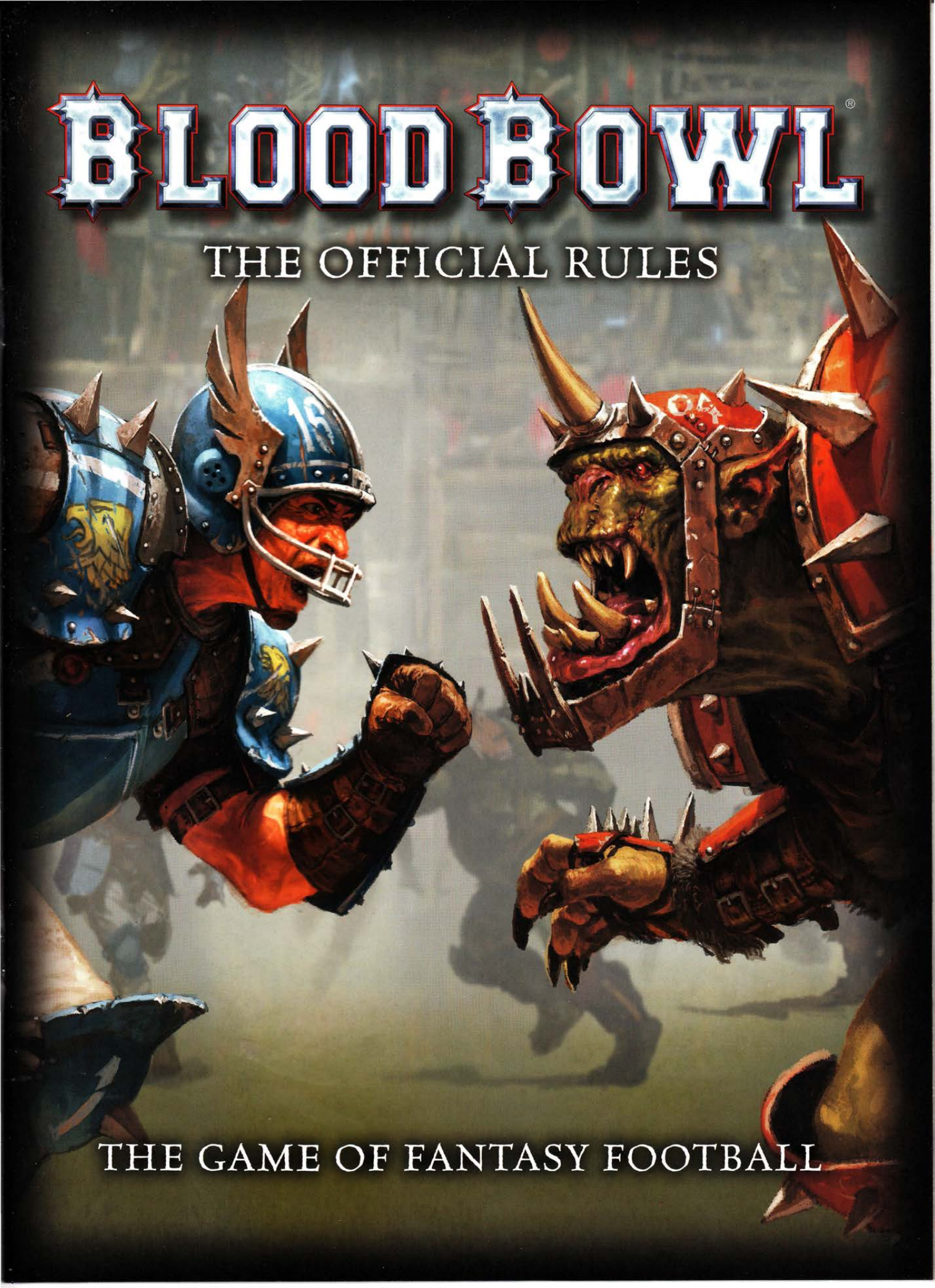
BLOOD BOWL®

THE OFFICIAL RULES



THE GAME OF FANTASY FOOTBALL



Human Thrower



Human Blitzer



Human Catcher



Human Lineman



Human Lineman



Human Lineman



Black Orc Blocker



Orc Blitzer



Orc Thrower



Orc Lineman



Orc Lineman



Orc Lineman

BLOOD BOWL®



"Good evening sports fans. I'm Bob Bifford, welcoming you to the Blood Bowl for tonight's contest. You join a capacity crowd, packed with members from every race from across the known world, all howling like banshees in anticipation of tonight's game. Oh, and yes, there are some banshees... Well, kick-off is in about twenty minutes, so we've just got time to recap on the rules of the game before battle starts. And of course, joining me is Jim Johnson. Evening, Jim!"

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

"As you know, Blood Bowl is an epic conflict between two teams of heavily-armed and quite insane warriors. Players pass, throw or run with the ball, attempting to get it to the other end of the field, the End Zone. Of course, the other team must try to stop them, and recover the ball for their side. If a team gets the ball over the line into their opponent's End Zone, it's called a touchdown; the team that scores the most touchdowns by the end of the match wins the game, and is declared Blood Bowl Champions! How do they do it? It's like this..."

CONTENTS

Welcome to Blood Bowl 3

Blood Bowl Boot Camp 8

Basic Rules 12
- Setting up the Game 12
- The Kick-off 12
- The Sequence of Play 13
- Player Actions 13
- Turnovers 13
- Movement 14
- Tackle Zones 14
- Blocks 14
- Knock Downs & Injuries 17
- Throwing the Ball 18
- Re-rolls 20
- Winning the Match 21

Extra Rules 22
- Creating a Blood Bowl Team 22
- Blood Bowl Roster Sheet 23
- Star Players 24
- Special Play Cards 25
- The Kick-off Table 26
- The Weather 28
- Illegal Procedure 28
- Going for It! 29
- Handing-off the Ball 29
- Assisting a Block 30
- Interceptions & Fumbles 31
- Skills 32

The Origins of Blood Bowl 36

Assembling your Teams 50

Blood Bowl is dedicated to the memory of Wayne England

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WELCOME TO BLOOD BOWL!

Welcome to the world of Blood Bowl, where as the coach of your team, you'll be seeking to defeat your rivals in as convincing and violent a manner as possible, and no doubt to earn fame, fortune and the adulation of your fans along the way! Blood Bowl is a sport enjoyed by numerous races, from sneaky Goblins to lumbering Ogres, but there are few who enjoy a good bout of competitive violence more than the two teams included in the game box: Humans and Orcs. Over the coming chapters we'll explain everything you need to get playing Blood Bowl, but first, let's take a look at what you need to actually play the game.

The Blood Bowl game box contains the following components:

- Two blue plastic frames of Human players, with six miniatures on each frame as well as additional balls and tokens.
- Two green plastic frames of Orc players, with six miniatures on each frame as well as additional balls and tokens.
- One foldout cardboard playing surface, with a Human team's pitch on one side and an Orc team's pitch on the other side.
- Two cardboard 'dugouts', each with a Human team's sideline area on one side and an Orc team's on the other.
- Two sets of dice, one in the blue of a Human team and the other set green for the Orc team.
- One 56 page rule book (you're reading it!). Instructions for assembling the miniatures included in the box are to be found on pages 50-56.
- Two double-sided rules reference sheets.
- One frame containing a range ruler, Scatter template and Throw-in template. These should be carefully removed from the plastic frame using a pair of side-cutting clippers.
- A deck of cards describing Special Plays and Star Players, as well as reference cards for the miniatures included in the Blood Bowl game box.
- One sheet of waterslide decals, containing numbers and team symbols for both teams.



The Coaches: Don't look in the box for these, because there aren't any – you and your opponent are the coaches! To avoid confusion with the teams' players (the plastic playing pieces), we will refer to you and the other real-life players as the teams' **coaches**. All references to players are to the Blood Bowl pieces.

Playing Field: This is the field on which the game of Blood Bowl takes place. It's currently big and green (a bit like an Orc), but don't worry – it'll soon be flowing red! It is divided into squares to regulate movement and combat; each square can hold only one Blood Bowl player at a time.

The areas at either end of the field are called the **End Zones**. If a team gets the ball into their opponent's End Zone, they score a **touchdown**. These are good things to score, as the team with the most touchdowns wins the match and can then dance around a lot!

In the centre of the field is the **half-way line**, and running down the length of the field are the lines which show the boundaries of the **wide zones**. The rows of squares on either side of the half-way line and between the two wide zones (14 squares in all) are known as the **line of scrimmage**. The different areas of the field are shown on the diagram below.



Blood Bowl Coin: Each set of plastic models includes two special coins. One side of each shows a symbol appropriate to the team that the coin comes with, while the other shows a Blood Bowl logo. These coins are used for two purposes:

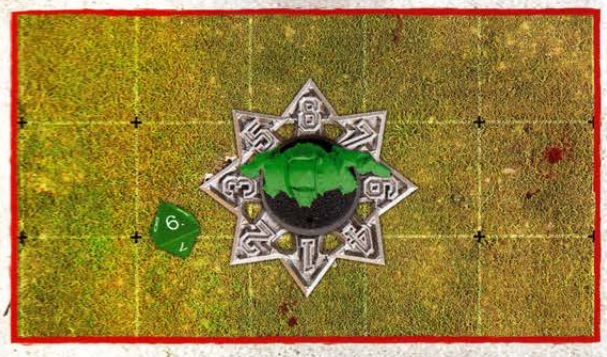
Firstly, you can use the coin to determine which side kicks off first in the match. One coach tosses the coin and while it is in the air, the other coach calls 'heads' for the team symbol or 'tails' for the Blood Bowl symbol.

The other use for the coin is to track scores once the game is under way. To do this, each coach simply places the coin on the Score track at the edge of their own side of the pitch.

Throw-in Template: If the ball ever goes out of bounds, the crowd will enthusiastically throw it back into play. Position the Throw-in template on the sideline as shown below, with the Blood Bowl logo centred on the last square the ball crossed before it left play. Roll a six-sided dice to determine the direction the ball travels in, then roll two dice and add them together to see how many squares it will travel in that direction. Eg, if you rolled a 4, then a 2 and a 5, the ball would move 7 spaces directly towards the opposite sideline.



Scatter Template: The Scatter template is used when the ball is dropped or a pass misses the target square. To use the template (you'll be told when to do this by the rules), position the central square over the football. Roll the eight-sided dice and move the ball to the square indicated by the score. The eight-sided dice included with the game is only ever used with the Scatter template. Use it like a normal dice, reading the number on the upward facing side.



Quick Reference Sheets: These handy pieces of card include all of the most regularly used charts and tables from the game, and will save you from flicking through the rules when you are playing a match.

Playing Pieces: The plastic playing pieces represent the 12 players from each team, of whom 11 may be on the field at any one time. They should be assembled as per the instructions on page 50. There are four different types of player in Blood Bowl: **Blitzers**, **Catchers**, **Throwers** and **Linemen**. Different races' teams contain different combinations of players. An Orc team, for example, has no Catchers.

Blitzers are just about the best all-round players on the field. They are quite fast and agile, but strong enough to smash their way through the opposing line when they have to. Ace Reavers player Griff Oberwald is a typical Blitzer: fast, strong and just a bit too flash!

Catchers are the opposite of Blockers. Lightly armoured and very agile, they can't afford to get into fights. In the open field, however, they are unmatched – and nobody is better at catching the football. Catchers specialise in waiting in the End Zone for that all-important touchdown pass to come sailing in out of the blue. The only problem in being a Catcher is if someone should catch you!

Throwers are the most glamorous players on the field, able to throw an inch perfect Long Bomb to the waiting hands of a player far down the field. Or at least that's the theory; throwing the ball well takes real skill.

Quick-start Teams

On page 22, you will find rules for drafting your own team, but if you want to get started quickly, you can use the Orc and Human teams straight out of the game box.

The Orc team has two Blitzers, two Black Orc Blockers, two Throwers and six Linemen. It also has three team re-rolls and a Fan Factor of 6 – team re-rolls and Fan Factor will be explained later.

The Human team has two Blitzers, two Catchers, two Throwers and six Linemen. It has four team re-rolls and a Fan Factor of 6.

THE ORC TEAM



BLACK ORC BLOCKER



THROWER



BLITZER



LINEMAN

THE HUMAN TEAM



BLITZER



CATCHER



THROWER



LINEMAN

Linemen are the standard players of the team, not brilliant at any one thing, but capable enough to fill in for an injured player when necessary. Some teams seem to be made up of nothing but Linemen – which is why they are always at the bottom of the league!

Black Orc Blockers are very strong and wear extra armour to protect themselves in the powerful head-to-head blocks that are their speciality. However, they are not all that fast, and against an agile opponent with room to dodge, they almost always come off second best. Black Orc Blockers are a special type of player unique to the Orc team.

Player Cards: There are eight cards, one for each of the Orc player types and one for each of the Human types. The player card shows the characteristics and skills of each of the different types of player in the team:

Movement Allowance (abbreviated to MA): This shows the number of squares the player may move in a turn.

Strength (ST): A player's **Strength** represents how physically powerful they are, and is used to block opponents.

Agility (AG): The higher a player's **Agility**, the more likely they can avoid tackles by other players, accurately throw the football, and catch a football that is thrown to them.

Armour Value (AV): This shows the amount of armour the player is wearing. The higher the number, the more armour they have on. Catchers, for example, wear little or no armour.

Skills: In addition to their characteristics, a player may have one or more **skills**, which represent special talents or abilities. For example, all Throwers have the Pass skill to show their extraordinary ability at throwing the ball.

Star Player Cards: The four **Star Player cards** are only used with the optional rules for Creating a Blood Bowl Team. You won't need them for your first couple of games, so put them to one side for the time being.





The Footballs: Possibly the most important components in the game! Only one ball is used at a time. The ball can be *'held'* by a player by simply slotting it into the hole on their base.



Human Team Footballs



Orc Team Footballs

Plastic Range Ruler: This is used to measure the range when a player throws the ball. When you are instructed to measure the range, place the 'o' at one end over the head of the player throwing the ball and the line that runs up the middle of the ruler over the head of the player the ball is being thrown to. If the receiving player overlaps a boundary line between two ranges on the ruler, use the longer of the two choices.

Dugouts: Each coach is given one **Dugout** at the start of the match. It is used to hold players that are in reserve or who have been injured, and also to keep track of the score, how many turns have elapsed and the number of team re-rolls the team has left.

Dice: The **sixteen-sided dice** (often called a **D16**) is used to pick random players from your team roster. The **eight-sided dice** (**D8**) is used with the Scatter template to see where the ball goes when it bounces. The **six-sided Block dice** (these have a special symbol on each side) are used during Block Actions. The **normal six-sided dice** (often referred to as a **D6**) are used for pretty much everything else! Sometimes, the rules will tell you to roll more than one dice and add the results together; eg, if you are told to roll **2D6**, roll two dice and add them together. If you are told to roll a **D3**, roll a **D6** and halve the result, rounding up – 1-2 = 1, 3-4 = 2, and 5-6 = 3).



