Improvement Rolls
2. Update Team Stats
3. Record Fortune and FAME
4. Hire and Fire
5. Prepare for Next Match

PRE-MATCH SEQUENCE

The Pre-match sequence must be used before every League Match that is played. This is split into the following separate steps that are described below:

1. Roll on Weather Table

Both coaches roll a D6 and look up the total on the Weather table to see what the weather will be like for the match.

2. Choose Inducements

There are plenty of hangers-on around a Blood Bowl stadium, from corporate sponsors and free agents to licensed wizards and apothecaries. They are willing to offer their services to the teams for a price, but the stadium itself will often foot the bill to give a disadvantaged team a leg-up and make for a more interesting match.

Each team can spend gold from their Treasury to purchase any of the inducements listed below. The team with the lower Team Value is granted an additional amount of 'petty cash' equal to the difference in Team Values; this is not added to their Treasury, and is wasted if it is not spent immediately. For example, if a team with a value of 1,000,000 gp goes up against a team with a value of 1,250,000 gp, the first coach would be able to spend an extra 250,000 gold pieces on inducements. The team with the higher Team Value must purchase inducements first; once they have finished, the other team can purchase inducements.

Inducements are selected from the following list:

- 0-2 Bloodweiser Kegs – 50,000 gold pieces each
- 0-3 Bribes – 100,000 gold pieces each
- 0-4 Extra Team Training – 100,000 gold pieces each
- Mercenaries (Unlimited) – Various prices
- 0-2 Star Players – Various prices
- 0-2 Wandering Apothecaries – 100,000 gold pieces each
- 0-5 Special Plays – 100,000 gold pieces each

Detailed descriptions of these inducements can be found on page 28. Note that limitations and special rules from the team lists apply. As some coaches can take a very long time deciding which inducements to take, there is a four-minute time limit on selecting them.

All inducements that you purchase are lost at the end of the match. No inducement can ever become a permanent part of your team.

3. Draw Special Play Cards

Instead of using the rules for drawing Special Play cards on page 25 of the *Blood Bowl* rulebook, consult the chart below to see how many cards are drawn and kept based on the highest Team Value out of the two teams. First, the player with the higher Team Value draws a number of face-down cards according to the Draw value, from any decks they wish in any combination. Then they look at the cards and choose which ones to keep (according to the 'Keep' value) returning any others to the bottom of their decks. The other player then does the same. Each 'Special Play' inducement adds 1 to both the number of cards you can draw and the number you can keep.

4. Flip for the Kick

The coaches flip a coin or roll off, with the winner deciding whether they will kick or receive for the first drive.

Highest TV	Draw	Keep
Up to 1,000,000 gp	2	1
1,000,000 gp to 1,990,000 gp	3	2
2,000,000 gp to 2,990,000 gp	4	3
3,000,000 gp or greater	5	4

POST-MATCH SEQUENCE

You must go through the following phases in order after each and every League Match that you play:

1. Improvement Rolls

- In Competition Matches, each coach awards their team's MVP as described on page 21. In friendly matches, no MVP is awarded.
- Roll for improvements for any players who have earned enough Star Player points to gain one. Record any changes to player values as a result of improvements (see page 22).

2. Update Team Stats

- If this was a Competition Match, record any League points you have scored. If you won the game, you score 3 League points. If you drew, you score 1 League point. You score no League points for a loss. In friendly matches, you do not score any League points.
- Add any touchdowns your team scored during the game to the Touchdown section, and add any casualties you inflicted to the Casualties section – casualties only count if they qualified towards earning one of your players Star Player points, as per page 21.

3. Record Fortune and FAME

- Each coach generates winnings for the match by rolling a D6 and adding their team's FAME. The team receives this amount x 10,000 gold pieces as winnings for the match. If you won or tied the match, you receive an additional 10,000 gold pieces. If you won the match, you may also choose to re-roll your D6, but you must accept the second result even if it is worse than the first. Remember that teams who concede a match do not receive any winnings. Note: In friendly matches, each coach rolls a D3 instead of a D6.
- If you won the match, roll 3D6 and increase your team's Fan Factor by 1 if the result is greater than your current Fan Factor. If you lost the match, roll 2D6 and reduce your team's Factor by 1 if the result is lower than your current Fan Factor. If the match was a draw, roll 2D6; your team's Fan Factor goes up by 1 if the result is higher than your current Fan Factor, or down by 1 if the result is lower than your current Fan Factor.

4. Hire and Fire

- Remove any dead players from your roster.
- Each coach can now spend any gold in their Treasury to buy new players and coaching staff, and/or fire any players or coaching staff who are no longer wanted. You do not get any gold back! In addition, each coach can choose to spend gold from their Treasury to increase their team re-rolls. Adding a re-roll costs double the amount shown on the team list, but only adds the basic (un-doubled) cost to the total value of the team. You can also remove any number of team re-rolls from your roster at this stage, if you wish – again, you don't get their cost back!
- If a team has any Journeymen (see step 5 – Prepare for Next Match) on the roster, the coach must either fire them from the team or you may permanently hire them by paying their Rookie cost. Note that a team must have fewer than 16 players on its roster to hire Journeymen. If hired, a Journeyman loses the Loner skill but may retain any Star Player points they earned or skills received from Improvement table rolls.

5. Prepare for Next Match

- If either team has at least 100,000 gold pieces in their Treasury, their coach must roll for expensive mistakes (see page 25).
- If a team can only field 10 or fewer players for the next match, the team may add Journeymen onto the roster for free until the team can field 11 players for the next match. A Journeyman is always a player from a 0-16 or 0-12 allowed position on the team's roster. They count their normal Rookie cost towards the total Team Value, but have the Loner skill as they are not used to playing with the team. Journeymen may take the total players on the team (including injured players) to more than 16 at this point.
- Work out the total value of each team and record it on their roster. The value of a team is worked out by adding up the value of the team's players (including extra values for improvements), coaching staff, team re-rolls and Fan Factor. Do not include the value of gold in your Treasury or any players that will be forced to miss their next match due to injury.

EXPENSIVE MISTAKES

Any Blood Bowl coach will tell you that there's nothing more risky than a large sum of gold in the team treasury. It seems to be the case that whenever a team has money to burn, someone will come along with a tinderbox! Whether the tabloids need paying off to avoid a scandal, a wealthy local demands compensation for being flattened by a boozed-up blitzer or an errant cheerleader bets the treasury on a squig fight, most coaches agree that it's not worth holding onto big sums of cash.

If you have at least 100,000 gold pieces in the Treasury at step 5 – Prepare for Next Match of the Post-match sequence, roll a D6 on the following table, applying the result from the column that corresponds to the amount of gold in your Treasury.

D6	Up to 190,000	200,000 to 290,000	300,000 to 390,000	400,000 to 490,000	500,000+
1	Minor Incident	Major Incident	Catastrophe	Catastrophe	Catastrophe
2	Minor Incident	Minor Incident	Major Incident	Catastrophe	Catastrophe
3	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Catastrophe
4	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident
6	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident

Crisis Averted: Thanks to some careful management, your team behaves itself for once!
Minor Incident: The team gets up to some mischief, and you lose D3 x 10,000 gold pieces.
Major Incident: Half the gold in your Treasury (rounding up to the nearest 10,000 gp) is lost to an unfortunate mishap.
Catastrophe: Your Treasury is emptied, except for 2D6 x 10,000 gold pieces which you sensibly squirreled away for just such an occurrence.

CONCEDING

A coach who concedes before setting up for a kick-off where they could only field two or fewer players suffers no additional penalties. If one coach concedes the match for any other reason then the winner gains all of the loser's winnings and MVP from this match. In addition, the loser automatically loses one Fan Factor (do not roll for it), and any players in the loser's team that have 51 SPPs or more will leave the team on a D6 roll of 1-3. Roll separately for each player with 51 SPPs or more to see if they leave.

SEASON'S END

Once all of a season's Competition Matches have been played, or the predetermined time limit has been reached, the League Commissioner announces that the season is coming to a close, and no more results can be submitted – give people a bit of notice, so they can get any last games in. Once all the scores are in, the Commissioner ranks the teams in order of League points, from highest to lowest, using total touchdowns as a first tiebreaker and total casualties as a second decider. The top four teams will go through to the play-offs as follows:

The League Commissioner sets a date for the end of the season, making sure there is enough time for at least two sessions – the play-offs followed by the finals. The time between now and then makes up the Season's End period. Although no more League points can be scored, teams can still play friendlies – this is a great chance for teams to play rivals in different divisions, to revisit old grudges, or just to boost the Treasury and attract some more fans ahead of next season.



PLAY-OFFS

The play-offs take place during the Season's End period, and are made up of two stages: semi-finals and finals. In the semi-finals, the team in 1st place on the League table plays the team in 4th place, and the team in 2nd place plays the team in 3rd place. The winners of the semi-finals then go on to play in the final, battling it out for 1st and 2nd place overall, while the losers face off for 3rd and 4th place.

Finals and semi-finals cannot be drawn – in the case of a draw, you must go to Sudden Death Overtime, and a penalty shoot-out if this does not result in a winner. Also, outside help is strictly forbidden during the finals and semi-finals, so teams cannot enlist the services of Star Players or Mercenaries using inducements.

GLITTERING PRIZES

Prizes are awarded to the teams who finish in 1st, 2nd and 3rd place, in addition to any winnings that they get during the Post-match sequence. The team in 3rd place receives 30,000 gold pieces; the team in 2nd place receives 60,000 gold pieces; and the team who finished in 1st place, the season's champions, are awarded 100,000 gold pieces and the League Trophy! The Trophy is theirs until the end of the next season, when it will be awarded to the new champions. While your team has a Trophy, make a note of it on your team roster. While you are holding it, you can add an additional team re-roll to your roster at no cost – its value is still added to your Team Value.

LAST GAME

During the Pre-match sequence of any game during Season's End, a coach can declare that this will be their last game of the season. The game is played as normal, but the Post-match sequence is modified as explained later. Unless a coach playing in the finals specifically states otherwise, that will always be their last game of the season.

RESOLVING DOWNTIME

After the finals, there is a period of downtime during the off-season. Players rest and recuperate, spend their hard-earned gold, or go on elaborate tours to promote the latest edition of their increasingly unbelievable autobiographies.

In the Post-match sequence of your last game of the season, the Prepare for Next Match phase is replaced with the Downtime phase, which consists of these steps:

- For each player on your roster that has completed at least two seasons, roll a D6. If you score less than the number of seasons they have completed, they have had enough violence for a while and want to retire. Put a tick in the Wants to Retire column – you'll come back to this later.
- Remove any Miss Next Game ticks, then roll a D6 for each Niggling Injury on your roster. On a roll of 4 or more, some time away from the field works wonders and the injury is removed from the roster. If you have any Apothecaries on your roster, add 1 to each result.
- Roll 2D6. If the score is lower than your Fan Factor, a number of your fair-weather fans lose interest during the off-season, and your Fan Factor is reduced by D3.
- If you wish to take part in the next season, determine your new starting Treasury – see Raising Funds, below.
- Re-draft your team for the new season (see page 27).

RAISING FUNDS

At the start of each new season, each team gets a Treasury of 1,000,000 gold pieces. This represents money doled out by the league, the team's sponsors, fan clubs and generous patrons. Returning teams then add anything they had left in their Treasury from the previous season, plus the Treasury Bonuses listed below. Once you have added everything up, round your Treasury down to the nearest 10,000 gp:

- 10,000 gp for each match the team played last season (both friendlies and competition games).
- 5,000 gp for each touchdown the team scored last season.
- 5,000 gp for each casualty the team caused last season.

BUGMAN'S BOOK OF RECORDS *with Jim Johnson*
Standardised bribery has legitimised one of the oldest tactics in Blood Bowl. In exchange for 100,000 gold pieces, the ref will find his shoes incredibly interesting for a count of three. Money well spent, I say!





RE-DRAFTING

While many players are eager to return to the pitch when the new season comes about, others might find their priorities changing during the off-season, or find themselves unceremoniously dropped from the roster by coaches keen to keep their costs down. These players usually disappear quietly, heading off to seek their fortune in the backwater leagues, to become sports pundits on the interview circuit, or to host Cabalvision shows about redecorating your hovel.

To redraft your team, take a new team roster then create your team again – just as you did when you first joined the league. The following three changes apply to the rules for when you are creating a team:

- Your Fan Factor carries over from your previous roster, at no cost (its value is still added to your Team Value). If you wish to increase it, you can do so at a cost of 10,000 gp per point of Fan Factor.
- As well as hiring new players from your team list, you can re-hire players that were in your team last season by paying the cost shown for them on that season's roster. Copy across their entire row from your old roster, including any Niggling Injuries, Star Player points, and whether they want to retire, and add 1 to the number of seasons they have completed.
  If you wish to re-hire a player who wants to retire, they will require an extra incentive to stay on (usually a sneaky envelope full of gold!). For each season the player has completed, it costs an extra 20,000 gold pieces to re-hire them. This is a one-off extra payment that does not affect the Cost column of your team roster.
- For each player on your old roster that wants to retire, and which you do not re-hire, you can add an Assistant Coach to your new roster, at no cost – their value is still added to your Team Value.

STARTING A NEW SEASON

After the excitement of Season's End and the thrill of the finals, the obvious question from most players is: when's the next season starting? The answer, as ever, is up to the League Commissioner. Starting a new season is as easy as following these three steps:

- The League Commissioner establishes who will be taking part in the next season. This is a good chance for coaches to step down from the league if they're struggling to find the time to play, and it's an ideal spot for new teams to join in the fun.
- Each coach who is taking part in the new league needs to submit a roster. Returning teams will have their re-drafted team rosters, which were completed during the Post-match sequence of their last game. New coaches draft a team from scratch, with a starting budget of 1,000,000 gold pieces. If a returning coach wishes, they can abandon their existing team and submit a new one.
- Teams are divided into divisions (if necessary) and dates are set. The season begins anew!



INDUCEMENTS IN DETAIL

Bloodweiser Keg: Nothing says "*get back in the game*" like a frosty Bloodweiser Magic Ale served straight from the keg. There's probably an official rule regarding drinking during a game, but hey, why should the crowd have all the fun? For each Bloodweiser Keg you purchase, you can add 1 to the result of all dice rolls you make during this match to see whether one of your players recovers from being KO'd.

Bribes: If you're planning to misbehave, you'd better slide the ref a bag or two of gold before the match. Each Bribe allows you to attempt to ignore the call when one of your players is sent off for committing a foul or using a Secret Weapon. Roll a D6. On a roll of 2-6, the Bribe is effective and the player stays where they are (you do not suffer a turnover), but on a roll of 1 the Bribe is wasted and the call still stands! Each Bribe may be used once per match.

Extra Team Training: Getting all of your players in the same place is hard enough on match day, but if you flash some cash, you can probably organise a training session. Each Extra Team Training session grants you an extra team re-roll for each half of this match.

Mercenaries: For every player safely employed by a team, there are dozens of freelance players who will wear anyone's colours in exchange for hard currency. You can add Mercenary players to your team for one match at a time, chosen from your team list, at 30,000 gold pieces more than what they would normally cost. For example, a Mercenary Human Lineman would cost 80,000 gold pieces to hire for a match.

The normal limits on the total number of players allowed on a team and in each position apply to Mercenaries, but players that are missing the game due to injury do not count towards the number of players on the team, so they are not counted when working out how many Mercenaries you can have.

All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition, a Mercenary may be given one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces. For example, a Mercenary Human Lineman could be given Tackle for a total cost of 130,000 gold pieces to hire for a match. Mercenaries can never earn Star Player points even if they are awarded the MVP for the game. Mercenaries can never gain Improvement rolls.

Special Plays: There are all sorts of ways an enterprising coach can prepare for a gruelling match. Everything from praying for assistance to booby-trapping the pitch – if you can think of it, it's been done. Each Special Play you purchase lets you draw and keep an additional Special Play card in the Pre-match sequence.

Star Players: These are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Star Players act as free agents, playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. A team may hire up to two Star Players that are allowed to play for the team. Unless the League Commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match – they can afford all the resurrection spells they need!

Star Players may not take the number of players in the team to more than 16. However, players that are missing the game due to injury do not count towards the number of players on the team, so they are not counted when working out how many Star Players you can have. It is possible (though unlikely) for both teams to hire the services of the same Star Player. If this happens then neither may use them and the Star Player keeps both sets of hiring fees!

Star Players can never earn Star Player points even if they are awarded the MVP for the game. Star Players can never gain Improvement rolls. Finally, purchased/induced Apothecaries may never be used on Star Players. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to help them get in shape for their next match, and will therefore not use the team's amateur physicians.

Wandering Apothecaries: Any team that can normally purchase an Apothecary may hire a Wandering Apothecary or two to help during the match. Often these Apothecaries are powerful priests of the local deity. While they would never allow themselves to be a permanent part of a heathen Blood Bowl team, they have been known to assist for a single match for a generous donation to their faith. The rules for Wandering Apothecaries are identical to the rules for purchased Apothecaries on page 38. Only one Apothecary may be used to re-roll each Casualty roll.

OPTIONAL LEAGUE RULES

The easiest way for a League Commissioner to tweak a league is to change the starting Treasury that can be used to draft a team. For example, you could say that at the start of the league, all teams have 1,000,000 gp, but that this increases by 100,000 gold pieces each season.

Another way to personalise your league is to change the prizes that are awarded at the end of the season. The winner of the Dungeonbowl, for example, gets to add a Wizard to their permanent coaching staff for the duration of the following season, while the winner of the *Spike!* Magazine Trophy gets a boost to their Fan Factor (thanks to all the press coverage).

Here are some other variants you might wish to try out.

NEW SKILL: PILING ON

This skill can be found in previous editions of Blood Bowl, but has been removed from this edition as it can lead to some very nasty combos. Some Commissioners will want it though… so here it is!

PILING ON (STRENGTH)

The player may use this skill after they have made a block as part of a Block or Blitz Action, but only if they are currently standing adjacent to the victim and the victim was Knocked Down. You can use a team re-roll to re-roll the Armour roll or Injury roll; if the blocking player has the Loner skill, they must roll as normal to see whether they can use the re-roll. Then the Piling On player is Placed Prone in their own square – no Armour roll is made for them. Piling On does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills.

SPIRALLING EXPENSES

This additional rule restricts the earnings of high level teams, providing a slight handicap:

Once a team's value equals or exceeds 1,750,000 gp, it must deduct an amount from its winnings during step 3 – Record Fortune and FAME. This starts at 10,000 gp, but each time the Team Value increases by another 150,000 gp above 1,750,000 gp, the deduction increases by 10,000 gp. In other words, deduct 10,000 gp for teams with a value between 1,750,000 gp and 1,890,000 gp; deduct 20,000 gp for teams with a value between 1,900,000 gp and 2,040,000 gp; deduct 30,000 gp for teams between 2,050,000 gp and 2,190,000 gp, and so on.

EXCLUDING INDUCEMENTS IN LEAGUE PLAY

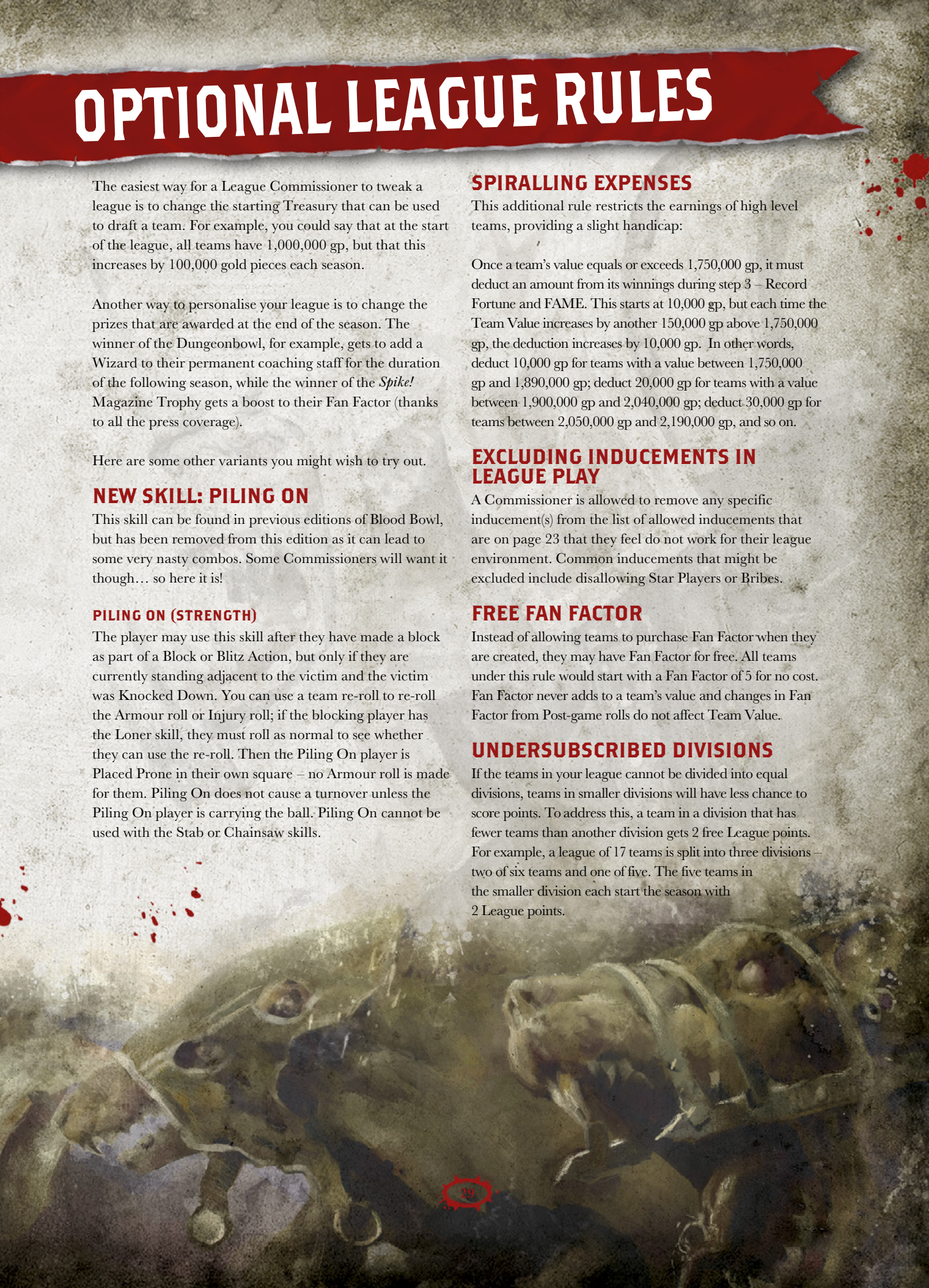
A Commissioner is allowed to remove any specific inducement(s) from the list of allowed inducements that are on page 23 that they feel do not work for their league environment. Common inducements that might be excluded include disallowing Star Players or Bribes.

FREE FAN FACTOR

Instead of allowing teams to purchase Fan Factor when they are created, they may have Fan Factor for free. All teams under this rule would start with a Fan Factor of 5 for no cost. Fan Factor never adds to a team's value and changes in Fan Factor from Post-game rolls do not affect Team Value.

UNDERSUBSCRIBED DIVISIONS

If the teams in your league cannot be divided into equal divisions, teams in smaller divisions will have less chance to score points. To address this, a team in a division that has fewer teams than another division gets 2 free League points. For example, a league of 17 teams is split into three divisions – two of six teams and one of five. The five teams in the smaller division each start the season with 2 League points.



SKILLS

The following list includes all of the skills available to the teams in *Death Zone Season 1*. It also includes the skills that are in the *Blood Bowl* rulebook, and some additional skills which can be taken by players if you're using the League rules. It's worth noting that although some of the 'skills' listed could more accurately be described as traits or physical features (especially the mutations!), they are referred to as skills for the sake of simplicity.

SKILLS SUMMARY

To save you flicking back and forth while searching for a skill for your newly levelled-up player, here's a handy summary of the Agility, General, Mutation, Passing and Strength skills:

Agility	General	Mutation	Passing	Strength
Catch	Block	Big Hand	Accurate	Break Tackle
Diving Catch	Dauntless	Claw/Claws	Dump-off	Grab
Diving Tackle	Dirty Player	Disturbing Presence	Hail Mary Pass	Guard
Dodge	Fend	Extra Arms	Leader	Juggernaut
Jump up	Frenzy	Foul Appearance	Nerves of Steel	Mighty Blow
Leap	Kick	Horns	Pass	Multiple Block
Side Step	Kick-off Return	Prehensile Tail	Safe Throw	Stand Firm
Sneaky Git	Pass Block	Tentacles		Strong Arm
Sprint	Pro	Two Heads		Thick Skull
Sure Feet	Shadowing	Very Long Legs		
	Strip Ball			
	Sure Hands			
	Tackle			
	Wrestle			

EXTRAORDINARY SKILLS

Some skills are listed as Extraordinary. These are unique traits which are more the result of a player's nature than something they can learn. As a result, if a player does not start with a particular Extraordinary skill, they can never get it unless a rule explicitly states otherwise.

ACCURATE (PASSING)

The player may add 1 to the D6 roll when they pass the ball.

ALWAYS HUNGRY (EXTRAORDINARY)

The player is always ravenously hungry – and what's more, they'll eat absolutely anything! Should the player ever use the Throw Team-mate skill, roll a D6 after they have finished moving, but before they throw their team-mate. On a 2+, continue with the throw. On a roll of 1, they attempt to eat the unfortunate team-mate! Roll the D6 again – a second 1 means that they successfully scoff the team-mate down, which kills the team-mate without opportunity for recovery (Apothecaries, Regeneration or anything else cannot be used). If the team-mate had the ball, it will scatter once from the square that the team-mate was in. If the second roll is 2-6, the team-mate squirms free and the Pass Action is automatically treated as a fumbled pass. Fumble the player with the Right Stuff skill as normal.

BIG HAND (MUTATION)

One of the player's hands has grown monstrously large, yet remains completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather results when they attempt to pick up the ball.

BLOCK (GENERAL)

A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

BONE-HEAD (EXTRAORDINARY)

The player is not noted for their intelligence. Because of this, you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1, they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. For example, if a Bone-head player declares a Blitz Action and rolls a 1, then the team cannot declare another Blitz Action that turn. The player loses their tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until they manage to roll a 2 or better at the start of a future Action or the drive ends.

BREAK TACKLE (STRENGTH)

The player may use their Strength instead of their Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

CATCH (AGILITY)

A player who has the Catch skill is allowed to re-roll the D6 if they fail a Catch roll. It also allows the player to re-roll the D6 if they fail to catch a hand-off or make an interception.

CLAW/CLAWS (MUTATION)

A player with this skill is blessed with a huge crab-like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, and the result of the Armour roll is 8 or more after applying modifiers, make an Injury roll regardless of the opponent's AV.

DAUNTLESS (GENERAL)

A player with this skill is capable of psyching themself up so they can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than themself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to their strength. If the total is equal to or lower than the opponent's Strength, the player must block using their normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to their opponent's when they make the block. The Strength of both players is calculated before any defensive or offensive assists are added, but after all other modifiers.

BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

The Arctic Cragspiders recently broke the record for Most Decapitations in a Single Match, collecting an astonishing 26 skulls from the Magralath Mutants starting line-up.



DECAY (EXTRAORDINARY)

Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table and apply both results. The player will only ever miss one future match as a result of their injuries, even if they suffer two results with this effect. A successful Regeneration roll will heal both results.

DIRTY PLAYER (GENERAL)

A player with this skill has trained long and hard to learn every dirty trick in the book. Add 1 to any Armour roll or Injury roll made by a player with this skill when they make a Foul as part of a Foul Action. Note that you may only modify one of the dice rolls, so if you decide to use Dirty Player to modify the Armour roll, you may not modify the Injury roll as well.

DISTURBING PRESENCE (MUTATION)

This player's presence is very disturbing, whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

DIVING CATCH (AGILITY)

The player is superb at diving to catch balls others cannot reach and jumping to more easily catch perfect passes. The player may add 1 to any Catch roll from an accurate pass targeted to their square. In addition, the player can attempt to catch any pass, kick-off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of their tackle zones as if it had landed in their own square without leaving their current square. A failed catch will bounce from the Diving Catch player's square. If there are two or more players attempting to use this skill then they get in each other's way and neither can use it.

DIVING TACKLE (AGILITY)

The player may use this skill after an opposing player attempts to dodge out of any of their tackle zones. The opposing player must subtract 2 from their Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any Armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour roll or Injury roll for the Diving Tackle player.

DODGE (AGILITY)

A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if they fail to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules.

DUMP-OFF (PASSING)

This skill allows the player to make a Quick Pass when an opponent declares that they will throw a block at them, allowing the player to get rid of the ball before they are hit. Work out the Dump-off pass before the opponent makes their block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out, your opponent completes the block, and then carries on with their turn. Dump-off may not be used on the second block from an opponent with the Frenzy skill or in conjunction with the Bombardier or Throw Team-mate skills.

EXTRA ARMS (MUTATION)

A player with one or more extra arms may add 1 to any attempt to pick up, catch or intercept.

FEND (GENERAL)

This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if they had declared a Blitz Action.

FOUL APPEARANCE (MUTATION)

The player's appearance is so horrible that any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 and score 2 or more. If the opposing player rolls a 1, they are too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

FRENZY (GENERAL)

A player with this skill is a slavering psychopath who attacks their opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if they can. If a Pushed or Defender Stumbles result is chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player must also follow up this second block. If the frenzied player is performing a Blitz Action then they must pay a square of movement and must make the second block unless they have no further normal movement and cannot Go For It again.

GRAB (STRENGTH)

A player with this skill is fond of grabbing their opponent and throwing them around. To represent this, only while making a Block Action, if the player's block results in a push back, they may choose any empty square adjacent to their opponent to push back them into. When making a Block or Blitz Action, Grab and Side Step will cancel each other out and the standard push back rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

GUARD (STRENGTH)

A player with this skill assists an offensive or defensive block even if they are in another player's tackle zone. This skill may not be used to assist a foul.

HAIL MARY PASS (PASSING)

The player may throw the ball to any square on the playing pitch, no matter what the range – the range ruler is not used. Roll a D6. On a roll of 1, the player fumbles the throw, and the ball will bounce once from the Thrower's square. On a roll of 2-6, the player may make the pass. The Hail Mary Pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! This skill may not be used in a Blizzard or with the Throw Team-mate skill.

HORNS (MUTATION)

A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) they make during a Blitz Action.

HYPNOTIC GAZE (EXTRAORDINARY)

The player has a powerful telepathic ability that they can use to stun an opponent into immobility. The player may use Hypnotic Gaze at the end of their Move Action on one opposing player in an adjacent square. Make an Agility roll for the player with Hypnotic Gaze, with a -1 modifier for each opposing tackle zone on the player with Hypnotic Gaze other than the victim's. If successful, then the opposing player loses their tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or move voluntarily until the start of their next Action or the drive ends. If the roll fails, then the Hypnotic Gaze has no effect.

JUGGERNAUT (STRENGTH)

A player with this skill is virtually impossible to stop once they are in motion. If this player takes a Blitz Action, the opposing player may not use their Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a Both Down result as if a Pushed result has been rolled instead for blocks they make during a Blitz Action.

JUMP UP (AGILITY)

A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action, they may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone – which requires an Agility roll with a +2 modifier to see if they can complete the Action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

KICK (GENERAL)

The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill, the player must be set up on the pitch when their team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player then allowed to take the kick-off. Because their kick is so accurate, you may choose to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

KICK-OFF RETURN (GENERAL)

One player on the receiving team that is not on the line of scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move up to three squares after the ball has been scattered but before rolling on the Kick-off table. This skill may not be used for a touchback kick-off and does not allow the player to cross into their opponent's half of the pitch.