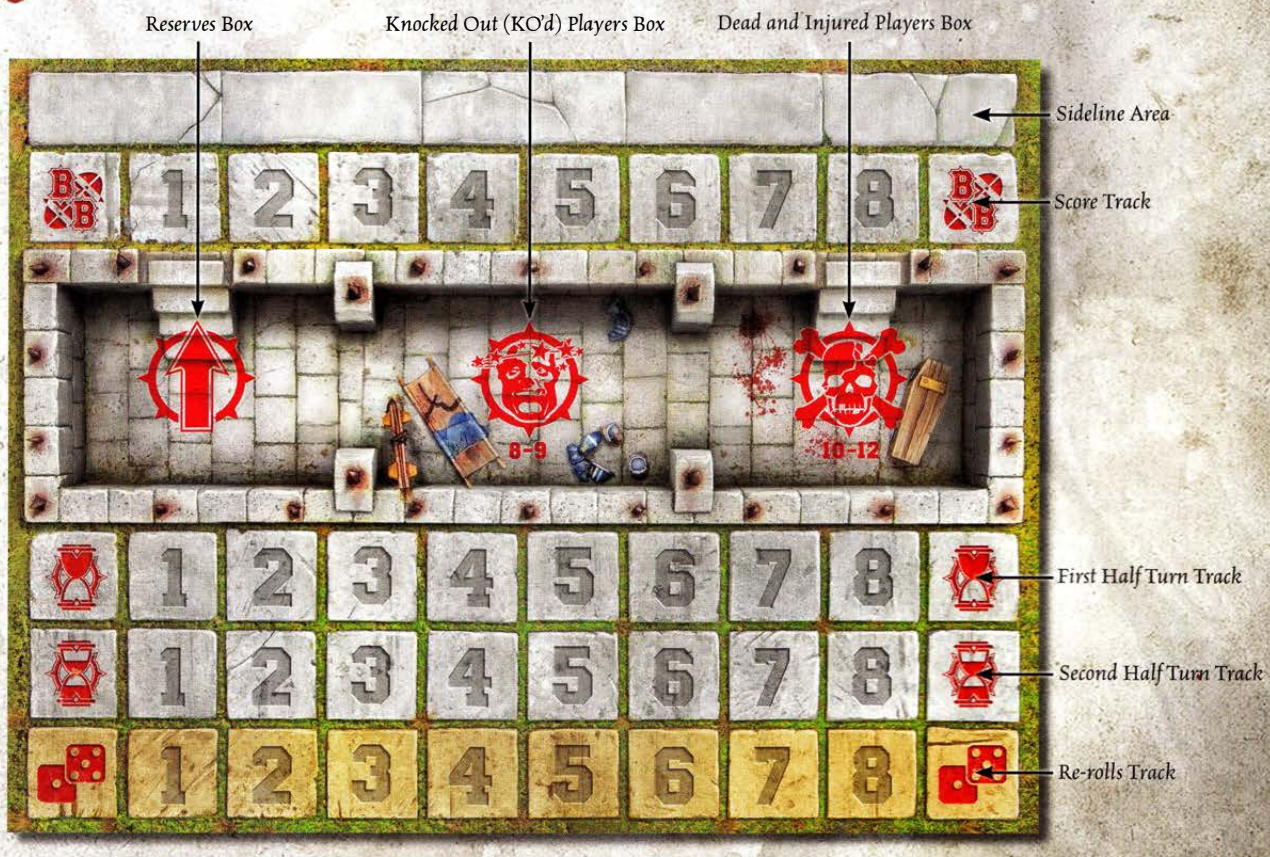
Block Dice



Eight-sided dice (D8) and 16-sided dice (D16)



Six-sided dice (D6)



BLOOD BOWL BOOT CAMP

A QUICK-START INTRODUCTION TO BLOOD BOWL

The next few pages of the rulebook are intended to give you an overview of Blood Bowl, and show you how a few of the Actions work before they're explained to you. The drills refer to the Human coach and the Orc coach; remember, this means you! In Blood Bowl, '*player*' is used to refer to the plastic models. If you're reading this by yourself, you'll be playing the part of both coaches.

Once you've gone through the three training drills here, read through the rules themselves. They're divided into two sections: the first part has all of the most important 'core' rules, while the second part has optional advanced rules that make for a richer, more exciting game. We recommend that you stick to the core rules for your first couple of games, then bring in the advanced rules as you see fit.

Before you carry on, you will need to assemble two Human Linemen and two Orc Linemen. If you haven't already assembled them, you can find instructions on page 50.





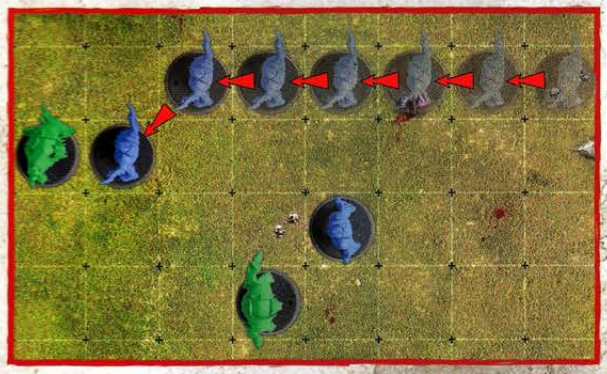
DRILL 1: MOVING AND DODGING

Set up the playing field in front of you, and set up the four players as shown below.



In Blood Bowl, the two coaches alternate taking turns one after the other. When it's your turn, each of the players on your team can do something – this is called '*taking an Action*'. Each player can only take one Action per turn. There are several to choose from, but for now we'll focus on the one you'll be using the most: **MOVE**.

This drill takes place during the Human team's turn, so the Human coach can take Actions with their players. Note the capital 'H' – we assume that both coaches are probably human, but here we're referring to the one in charge of the Human team. They pick one of their Lineman and declare that they will take a Move Action. This lets them move up to six squares in any direction or combination of directions, including diagonally. It goes without saying that you can't enter a square containing another player. You'll need to clear the way first, which we'll cover in Drill 2.



The Human Lineman moves six squares so that they are standing next to the Orc Lineman as shown in the example above. Do this now!

Tackle Zones and Dodging

The Human coach wants to take a Move Action with their other Lineman, to get them away from the Orc Lineman. Who can blame them? However, moving isn't so easy when there's an enemy player breathing down your neck.



The eight squares around a player (the shaded spaces around the Orc Lineman in the example above) make up its **tackle zone**. This represents the area it can reach in order to grab or tackle opposing players. When one of your players leaves a square that's in an opposing player's tackle zone, you need to make a **Dodge roll**.



The Human player moves to their first square, but before they can go any further, their coach makes a Dodge roll by rolling one of the normal six-sided dice. Do this now – move the Lineman one square away from the Orc, then roll the appropriate dice. If you roll a 3 or higher, your player dodges nimbly aside and can continue moving. On a 1 or 2, they fall down in the square they moved to and their move ends. In our example, the coach rolled a 5, so the player's move carried on unimpeded.

Drill 2: Blocking and Blitzing

First, make sure your board looks the same as the example below. If the Human Lineman fell over, dust them off, stand them back up and move them to the right square. We can fudge things a little for now. It is a training drill, after all.



Now that both players on the Human team have taken an Action, the Orc team takes a turn. The Orc coach starts things in much the same way as countless Orc coaches since the earliest days of the sport: by taking a **BLOCK Action** with the Orc Lineman standing next to the Human Lineman. Note that you need to be adjacent to an enemy player to take a Block Action.

Blocks are a fundamental part of Blood Bowl, as important as the oddly-shaped ball, the oversized pads and the post-touchdown victory dances. A blocking player is attempting to put their opponent out of action, or at the very least move them out of the way. It's not without its risks, though – there's always a chance your opponent will hit you back!

To determine the outcome of the block, the Orc coach rolls a **Block dice**. Each face has a special symbol – you can look these up on the reference sheet, but before long, you'll know them by heart. In our example, the Orc coach rolls and gets a , which means the Human player is pushed one square away from the attacker and knocked over. Good result! Go ahead and roll a Block dice yourself. If you get anything other than , try again until you do. Note that your opponent will disapprove if you try this in a real game. Once the Human player has been pushed back and **Knocked Down**, it's time to see what damage you've done!

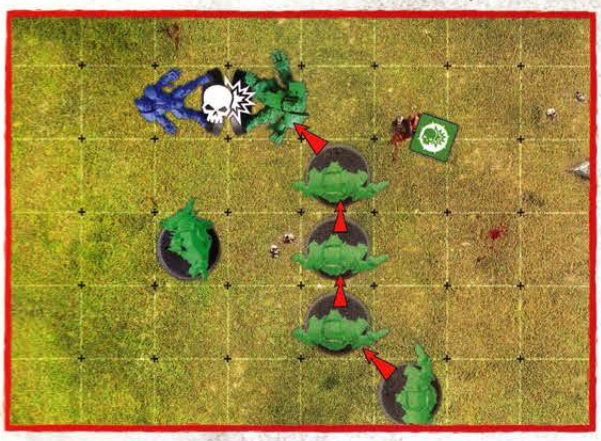


Whenever a player is knocked over, the opposing coach makes an **Armour roll** to see whether they're injured. The Orc coach rolls two dice and adds them together, then compares them to the Human Lineman's Armour value of 8. He scores a total of 10 – beating the Armour value – so the Human player is injured! The Orc coach rolls two dice again, this time looking the total up on the Injury table. A lucky roll of 11 means the unlucky Human is Seriously Injured and removed from the field. Ouch!

If you want to have a go at replicating these rolls yourself, go for it. If you'd rather save some time and just remove the Human player without rolling, we won't tell.

BLITZING

Once per turn, one of your players can take a **BLITZ Action**. This is like a Move Action, but once during the move, the player can make a block at the cost of one square of movement. The Orc coach decides that the other Orc Lineman will take a Blitz Action – that slippery Human player isn't getting away so easily!

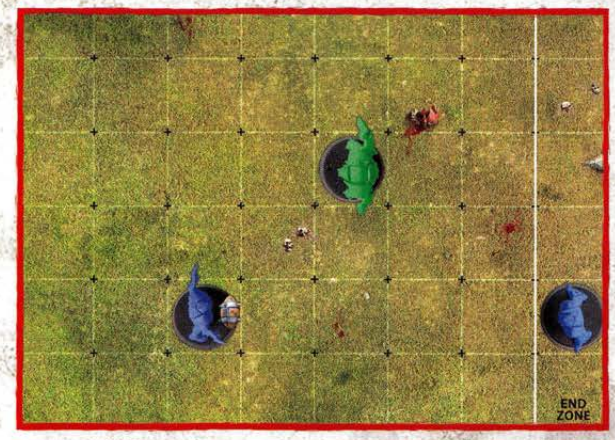


The Lineman moves four squares, and has one square left (Orcs can move up to five squares in a turn) which they use to throw a block. The Orc coach rolls a Block dice, and gets a . This results in both players being Knocked Down at the same time! Each coach makes an Armour roll – and maybe even an Injury roll – for the opposing player. Go ahead and do this, and see how it goes! Remember, the Human has an Armour value of 8. The Orc, on the other hand, has an Armour value of 9.



Drill 3: Passing

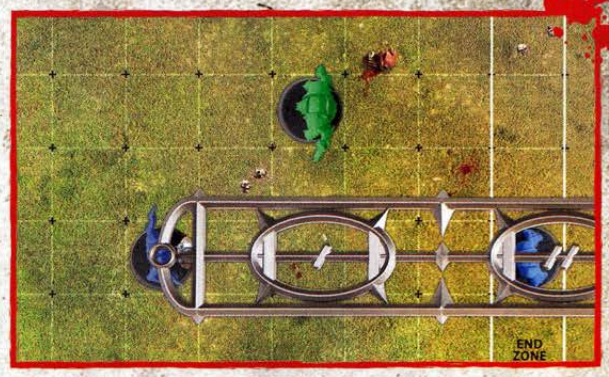
It's time to reset the playing field. Clear the players away, then set up both the Human Linemen and one of the Orc Linemen as shown in the example below. As you can see, one of the Human players is holding the ball; slot it into the hole on that player's base to show this.



In this example, it's the Human team's turn again. They've managed to get one of their Linemen into the Orc End Zone – if that player can get their hands on the ball, it's going to be a **touchdown**! Scoring touchdowns is, generally, how you win games of Blood Bowl. You can also go for stomping the other team flat, but that's often more challenging.

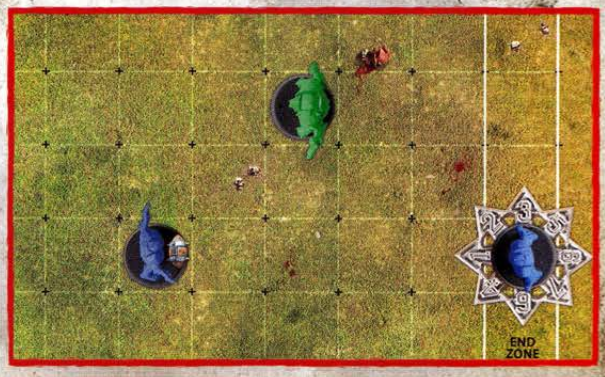
The Human coach declares that the player with the ball will take a **Pass Action**, in an attempt to get the ball up the field to the player waiting in the End Zone. The player making the pass can move (up to six squares, as before) then they can throw the ball.

Take the plastic range ruler and place it so that the hole at one end is directly over the throwing player's head. Then align it so that the centre line of the ruler passes over the head of the receiving player. The different sections of the ruler represent different passing ranges – as you can imagine, it's harder to throw the ball to a distant player than it is to a nearby one.



In this case, the player falls into the second section, so it's a **Short Pass**. The Human coach rolls a normal six-sided dice, requiring a 4, 5 or 6 for the pass to be accurate. In our example, the coach rolls a 2, so the pass misses.

The ball has to come down somewhere, so the Human coach uses the Scatter template to see where it ends up. Centre it on the square where the ball should have landed (in this case, the player in the End Zone) and roll the eight-sided dice. Put the ball in the space that corresponds to the number you rolled. Repeat this twice more (three times in total) to determine the ball's final resting place.



In the example above, the Human coach rolled a 2, then another 2, then a 1, so the ball scattered into the Orc player's space. That can't be good! If the ball lands in a player's space, that player gets a chance to catch it. The Human coach was hoping their own player would get this chance, but thanks to a run of bad luck, it's their opponent doing it instead. The Orc player rolls a dice, needing a score of 4 or more to catch the wildly bouncing ball…

…will he make it? Roll the dice and decide for yourself! If you score a 4, 5 or 6, slot the ball into the space on the Orc player's base. It's an interception! Otherwise, the ball scatters one final time and comes to rest in the space it moves to.