LEADER (PASSING)

The player is a natural leader and commands the rest of the team from the backfield as they prepare to throw the ball. A team that has one or more players with the Leader skill gains one additional team re-roll each half, which can only be used if they have at least one player with the Leader skill on the pitch (even if they are Prone or Stunned). Do not track this extra re-roll on the Team Re-rolls area of your Dugout; instead, take an unused Blood Bowl coin and place it in your Reserves box at the start of the game and at half time. Remove it from your Dugout once you have used it. The Leader re-roll can be carried over into Overtime if not used, but the team does not receive a new one at the start of Overtime.

LEAP (AGILITY)

A player with the Leap skill is allowed to jump to any empty square within two squares – even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the player to any empty square one or two squares from their current square and then make an Agility roll for the player. No modifiers apply to this D6 roll with the exception of the bonus for having Very Long Legs. The player does not have to dodge to leave the square they start in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then they are Knocked Down in the square that they were leaping to, and the opposing coach makes an Armour roll to see if they were injured. A player may only use this skill once per turn.

LONER (EXTRAORDINARY)

Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of a team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, they may use the team re-roll as normal. On a roll of 1-3, the original result stands without being re-rolled but the team re-roll is lost (i.e., used).

MIGHTY BLOW (STRENGTH)

Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

MONSTROUS MOUTH (EXTRAORDINARY)

A player with a Monstrous Mouth is allowed to re-roll the D6 if they fail a Catch roll. It also allows the player to re-roll the D6 if they drop a hand-off or fail to make an interception. In addition, the Strip Ball skill will not work against a player with a Monstrous Mouth.

MULTIPLE BLOCK (STRENGTH)

At the start of a Block Action, a player who is adjacent to at least two opponents may choose to throw blocks against two of them. Make each block in turn as normal, except that each defender's strength is increased by 2. The player cannot follow up either block when using this skill, so Multiple Block can be used instead of Frenzy, but both skills cannot be used together. To have the option to throw the second block, the player must still be on their feet after the first block.

NERVES OF STEEL (PASSING)

The player ignores modifiers for enemy tackle zones when they attempt to pass, catch or intercept.

NO HANDS (EXTRAORDINARY)

The player is unable to pick up, intercept or carry the ball and will fail any Catch roll automatically, either because they literally have no hands or because their hands are full. If they attempt to pick up the ball then it will bounce, and will cause a turnover if it is their team's turn.

NURGLE'S ROT (EXTRAORDINARY)

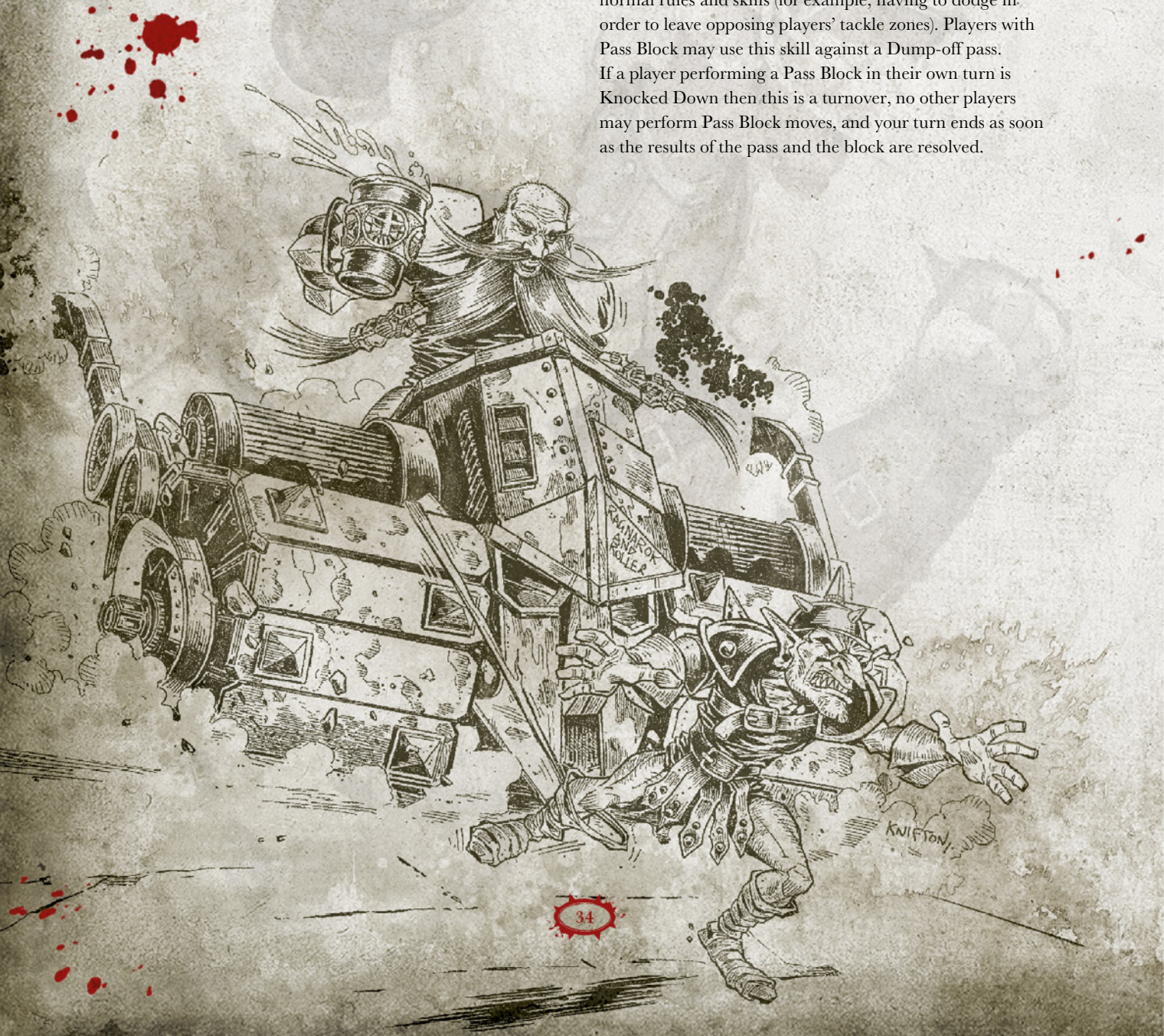
If a player with the Nurgle's Rot skill kills an opponent during a Block, Blitz or Foul Action, and that opposing player is subsequently removed from its team's roster during step 4 – Hire and Fire of the Post-match sequence (see page 24), they contract Nurgle's Rot instead of dying and can join your team for future games. Note that players with Strength 5 or more and/or the Decay, Regeneration or Stunty skills cannot contract Nurgle's Rot. The player joins the Nurgle team as a Rotter with no Star Player points or improvements, regardless of what they had before, and can be added to the team roster for free as long as the team has an open roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

PASS (PASSING)

A player with the Pass skill is allowed to re-roll the D6 if they throw an inaccurate pass or fumble.

PASS BLOCK (GENERAL)

A player with this skill is allowed to move up to three squares when the opposing coach announces that one of their players is going to pass the ball. The opposing coach may not change their mind about passing once Pass Block's use is declared. The move is made out of sequence, after the range has been measured, but before any interception attempts have been made. A player may not make the move unless able to reach a legal destination and may not follow a route that would not allow them to reach a legal destination. A legal destination puts the player in a position to attempt an interception, an empty square that is the target of the pass, or with their tackle zone on the Thrower or Catcher. The player may not stop moving until they have reached a legal destination, have been held fast by Tentacles or been Knocked Down. The special move is free, and in no way affects the player's ability to move in a subsequent Action. The move is made using all of the normal rules and skills (for example, having to dodge in order to leave opposing players' tackle zones). Players with Pass Block may use this skill against a Dump-off pass.
If a player performing a Pass Block in their own turn is Knocked Down then this is a turnover, no other players may perform Pass Block moves, and your turn ends as soon as the results of the pass and the block are resolved.



PREHENSILE TAIL (MUTATION)

The player has a long, thick tail which they can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

PRO (GENERAL)

A player with this skill is a hardened veteran. Such players are called professionals or 'Pros' by other Blood Bowl players because they rarely make a mistake. Once per turn, a Pro is allowed to re-roll any one dice roll they have made other than Armour, Injury or Casualty rolls, even if they are Prone or Stunned. However, before the re-roll may be made, their coach must roll a D6. On a roll of 4, 5 or 6, the re-roll may be made. On a roll of 1, 2 or 3, the original result stands and may not be re-rolled with a skill or team re-roll; however you can re-roll the Pro roll with a team re-roll.

REALLY STUPID (EXTRAORDINARY)

This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl pitch (which considering the IQ of most other players is really saying something!). Because of this, you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. If there are one or more players from the same team standing adjacent to the Really Stupid player's square, and who aren't Really Stupid, then add 2 to the D6 roll. On a result of 1-3, they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for that turn (for example, if a Really Stupid player declares a Blitz Action and fails the Really Stupid roll, then the team cannot declare another Blitz Action that turn). The player loses their tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or voluntarily move until they manage to roll a successful result for a Really Stupid roll at the start of a future Action or the drive ends.

REGENERATION (EXTRAORDINARY)

If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' themself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

RIGHT STUFF (EXTRAORDINARY)

A player with the Right Stuff skill can be thrown by another player from their team who has the Throw Team-mate skill – see page 37 for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, they must make a Landing roll unless they landed on another player during the throw. A Landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square they land in. If they pass the roll, they land on their feet. If the Landing roll is failed or they landed on another player during the throw, they are Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during their landing, they may take an Action later this turn if they have not already done so. A failed Landing roll or landing in the crowd does not cause a turnover, unless they were holding the ball.

SAFE THROW (PASSING)

This player is an expert at throwing the ball in a way that makes it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If successful, the interception is cancelled out and the passing sequence continues as normal. In addition, if this player fumbles a pass of a ball (not a bomb or thrown team-mate) on any roll other than a natural 1, they manage to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover.

SECRET WEAPON (EXTRAORDINARY)

Some players are armed with special pieces of equipment that are called 'secret weapons.' Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the pitch. Nonetheless, the use of Secret Weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Once a drive ends that this player has played in at any point, the referee orders the player to be sent off to the dungeon to join players that have been caught committing fouls during the match, regardless of whether the player is still on the pitch or not.

SHADOWING (GENERAL)

The player may use this skill when a player performing an Action on the opposing team moves out of any of their tackle zones for any reason. The opposing coach rolls 2D6, adding their own player's Movement Allowance and subtracting the Shadowing player's Movement Allowance from the score. If the final result is 7 or less, the player with Shadowing may move into the square vacated by the opposing player. They do not have to make any Dodge rolls when they make this move, and it has no effect on their own movement in their own turn. If the final result is 8 or more, the opposing player successfully avoids the Shadowing player and the Shadowing player may not move into the vacated square. A player may make any number of shadowing moves per turn. If they have left the tackle zone of several players who have the Shadowing skill, only one of the opposing players may attempt to shadow them.

SIDE STEP (AGILITY)
A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, their coach may choose which square the player is moved to when they are pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. The coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

SNEAKY GIT (AGILITY)
This player has the quickness and finesse to stick the boot into a downed opponent without drawing a referee's attention – unless he hears the armour crack! During a Foul Action, a player with this skill is not ejected for rolling doubles on the Armour roll unless the Armour roll was successful.

SPRINT (AGILITY)
The player may attempt to move up to three extra squares rather than the normal two when Going For It. Their coach must still roll to see if the player is Knocked Down in each extra square they enter.

STAB (EXTRAORDINARY)
A player with this skill is armed with something very good for stabbing, slashing or hacking up an opponent with, like sharp fangs or a trusty dagger. This player may attack an opponent with their stabbing attack instead of throwing a block. Make an unmodified Armour roll for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then they have been wounded and an Injury roll must be made. This Injury roll ignores all modifiers from any source – including Niggling Injuries. If Stab is used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

STAND FIRM (STRENGTH)
A player with this skill may choose to not be pushed back as the result of a block. They may choose to ignore being pushed by Pushed results, and to be knocked down in the square they are in by Defender Down and Defender Stumbles results. If a player is pushed back into a player using Stand Firm then neither player moves.

STRIP BALL (GENERAL)
When a player with this skill blocks an opponent with the ball, applying a Pushed or Defender Stumbles result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

STRONG ARM (STRENGTH)
The player may add 1 to the D6 when they pass to Short, Long or Long Bomb range.

STUNTY (EXTRAORDINARY)
The player is so small that they are very difficult to tackle. When you make a Dodge roll for a player with this skill, ignore any modifiers for enemy tackle zones on the square they are moving to (unless they also have the Secret Weapon skill, in which case they are too busy using it to take advantage of their size). Unfortunately, Stunty players struggle to throw the ball any great distance, so there is an additional -1 modifier when they make a pass. Finally, when making an Injury roll against a Stunty player, a result of 7 (after modifiers) is counted as Knocked Out, and a result of 9 (after modifiers) is counted as Badly Hurt – they are put in the Dead & Injured box and miss the rest of the match, but you do not need to make a Casualty roll for them.

SURE FEET (AGILITY)
The player may re-roll the D6 if they are Knocked Down when trying to Go For It. A player may only use the Sure Feet skill once per turn.

SURE HANDS (GENERAL)
A player with the Sure Hands skill is allowed to re-roll the D6 if they fail to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

TACKLE (GENERAL)
Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

TAKE ROOT (EXTRAORDINARY)
Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take their Action as normal. On a 1, the player '*takes root*', and their MA is considered 0 until a drive ends, or they are Knocked Down or Placed Prone (and no, players from their own team may

BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

One of the highest-rated Skaven players of all time was the two-headed and four-armed Tarsh Surehands. Sadly, in a crucial game against the Kureshi Kobras snakeman team, a missed pass led to a furious argument between his heads, and before anyone could stop him, he had strangled himself to death!



not try to block them in order to try to knock them down!). A player who has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow them to move out of their current square or be Placed Prone. The player may block adjacent players without following up as part of a Block Action. However, if a player fails their Take Root roll as part of a Blitz Action, they may not block that turn – they can still roll to stand up if they are Prone however.

TENTACLES (MUTATION)

The player may use this skill when an opposing player attempts to dodge or leap out of any of their tackle zones. The opposing coach rolls 2D6, adding their player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm, and their Action ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles skill, only one may attempt to grab them with Tentacles.

THICK SKULL (STRENGTH)

This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

THROW TEAM-MATE (EXTRAORDINARY)

A player with this skill has the ability to throw a player from the same team instead of the ball – this includes the ball if the player being thrown already has it! The throwing player must end the movement of their Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-mate was passing a ball, except the player must subtract 1 from the D6 roll when they pass the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes, thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square they originally occupied. If the thrown player scatters off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square they scatter into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until they end up in an empty square or off the pitch (i.e., they cannot land on more than one player). See the Right Stuff entry to see if the player lands on their feet or head-down in a crumpled heap!

TIMMM-BER! (EXTRAORDINARY)

This player spends so much time on the floor that their team-mates have developed a knack for helping them up. If a player with this skill attempts to stand up after being knocked over, other players from their team can assist if they are adjacent, standing and not in any enemy tackle zones. Each player that assists in this way adds 1 to the result of the dice roll to see whether the player stands up, but remember that a 1 is always a failure, no matter how many players are helping! Assisting a player to stand up does not count as an Action, and a player can assist regardless of whether they have taken an Action.

TWO HEADS (MUTATION)

Having two heads enables this player to watch where they are going and look out for any opportunistic opponents at the same time. Add 1 to all Dodge rolls the player makes.

VERY LONG LEGS (MUTATION)

The player is allowed to add 1 to the D6 roll whenever they attempt to intercept or use the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player.

WEEPING DAGGER (EXTRAORDINARY)

This player keeps a warpstone-tainted dagger hidden in their kit, and is an expert at keeping it out of the referee's sight! If this player inflicts a casualty during a block, and the result of the Casualty roll is 11-38 (Badly Hurt) after any re-rolls, roll a D6. On a result of 4 or more, the opposing player must miss their next game. If you are not playing a league, a Weeping Dagger has no effect on the game.

WILD ANIMAL (EXTRAORDINARY)

Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a Block or Blitz Action. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

WRESTLE (GENERAL)

The player is specially trained in grappling techniques. This player may use Wrestle when they block or are blocked and a Both Down result on the Block dice is chosen by either coach. Instead of applying the Both Down result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

COACHING STAFF

A team's coaching staff provides vital back-up to the team's players. Coaching staff are never allowed on the pitch. Instead, models representing your coaching staff must be placed on your Dugout during the match. Any team may include the following coaching staff on their roster:

HEAD COACH (FREE!)

This model represents you, and so does not cost any gold to hire for the team. During a match, your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if they make a call against your team. If you have a suitable miniature representing your Head Coach, you can argue the call when one of your players is sent off for committing a foul or using a Secret Weapon. Roll a D6. On a roll of 6, the referee accepts your argument (or, at the very least, believes your thinly-veiled threats) and the player in question is only sent to the Reserves box instead of being sent off entirely. On a roll of a 1, the referee has had enough of your lip and ejects you from the game! Remove your Head Coach from the Dugout. For the rest of the game you cannot argue any calls, and if the 'Brilliant Coaching' result is rolled on the Kick-off table, subtract 1 from your dice roll. Note that if the call is successfully argued and the player is sent to the Reserves box, a Turnover is still caused.



ASSISTANT COACHES (10,000 GOLD PIECES EACH)

Assistant Coaches include offensive and defensive coordinators, special team coaches, personal trainers for your legendary players and numerous others. As a team becomes more successful, the number of Assistant Coaches on its roster just seems to grow and grow.

If a 'Brilliant Coaching' result is rolled on the Kick-off table, each Assistant Coach gives you a +1 bonus on the dice roll you make to see who gets the extra re-roll. Assistant Coaches do not have to be represented by models, but it's much more fun if they are!

CHEERLEADERS (10,000 GOLD PIECES EACH)

Most Blood Bowl teams have a troupe or two of Cheerleaders both to inspire the team's players and their fans. It's the team's Cheerleaders' job to whip the fans into a state of frenzy and lead the chanting and singing as the crowd's shouts and howls build up to a deafening crescendo.

If a 'Cheering Fans' result is rolled on the Kick-off table, each Cheerleader gives you a +1 bonus on the dice roll you make to see who gets the extra re-roll.

Cheerleaders cost 10,000 gold pieces each. Cheerleaders do not have to be represented by models, but it's much more fun if they are!

APOTHECARY (50,000 GOLD PIECES)

An Apothecary is a wise healer who looks after the injured players in a Blood Bowl team – a strenuous full-time job! A team may purchase a maximum of one Apothecary. Nurgle teams cannot hire Apothecaries... for obvious reasons.

Once per match, an Apothecary may attempt to cure a player who has suffered a Casualty or been KO'd. If the player was KO'd, leave them on the pitch Stunned or, if they were not on the pitch, put them in the Reserves box. Otherwise, immediately after the player suffers the casualty, you can use the Apothecary to make your opponent roll again on the Casualty table and then you choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll), the Apothecary has managed to patch them up and pump them full of painkillers so that the player may be moved into the Reserves box.

EXHIBITION PLAY

During the off-season, and sometimes during a season if there's nothing particularly exciting going on, stadium owners will organise exhibition matches to draw in the crowds and make some money. These showcase games are usually between two teams which are brought together specifically for the match. Sometimes a stadium will hire an entire team (or two, if there's a famous grudge between them to settle) but more often than not, the teams are brought together for a short time only, in exchange for a significant fee.

SETTING UP AN EXHIBITION MATCH

When you set up an Exhibition Match, the first thing to do is decide a budget for the match. The higher the budget, the more spectacular the match will be, but be aware that at higher budgets, the number of skills in play might slow things down a bit as the coaches spend more time squinting at their rosters! 1,750,000 gp is a good starting point for a mid-level Exhibition; this is enough to put together an interesting pair of teams without things getting too bogged down.

DRAFTING TEAMS

Each Coach picks a team list and creates a team of 11-16 players, just as they would for a league or one-off match. They can include coaching staff (see page 38) as normal. However, there are a few exceptions:

HIDDEN INFORMATION

You should not let your opponent see what's in your roster until you've finished drafting your team!

BUYING EXPERIENCED PLAYERS

When you purchase a player, you can buy improvements for them, at the cost shown on the Value Modifiers table on page 22 – note their total cost on your roster. You can buy a maximum of six improvements per player.

INCLUDING STAR PLAYERS

You can add any number of Star Players to your roster. Of course, there is always the chance that both players will want the same Star Player – so to sweeten the deal, you can pay them more than their standard cost. In their Cost box on your roster, write the total you are paying them (and deduct this from your budget).

PURCHASING INDUCEMENTS

You can purchase the following inducements (described in detail on page 28):

- 0-2 Bloodweiser Kegs – 50,000 gold pieces each
- 0-3 Bribes – 100,000 gold pieces each
- 0-5 Special Plays – 100,000 gold pieces each
- 0-2 Wandering Apothecaries – 100,000 gold pieces each

PLAYING AN EXHIBITION MATCH

Once both coaches have drafted their teams, they are both revealed. If the same Star Player has been chosen by both coaches, they will play for the coach that paid them the most. If both coaches paid them the same amount, they refuse to play for either, and the gold spent on them is wasted.

If one of your Star Players decides to play for the other team, remove them from your roster. You can immediately spend their value on additional re-rolls and coaching staff, at the standard costs.

With this resolved, the match can begin! Play this as you would a normal game of Blood Bowl. At the end of the game the teams are disbanded; players do not gain SPPs, and no winnings are recorded.



HALL OF FAME

In the history of Blood Bowl, there are certain teams whose careers have stood out for one reason or another. For each of those teams, there was one magical season that summed up everything you'd need to know about what makes them so special.

In this section, you will find a team roster for the Bright Crusaders' 2472-2473 squad. As more famous teams are released, we will be producing rosters that represent them in their heyday. These teams are intended for use in Exhibition Play (their total value is deducted from your Budget, and you can spend any additional gold on inducements or Star Players), but an enterprising League Commissioner could probably find a way to fit them into a league and spice things up!

Each famous team has its own roster, like any other team, often with an additional special rule that makes them play in a unique fashion. They are treated like a regular team of their type for the purposes of hiring Star Players, and so on.

THE BRIGHT CRUSADERS 2472-2473 SQUAD

The Bright Crusaders were set up in 2441 by Ingrid the Pious, a former priestess of Nuffle. Orphaned at birth, Ingrid had been taken in by the Order of the Unchallenged Call (a particularly puritanical sect of Nufflites) and raised under the exacting scrutiny of its high priests. Even from a young age she felt blessed in the eyes of her god and took to her studies with gusto, memorising the *Thirty-two Sacred Plays* before she could walk and treating the *Great Book of Amorical Football* as her infallible guide. She was soon marked out as a novice of great potential, excelling at everything from cheerleading and half-time ritual to the divination of the most holy stats.

When Ingrid began a pilgrimage along the Prime Stadium Circuit on her twenty-first birthday, she was appalled at the lax approach a great many players (and officials) took to the teachings of her beloved lord. She had witnessed just three games before a crisis of faith led her to abandon both the pilgrimage and the priesthood. Three years later, having secured a substantial sum of money from a coterie of like-minded individuals, she founded her own team and swore that they would bring order and justice to the pitch.



Ingrid's recruitment process was legendarily fierce. Players not only had to be in peak fitness and of sound body and mind, as per the *Holy Guidelines of the Sixth Appendix*, but had to demonstrate an expert knowledge of the rules of Blood Bowl. It took her a further eight years to find enough players to field a legal team, but her efforts were not in vain. In 2449 the Crusaders marched out to their first match, resplendent in silver and white, to face their opponents. If it hadn't been the Lowdown Rats, they might have got off to a better start!

The subsequent seasons would have been a lesson in humility for any other team, but not for the Crusaders. Under Ingrid's stern leadership they battled on, through adversity, humiliation and the indifference of countless fans. Their luck began to change finally in 2463, when the Rostov Renegades star Blitzer Peter Lowenhart announced that he believed in what the Crusaders were doing. Even more surprisingly, he quit his team and joined the Crusaders the following month (famously refusing a transfer fee). His experience on the field, and his preference for brutal-but-fair tactics, brought a new lease of life into the struggling team.

Over the course of the next decade, the team built a stable of skilled players, culminating in their impressive 2472 starting line-up. Across the land, faded reproductions of the team painting still hang in pride of place on young fans' walls, even if the modern players struggle to match up with the Crusaders' legacy. Analysts and sports historians agree

that the squad's success came down to the tight-knit trio at its core. Lowenhart was the ideal defensive Blitzer, calling out plays while hounding any players that broke through the pack. His opposite number in the front line was the taciturn Ulfric Holzfeller, who once felled a Storm Giant with a single blow. Brandan van Sant completed the trio, a skilled catcher and an expert at avoiding harm. Combining such capable players with a strong sense of comradeship among the team as a whole, it seemed for a time like there was nothing that could stop the Bright Crusaders.

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	PETER "THE PALADIN" LOWENHART	BLITZER	7	3	4	8	BLOCK, GUARD, LEADER, TACKLE
2	ULFRIC HOLZFELLER	BLITZER	7	3	3	8	BLOCK, DIVING TACKLE, JUGGERNAUT
3	SIEGFRIED GUTMANN	THROWER	6	3	3	8	HAIL MARY PASS, PASS, SURE HANDS
4	MORGAN LEFAY STORM	THROWER	6	3	4	8	ACCURATE, NERVES OF STEEL, PASS, SURE HANDS
5	WOLFHART HELDENHOF	CATCHER	8	2	3	8	CATCH, DODGE, DIVING CATCH
6	BRANDAN VAN SANT	CATCHER	8	2	4	7	CATCH, DODGE, JUMP UP, SIDE STEP
7	ELEGAST GOEDZIEL	LINEMAN	6	3	3	9	BLOCK
8	JOHANN RIKO	LINEMAN	6	3	3	8	PASS
9	JACQUES RABELAIS	LINEMAN	6	3	3	8	TACKLE
10	ANTON RIKJERS	LINEMAN	6	3	3	8	DODGE, BLOCK
11	JUSTUS THE MEEK	LINEMAN	6	3	3	8	SPRINT, SURE HANDS
12	SOLOMON GRAVES	LINEMAN	6	3	3	8	DODGE

	THE BRIGHT CRUSADERS	3	ASSISTANT COACHES	5	RE-ROLLS
	HUMAN TEAM	6	CHEERLEADERS	7	FAN FACTOR
	HEAD COACH KURT HEILIGER	2	APOTHECARIES	**TOTAL COST OF TEAM**	2,000,000 GP

Pious Followers of Nuffle: The Crusaders can never make Foul Actions or use Dirty Tricks Special Play cards. They will never play alongside a Star Player with the Dirty Player skill. If, for any reason, a Bright Crusaders player is ever sent off, you cannot argue the call with the referee! However, such dogged devotion to the holy book pays off, and this season in particular, the team seemed to be blessed by Nuffle himself. At the start of each of your turns, if your opponent is winning, roll a number of dice equal to the difference in score – for example, if the score is 2-4 in your opponent's favour, roll 2D6. If at least one of the dice scores a 5 or 6, you gain a team re-roll.

THE ORCLAND RAIDERS 2489-2490 SQUAD

Wherever the Orcland Raiders play, head coach Cruel-eye hangs a large sign on the locker room wall. It's as battered and as well-travelled as any of the players, and seems to have started its life as one half of a bench in a long-forgotten dugout. Gouged into the ageing wood in large, clumsy letters is a simple inscription which sums up the Raiders team in just four lines.

Raiders Rules:
1) Cheat.
2) Cheat some more.
3) While yer at it, lay the boot in.

Ever since the Orcland Raiders were founded in 2435 (as the Severed Heads), they've forever sought out new ways to punish enemy players for daring to stand on both feet. They've never let anything as trivial as '*the rules*' stand in their way, either! They developed their '*dirty hurty*' playstyle (a term coined by team captain Grishnak Goblin-Throttler) over several decades and an impressive number of roster changes, eventually reaching a zenith in the 2472-2473 season. As far as Raiders fans are concerned, there was never a finer season!

That was the year when teams across the league were terrorised by the Raiders' impressive offense, with Grom Mad'un and 'Rabid' Foamface turning the scrimmage line into an abattoir. Anyone who dared to step within the Blockers' reach soon found themselves on the ground. But even there, they weren't safe; the Raiders' second line was a vipers' nest of dirty players, from 'Toofless' Vug – whose insane antics off the pitch were almost as horrifying as his fouls – to Rotten Razfang, famed for his rather impressive knack of stamping on fallen players' tongues.

TEAM PROFILE: THE ORCLAND RAIDERS

Team Colours: Black and yellow
Head Coach: Cruel-eye
Players: Orcs

The Orcland Raiders started out as the Severed Heads, but changed their name following a relocation to Orcland after franchise and financial trouble. Sadly, the Raiders had little time to settle into their new home before the collapse of the NAF in 2489 forced them to sell up their stadium and take to the open road.

2435 After a visit from the AFC champions the Gouged Eye, the warriors of the Severed Heads tribe decide that football would be a great way of establishing their supremacy over all the lily-livered Elves and Humans who were constantly annoying them with their raids. The team is accepted into the conference in 2437, its owner registering it as the Severed Heads tribe.

2459 After a short period of near-misses, the Heads beat off all challengers and meet the Schaffen Stallions in what was then the equivalent of today's Blood Bowl final. Unfortunately, they lose 3-0 in seven minutes. After a lengthy enquiry, it is revealed that the Stallions' sorcerous coach mindwiped the entire Heads team as they lined up for the kick-off. The result stands, but the Stallions are closed down.

2469 After almost a decade spent carefully rebuilding their team, the Severed Heads finally make it to the top, decimating the Middenheim Marauders in the Blood Bowl. Man of the Match that day was new arrival Grishnak Goblin-Throttler, who got two touchdowns and three fatalities.

2487 The Severed Heads unexpectedly go bankrupt after some corrupt dealing by tribal chieftains and a half-Orc property speculator. A short period of uncertainty comes to an end when King Ironclaw of Orcland invests some of the profits from his healthy Elf-stabbing operation and buys himself a football team.

Present The collapse of the NAF forces King Ironclaw to sell the Raiders and their newly built stadium. Perhaps because they never really settled in their new home, the Raiders take to life on the road very easily and are rewarded by winning Blood Bowl XXX, the very first of the open tournaments. A second open title must be on the cards in the near future.