There you go! Three training drills that give you an overview of how to play Blood Bowl. Now read on to learn how to play a game for real…

BASIC RULES

The Basic Rules section covers everything you need to become a fully-fledged Blood Bowl coach, and if you've followed the action in the Blood Bowl Boot Camp section, you'll no doubt be keen to get stuck into a full game. After the Basic Rules, you'll find the Extra Rules section which presents an element of the game that most coaches regard as all-important – fouling the other side! But don't worry about such tactics for now; first you need to master the basic plays.

SETTING UP THE GAME

Before you start, it's a good idea to read through these rules at least once so you get some idea of what you are doing. Once you have done this, lay out the board and assemble the players. The owner of the game always gets the first choice as to which team they will play! Each coach will also need a Dugout, the appropriate player cards and the counters found on the plastic frames with the player figures. Each coach should place their Dugout behind or beside one of the End Zones. This shows which half of the pitch belongs to each team. You score a touchdown by getting the ball into the opposing team's End Zone.

Each coach should place a Turn marker in the First Half square on the Turn track, and a Score counter in their Score track. Finally, each coach should refer to their team list to see how many Re-roll counters their team is entitled to, and should place that many counters on the Re-roll track of their team's Dugout.



Slow Motion Replay

Jim: As any coach will tell you, Bob, a team's starting formation is vitally important. Here we can see the Reikland Reavers' well-honed 'Cage Attack', which they use against fast moving or agile teams.

Bob: You said it, Jim. Those Throwers will recover the ball quickly, while the Blitzers probe the flanks for a weakness.

Jim: That's absolutely right, Bob. And as soon as they find it, the rest of the team will form up on that flank, protecting the ball carrier and rolling up to the End Zone. It's a classic!

Flip the Blood Bowl coin or roll a D6 to see which coach will choose who will set up first. The team that sets up first is called the **kicking team**, because they will kick-off the ball. The other team is called the **receiving team**, because they will receive the kick-off. Each coach must set up 11 players, or if they can't field 11 players then as many players as they have in the Reserves box, between their End Zone and the half-way line, and within the following restrictions:

1. The kicking team always sets up first.
2. No more than two players per team may be set up in each wide zone (i.e., a maximum of four players may be split wide, two on each flank).
3. At least three players must be set up next to the half-way line, on the line of scrimmage.
4. If you cannot set up three players on the line of scrimmage, you must either concede the match (see page 21), or carry on playing by placing as many players on the line of scrimmage as possible.

THE KICK-OFF

After both teams have set up, the coach of the kicking team places the ball in any square in their opponent's half of the pitch, including the opponent's End Zone if they like. The ball will then scatter in a random direction. Using the Scatter template, roll the D8 once for the direction of scatter, and then roll a D6 to see how many squares the ball will travel.

Important Note: The kick-off is the only time that you roll a D6 to see how many squares the ball moves when it scatters. This is because kicks are very inaccurate. When rolling scatter for a missed pass, or when the ball bounces, the ball only moves one square per Scatter roll.

A kick-off must land in the opponent's half of the pitch. Assuming the ball lands in the receiving team's half of the pitch, then it will either land in an empty square or a square occupied by a player. If the ball lands in an empty square, it will bounce one more square (see Bouncing Balls on page 19). If the ball lands on a square occupied by a player, the player must try to catch the ball (see Catching the Football on page 19). If the ball scatters or bounces off the pitch or into the kicking team's half, the receiving coach is awarded a '**touchback**' and must give the ball to any player in their team. Once the kick-off has been taken, you are ready to proceed to the first turn of the game.

THE SEQUENCE OF PLAY

Blood Bowl is split into two halves of 16 turns each (i.e., eight turns per coach). At the end of the second half, the team with the most touchdowns is the winner. The game is played using a simple but strict sequence of play, which runs as follows:

A. **Receiving Team's Turn**
B. **Kicking Team's Turn**

Repeat A and B, one after the other, until the end of the drive.

NOTE: A **drive** is defined as playing until a touchdown is scored or the half ends. During a turn, the team in play may perform one Action with each player in the team. The players on the other team may not take any Actions until their own turn comes around.

MOVING THE TURN MARKER

Each coach is responsible for keeping track of how many turns their team has used, and must move the Turn marker one space along the track provided on their Dugout at the start of each and every one of their turns. If coaches find themselves regularly forgetting to move the Turn marker along, they might agree to use the Illegal Procedure special rule, which is found in the Extra Rules section later on.

PLAYER ACTIONS

Each player in a team may perform one Action per turn. The Actions that may be performed are described below. When all of the players in a team have performed an Action then the turn ends and the opposing coach is allowed to take a turn.

You must declare which Action a player is going to take before carrying out the Action. For example, you might say, "*This player is going to take a Block Action.*"

Players perform Actions one at a time. In other words, the coach may perform an Action with one player, and then perform an Action with another player, and so on. This carries on until all of the players have performed an Action, or the coach does not want to perform an Action with any more players. Note that a player must finish their Action before another player can take one. Each player may only perform one Action per turn. Only one Blitz and one Pass Action may be taken in each turn. These Actions must be taken by separate players; a player cannot perform a Blitz Action and a Pass Action in the same turn.

LIST OF ACTIONS

MOVE: The Blood Bowl player may move a number of squares equal to their Movement Allowance (MA) – including moving zero squares.

BLOCK: The player may make a single block against a player in an adjacent square. Players who are Prone may not perform this Action.

BLITZ: The player may move a number of squares equal to their MA. They may make one block during the move. The block may be made at any point during the move, and 'costs' one square of movement.
Important: This Action may not be declared by more than one player per turn. However, any player may perform a blitz – the player doesn't have to be a Blitzer – Blitzers are just better at it than other players.

PASS: The player may move a number of squares equal to their MA. At the end of the move, the player may pass the ball.
Important: This Action may not be declared by more than one player per turn.

NOTE: The Extra Rules section provides two additional Actions: Hand-off (see page 29) and Foul (see page 32). Neither of these Actions may be declared by more than one player per turn.

TURNOVERS

Certain events cause the turn to end before all of the players have taken an Action. These events are called **turnovers**. The following events cause a turnover:

1. A player on the moving team is Knocked Down – being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball; e.g., skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone, or
2. A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest, or
3. A player from the moving team attempts to pick up the ball and fails. Note: Failing a Catch roll, as opposed to a pick up, is by itself never a turnover, or
4. A touchdown is scored, or
5. A pass attempt is fumbled even if a player from that team catches the fumbled ball, or
6. A player with the ball is thrown or is attempted to be thrown using Throw Team-mate (see page 34) and fails to land successfully (including being eaten or squirming free from an Always Hungry roll), or
7. A player is ejected by the referee for a foul.

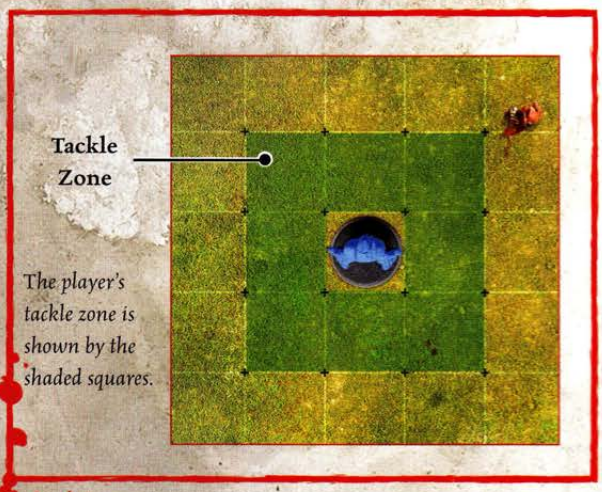
A coach who suffers a turnover is not allowed to take any further Actions that turn, and any Action being taken ends immediately even if it was only partially completed. Make Armour rolls and Injury rolls for players who were Knocked Down, and if the ball was dropped then roll to see where it bounces to normally. Stunned players should be turned face-up, and then the opposing coach may start to take their turn.

MOVEMENT

A player may move a number of squares equal to their Movement Allowance. Players may move in any direction or combination of directions, including diagonally, as long as they do not enter a square that holds another player (from either team). Players do not have to use up all of their Movement Allowance in their turn; they don't need to move at all if their coach does not want them to.

TACKLE ZONES

The eight squares adjacent to a player make up their tackle zone, as shown in the diagram below. A player who is Prone or Stunned does not have a tackle zone.



The player's tackle zone is shown by the shaded squares.

Each time a player leaves a square that is in one or more opposing tackle zones, the coach must make a Dodge roll. The player only has to dodge once in order to leave the square, no matter how many opposing tackle zones are on it. Note that you must always make a Dodge roll when you leave a square in a tackle zone, even if there aren't any tackle zones on the square you are moving to (see the Slow Motion Replay on page 15).

Look up the player's Agility on the Agility table – Dodge opposite to nd the score which is required to success lly dodge out of the square. For example, if the player had an Agility of 3, they would need to roll a 4 or more to dodge out of the square. Roll a D6, and add or subtract any of the modi ers that apply to the D6 roll. A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds.

If the final modified score equals or beats the required roll, the player may carry on moving (and dodging if required) until they have used up their full Movement Allowance. If the D6 roll is less than the required total, then the player is Knocked Down in the square they were dodging to and a roll must be made to see if they were injured (see Knock Downs & Injuries on page 17). If the player is Knocked Down then their team suffers a turnover and their turn ends immediately.

AGILITY TABLE - DODGE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Dodging Modifiers

Making a Dodge roll ..... +1

Per opposing tackle zone on the square that the player is dodging to ..... -1

PICKING UP THE BALL

If a player moves into a square in which the ball is lying, they must attempt to pick it up, and – if they wish and are able – carry on moving.

Players that move into the square with the ball at other times (e.g., when pushed back, thrown by another player with Throw Team-mate, etc) cannot pick up the ball, and instead it will bounce one square. This does not cause a turnover (see Bouncing Balls on page 19).

Look up the player's Agility on the Agility table – Pick-up to find the score required to successfully pick up the ball. Roll a D6, and add or subtract any of the modi ers that apply to the D6 roll. A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds for any Agility roll made during a game.

If the nal modi ed scor[e] equals or beats the required roll, then the player succeeds in picking up the ball. Slot the ball into the player's base to show that they have picked it up and carry on with the player's turn. If the D6 roll is less than the required total, then the player drops the ball, which will bounce one square. If the player drops the ball then their team suffers a turnover and their turn ends immediately.

AGILITY TABLE - PICK-UP

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Pick-up Modifiers

Picking up the ball ..... +1

Per opposing tackle zone on the player ..... -1

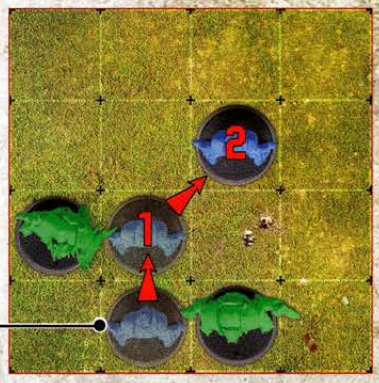
Important: The Agility table is used to work out the success or failure of a number of different Actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each Action has its own set of modifiers, and it is only these modifiers which apply to the D6 roll (i.e., do not use any of the dodging modifiers when attempting to pick up the ball).

Slow Motion Replay

Jim: There goes Ivan Kellhoofer of the Reikland Reavers. It looks to me, Bob, like he's going to try to move through the tackle zones of two Gouged Eye players! First he tries to move to square 1. Ivan has an Agility of 3, which means that he needs to roll a basic 4 or more to dodge successfully out of the square. He gets a +1 to the roll for making a dodge, but then has to subtract -2 because there are two Orc tackle zones on the square he is moving to, for a final modifier of -1. Ivan makes the move – the crowd holds its breath – and the D6 roll is a 5, which means that Ivan successfully dodges into the square!

Bob: Too right! Ivan moves to square 1 and decides to keep on going to square 2. Ivan must still make a Dodge roll, though there aren't any tackle zones on square 2, because he is leaving the tackle zones on square 1. There are no tackle zones on square 2, so Ivan gets a +1 modifier to his D6 roll. OH NO! Ivan rolls a 1 and comes crashing down. Now he's lying prone in square 2 after an unsuccessful Armour roll, and what's more that causes a turnover for the Reavers, so it's the Gouged Eye to move next!

Example of dodging:



Ivan Kellhoofer

Agility	1	2	3	4	5	6+
Dodge Roll	6+	5+	4+	3+	2+	1+

Dodging Modifiers

Making a Dodge roll	+1
Per enemy tackle zone on the square that the player is dodging to	-1

BLOCKS

Instead of moving, a player may throw a block at an opposing player who is in an adjacent square. You may only make a block against a standing player – you may not block a player who has already been Knocked Down. A block is a very rough tackle, designed to really stop an opponent in their tracks! To see if a block works, you will need to use the special Block dice included with the game.

BLITZ MOVES

Once per turn a player on the moving team is allowed to make a special Blitz move. A blitz allows the player to move and make a block. The block may be made at any point during the move, but costs one square of movement for the player to make. The player may carry on moving after the effects of the block have been worked out if they have any squares of movement left, and providing that there was not a turnover.

STRENGTH

If one player is stronger than the other, they are more likely to knock down their opponent when they make a block. To represent this, the number of Block dice that are rolled varies depending on the relative Strengths of the players. However, no matter how many dice are rolled, only one of them is ever used to decide the result of the block. The coach of the stronger player chooses which of the dice is used.

- If the players' Strengths are **EQUAL,** one dice is rolled.
- If one player is **STRONGER,** two dice are rolled and the coach of the stronger player may choose which one is used.
- If one player is **MORE THAN TWICE AS STRONG,** three dice are rolled and the coach of the stronger player may choose which is used.

Note that the coach of the player making the block always rolls the dice, but that the coach of the stronger player may choose which is used.

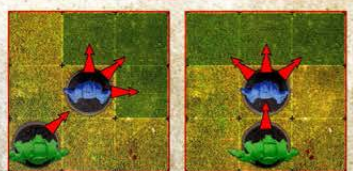
Note: Extra rules on page 30 allow players not involved in the block to assist the blocking players – this can alter the number of dice rolled.

Roll the dice and consult the table below. The player making the block is the **attacker**, while their target is the **defender**.

Symbol	Result
	**Attacker Down:** The attacking player is Knocked Down.
	**Both Down:** Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then they are not Knocked Down by this result, though their opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.
	**Pushed:** The defending player is pushed back one square by the blocking player. The attacking player may follow-up the defender.
	**Defender Stumbles:** Unless the defender uses the Dodge skill, they are pushed back and then Knocked Down. If they are using the Dodge skill then they are only pushed back. The attacking player may follow-up the defender.
	**Defender Down:** The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow-up the defender.

Push Backs: A player that is pushed back must be moved one square away from the player making the block, as shown below. The coach of the blocking player decides which square the player is moved to. The player must be pushed back into an empty square if possible. A square containing only the ball is considered empty and a player pushed to it will cause the ball to bounce (see page 19). If all such squares are occupied by other players, then the player is pushed into an occupied square, and the player that originally occupied the square is pushed back in turn. This secondary push back is treated exactly like a normal push back as if the second player had been blocked by the first (Prone and Stunned players may be pushed in this way as well). The coach of the moving team decides all push back directions for secondary push backs unless the pushed back player has a skill that overrides this.

Push Back Examples



The shaded squares in the diagrams above show the squares a player can be pushed back into.

Players must be pushed off the pitch if there are no eligible empty squares on the pitch. A player pushed off the pitch, even if Knocked Down, is beaten up only by the crowd and receives one roll on the Injury table (see Injuries on page 17). The crowd does not have any injury modifying skills.

Note that no Armour roll is made for a player that is pushed off the pitch, they are automatically injured. If a Stunned result is rolled on the Injury table, the player should be placed in the Reserves box of the Dugout, and must remain there until a touchdown is scored or the half ends. If the player holding the ball is pushed out of bounds, they are beaten up by the fans, who are more than happy to throw the ball back into play! The Throw-in template is centred on the last square that the player was in before they were pushed off the pitch.

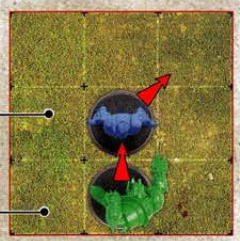
Knock Downs: A player that is Knocked Down should be placed on their side in the square, face-up. The player may be injured (see Injuries on page 17). If the player who is Knocked Down comes from the moving team, then this causes an immediate turnover.

Follow-up Moves: A player who has made a block is allowed to make a special **follow-up move** and occupy a square vacated by the player that they have pushed back. The player's coach must decide whether to follow-up before any other dice rolls are made. This move is free, and the player can ignore enemy tackle zones when they make the move (i.e., they do not have to dodge to enter the square). A player that is blitzing is allowed to make a follow-up move, and the move does not cost them any additional movement (as they paid a square in order to make the block, they have effectively already paid for the move).

Slow Motion Replay

Jim: *And there goes Urfrik Skullhack, the Gouged Eye star Black Orc Blocker. He's just blitzed down the pitch and now he's going to throw a block at Hans von Broken, the Reavers Lineman. Urfrik's got a Strength of 4, compared to Hans' 3, which means that Urfrik can roll two Block dice and choose which one he will use. He rolls a*  *and a* *, and uses the 'Defender Down' result to smash Hans back a square and knock him flat on his back in the mud* – KERRUNCH!

Example of Blocking:



KNOCK DOWNS & INJURIES

Players that are Knocked Down or Placed Prone for any reason should be placed face-up on the pitch in the square they are in. While Prone, the player loses their tackle zones and may do nothing before standing up at a cost of three squares of their movement when they next take an Action. Players may stand up in an opposing player's tackle zone without having to make a Dodge roll though (they will have to dodge if they subsequently leave). Note that a player who stands up may not take a Block Action, because you may not move when you take a Block Action. The player may take any Action other than a Block Action.

If a player carrying the ball is Knocked Down or Placed Prone, they will drop the ball in the square where they fall. The dropped ball will bounce one square in a random direction (see Bouncing Balls, page 19) after the player's Armour rolls and Injury rolls (if any) are fully resolved.



Left: Player on their side, lying face-up. Right: Standing player.

Injuries: Unless the rules state otherwise, any player that is Knocked Down may be injured. The opposing coach rolls 2D6 and adds their scores together in an attempt to exceed the Knocked Down player's Armour value. If the roll succeeds, then the opposing coach is allowed to roll on the Injury table opposite to see what injury the player has suffered.

Standing Up: The only time a player can stand up is at the beginning of an Action at a cost of three squares from their movement. If the player has less than three squares of movement, they must roll 4+ to stand up – if they stand up successfully, they may not move any further unless they Go For It (see Extra Rules page 29). Failure to stand successfully for any reason is not a turnover.

Substitutes: A coach may not substitute fit players for injured players or players that have been sent off while a drive is in progress. The only time that a coach may add Reserves is when setting up after a touchdown has been scored, or when setting up after half time or for overtime.

THE BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

We have a new record for Most Injuries Sustained in One Match! Grieg Daavos of the Rostov Renegades will be capitalising on his new found fame when he joins NBC's Half Time Head-to-Head as a guest presenter this season. Or at least, his head will be. Is there anything those Necromancers can't do?



INJURY TABLE

2D6	Result
2-7	**Stunned** – Leave the player on the pitch, but turn them face-down. All face-down players are turned face-up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face-up on the turn they are Stunned. Once face-up, they may stand up on any subsequent turn using the normal rules.
8-9	**KO'd** – Take the player off the pitch and place them in the Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3, the player must remain in the KO'd box and may not be used, although you may roll again at the next kick-off. On a roll of 4-6, you must return the player to the Reserves box and can use them as normal from now on.
10-12	**Casualty** – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match.



THROWING THE BALL

Once per turn a player on the moving team is allowed to make a Pass Action. The player is allowed to make a normal move, and after they have completed the move, they may throw the ball even if the receiver is in an adjacent square. Note that the player in question does not have to be holding the ball at the start of the Action; they could use their move to run over and pick up a ball on the ground and then throw it, for example.

THROWING

First of all, the coach must declare that the player is taking a Pass Action. The player can throw the ball to another player in their own team (or another player in the opposing team if they really want to), or simply to an empty square, though obviously the first of these options will be the most useful – and may keep them from being attacked by their own team members! The ball may only be passed once per turn.

Next, the coach must measure the range using the range ruler by placing the hole at one end over the centre of the square of the player throwing the ball, and the line that runs up the centre of the ruler over the centre of the square the ball is being thrown to. If the line between two passing ranges crosses any part of the receiving player's square, the higher range should be used. It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball however, you may not move the throwing player any further that turn, even if they have spare MA left.

Look up the player's Agility on the Agility table to find the score required to successfully pass the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds.

If the final modified score equals or beats the required roll, the pass is accurate and lands in the target square. If the D6 roll is less than the required total, then the pass is not accurate and will scatter. Roll for scatter three times, one after the

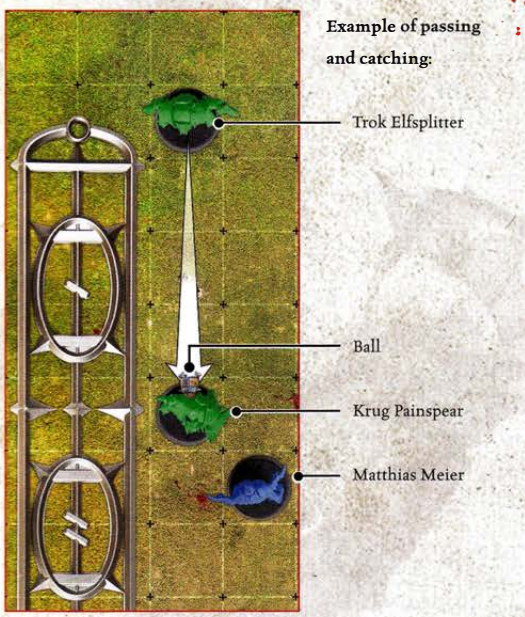
Slow Motion Replay

Bob: And there's Trok Elfsplitter for the Gouged Eye, who has an Agility of 3 and is attempting to throw the ball four squares to Krug Painspear. The range ruler shows that this falls just on the boundary between a Quick Pass and a Short Pass; so the longer of the two ranges must be used.

Jim: That's right, Bob. Trok's Agility of 3 means that he must roll a 4 or more to be on target. No modifiers apply to the D6 roll because Trok is not in any tackle zones, and the modifier for a Short Pass is +0. Trok's arm goes back and he throws a 6. Look at that ball go, bam!, right on target!! Now all Krug has to do is catch it…

Bob: You said it, Jim. It's an accurate pass so Krug gets +1 to his D6 roll, but there's Matthias Meier next to him, so his chances of catching suffers a -1 modifier, which means that Krug needs a 4+ to catch the ball. The crowd goes quiet as the dice are rolled. A 3 – he's dropped it, and the ball bounces away one square.

Jim: And if I can just butt in here, Bob, that missed pass causes a turnover, which ends the Gouged Eye's turn…



Example of passing and catching:

Agility	1	2	3	4	5	6+
Passing Roll	6+	5+	4+	3+	2+	1+

Passing Modifiers

Throwing a Quick Pass	+1
Throwing a Short Pass	+0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per enemy tackle zone on the player throwing the ball	-1

Agility	1	2	3	4	5	6+
Catching Roll	6+	5+	4+	3+	2+	1+

Catching Modifiers

Catching an accurate pass	+1
Catching a scattered pass, bouncing ball, kick-off or throw-in	+0
Per enemy tackle zone on the player catching the ball	-1

other, to see where the ball ends up. Note that each of the Scatter rolls is made separately, so it is possible for the ball to end up back in the target square (though it will be harder to catch). The ball can only be caught in the final square where it ends up – if it scatters through a player's square then the player is not allowed to attempt to catch the ball.

Note: Extra rules on page 31 allow for Throwers to fumble the pass and for opponents to attempt pass interceptions.

AGILITY TABLE - PASSING

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Passing Modifiers

Throwing a Quick Pass	+1
Throwing a Short Pass	+0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player	-1

CATCHING THE FOOTBALL

If the ball lands in a square occupied by a standing player, then the player must attempt to catch the ball. Prone and Stunned players may never attempt to catch the ball. Either team's players may attempt to catch the ball – if a player from the other team manages to catch the ball, they can rightly yell and jump around a lot!

Look up the player's Agility on the Agility table – Catching to find the score required to successfully catch the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds.

If the final modified score equals or beats the required roll, then the player succeeds in catching the ball. Place the ball on the player's base to show that they have caught it and carry on with the turn. If the player who caught the ball has not taken an Action yet, they may do so as normal. If the D6 roll is less than the required total, then the player drops the ball and it will bounce (see Bouncing Balls, opposite).

Bob's Locker Room Banter

If there's one thing I've learned over the years, it's that balls aren't the only thing that get thrown. I've caught a bomb or two in my time! And don't get me started on Orc teams and their specially bred ball squigs…



AGILITY TABLE - CATCHING

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Catching Modifiers

Catching an accurate pass	+1
Catching a scattered pass, bouncing ball, kick-off or throw-in	+0
Per opposing tackle zone on the player	-1

BOUNCING BALLS

If the ball is dropped or not caught, or the ball bounces to a square with a Prone or Stunned player, or a player is pushed to or lands in the ball's square, or the square where a thrown ball lands is unoccupied (or is occupied by a Prone or Stunned player) then it will **bounce**. This is a technical term for the thing jumping about all over the place while the players stumble about trying to grab it! To find out where the ball bounces to, roll for scatter.

If the ball bounces into an occupied square, then the player in the square must attempt to catch it, as described previously. If the player fails to catch the ball, then it will bounce again until it is either caught or bounces into an empty square or goes off the pitch.

THROW-INS

When a ball scatters or bounces off the pitch, it is immediately thrown back in by the eager spectators! Use the Throw-in template to work out where the ball goes, using the last square the ball crossed before going off as a starting point (see page 4). If the ball is thrown into a square occupied by a standing player, that player must attempt to catch the ball as described earlier.

If the ball lands in an empty square or a square occupied by a Prone or Stunned player, then it will bounce. If a throw-in results in the ball going off the pitch again, it will be thrown in again, centred on the last square it was in before it left the pitch. Throw-ins cannot be intercepted.

TURNOVERS

If a ball thrown by a player isn't caught by a player from the moving team, this causes a turnover and the moving team's turn ends. The turnover does not take place until the ball finally comes to rest. This means that if the ball misses the target but is still caught by a player from the moving team, then a turnover does not take place. The ball could even scatter or bounce out of bounds, or be thrown back into an empty square, and as long as it was caught by a player from the moving team then the turnover would be avoided!

RE-ROLLS

Re-rolls are very important in Blood Bowl, as you will quickly discover. There are two types of re-rolls: **team re-rolls** and **player re-rolls**. In either case, they both allow you to re-roll all the dice that produced any one result. So, for example, a re-roll could be used to re-roll a dodge, in which case the single dice rolled would be thrown again, or a three-dice block, in which case all three dice would be rolled again, and so on.

VERY IMPORTANT: No matter how many re-rolls you have, or what type they are, you may never re-roll a single dice roll more than once.

TEAM RE-ROLLS

Team re-rolls represent how well trained a team is. A coach may use a team re-roll to re-roll any dice roll (other than Scatter, Distance, Direction, Armour, Injury or Casualty rolls) made by a player on their own team and who is still on the pitch during their own turn (even if the dice roll was successful). The result of the new roll must be accepted in place of the first, even if it is worse. A coach may not use more than one team re-roll per turn, and may not use a team re-roll to force the opposing coach to re-roll a dice roll.

Each coach must keep track of the number of re-rolls they have left on the track provided on their Dugout. Every time a coach uses up a team re-roll, they must move their Re-roll counter one space downwards along the track. At half time the two teams get a chance to rest and recuperate, and so their team re-rolls are restored to their starting level.

PLAYER RE-ROLLS

Some players have skills that allow them to re-roll the dice under certain circumstances. For example, a Thrower has the Pass skill which allows them to re-roll the dice if they miss a pass. A coach may use any number of player re-rolls in the same turn, and a single player may use a skill any number of times in the same match. However, as noted above, a single dice roll may not be re-rolled more than once.

SKILLS

Many players are described as having one or more skills. These are special abilities that modify the player's performance. Some skills allow dice re-rolls as described above, while others allow a player to carry out a special Action. A full description of each skill is given later. You'll need to refer to the rules for skills quite a lot during your first few games – but don't worry, the effects of the skills will soon become very familiar.

BLOCK The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

CATCH A player that has the Catch skill is allowed to re-roll the dice if they fail to catch the ball. If you are using the Extra Rules that appear later on in this rulebook, then the Catch skill also allows the player to re-roll the dice if they drop a hand-off or fail to make an interception.

DODGE A player with the Dodge skill is allowed to re-roll the D6 if they fail to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per turn. So, if the player kept on moving and failed a second Dodge roll, they could not use the skill again. The Dodge skill also, if used, affects the results rolled with the Block dice (see the rules for Blocks).

PASS A player with the Pass skill is allowed to re-roll the D6 if they miss a pass.

SURE HANDS A player with the Sure Hands skill is allowed to re-roll the D6 if they fail to pick up the ball. In addition, if you are using the Extra Rules, if an opposing player has the Strip Ball skill, they may not use it against a player who has Sure Hands.

Many players have skills such as Catch, Pass, etc. Unless stated otherwise in the skill's description, you never have to use a skill just because the player has it, and you can choose to use a skill that affects a dice roll after rolling the dice. For example, you could say you were going to use the Catch skill either before or after making a Catch roll.