Team Honours: Blood Bowl Winners 2469 (IX), 2483 (XXIII), 2490 (XXX). Orcidas Team of the Year 2483
Hall or Fame: Gorbag 'Rabid' Foamface, Urgar Rancid, Coach Lefthand Wolfstab
Spike! Magazine Team Rating: 302 points

It could almost be said that the team turned fouling into an art form. If they weren't kicking players when they were down, they were smearing dung on their hands to catch the ball easier, or sneaking deadly squigs into the other team's dugout at half time. In fact, their constant circumnavigation of Nuffle's sacred rules proved so entertaining to the crowds that officials were asked to look the other way wherever possible, much to the chagrin of the other teams in the league. But as Bob Bifford always says, "*It ain't cheating if you don't get caught!*"

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	GRISHNAK GOBLIN-THROTTLER	BLITZER	7	3	3	10	BLOCK, MIGHTY BLOW, WRESTLE
2	KILLGIT TOOFRIPPA	BLITZER	6	3	3	10	BLOCK, PILING ON, TACKLE
3	GROM MAD'UN	BLACK ORC	4	5	2	9	BLOCK, JUGGERNAUT, MIGHTY BLOW
4	GORBAG "RABID" FOAMFACE	BLACK ORC	4	4	3	9	FRENZY
5	KREN STABBLA	THROWER	5	3	4	8	BLOCK, PASS, SURE HANDS
6	GARRUK GIZZBUT	THROWER	5	3	3	8	NERVES OF STEEL, PASS, STRONG ARM, SURE HANDS
7	'TOOFLESS' VUG	LINEMAN	5	3	3	9	DIRTY PLAYER, SNEAKY GIT
8	URGAR RANCID	LINEMAN	5	3	3	9	MIGHTY BLOW
9	KRUMP LEGNICKER	LINEMAN	5	3	3	9	BLOCK, TACKLE
10	ROTTEN RAZFANG	LINEMAN	5	3	3	9	DIRTY PLAYER
11	BOZ THE GRIM	LINEMAN	5	3	3	9	STRIP BALL
12	STIKKA SKROT	LINEMAN	5	3	3	9	BLOCK

ORCLAND RAIDERS		3	ASSISTANT COACHES	3	RE-ROLLS
ORC TEAM		3	CHEERLEADERS	9	FAN FACTOR
HEAD COACH CRUEL-EYE		1	APOTHECARY	**TOTAL COST OF TEAM**	2,000,000 GP

Dirty Ploys. At the start of each drive, after rolling to see whether KO'd players recover but before either coach sets up, roll a D6 and look up the result below:

D6	Result
1	**Caught Out!** The other team caught one of the lads sniffing around their dugout, and weren't too happy! A random Raiders player is Knocked Out.
2-5	**Distracting Antics:** The Raiders do their best to disrupt the other team. Roll a D6. On a 4 or more, the other team loses a team re-roll.
6	**Mysterious Disappearance…** A random opposing player doesn't turn up for the drive. Roll a D6 again. On a 1-5, they cannot be set up this drive, and must be put in the Reserves box. On a 6, they miss the rest of the match!

The Ref don't mind: The first time in each half that an Orcland Raiders player makes a foul and the Armour roll and/or Injury roll is a double, the referee looks the other way and the player is not sent off.



OFFICIAL REFERENCE GUIDE

This section provides a handy, up to date summary of the current range of teams, as well as a summary of the Star Players presented earlier in the book.

DARK ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

DWARF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

HUMAN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	60,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

NURGLE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							

HIGH ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

ORC TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	5	3	3	9	None	G	ASP
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Pass, Sure Hands	GP	AS
0-4	Black Orc Blockers	80,000	4	4	2	9	None	GS	AP
0-4	Blitzers	80,000	6	3	3	9	Block	GS	AP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each							

SKAVEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM
0-8 Re-roll counters		60,000 gold pieces each							

WOOD ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	70,00	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

STAR PLAYER SUMMARY

Name	Skills	Teams	Cost	MA	ST	AG	AV
Eldril Sidewinder	Catch, Dodge, Hypnotic Gaze, Loner, Nerves of Steel, Pass Block	Dark Elf, Elven Union, High Elf, Wood Elf	200,000 gp	8	3	4	7
Griff Oberwald	Block, Dodge, Fend, Loner, Sprint, Sure Feet	Human	320,000 gp	7	4	4	8
Grim Ironjaw	Block, Dauntless, Frenzy, Loner, Multiple Block, Thick Skull	Dwarf	220,000 gp	5	4	3	8
Guffle Pusmaw	Foul Appearance, Loner, Monstrous Mouth, Nurgle's Rot	Nurgle	210,000 gp	5	3	4	9
Hakflem Skuttlespike	Dodge, Extra Arms, Loner, Prehensile Tail, Two Heads	Skaven	200,000 gp	9	3	4	7
Jordell Freshbreeze	Block, Diving Catch, Dodge, Leap, Loner, Side Step,	Elven Union, Wood Elf	260,000 gp	8	3	5	7
Mighty Zug	Block, Loner, Mighty Blow	Human	260,000 gp	4	5	2	9
Morg 'n' Thorg	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	Any except Khemri, Necromantic and Undead	430,000 gp	6	6	3	10
Prince Moranion	Block, Dauntless, Loner, Tackle, Wrestle	High Elf, Elven Union	230,000 gp	7	4	4	8
Roxanna Darknail	Dodge, Frenzy, Jump Up, Juggernaut, Leap, Loner	Dark Elf, Amazon	250,000 gp	8	3	5	7
Varag Ghoul-Chewer	Block, Jump up, Loner, Mighty Blow, Thick Skull	Orc	290,000 gp	6	4	3	9



	NAME	POSITION	MA	ST	AG	AV	SKILLS	MISS NEXT GAME	NIGGLING INJURIES	COMP	TD	INT	CAS	MVP	SPP	SEASONS COMPLETED	WANTS TO RETIRE	TOTAL COST
1																		
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
10																		
11																		
12																		
13																		
14																		
15																		
16																		

BLOOD BOWL

TEAM NAME:

TEAM RACE:

COACH:

TREASURY:

TROPHIES HELD

RE-ROLLS		X	
FAN FACTOR		X	10,000 GP
ASSISTANT COACHES		X	10,000 GP
CHEERLEADERS		X	10,000 GP
APOTHECARIES		X	50,000 GP

TOUCHDOWNS CASUALTIES LEAGUE POINTS

TEAM VALUE

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Halfling Referee



Skaven Blitzer



Skaven Thrower



Skaven Lineman



Skaven Lineman



Skaven Gutter Runner



Orc Blitzer



Orc Lineman



Orc Lineman



Orc Lineman



Orc Thrower



Black Orc Blocker



Goblin Referee



Skaven Lineman



Skaven Blitzer



Skaven Blitzer



Skaven Gutter Runner



Skaven Lineman



Human Blitzer



Human Catcher



Human Thrower



Human Lineman



Human Lineman



Human Lineman

BLOOD BOWL®

DEATH ZONE SEASON TWO!



"Good afternoon, sports fans, and welcome back to another new season! I'm Jim Johnson, and with me – as usual – is Bob Bifford. How's it going, Bob?"

"Doing fine, Jim. Ready for another rip-roaring season of the most violent sport around! What have the fans got to look forward to this time?"

"Well, Bob, we're going to be taking a look at some of the big names out there – the famous players, referees, and even the well-known faces who keep things ticking over behind the scenes. That's not all, though – we're also taking a closer look at some of the weirder stadiums out there, and some of the corporate sponsors who help teams stay afloat in these times of austerity and hardship."

"Austerity and Hardship? Weren't they those Norse brothers who tried to break the record for most casualties before the kick-off?"

"Erm, not quite, Bob. Anyway, speaking of sponsors, we've got an action-packed show for you here today, but first, let's hear a few words from McMurty's Burger Emporium!"

"Now THAT'S a sandwich I can get my teeth around, Jim."

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NEW STAR PLAYERS

"It's that time again, Jim!"

"Tell me about it, Bob. The start of a new season always means an influx of fresh faces, some old, some new. I can see it's a rather interesting line-up this time around!"

"You can say that again. We've got everything from Skaven mechanoids to Elf dandies, Dwarf gunsmiths to Goblin Squig riders. This is gonna make things interesting."

"By interesting, do you mean 'utterly deadly', Bob?"

"I never use it to mean anything else, Jim."



BARIK FARBLAST

Dwarfs are known the world over for their ability to conceive and create the most wondrously fiendish of mechanical contraptions, though they are not noted for their subtlety. The Deathroller is one such example, and it was a Dwarf who made the first chainsaw used on the pitch (and it was the same Dwarf who was the first of his kind to be killed by one!). Generations of Dwarf inventors have plumbed untold depths of mechanical madness in an effort to create the perfect secret weapon. One such invention which has recently entered service has come to be known by adoring fans as the 'Ballzooka', and in the hands of its inventor Barik Farblast, it has become a weapon to be feared indeed.

The Ballzooka is nothing more complex than a shoulder-mounted rocket launcher and, as such, is entirely contrary to the sacred laws of Nuffle. Barik Farblast has quite literally made his name using the Ballzooka to fire the ball the length of the pitch in spectacularly long passes few other Dwarfs could hope to replicate, making him a highly sought-after (and highly paid) player indeed.

There is but one problem with the Ballzooka (aside from its status as an illegal secret weapon). If Dwarfs aren't well known for their throwing skills, neither are they noted for their catching skills and it takes a great deal of practice to master catching a ball fired by the Ballzooka. Of course, this works both ways and at a pinch the weapon can be used to knock opposing players flat on their backs, especially those foolish enough to attempt an interception!



STAR PLAYER PROFILE: BARIK FARBLAST

Age: 75
Height: 4 ft 2 inches
Weight: 165 lbs
Originating Team: The Grudge Bearers
Position: 'Thrower'
Career Totals: Rushing 212 paces, passing 193 from 245 for 2,506 paces, 61 touchdowns, 41 player fatalities (including 16 of his own team).
Awards: Innovation Award 2479, Underlord Medal 2491
Spike! Magazine Star Player Rating: 87

Career Highlights

2459 Barik Farblast, second heir to the Farblast & Sons artillery empire, decides that life as a weaponsmith is not for him and buys his way into a Blood Bowl team. The Grudge Bearers welcome him (and his gold) with open arms.

2462 Following two entirely unremarkable seasons as a Runner, Farblast is beginning to wonder if he made a bad call in abandoning a secure future as a master craftsman. Then, several pints into a serious thinking session, he is struck by a fantastic idea. He leaves the tavern at a sprint and catches the first carriage back home.

2463 Almost an entire year later, Barik returns to the Grudge Bearers. The team are outraged by the young Dwarf's insolence in abandoning them without so much as a goodbye, but cannot help but be intrigued by his talk of a revolutionary device that will blast them into the play-offs. He is given one chance to prove himself at their upcoming match against the Reiksdorf Renegades.

2463 to 2469 The Ballzooka is unveiled, much to the delight of the Grudge Bearers' fans and the utter bemusement of the Referees and Allied Rulekeepers Guild (RARG). With it, Farblast's position on the team is cemented. He sticks with the team for the next six seasons, his invention letting them revolutionise their throwing play and bringing in a considerable number of new fans.

2469 to present Barik steps away from the Grudge Bearers, thanking them for having given him a second chance, and decides to take his chances as a free agent. He is inundated with offers, owing in no small part to the fact that several teams have tried, and failed, to replicate his innovative technology. He continues to tweak and refine the Ballzooka, and has even begun using it to launch promotional chainmail shirts into the crowd before games!

Name	Skills	Teams	Cost	MA	ST	AG	AV
Barik Farblast	Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	Dwarf	60,000 gp	6	3	3	8

"Several teams have tried their best to replicate the so-called 'Ballzooka', but most have met with fatal accidents. The simple fact is this: field artillery has no place on the Blood Bowl pitch. At least, not until my pending patents are approved..."

Herr Doktor Brünner von Schaadelheim,
NAF Engineering Advisor

GLART SMASHRIP

THRUND GRUNDERSSON: *It's preposterous! We can't allow the disgusting Kruti back on the pitch. For Nuffle's sake, he ate a referee!*

KARYXIA RAVENSBLOOD: *Well sure, but come on, it was just the one.*

TG: *And two sideline officials, and a Cabalvision reporter.*

KR: *Oh, like reporters aren't replaceable. And the fans hate sideline officials! If it weren't against the Book of Nuffle...*

HORST OPPENHEIMER: *Karyxia, if you please. We agreed that official hearings were no place for religious debate.*

Let the record show that, at this point, TG muttered something in Khazalid, with which your honoured scribe is not fluent, but which seemed to offend KR. HO's intervention was timely:

HO: *If we could perhaps get back on track? Thank you. The issue at hand is the posited annulment of Glart Smashrip's lifetime ban. We have here a petition showing over three thousand signatures, which states – in summary – that eating a referee is no worse than half the things Morg 'n' Thorg has done in his time, and that Smashrip is indeed beloved by many.*

TG: *Ha! Even if you're willing to accept that the signatures aren't forged, three thousand is hardly a significant figure. That fat Thaggoraki probably has at least that many brood-whelps.*

Let the record show that there came a shocked gasp from HO and a bark of astonished laughter from KR, and then several moments' silence.

HO: *...Thrund, I trust that was a slip of the tongue?*

TG: *Um, yes, I suppose it was. Definitely not... official. Um. Can that be stricken from the record?*

UDO TROFF, tragically underpaid NAF scribe: *I hadn't actually written that bit down yet. Should I?*

HO: *It's probably for the best that you don't.*

Let the record show that UT did anyway, and that maybe if he was paid more, he'd be less likely to make such silly mistakes.

KR: *So... we're letting Smashrip back on the field, right?*

HO: *I think we are, yes.*

Excerpt from NAF minutes archive 2487-2488,
leaked anonymously to *Spike!* Magazine



STAR PLAYER PROFILE: GLART SMASHRIP

Age: Not known for sure
Height: 6 ft 0 inches
Weight: 518 lbs
Position: Blocker
Originating Team: Skavenblight Scramblers
Career Totals: 2 'rushing' (more like lumbering) touchdowns, 134 kills/serious injuries, 13 officials eaten.
Awards: McMurty's Spamburgers Footballer of the Year 2481, The Big Cheese 2480, 2485, Blood Bowl Winners Medal 2477, 2478
Spike! Magazine Star Player Rating: 303

Career Highlights

2469 Minotaur legend Massif 'Hungry' Bovine achieves the record for heaviest player to take part in the Blood Bowl final, gaining fame and fortune. Deep in an underground brood-pit, a young Glart Smashrip sits in front of a Cabalvision broadcast and swears that he'll someday hold the record himself. Only a handful of his broodmates survive the subsequent feeding frenzy.

2472 A now impressively obese Smashrip attends the tryouts for the Warpfire Wanderers, but is laughed out of the line-up. His chances aren't improved when he eats the team's assistant coach to prove a point, but news travels fast, and it isn't long before the Skavenblight Scramblers scout him out and offer him a place on their roster.

2475 Although Glart moves too slowly for his rise to be called 'meteoric', he begins to build a devoted fanbase. They refer to themselves as 'Glart's Gluttons' and seek to emulate his lifestyle wherever possible. The Skavenblight Scramblers' match rider is amended to include a clause stating that the stands must be suitably reinforced in their half of the stadium.

2485 In a now famous match against the Darkside Cowboys, Glart is sent off for chewing on a fallen player, and responds by guzzling down the referee. Despite the howls of approval from the crowd, he is removed from play by force and issued a lifetime ban. He vanishes from the public eye.

2486 In Smashrip's absence, a number of imitators come forward to capitalise on his popularity, often claiming to be members of his brood. The Gluttons are divided between those who allow these replacements a place in their hearts, and those who stubbornly refuse to accept imitations and start a petition to get their hero reinstated.

2488 In an unprecedented u-turn, the NAF listens to the fans and annuls the lifetime ban. Smashrip comes out of his self-imposed exile and returns to the field, perhaps a little more grey around the whiskers than before, but somehow even more colossal in girth. Rather than rejoin his old team, he makes himself available as a free agent and is bombarded with offers.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Glart Smashrip	Block, Claw, Grab, Juggernaut, Loner, Stand Firm	Skaven, Underworld Denizens	190,000 gp	5	4	2	8

BOB'S LOCKER ROOM BANTER

You can learn a lot about a team by looking at what they get up to between seasons. For the Reikland Reavers, for example, it's promotional tours and book signings all the way – just this year, Griff released his latest autobiography, and early numbers indicate it's going to outsell the previous twenty-two!



KREEK RUSTGOUGER, 'THE VERMINATOR'

"Hey, sports fans! Krista Raubenhof here for the Half-time Half Hour, bringing you all the latest news from the world of Blood Bowl. With me today is Rusty Splints, notable apothecary and meat pie magnate. Good to have you on the show, Rusty!"

"Afternoon!"

"Now, we've seen a lot of controversial plays today, but what I'd really like to talk with you about is the appearance of Kreek Rustgouger."

"The Verminator."

"That's what his fans are calling him!"

"Well, yeah, him. That's the question, right? 'Him', or 'them'? See, he's been taken apart and put back together again so many times that it's impossible to say how much of the original Kreek is still there."

"Which is just what his handlers have been counting on, is that right?"

"Yep. Dead sneaky, I tell you. Every time he plays, he ends up getting a lifetime ban for some kind of underhanded play – usually involving a hidden secret weapon. Then they take him away, pull him apart, stick him back together with a load of new bits and say that he's not the same rat any more, so the ban doesn't count. And they're getting away with it!"

"It's definitely got the RARG scratching their heads. What's your take on it?"

"Well, I'm no expert in Skaven anatomy – Halflings and Humans are more my speed – but I think it's safe to say that whatever the case, my fellow apothecaries are more than happy to see him carry on playing. Keeps us nice and busy!"

"Thanks, Rusty. More on this as it develops, but right now, it's back to Jim and Bob for the start of the second half..."



STAR PLAYER PROFILE: KREEK RUSTGOUGER

Age: Varies
Height: Unpredictable
Weight: Hard to say for certain
Originating Team: Warpfire Wanderers
Position: Wherever the most damage can be done
Career Totals: 36 eviscerations, 12 decapitations, 22 deaths by crushing, 16 deaths by explosion, 126 serious injuries, 22 lifetime bans
Awards: Revoked, pending investigation.
Spike! Magazine Star Player Rating: 165

Career Highlights

2484 Clan Rigens analysts note the level of success enjoyed by several Goblin teams who are using so-called 'secret weapons' to make up for their many, many disadvantages on the pitch. The analysts' definition of 'success' would certainly be debated by most sports pundits, but regardless, the clan begins a new breeding and experimentation programme based on their findings.

2489 Amid the scandal of the NAF's collapse, Kreek Rustgouger takes part in his first game when the Warpfire Wanderers face off against the Copperhold Cannons. The Dwarfs, expecting him to be nothing more than a particularly large Rat Ogre, are horrified when his 'upgrades' are revealed midway through the first half, and Trollslayer Grimm 'Granite' Godrunsson is pulverised by a whirling ball and chain. Rustgouger is sent off by an astonished referee and the Wanderers' head coach is given a stern warning.

2489 Rustgouger's next three matches all go the same way, with the monstrous Skaven revealing a different weapon in each before being sent off for his total disregard of the rules of the game. He receives his first lifetime ban after his fourth match, but after a short disappearance, he resurfaces. According to his handlers, he has undergone sufficient 'retooling' to be an entirely different rat. A controversial hearing confirms that the ban does not count, and the Verminator returns!

2490 to present Kreek Rustgouger breaks the record for Most Lifetime Bans Achieved. Referees across the land cry out for the result of the hearing to be overturned, but their pleas fall on deaf ears – possibly because of pressure from fans and network executives alike. The Verminator continues to wreak devastation all around the circuit, drawing cheers from the crowd each time another ban is issued and prompting his now famous catchphrase – '*We'll be back-back!*'.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Kreek Rustgouger	Ball & Chain, Loner, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon	Skaven, Underworld Denizens	130,000 gp	5	7	2	9

HORKON HEARTRIPPER

"I gotta say, Jim, the Dark Mountain Spiders have had a tough season, but things are starting to look up for the no-good Chaos creepy-crawlies."

"Oh, certainly, Bob! They've kept possession of the ball for 63% of the match so far, and they're two touchdowns up. Of course, it's still all to play for, and we're sure the Ashbane Vendettas have a trick or two up their sleeves!"

"And there's the kick-off. Ball's in the air, looks like the Vendettas have a runner in position to catch it..."

"Hold on, Bob, I don't think that's a Vendetta player. He's a Dark Elf, certainly, but that's not regulation kit! I think we might have a pitch invasion."

"Oh, boy. This always gets messy..."

"Yes, sure enough, he's ignored the ball. Ooh, and is that a hidden weapon?"

"...that's not what I meant by messy! The Spiders just lost a Blitzer! What's goin' on?"

"Well, the crowd are enjoying it, Bob! And it looks like the officials are happy to let this play out."

"Two more Spiders are on the ground... and look! Spiders' backfield Blitzer Skunkan Nans is making a break for it!"

"He's going for the ball?"

"Not quite Jim – he's sprinting for the dugout! It almost looks like he knew this was coming."

"Ooh, dear. Maybe those rumours about his warpstone debts – sorry, alleged warpstone debts – could be right..."

"No time for speculation now, Jim. The newcomer's just churning through the defence – and hold on, the Vendettas just passed the ball to him! He looks as confused as anyone else here, but he's running with it... and he's crossed into the End Zone! Touchdown! Ven... uh... is that a touchdown?"

"It's a great question, Bob, and I've honestly got no idea. The Elf's still moving, though. And he's thrown the ball!"

"Ouch, that's gotta hurt! Nans is down, and he's not moving! Who is this guy?"

"Well, let's hope he gives an interview after the match. He's certainly made an impression!"



STAR PLAYER PROFILE: HORKON HEARTRIPPER

Age: 289
Height: 6 ft 3 inches
Weight: 154 lbs
Originating Team: Ashbane Vendettas
Position: Assassin
Career Totals: 216 kills, 603 serious injuries, 12 running touchdowns, 1 interception.
Awards: Most Vicious Player 2467, Sudden Death Award 2475, 2477, Lifetime Bereavement Award
Spike! Magazine Star Player Rating: 302

Career Highlights

2451 Infamous assassin Horkon Heartripper, finding that the high courts are too engrossed in Blood Bowl to engage in the sort of plotting that sends work his way, decides to move with the times and see if any team owners are interested in his services. He is employed by the owner of the Ashbane Vendettas to deal with their bitter rivals, the Dark Mountain Spiders, whose star Blitzer Skunkan Nans has been a thorn in their side for several seasons. The sneaky creature proves highly elusive, and it is not until the game itself that Heartripper manages to catch him in the open. He launches his attack at the start of the third drive, tearing through half of the Spiders' defensive line before taking down his quarry and, thanks to a confused throw by a Vendettas Lineman, manages to score a touchdown at the same time! Unfortunately, the shadowy assassin's face is plastered all over Cabalvision screens for weeks and his anonymity is ruined. Thankfully, the fans loved his performance and the Vendettas hire him on the spot.

2457 During a match against the infamously dirty Orcland Raiders, the Vendettas are infuriated when they find that someone has snuck into their changing room and greased all of their boots before first kick-off. Horkon, who has always preferred the finer things in life, is particularly displeased – it's nigh impossible to get grease stains out of ratskin cleats. He employs every trick in his arsenal over the next two hours, and the Raiders are forced to concede when half of their players are too injured to play and the other half are refusing to go back on.

2463 Despite Horkon's stellar work in thinning out the defence, the Vendettas fall on hard times. It becomes increasingly apparent that Heartripper is doing more for his team than they are doing for him and he tenders his resignation. He spends the next five seasons playing for a number of different teams, even spending a short spell with the Darkside Cowboys, but realises that he misses the freedom of his contract killing days and decides to become a free agent.

2481 Horkon Heartripper celebrates his thirtieth season, and his former teams club together to present him with a Lifetime Bereavement award, decorated with the bones of his most famous victims. A number of pundits initially claim that he actually sheds a tear, but after their mysterious disappearance, it is agreed that this was probably just the result of a broadcasting glitch.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Horkon Heartripper	Dodge, Leap, Loner, Multiple Block, Shadowing, Stab	Dark Elf	210,000 gp	7	3	4	7

THE SWIFT TWINS

When it comes to Blood Bowl, the Swift twins have got it all: the looks, the charisma, the incredible outfits and, of course, the pure skill. There must have been something in the water where they grew up!

Lucien ('The Silver Bullet', according to his official merchandise) was the first to rise to fame, as team captain and star Blitzer of the Galadrieth Gladiators. Under his leadership they won Blood Bowl X and Lucien himself amassed a serious haul of awards and plaudits. His brother Valen later followed in his footsteps, captaining the Elfheim Eagles and setting them up as one of the most promising new teams in the league. In recent years, tired of competing to top the leaderboards, the twins have begun hiring out their services as a pair.

Any team fortunate enough to afford the Swifts gets a real double-whammy in exchange for their extravagant hiring fee. Lucien is undoubtedly one of the finest Elven Blitzers to have ever graced the gridiron, while Valen is a Thrower without equal. More than that, the brothers have been practising together for almost a century, and have an almost instinctive knowledge of how the other plays. It has become a common sight to see Lucien barrelling up the field, clearing the path for his team-mates while Valen lines up an inch-perfect pass to the End Zone.

Of course, the Swifts' decision to take time away from their teams was not without its controversy. Fans of the Gladiators are particularly vocal, many having vowed to send daily missives to Lucien until he agrees to return as captain. However, the brothers seem to be having too much fun playing together to expect a return to their old rivalries any time soon.



STAR PLAYER PROFILE: THE SWIFT TWINS

Age: 162
Height: 6 ft 3½ inches (Lucien), 6 ft 3 inches (Valen)
Weight: 154 lbs (Lucien), 152 lbs (Valen)
Position: Blitzer (Lucien), Thrower (Valen)
Originating Teams: Galadrieth Gladiators (Lucien), Elfheim Eagles (Valen)
Combined Career Totals: 102 rushing touchdowns, 83 passing touchdowns, 39 catching touchdowns, 41 kills/serious injuries, 27 interceptions.
Awards: Golden Phoenix 2489, Blood Bowl Winners Medal 2470 (Lucien); Finest Form 2485, Blood Bowl Winners Medal 2480 (Valen)
Combined Spike! Magazine Star Player Rating: 518

Career Highlights

2484 Valen Swift takes over captaincy of the Elfheim Eagles, prompting a lot of media hubbub – his brother Lucien is the well-established captain of the Galadrieth Gladiators, and there's nothing the pundits like more than a sibling rivalry! Sure enough, that's what they get, with supposed underdog Valen somehow managing to upstage his brother at every turn over the next couple of seasons.

2487 Eager to put his 'little' brother in his place, Lucien organises a grudge match between the Gladiators and the Eagles. The atmosphere in the stadium is tense, fans having taken the rivalry to heart, and several very un-Elflike brawls break out in the stands before the match has even started. The game itself is incredibly close, the teams neck-and-neck throughout, and when it progresses into overtime, the tension is palpable. Valen is taken down by a particularly heavy block from Gladiators Blitzer Alarion Pureheart, shattering his collarbone, and the Gladiators recover the ball to score a winning touchdown. Lucien takes no part in the celebrations, however, instead rushing to help his fallen brother. With that, the rivalry is over.

2491 The twins team up to establish the Swift Foundation, which seeks to help young wannabes start a career in Blood Bowl. They spend the off-season travelling around the ice-blasted northlands, from frozen wildernesses to fjord-side hamlets and beyond, as documented in the Cabalvision Special – *A Swift Trip up North*. When the show is broadcast, the gossip rags can do nothing but report that the rift between the brothers has clearly healed.

Present Lucien and Valen have decided to take a hiatus from their respective teams, and are offering their services as free agents. To ensure that they never have to face each other on the pitch, they only offer their services as a pair; although this means that they are often overlooked in favour of cheaper options, any team that pays their fee, however, soon realises that the twins are worth every gold piece!

Name	Skills	Teams	Cost	MA	ST	AG	AV
Lucien Swift	Block, Loner, Mighty Blow, Tackle	Elven Union, High Elf, Wood Elf	390,000 gp	7	3	4	8
Valen Swift	Accurate, Loner, Nerves of Steel, Pass, Safe Throw, Sure Hands			7	3	5	7

The Swift twins must be hired as a pair – they each refuse to work alone! As such, they cannot be added to a team permanently using the rules on page 28. In addition, they have the following rule:

SWIFT REACTION

While one of the Swift twins is in the Dead & Injured box, the other Swift twin loses the Loner skill.

BUGMAN'S BOOK OF RECORDS

Ever since a blatantly false misprint in a copy of Spike! Magazine, Valen Swift has been hounded by rumours that he's left the Elfheim Eagles for good. Despite his assertions that he's just on hiatus – and the fact that the offending article gave his leaving date as more than five years in the future – the annoying gossip just won't die!



BO GALLANTÉ

The High Elf player Bo Gallanté is a relative newcomer to the Blood Bowl scene, but in a handful of seasons has quite an impact on the fans. Gallanté is loathed and loved in equal measure, for he embodies characteristics that enrage one set of fans as much as they delight the other. Gallanté is by far the most outrageous dandy ever to take to the pitch, a player whose taste in attire is as well known as his taste in wine, art, literature and similar pursuits. Bo's good looks and fine clothes inspire a nigh universal rage in his foes, who are driven to extremes of violence in an effort to spoil both. Much to his opponents' chagrin, this has thus far proven impossible, and the list of bitter rivals who would smash Bo's pretty face to a pulp grows longer every day.

Though he has been playing for just a few seasons, Gallanté has served with distinction in the line-ups of several mid-level High Elf teams, most notably the Tiranoc Titans. He has an enviable record of avoiding his opponents' blocks, which just seems to make them angrier and more determined to wreck his pretty Elven face…

THE SHARPEST TONGUE AROUND!

We asked Bo Gallanté what he thought of some of his contemporaries. What did he say? Read on…

Prince Moranion: *Oh, darling... Ostentatious drakescale is so 2340. Do try to keep up!*

Eldril Sidewinder: *He's got the moves, I'll give him that, but one can't abide a show-off.*

Roxanna Darknail: *Roxy! She may come over all fierce, but she's always got time for a bottle of Har Ganethian red and a good gossip sesh.*

Jordell Freshbreeze: *Two words: awful hair!*

Lucien and Valen Swift: *Hmm. Get them, all brotherly love and charity work. Trying a little too hard, don't you think?*

Horkon Heartripper: *Erm... I have literally nothing bad to say.*



STAR PLAYER PROFILE: BO GALLANTÉ

Age: As if he'd reveal that!
Height: A dashing 6 ft 4 inches
Weight: You wish, dear
Originating Team: Tiranoc Titans
Position: Anything that looks good
Career Totals: 39 rushing touchdowns, 18 catching touchdowns, 3 interceptions
Awards: *Spike!* Magazine Defensive Catcher Award 2492, Lauriel Elflock's Fabulous Follicles Award 2491-2493, Filthiest Richest Player 2493
Spike! Magazine Star Player Rating: 197

Career Highlights

2491 High Elf society (well, the part of it that surrounds the Blood Bowl circuit, at least) is rocked by the arrival of Bo 'the Beau' Gallanté. No one is quite sure where he's from; some say he's an exiled prince, some say he has spent years climbing the social ladder, and still others insist that he's a petty god in disguise. Whatever the case, his poise, finesse and impeccable taste make him an immediate trendsetter. As soon as he realises that Blood Bowl is all the rage, he places an order for three dozen exquisitely tailored outfits and has his personal armourer set to work on pads that will accentuate his delicate figure. It's not long before he's wowing the crowd and infuriating his opponents.

2492 Gallanté spends a season with the Galadrieth Gladiators. In one impressive play that sees howls of frustration from the Oldheim Ogres fans in the stands, he manages to run the ball from deep in the Gladiators' half of the pitch to the Ogres' End Zone without breaking stride. According to an official recap, no fewer than fourteen players tried to block him, and all of them were unsuccessful. As that figure seems a little odd, the recap is double-checked, and spectators notice that three separate officials had also tried to lay the boot in. When asked to comment on this after the match, Gallanté laughs merrily, thanks the officials for their interest and sends them autographed woodcuts.

2493 A Cabalvision interview with Gallanté ruffles a few feathers when the Elf makes a series of increasingly scathing remarks about Jordell Freshbreeze. Several weeks later, the Beau finds himself facing off against Jordell in a 'friendly' match between the Athelorn Avengers and the Fire Isle Phoenixes. Scant minutes into the first half, Freshbreeze delivers a perfectly placed kick to the middle of Gallanté's face, and the latter drops to the ground, loudly demanding that play should be halted so that he can receive proper attention. He is roundly ignored, and crawls away to the dugout where he is seen to by a sizeable team of apothecaries, therapists and aestheticians. To everyone's surprise, he returns to play for the second half, holding up the kick-off when he insists on shaking Freshbreeze's hand and congratulating him on such a solid block. He steers clear of the Wardancer for the rest of the half.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Bo Gallanté	Dodge, Loner, Sidestep, Sprint, Sure Feet	High Elf	160,000 gp	8	3	4	7

WILLOW ROSEBARK

"...so that's the site. Any questions?"