Some skills are also used in your opponent's turn. In this case you may choose to use the skill after an opposing player carries out an Action or moves a square. If both coaches want to use a skill to affect the same Action or move, then the coach whose turn is taking place must use their skill first.

Note that you can't 'go back' in time and use a skill or re-roll to affect an earlier Action. For example, if a player was blitzing, you couldn't have him throw a block, move a couple of squares, and then say, "*Actually, I think I'll use my Pro skill to re-roll that block*" – the skill or re-roll must be used directly before or after the event it will affect or not at all.

WINNING THE MATCH

Blood Bowl is split into two halves of sixteen turns each – eight turns per coach, per half. Each coach is responsible for keeping track of how many turns their team has used, and must move the marker one space along the track provided on their Dugout at the start of each of their turns, as explained earlier. Play stops when both coaches have had eight turns each, giving the players the chance of a much needed rest, and for the coaches to reset the team's Re-roll counter on the Team Re-roll track. Play restarts with another kick-off at the start of the second half.

The team with the most touchdowns at the end of the last turn of the second half, is the winner. If the match is tied at the end of the second half, it is declared a draw unless both coaches agree to go into 'sudden death overtime'. Flip the Blood Bowl coin to see which coach chooses who kicks off, and then play a third series of eight turns per team. Any re-rolls still remaining at the end of the second half (including re-rolls earned from Kick-off events, Inducements or Special Play cards if these extra rules are in play) are carried over and may be used in overtime, but teams do not receive new allocations of re-rolls as they normally would at the start of a new half. The first team to score wins the match. If neither team scores, then the match is decided by a penalty shoot-out; each coach rolls a D6, highest score wins, re-roll ties! Each unused team re-roll adds 1 to the D6 score.

SCORING TOUCHDOWNS IN YOUR TURN

A team scores a touchdown during their turn when one of their players is standing in the opposing team's End Zone while holding the ball at the end of any of your players' Actions. As soon as this happens, play stops, the crowd cheers and whistles, and cheerleaders dance about waving pom-poms. The coach of the scoring team has our permission to leap about and cheer a bit too, while moving their Score counter one space along the Score track.

Any player may enter either End Zone at any time, even if not carrying the ball. If the ball is thrown to them and they catch it, or they are able to pick up the ball while in their opponent's End Zone, the player scores a touchdown. Note, however, that in order to score a touchdown the player must end their Action standing in the End Zone; if the player failed to make a Dodge roll, for example, and thus was Knocked Down in the End Zone then they would not score a touchdown. If a player from the moving team enters (or was already in) the opposing team's End Zone and has or obtains the ball, then they may not voluntarily leave the End Zone for any reason during the same Action nor may they hand-off or pass the ball – they are far too intent on scoring the touchdown themself!

SCORING IN YOUR OPPONENT'S TURN

In some rare cases, your team will score a touchdown in your opponent's turn. For example, a player holding the ball could be pushed into the End Zone by a block. If one of your players is holding the ball in the opposing team's End Zone at any point during your opponent's turn then your team scores a touchdown immediately, but must move their Turn marker one space along the Turn track to represent the extra time the players spend celebrating this unusual method of scoring!

RESTARTING THE MATCH

After a touchdown has been scored, and at the start of the second half, play is restarted and the match continues. Before the kick-off however, each coach should roll a D6 for each KO'd player on their team. On a roll of 4, 5 or 6, the player is fit enough to return to play, but on any other result, they must stay in the KO'd box in the Dugout.

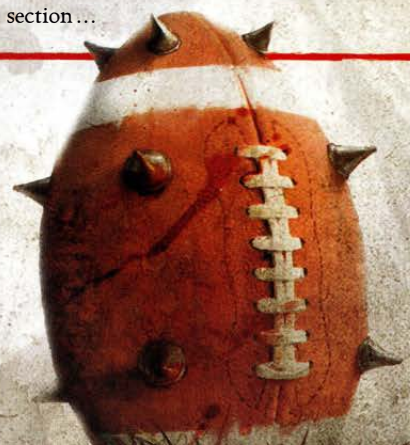
Both coaches may then set up any fit players just as they did at the start of the game. When play is restarted after a touchdown, the scoring team is always the one to kick off. At the start of the second half, the kicking team is the one that did not kick off at the start of the first half.

In the rare event that one team has no players to set up after KO'd rolls, both teams' Turn markers are moved forward along the turn track two spaces and if one team could field at least one player then that team is awarded a touchdown. If this takes the number of turns to eight or more for both teams, then the half ends. If there are still turns left in the half, then continue playing as if a drive has just ended (i.e., clear the pitch and roll for KO'd players).

CONCEDING THE MATCH

You may choose to concede a match at the start of one of your own turns, before moving the Turn marker along the track.

STOP! You have read all of the rules that you need to know in order to play a game of Blood Bowl using the teams and team cards provided with the game. Why not have a game or two before you go on to the following Extra Rules section ...



EXTRA RULES

All of the following extra rules are optional. This means that both coaches must agree which (if any) they are going to use before the match starts. However, they are all highly recommended and you'll find that using them provides an even more exciting and interesting game without slowing down the mayhem and destruction much. Give 'em a try!

The Extra Rules section includes rules that make reference to other elements of Blood Bowl, which will be explored fully in future supplements but that are provided here for completeness. Future supplements will describe new teams and Star Players, and the skills associated with them. Detailed rules for Blood Bowl leagues will be provided, as will rules for Cheerleaders, Coaching Staff and even Secret Weapons carried by the least, err... scrupulous of players.

CREATING A BLOOD BOWL TEAM

Apart from the teams in this rulebook, there are plenty of others playing in leagues all over the known world. There are many other Human and Orc teams, for example, which you can represent using the plastic models provided in the game.

So you can get started with your very own Blood Bowl team straight away, this section presents basic rules for Human and Orc teams. You can either use the plastic playing pieces provided with the game to represent the players in your team, or collect the miniatures available separately.

To create a team roster, simply note down the playing characteristics of the team for both players to see while playing (i.e., you cannot hide your team's roster from your opponent). On page 23 is a Blood Bowl team roster that coaches can photocopy for personal use to track their team.

BUYING PLAYERS

In order to create your team, you have a treasury of 1,000,000 gold pieces. This represents the cash you have managed to raise from sponsors or by other, more underhanded means to hire the players for your team. The first step in actually creating the team is to study the team lists and decide which you want to use. All of the players in your team must be from the same team list. So, for example, an Orc team may not include Human players because these players come from a different team list.

Having decided on which team list you will use, you must now hire the players for your team. Each of the players in your team will cost a number of **gold pieces**, as indicated on the lists. The team list also indicates the maximum number of each type of player you are allowed to take for your team. For example, a Human team may not have more than two Throwers. In addition, your team must have at least 11 players and may not have more than 16. Within these restrictions you may have any number and type of player, just so long as you have the gold to hire them.

Human Teams

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-16	Linemen	50,000	6	3	3	8	None
0-4	Catchers	60,000	8	2	3	7	Catch, Dodge
0-2	Throwers	70,000	6	3	3	8	Pass, Sure Hands
0-4	Blitzers	90,000	7	3	3	8	Block
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate
0-8	Re-roll counters: 50,000 gold pieces each						

Orc Teams

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-16	Linemen	50,000	5	3	3	9	None
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty
0-2	Throwers	70,000	5	3	3	8	Pass, Sure Hands
0-4	Black Orc Blockers	80,000	4	4	2	9	None
0-4	Blitzers	80,000	6	3	3	9	Block
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate
0-8	Re-roll counters: 60,000 gold pieces each						

	Player Name	Position	MA	ST	AG	AV	Skills	Cost
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								

BLOOD BOWL®

Team Roster

Team:	Re-rolls ☐ x ☐	
Race:	Fan Factor ☐ x 10,000	
Coach:	Total Cost of Team	

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TEAM RE-ROLLS AND FAN FACTOR

When you create a team, you do not get any team re-rolls or Fan Factor for free – you have to pay for them from your treasury. Each re-roll costs the number of gold pieces shown on the team list for the team that you have chosen, and allows you to re-roll one dice roll per half (see page 20). If you've played any games using the core rules, you will know just how important team re-rolls are, and it is a good idea to take at least one or two for your team.

Your team's **Fan Factor** represents how popular the team is, and can have important effects on the results you roll on the Kick-off table. All teams start with a Fan Factor of 0. When you create your team, you may purchase up to nine additional Fan Factor for 10,000 gold pieces each. Each point of Fan Factor your team has adds 10,000 to the team's value.

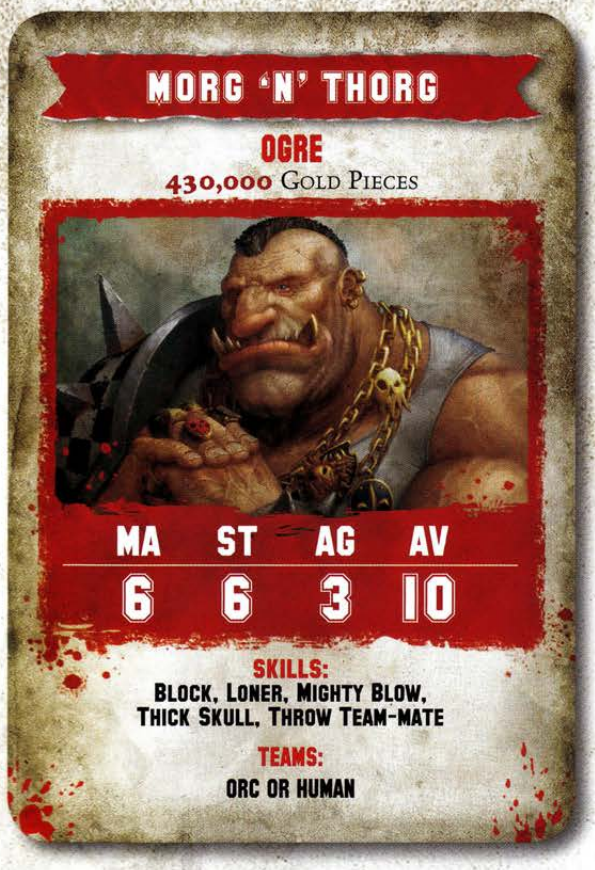
STAR PLAYERS

In addition to the normal players shown on the team lists, you are allowed to hire special Star Players for your team. Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in a team. Each Star Player has their own set of special skills and each is an individual, standing out from the rest of the regular team. Larger teams like to include at least one or two of these valuable players: famous teams such as the Reikland Reavers or the Gouged Eye may have several Star Players in the team, ensuring their continued success and domination of their league.

Star Players will only play for certain teams – Griff Oberwald will only play for Human teams, for example, You may only buy a Star Player for your team if it is one they will play for. Of course you will also need enough gold pieces in the treasury to pay the exorbitant fee required to get the Star Player to join your team!

Each Star Player may be hired once per team. It is possible (though unlikely) for both teams to hire the same Star Player, If this happens then neither may use that Star Player, who walks off with both sets of hiring fees!

There are four Star Player cards included in the game box. Each card contains an illustration of the player and the following information:



Name: The Star Player's name.

Race: The Star Player's race.

Cost: The cost to hire the Star Player.

Characteristics: The Star Player's characteristics, which are different from those of a normal player of the same race.

Skills: Any skills the Star Player may have.

Teams: The races of the teams that the Star Player is willing to play for.

SPECIAL PLAY CARDS

Most Blood Bowl teams have a well deserved reputation for, erm, bending the rules of the game in their favour. In fact there only appears to be one team that follows all of the rules, all of the time – the much maligned Bright Crusaders – and most commentators are pretty sure that even they will wise up soon and learn to play dirty! This important aspect of Blood Bowl can be incorporated into the game with the **Special Play cards**. There are two decks of cards included in the boxed game – the Random Events and Miscellaneous Mayhem decks – with more being available separately.

At the start of the game, the decks should be shuffled and placed beside the game board. Flip the coin, the winning coach rolls a dice to see how many Special Play cards they may take to use during the match.

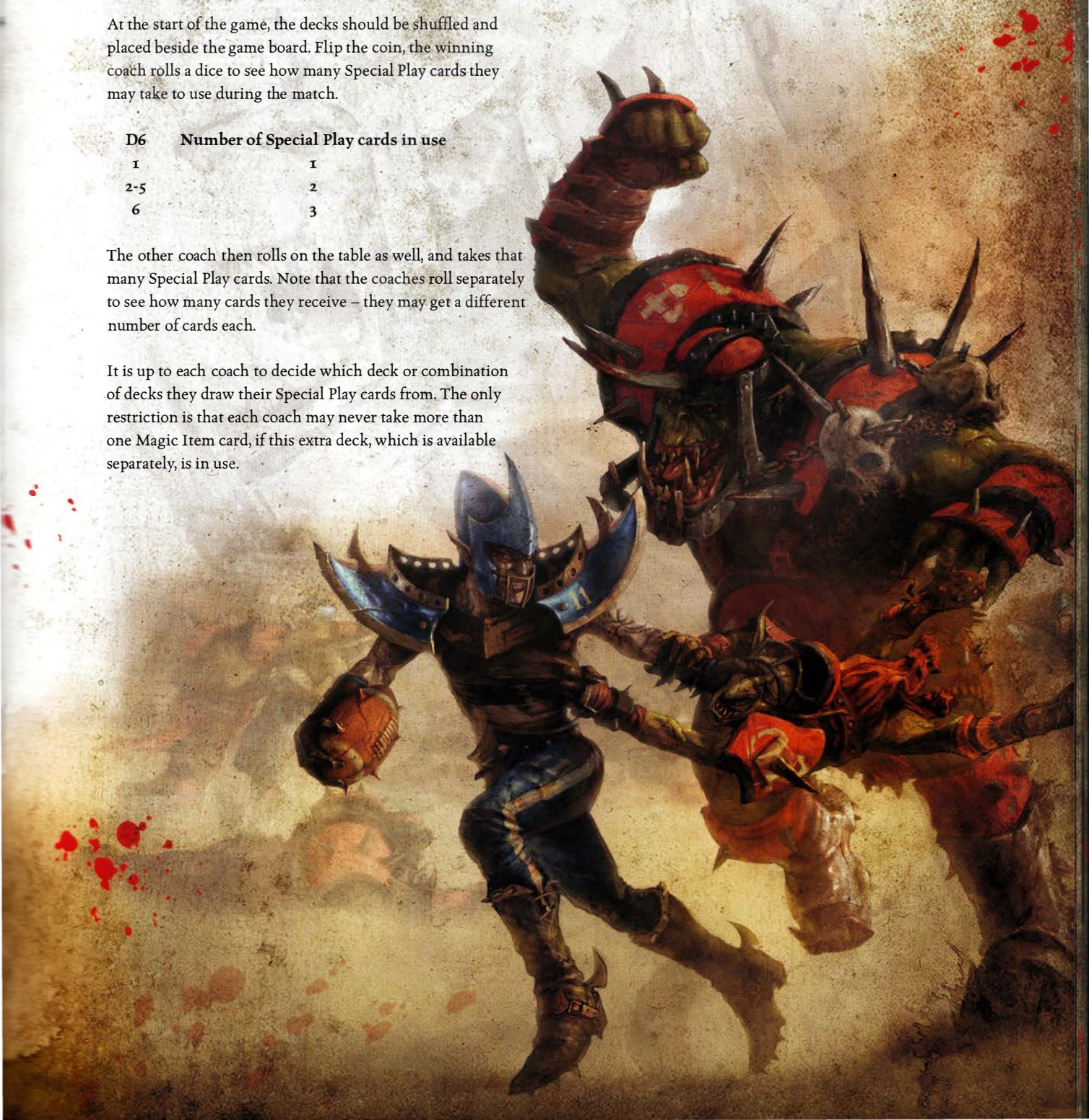
D6	Number of Special Play cards in use
1	1
2-5	2
6	3

The other coach then rolls on the table as well, and takes that many Special Play cards. Note that the coaches roll separately to see how many cards they receive – they may get a different number of cards each.