"Well, the new season's nearly here and we'd really love it if Greenwood Stadium could be an addition to the circuit. How soon do you think you could start construction?"

"You get everything squared up today, the logging crew can be moving in the morning. They're good lads, four Ogri and a dozen Dawi. Hard workers, each and every one. They'll have the space cleared by nightfall. Then the scaffold goes up, the labourers come in... we'll have your stadium ready before you know it."

"Well, that all sounds delightful. I'm so glad we came to you, Brundersson – I must admit, when I first heard of this place, I was a little deterred by some of the tales I'd heard."

"Pah! Stuff and nonsense, lad. Spooky stories to frighten the Umgi around the campfire, nothing more."

"So... you've never seen the... the Green Lady?"

"What, the so-called 'guardian of the glades'? Come off it. I fought against the Uzkular when I was a beardling, I know a restless spirit when I see one. Trust me, there's nothing going on here but wind in the trees."

"Liar..."

"Beg pardon, lad, what'd you call me?"

"Um... that wasn't me..."



STAR PLAYER PROFILE: WILLOW ROSEBARK

Age: Unknown (*Spike!* Magazine understands that the best way to establish this would be to count her rings, but no one's worked up the courage to ask).
Height: Between 5 ft 7 inches and 7 ft 1 inches, depending on the season
Weight: Between 109 lbs and 167 lbs, depending on how recently she's had a pruning.
Originating Team: Athelorn Avengers?
Position: Blocker
Career Totals: 7 rushing touchdowns, 92 kills/serious injuries
Awards: Mesmerising Mutilation Award 2479, Scariest Game Face 2482
Spike! Magazine Star Player Rating: 223

Career Highlights

2470 The first appearance of a Dryad in a NAF-sanctioned game is recorded when Willow Rosebark takes to the field alongside the Athelorn Avengers in their season opener against the Gouged Eye. Some sources suggest that she'd already been playing for some time in the backwater leagues, but her origins – and her reasons for taking part in a sport towards which her kind are generally ambivalent – remain a mystery.

2478 After several seasons away from the game, Rosebark resurfaces, this time playing for the Underbrush Underdogs in their match against the Chaos All-Stars. She famously faces off against Morg 'n' Thorg, the slender Dryad tackling the hefty Ogre head-on. Just as they're about to collide, Rosebark sprouts thorny vines – almost doubling her mass – and to the crowd's surprise, she flattens Morg without breaking stride! Across the land, fans sit up and take notice.

2480 A number of stadiums within a short distance of each other are vandalised by a host of Dryads and other forest spirits. It is soon deduced that all of them were built with wood from the same grove, which – it is revealed – was held sacred by certain forest-dwellers… Rosebark is implicated, but when no evidence is forthcoming, she publicly decries such obvious profiling and the case is dropped.

2487 Rosebark turns up during the pre-game show of a rather one-sided clash between the Greenfield Grasshuggers and the Champions of Death, pledging her services to the thoroughly outclassed Halflings. The Grasshuggers still lose, but the deadly Dryad makes short work of the Undead fiends – it later comes out that they had been bolstering their ranks by raiding a burial cairn in a nearby forest, which Rosebark had presumably declared off-limits. The lesson is obvious – don't mess with the trees!

Name	Skills	Teams	Cost	MA	ST	AG	AV
Willow Rosebark	Dauntless, Loner, Sidestep, Thick Skull	Amazon, Halfling, Wood Elf	150,000 gp	5	4	3	8

KARLA VON KILL

"Fraulein von Kill, Gerhardt Schtumpf from the Ritterheim Reporter. I suppose the question on everyone's mind is: what does a lovely maid like yourself think she's doing playing a man's sport?"

"...really?"

"Well, the people deserve an answer!"

"Okay, Schtumpf. Write this down, because I'm only saying it one more time. When I joined the Hellfires, I was recruited the same as everyone else – I had to prove that I was tough enough to make it and crazy enough to want it. They signed me right up, and I had to deal with the same dumb questions then that I'm getting now. I stayed with the Hellfires for six seasons, through thick and thin, then the Marauders offered me a transfer. When I announced it, guess what the main topic of conversation was? My blocking record? The seventeen touchdowns I'd scored the season before? Oh, if only. And now here I am, announcing my plans to go solo. When Griff did the same thing, do you think anyone asked him about why he's here? His favourite recipes? Whether he's seeing anyone? I'm here because I'm a Blood Bowl player, so forget anything else I might be. You want me to prove myself all over again, Schtumpf? I get it. So I challenge you – or anyone else who has a problem – to step up right now and try me. I'll rip your scrawny spine out and you can run that as a headline for the morning edition. Now, has anyone got a real question...



STAR PLAYER PROFILE: KARLA VON KILL

Age: 31
Height: 5 ft 6 inches
Weight: 142 lbs
Originating Team: Hochstadt Hellfires
Position: Blitzer
Career Totals: 59 rushing touchdowns, 32 catching touchdowns, 19 kills/serious injuries, 1 interception
Awards: AFC Player of the Year 2483, Ingrid the Pious Award for Inspirational Achievement 2486, Blood Bowl Players Medal 2492
Spike! Magazine Star Player Rating: 187

Career Highlights

2481 Karla von Kill takes a day off from the family pig farm to watch some Blood Bowl at a local stadium with some friends. Having never seen the sport up close before (only having caught the occasional big match on the crystal ball in the local tavern), she is immediately taken with the flashy plays, colourful commentary and over-the-top violence. She sticks around after the match to help clear up and manages to speak to some of the Hochstadt Hellfires, who convince her to abandon the provincial life and join them on the road. She spends the next few weeks driving carts, raising stands, selling tickets and dealing with troublemakers, but it isn't long before the Hellfires open their doors for new recruits. Karla is one of the first in line, where her passion for the sport impresses head coach Krüber. She takes a spot on the reserves bench and never looks back.

2483 Karla helps the Hellfires quit the backwater circuit and start hitting some of the bigger stadiums. She has proven herself a natural Blitzer, always leading the team from the front. When they come up against the Bloodskull Brutes, she coordinates the front offence to bring down both of the team's Trolls in short order, and is awarded the position of team captain in recognition of her efforts.

2486 After a run-in with a Minotaur costs Karla three broken ribs, a smashed collarbone and a broken wrist, she is told by apothecaries that she might not play again without magical assistance. She refuses to accept the prognosis, throwing herself into a rigorous regime of daily exercises that result in her returning to the game less than a year later. When she comes back, Karla discovers that the Marauders have been waiting for her return to offer her a contract. Although sad to leave the team that got her started, she knows she can't resist the call of the big leagues.

2492 The Marauders make it through to the final of the Blood Bowl cup, narrowly defeating the Darkside Cowboys in the semis to go toe-to-toe with the Reikland Reavers in the final. Karla attempts a one-on-one block against a fast-moving Zug in the closing stages of the first half, doing a good enough job that he stumbles. His response is a brutal forearm which takes her out for the count, but she returns in the final drive of the game. As if to prove a point, she singles Zug out again, throwing everything into a flying tackle that somehow drops the legendary Blocker. The Reavers go on to win, but von Kill is awarded the Best Player medal (and a brief nod of respect from Zug, which may be even more valuable).

Name	Skills	Teams	Cost	MA	ST	AG	AV
Karla von Kill	Block, Dauntless, Dodge, Jump Up, Loner	Amazon, Halfling, Human, Norse	220,000 gp	6	4	3	8

HELMUT WULF

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, while others claim that he was simply the first victim of this cacophonous contraption of death. Indeed, most players foolhardy enough to attempt to use a chainsaw on the Blood Bowl pitch meet a sticky end upon their own weapon, but some, in particular Helmut Wulf, seem able to wield such weapons as if they were extensions of their own bodies.

Helmut Wulf is the quintessential 'chainsaw-wielding loony', a phenomenon that took the world of Blood Bowl by storm in the late 2480s. At the height of the craze, it was considered insane *not* to field as many chainsaw-equipped players as a coach could muster (and the regulations allowed), leading to both soaring ticket sales and player fatalities. Of all the loonies so beloved of the fans in the later 80s, Helmut Wulf was perhaps the greatest, carving himself a place in the Hall of Fame with the screaming teeth of his beloved chainsaw.

Though advancing in years, Wulf is still willing to answer the call and take to the Blood Bowl pitch. He's been sent off for the illegal use of weaponry more times than almost any other player in history, but the fans can't resist the spectacular bloodbath that erupts whenever he plays. Wise referees will turn a blind eye to his infractions for the sake of takings, for any game involving him is sure to be sold out.



STAR PLAYER PROFILE: HELMUT WULF

Age: 47
Height: 6 ft 2 inches
Weight: 212 lbs
Originating Team: Bruendar Grimjacks
Position: Blocker
Career Totals: Rushing 1,820 paces, 64 player fatalities, 7 referee fatalities, 1 hot dog vendor fatality.
Awards: Most Limbs Severed 2483, Delightful Decapitation Award 2482, 2486, Most Blood Spilled 2488
Spike! Magazine Star Player Rating: 158

Career Highlights

2481 Helmut Wulf, a hitherto unremarkable Lineman for the Bruendar Grimjacks, volunteers to try out a risky new piece of equipment at his coach's request. He picks up a chainsaw for the first time and a lifelong bond is forged. It is quite likely that since that day he's never gone more than five minutes without at least one chainsaw in his hands; certainly, he's never been seen in public without one.

2483 It is the height of the chainsaw craze. Helmut Wulf has risen to prominence as a master of his craft. In a memorable match against the now-disbanded Bogstaff Beardlings, he breaks a strong cage single-handedly by leaping into the middle and spinning around wildly. How he survives (especially considering how very slippery it suddenly gets) is a mystery, but there's no doubt that the man's got style.

2486 Helmut appears on the Half-time Half Hour show with Bob Bifford, where he is supposed to be interviewed before giving a demonstration of his prodigious skills. He's already foaming at the mouth by the time he sits down and he answers Bob's first five questions by just making loud revving noises with his mouth. The crew decide to just let him get on with the display, but instead he runs wild and starts carving through the studio audience. Ratings soar. Wulf is lauded as a post modern hero.

2490 Following the collapse of the NAF, chainsaws have rather gone out of fashion, but Helmut doesn't care. And sure enough, despite what the pundits predict, the fans still love him! There's just something irresistible about watching someone do what they so clearly love doing. His team having long since abandoned him, Wulf seeks his fortune on the open market, lending out his services to anyone who can afford his upkeep fees. And wherever he goes, his loyal fanbase – with their motley assortment of wooden legs, prosthetic arms and eye patches – follows close behind.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Helmut Wulf	Chainsaw, Loner, Secret Weapon, Stand Firm	Amazon, Chaos Renegade, Human, Lizardman, Norse, Vampire	110,000 gp	6	3	3	8

RIPPER BOLGROT

This is Dolf Ungerhaagen with Cabalvision Network News, reporting on the ongoing feud between Ripper Bolgrot and… Ripper Bolgrot. Yes, you heard me right! For anyone who's not been keeping up, this whole scandal really does beg the question: what's in a name?

Ever since he came back from that experimental brain sorcery, the Troll we all know as Ripper Bolgrot has been wowing fans with his unique blend of on-field cunning and post-match panache. But now he's going head-to-head with the Orc player Ugroth Bolgrot, who's been playing under the nickname 'Ripper' for as long as anyone can remember. Confused? A lot of fans certainly have been, especially when the two Rippers fell foul of a slip-up by the Thunda Valley Greenskins and both thought they'd been booked for last week's face-off against the Underbrush Underdogs. Here's what Ripper – the Troll, that is – had to say in a press conference after the game.

"It's embarrassing and it's preposterous. Now, I understand that Blood Bowl is both an expansive sport and an inclusive one, and that mix-ups of this sort are inevitable, but really, come along now. I'm not sure how the Greenskins managed to book us both, but this is clearly something that is at risk of happening in future, and I think there's only one sensible way forward: Ugroth should revert to playing under his given name, just as he did at the start of his career. It's simple, it avoids any further confusion and it doesn't require me to go to extraordinary lengths to change my own name. There. That's an end to it. No questions, I presume?"

It goes without saying that Ripper – the Orc – wasn't happy with the suggested solution. We'd love to show you his response, but everything past the opening three seconds has been deemed unsuitable for public broadcast.

So what's next? Well, Ripper – the Troll – has promised to take this up with the NAF itself, and is thought to be putting in an official request for a review. If it goes through, it will be the first time a Troll has influenced NAF policy on anything other than violence and gluttony, so we'll be watching with interest. As soon as we know more, you will too!



STAR PLAYER PROFILE: RIPPER BOLGROT

Age: 63
Height: 9 ft 3 inches
Weight: 461 lbs
Originating Team: Deaths Heads
Position: Blocker
Career Totals: 24 passing touchdowns, 416 kills/serious injuries
Awards: Trollslayer Monthly's Most Hated Award 2470-2472, 2474, 2476, *Spike!* Magazine Strong Arm Award 2487, *Spike!* Magazine Best Acceptance Speech 2487
Spike! Magazine Star Player Rating: 389

Career Highlights

2457 Ripper Bolgrot is recruited by the Deaths Heads' talent scouts after he is spotted in the swamps near his lair, hurling large rocks at distant fishermen with impressive accuracy. He refuses their offer at first, dissolving several Goblins (and their proffered contracts) with caustic vomit, but changes his mind after they change tack and offer him a boatload of fish heads.

2461 Ripper's career gets off to a slow start. Even for a Troll he is particularly dense, often forgetting what he's been told and even wandering off into the stands for a snack mid-game. Head coach Grakk Spleenstompa, in a fit of despair, threatens to feed his scouts to the dim-witted Troll they 'discovered' if they can't get him to stick to the plan. Fearing for their lives, they enlist the services of an unknown back-alley alchemyst, whose identity has remained a closely guarded secret ever since.

2461 Ripper returns from a week of 'sports therapy' and is almost unrecognisable. His stooped posture is no different, and neither are his giant fists or massive, stumpy teeth, but his eyes now glimmer with intelligence. Spleenstompa is speechless when he first meets his new star Blocker, mainly because he can't get a word in edgeways – Ripper has miraculously become a fountain of civilised conversation and immediately offers several long-winded suggestions for the advancement of the team.

2461 to 2478 Ripper continues to play for the Deaths Heads, swiftly being promoted to team captain due to his unique combination of tactical play and extreme violence. He becomes renowned for his combo plays, sending Orcs to clear the opposition's downfield before skilfully pitching Goblins straight to the End Zone.

2478 Clearly growing bored of being told what to do, Bolgrot quits the team (buying out his own contract, having made a small fortune through a number of sound investments) and sets himself up as a Troll-for-hire.

2478 to present Ripper continues to play for any team that can afford him, using his earnings to finance an increasingly lavish lifestyle. He makes several enemies, not least Ugroth Bolgrot, an Orc player who happened to share his name until Ripper won a landmark legal battle. Ugroth goes so far as to assault Ripper after a match, decapitating him with a chainsaw in an act of cold-blooded revenge. Fortunately, thanks to the regenerative powers inherent to Trolls, this is a mild inconvenience at best and Ugroth is rewarded with a lifetime ban for Wasting Violent Behaviour Outside of Play.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Ripper Bolgrot	Grab, Loner, Mighty Blow, Regeneration, Throw Team-mate	Goblin, Orc	270,000 gp	4	6	1	9

SCRAPPA SOREHEAD

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 Pogoers, an elite cult of Blood Bowl players who have proven themselves to be completely deranged. Pogoers are the only Blood Bowlers insane enough to take to the field on pogo sticks, the fiendish creation of former Lowdown Rats coach Pogo Doomspider. This pioneer of sporting technology was, alas, killed while trying to improve his invention with the addition of rocket propulsion, but his great disciple – the quite insane Scrappa Sorehead – continues his legacy to this day.

Scrappa plays Blood Bowl with the maddened enthusiasm of someone who's been kicked around their whole life, then given an easy way of getting revenge. He springs across the pitch, his face plastered with a lunatic grin, booting players in the face as he passes and bouncing up and down on the bodies of the fallen. He is, in short, a nasty, spiteful little git who is as much trouble off the pitch as on it. This has resulted in his unequivocal banning from several league venues, but he hasn't let that stop him! Rumour has it that he rarely (if ever!) descends from his beloved pogo stick, believing – quite rightly – that his only chance of surviving the angry mobs he seems to attract is to keep on moving. Thankfully for him, a mild addiction to Madcap Mushrooms means he hasn't felt the need to sleep in almost three years.



STAR PLAYER PROFILE: SCRAPPA SOREHEAD

Age: Unknown
Height: 3 ft 8 inches
Weight: 84 lbs
Originating Team: Lowdown Rats
Position: Pogoer
Career Totals: Rushing touchdowns 32, thrown touchdowns 14, kills/serious injuries 215
Awards: *Spike!* Magazine's Most Infuriating Player Award 2480
Spike! Magazine Star Player Rating: 216

Career Highlights

2479 Secret weapon pioneer Pogo Doomspider takes on a young Scrappa as an apprentice to help him improve his innovative method of getting around the pitch. The enthusiastic Gobbo is full of ideas, the most spectacular(ly stupid) of which eventually results in Pogo's messy demise. Scrappa gladly takes over where the late Doomspider left off, but decides to go back to basics – after all, he proclaims, the pogo stick is a fine invention and only a complete moron would try to improve upon it.

2481 Scrappa 'accidentally' lands on one of his fellow Lowdown Rats as they're lining up for kick-off against the Grunhof Guttersnipes. The resulting brawl as the bruised Goblin attempts to get revenge spills over into the stands and ends up delaying play for almost a full hour, during which the Guttersnipes retire to their dugout to see how things play out. Scrappa, increasingly hysterical as he bounces around the stadium watching his team-mates and their fans batter each other, is eventually ejected from the stadium and fired from the Rats.

2484 Scrappa dodges an angry mob on his way to play alongside the Gouged Eye by sneaking through the dungeons beneath the Doom Dome. A sensible Goblin would have probably dismounted from his pogo stick, but Scrappa is nothing if not persistent. Several concussions later, he emerges onto the pitch in time for the second half, and goes on to help the Eye win 2-1 against their old rivals the Reikland Reavers before having a well-deserved lie down.

2492 Although he's getting on a bit, Scrappa shows no signs of slowing down or behaving himself. He bounces through the Cabalvision studio during a tense match between the Skavenblight Scramblers and the Orcland Raiders, spilling the contents of Jim Johnson's chalice all over the announcers' desk, before being chased off-camera by Bob Bifford. Later that season, he spends an entire match bouncing around the stands, kicking fans in the face and swiping their pies, ignoring his coach's increasingly desperate demands to get on the pitch and actually do something. He rounds off the season by causing havoc during the play-offs, despite not having been hired by any of the teams involved.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Scrappa Sorehead	Dirty Player, Dodge, Leap, Loner, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	Goblin, Ogre, Orc	150,000 gp	7	2	3	7

BUGMAN'S BOOK OF RECORDS

The Dark Mountain Spiders are one of the more unusual teams on the circuit, made up entirely of gigantic, mutated creepy-crawlies. They've always struggled to maintain a fanbase; it's hard to say whether this is more because of their rather niche appeal, or their habit of celebrating a win by cocooning everyone in the stands to feed their young.



MADCAP MIGGZ

"Um, chief? Mind if I have a word?"

"Not now, Karl! Can't you see I'm busy? Less than an hour until the stands open, and I still need to–"

"Oh, yeah, alright. Alright, but... um..."

"Oh, for Nuffle's sake! Spit it out, lad!"

"It's Friedl, chief. I think he... um... got et."

"Et?"

"Yeah. I think something et him."

"What? Oh, this is another of your silly games, is it? Trick the chief into wandering about the place looking for some made-up monster so you two can sneak into the cheerleaders' changing rooms, eh? For shame, lad!"

"No, no, chief, it ain't like that. He was watering the grass, like you said to, and I was slopping out the dugout sluices, and I heard this cackling from up on the pitch and then this awful scream, and so's I ran up there, but there was no one there, and one of the trapdoors was closing, and there was... there was just... this."

"Ranald's bones, lad! How many times have I told you, if one of the teams leaves a limb in the dugouts, you burn it! You'll be bringing down the seven-day pox on us, you halfwit."

"It weren't from no teams, chief! Look, that's Friedl's hand. That's his lucky tattoo!"

"...ah. Right. I see. Bloody typical. Look, the fans will be turning up in no time. Sounds like whatever it is, it's run off into the dungeons. Bolt the trapdoors up, and the side entrances, there's a good lad. Tell the stretcher bearers they're to do things the old-fashioned way today, and if they give you lip, you tell them it's my orders. And by Manaan's watery bunghole, you simpleton, get rid of that bloody arm!"



STAR PLAYER PROFILE: MADCAP MIGGZ

Age: Unknown
Height (Combined): 6 ft 7 inches
Weight (Combined): 284 lbs
Originating Team: Greenhorns
Position: Blitzer…?
Career Totals: 32 kills, 68 maimings, 3 sideline regurgitations
Awards: Bloodweiser Best Newcomer Medal 2494
Spike! Magazine Star Player Rating: 268

Career Highlights

2491 Madcap Miggz quits the Greenhorns, saying that he is fed up with getting kicked about. He heads off into the mountains to find himself and instead finds a nest of juvenile Cave Squigs. One flash of pure, demented genius later and the Goblin is fleeing as fast as his legs can carry him, a small, ferocious beastie stuffed firmly down the front of his shirt. He hatches a plan to return to the stadium circuit and get his revenge on all the big 'uns who made his life a misery.

2492 After a year of training and preparation, not to mention the loss of several fingers, Miggz has mastered the art of Squig riding. He makes himself available as a free agent and is hired within the day. The first time the Squig (which he has named Toofy Terror) hears the crowd roar, it panics and leaps into the stands, devouring several dozen spectators before bounding over the top of the stadium and off into the nearby woods. Although Miggz and Toofy didn't technically manage to take part in a single drive, the number of Goblin teams seeking their services doubles overnight.

2493 to 2494 Once Toofy grows accustomed to the noise of the crowd and stops eating quite so many spectators, the pair start to become a useful asset to the teams that hire them. They even devise some sneaky tactics, making use of the Squig's bounciness to disappear into the trapdoors that dot the pitch and spring up elsewhere a few moments later. Facing a ravenous, lolloping creature with teeth as long as your arm is terrifying enough, but having one lunge at you out of nowhere soon tops the player polls as '*most terrifying experience on the pitch*'. (It displaces '*disagreeing with a call made by 'Kneecap' Mittelmann'*, but is later knocked off the top spot by *'accidentally winking at Roxanna Darknail'*).

Present Miggz and Toofy continue to terrorise teams across the land, sometimes even showing up early to hunt for easy pickings in the dungeons. Stories abound of them even terrorising opposing teams after a match, hiding in their changing rooms or attacking them on the road. The officials do what they can to keep the pair in check, but it's hard to say if they'll ever be stopped…

Name	Skills	Teams	Cost	MA	ST	AG	AV
Madcap Miggz	Break Tackle, Claws, Leap, Loner, No Hands, Very Long Legs, Wild Animal	Goblin, Underworld Denizens	170,000 gp	6	4	3	8

NEW OPTIONAL RULES

The Blood Bowl rules are designed to give a (more or less!) balanced game, a fairly streamlined, competitive experience for two players. This makes for great tournament play, but there are lots of coaches who want to add some extra wacky action to their games. The rules in this section are designed with those folks in mind!

All of the rules in this section are entirely optional, and can be included in leagues at the League Commissioner's discretion. In Exhibition Matches, both players should agree before any of these rules are used.

Designer's Note: Bear in mind that these rules add a fair amount of complexity to the game in places, so we wouldn't advise using them in tournaments, or in leagues where people are new to the game or prefer a more straightforward approach. They can add a lot of fun and colour to a league, though, so do give them a go if that's the sort of thing you're looking for!

SETTLING DOWN FOR A WHILE

The standard Blood Bowl league rules, as presented in *Death Zone Season 1!*, allow for Star Players to be added to a team through inducements, offering their services for a single match before seeking their fortune elsewhere. This works fine and prevents teams from hogging a popular player, but some coaches prefer the idea of Star Players sticking with their team for a little longer. Coaches should remember that while Star Players can give a team a much-needed boost in the short term, they tend to prevent other players on the team from earning Star Player points – so their inclusion on a roster has its drawbacks.

THE STAR PLAYER POOL

At the start of each season, the League Commissioner should create a pool of Star Players which will be available for hire. In most cases, this will just be the full list of Star Players for whom there are rules and models available, but some League Commissioners may wish to make some adjustments.

During the league, the League Commissioner should make sure that the pool is kept up to date – if a Star Player is rostered by a team, they should immediately be marked as unavailable. Players who wish to hire a Star Player for a single match can do so as normal, following the rules for inducements, but they can only choose from those Star Players that have not been marked as unavailable.

ROSTERING A STAR PLAYER

When drafting teams at the start of a season, or when hiring players during the Post-match sequence, coaches can add a Star Player to their roster at their listed cost. This must be a Star Player that can play for their team. For example, a Human team could add Griff Oberwald to their line-up at a cost of 320,000 gold pieces. A player that is hired in this way is referred to as a 'rostered Star Player'. A team cannot have more than one rostered Star Player, and a team with a rostered Star Player can only add one Star Player to their team through inducements, rather than two.

As soon as a coach has completed their roster, it should be submitted to the League Commissioner ahead of the start of the league. This locks the Star Player to their team for the start of the season – the League Commissioner should inform the other coaches that the Star Player is taken and that no other teams can choose them. In the cut-throat world of player contracts, it's very much first-come, first-served.

PAYING UPKEEP

The problem with Star Players is that they're very aware of how valuable they are, and no amount of team spirit and goodwill can make them forget it. As such, they expect any team that signs them for a season to ensure that they can live the lifestyle to which they are accustomed. This means luxury travel arrangements, the finest foods and wines, armies of attendants and personal trainers… the list goes on.

The following step is added to the end of Phase 4: Hire and Fire of the Post-match sequence for teams that have a rostered Star Player:

The team must pay the upkeep charge for its rostered Star Player, deducting an amount from their Treasury determined by the Star Player's cost, as shown on the table that follows. If a coach cannot afford to pay the upkeep charge, or does not wish to, the Star Player quits the team. They are deleted from the team roster and the League Commissioner lists them as available in the Star Player pool.

UPKEEP CHARGES

Cost (gp)	Upkeep (gp)
Up to 100,000	20,000
110,000 to 150,000	30,000
160,000 to 200,000	40,000
210,000 to 300,000	50,000
310,000 and above	60,000

ROSTERED STAR PLAYERS ON THE FIELD

Teams that are lucky enough to get a Star Player on their roster inevitably get a bump in their ratings, so rostered Star Players always count as having the Fan Favourite skill (see page 54).

In addition, part of the exorbitant fee for hiring rostered Star Players includes a swarm of apothecaries, personal trainers and healers, so if they suffer a casualty, no roll is made on the Casualty table. Instead, they are automatically treated as having been Badly Hurt; they miss the rest of the match, but are otherwise unaffected. Furthermore, rostered Star Players cannot gain Star Player points in any way (to suggest otherwise would be an insult to their prowess!), although they can still be awarded MVP if the league uses a system of random allocation.

SPONSORSHIP DEALS

Back in the days of the NAF, team sponsorship was a fairly rare event. Companies were generally happy to back everything from events to stadiums, but teams receiving money from corporations was wholly frowned upon. When the NAF broke up, however, everything changed. Some of the first teams to cotton on to the idea were High Elves, who were used to the kind of lavish lifestyle that the Association had funded. They realised that by plastering their kit with advertising slogans, they could actually make just as much gold, and in some cases even more than they previously had. Of course, there were missteps along the way – Lucien Swift still visibly shudders any time the McMurty's Big Murt Gladiators are mentioned – and it didn't take teams long to realise that sponsorship was a two-way street, but in the modern game it has become a fairly standard way for teams to gain funding.



GAINING A SPONSOR

Teams can attempt to find a Sponsor during the Post-match sequence at the end of Phase 3: Record Fortune and Fame. If the coach wishes to seek a Sponsor, they roll a D16, then add their Fan Factor and any of the following modifiers that apply:

- +2 if the team owns a stadium (see page 37)
- +2 if they won the game, or +3 if they scored at least two more touchdowns than their opponent.
- +2 if the other team suffered at least three casualties (however they were inflicted) or +3 if they suffered at least five casualties.
- +3 if the game was part of the play-offs, or +5 if it was the final.

If the result is 20 or more, the coach can accept either a One-time Sponsorship or an Ongoing Sponsorship. If the result is 25 or more, they can instead accept a Major Sponsorship.

ONE-TIME SPONSORSHIPS

The team lends its image to a well-known brand, appearing in some Cabalvision ads or making personal appearances at high-profile product launches, in exchange for a one-off payment. All the players have to do is behave themselves. Easy, right?

The team receives D6 x 10,000 gold pieces. Then, roll a second D6. If the result is a 1, a random player on the team (not a rostered Star Player) must miss the next match, either because they get in trouble with the Sponsor and have to go into hiding, or because they get a little carried away with the free drinks at an event and have to spend some time recovering.

ONGOING SPONSORSHIPS

The team becomes official ambassadors for the brand, receiving a sum of gold each time they make a public appearance. Of course, this burdens the team with all sorts of new responsibilities and is even riskier than a One-time Sponsorship deal.

If a team takes an Ongoing Sponsorship, make a note of this on their roster. In the Post-match sequence of each game, when calculating the team's winnings at Phase 3: Record Fortune and Fame, a team with an Ongoing Sponsor gains an additional D3 x 10,000 gold pieces. Then roll a D6. On a roll of 1, pick a random player on the team – that player has upset the sponsors somehow and must miss the next match following a visit from a pair of 'intermediaries'. (If they are already missing the next match, there is no further effect.)

Teams can have any number of Ongoing Sponsorships – however, the roll to see whether the Sponsors are happy must be made for each one, with a random player missing the next match for each unhappy Sponsor!

Immediately after rolling to see whether the Sponsors aren't happy, a coach can choose to end any of their Ongoing Sponsorships, deleting them from their roster.

MAJOR SPONSORSHIPS

There are a number of big name sponsors who only make offers to the brightest and most successful teams. A Major Sponsorship is ongoing, but does not follow the standard rules for Ongoing Sponsorships; instead, each has its own rules. A team can only have one Major Sponsor at a time, but a Major Sponsor can sponsor more than one team at a time:

MCMURTY'S BURGER EMPORIUM

Halfling chef Rungo McMurty's fine dining establishment found a new lease of life in 2396, when Count Otto von Carroburg demanded a beef sandwich with all the trimmings. Rungo, having run out of bread, sliced a bun in half and used that instead – and started a food revolution! Since he sold the business in 2452, the company has grown to the point that there seems to be a McMurty's Burger Emporium stand at every Blood Bowl stadium on the circuit.

A team that is sponsored by McMurty's does not get any financial incentive, but the improved catering inspires the team to new levels of enthusiasm! At the start of each half, roll a D6. On a result of 5 or more, the team gains a team re-roll.

However, there's no such thing as a 'free' burger, so players on the team cannot improve their MA or AG characteristics while sponsored by McMurty's.

A coach can choose to end their deal with McMurty's in the same way as an Ongoing Sponsorship.

FARBLAST & SONS ORDNANCE SOLUTIONS

"Farblast: When you need to blast things that are very far away." It's not the catchiest slogan going, but then, Farblast & Sons has always believed in substance over style. Combining Dwarven engineering with surprisingly low prices, Ragni Farblast's arms empire has been very successful indeed in recent years. The company caught the attention of Blood Bowl fans when Barik, the younger of Ragni's two sons, quit his engineering apprenticeship to take to the pitch, and in doing so invented the now-infamous Ballzooka.