It is up to each coach to decide which deck or combination of decks they draw their Special Play cards from. The only restriction is that each coach may never take more than one Magic Item card, if this extra deck, which is available separately, is in use.

Special Play cards are kept secret from the opposing coach until they are played. Each card includes a full description of when it can be used and what effect it has on the game. Where a card refers to Inducements, this is relevant only when these optional League rules are in use.

Coaches who are engaging in a Blood Bowl league may also be allowed to spend their team's gold to purchase additional Special Play cards, as explained in the separately published League rules.



THE KICK-OFF TABLE

All kinds of things can happen during a Blood Bowl match: a team may make an inspired play, or raucous fans might throw a large heavy object (such as a rock, or another fan!) at one of the opposing team's players, or even invade the pitch!

The **Kick-off table** opposite is used to recreate these unforeseen but fairly common events. After both teams have set up, follow this sequence in the order below:

1. Place the ball on the pitch
2. Scatter ball to determine where the ball is about to land
3. Roll on the Kick-off table
4. Resolve the Kick-off table result
5. Bounce/catch/or touchback the ball



SELECTING A RANDOM PLAYER

Many of the results on the Kick-off table require that a coach 'select a random player'. To select one or more players at random, simply roll the special D16 included with the game – the result equates to the number assigned to the player on the team roster.

TEAM RE-ROLLS AND THE KICK-OFF TABLE

You may not re-roll the result on the Kick-off table with a team re-roll. In addition, subsequent rolls from Kick-off events such as the D3 roll for Brilliant Coaching or D6 for Riot may not be re-rolled. A team re-roll may not be used for any Catch roll when the ball lands, however, players may use a relevant skill, for example, Catch, to re-roll the Catch roll.

THE FANS

A large number of spectators attend every game of Blood Bowl, some to support one team, some to support another. Others just come to enjoy the spectacle. The number supporting one team compared to the other can have a big effect on the outcome of the game. To determine how many fans turn up to support your team, roll 2D6 and add your Fan Factor to the total. Then multiply the score by 1,000 to find the number of fans that have turned up to support your team. For example, the Lowdown Rats have a Fan Factor of 5. Roll 2D6 to see how many fans attend. The dice rolls are 2 and 6. Add in the Fan Factor of 5 for a total of 13, which means that 13,000 Rats fans have turned up for the match.

The number of fans supporting your team can easily affect which team wins or loses. Their cheers can encourage extraordinary effort from your players or a well aimed rock-filled can of Bloodweiser from a fan can forever remove an opposing star. To represent the effect the fans have on a match, each team has a Fan Advantage Modifier (abbreviated to FAME) that can affect some of the results on the Kick-off table as well as your winnings in the Post-game section if you are using the separately published rules for leagues. If the roll for the total number of fans means that your team is being supported by an equal number or fewer fans than the opposition, then your FAME for the match is zero. If you have more fans attending the match than your opponent, your FAME is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your FAME for the match will be +2 instead.

2D6	RESULT
2	**Get the Ref:** The fans exact a gruesome revenge on the referee for some of the more dubious decisions made either during this match or in the past. The replacement referee is so intimidated that they can be more easily persuaded to look the other way. Each team receives one additional **Bribe** to use during this game. This allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6. On a roll of 2-6, the Bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1, the Bribe is wasted and the call still stands! Each Bribe may be used once per match.
3	**Riot:** The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's Turn marker is on turn 7 for the half, both teams move their Turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half, the referee lets the clock run on during the fight and both teams' Turn markers are moved forward one space. Otherwise, roll a D6. On a 1-3, both teams' Turn markers are moved forward one space. On a 4-6, both team's Turn markers are moved back one space.
4	**Perfect Defence:** The kicking team's coach may reorganize their players – in other words, they can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
5	**High Kick:** The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
6	**Cheering Fans:** Each coach rolls a D3 and adds their team's FAME (see page 26). The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.
7	**Changing Weather:** Make a new roll on the Weather table (see page 28) and apply the new result. If the new Weather roll was a Nice result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	**Brilliant Coaching:** Each coach rolls a D3 and adds their FAME (see page 26). The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie, both of the teams get an extra team re-roll.
9	**Quick Snap!** The offence start their drive a fraction of a moment before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10	**Blitz!** The defence start their drive a fraction of time before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn. However, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
11	**Throw a Rock:** An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME (see page 26) to the roll. The fans of the team with the highest result are the ones who threw the rock. In the case of a tie, a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
12	**Pitch Invasion:** Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 26) to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

THE WEATHER

Blood Bowl players are a pretty hardy bunch, so it comes as no surprise that games have been played in all types of weather conditions. From the ice floes of the furthest north to the steamy southern jungles, arenas open their doors on match days and the combatants go about their business heedless of the climate. At the start of the game, each coach should roll a D6. Add the results together and refer to the Weather table to find out what the weather is like for the day.

Weather Table

2D6	Result
2	**Sweltering Heat:** It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player that is on the pitch at the end of a drive. On a roll of 1, the player collapses and may not be set up for the next kick-off.
3	**Very Sunny:** A glorious day for a game of Blood Bowl, but the blinding sunshine causes a -1 modifier on all Passing rolls.
4-10	**Nice:** Perfect Blood Bowl weather!
11	**Pouring Rain:** It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all Catch, Intercept, or Pick-up rolls.
12	**Blizzard:** It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (using the optional Going For It! rule) will slip and be Knocked Down on a roll of 1-2, while the snow means that only Quick passes or Short passes can be attempted.

Bob's Locker Room Banter



The weather can have a big impact on a game. I remember playing in a freak magical blizzard that was so heavy, we lost the ball after kick-off. We didn't even notice until the second half!

ILLEGAL PROCEDURE

The **Illegal Procedure rule** can be used when keeping track of turns is absolutely vital or coaches keep forgetting to move their Turn marker along, and using it certainly focuses peoples' minds! Illegal procedure is included among the Extra Rules, so new or casual coaches shouldn't feel compelled to use it. In more formal, competition games, it is however entirely appropriate.

If a coach forgets to move the marker before starting a play with one or more of their players, then the opposing coach is allowed to call for an 'illegal procedure' penalty as soon as they spot the mistake. A play is considered to be moving a player one or more squares, standing up a player or rolling the dice during your turn.

A coach who is called for an illegal procedure must either end their turn or immediately lose one re-roll, which will count as the use of a team re-roll for the turn if one has not already been used. If the coach chooses to not end their turn and has no re-rolls left, then the opposing coach gains a re-roll. If a coach forgets to move the Turn marker, but rectifies their mistake before the opposing coach spots the error, then they cannot be called for an illegal procedure. If a coach incorrectly calls an illegal procedure then they must lose a re-roll immediately. If they have no re-rolls remaining, their opponent gains a re-roll.

TIME LIMIT

In competition games when it is vital to keep the event moving along at a fair pace, many people like to impose a four minute time limit on each player's turn. After four minutes, a turnover occurs.



GOING FOR IT!

When a player takes any Action apart from a Block, they may try to move one or two extra squares over and above the number that they are normally allowed to move – this is called **Going For It!** or **GFI**.

NOTE: If a rule refers to a player's 'normal movement', do not include the one or two GFI squares.

Roll a D6 for the player after they have moved each extra square. On a roll of 1, the player trips up and is Knocked Down in the square that they moved to. Roll to see if they were injured (see page 17). On any other roll, the player moves without mishap. If the player is Knocked Down then their team suffers a turnover and their turn ends immediately.

A player who is taking a Blitz Action may '*go for it*' in order to make a block. Roll a D6 for the player after declaring they will make the block. On a 1, the player is Knocked Down as described previously. On any other roll, the player makes the block without mishap. If the player is Knocked Down, their team suffers a turnover and the team's turn ends immediately.

THE BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

The limit of sixteen players to a team was a late addition to the game, first enforced in 2482 following the deaths of 743 Greenfield Grasshuggers during a painful clash with the Asgard Ravens.



HANDING-OFF THE BALL

A **hand-off** is when the ball is simply handed to another player, friend or foe, in an adjacent square. The Hand-off Action is added to the list of Actions such as Move, Block, Blitz and Pass. A coach may only declare one Hand-off Action per turn. A player may move before performing the hand-off, but once they attempt to hand-off the ball, the player performing the Hand-off Action may not move any further that turn, even if they have spare MA left. The ball may not be handed-off in their opponent's turn. If the ball is handed-off and comes to rest without being caught by any member of the moving team, it causes a turnover.

No dice roll is required to see if the player attempting the hand-off is successful – it automatically hits the targeted player. However, the player that the ball is handed-off to must roll to catch the ball (see Catching the Football on page 19). Use these modifiers for the Catch roll:

Catching a hand-off	+1
Per opposing tackle zone on the player	-1



ASSISTING A BLOCK

After a block has been declared, the extra team players of the attacker and the defender give an **assist**. This allows two or more attackers to gang up on a single defender, or for one or more defenders to aid a companion against a block. These extra players each add +1 to the Strength of the player they are assisting. Assisting a block does not count as an Action, and a player can assist any number of blocks per turn. A player is allowed to make an assist even if they have moved or taken an Action.



THE BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

The Evil Gits attempted to claim a record win:loss ratio this season. It was a good try, but the board suspected something was up when they noticed the Gits had apparently won seven out of their last three games.



The attacking coach must declare if any of their players will give an assist first, then the defending coach must add defensive assists with players from their team. In order to make an assist, the player:

1. Must be adjacent to the enemy player involved in the block, and…
2. Must not be in the tackle zone of any other player from the opposing team, and…
3. Must be standing, and…
4. Must have tackle zones of their own (there are some things that may cause a player to lose their tackle zone).

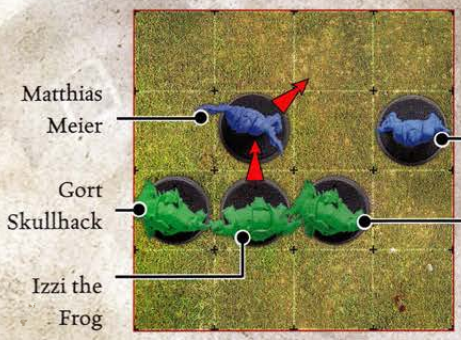
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used on the result. Skills belonging to assisting players cannot be taken advantage of by either side.

Slow Motion Replay

Bob: Izzi the Frog prepares to smash Matthias Meier out of the way. Both Izzi and Matthias have a Strength of 3, which means that normally Izzi would only get to roll one Block dice and would have to take whatever result he rolled on the dice.

Jim: That's absolutely correct, Bob, but in this case Izzi is getting an assist from Gort Skullhack which adds +1 to his Strength. That means that Izzi counts as having a Strength of 4 to Matthias' 3, and so Izzi gets to roll two dice and choose which one he will use. He rolls and , and so only manages to push Matthias back.

Bob: And if I could just jump in there, Jim, I think that we should point out to the fans that although Krug Painspear wanted to give Izzi an assist as well, he couldn't because he was in the tackle zone of Ritter von Baum.



Players' Strengths	Roll
Both players equal strength:	One Block dice
One player stronger:	Two Block dice*
One player more than twice as strong:	Three Block dice*

**The coach of the stronger player picks which Block dice is used.*

INTERCEPTIONS & FUMBLES

When a player throws the ball, various things can go wrong. Usually, the ball will be slightly off target or will be dropped by the intended receiver, and these events are handled by the normal throwing rules. Sometimes, however, the Thrower may completely fumble the throw, dropping the ball in their own square, or the ball may be intercepted by an opposing player before it reaches the target square. Both of these events are handled by the additional rules below.

INTERCEPTIONS

One player on the opposing team may attempt to intercept a thrown ball. To be able to make an interception, the player:

- Must have the plastic range ruler pass over at least part of the square the intercepting player is standing in, and…
- Must have a tackle zone, and…
- Must be closer to the Thrower than the Thrower is to the target player/square of the pass, and…
- Must be closer to the target player/square of the pass than the Thrower is to the target player/square of the pass.

Note that only one player can attempt an interception, no matter how many are eligible. See page 6 for rules on how to measure distance with the range ruler to determine which of the players is closer.

The coach must declare that one of their players will try to intercept before the Thrower rolls to see if they are on target. Look up the player's Agility on the Agility table – Interception to find the scorer e quired to successfully intercept the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds. If the final modified score is less than the required total, then the player fails to intercept the ball and the pass can carry on as normal. If the D6 roll equals or beats the required roll, then the player succeeds in intercepting and catching the ball. Slot the ball into the player's base to show that they have caught it. A successful interception causes a turnover, and the moving team's turn ends immediately.

AGILITY TABLE - INTERCEPTION

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Interception Modifiers

Attempting an Interception ..... -2
Per opposing tackle zone on the player ..... -1

Fumbles

Sometimes, a player who is attempting to throw the ball will drop it in their own square. This is more likely if the player has any opposing players breathing down their neck! To represent this, if the D6 roll for a pass is 1 or less before or after modification, then the Thrower has fumbled and dropped the ball. The ball will bounce once from the Thrower's square, and the moving team will suffer a turnover and their turn ends immediately.

Slow Motion Replay

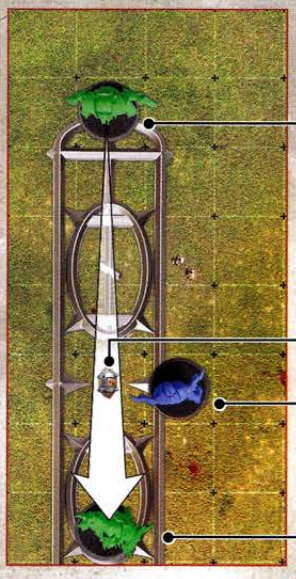
Jim: As we return to the match, Trok Elfsplitter is about to attempt another pass. This time, however, Matthias Meier is in a position to make an interception attempt.