A team that is sponsored by Farblast & Sons can outfit one of its players with a satchel of Farblast's Finest Detonating Spheres. This must be a 'standard' player for the team (i.e., one of those which can be chosen 0-16 times, such as a Lineman in a Human team). The player gains the Bombardier, Loner and Secret Weapon skills as long as the sponsorship lasts. However, while sponsored by Farblast & Sons, the team's winnings after each match are reduced by 20,000 gold pieces due to increased match insurance premiums. Dark Elf, Elven Union, High Elf and Wood Elf teams have no time for such barbaric nonsense, and as such cannot accept this sponsorship.

A coach can choose to end their deal with Farblast & Sons in the same way as an Ongoing Sponsorship.

STAR INSURANCE GUILD

Everyone's seen the Cabalvision advert: Stagecoach rolled over your foot? Make a claim with S.I.G.! Dared to eat a pie at a Rotters game? Make a claim with S.I.G.! Got talked into joining a cult, attempted to rise up and overthrow civilisation, got defeated by a rag-tag bunch of heroes during a climactic battle on the slopes of an active volcano, fled into the badlands as your army crumbled around you, struggled to find stable employment ever since? Make a claim with S.I.G.!

The Guild doesn't generally provide cover to Blood Bowl players – for obvious reasons – but they'll happily make an exception for teams that advertise their services. Of course, most of those teams don't realise that payment could be demanded at any moment…

When a player on a team that is sponsored by Star Insurance Guild dies, the team receives a payout. After removing a dead player from the roster during Phase 4: Hire and Fire of the Post-match sequence, the team immediately receives a payout equal to half of that player's current value (rounding each up to the nearest 10,000 gold pieces). Once all dead players have been removed, roll a D6. If the result is equal to or lower than the number of players that were removed from the roster, the Guild's agents have arrived to collect their due! The team must immediately pay 2D6 x 10,000 gold pieces. If they cannot afford to, their treasury is emptied and their deal with S.I.G. comes to an end. D3 random players on the team go mysteriously absent and must miss the next game. Record on the team's roster that it is now on the S.I.G. blacklist and cannot be sponsored by them ever again.

A coach can choose to end their deal with the Star Insurance Guild at the end of any Post-match sequence.

STEELHELM'S SPORTING EMPORIUM

Several years ago, Garik Steelhelm retired from the life of a bandit chief to follow his dream of starting a business that would cater to athletes of all levels, from well-meaning wannabes looking to shift those Geheimnisnacht pounds to professional sportsfolk wanting top-of-the-line equipment. He was one of the first to come up with the idea, and it certainly proved popular! To this day, Steelhelm's Sporting Emporium is popular with Blood Bowl teams from all corners of the circuit, sponsoring several of them. A team wearing the Steelhelm logo can expect discounted goods, unlimited access to franchised gyms around the world, and connections with all the top trainers at discounted rates.

When rolling on the Improvement table for a player on a team that is sponsored by Steelhelm's Sporting Emporium, the coach can choose to roll three dice instead of two, then discard one of their choice. However, if they do so and two or more of the dice roll the same number (including the discarded one), the player gets a little overexcited, overdoes the training and so must miss the next match. If two or more dice roll a 1, they also gain a Niggling Injury. Remember to warm up before exercise, folks!

A coach can choose to end their deal with Steelhelm's Sporting Emporium in the same way as an Ongoing Sponsorship.

BLOOD BOWL STADIUMS

Blood Bowl stadiums can be found across the world and no two are exactly alike. Back in the old days, pretty much every team had a home stadium, paid for and maintained by the NAF, but following the collapse of 2489, most of them were auctioned off to the highest bidder. A lot of these stadiums have since been repurposed or have fallen into disrepair, but a fair number were bought out by locals and are maintained to this day. Rather than staying in one place, Blood Bowl teams now spend their time on the road, travelling from stadium to stadium in sizeable wagon convoys, arranging matches against whoever else has turned up at each one then moving on before anyone gets too comfortable.

Blood Bowl has countless regulations covering the size of a pitch and its markings, and as a result, the majority of stadiums look pretty much the same. However, the regulations aren't entirely water-tight, and there are plenty of unusual pitches out there. Also, a match can be affected by everything from the sturdiness of a stadium's stands to the upkeep of its dungeons, all of which tends to come down to how well-funded the stadium is. Finally, while a lot of stadiums are found in temperate areas, there are a fair few to be found in frozen tundra, windswept desert or in the centre of a tropical forest.

At the start of the Pre-match sequence, roll 2D6 on the Random Stadium table that follows to see what kind of stadium the match will take place at.

RANDOM STADIUM TABLE

2D6	Result
2-3	The stadium has a playing surface that is best described as 'non-standard'. Roll a D6 on the Unusual Playing Surface table (see page 32) to determine an Attribute.
4-5	The stadium staff clearly prioritise bloody violence over proper maintenance. Roll a D6 on the Rough & Ready Stadium table (see page 33) to determine an Attribute.
6-8	The match is taking place at an average, regulation-abiding stadium, which has no Attributes.
9-10	The stadium is much more impressive than most! Roll a D6 on the Luxury Stadium table (see page 34) to determine an Attribute.
11-12	The stadium's home crowd is quirky, to say the least. Roll a D6 on the Local Crowd table (see page 35) to determine an Attribute.



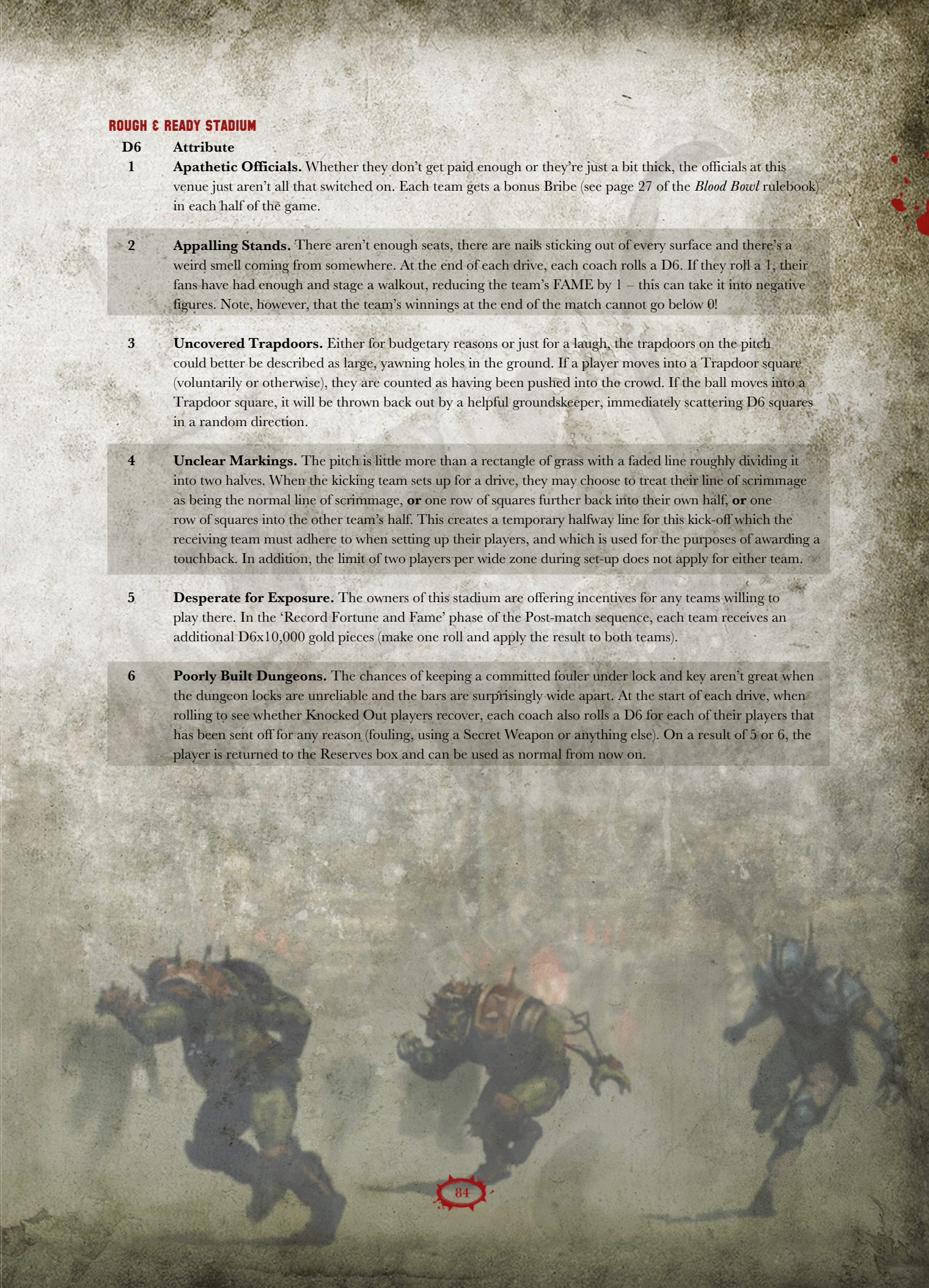
UNUSUAL PLAYING SURFACE

D6	Attribute
1	**Ankle-deep Water.** The pitch is flooded! If a player is Knocked Down while Going For It or Dodging, subtract 1 from the result of the Armour roll. In addition, whenever a player recovers from being Stunned, roll a D6. On a roll of 1, lying face-down in the water has done them no favours, and they remain Stunned for another turn.
2	**Sloping Pitch.** The stadium is built on a serious incline. At the start of the first drive, roll a D6. On a 1-3, the pitch is sloping down towards the receiving team's End Zone, and on a 4-6, it is sloping down towards the kicking team's End Zone. Whenever the ball bounces, do not use the Scatter template; instead, use the Throw-in template, oriented so that the 3-4 points directly down the slope. In addition, players can attempt to Go For It one additional time, as long as it takes them closer to the End Zone at the bottom of the slope. At half-time, the teams change ends and the pitch slopes the opposite way.
3	**Ice.** A violent sport on ice? It'll never catch on. After a ball bounces, it moves one more square in the same direction. Also, whenever a player is Knocked Down, they slide one square in a random direction (use the Scatter template and the D8). If they would slide into an occupied square, they do not move. If they slide off the pitch, make an Injury roll for them as normal. If they slide into a square with the ball, the ball bounces. Note that the players are assumed to have been issued with appropriate kit to traverse the ice – skates, snowshoes or enchanted cleats – so their movement is not affected.
4	**Astrogranite.** This artificial stone substitute was all the rage in the 80s, and some stadiums still keep it for its extra-grippy surface (and the fact that it's always entertaining when players fall down!). Add 1 to the result of all Armour rolls while playing on astrogranite. In addition, if a player fails a Go For It roll on astrogranite, roll a D6. On a 1, 2 or 3, they are Knocked Down as normal. On a 4, 5 or 6, the player stays standing and there is no turnover, but they cannot attempt to Go For It again this Action.
5	**Uneven Footing.** The playing surface at this stadium is one big tripping hazard. All players suffer a -1 penalty to their MA for the duration of this match, to a minimum of 3. However, players can attempt to Go For It one more time than normal (three times for most players, or four if a player has the Sprint skill).
6	**Solid Stone.** Dwarf-operated stadiums started this trend with their polished marble pitches, but stone stadiums have become more popular above ground in recent years. If the ball bounces into an unoccupied square, it will bounce one more time. In addition, add 1 to the result of all Injury rolls while playing on polished stone.



ROUGH & READY STADIUM

D6	Attribute
1	**Apathetic Officials.** Whether they don't get paid enough or they're just a bit thick, the officials at this venue just aren't all that switched on. Each team gets a bonus Bribe (see page 27 of the *Blood Bowl* rulebook) in each half of the game.
2	**Appalling Stands.** There aren't enough seats, there are nails sticking out of every surface and there's a weird smell coming from somewhere. At the end of each drive, each coach rolls a D6. If they roll a 1, their fans have had enough and stage a walkout, reducing the team's FAME by 1 – this can take it into negative figures. Note, however, that the team's winnings at the end of the match cannot go below 0!
3	**Uncovered Trapdoors.** Either for budgetary reasons or just for a laugh, the trapdoors on the pitch could better be described as large, yawning holes in the ground. If a player moves into a Trapdoor square (voluntarily or otherwise), they are counted as having been pushed into the crowd. If the ball moves into a Trapdoor square, it will be thrown back out by a helpful groundskeeper, immediately scattering D6 squares in a random direction.
4	**Unclear Markings.** The pitch is little more than a rectangle of grass with a faded line roughly dividing it into two halves. When the kicking team sets up for a drive, they may choose to treat their line of scrimmage as being the normal line of scrimmage, **or** one row of squares further back into their own half, **or** one row of squares into the other team's half. This creates a temporary halfway line for this kick-off which the receiving team must adhere to when setting up their players, and which is used for the purposes of awarding a touchback. In addition, the limit of two players per wide zone during set-up does not apply for either team.
5	**Desperate for Exposure.** The owners of this stadium are offering incentives for any teams willing to play there. In the 'Record Fortune and Fame' phase of the Post-match sequence, each team receives an additional D6x10,000 gold pieces (make one roll and apply the result to both teams).
6	**Poorly Built Dungeons.** The chances of keeping a committed fouler under lock and key aren't great when the dungeon locks are unreliable and the bars are surprisingly wide apart. At the start of each drive, when rolling to see whether Knocked Out players recover, each coach also rolls a D6 for each of their players that has been sent off for any reason (fouling, using a Secret Weapon or anything else). On a result of 5 or 6, the player is returned to the Reserves box and can be used as normal from now on.



LUXURY STADIUM

D6	Attribute
1	**Integrated Merchandise Stalls.** From team flags and noisemakers to giant, pointing fingers and woodcut portraits of popular players, this stadium sells it all. In the first step of the 'Record Fortune and Fame' phase of the Post-match sequence, each coach rolls an extra D3 and adds it to their total winnings.
2	**Reputation for Spectacle**. This stadium is well-known for the spectacular games (and half-time shows) it hosts, and visiting teams can expect a sizeable allowance to make the match more interesting. At the Choose Inducements step of the Pre-match sequence, each coach has an additional 2D6 x 10,000 gold pieces in petty cash (the same amount goes to each team – each coach rolls one D6, then the results are added together and multiplied by 10,000. Each team gains that much petty cash).
3	**Broadcast Studio.** Every game played at this stadium goes out live on one of the big networks. Star Players are always keen to get in front of a camra, so they can be hired for the game as an inducement at 50,000 gold pieces less than their standard rate (to a minimum of 10,000). In addition, when determining changes to Fan Factor in the 'Record Fortune and Fame' phase of the Post-match sequence, add 3 to the result of each coach's dice roll.
4	**On-site Apothecaries.** This stadium is so well-heeled that the teams are given top-notch, first-class medical assistance. Each team is granted a free Apothecary for use during the match, in addition to any Apothecary they may have on their team roster. If the team is forbidden from using an Apothecary, they gain a bonus team re-roll instead.
5	**Enclosed Pitch.** The pitch is surrounded by a wall, or is dug into the ground in the form of a pit. Players cannot be pushed out of bounds. If a player would leave the pitch for any reason, they are instead shoved into the stadium wall (which, in most cases, is adorned with spikes!). The player is Knocked Down in the square they were pushed from and an Armour roll is made for them. In addition, the ball cannot scatter out of play; if it does, it bounces back. Return it to play using the Throw-in template as normal, but only move it D3 spaces rather than 2D6 spaces.
6	**Deluxe Seating.** The stands at this stadium have all the mod cons: heated seats, plentiful bars and even toilet facilities! The resultant good mood means lots of support for the teams. At the start of each drive after the first, each player rolls a D3 and adds their FAME. If the result is higher than the number of team re-rolls they currently have, they gain a bonus team re-roll.

LOCAL CROWD

D6	Attribute
1	**Ale-fuelled Maniacs.** The local fans are a bunch of rabid nutters, and that's before they start drinking. Before rolling on the Kick-off table, roll a D6. If the result is a 1 (a 1 or a 2 if the game is in its second half or in overtime), do not roll on the Kick-off table. Instead, roll another D6. On a 1, resolve a Get the Ref result; on a 2-3, resolve a Riot result; on a 4-5, resolve a Throw a Rock result; on a 6, resolve a Pitch Invasion result.
2	**Boisterous Rabble.** This crowd has come out today for a good time and are looking to get properly involved in the game! Each coach's FAME is increased by +1, to a maximum of +2. In addition, if a player is pushed into the crowd, add 1 to the results of the Injury roll.
3	**Know-it-all Hecklers.** Everyone in this crowd seems to be an expert on the finer points of the rules of the game and their screamed corrections are doing nothing to improve the ref's temper. If a player makes a Foul Action which results in the target player being removed from the pitch, and the fouling player is not sent off as a result, roll a D6. On a 1, 2 or 3, the crowd's screamed indignation convinces the ref otherwise and the player is sent off as though they had rolled a double on the Armour roll or Injury roll.
4	**Bunch of Pacifists.** The local crowd are much happier watching the violence than getting involved… the lunatics! If a player would be Injured (i.e., is Stunned, Knocked Out or suffers a casualty) by a result on the Kick-off table, roll a D6. On a roll of 4 or more, the result is ignored. In addition, if a player is pushed into the crowd, roll a D6. On a roll of 4 or more, they are placed straight into their Reserves box.
5	**Fair Weather Fans.** Maybe this stadium gives away lots of free tickets because at least half of the crowd look like they've got places they'd rather be. At the start of each drive, roll a D6. On a 1 or 2, a large number of fans have walked out between drives, and each player's FAME is reduced by 1 – this can take it into negative figures – note, however, that the team's winnings at the end of the match cannot go below 0! In addition, if the ball leaves play, it might take a while for a fan to reach it and throw it back in. Roll a D6, subtracting 1 for each time a large number of fans have left this match. On a result of 4 or more, the ball is thrown back in as normal. Otherwise, it is not thrown back in until the end of the next turn (unless the drive ends in the meantime). In either case, it is still thrown back in from the square from which it left play.
6	**Solemn and Silent.** An old sporting legend tells of the god Kri-wiket, who forbade any noise other than polite applause at the day-long games played in his honour. The crowd at this stadium seem determined to follow his teachings. During the game, each team's FAME is counted as 0 – it is used as normal in the Post-match sequence, however – and Cheerleaders have no effect on Kick-off table results. If a player is pushed into the crowd, they can return to play after the pushing player has decided whether or not they will follow up. The pushed player's coach places them back onto the pitch in a square that is a) adjacent to the sidelines and b) as close as possible to the square they left when they were pushed off the pitch. If they were Knocked Down when they were pushed off (for example, by a Defender Down result), they are Placed Prone and an Armour roll is made for them as normal. Otherwise, they return to play standing.



BECOMING RESIDENTS

If a team finds a stadium they like, they might petition the owners to take them on as a resident team. The benefits are obvious: a big billboard out front with their name on it, an inflated sense of self-importance, and most importantly, the ability to use the stadium's quirks to their advantage.

In league play, a team can attempt to strike a residency deal with the stadium they just played in, as long as it has a special Attribute and it isn't already another team's home stadium. This happens at the start of the 'Record Fortune and Fame' step of the Post-match sequence. The team's coach rolls a D6 on the table below, applying the following modifiers:

- **The team won the match: +1**
- **The team lost the match: -1**
- **The team has a Major Sponsorship: +2**
- **The team's Fan Factor is 8 or more: +2**
- **The team's Fan Factor is 13 or more: +4**

D6	Result
5 or less	**Rejected!** The stadium owners aren't keen, and the deal is not made.
6-8	**It'll Cost You…** The stadium owners will let the team stick around… for a small donation. The deal is made, but all of the team's winnings from this match are forfeit. If the coach wishes, they can reject the offer and keep the winnings.
9 or more	**Unconditional Offer.** The owners are delighted by the team's offer, and the deal is made.

Make a note of the deal on the team's roster. The team's new home stadium should of course be given a name, and its special Attribute should be noted down. A team can only ever have one home stadium – however, they can cancel the contract at any time (for example, after playing at another stadium they prefer) by spending 50,000 gold pieces to cover the moving costs.

If both teams wish to arrange a residency at the same stadium after a match, they both roll on the table above, and only the player with the highest result is offered the arrangement. If both players roll the same, neither is offered an agreement.

PLAYING AT A HOME STADIUM

Just because a team has a home stadium, that doesn't mean they'll always play there – after all, no Blood Bowl player wants to give up the carefree life on the open road! At the start of each game, before rolling on the Random Stadium table (see page 31), check whether either team has a Home Stadium. If one or both of the teams does, the coaches should each roll a D6, re-rolling ties. The winning coach then rolls on the Random Stadium table. If the result is 6-8, the game takes place at an average, regulation stadium as normal. Otherwise, the coach can choose to play at their home stadium (using its Attribute) instead of rolling on the Unusual Playing Surface, Rough & Ready Stadium, Luxury Stadium or Local Crowd table. In a league, a team can only face each other team in its division in one Competition Match per season at its home stadium; if they play against the same team again in the same season, they count as not having a home stadium.

When a team plays at their home stadium, they roll an extra D3 when determining how many fans show up to watch them. In addition, it's understood that playing against a home team can be disadvantageous, so it's common to sweeten the deal for the away team. The opponent of a team that is playing at their home stadium gets an additional 50,000 gold pieces in petty cash for the purchase of inducements.

Finally, if a player from the home team is pushed into the crowd, roll a D6. On a 5 or 6, they are safeguarded by local fans and are placed directly into the Reserves box instead of suffering an Injury roll.

LOSING RESIDENCY

When things take a turn for the worse, stadium owners have an incredible knack for finding loopholes in even the most well-worded residency contract and breaking off the deal.

If a team with a home stadium loses a game (whether that game took place at the home stadium or elsewhere), they might lose their residency. Of course, if they can still draw a crowd, they've got a strong argument in their favour! Roll a D8 at the start of the Hire and Fire phase of the Post-match sequence. If the result is higher than the team's Fan Factor, or is an 8, they are booted out of the stadium and lose their residency – delete it from their roster. Otherwise, the team is allowed to stay. After rolling, the coach can sweeten the deal by spending gold from their Treasury – each 30,000 gold pieces spent deducts 1 from the result of the dice roll. A roll of 8 cannot be modified in this way.

TAKING OWNERSHIP

For a successful team, owning their home stadium is a real mark of prestige and can even be a sound investment! A team with a residency can buy their home stadium at the 'Hire and Fire' step of the Post-match sequence, whether or not they played that match at their home stadium. The cost to buy a stadium is 250,000 gold pieces. If the team pays this amount, they should update their roster to show that they now own their home stadium. A team can only own one stadium at a time, and they cannot take up a residency at a different stadium while they own one – if they wish to do so, they must first sell up as described later on this page.

When a team plays at a stadium they own and wins, their winnings are increased by D3 x 10,000 gold pieces, adding their FAME to the D3 roll. If they play at a stadium they own and lose, their winnings are decreased by D3 x 10,000 gold pieces, deducting their FAME from the D3 roll (the FAME cannot reduce the result of the D3 to less than 0, and the deduction cannot take their winnings to less than 0).

Most importantly, a team that owns its home stadium is never at risk of losing its residency, no matter how many games it loses.

PARTIAL PAYMENTS

Several banks, ever aware that Blood Bowl teams often struggle to save up enough money to buy a stadium, offer a regulated system to those who wish to purchase a piece of prime grassland surrounded by wooden stands. Instead of paying the full amount for a stadium, a team can spend 70,000 gold pieces at the 'Hire and Fire' step of the Post-match sequence. This puts 50,000 gold pieces into the team's Stadium Fund (the other 20,000 goes… elsewhere), which should be noted on the team roster. A team can make multiple payments into the Fund after a game, if they wish. The team counts the gold in the Stadium Fund as a discount on the price of a stadium; for example, if a team has 100,000 gold pieces in their Stadium Fund, they could buy a stadium for 150,000 gold pieces. Teams cannot access the money in their Stadium Fund, no matter how much they might want to; also, if the team loses its residency, the Fund is unaffected. The only way for gold to be removed from the Fund is for the team to buy a stadium, at which point the Fund is emptied.

SELLING UP

At the start of the Hire and Fire step of the Post-match sequence, a team that owns a stadium can choose to sell it (the match does not need to have taken place at that stadium). The team still stays on as the stadium's resident team – they just no longer own it. Note that if they lost the preceding match, they do not need to roll to see if they lose their residency (this time). To make the sale, the team's coach rolls a D6 on the table below to see how successful the sale is.

D6	Result
1	**Swindled.** Through some very dodgy dealing indeed, a third party purchases the stadium for a pittance. The team no longer owns the stadium and receives 2D6 x 10,000 gold pieces.
2-5	**Sold at a Loss.** This is the normal way of things – after all, wear and tear on Blood Bowl stadiums is rather excessive! The team no longer owns the stadium and receives 100,000 gold pieces plus an additional 2D6 x 10,000 gold pieces.
6	**Break Even!** Don't question how you did it, just be glad you did. The team no longer owns the stadium and receives 250,000 gold pieces.

FAMOUS REFEREES

Although most referees do their best to stay out of the limelight and just keep the game running as it should, there are those whose reputation has outgrown their role.

Before the start of the Pre-match sequence, roll 2D6 on the table below to see whether a Famous Referee is in attendance. If so, use that referee's rules, as shown below.

2D6	Referee
2-3	The match is officiated by the Trundlefoot Triplets.
4-5	The match is officiated by Ranulf 'Red' Hokuli.
6-8	The match is officiated by a standard referee, following the normal rules.
9-10	The match is officiated by Thoron Korensson.
11-12	The match is officiated by Jorm the Ogre.

THE TRUNDLEFOOT TRIPLETS: BUNGO, FILIBERT AND JEPH

There are quite a number of officials at a Blood Bowl match: sideline officials, scorekeepers, drive timers, and so on, but there is usually only a single referee. One notable exception is the Trundlefoot Triplets, a trio of Halfling brothers who work together to officiate… in theory. In practice, they're a total shambles – they argue amongst themselves, disagree over the most obvious calls, and often get in the way of play. Jeph is arguably the worst, generally seen as one of the most incompetent referees of all time, and guilty of accidentally injuring players on several occasions.

Heavy-handed Incompetence: If a player commits a foul and a double is not rolled for the Armour roll or Injury roll, roll a D6. On a 1, the fouling player is sent off as though they had rolled a double. On a 6, the target of the foul is sent off instead! In either case, a Bribe can be used, and the head coach can attempt to argue the call.

In addition, each coach rolls a D6 immediately before setting their team up at the start of a drive, but after rolling for KO'd players. On a 1, a random player from their team (not counting any players in the KO'd or Dead & Injured boxes) is called out for an apparent kit check violation, and cannot be set up this drive.

If a Get the Ref result is rolled on the Kick-off table, the triplets make themselves scarce and are replaced with a standard referee for the rest of the match – each team also gets a Bribe as normal.

RANULF 'RED' HOKULI

A strapping Norseman with flowing hair, a sculpted physique and a voice loud enough to be heard over the largest crowd, Hokuli divides his time between leading raids on small villages and officiating Blood Bowl matches. He's often joked that he can't tell which one's more dangerous! Thankfully, the fans never hold his pillaging against him (even those who have been recent targets of one of his raids), thanks in no small part to his matchless charisma and his reputation as one of the most honourable and even-handed refs on the circuit. In fact, Hokuli's word is so well-regarded by players that he's only rarely had to use his battleaxe on the pitch!

'Red' Card: If a player commits a foul and a double is not rolled for the Armour roll or Injury roll, roll a D6. On a 1 or 2, the eagle-eyed Red has seen the foul and the coach of the fouling player must choose one of the following:

- They must use a Bribe. Red's honourable, but he still abides by standard rates.
- The fouling player accepts their fate and is sent off, causing a turnover.
- Red's axe is put to good use! Make an Injury roll for the fouling player, adding 2 to the result. The team suffers a turnover.

Head Coaches cannot argue the call with Red Hokuli – even the most devious coaches can't help but have respect for the charismatic Norseman. However, the Get the Ref result on the Kick-off table still applies, not because Hokuli gets mauled by the crowd – they'd never stand a chance – but because he takes note of their displeasure and decides to go easy on the players for a while.

BUGMAN'S BOOK OF RECORDS

Jeph Trundlefoot's S.I.G. rating veered from 'Rather Clumsy' to 'Outright Liability' when the Halfling referee decided that a Skegway would make up for his short stature. For those lucky few who haven't heard of the rolling accident-magnets, they're little more than a pair of wheels, a magically stabilised platform and a compact steam engine – what could go wrong, eh? Well, if inventor Skeg Ironson's previous contraptions are anything to go by, you'd never catch me within fifty yards of one. I'm sure we all remember the exploding roller-shoes...



THORON KORENSSON

One of the longest serving officials in Blood Bowl, Korensson was one of Roze-El's original apprentices. He's stayed meticulously up to date with the rules over the centuries and has famously never made a bad call. Many a head coach has tried to argue with him over the years, only to be met with stony-faced silence and a glower that could melt gromril. The one time he lost his temper and gave a particularly troublesome Goblin coach an expletive-laden dressing down has gone down as one of the most replayed moments in Cabalvision history.

Strict Discipline: If a player commits a foul and a double is not rolled for the Armour roll or Injury roll, roll a D6. On a 1 or 2, the foul is seen by Korensson and the player is sent off. If a Bribe is used to prevent the player being sent off, or a head coach argues the call and the result of the Bribe or Head Coach roll is 1, the player is sent off, as well as another randomly determined player on the same team (excluding those who are not on the pitch). The coach can attempt to argue the call or use a Bribe again to save the second player, but the same rule applies – Korensson can keep going all night!

If a Get the Ref result is rolled on the Kick-off table, roll again – it takes a particularly riled-up crowd to want to advance on Korensson! If the re-rolled result is another Get the Ref, Korensson is replaced with a standard referee for the rest of the match. Each team gets a Bribe, as per the normal rules.

JORM THE OGRE

Several seasons ago, the Society Against the Stereotyping of Ogres ran a campaign that spanned billboards, match programmes and even Cabalvision ad breaks, seeking to overcome the cliché that the average Ogre is a mindless creature who struggles to learn his own name, let alone the rules of Blood Bowl. Their champion was an Ogre called Jorm, who very publicly applied to the RARG Training Programme in the hope of becoming a referee. He passed with flying colours, but in hindsight this was probably due to political spin rather than any aptitude on his part, because if anything, Jorm has proved the cliché to be entirely correct. He's notorious for making up rules on the fly, and worse, for forgetting to be impartial, often getting caught up in the excitement of the moment and dishing out penalties (in the form of unsubtle haymakers) to whichever team is winning.

Jorm Not Like Cheaters: If a player commits a foul and a double is not rolled for the Armour roll or Injury roll, roll a D6. If the result is a 1 (a 1 or 2, if the fouling player's team has a higher score than their opponents), Jorm deals out some punishment. Pick a random player on the fouling team (disregarding those who are not on the pitch). The opposing coach makes an Armour roll (and potentially an Injury roll) for that player as though it was being made by a player with the Mighty Blow skill. If the Armour roll fails, the player remains standing – otherwise, the team suffers a turnover.

If a Get the Ref result is rolled on the Kick-off table, its normal effects do not take place – instead, Jorm goes into a rampage and starts tearing through the stands to teach the rowdy fans a lesson! If neither team has a FAME modifier, each coach rolls a D6, and the team whose coach rolls the highest (re-rolling ties) has +1 FAME for the rest of the match. If one team has a FAME modifier, that team's coach rolls a D6. On a 1, they lose the modifier and their opponent gains a +1 FAME modifier. On a 2 or 3, they lose the modifier but their opponent gains nothing.



NEW RULES

(IN)FAMOUS COACHING STAFF

Although most Blood Bowl celebrities are players, with the occasional ref thrown in for good measure, there are several well-known members of coaching staff around the circuit. Many of these non-playing professionals are willing to offer out their services to other teams for the right price, bringing their expertise to the Dugout.

(In)Famous Coaching Staff are a new inducement, available for purchase during the Pre-match sequence of league play (and Exhibition Matches), at the costs listed as follows. A team can hire up to two Famous Coaching Staff who are allowed to assist their team.

As with Star Players, it is possible for both players to hire the services of the same Famous Coaching Staff. If this happens then neither may use them, but both their fees are still paid.



HORATIO X. SCHOTTENHEIM, MASTER MAGE (80,000 GOLD PIECES)

Available to any team

In the history of Blood Bowl, there have been any number of great wizards. Unfortunately, Horatio X. Schottenheim is unlikely to ever be counted among their number, but that doesn't make him any less popular! Obsessed with the quest for fame and glory, Horatio has devoted his life to becoming Blood Bowl's premier spellcaster. He's spent millions on advertising, he's gone out of his way to always make himself available for hire at the drop of a hat, and he's even managed to secure a regular column in *Spike!* Magazine… but greatness still lingers ever-so-slightly out of his reach. The truth of the matter is this: he just isn't very good at magic. After several years of mishaps and near-death experiences, he has stopped trying to learn new spells, dedicating himself instead to creating the perfect fireball. One day, he may even manage it.

"Take this! Ooops…" Once per half, Horatio can cast a fireball and fling it (more or less) at the opposition. He can do this either at the start of his team's turn, before any player performs an Action, or immediately after his team's turn has ended, even if it ended with a turnover. Choose a target square anywhere on the pitch, then roll for scatter and move the target square D3 squares in that direction. Roll one dice to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is 4 or more, the target is Knocked Down. If it is a 3 or less, they manage to avoid the blast. Make an Armour roll (and possible Injury roll as well) for each player who is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on Horatio's team is knocked down by a fireball, they do not suffer a turnover unless that player was carrying the ball at the time.

KARI COLDSTEEL, NORSE CHEERLEADER (50,000 GOLD PIECES)

Available to Amazon, Dwarf, Human and Norse teams

One of the most well-known games of 2477 was between the Asgard Ravens and the Lowdown Rats. The Ravens players, who were taking part in the ongoing strikes over a salary dispute, refused to leave the dugout at the start of play. Their head coach was desperate – the team was having a bad season already and conceding the match was out of the question. In desperation, he turned to the team's cheerleading squad, who were more than happy to take to the pitch for a change. History was made that day, and they achieved an impressively bloody 3-1 victory, sending over half of the Rats to the injury box. Although the cheerleaders returned to their normal duties after the match, several of them got a taste for the game, none more so than Kari Coldsteel. She tendered her resignation the same day, then spent the next decade playing for a number of minor league teams. In 2491 she retired from active play and returned to cheerleading, letting out her services to teams whose squads might be in need of a little encouragement. Of course, no one ever truly retires from Blood Bowl, and she has been known to step in and help out her team if they're losing. The refs don't seem to mind – and neither do the fans!

"If you want a Job Done…" Kari counts as three Cheerleaders. In addition, if her team cannot set up 11 players at the start of a drive, Kari may decide to show 'em how it's done! Her team's coach can choose to remove her from the sidelines area and set her up as part of the team. If they do so, she counts as part of the team for the duration of the drive, instead of counting as three Cheerleaders. When the drive ends, the ref sends her to the dungeons and she has no further effect on the game – she does not count as any Cheerleaders, and she cannot be used in a later drive.

Name	MA	ST	AG	AV	Skills
Kari Coldsteel	6	2	3	7	Block, Dauntless, Frenzy, Loner

FINK DA FIXER, GOBLIN PERSONAL ASSISTANT (50,000 GOLD PIECES)

Available to Ogre, Orc, Goblin and Underworld Denizens teams

Goblins are renowned for their sneaky, devious behaviour, but every once in a while, a Gobbo will rise to prominence who makes the rest of them look as slow-witted as Trolls by comparison. Fink da Fixer was never the tallest or the quickest, but wherever he went, he was the most quick-witted Goblin around. He started his Blood Bowl career playing with the Thunda Valley Greenskins, but was promoted to assistant coach when his shrewd grasp of tactics was noticed by head coach Frugg One-Eye. It wasn't long before he was practically running the team, and after that it was only a matter of time before he outgrew the Greenskins. He set himself up as an independent contractor, and the rest is history! Now he can be found on the sidelines of games in all corners of the circuit, clipboard in hand, making sure the rest of the coaching staff have everything they need a few seconds before they want it, greasing the palms of the officials and generally making himself indispensable.

"You got it, Boss!" Fink counts as three Assistant Coaches. In addition, if Fink's team uses a Bribe, they can re-roll the dice to see if it works. Finally, if Fink's team's Head Coach argues a call, it will succeed on a 5 or more, not just on a 6. However, if the attempt to argue a call fails, Fink is sent to the dungeon along with the Head Coach, and has no further effect on the game – he counts as no Assistant Coaches and his other abilities cannot be used.

BUGMAN'S BOOK OF RECORDS

This season's Most Blatant Foul award will likely be going to Morgrim Killchoppa, who spent the best part of a half laying the boot into an unfortunate Elf while grinning and waving at the officials. Head referee Grugnar Killchoppa has refused to comment.



PAPA SKULLBONES, CHAOS SHAMAN (80,000 GOLD PIECES)

Available to Chaos Chosen, Chaos Renegades and Nurgle teams

Although the official religion of Blood Bowl is Nufflism, any number of other (arguably lesser) gods are worshipped by its many and diverse players, officials and fans. Followers of the Chaos gods, in particular, seem drawn to the sport – it must be something to do with the non-stop bloodshed and the fans' ritualistic chanting! Any number of so-called shamans are active on the circuit at one time, offering their services to teams who require guidance, but few are as successful as Papa Skullbones. The secret to his success, the thing that sets him apart from so many of his contemporaries, is simple: showmanship! From his larger-than-life attire to the spine-tingling rumble of his voice, his entire persona has been expertly crafted to convey the sort of otherworldly gravitas that is expected of a priest of the dark gods. He gets results, too; as well as making impressive pre-match displays, his rituals do indeed seem to attract the gods' attention, and a blessing from Papa Skullbones is often enough to ensure a team's success.

"By the Power of the Gods!" At the start of each drive, immediately before the kick-off, Papa Skullbones can attempt to bless one player on his team (not a Star Player) with the power of the Chaos gods. Pick a player on the pitch, then roll a D6 on the table below. If they gain a skill, they keep it until the end of the drive; if they already have the skill, it has no additional effect. A player cannot be chosen if a roll has already been made on the table for them this game.

D8	Result
1	**Unworthy.** The player is Knocked Out.
2	**Overlooked.** Pick a random player on the same team (excluding players who are not on the pitch and players for whom a roll on this table has already been made) and roll on this table again.
3	**Freakish Proportions.** The player gains the Big Hand and Very Long Legs skills.
4	**Grasping Tendrils.** The player gains the Tentacles and Prehensile Tail skills.
5	**Horrific Visage.** The player gains the Disturbing Presence and Foul Appearance skills.
6	**Grisly Bifurcation.** The player gains the Extra Arms and Two Heads skills.
7	**Thorny Protrusions.** The player gains the Claws and Horns skills.
8	**Favour of the Gods.** Pick one of the above results.

GALANDRIL SILVERWATER, ELVEN CHEERLEADING COACH (50,000 GOLD PIECES)

Available to Elven Union, High Elf and Wood Elf teams

For several decades, there has been one name regarded above all others in the field of cheerleading: Galandril Silverwater. From lowly beginnings as an assistant seamstress for the Tiranoc Titans, she gradually advanced through a number of supporting roles until she was recruited to the team's cheerleading squad in 2448 and became an overnight sensation. The following decades were a whirlwind of fame and fortune for Galandril; as well as being an exceptionally talented dancer, overflowing with charisma, she had a small amount of innate magical ability which she put to use in creating breathtaking half-time displays. She changed teams a few times until she accepted a long-term contract with the Elfheim Eagles for an incredible sum of money – more than most professional players, let alone cheerleaders. In 2487, she decided to step back from front-line duties ("*leave that to the two-hundred year olds,*" she quipped in a *Spike!* Magazine interview) to spend more time working on her ongoing series of memoirs. She still makes her services available to teams whose cheer squads could use a little extra pep, but it's clear that she does it for the love of the sport rather than the money – after all, it's rumoured that she has enough squirrelled away to buy out the Blood Bowl tournament five times over!

"Go Team!" Each time the number of Cheerleaders Galandril's team has is used (for example, during a Cheering Fans kick-off event), the team counts as having twice as many Cheerleaders as normal – if it does not have any, it counts as having one. In addition, each time a player on Galandril's team scores a touchdown, intercepts the ball or inflicts a Casualty, roll a D6. On a result of 6, the team gains an additional team re-roll.

BUGMAN'S BOOK OF RECORDS

Until the record for Most Decapitations in a Single Match was broken by the Arctic Cragspiders a couple of years ago, it had been held for over a decade by Helmut Wulf. In a 2485 match against the Champions of Death, he performed an impressive 22 decapitations. This unlikely achievement was made possible by the Champions' necromancer, who kept stitching players' heads back on and sending them out again.



KROT SHOCKWHISKER, SKAVEN ENGINEER (80,000 GOLD PIECES)

Available to Skaven and Underworld Denizens teams

Although many perceive Skaven to be little more than a horde of verminous pests, their culture has many merits. While there is no doubt that they are vicious, cannibalistic and spiteful, they are also masters of engineering and flesh-crafting, to a degree that other races could not hope to achieve. Entire clans dedicate themselves to the singular pursuit of advancement in these fields, and their work – while often grotesque and terrifying – shows undeniable genius. Krot Shockwhisker is particularly skilled in the melding of flesh and technology, having spent years studying and replicating the best of his peers' creations. To finance his experiments, he offers his services to teams who do not ask questions. Fallen players are brought to his specially-equipped corner of the dugout, and he sets to work…

"A New Playthi… er, Patient!" At the start of any drive, immediately before his team sets up, Krot can experiment on a player who has been removed from the field as a casualty, in an attempt to get them back out there. Pick a player in the Dead & Injured box of his team's Dugout, – not a Star Player, and not a dead player! – and roll a D6 on the table that follows. Note that any long-term injuries resulting from the Casualty roll that put the player in the Dead & Injured box (such as Niggling Injuries or characteristic penalties) still apply – Krot is no apothecary, and healing is not his purpose!

D6	Result
1	**There Were… Complications.** The player remains out of action, and their condition is worsened. Make an immediate Casualty roll for them. If this duplicates a Miss Next Game result that they rolled when they were first sent to the Dead & Injured box, they still only miss the next game – the results do not stack.
2-3	**Useless Flesh-thing!** The player remains out of action and there is no effect.
4-5	**Flawed Execution**. The player is returned to the Reserves box and can be set up with the rest of the team. However, until the end of the drive, they have the Really Stupid skill. If they already have it, they have a -1 modifier to any Really Stupid rolls until the end of the drive. At the end of the drive, they are returned to the Dead & Injured box if they are not already there.
6	**Witness Perfection!** The player is returned to the Reserves box and can be set up with the rest of the team. At the end of the drive, they are returned to the Dead & Injured box if they are not already there.



NEW TEAMS

"You know, Jim, if there's one thing I love about Blood Bowl it's the diversity."
"How do you mean, Bob?"
"Well, it doesn't matter whether you're a scum-sucking Goblin or a deranged Minotaur, a namby-pamby Elf or a stinkin' Beastman, you can strap on some pads and be part of the greatest sport around."
"I'll be honest, Bob, from the way you're talking, it doesn't sound like you're as big a fan of diversity as you make out."
"That's just the way I talk. You should know that by now, you pasty-faced bloodsucker!"
"...I suppose you do have a point, Bob."

BOB'S LOCKER ROOM BANTER

There are so many teams these days, some more unique than others. For example, as far as I know, the Darkmoor Degenerates are the only currently active Fimir team. Then there's the Southstorm Squids, who used to be a team of Sea Elves until that hostile takeover by a bunch of slimy fish-men...



GOBLIN TEAMS

Goblins are cruel, callous and uncouth, with a juvenile sense of humour and a wicked imagination dedicated to discovering new ways of hurting others without getting hurt themselves. This tends to make them better Blood Bowl fans than players, and indeed Goblin fans have a solid reputation throughout the Old World for turning up hours before the match, getting drunk, starting fights (as long as they outnumber the opposition at least two to one), singing lewd and insulting songs at the tops of their voices, and generally causing trouble wherever they go.

As for the teams themselves, well… a Goblin team's game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, and are therefore able to dodge through gaps in the opposing line where larger players could not get through. Throwing the ball, on the other hand, is not an art that Goblins have ever really mastered, and so it is not uncommon for a Goblin receiver to go an entire match without being thrown the ball. Most teams improve their throwing game by recruiting one or more Trolls. Admittedly, these lumbering simpletons aren't very good at throwing the ball either, but they're very good at picking up Goblins (who may or may not be holding the ball) and chucking them into the opposition's half of the pitch. Creative solutions are often the best!

The fact that Goblin teams win even the occasional match can be attributed to one factor: their extensive, flagrant use of 'secret' weapons. From chainsaws to pogo sticks to satchels full of explosives, there's very little a Goblin team won't use to gain an advantage on the pitch. They're also known to be incredibly efficient when it comes to fouling – Dirty 'Arris, who is still looked up to by bribe-happy Gobbos across the land, actually perfected the art of belabouring a downed opponent with a large bag of gold, then releasing it in one smooth motion so it landed neatly at the ref's feet…

FAMOUS GOBLIN TEAMS

The Lowdown Rats: 'Famous' is a word that implies a level of prestige, and as such it's not normally associated with Goblin teams. However, the Lowdown Rats definitely have a certain… erm… notoriety. They approach Blood Bowl in the same way that a pack of mangy wolves might approach a tasty-looking thundertusk – with sneakiness, ferocity and relentless optimism. Their fans are a loyal bunch, who have stuck with the team through thick and thin, and live in endless hope that one day they might win a game.

The Scarcrag Snivellers: The Snivellers made a decision a long time ago to make an attempt at playing Blood Bowl without all the sneaky tricks employed by most Goblin teams. Eleven Goblins line up at the start of the match – no Trolls, no Secret Weapons – and do their very best to last at least a couple of drives before they're stomped into the ground. Bizarrely, this doesn't always go as badly as it probably should! Maybe they're blessed by Nuffle for their puritan approach, or maybe the other teams take pity on them, or maybe they're just incredibly lucky – no one knows, but somehow, the Snivellers seem to make it from season to season without being utterly wiped out. Good for them!

The Greenboyz: Although most Goblin teams make hilariously effective use of Secret Weapons to even the odds, the Greenboyz elevated their use to an art form. Unfortunately, the team's career came to a spectacular end in 2492 with the unveiling of the Monstrous Mangler, intended to be the last word in Secret Weapons. When it was activated it definitely mangled, and there can be no doubt that what followed was monstrous, but the Greenboyz were presumably expecting it to roll towards the opposition before it fulfilled its purpose. Still! They ended their career doing what they loved, and to this day any number of young Goblins have a treasured Greenboyz poster on their wall.

TEAM PROFILE: THE LOWDOWN RATS

Team Colours: Black and purple
Owner / Head Coach: Boz Blacklung
Players: Goblins, Trolls

The Lowdown Rats are one of the least successful famous teams, with an astounding loss streak of 247 games. Their playbook is legendary – every play is some variant on 'hit the other team until they fall over, then hit them some more'.

2473 Hapless Gobbo Boz Blacklung, sick of getting kicked around while playing for various Orc teams, decides to start a team of his own. The Lowdown Rats are born, and – if Blacklung's power-mad raving is to be believed – they're sure-fire winners of Blood Bowl XIV.

2474 The Lowdown Rats are nowhere to be seen at Blood Bowl XIV, having spent the season at the bottom of the table. Blacklung says their time will come and tells the fans to keep an eye out for next season!

2481 The Rats still have yet to win a game.

2483 The Lowdown Rats beat the Averheim Archers 2-1! Rioting breaks out between confused fans of both teams, none of whom feel at all comfortable with this turn of events. Following an official review, the result is changed in the Archers' favour due to excessive cheating. Both sides' fans calm down, shake hands and head home.

Present The Lowdown Rats have given up trying to win, devoting themselves instead to becoming the meanest, filthiest team out there. In a recent game against the famously dirty Orcland Raiders, Orc Blitzer Killgit Toofrippa actually shook Blacklung's hand after the game and congratulated him on putting together such a dirty team.

Team Honours: None.
Hall or Fame: Figgit Spleenpuncher, Norgit No-nose, Dug 'Elbows' Snitchit
Spike! Magazine Team Rating: 47 points

GOBLIN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bomma	40,000	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Doom Diver	60,000	6	2	3	7	Right Stuff, Stunty, Swoop	A	GSP
0-1	Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	'Ooligan	70,000	6	2	3	7	Disturbing Presence, Dodge, Fan Favourite, Right Stuff, Stunty	A	GSP
0-2	Trolls	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each							

SPECIAL RULE: SNEAKY GITS

Goblin teams are legendarily unscrupulous, and tend to have their grubby little fingers in everything from organised crime to bootleg merchandise. What's more, they're not afraid to exert their influence on match officials! In league play, Goblin teams can purchase Bribe inducements for half price, paying 50,000 gold pieces rather than 100,000 gold pieces.

CHAOS RENEGADES TEAMS

The world of Blood Bowl is host to countless teams whose players dedicate themselves to the powers of Chaos, from mighty champions who play entirely for the glory of their patron god (Nurgle's Rotters and Khorne's Killers being two especially well-known examples) to rabbles of Beastmen and mutants. A type particularly beloved of Blood Bowl fans the world over however are the so-called Renegades – teams made up almost exclusively of the flotsam and jetsam of the various leagues.

Chaos Renegades players really are the lowest of the low, and that's saying something in Blood Bowl! While some are thugs or marauders from the far north, the vast majority are outcasts thrown out of established teams having proven themselves inveterate cheaters, ill-disciplined foulers or lazy shirkers, or perhaps having run off with the team's treasury or head cheerleader. When they run out of coaches willing to offer a position on the roster, they band together to form their own rag-tag outfits, teams (barely) held together by the players' mutual love of violence and gold. Most renegades are human (to start out with at least), but most teams have at least one Goblin, Skaven, Orc or even a Dark Elf on the roster, and some are able to field a Troll, Ogre or Minotaur, making them a mismatched and eccentric group of players indeed (and a nightmare for NAF scribes to categorise!).

Having fallen so far from the grace of Nuffle, these teams of ne'er-do-wells and scoundrels often attract the attentions of the Chaos gods, who, as everyone knows, are huge fans of Blood Bowl. Impressive feats on the pitch are often rewarded with the (sometimes dubious) gifts of one or other of the gods of Chaos, whether or not the player actually wants such a reward. Thus, Chaos Renegades teams are often a riot of mutation, with players frequently exhibiting extra limbs, heads or tentacles.

The fans love the spectacle of Chaos Renegades teams as no two are alike and their deeds on the pitch can rarely be predicted. Unfortunately, what the fans love about them, would-be coaches, owners and sponsors hate, ensuring that few, with the exception of the greatest such team of all time – the Chaos All-Stars – ever rise to the heights of true glory. Renegade players really are their own worst enemy, often selfishly refusing to pass the ball for a sure-thing touchdown in favour of making a doomed dash for the End Zone themselves. However well or badly they play however, Chaos Renegades are always a spectacle to behold!

FAMOUS CHAOS RENEGADES TEAMS

The Mongrel Horde: Described by many as the most motley crew ever to hit the astrogranite, these misfits are disorganised but deadly. However, their bloodthirsty attitude doesn't make up for the fact that the team members spend half their games whinging at each other about how they'd rather be playing in a different position/team/sport. They either win by lots or lose by loads!

The Midden Moors Marauders: A recently constituted team of especially violent drunkards dispelled en masse from the majors, the Midden Moors Marauders are already in trouble, having been sued by the real Marauders (formerly known as the Middenheim Marauders). With what few cash reserves they have already drained by their lawyers (the notorious Nickit & Scarpa of Nuln), they have scant funds to spend on attracting new talent and so must make do with a motley collection of outcasts.

The Howling Hills Hellions: The Hellions are especially beloved of fans for their utter refusal to adhere to the sacred laws of Nuffle – in fact they are so irrational and unpredictable on the pitch that their last sponsor (Middenland Bank) insisted that the whole team submit to an NAF-sanctioned sports exorcist before handing over a single gold piece. The results are yet to be published, prompting accusations of a cover-up at the lowest levels of the sport!

The Chaos All-Stars: As most folk know, the world is a very strange place, full to the brim with weird and wonderful things. Around the turn of the century, some of the most weird and wonderful things decided to form a Blood Bowl team. The Chaos All-Stars are the result. They are owned by thrice-damned Prince Dorian, the legendary heir to several ancient kingdoms who has thrown it all away and made a pact with the Chaos gods to run a Blood Bowl team for them. The team is a haven for many renegades and outcasts as well as a great many creatures like Minotaurs and Trolls. Opponents occasionally have trouble coping with the wild magic that infests games featuring the All-Stars, but since it is officially a natural phenomenon, nothing can be done about it; players just have to learn how to deal with balls that turn into blancmange or grand pianos at a moment's notice!



TEAM PROFILE: THE CHAOS ALL-STARS

Team Colours: Red and green
Owner: Prince Dorian the Lost
Head Coach: Unknown (probably unknowable)
Players: Various renegades, outcasts and mutants

2402 The Chaos All-Stars are formed through Dorian's eldritch daemon-pact and due to a strange quirk in the time continuum manage to win the Chaos Cup two years running five years earlier…

2420 Owing to one of the elder demigods casting the wrong spell at a crucial moment, the entire team is transported to another plane ten minutes after winning the Chaos Cup for the fifth time. Their epic nine-year quest to return to this world and regain their rightful trophy is too long to be told here; needless to say, they did it.

2467 Under V'hnn Qllss Zzchhtrr (known the world over as 'Snakey'), the All-Stars beat, and then eat, the much-fancied Shiretown Stuffers to take Blood Bowl VII.

2487 Star Player, the hulking Morg 'n' Thorg, manages to persuade NAF boss Nikk Three-horn to admit him to the Hall of Fame before he retires, using a pencil sharpener, three carrots and a small desk lamp!

Now Morg is leading the team on a course to pick up a few trophies this season following their wins of the Dungeonbowl and *Spike!* Trophy last year. Funnily enough, the team hasn't managed to win the Chaos Cup since 2487, and the word is that Morg is determined that the Chaos Cup will return to its 'proper' owners.

Team Honours: Blood Bowl winner 2467 (VII); Chaos Cup winners 2397-98, 2409, 2419-20, 2434, 2436, 2449, 2468, 2471, 2487; Dungeonbowl winners 2489, 2492-93; *Spike!* Magazine Trophy winners 2493.
Hall of Fame: Duke von Hawkfire, Morg 'n' Thorg, V'hnn Qllss 'Snakey' Zzchhtrr
Spike! Magazine Team Rating: Variable (due to temporal distortion)

CHAOS RENEGADE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Renegade Human Lineman	50,000	6	3	3	8	None	GSPM	A
0-1	Renegade Goblin	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Renegade Orc Lineman	50,000	5	3	3	9	Animosity	GM	ASP
0-1	Renegade Skaven Lineman	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Renegade Dark Elf Lineman	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							

UNDERWORLD DENIZENS TEAMS

Many and varied are the evil beings and creepy-crawlies that lurk in the dark depths beneath the earth, gnawing on the very roots of the world unseen by the races that walk the sunlit lands above. Unseen that is, until they heard about Blood Bowl and decided to emerge into the light to take part in the leagues. Not every creature of the subterranean dark is actually any good at Blood Bowl – Cave Squigs, for example, have too few arms, while giant tunnel spiders have too many, and so these teams are invariably dominated by two of the most numerous of the evil races that dwell in the darkness: Goblins and Skaven.

But these Gobbos and ratmen aren't the normal run of the mill type – they are quite different. After all, if they were, they'd be playing in 'proper' Goblin or Skaven teams. Instead, these are the type that no one else wants, and the reason for this is that they have been gnawing on the roots of the world just a little too enthusiastically – those roots you see are really quite toxic, in many cases hallucinogenic, consisting as they do of magically-infused cave mushrooms growing on seams of purest warpstone.

As a result of imbibing such a potent cocktail of madcap mushrooms and warpstone, the players of the average Underworld Denizens team exhibit a riot of outlandish mutations, from tentacle limbs to multiple heads. As can be expected of any team made up of such thoroughly unpleasant types, the players hold one another in mutual contempt, harbouring all manner of grudges and petty rivalries, and often suspecting one another of stealing their warpstone-infused madcap mushroom stash.

Most self-respecting teams dislike playing against Underworld teams even more than they do playing conventional Goblin or Skaven teams. For a start, they often have to venture into the dark caverns where such teams play and these are invariably dark, dank places lit only by the weird glow of warpstone-infused mushrooms as tall as trees. Many a team that has bravely ventured down into the underworld to play an away fixture against the Underworld Creepers or the Dragon Crag Dirtbags has failed to return, prompting lengthy investigations into whether or not the result later logged with the NAF bore any relation to an actual game played or if it was simply made up by the murderous denizens of the darkness!



FAMOUS UNDERWORLD DENIZENS TEAMS

The Underworld Creepers: The Creepers are famous for their innovative dirty tricks (but enough about their hygiene) and the dastardly tactics they use in order to win, as well for the acrimonious and violent arguments that break out in their dugout when these over-ambitious plans backfire (as they invariably do). These qualities have made the Creepers a big hit with the fans, even if their large following is not rewarded by much success on the Blood Bowl field itself.

The Cragmere Critters: The Critters are famous as one of the most outrageously freakish teams ever to have taken to the Blood Bowl pitch and their turnover of players is unprecedented. This is due to the especially strong warpstone presence in the caverns beneath Cragmere, which nourish entire weirdly-glowing forests of madcap mushrooms. It is hardly any wonder that the Goblins and Skaven who feed upon such growths are wracked by mutation – most have to be retired after a single season because they barely resemble any creature known to this world or any other.

The Dragon Crag Dirtbags: The Dirtbags have as their home the destroyed Dwarf stronghold once called Karak Azgal and as such are especially loathed by Dwarf fans. In fact, Dwarf teams are known to pay league commissioners lavish bribes for fixtures against the Dirtbags just for the opportunity to do them over. Perhaps unsurprisingly, the Dirtbags rarely progress far in the leagues but any game in which they are drawn against a Dwarf team is sure to be a sell-out.

BOB'S LOCKER ROOM BANTER

A pretty hefty Skaven calling himself Glart Smashrip Junior has been making appearances on the circuit claiming to be the son of the famous Scramblers Blocker. Glart Senior has been very tight-lipped, which is unusual for him – we're talking about the rat that once swallowed a Dwarf Blitzer in one bite...



TEAM PROFILE: THE UNDERWORLD CREEPERS

Team Colours: Black and red
Owner: Unknown (if any)
Head Coach: Unimportant
Players: An unholy union of Goblins and Skaven

2424 Neighbouring communities of Goblins and Skaven discover the delights of Blood Bowl as a means of settling boundary disputes. The life expectancy of the average (non-Blood Bowling) underworld denizen increases drastically, much to the approval of both groups, but disappointment to adventuring parties everywhere.

2440 The shared cave system proves a setback to the two communities' attempts to form teams of their own and one shrewd Goblin suggests forming one team from them both. He is soundly beaten to pulp. A week later (after both teams suffer an embarrassing defeat due to player shortage) the mixed race Underworld Creepers are officially born. One very bruised and battered Goblin is not amused, though neither is he surprised.

2441-2470 The Creepers go on to enjoy many more embarrassing defeats, but at least this time they have a full squad. Suggestions this is a much worse state of affairs are politely ignored. With a full team, questions arise as to how best to organise it. Tactics fluctuate wildly with each short-lived coach until an answer arrives in the shape of Lance Fleshbarb, whose innovative approach of letting the players decide themselves what to do puts an immediate stop to the problem – and the assassinations! Side effects such as the players now killing each other over tactics are considered only a mild nuisance. With injury being an occupational hazard in Blood Bowl, particularly so for the Creepers, it makes no difference who does it to them – it's going to happen anyway!

2484 The Creepers cause the upset of the season by winning the Chaos Cup. By this stage in their career, the majority of the team are sporting a bewildering array of quite bizarre mutations, many of which enhance their playing abilities (and even those that don't amuse the fans enormously!).

Now Finally on a firm financial footing thanks to lucrative sponsorship deals signed after the '84 win, the Creepers now resemble something like a proper Blood Bowl team. The NAF has finally ratified the team's lineup (apparently it was sanctioned all along in a particularly obscure passage of the Sacred Law of Nuffle) and numerous imitators have appeared, much to the delight of a new generation of fans. In celebration, the team ritually sacrifices Coach Fleshbarb, and a new coach, capable of shrewd investment and definitely no embezzlement, is hired as his replacement. The talent of the old team may be gone, but the Creepers are once again tipped for a minor league title, which suits the squad down to the ground (and probably further still).

Team Honours: Most Self-inflicted Player Fatalities (Off-pitch, Season) 2482-88, 2492. Most Self-inflicted Player Fatalities (Off-pitch, Game) – more times than history records!
Hall of Fame: Garbage Throttlesnot (Goblin), Split Tendoncutter (Skaven), Stickpig Main (Goblin), Skarp Sorehead (Goblin), Lance Fleshbarb (Coach), The Chaos Cup (Freebooted)
Spike! Magazine Team Rating: Zoggin' lots 'n' den sum! (unofficial)

UNDERWORLD DENIZENS TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP
0-8 Re-roll counters		70,000 gold pieces each							

SKILLS UPDATE

The following pages feature an updated skills list, which overwrites and replaces the lists found in the *Blood Bowl* rulebook and in *Death Zone – Season One!* It makes a few corrections, adds in the skills from the Teams of Legend file (which can be downloaded from www.bloodbowl.com) and includes some new skills for the teams and players in this book.

SKILLS SUMMARY

Agility	General	Mutation	Passing	Strength
Catch	Block	Big Hand	Accurate	Break Tackle
Diving Catch	Dauntless	Claw/Claws	Dump-off	Grab
Diving Tackle	Dirty Player	Disturbing Presence	Hail Mary Pass	Guard
Dodge	Fend	Extra Arms	Leader	Juggernaut
Jump Up	Frenzy	Foul Appearance	Nerves of Steel	Mighty Blow
Leap	Kick	Horns	Pass	Multiple Block
Side Step	Kick-off Return	Prehensile Tail	Safe Throw	Stand Firm
Sneaky Git	Pass Block	Tentacles		Strong Arm
Sprint	Pro	Two Heads		Thick Skull
Sure Feet	Shadowing	Very Long Legs		
	Strip Ball			
	Sure Hands			
	Tackle			
	Wrestle			

EXTRAORDINARY SKILLS

Some skills are listed as Extraordinary. These are unique traits which are more the result of a player's nature than something they can learn. As a result, if a player does not start with a particular Extraordinary skill, they can never get it unless a rule explicitly states otherwise.

ACCURATE (PASSING)

The player may add 1 to the D6 roll when they pass the ball.

ALWAYS HUNGRY (EXTRAORDINARY)

The player is always ravenously hungry – and what's more, they'll eat absolutely anything! Should the player ever use the Throw Team-mate skill, roll a D6 after they have finished moving, but before they throw their team-mate. On a 2+, continue with the throw. On a roll of 1, they attempt to eat the unfortunate team-mate! Roll the D6 again – a second 1 means that they successfully scoff the team-mate down, which kills the team-mate without opportunity for recovery (Apothecaries, Regeneration or anything else cannot be used). If the team-mate had the ball, it will scatter once from the square that the team-mate was in. If the second roll is 2-6, the team-mate squirms free and the Pass Action is automatically treated as a fumbled pass. Fumble the player with the Right Stuff skill as normal.