Bob: The crowd holds its breath as Matthias leaps to intercept the pass. He needs an Agility roll of 3 or more. However, a player making an interception attempt suffers a -2 modifier, which means that Matthias will need a score of 5 or 6 to catch the ball. The dice is rolled and comes up with a 6! Matthias picks off the ball – it's an interception!! And just listen to those Reavers fans, Jim, are they going wild!

Agility	1	2	3	4	5	6+
Interception Roll	6+	5+	4+	3+	2+	1+

Interception Modifiers

Attempting an interception ..... -2
Per enemy tackle zone on the player intercepting the ball ..... -1



Example of an Interception

FOULS

Attacking opponents that have been Knocked Down is strictly against the rules. However, despite the large number of ways in which players can attack one another legally, many resort to the time-honoured tradition of kicking a man when he's down. The referee is supposed to spot and penalize players who use such underhanded tactics but unfortunately, when something nasty happens on the pitch, the refs are often looking the other way and miss the foul altogether. No wonder the referee is constantly harangued by the crowd!

Normally, players who are Prone or Stunned cannot be attacked. However, when you use this rule, one player per turn is allowed to take a Foul Action. This allows the player to move a number of squares equal to their MA and then make a foul against an opposing player who is Prone or Stunned and in an adjacent square. The coach nominates the victim, and then makes an Armour roll for them. Other players who are adjacent to the victim must assist the player making the foul, and each extra player adds +1 to the Armour roll.

Defending players adjacent to the fouler must also give assists to a player that is being fouled. Each defensive assist modifies the Armour roll by -1 per assist. No player from either side may assist a foul if they are in the tackle zone of an opposing player, do not have their tackle zones for any reason, or are not standing. If the score beats the victim's Armour value then they are injured and a roll is made on the Injury table to see what has happened to them.

THE REFEREE

Referees do occasionally spot a player making a foul and send them off the pitch, although this is quite a rare occurrence – how would you like to tell a five-foot wide Black Orc Blocker that he's out of the match?!?

To reflect this, if the Armour roll and/or Injury roll is a double (i.e., two 1s or two 2s, etc), the referee has spotted the foul, and the player taking the Foul Action is sent off to the dungeon that lies under every Blood Bowl pitch. In addition, their team suffers a turnover and their turn ends immediately.

If the sent-off player was holding the ball, the ball bounces from the square they were standing in when sent off. A player who is sent to the dungeon is locked up and may not play for the rest of the match, even if the referee is subsequently *'got'* by the crowd as a result of a roll on the Kick-off table. A coach may not replace a player who has been sent off until after the drive ends.

SKILLS

This section of the rules describes the skills used by the teams and Star Players covered by the basic game. Each entry also lists which category the skill belongs to (i.e., Strength, Agility, etc). A skill's category refers to the separately-published Blood Bowl League rules and describes which players can access it when using those rules. Unless otherwise stated in the skill's description, the following rules apply to all skills:

- All bonuses/modifiers from skills can be combined.
- Skills may be used an unlimited number of times per Action.
- Some skills refer to pushing a player back in order to work. These skills will work as long as you roll a result of Pushed, Defender Stumbles or Defender Down on the Block dice.
- Skill use is not mandatory.
- You can choose to use a skill that affects a dice roll after rolling the dice (e.g., Diving Tackle does not need to be used until after seeing the result of the Dodge roll).
- Only Extraordinary skills work when a player is Prone or Stunned.
- A skill may only be taken once per player.

SKILL DESCRIPTIONS

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 the player has 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 any opportunity for recovery! If the team-mate had the ball, it will scatter once from the team-mate's square. 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.

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.

THE BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

Hubris Rakarth and Griff Oberwald are among the highest paid players in the NAF, but their contracts are nothing compared to Morg 'N' Thorg's, which just states that he gets paid whatever he wants.



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. So, 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.

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 drop a hand-off or fail to make an interception.

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 (see page 15).

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.

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.

LONER (EXTRAORDINARY)

Loners, whether it is through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of their team. As a result, a Loner may use team re-rolls but they have to roll a D6 first in order to do so. 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 the Mighty Blow 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.

PASS (PASSING)

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

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 during that turn).

The player also 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. On a result of 1-3, the player is put in the Dead & Injured Players box as normal. 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.

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 the Throw Team-mate skill entry 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 the 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.

Sprint (Agility)

The player may attempt to move up to three extra squares rather than the normal two squares when Going For It! (see page 29). Their coach must still roll to see if the player is Knocked Down in each extra square they enter.

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 make a Casualty roll for them.



Sure Feet (Agility)

The player may re-roll the D6 if Knocked Down when trying to Go For It! (see page 29).

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.

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 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 the player is 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!

THE WORLD OF BLOOD BOWL



THE ORIGINS OF BLOOD BOWL

It all began long, long ago, on an ancient battlefield. The clash of arms ended in a grim bloodbath, and both sides slumped beneath the circling vultures on the reeking, gore-soaked battlefield, fickle Madame Victory remaining firmly out of reach of everybody. Mutual exhaustion led to a truce being called, whereupon the leaders of both sides attempted to parley.

As the leaders argued, the ordinary troops fell where they stood, thankful for any respite from the slaughter. Mungk, the leader of a small Orcish band, was sitting with his first sergeant, indulging in his favourite sport of bogey-flicking. Having won this absorbing competition with a deft over-under move, Mungk waved his scrawny companion away. The Orc leant back, wondering when this parley nonsense would be over so he could get back to the fun of wholesale slaughter. He gazed out over the battlefield, grinning with fond recollection at the piles of Dwarf corpses. Their last stand had taken place in a bowl-shaped depression. At the southern end of this stood a strange silver dome, undoubtedly another of the many ancient constructions left from a previous, more peaceful time. It was against this dome that Mungk now rested his head.

Bored with simply sucking his teeth and motivated by a thunderous rumbling in his belly, the Orc began scrabbling in the sodden earth in the hope of finding a juicy earthworm or two on which to snack. It was then his battle-blunted claws hit something hard and smooth. He pulled, but to no avail. He scrabbled: nothing happened. Then he pushed. Something went in, something else clicked, and finally a third something let out an almighty hiss. This third something was the side of the ancient building, which slid upwards to let stale, dry air pour from the dark interior.

Mungk, who would have been in serious trouble with the washerwoman had he been wearing any form of underwear, gazed goggle-eyed into the glittering hall now revealed inside the dome. Strange armour adorned the walls, peculiar mosaics lined the floor, and at its centre, on a great bejewelled pedestal, sat an enormous book…

After the parleying leaders of the two great armies had been informed of the Orc's peculiar discovery, they adjourned their so-far-fruitless meeting in favour of this new mystery. Since none of the generals could actually read, however, they were unable to establish much beyond the fact that the building was obviously an ancient temple. Messengers were dispatched with utmost speed in an effort to find some literate being who could reveal the secrets the dome held.

Eventually, a half-blind Dwarf was led up and introduced as an expert in all languages, both current and arcane. The book thrust before his warty nose, the Dwarf sat cross-legged on the floor and began poring through its forgotten secrets.

Three days passed, during which time the Dwarf hardly moved from his chosen spot. At last, he was ready to make his report. A podium was hastily erected before the silver temple, and the stunted fellow hoisted up onto it to deliver his findings to the assembled multitude.

"*This book,*" wheezed the ancient seer, blinking his heavy-lidded eyes a few times, "*appears to be the religious text of a group of warriors who came from a land called Amorica. The book is dedicated to the lost god Nuffle. The head priests of the various sects of this deity, known as coaches, led their bands of warriors into great arenas and attempted to exterminate each other. The object was not, however, violence simply for violence's sake. No! It was in truth of great ritual significance!*"

There was a subdued murmur from the crowd as they attempted to absorb this outlandish concept. The Dwarf continued, "*A pig's bladder was inflated and carried or thrown from one end of the arena to the other, in an effort to, erm, score. Carrying the bladder over an opponent's end line gave a sect a number of things called points.*

The battle lasted a set time. At the end, the sect that had amassed the most points was declared the victor. Apparently, you didn't even have to maim all your opponents, although the coaches seem to have encouraged this practice. Furthermore, the book also states that Nuffle's sacred number was eleven, and that only eleven warriors from each side could be on the field of battle at one time."

THE BUGMAN'S BOOK OF RECORDS *with Jim Johnson*

According to ancient tradition, the Chaos All-Stars must cook and eat their coach if they lose a game. If they win, they're allowed to eat him raw instead.



At this there was a great deal of shuffling in the goblinoid ranks as they removed their footwear in a desperate attempt to find out just what the number 'eleven' was. Typically, this degenerated into brawling after a Goblin discovered what a great joke it was to keep his boots on and stamp on all his mates' bare feet with his hobnails. Ignoring the infrequent howls of pain, the Dwarf continued...

"This does not mean that there were only eleven members of a sect, or team, as they were also known. Warriors could go off and come on at will, as long as the sacred number was not exceeded. One could also hit an opponent at any time, as long as one did not use a weapon! Nuffle said that one's body was one's weapon and, although he allowed armour, all weapons were forbidden from the arena. It is also written that the arena for this conflict was a rectang lar field, set within a huge bowl!"

All eyes turned to regard the shape of the battlefield in which they had gathered, where large squadrons of over-stuffed vultures were making feeble attempts to get airborne again. *"It seems to me,"* continued the Dwarf in a loud voice to regain their attention, *"that Nuffle has seen our dilemma and is trying to resolve it. I suggest that a team is put forward from each side, and that our differences be resolved in this fashion."*

A murmur of assent rippled through the crowd, soon rising to a roar of agreement; except, that is, for the corner in which the Goblins were standing, since they were all still exploring the intriguing new possibilities of foot-stomping!

And so it was that the first game of Nuffle Amorical Football, as it soon became known, took place. A pig's bladder was inflated, much to the pig's consternation we must add. Armour was taken from the temple, and placed on chosen warriors from either side. The teams lined up, a shaman 'umpire', dressed in fresh zebra skin for the occasion, blew a whistle and the game was away.

There was no proper pitch, no lines and very few rules, and to this day no-one is quite sure who actually won. There was a suitably large amount of carnage, however, and everyone agreed that they had really enjoyed themselves. The battle was forgotten, and the various sides dispersed to carry the exciting news to their homelands, where every tribe quickly rushed to field a team.

It was while those who remained swept up the mess that they discovered a strange green surface just under the bloody mud of the battlefield, a surface engraved with peculiar symbols and lines. The field was scrubbed clean. The workers were hushed, aware of the significance of their find. At last, the sacred Gridiron spoken of in the book was revealed. The Dwarf seer, who had adopted the name of Sacred Commissioner Roze-El, after a priest of high standing mentioned in the book, offered a prayer to Nuffle and began to organise the first sect meeting. His mind burned with plans for the future, plans that would culminate in the toughest sects meeting in a physical offering to the great god – the Blood Bowl!

Early Years

During his time as Sacred Commissioner, Roze-El made great strides in recreating Nuffle's original rites. In the darker recesses of the temple, piles of remarkably well-preserved pamphlets and scrolls were found, giving further details of the ancient game's rituals. A team of seers and scribes was set to work translating and retranslating these, until a vast body of knowledge was assembled. These quickly helped clarify the rules of the game. Soon, games were being played within set time limits and on properly-marked pitches. By the time of Roze-El's death at the grand old age of 196, there were sixteen teams competing in a season which culminated in the glorious excesses of the Blood Bowl final.

There were initially some problems, as teams developed their own unique rules of play, and a match between the Dwarf Giants and the Reikland Reavers in the year 2399 almost started a full-scale war when neither side could decide whose rules to use. Eventually, though, NAF resolved the situation, and a set of rules for everyone to use was published in 2409. The arrival of Bloodweiser Beer as sponsors of the Blood Bowl cup in 2461 was the final transformation which made the competition into what it is today.

Roze-El was succeeded by his acolyte and apprentice Djimm Thorp, and then by the infamous Jorge Hellhound. Hellhound is known for many things, but his most important innovation came when he realised that he could sell far more tickets for games than he could ever hope to pack spectators into any stadium. And so he contacted the various Guilds of Magick, asking them to find a way to transmit an image of the game all over the continent.

The Bugman's Book of Records *with Jim Johnson*

This year, the Warhammerers and the Dwarf Giants broke the record for Longest Half-Time when what was meant to be a convivial pint between teams turned into a deadly serious quaffing contest. Play didn't resume until two weeks – and 341 barrels – later.



The result was the invention of a device, named after the Campaign for Real Arcanery – the Camra. A bound spirit in a box was allowed to look out in one direction only, at the Blood Bowl field, and what he saw could then be transmitted by teams of magicians using the spell Cabalvision.

Anyone could buy a licence to have these thoughts transmitted into their own minds. The idea was a huge success. When Hellhound sold the franchise to Channel 7 for the princely sum of 714 gold pieces, it was just the beginning. Rival guilds set up counter-bids. The Necromancers' Broadcasting Circle coverage began with Blood Bowl X, but their transmissions are generally thought to be dead boring. The Crystal Ball Service has been more successful. Most recently, however, the Association of Broadcasting Conjurers won the franchise when it was renewed for the thirtieth time in 2486 (incidentally, the sum has risen to a staggering 12 million gold pieces!).

The Collapse of the Naf

By the late '80s, the original sacred site discovered by Mungk was the ultimate shrine for all followers of Blood Bowl. The NAF moved its headquarters to a prestigious new complex next to the site, and two years later built the Blood Bowl Museum and Hall of Fame nearby. This remarkable building has a permanent exhibition detailing the history of the game and the careers of many of its most brilliant past players.

The NAF league was carefully organised and run. There were 20 Blood Bowl teams, divided into divisions of five teams each and all competing for the Blood Bowl championship. The two conferences were supported by a huge array of lesser teams from all nations and races, with their own national and local leagues, inter-guild championships and so on. From his office at the NAF headquarters, the NAF commissioner Nikk Three-horn governed every aspect of the game, from the tops of the highest mountains to deep below the surface of the world.

Star Player Profile: Morg 'N' Thorg 'The Ballista'

Age: Unknown **Height:** 7 ft 11 in
Weight: 390 lbs **Position:** Blocker; team captain
Career Totals: 42 passing touchdowns. 43 rushing touchdowns, 512 kills/serious injuries inflicted

Awards: 46 Most Valuable Player Awards. Services to Organ Transplants Medal 2479, 2491. Anti-violence Watchdog Committee Worst Tackle of the Year 2479, 2480, 2485, 2486, 2491. NFC Player of the Year 2485. Chaos Cup Winners Medal 2471, 2487

Spike! Magazine Star Player Rating: 685 points

For all their bizarre magic and weird rites, the Chaos All-Stars are very popular with the Blood Bowl-watching public. This popularity is due, at least in part, to the success of their hulk-like Ogre Blocker, Morg 'N' Thorg. Morg, or 'The Ballista' as tongue-tied commentators have nicknamed him, is a huge, lumbering juggernaut of a player. With his half-shaven head and grim, tusky visage he looks very frightening, but off the field he's as gentle as a lamb and a great hit with children. As a result of his award-winning series of road safety adverts, accidents have been cut by more than a quarter, and he's sold more soft toilet paper than anyone in history!