ANIMOSITY (EXTRAORDINARY)

A player who suffers from Animosity hates any players on their team of a different race – for example, a Skaven Lineman in an Underworld Denizens team would hate all of their team-mates apart from Skaven Throwers, Skaven Blitzers and other Skaven Linemen. If a player with Animosity makes a Pass or Hand-off Action, and they hate the target you choose, roll a D6 before the pass or hand-off is attempted (but after the player has moved). On a 2+, the Action is carried out as normal. On a 1, you must either pick another target (this cannot be a player who the acting player hates) or end the Action immediately.

BALL & CHAIN (EXTRAORDINARY)

Players armed with a Ball & Chain can only take Move Actions. To move or Go For It, place the Throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if they leave a tackle zone – this roll can be re-rolled using a team re-roll or the Pro skill. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process for each and every square of normal movement the player has.

If during their Move Action they would move into a square that is occupied by a standing player, the Ball & Chain player will throw a block against the player in the occupied square, friend or foe, following the normal rules for blocking but ignoring the effects of the Foul Appearance skill. If the Ball & Chain player moves into a square that is occupied by a Prone or Stunned player, the Prone or Stunned player is pushed back and an Armour roll is made to see if they are injured. In either case, the Ball & Chain player must follow up if they push back another player, and will then carry on with their move as described above.

A Ball & Chain player may Go For It; roll for direction first, move into the square (resolving a block, if necessary, as described above), then make the Go For It roll (unless the player was already Knocked Down as a result of the block).

If the Ball & Chain player is ever Knocked Down or Placed Prone, roll immediately for an Injury (no Armour roll is required). When making an Injury roll for the player, treat Stunned results as KO'd. A Ball & Chain player with the Grab skill may use it when they block, as if they were making a Block Action. A Ball & Chain player may never use the Diving Tackle, Frenzy, Kick-off Return, Leap, Pass Block or Shadowing skills.

BIG HAND (MUTATION)

One of the player's hands has grown monstrously large, yet remains completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather results when they attempt to pick up the ball.

BLOCK (GENERAL)

A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

BLOOD LUST (EXTRAORDINARY)

Vampires must occasionally feed on the blood of the living. Immediately after declaring an Action with a Vampire, roll a D6. On a 2+, the Vampire can carry out the Action as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with their declared Action or, if they had declared a Block Action, they may take a Move Action instead. Either way, at the end of the declared Action, but before actually passing, handing off or scoring, the Vampire must feed. If they are standing adjacent to one or more Thrall team-mates (standing, Prone or Stunned), then choose one to bite and make an Injury roll on the Thrall, treating any Casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball. Note that if a Vampire is adjacent to at least one thrall, they must bite one of them – they cannot choose to stay hungry!

Once the Vampire has bitten a Thrall, the Vampire may complete their Action. Failure to bite a Thrall is a turnover and requires them to feed on a spectator – move the Vampire to the Reserves box if they are still on the pitch. Similarly, if the team suffers a turnover during the Vampire's Action – for example, if they attempt to dodge and are Knocked Down – they are moved to the Reserves box (they stalk off into the crowd once they have recovered). If a Vampire was holding the ball when they are moved to the Reserves box, it bounces from the square they occupied when they were removed and they will not score a touchdown if they were in the opposing End Zone.



BOMBARDIER (EXTRAORDINARY)

A Bombardier who is not Prone or Stunned can throw a bomb instead of taking any other Action. This is not a Pass Action, so does not use up the team's Pass Action for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects and the use of the Hail Mary Pass), except that the player may not move or stand up before throwing it – they need time to light the fuse! Intercepted bomb passes are not turnovers. Fumbles or any bomb explosions that lead to a player on the active team being Knocked Down will cause turnovers.

All skills that may be used when a ball is thrown may also be used when a bomb is thrown, with the exception of Pass Block. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. Holding the ball does not prevent a player from catching or intercepting (and then throwing) a bomb.

The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled, it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect (the fans might disagree though!). When the bomb finally does explode, any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour rolls and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

BONE-HEAD (EXTRAORDINARY)

The player is not noted for their intelligence. Because of this, you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1, they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. For example, if a Bone-head player declares a Blitz Action and rolls a 1, then the team cannot declare another Blitz Action that turn. The player loses their tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until they manage to roll a 2 or better at the start of a future Action or the drive ends.

BREAK TACKLE (STRENGTH)

The player may use their Strength instead of their Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

CATCH (AGILITY)

A player who has the Catch skill is allowed to re-roll the D6 if they fail a Catch roll. It also allows the player to re-roll the D6 if they fail to catch a hand-off or make an interception.

CHAINSAW (EXTRAORDINARY)

A player armed with a chainsaw must attack with it instead of making a block as part of a Block or Blitz Action. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more, the chainsaw hits the opposing player, but on a roll of 1, it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and injured – roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect.

When a player armed with a chainsaw takes a Foul Action, add 3 to the Armour roll, but you must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to their Armour roll to see if the player was injured. However, blocking a player with a chainsaw is equally dangerous! If an opponent knocks themselves over when blocking the chainsaw player then add 3 to their Armour roll. This skill may only be used once per turn (e.g., cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz Action, the player cannot continue moving after using it. Casualties which are caused by a chainsaw player do not count for Star Player points.

CLAW/CLAWS (MUTATION)

A player who possesses this skill is blessed with a huge crab-like claw or razor-sharp talons which make armour useless. When an opponent is Knocked Down by this player during a block, and the result of the Armour roll is 8 or more after applying modifiers, make an Injury roll regardless of the opponent's AV.

DAUNTLESS (GENERAL)

A player with this skill is capable of psyching themself up so they can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than themself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to their Strength. If the total is equal to or lower than the opponent's Strength, the player must block using their normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to their opponent's when they make the block. The Strength of both players is calculated before any defensive or offensive assists are added, but after all other modifiers.

DECAY (EXTRAORDINARY)

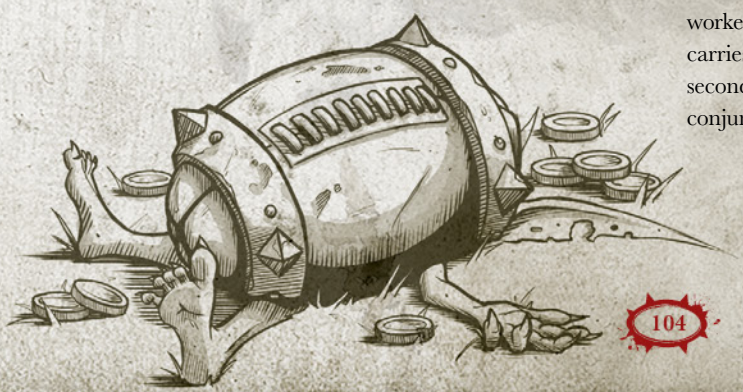
Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table and apply both results. The player will only ever miss one future match as a result of their injuries, even if they suffer two results with this effect. A successful Regeneration roll will heal both results, but on a failed Regeneration roll, both results still apply. A player with Decay can never benefit from an Apothecary – they honestly wouldn't know where to start…

DIRTY PLAYER (GENERAL)

A player with this skill has trained long and hard to learn every dirty trick in the book. Add 1 to any Armour roll or Injury roll made by a player with this skill when they make a Foul as part of a Foul Action. Note that you may only modify one of the dice rolls, so if you decide to use Dirty Player to modify the Armour roll, you may not modify the Injury roll as well.

DISTURBING PRESENCE (MUTATION)

This player's presence is very disturbing, whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.



DIVING CATCH (AGILITY)

The player is superb at diving to catch balls others cannot reach and jumping to more easily catch perfect passes. The player may add 1 to any Catch roll from an accurate pass targeted to their square. In addition, the player can attempt to catch any pass, kick-off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of their tackle zones as if it had landed in their own square without leaving their current square. A failed catch will bounce from the Diving Catch player's square. If players from both teams are in a position to use this skill at the same time, they get in each other's way and none of them can use it.

DIVING TACKLE (AGILITY)

The player may use this skill after an opposing player attempts to dodge out of any of their tackle zones. The opposing player must subtract 2 from their Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any Armour roll for the opponent (if needed), the Diving Tackle player is Placed Prone in the square vacated by the dodging player but do not make an Armour roll or Injury roll for the Diving Tackle player.

DODGE (AGILITY)

A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if they fail to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules.

DUMP-OFF (PASSING)

This skill allows the player to make a Quick Pass when an opponent declares that they will throw a block at them, allowing the player to get rid of the ball before they are hit. Work out the Dump-off pass before the opponent makes their block. The normal throwing rules apply (including interceptions), except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out, your opponent completes the block, and then carries on with their turn. Dump-off may not be used on the second block from an opponent with the Frenzy skill or in conjunction with the Bombardier or Throw Team-mate skills.

EXTRA ARMS (MUTATION)

A player with one or more extra arms may add 1 to any attempt to pick up, catch or intercept.

FAN FAVOURITE (EXTRAORDINARY)

The fans love seeing this player on the pitch so much that even the opposing fans cheer for your team. For each player with Fan Favourite on the pitch your team receives an additional +1 FAME modifier (see page 26 of the *Blood Bowl* rulebook) for any Kick-off table results, but not for the winnings roll.

FEND (GENERAL)

This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if they had declared a Blitz Action.

FOUL APPEARANCE (MUTATION)

The player's appearance is so horrible that any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 and score 2 or more. If the opposing player rolls a 1, they are too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

FRENZY (GENERAL)

A player with this skill is a slavering psychopath who attacks their opponents in an uncontrollable rage. Unless otherwise overridden, this skill **must** always be used. When making a block, a player with this skill **must** always follow up if they can. If a Pushed or Defender Stumbles result was chosen, the player **must** immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player **must** also follow up this second block. If the frenzied player is performing a Blitz Action then they **must** pay a square of movement and **must** make the second block unless they have no further normal movement and cannot Go For It again. Note that if the blocking player has the Dauntless skill, or the target player has the Foul Appearance skill, these must be rolled again for the second block. If the target of the block is holding the ball, and the first block attempt pushes them back into the Frenzy player's End Zone but does not knock them down (resulting in a touchdown), the Frenzy player cannot make the second block, as play is interrupted before they get the chance.

GRAB (STRENGTH)

A player with this skill is fond of grabbing their opponent and throwing them around. To represent this, only while making a Block Action, if the player's block results in a push back, they may choose any empty square adjacent to their opponent to push them into. When making a Block or Blitz Action, Grab and Side Step will cancel each other out and the standard push back rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

GUARD (STRENGTH)

A player with this skill assists an offensive or defensive block even if they are in another player's tackle zone. This skill may not be used to assist a foul.

HAIL MARY PASS (PASSING)

The player may throw the ball to any square on the pitch – the range ruler is not used. Roll a D6 (this can be re-rolled with the Pass skill, or with a team re-roll) – this roll cannot be modified in any way. On a roll of 1, the player fumbles the throw, and the ball will bounce once from the thrower's square. On a roll of 2-6, the player may make the pass. The Hail Mary Pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! This skill may not be used in a Blizzard or with the Throw Team-mate skill.

HORNS (MUTATION)

A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) they make during a Blitz Action.

HYPNOTIC GAZE (EXTRAORDINARY)

The player can stun an opponent into immobility, usually with a powerful telepathic ability. The player may use Hypnotic Gaze at the end of their Move Action on one opposing player in an adjacent square. Make an Agility roll for the player with Hypnotic Gaze, with a -1 modifier for each opposing tackle zone on the player with Hypnotic Gaze other than the victim's. If successful, then the opposing player loses their tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or move voluntarily until the start of their next Action or the drive ends. If the roll fails, then the Hypnotic Gaze has no effect.

JUGGERNAUT (STRENGTH)

A player with this skill is virtually impossible to stop once they are in motion. If this player takes a Blitz Action, the opposing player may not use their Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a Both Down result as if a Pushed result has been rolled instead for blocks they make during a Blitz Action.

JUMP UP (AGILITY)

A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action, they may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone – which requires an Agility roll with a +2 modifier to see if they can complete the Action. (No other modifiers apply to this roll.) A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

KICK (GENERAL)

The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill, the player must be set up on the pitch when their team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all of these conditions are met is the player then allowed to take the kick-off. Because their kick is so accurate, you *may choose* to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

KICK-OFF RETURN (GENERAL)

One player on the receiving team that is not on the line of scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move up to three squares (regardless of their MA) after the ball has been scattered but before rolling on the Kick-off table. This skill may not be used for a touchback kick-off and does not allow the player to cross into their opponent's half of the pitch.

LEADER (PASSING)

The player is a natural leader and commands the rest of the team from the backfield. A team which has one or more players with the Leader skill gains one additional team re-roll each half, which can only be used if they have at least one player with the Leader skill on the pitch (even if they are Prone or Stunned). Track this extra re-roll by placing an unused Blood Bowl coin on the Team Re-rolls area of your Dugout, in the space after the Re-roll counter. Like standard Team Re-rolls, the Leader re-roll can be carried over into Overtime if it is not used, but the team does not receive a new one at the start of Overtime.

LEAP (AGILITY)

A player with the Leap skill is allowed to jump to any empty square within two squares – even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. They can Go For It if necessary to make a leap; if they do so, and the Go For It roll (or rolls!) are failed, they are Knocked Down in the square to which they were leaping. In order to make the leap, move the player to any empty square one or two squares from their current square and then make an Agility roll for the player. No modifiers apply to this D6 roll with the exception of the bonus for having Very Long Legs. The player does not have to dodge to leave the square they start in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then they are Knocked Down in the square that they were leaping to and the opposing coach makes an Armour roll to see if they were injured. A player may only use this skill once per turn.

LONER (EXTRAORDINARY)

Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of a team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, they may use the team re-roll as normal. On a roll of 1-3, the original result stands without being re-rolled but the team re-roll is lost (i.e., used).



MIGHTY BLOW (STRENGTH)

Add 1 to any Armour roll **or** Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

MONSTROUS MOUTH (EXTRAORDINARY)

A player with a Monstrous Mouth is allowed to re-roll the D6 if they fail a Catch roll. It also allows the player to re-roll the D6 if they drop a hand-off or fail to make an interception. In addition, the Strip Ball skill will not work against a player with a Monstrous Mouth.

MULTIPLE BLOCK (STRENGTH)

At the start of a Block Action, a player who is adjacent to at least two opponents may choose to throw blocks against two of them. Make each block in turn as normal, except that each defender's Strength is increased by 2. The player cannot follow up either block when using this skill, so Multiple Block can be used instead of Frenzy, but both skills cannot be used together. To have the option to throw the second block, the player must still be on their feet after the first block. Note that if there are more than two adjacent players, you can wait until the first block has been resolved before declaring the target of the second block.

NERVES OF STEEL (PASSING)

The player ignores modifiers for enemy tackle zones when they attempt to pass, catch or intercept.

NO HANDS (EXTRAORDINARY)

The player is unable to pick up, intercept or carry the ball and will fail any Catch roll automatically, either because they literally have no hands or because their hands are full. If they attempt to pick up the ball then it will bounce and will cause a turnover if it is their team's turn.



NURGLE'S ROT (EXTRAORDINARY)

If a player with the Nurgle's Rot skill kills an opponent during a Block, Blitz or Foul Action, and that opposing player is subsequently removed from its team's roster during step 4 – Hire and Fire of the Post-match sequence (see page 24 of *Death Zone Season One!*), they contract Nurgle's Rot instead of dying and can join your team for future games. Note that players with Strength 5 or more and/or the Decay, Regeneration or Stunty skills cannot contract Nurgle's Rot. The player joins the Nurgle team as a Rotter with no Star Player points or improvements, regardless of what they had before, and can be added to the team roster for free as long as the team has an open roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

PASS (PASSING)

A player with the Pass skill is allowed to re-roll the D6 if they throw an inaccurate pass or fumble.

PASS BLOCK (GENERAL)

A player with this skill is allowed to move up to three squares (regardless of their MA) when the opposing coach announces that one of their players is going to pass the ball (but not when they throw a team-mate, even if they are holding the ball). The opposing coach may not change their mind about passing once Pass Block's use is declared.

The move is made out of sequence, after the range has been measured, but before any interception attempts have been made. A player may not make the move unless able to reach a legal destination and may not follow a route that would not allow them to reach a legal destination. A legal destination puts the player in a position to attempt an interception, an empty square that is the target of the pass, or with their tackle zone on the Thrower or Catcher. The player may not stop moving until they have reached a legal destination, have been held fast by Tentacles or been Knocked Down. The special move is free, and in no way affects the player's ability to move in a subsequent Action. The move is made using all of the normal rules and skills (for example, having to dodge in order to leave opposing players' tackle zones). Players with Pass Block may use this skill against a Dump-off pass. If a player performing a Pass Block in their own turn is Knocked Down then this is a turnover, no other players may perform Pass Block moves, and your turn ends as soon as the results of the pass and the block are resolved.

PILING ON (STRENGTH)

The player may use this skill after they have made a block as part of a Block or Blitz Action, but only if they are currently standing adjacent to the victim and the victim was Knocked Down. You can use a team re-roll to re-roll the Armour roll or Injury roll. Then the Piling On player is Placed Prone in their own square – no Armour roll is made for them, and this does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills. If a player with the Loner skill wishes to use Piling On, roll a D6. On a 1-3, the team re-roll is spent, but they remain standing and cannot re-roll the Armour or Injury roll.

As per page 29 of Death Zone Season One!, the inclusion of this skill in leagues and tournaments is optional.

PREHENSILE TAIL (MUTATION)

The player has a long, thick tail which they can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

PRO (GENERAL)

A player with this skill is a hardened veteran who rarely makes a mistake. Once per turn (whether yours or your opponent's), a Pro is allowed to re-roll any one dice roll they have made other than Armour, Injury or Casualty rolls, even if they are Prone or Stunned. However, before the re-roll may be made, their coach must roll a D6. On a roll of 4, 5 or 6, the re-roll may be made. On a roll of 1, 2 or 3, the original result stands and may not be re-rolled with a skill or team re-roll; however, if it is your turn, you can re-roll the Pro roll with a team re-roll.

BUGMAN'S BOOK OF RECORDS

There have been a number of rather dubious 'awards' over the years, none more suspect than the 'Flawless Skin Commendation', which has been won by Roxanna Darknail every year since it was introduced in 2480 by the Brides of Khaine cosmetics emporium... which was founded by Darknail herself! One doesn't like to cast aspersions, and yet...



REALLY STUPID (EXTRAORDINARY)

This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl pitch (which considering the IQ of most other players is really saying something!). Because of this, you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. If there are one or more players from the same team standing adjacent to the Really Stupid player's square, and who aren't Really Stupid, then add 2 to the D6 roll. On a result of 1-3, the Really Stupid player stands around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for that turn (for example, if a Really Stupid player declares a Blitz Action and fails the Really Stupid roll, then the team cannot declare another Blitz Action that turn). The player loses their tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or voluntarily move until they manage to roll a successful result for a Really Stupid roll at the start of a future Action or the drive ends.

REGENERATION (EXTRAORDINARY)

If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' themselves, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

RIGHT STUFF (EXTRAORDINARY)

A player with the Right Stuff skill can be thrown by another player from their team who has the Throw Team-mate skill – see page 60 for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, they must make a Landing roll unless they landed on another player during the throw. A Landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square they land in. If they pass the roll, they land on their feet. If the Landing roll is failed or they landed on another player during the throw, they are Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during their landing, they may take an Action later this turn if they have not already done so. A failed Landing roll or landing in the crowd does not cause a turnover, unless they were holding the ball.

SAFE THROW (PASSING)

This player is an expert at throwing the ball in a way that makes it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If successful, the interception is cancelled out and the passing sequence continues as normal. In addition, if this player fumbles a pass of a ball (not a bomb or thrown team-mate) on any roll other than a natural 1, they manage to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover.

SECRET WEAPON (EXTRAORDINARY)

Some players are armed with special pieces of equipment that are called 'secret weapons.' Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the pitch. Nonetheless, the use of Secret Weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Once a drive ends that this player has played in at any point, the referee orders the player to be sent off to the dungeon to join players that have been caught committing fouls during the match, regardless of whether the player is still on the pitch or not.

SHADOWING (GENERAL)

A player with this skill can use it whenever an opposing player voluntarily moves out of a square in their tackle zone for any reason (not counting push backs and other involuntary moves). The opposing coach rolls 2D6, then adds their player's MA and subtracts the MA of the player with this skill. If the total is 7 or less, the player with the Shadowing skill may move into the square that the opposing player vacated – this is a free move, and Dodge rolls are not required while making it. If the total is 8 or more, the opposing player successfully breaks away and the player with the Shadowing skill stays where they are. A player may use the Shadowing skill any number of times per turn. If a player moves out of the tackle zones of multiple players who have the Shadowing skill, only one of them can attempt to use the skill.

SIDE STEP (AGILITY)

A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, **their** coach may choose which square the player is moved to when they are pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. The coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

SNEAKY GIT (AGILITY)

This player has the quickness and finesse to stick the boot into a downed opponent without drawing a referee's attention – unless he hears the armour crack! During a Foul Action, a player with this skill is not ejected for rolling doubles on the Armour roll unless the Armour roll was successful.

SPRINT (AGILITY)

The player may attempt to move up to three extra squares rather than the normal two when Going For It. Their coach must still roll to see if the player is Knocked Down in each extra square they enter.

STAB (EXTRAORDINARY)

A player with this skill is armed with something very good for stabbing, slashing or hacking up an opponent with, like sharp fangs or a trusty dagger. This player may attack an opponent with their stabbing attack instead of throwing a block. Make an unmodified Armour roll for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then they have been wounded and an Injury roll must be made. This Injury roll ignores all modifiers from any source – including Niggling Injuries. If Stab is used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

STAND FIRM (STRENGTH)

A player with this skill may choose to not be pushed back as the result of a block. They may choose to ignore being pushed by Pushed results, and to be knocked down in the square they are in by Defender Down and Defender Stumbles results. If a player is pushed back into a player using Stand Firm then neither player moves.

STRIP BALL (GENERAL)

When a player with this skill blocks an opponent with the ball, applying a Pushed or Defender Stumbles result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

STRONG ARM (STRENGTH)

The player may add 1 to the D6 when they pass to Short, Long or Long Bomb range.

STUNTY (EXTRAORDINARY)

The player is so small that they are very difficult to tackle. When you make a Dodge roll for a player with this skill, ignore any modifiers for enemy tackle zones on the square they are moving to (unless they also have the Secret Weapon skill, in which case they are too busy using it to take advantage of their size). Unfortunately, Stunty players struggle to throw the ball any great distance, so there is an additional -1 modifier when they make a pass. Finally, when making an Injury roll against a Stunty player, a result of 7 (after modifiers) is counted as Knocked Out, and a result of 9 (after modifiers) is counted as Badly Hurt – they are put in the Dead & Injured box and miss the rest of the match, but you do not need to make a Casualty roll for them.

SURE FEET (AGILITY)

The player may re-roll the D6 if they are Knocked Down when trying to Go For It. A player may only use the Sure Feet skill once per turn.

SURE HANDS (GENERAL)

A player with the Sure Hands skill is allowed to re-roll the D6 if they fail to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

SWOOP (EXTRAORDINARY)

This player is equipped with a rudimentary set of wings, either natural or engineered, allowing them to glide through the air (rather than plummeting gracelessly) if they are thrown by a team-mate. If a player with Swoop is thrown by a player with the Throw Team-mate skill, the Throw-in template is used instead of the Scatter template to see where they land. Each time the player scatters, their coach places the Throw-in template over the player facing up or down the pitch or towards either sideline. Then they roll a D6 and move the player one square in the indicated direction. In addition, when rolling to see whether the player lands on their feet (as per the Right Stuff skill), add 1 to the result. When a player with both the Swoop and Stunty skills dodges, they do not ignore any modifiers for enemy tackle zones on the square they are moving to – the presence of a large pair of wings negates any benefit they would gain from being small and slippery.

TACKLE (GENERAL)

Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.



TAKE ROOT (EXTRAORDINARY)

Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take their Action as normal. On a 1, the player 'takes root', and their MA is considered 0 until a drive ends, or they are Knocked Down or Placed Prone (and no, players from their own team may not try to block them in order to try to knock them down!). A player who has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow them to move out of their current square or be Placed Prone. The player may block adjacent players without following up as part of a Block Action. However, if a player fails their Take Root roll as part of a Blitz Action, they may not block that turn – they can still roll to stand up if they are Prone however.

TENTACLES (MUTATION)

The player may use this skill when an opposing player attempts to dodge or leap out of any of their tackle zones. The opposing coach rolls 2D6, adding their player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm and their Action ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles skill, only one may attempt to grab them with Tentacles.

THICK SKULL (STRENGTH)

This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

THROW TEAM-MATE (EXTRAORDINARY)

A player with this skill has the ability to throw a player from the same team instead of the ball – this includes the ball if the player being thrown already has it! The throwing player must end the movement of their Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-mate was passing a ball, except the player must subtract 1 from the D6 roll when they pass the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes, thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square they originally occupied. If the thrown player scatters off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square they scatter into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until they end up in an empty square or off the pitch (i.e., they cannot land on more than one player). See the Right Stuff entry to see if the player lands on their feet or head-down in a crumpled heap!



TIMMM-BER! (EXTRAORDINARY)

This player spends so much time on the floor that their team-mates have developed a knack for helping them up. If a player with this skill attempts to stand up after being knocked over, other players from their team can assist if they are adjacent, standing and not in any enemy tackle zones. Each player that assists in this way adds 1 to the result of the dice roll to see whether the player stands up, but a 1 is always a failure, no matter how many players are helping! Assisting a player to stand up does not count as an Action, and a player can assist regardless of whether they have taken an Action.

TITCHY (EXTRAORDINARY)

Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, add 1 to the result of the Agility roll when a Titchy player attempts to Dodge. Opponents do still have to dodge to leave a square in a Titchy player's tackle zone, but Titchy players are so small that they do not exert a -1 modifier when opponents dodge into a square that is in their tackle zone.

TWO HEADS (MUTATION)

Having two heads enables this player to watch where they are going and look out for any opportunistic opponents at the same time. Add 1 to all Dodge rolls the player makes.

VERY LONG LEGS (MUTATION)

The player is allowed to add 1 to the D6 roll whenever they attempt to intercept or use the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player.

WEEPING DAGGER (EXTRAORDINARY)

This player keeps a warpstone-tainted dagger hidden in their kit, and is an expert at keeping it out of the referee's sight! If this player inflicts a casualty during a block, and the result of the Casualty roll is 11-38 (Badly Hurt) after any re-rolls, roll a D6. On a result of 4 or more, the opposing player must miss their next game. If you are not playing a league, a Weeping Dagger has no effect on the game.

WILD ANIMAL (EXTRAORDINARY)

Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a Block or Blitz Action. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

WRESTLE (GENERAL)

The player is specially trained in grappling techniques. This player may use Wrestle when they block or are blocked and a Both Down result on the Block dice is chosen by either coach. Instead of applying the Both Down result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.



HALL OF FAME

"Okay, Jim, pop quiz. Best squad of all teams, season by season."

"Oh, wow, Bob. That's a good question! I mean, there have been so many classics. The Reikland Reavers 2489-2490 squad was something special, wasn't it? But then, so were the Naggaroth Nightmares in the 2471-2472 season... Hmm. I'll need to have a think about this!"

"Sure thing, Jim. Wouldn't want to rush you! To all the viewers out there, why not write in with your own favourites? We've got a few entries here from the Hall of Fame that might help jog your memory, including my personal favourites, the Chaos All-Stars!"

"I thought you and Morg didn't see eye to eye?"

"Only because he's short, Jim. Only because he's short."

BOB'S LOCKER ROOM BANTER

Prince Moranion's new fancy restaurant, Moranion's, ain't doing so well. They say the guest list's so exclusive that even the Prince himself can't get in...



THE WARPFIRE WANDERERS 2481-2482 SQUAD

If there's one thing the Skaven know better than most other races, it's the warping touch of Chaos. They are mutants through and through, born of the very stuff of Chaos, and they bear their heritage proudly. Nowhere is this more apparent than in their love of warpstone, a glowing green rock-like substance that seems to be little more than dark magic made manifest. Outside of the Skaven there are very few who would be insane enough to even handle this most hazardous of substances, but the very society of the degenerate ratmen is built around the stuff. It is traded for and bartered with, it is consumed as a recreational narcotic, and it lies at the heart of their eldritch technology. And for teams like the Warpfire Wanderers, it's an essential part of their public image!

When the team was founded in 2451, it was just another Skaven team. The players were devious and sneaky, the team won its share of matches, but the fans weren't paying attention because everything they did, the Skavenblight Scramblers could do better! The lack of support meant that the team never got invited to play at the bigger stadiums, so they bobbed along in the backwaters for over two decades. Things took a turn for the interesting when long-serving Blitzer Rattagat Bruxt's phenomenally expensive warpstone addiction was discovered by *Spike!* Magazine in 2477, causing scandal on a substantial scale. Team owner Rittzo Norvejik tried to cover it up at first, but when he realised that ticket sales were up over the previous season, he backpedalled with astonishing speed. Soon, each player on the team was being paid at least half their salary in lumps of green rock. The fans loved it. The stands were packed week after week, locals streaming in to watch the warpstone-fuelled antics of the circuit's newest hellraisers.

Inevitably, it didn't take long for the side-effects to manifest. Bruxt was (predictably enough) the first to develop an obvious mutation, his hands degenerating into large, bony claws and his fur taking on a crimson hue. Thrower Furrut Ringtail, often depicted as Bruxt's favourite crony in tabloid woodcuts, was the next to succumb, his body shedding all of its fur and bursting out in large, unsightly sores. By the start of the 2481 season, almost every player on the team had some kind of obvious, hideous mutation, and the fans kept on rolling in. By the time the NAF collapsed, the long-term effects of such flagrant warpstone abuse had taken their toll, and none of the players from the 2481-2482 squad were in any fit state to play, but during that one magical season they were a true sight to behold.

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	SNATCHIT QUIKK	THROWER	7	3	4	7	BIG HAND, PASS, SURE HANDS
2	RATTAGAT BRUXT	BLITZER	7	4	3	8	BLOCK, CLAWS, GUARD, STAND FIRM
3	SKRITTER THE LEAPER	GUTTER RUNNER	10	2	4	7	DODGE, LEAP, SPRINT, VERY LONG LEGS, WEEPING DAGGER
4	FURRUT RINGTAIL	THROWER	7	3	3	8	FOUL APPEARANCE, NERVES OF STEEL, PASS, SURE HANDS
5	MORB WEAZLE	LINEMAN	7	3	3	7	CATCH, EXTRA ARMS
6	KREET FUNGLEFOOT	LINEMAN	7	3	3	7	GUARD, TENTACLES
7	HRUT HORNSPIKE	GUTTER RUNNER	9	2	4	7	BLOCK, DODGE, HORNS, STRIP BALL, WEEPING DAGGER
8	RUTCH SNAKETAIL	BLITZER	7	3	3	8	BLOCK, PREHENSILE TAIL, TACKLE
9	ROSVIN RATZ	LINEMAN	7	3	3	7	TWO HEADS
10	'HIDEOUS' HAKK FROTTLESPIT	LINEMAN	7	3	3	7	DISTURBING PRESENCE, KICK
11	VERMIN VALDECH	LINEMAN	7	3	3	7	BLOCK
12	KRUNT BLACKFOOT	LINEMAN	7	3	3	7	FEND

THE WARPFIRE WANDERERS	1	ASSISTANT COACHES	5	RE-ROLLS	
SKAVEN TEAM	5	CHEERLEADERS	9	FAN FACTOR	
HEAD COACH REEK NOSEBITER	1	APOTHECARY	TOTAL COST OF TEAM	2,000,000 GP	

Warpstone-fuelled Rampage. Immediately before setting up the team at the start of each drive, roll a D6 and consult the table below to see the current effect of the team's warpstone addiction.

D6	Result
1	**Painful Comedown.** Roll a D6 for each player on the team. On a roll of 1, they cannot be set up this drive. On a roll of 2, they can be set up as part of the drive, but must be Placed Prone.
2-3	**Blind to Fear:** Each player on the team gains the Dauntless skill for the duration of this drive.
4-5	**Warpstone Frenzy:** Each player on the team gains the Sprint and Frenzy skills for the duration of this drive. At the end of the drive, roll a dice for each player on the team. On a roll of 1, they are Knocked Out.
6	**Temporary Mutation.** Pick a random player on the team. For the duration of this drive, they gain any one Mutation skill, chosen by the team's coach.

"I mean, yes-yes, warpstone good, no question, but-but rumours of team-wide addiction totally overblown. Wanderers just keen-keen on expanding horizons. No need-need for enquiry. All good-good."

Rittzo Norvejik, Owner, Warpfire Wanderers

THE GREENBOYZ 2487-2488 SQUAD

Some teams are included in the Hall of Fame for their impressive achievements. Some are included for their charm and personality, or an original, unique take on the game. Being a fairly typical Goblin team, the Greenboyz lack charm, personality and originality, but they still made it in simply because of the utter insanity that ensues every time they take to the pitch.

The main thing that makes the Greenboyz stand out is their dogged persistence when it comes to fielding Secret Weapons. While the refs are always willing to let a crazed Goblin with a chainsaw have his moment in the sun, they do so in the knowledge that he will be locked in the dungeons as soon as the drive is over. Most Goblins accept this, reasoning that five minutes of blood-spattered fame are worth an hour or so in the slammer, but the Greenboyz will do absolutely anything to get their prized weapons back on the pitch for a second, third or fourth drive. They've been known to try everything from kidnapping referees' beloved pets, to making incredibly generous donations to RARG charities, to spending several hours before the match grovelling and sobbing outside the officials' locker room. Historically, this has never worked, with the exception of the 2487-2488 season when, for reasons unknown, it seemed to…

Theories abounded as to why the team was suddenly getting away with such flagrant abuse of the rules. *Spike!* Magazine interviewed the Greenboyz' owner, retired looney Spivvy No-Legs, in an attempt to find out what had caused this sudden reversal of fates. The massively scarred Gobbo's response was to grin, tap the side of his mangled nose with the nub of his only remaining finger and chuckle menacingly. The mystery might never be solved, but the good news is that the officials came to their senses the following season, and the Greenboyz received a two-year ban from the sport. Still, for that one season they were untouchable, and they were the envy of every other Goblin team on the circuit. In retrospect, what more could a Gobbo ask for?

"I reckon our win streak in '71 came down to two fings: cheatin', and not gettin' caught cheatin'. If you fink about it, it's such a well-balanced wot-d'yer-call-it. Like, wivout one, the uvver don't work, innit. Know wot I mean!"

Klevva Klogz, The Greenboyz



	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	K. BLAMMO	BOMMA	6	2	4	7	ACCURATE, BOMBARDIER, DODGE, HAIL MARY PASS, STUNTY
2	NUTTY NORK	LOONEY	7	2	3	7	BLOCK, CHAINSAW, DODGE, SIDESTEP, STUNTY
3	WHIRLIN' SKROD	FANATIC	3	7	3	8	BALL & CHAIN, GRAB, MIGHTY BLOW, NO HANDS, STUNTY
4	BOZ BADOING	POGOER	7	2	3	7	DODGE, LEAP, SPRINT, STUNTY, SURE FEET, VERY LONG LEGS
5	BIG LUNKY	TROLL	4	6	1	9	ALWAYS HUNGRY, BLOCK, GUARD, LONER, MIGHTY BLOW, REALLY STUPID, REGENERATION, STAND FIRM, THROW TEAM-MATE
6	SPEEDY SNIK	GOBLIN	7	2	3	7	DODGE, RIGHT STUFF, SPRINT, STUNTY
7	ARD BAZ	GOBLIN	6	3	3	7	BLOCK, DODGE, RIGHT STUFF, STUNTY
8	WIGGINZ	GOBLIN	6	2	3	7	DODGE, KICK, RIGHT STUFF, STUNTY
9	KLEVVA KLOGZ	GOBLIN	6	2	4	7	DODGE, RIGHT STUFF, STUNTY
10	FILTHY FIGGIS	GOBLIN	6	2	3	7	DIRTY PLAYER, DODGE, RIGHT STUFF, SNEAKY GIT, STUNTY
11	NOBBY NO-FEAR	GOBLIN	6	2	3	7	DAUNTLESS, DODGE, RIGHT STUFF, STUNTY
12	GRABBY GOZ	GOBLIN	6	2	3	7	DODGE, RIGHT STUFF, STUNTY, SURE HANDS
13	SOLID AZZA	GOBLIN	6	2	3	7	DODGE, GUARD, RIGHT STUFF, STUNTY

THE GREENBOYZ	5	ASSISTANT COACHES	6 RE-ROLLS
GOBLIN TEAM	6	CHEERLEADERS	5 FAN FACTOR
HEAD COACH GROB SNOTFLICKER	2	APOTHECARIES	TOTAL COST OF TEAM 2,000,000 GP

Getting Away with Murder. Thanks to any number of bribes, wheedling pleas and threats, the Greenboyz' Secret Weapons don't count as Secret Weapons. This is reflected in their Skills, shown above, but it seemed diligent to point it out as well!

Gotta Love 'Em: Regardless of the number of fans that turn up to watch the Greenboyz, their FAME bonus is always +2. Their opponents' FAME is calculated normally, meaning that both players could have a positive FAME.



THE GRUDGE BEARERS 2492-2493 SQUAD

One of the most recent entries in the Hall of Fame is the Grudge Bearers squad, as it stood in the 2492-2493 season. What makes them stand out from the crowd is the fact that this was the first season that they took to the pitch!

The Grudge Bearers came about when a number of clerks from the Dwarf Scribes and Book-keepers Guild became sick of spending their days in a dark, cramped office, breaking the glorious sport of Blood Bowl down into a series of cold, clinical, factual entries to be recorded in an ever-expanding pile of ledgers. One day, after several months of furtive after-hours training, over half of the Guild's senior members tendered their resignations and pooled their resources to form a Blood Bowl team.

When the Grudge Bearers arrived on the circuit, they made one hell of a splash. Having studied every statistic going, they had been able to calculate a pitch-perfect promotional campaign ahead of the season. The teams they faced had all been carefully documented, their weaknesses committed to memory several times over. Even their off-pitch appearances were meticulously planned to deliver maximum profit. However, that's not the reason why they became famous.

Every time the Grudge Bearers played, their assistant coach Gurdur Name-taker would set a large, iron-bound book before him in the dugout and turn to a fresh page. Then he would wait, stony-silent and still. Each time a member of the opposing team performed an act that he deemed worthy of vengeance, he would record it – along with the offending player's name and number – in small, neat runic script. This was the team's *Book of Grudges*, and to have a deed recorded in its pages was to suffer the inevitable wrath of the Grudge Bearers. This sort of ceremonial quirkiness was just the kind of thing that the fans loved, and they cheered each time a name was stricken from the book, vengeance having been seen to be done!



	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	HROLI 'WRECKER' FRUNSSON	BLITZER	5	5	3	9	BLOCK, GUARD, STAND FIRM, TACKLE, THICK SKULL
2	MAD KRUGNAR	TROLL SLAYER	5	3	2	9	BLOCK, DAUNTLESS, DODGE, FRENZY, MIGHTY BLOW, PRO, THICK SKULL
3	FALFUR JORISSON	RUNNER	6	3	4	8	SURE FEET, SURE HANDS, THICK SKULL
4	BARAGOR NINE-FINGERS	BLOCKER	4	4	2	9	BLOCK, DAUNTLESS, MIGHTY BLOW, TACKLE, THICK SKULL
5	GRODNUR THE WISE	BLOCKER	4	3	2	10	BLOCK, STAND FIRM, TACKLE, THICK SKULL
6	MOREK FIREBEARD	TROLL SLAYER	5	3	2	8	BLOCK, DAUNTLESS, FRENZY, JUGGERNAUT, SIDE STEP, THICK SKULL
7	STORRI STORRISSON	BLOCKER	4	3	2	9	BLOCK, DIVING TACKLE, PASS BLOCK, TACKLE, THICK SKULL
8	GRUMLI BORIKSSON	BLOCKER	5	3	2	9	BLOCK, GUARD, TACKLE, THICK SKULL
9	KRAG BLUEBOLT	BLITZER	6	5	3	9	BLOCK, GUARD, STRIP BALL, THICK SKULL
10	FIMBUR STONEHEAD	BLOCKER	4	3	2	9	BLOCK, GRAB, SIDE STEP, TACKLE, THICK SKULL
11	GROMRUD THUNDERBROW	BLOCKER	4	3	2	9	BLOCK, MIGHTY BLOW, TACKLE, THICK SKULL
12	ULFAR THE SWIFT	RUNNER	7	3	3	8	SURE HANDS, THICK SKULL

THE GRUDGE BEARERS	4	ASSISTANT COACHES	4	RE-ROLLS	
DWARF TEAM	5	CHEERLEADERS	5	FAN FACTOR	
HEAD COACH THRUND GRUNDERSSON	1	APOTHECARY		TOTAL COST OF TEAM	2,000,000 GP

The Book of Grudges. Dwarfs are noted for their ability to recall the precise details of each and every time the smallest slight has been visited against them, but the Grudge Bearers make their kin look absent-minded by comparison. The team's coaching staff maintain a meticulously kept *Book of Grudges*, and woe betide any player who gives them an excuse to write a new entry.

The coach of the Grudge Bearers should have a pen and paper handy to record grudges as they happen. If any of the events in the list that follows happens, the name and number of the player responsible should be noted down – a short account of the event and a promise of vengeance is not necessary, but is definitely encouraged, as is eyeballing the opposing coach while muttering solemn oaths… A player can be recorded in the *Book of Grudges* more than once!

- An enemy player blocks a Grudge Bearers player, resulting in a Casualty.
- An enemy player pushes a Grudge Bearers player into the crowd, or pushes a player who pushes a Grudge Bearers player into the crowd.
- An enemy player fouls a Grudge Bearers player, regardless of the outcome.
- The enemy coach plays a Dirty Trick Special Play card (one random enemy player on the pitch is deemed responsible).
- An enemy player scores a touchdown, and their resulting score is higher than the Grudge Bearers' score.
- An enemy player with the Secret Weapon skill is set up at the start of a drive.
- An enemy player uses the Stab skill.

Grudge Bearers players have the Dauntless and Mighty Blow skills when involved in a Block with a player whose name is listed one or more times in the *Book of Grudges*. If they are KO'd or sent to the Dead & Injured box, their name and number are stricken from the *Book of Grudges*. If their name appears in the *Book of Grudges* more than once, only one instance of it is stricken off. If the last instance of a player's name and number are stricken off then there is no longer a grudge recorded against them.

Also, at the start of each drive, the Grudge Bearers player rolls a D6. If the result is equal to or less than the number of names in the *Book of Grudges* (counting players once for each time they appear), the Grudge Bearers gain an extra team re-roll.

Designer's Note: *Needless to say, the Grudge Bearers are a team for those coaches who have a penchant for paperwork. Keeping track of the Book of Grudges will require a keen attention to detail... it's not for everyone, but it's a great chance to really embody the character of this team of bookworms!*



THE CELESTIAL COMETS 2489-2490 SQUAD

The Celestial Comets were originally founded in 2472 to take part in the Dungeonbowl. This strange offshoot of Blood Bowl, the brainchild of the Colleges of Magic, saw teams scampering around a network of caves and tunnels, leaping through teleportation portals and tearing open locked chests in their search for the ball. Frankly, it was a bit mad!

Many Dungeonbowl teams were made up of a mixture of players from different races, but the wizards of the Celestial College who founded the Comets decided that Elves were the way forward. And to be fair, who can blame them! Although the team lacked the hard-hitting prowess of some of its contemporaries, its players were usually the first to find the ball, and their sheer agility often let them avoid blocks altogether as they zipped from teleporter to teleporter at alarming speed. This innovative play style became their trademark, and their fanbase grew and grew.

Having won the Dungeonbowl in 2488, the Comets were set to dominate underground, but the collapse of the NAF threw the future of the Dungeonbowl into doubt. Several teams attempted to make the transition to above-ground play, hoping to cement their reputation with a new fanbase so that they could safeguard their future, but many were stymied by the subtle differences between the two versions of the sport. The Darkholm Delvers, for example, kept forgetting that the ball started on the pitch, and on more than one occasion wasted the first few minutes of the game desperately looking for treasure chests!

The Comets were a different matter entirely. They took to traditional Blood Bowl with style and aplomb, making use of the wide open spaces to show off their acrobatic skills. In their first season above-ground, they even managed to 'borrow' a pair of portal sconces from their old league, and would regularly set them up beneath the pitch's trapdoors, using them to outmanoeuvre the opposition just as they always had.



	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	THRELLAS SUREHANDS	CATCHER	8	3	5	7	CATCH, DODGE, NERVES OF STEEL, STRIP BALL
2	KYRNOS THE REAPER	LINEMAN	6	4	4	7	DODGE, GUARD, SIDE STEP
3	ORIEL BLAZE	BLITZER	7	3	4	8	BLOCK, DIVING TACKLE, DODGE, GUARD, SIDE STEP
4	LONELL SWIFT	CATCHER	9	3	4	7	CATCH, DODGE, LEAP, NERVES OF STEEL, SPRINT, SURE FEET
5	GWION FALCONEYE	THROWER	6	3	4	7	ACCURATE, PASS, SAFE THROW, SURE FEET
6	ERON BLUETREE	LINEMAN	6	3	4	7	FEND, WRESTLE
7	FILAMIR TYLANIS	LINEMAN	6	3	5	7	DIVING CATCH, DODGE
8	RUFAEO TRYL	BLITZER	7	3	4	8	BLOCK, FEND, JUMP UP, SIDE STEP
9	SOLENIS FIREPASS	THROWER	6	3	4	7	NERVES OF STEEL, PASS, STRONG ARM
10	URION BRANTHO	LINEMAN	6	3	4	7	BLOCK
11	CAELIS 'THE AVENGER' THYLL	LINEMAN	6	3	4	7	DIRTY PLAYER, SNEAKY GIT
12	ELLINARI TESPETH	LINEMAN	6	3	4	7	KICK

THE CELESTIAL COMETS	3	ASSISTANT COACHES	4	RE-ROLLS	
ELVEN UNION TEAM	4	CHEERLEADERS	6	FAN FACTOR	
HEAD COACH GOURIEL DENUSS	1	APOTHECARY	TOTAL COST OF TEAM	2,000,000 GP	

Hidden Teleporters. Beneath each of the pitch's trapdoors is a hidden portal sconce, which the Comets players can use to traverse the playing field.

Once per turn, a player from the Celestial Comets can make a Teleport Action. This is identical to a Move Action, with the following addition. If the player moves into one of the Trapdoor squares, they immediately move to the other Trapdoor square – this does not cost a point of MA. If the other Trapdoor square is occupied, the player occupying it is Pushed in a random direction (determined using the Scatter template) before the teleporting player moves into the square.

In order to ensure fair play, the portal sconces have been enchanted to prevent the ball being carried through them. As such, if a player with the ball uses a Teleport Action to move between trapdoors, the ball is left behind in the Trapdoor square they moved from, bouncing once and causing a turnover (the player's move stops as soon as they enter the other Trapdoor square).

Note that the Trapdoor squares are otherwise treated as normal – the teleportation only happens when a player from the Celestial Comets makes a Teleport Action. In addition, if a rule affects the pitch's trapdoors (such as the Uncovered Trapdoors stadium Attribute which can be found on page 33), this is ignored when a player moves onto a trapdoor while making a Teleport Action.

THE CHAOS ALL-STARS 2488-2489 SQUAD

The Chaos All-Stars are a problem side. There isn't much about them that conforms to normal, gratuitous Blood Bowl behaviour. It's hard to fathom their motivations, it's hard to put your finger on their playing style, and it's utterly impossible to find their stadium. But they're there, alright!

It isn't difficult to feel sorry for the other teams in the AFC East, who know they can never predict what the All-Stars might achieve. The All-Stars have – sometimes – an array of talented players and a capacity for fouling up other teams' plays that borders on the – um – chaotic. They don't cheat (any more than any other team); they just allow the normal aberrations of uncertainty to work in their favour from time to time.

It isn't impossible to bounce this back at them – when they turned the ball into a kitten during an AFC semi-final, the Reavers quickly found another twelve small kittens and shooed them into the End Zone. Not only did the ball-kitten turn back into a ball, but so did one of the other felines, meaning the Reavers ended up scoring twice!

The big problem for the All-Stars is that the NAF seem determined to impose a greater level of order on the game than they can cope with. One NAF ruling, for example, insists that the Palace of Eternal Suffering must appear in a time and place reachable by normal physical travelling methods a week before the game, and that its playing surface must be similar to that of at least one of the other Blood Bowl teams (brought in after the infamous Mulligatawny Soup game against the Nuln Nibblers). The rules of physics, mathematics and historicity must not be tampered with during a game, nor may the All-Stars use magic outside that of the official NAF spell repertoire.

This blatant holding back of the art of the game is decried by many, but it has been necessary to maintain any kind of balance. Since the late 2460s, the All-Stars have been languishing, unable to repeat their classic Blood Bowl win of 2467. They fare much better in the Chaos Cup, where the rules are more flexible, and where the cup itself has played for them on at least three occasions.

Can the All-Stars buck the trend and beat the rationalists at their own game? It's not impossible. Their twelve-thing squad for the coming season includes some rare (impossible, some would say) talents, none more so than the awesome Morg 'n' Thorg, who hopes to improve on his total of 1,378 blocks thrown last season (which includes 480 spectators blocked when he brought the house down at Middenheim). Watch out also for Duke Luthor von Hawkfire who tosses a mean long bomb, and who hopes to regain his Imperial Women's Institute Nastiest Man award after a disappointingly nice year last season.



	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	MORG 'N' THORG	...MORG 'N' THORG!	6	6	3	10	BLOCK, LEADER, MIGHTY BLOW, THICK SKULL, THROW TEAM-MATE
2	DUKE LUTHOR VON HAWKFIRE	RENEGADE HUMAN LINEMAN	6	3	3	8	ACCURATE, ANIMOSITY, PASS, REGENERATION, SAFE THROW
3	GARAK GRIGOLSON	RENEGADE HUMAN LINEMAN	6	3	3	8	BLOCK, HORNS, MIGHTY BLOW
4	DIRTY DAN	RENEGADE GOBLIN	6	2	4	7	ANIMOSITY, CATCH, DODGE, RIGHT STUFF, SPRINT, STUNTY
5	'CONSTRICTOR' ATLANSON	RENEGADE HUMAN LINEMAN	6	3	3	8	GRAB, TENTACLES
6	BORK BULGE-BELLY	TROLL	4	5	3	9	ALWAYS HUNGRY, LONER, MIGHTY BLOW, MULTIPLE BLOCK, REALLY STUPID, REGENERATION, THROW TEAM-MATE
7	'SNAKE' SANDERS	RENEGADE HUMAN LINEMAN	7	3	3	8	HYPNOTIC GAZE, JUMP UP
8	SARK FOUR-EYES	RENEGADE SKAVEN HUMAN LINEMAN	7	3	3	7	ANIMOSITY, DODGE, TWO HEADS
9	KEFFT THE DESPISED	RENEGADE HUMAN LINEMAN	6	3	3	8	ANIMOSITY, STRONG ARM
10	JURGEN DEMONFEEDER	RENEGADE HUMAN LINEMAN	6	3	3	8	BLOCK, JUGGERNAUT
11	'ACID-SCARRED' MAX	RENEGADE HUMAN LINEMAN	6	3	3	8	ANIMOSITY, FOUL APPEARANCE
12	THYSIA THE VAIN	RENEGADE DARK ELF LINEMAN	6	3	4	8	ANIMOSITY, STAB

CHAOS ALL-STARS	2	ASSISTANT COACHES	3	RE-ROLLS	
CHAOS RENEGADES TEAM	5	CHEERLEADERS	6	FAN FACTOR	
HEAD COACH DORIAN THE LOST	0	APOTHECARIES	TOTAL COST OF TEAM		2,000,000 GP

The Ballista in his Prime: While Morg 'n' Thorg is on the pitch and standing, all Chaos All-Stars players within three squares of him (other than Bork Bulge-Belly) count as having the Pro skill, and are unaffected by the Animosity skill. Note that Morg himself is unaffected by this rule.

BOB'S LOCKER ROOM BANTER

Back when Morg 'n' Thorg was a rookie, he started putting a notch in his helmet for every player he killed. Before too long there were more notches than helmet! Sure enough, it didn't take long for it to fall apart entirely, and he hasn't worn one since...





THE UNDERWORLD CREEPERS 2478-2479 SQUAD

One of the wildest predictions for the new season is that the Underworld Creepers could give the Reavers and the Gouged Eye the shock of their lives. How come? Because they are going to finish with a winning record and be up there pressing for an AFC play-off space.

There's no need to take my temperature or reach for the medical dictionary. This prediction is based on two certain factors. First, this team is the best – I mean the best – Goblin/Skaven combo ever. They have three players who would grace any team in the NAF and only a few who would just make a mess on the carpet! Second, they have cunningly arranged their fixture list through some massive manipulation of the Sock Exchange. They have four soft openers (two against the Ravens, then onto the Werewolves and Albion) and a fifth against the Ravens, plus others against the Berserkers, the Stoutfellows and the Killers for later.

OK, picking up eight wins isn't going to make them play-off hopefuls. But, say they manage to beat the Eye and the Nightwings too (they've managed both in the last season), and say they manage another win against the Crescents or the Gladiators. Suddenly, they look like serious contenders.

It'll be some season if they pull it off, and the Creepers fans will go wild if they can achieve it. It might be more sensible to see the Creepers as potential Chaos Cup winners (they last held it in 2465). But everyone expects the Reavers to get through easily, and the Creepers like the position of being underdogs. "*Yer, s'grate,*" said a spokesman, "*means we can bite dere bellies...*"

Players to watch for include their new catching sensation Garbage Throttlesnot, a Goblin who can keep his mind on the ball. He should be able to find some good positions downfield, using his famed 'knee-capping' technique for opening up the defensive secondary. Armed with the job of finding him afterwards is Skaven Thrower Shaftsplitter Grim, a 'chukka' who has got used to running over the years, since his offensive line is not only offensive, but pretty useless too. But, even more exciting is Blitz sensation Split Tendoncutter, a Skaven capable of some horrible challenges and who boasts that only Ramtut III went past him all season… and he did it in two halves!

There are plenty of rookie players, of course, as befits a team who lost seven players as part of Grimwood Grimbreath's assault on the Player Fatalities record. But they have quickly learned to be fast on their feet and at grovelling when superior lines overwhelm them. Skaven ingenuity with hidden weaponry also stands them in good stead. Provided the same squad is there in the latter part of the season, this could be the dark horse of the AFC!



	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	GARBAGE THROTTLESNOT	GOBLIN	6	2	3	7	CATCH, DIVING CATCH, DODGE, RIGHT STUFF, SPRINT, STUNTY
2	SPIKE SKINELF	GOBLIN	6	2	3	8	DISTURBING PRESENCE, DODGE, RIGHT STUFF, STUNTY
3	'SLASHER' BOWELGRIM	GOBLIN	6	2	3	7	DODGE, NERVES OF STEEL, RIGHT STUFF, STUNTY
4	FESTER RUSTBLADE	GOBLIN	6	2	4	7	DODGE, RIGHT STUFF, STUNTY
5	STICKPIG MAIN	GOBLIN	6	2	3	7	CLAWS, DODGE, RIGHT STUFF, STUNTY
6	LICKFESTER MIDDEN	GOBLIN	6	2	3	7	DODGE, LEAP, RIGHT STUFF, STUNTY, VERY LONG LEGS
7	PILES OPENWOUND	GOBLIN	6	2	3	7	DODGE, RIGHT STUFF, SNEAKY GIT, STUNTY
8	NOTCHBLADE ABCESS	GOBLIN	6	2	3	7	DODGE, RIGHT STUFF, STUNTY, WRESTLE
9	WILDMAN TEETHGARLAND	GOBLIN	7	2	3	7	DODGE, RIGHT STUFF, STUNTY
10	SPLIT TENDONCUTTER	SKAVEN BLITZER	7	3	3	8	ANIMOSITY, BLOCK, CLAW, MIGHTY BLOW
11	'FAST DRAW' O'GORE	SKAVEN BLITZER	7	3	3	8	ANIMOSITY, BLOCK, GUARD, SIDE STEP
12	SHAFTSPLITTER GRIM	SKAVEN THROWER	7	3	3	7	ANIMOSITY, EXTRA ARMS, NERVES OF STEEL, PASS, SURE HANDS
13	FIRESPLITTER CLEAVE	SKAVEN THROWER	7	3	3	7	ANIMOSITY, BIG HAND, DODGE, PASS, SURE HANDS
14	'RACE' O'BUNYON	SKAVEN LINEMAN	9	3	3	7	ANIMOSITY, SURE FEET
15	'FAT' BRAINSPLATTER	SKAVEN LINEMAN	7	4	3	7	ANIMOSITY, STAND FIRM, THICK SKULL
16	GROGRAT CRUNCHSKULL	TROLL	4	6	1	9	ALWAYS HUNGRY, CLAW, LONER, MIGHTY BLOW, REALLY STUPID, REGENERATION, THICK SKULL, THROW TEAM-MATE

THE UNDERWORLD CREEPERS	3	ASSISTANT COACHES	3	RE-ROLLS	
UNDERWORLD DENIZENS TEAM	3	CHEERLEADERS	3	FAN FACTOR	
HEAD COACH LANCE FLESHBARB	1	APOTHECARIES		TOTAL COST OF TEAM	2,000,000 GP

Fistfights in the Dugout. If the Underworld Creepers' score is lower than their opponent's at the end of any of their turns, roll a D6 and add the difference in scores, for example, if the score is 3-1, add 2 to the result. On a result of 5 or more, a fight breaks out in their Dugout! Roll a dice for each player in the Reserves box; on a 1, 2 or 3 they are Knocked Out. The fans love these scrapes – it's half the reason the Creepers have any fans at all – and their cheering drives the rest of the team to play even harder. For each player who is Knocked Out, the team gains a bonus team re-roll.

"Creepers! Creepers!
They love a scrap with Elves!
Or Orcs, or Dwarfs, or anyone...
They'll even fight themselves!"

Popular chant among Underworld Creepers fans



OFFICIAL REFERENCE GUIDE

This section provides a handy, up to date summary of the current range of teams, as well as a summary of the Star Players presented earlier in the book.

DARK ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

DWARF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							



HUMAN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	60,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

NURGLE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							

HIGH ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							



ORC TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	5	3	3	9	None	G	ASP
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Pass, Sure Hands	GP	AS
0-4	Black Orc Blockers	80,000	4	4	2	9	None	GS	AP
0-4	Blitzers	80,000	6	3	3	9	Block	GS	AP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each							

SKAVEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM
0-8 Re-roll counters		60,000 gold pieces each							



WOOD ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

GOBLIN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bomma	40,000	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Doom Diver	60,000	6	2	3	7	Right Stuff, Stunty, Swoop	A	GSP
0-1	Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	'Ooligan	70,000	6	2	3	7	Disturbing Presence, Dodge, Fan Favourite, Right Stuff, Stunty	A	GSP
0-2	Trolls	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each							



UNDERWORLD DENIZENS TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP
0-8 Re-roll counters		70,000 gold pieces each							

CHAOS RENEGADES TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Renegade Human Lineman	50,000	6	3	3	8	None	GSPM	A
0-1	Renegade Goblin	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Renegade Orc Lineman	50,000	5	3	3	9	Animosity	GM	ASP
0-1	Renegade Skaven Lineman	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Renegade Dark Elf Lineman	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							



Star Player Summary

Name	Skills	Teams	Cost (gp)	MA	ST	AG	AV
Barik Farblast	Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	Dwarf	60,000	6	3	3	8
Bo Gallanté	Dodge, Loner, Sidestep, Sprint, Sure Feet	High Elf	160,000	8	3	4	7
Eldril Sidewinder	Catch, Dodge, Hypnotic Gaze, Loner, Nerves of Steel, Pass Block	Dark Elf, Elven Union, High Elf, Wood Elf	200,000	8	3	4	7
Glart Smashrip	Block, Claw, Grab, Juggernaut, Loner, Stand Firm	Skaven, Underworld Denizens	190,000	5	4	2	8
Griff Oberwald	Block, Dodge, Fend, Loner, Sprint, Sure Feet	Human	320,000	7	4	4	8
Grim Ironjaw	Block, Dauntless, Frenzy, Loner, Multiple Block, Thick Skull	Dwarf	220,000	5	4	3	8
Guffle Pusmaw	Foul Appearance, Loner, Monstrous Mouth, Nurgle's Rot	Chaos Renegades, Nurgle	210,000	5	3	4	9
Hakflem Skuttlespike	Dodge, Extra Arms, Loner, Prehensile Tail, Two Heads	Skaven	200,000	9	3	4	7
Helmut Wulf	Chainsaw, Loner, Secret Weapon, Stand Firm	Amazon, Chaos Renegades, Human, Lizardman, Norse, Vampire	110,000	6	3	3	8
Horkon Heartripper	Dodge, Leap, Loner, Multiple Block, Shadowing, Stab	Dark Elf	210,000	7	3	4	7
Jordell Freshbreeze	Block, Diving Catch, Dodge, Leap, Loner, Side Step	Elven Union, Wood Elf	260,000	8	3	5	7
Karla von Kill	Block, Dauntless, Dodge, Jump Up, Loner	Amazon, Halfling, Human, Norse	220,000	6	4	3	8
Kreek Rustgouger	Ball & Chain, Loner, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon	Skaven, Underworld Denizens	130,000	5	7	2	9
Mighty Zug	Block, Loner, Mighty Blow	Human	260,000	4	5	2	9

Name	Skills	Teams	Cost (gp)	MA	ST	AG	AV
Morg 'n' Thorg	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	Any except Khemri, Necromantic and Undead	430,000	6	6	3	10
Madcap Miggz	Break Tackle, Claws, Leap, Loner, No Hands, Very Long Legs, Wild Animal	Goblin, Underworld Denizens	170,000	6	4	3	8
Prince Moranion	Block, Dauntless, Loner, Tackle, Wrestle	High Elf or Elven Union	230,000	7	4	4	8
Ripper Bolgrot	Grab, Loner, Mighty Blow, Regeneration, Throw Team-mate	Goblin, Orc	270,000	4	6	1	9
Roxanna Darknail	Dodge, Frenzy, Jump Up, Juggernaut, Leap, Loner	Amazon, Dark Elf	250,000	8	3	5	7
Scrappa Sorehead	Dirty Player, Dodge, Leap, Loner, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	Goblin, Ogre, Orc	150,000	7	2	3	7
The Swift Twins							
Lucien	Block, Loner, Mighty Blow, Tackle	Elven Union, High Elf, Wood Elf	390,000	7	3	4	8
Valen	Accurate, Loner, Nerves of Steel, Pass, Safe Throw, Sure Hands			7	3	5	7
Varag Ghoul-Chewer	Block, Jump Up, Loner, Mighty Blow, Thick Skull	Orc	290,000	6	4	3	9
Willow Rosebark	Dauntless, Loner, Side Step, Thick Skull	Amazon, Halfling, Wood Elf	150,000	5	4	3	8



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