On the Blood Bowl field, though, Morg is the accident; at least, he always leaves the objects of his tackles looking like they've been in a road smash! His play tactics are effective in their simplicity – either he bludgeons his way through the opposition and scores, trampling everyone in his way; or he gives the ball to one of his Goblin team-mates and throws them into the End Zone to score!

Club historians still aren't quite sure where Morg came from; legend has always had it that he simply walked into a practice session one day and signed himself up. Wherever he came from, he was a natural Chaos All-Stars player, being both calculating and cruel, and blessed with a brutal-looking exterior. He's always been very shy of revealing details of his personal history to sports reporters, and has been known to demonstrate his shyness to the more irritating of them. Incidentally, Morg is the only player in the history of the game to be elected to the Hall of Fame before he has retired from the game.

And then disaster struck! The '88-'89 season was incredibly successful, and huge amounts of cash poured into NAF headquarters. Unfortunately, the temptation proved just too much for Nikk Three-horn. While the 2489 Blood Bowl final between the Darkside Cowboys and the Reikland Reavers was taking place, Nikk, the entire NAF treasury and most of the Darkside Cowboys cheerleader squad vanished and were never seen again! What became of Nikk no-one knows, although rumours persist of a secret mountain fortress and of the outrageous and perverted goings-on there…

The NAF, meanwhile, was thrown into turmoil. For the remainder of 2489 it was run by a rapid succession of corrupt or plain incompetent officials, who only succeeded in making matters worse. The start of the '89-'90 season was a fiasco, and before the year was out, the entire NAF organisation was declared bankrupt and went into receivership.

Chaos & Confusion

Following the collapse of the NAF, Blood Bowl teams were thrown back on their own resources. Unfortunately, most teams were run by coaches not noted for their financial ability, and so not surprisingly many rapidly went bankrupt and had to be disbanded. Almost half of the teams in the old NFC and AFC conferences went under, including such famous names as the Asgard Ravens (who were forced to take up raiding and pillaging to supplement their income, and were wiped out at the Battle of Slamford Bridge), the Albion Wanderers (who gave up Blood Bowl and set up their own version of the game that involved kicking the ball instead of carrying it), the Bright Crusaders (who were so honest that they allowed accountants to look at their books and were promptly shut down!), Nurgle's Rotters (who simply fell apart), and the Lustria Croakers (who croaked!).

Almost all of the other teams were forced to sell their stadiums and take to the open road, travelling from town to town and playing matches against any opponent, any place, any time, and for any money they could get! At the end of what had been the regular season, nearly all of the surviving teams were still strapped for cash, so rather than rest up over the summer, they simply kept on playing throughout the rest of the year.

Meanwhile, the Cabalvision networks were desperate to increase the falling ratings figures for the game. For the first time in the history of the game there had been no Blood Bowl championship, and without the excitement of semi-finals and large championships, Cabalvision viewing figures were well down on what they had been before. In order to try to overcome this trend, the Necromancers Broadcasting Circle joined forces with Orcidas and hosted the first Chaos Cup Open Tournament.

The Open Tournaments

As its name implies, the Chaos Cup Open was open to all teams. The first three weeks of the tournament were an anarchic and confusing affair called the play-offs. During the play-offs, it was up to the teams taking part in the tournament to arrange matches for themselves, there was no regular schedule as such. A team could play any number of matches in this period, against any opponent (although they couldn't play the same opponent more than once). Teams scored points for winning matches, and at the end of the play-off period, the four teams with the most points went through to the semi-finals.

The winners of the semi-final matches went through to the Grand Final for the Chaos Cup trophy and, more importantly, a huge money cash prize. The event proved a huge success. The play-offs, which had been organised because neither Orcidas or NBC could be sure which teams would turn up and so couldn't organise a regular schedule even if they had wanted to, proved surprisingly popular. The wild and wooly play-off period generated a huge number of games and an enormous amount of excitement. NBC's viewing figures went through the roof, and the audience for the final between the Marauders (who had shortened their name from the Middenheim Marauders after they were forced to sell their stadium) and the Dwarf Giants, rivalled that of the '89 Blood Bowl Championship.

Having enviously watched the success of the Chaos Cup Open, the Association of Broadcasting Conjurers joined forces with Bloodweiser to host the '91 Blood Bowl championships using the new 'open' format. The Blood Bowl Open proved to be every bit as popular as the Chaos Cup Open, and soon networks and sponsors were falling over themselves to set up their own open tournaments. Four tournaments quickly established themselves as the most important and eagerly anticipated Blood Bowl events of the year, and were soon being referred to as *'the Major Tournaments'* or simply *'the Majors'*.

The Bugman's Book of Records *with Jim Johnson*

After weeks of debate, it's been ruled that the Chaos All-Stars have indeed broken the record for Greatest Show of Fan Support. All 52,000 of their loyal fans sacrificed themselves to the dark gods at the start of the season, an act that the board has now ruled 'probably voluntary'.



STAR PLAYER PROFILE: GRIFF OBERWALD

Height: 6 ft 4 in **Weight:** 168 lbs **Position:** Blitzer, team captain

Career Totals: 65 catching touchdowns, 96 rushing touchdowns, 69 kills/serious injuries inflicted, 4 interceptions

Awards: 9 Most Valuable Player Awards, Bloodweiser Best Newcomer Medal 2484. AFC Player of the Year 2487. Blood Bowl Winners Medal 2485, 2487, 2491.

Spike! Magazine Star Player Rating: 463 points

It isn't often that head coach of the Reikland Reavers, Harry Zwimmer, has a nice word to say about any other human being, but it is recorded that when he first saw the young Griff Oberwald play, he actually declared, "*Zat boy is almost above average!*" Such immense praise from the tight-lipped coach was only the first in a great many compliments paid to the young superstar from Streissen, who has since been called, "*Griff the godlike!*" (Spike! magazine), "*Phew! What a scorer!*" (Middenheim Mirror) and "*The greatest single gift to our profession since Morg 'N' Thorg first bit a Goblin's head off in the Chaos Cup!*" (Undertaker's Gazette).

The young Oberwald came to the attention of Reavers fans in his first game for the team at the end of 2483, in which his ferocious tackle play garnered him three ears, a nose and a two-match suspension. Undaunted by this minor set-back, Griff gained a permanent place in the Reavers first team, where he battled his way through the lines alongside his half-cousin and team captain Orlak Sturmdrang. A quite remarkable second season for the Reavers earned him a precious Best Newcomer medal, and culminated in his scoring the winning touchdown against the Darkside Cowboys in the full-scale rout that was Blood Bowl XXV.

Oberwald's qualities are those of the classic Blood Bowl hero. He's tall, superfit and strong, with a grace and co-ordination that can leave most other players standing. Instantly recognisable across a murky Blood Bowl field by the splattering of gore across his kit, Oberwald cuts a very dashing figure and it's no surprise the girls go wild when he has the ball in his capable hands.

Oberwald became team captain at the start of the '87 season and immediately made his mark on the team, driving them harder than ever with startling results. Reikland finished the year as Blood Bowl champions yet again, and Oberwald was voted AFC Player of the Year. Since then Griff has gone from strength to strength, and is now one of the most respected (and feared!) Blood Bowl players in the world.

Blood Bowl Today

Blood Bowl in the year 2493 is very different to the highly structured and organised game that was run by the NAF until 2488. Now Blood Bowl teams travel freely round the world, moving from venue to venue to play games. In a way, Blood Bowl teams are now much more like a travelling company of actors, or a mercenary regiment (or a combination of the two!) than the Blood Bowl teams of the NAF period. Teams are accompanied by a large gathering of retainers, showmen, hangers-on, assorted ne'er-do-wells, loyal fans and dedicated supporters. The arrival of two teams to play a match brings with it a carnival atmosphere, and is eagerly looked forward to by the local population.

The stadiums where the games are played are usually owned by the town or city where the stadium is built, more often than not bought on the cheap from an impoverished team following the collapse of '88. It is very rare for a Blood Bowl team to own their own stadium these days, although not completely unheard of – the Lowdown Rats still own their own stadium, though this owes more to the refusal of anyone to buy the mouldering deathtrap than any desire of the Rats to hang on to the place. Blood Bowl teams are usually paid by the owner of the stadium to play there, the amount of money they receive depending on the number of fans who turn up to watch the match, whether or not the match will be shown by a Cabalvision network, and whether the team wins or loses. And then, of course, there are the tournaments. The major tournaments are held in large cities and attract dozens of teams, and hundreds of thousands of followers and fans. Most of the big teams will play at all four major tournaments and carefully plan their travel route so that they arrive at the tournament venue well in advance to become acclimatised.

The major tournaments are watched by countless numbers of Humans, Orcs, Elves, Ogres, Dwarfs, Trolls, Goblins and Halflings, and many more esoteric viewers besides. Just how many watch and play the game is difficult to determine because it is so widespread. Rumours persist that the game has permeated the lower levels of the astral and daemonic planes and hopes are still high that in a few years we shall witness exchange teams of Daemons and elementals joining all the regulars in the Blood Bowl! As the long departed Commissioner Three-Horn famously said on many occasions, *"This is Blood Bowl, buddy, anything could happen!"*. You better believe it!

The Game Itself

Despite the appalling chaos that seems to reign whenever the whistle blows, there are a great many rules in the game of Blood Bowl. You may not be surprised to hear that many of them are forgotten most or all of the time, but there are some teams who try to uphold some of them. The Heroes of Law are renowned for being so goody-goody that they play to all the rules; as a consequence, of course, they are almost always beaten by their opponents, and are terribly boring to watch too! However, here are some of the basic principles of the sport; if you wish to know more we recommend you look at Mutilate & Slaughter's exhaustive handbook on the subject – *Genocide: the Blood Bowl Way*.

The Playing Field

In honour of the very first football site, every field must measure 100 paces x 60 paces, with a further five paces of End Zone at each end. The field is then usually divided by lines across it every five paces. However, since different races have longer or shorter legs, fields vary in size quite considerably. It is wisest not to play at the Storm Giants Asgard stadium unless you absolutely have to, since each of their steps can be up to a league in length; you'll be travelling for days just to get from the bench to the coin toss! On the other hand, of course, playing at the Halfling Green Acres stadium is definitely to your advantage if you are the size of a Troll.

The Game in Action

As the ancient tome found by Mungk revealed, the object of Nuffle's game is to carry the ball into the opposing team's End Zone, while they try to stop you. The team that manages to do this the most times during the match wins. That sounds simple enough, doesn't it? If that were true, though, games would be a lot less fun than they plainly are. So why is the average game of Blood Bowl such a mind-mangling spectacle of fun and fear?

A typical game is preceded with a coin toss to decide which side starts with the ball. It's here that the cheating generally starts: bribed referees, double-headed and weighted coins, skilful palming and simply punching out the referee and

MAJOR TOURNAMENT SCHEDULE

Tournament	Sponsors	Prizes and Other Notes
The Blood Bowl	Bloodweiser	The Blood Bowl trophy and a 500,000 gp prize, split 350,000 gp to the winner and 150,000 gp to the loser. For the players, however, the most important prize is the Blood Bowl Players medal that is awarded to each player who participates in the final.
Spike! Open	Spike! Magazine	The mithril Spike! trophy and a 300,000 gp prize, split 200,000 gp to the winner and 100,000 gp to the loser. In addition, after the match, the awards for Team of the Year and Player of the Year, as voted for by the readers of Spike! Magazine, are declared.
Chaos Cup Open	Orcidas	The Chaos Cup and a 350,000 gp prize. The amount of prize money which is awarded to each team varies depending on the whim of the sponsors. Last year the losers, the Orcland Raiders, received more prize money than the winners, the Dwarf Giants. However, Orcidas insist that all accusations of bias are completely unfounded…
Dungeonbowl	Colleges of Magic	The Dungeonbowl trophy and a 250,000 gp prize, split 150,000 gp to the winner and 100,000 gp to the loser. Also, the winning team receives the services of a master wizard for the coming year. The Dungeonbowl is played in special underground stadiums built and maintained by the Colleges of Magic, and watched on crystal balls throughout the world via Cabalvision.

STAR PLAYER PROFILE: MIGHTY ZUG

Age: Unknown **Height:** 7 ft 2 in
Weight: 325 lbs **Position:** Anywhere he likes

Career Totals: 5 rushing touchdowns, 266 kills/serious injuries inflicted

Awards: 33 Most Valuable Player Awards. McMurty's Spamburgers Footballer of the Year 2482, 2484, 2485. Anti-violence Watchdog Committee Worst Tackle of the Year 2484, 2487. Blood Bowl Winners Medal 2479, 2485, 2487. Blood Bowl Players Medal 2483

Spike! Magazine Star Player Rating: 374 points

Under an ancient charter, each year the Reikland Reavers are beholden to take on a young orphan as an apprentice. This practice has often paid off, as most of the young foundlings have grown up to be real tough cookies who'd bite an Orc's leg off as soon as tackle him. However, when in 2468 a hulking great, useless, whimpering lump known only as Zug arrived as that year's selection, the Reavers suspected they'd been sold a dummy. He was huge, overweight and unfit, ugly, brutish and apparently very stupid. As a result, he was also very unhappy and made life a living hell for the rest of the apprentices with his uncooperative behaviour.

After several months of nonsense from the mountainous lump, head coach Helmut Zwimmer could stand the disruption no longer and decided to take Zug in hand. Zwimmer has never been known for his gentle approach to coaching, and gradually he managed to penetrate the clouds surrounding his pupil's brain. A new, happier Zug began training with the rest of the team, and everyone soon realised just what an achievement their head coach had made, for the new Zug was a revelation. His immense bulk was offset by a very skilful co-ordination; this guy had size and strength, and he knew what to do with them!

Zug played his first game for the Reavers' first team in the autumn of 2476, and succeeded in making his presence felt by severely injuring eight Middenheim players in the first half. Over the years, he has become a firm favourite with the fans, for he can be a most exhilarating player to watch. Sure, he doesn't do all the fancy stuff – he rarely breaks out of a walk, for example, but he's an expert at incapacitating an opponent with a simple backhand swipe of one of his great paws. One interesting result of this technique is that he has the largest collection of Orc teeth in the world.

the opposing captain have all been frequently used. A more ingenious tactic, perhaps, was that employed by the Hobgoblin team in a quarter final several years ago: they ignored a coin toss which went against them and started play with a ball of their own. This move would be on record as possibly the only even vaguely intelligent thing the Hobgobs ever did, were they not 2-0 down after only eight minutes!

As soon as one side has the ball, it's the job of the players on the other side to take it off them. In fact, it's probably this which is the real problem with the game as far as a referee is concerned, because players just can't seem to control their enthusiasm when faced with an opponent who is holding the ball. Actually, they can't control it when faced with another player. Period! Which brings us to the…

Referees

These hard-faced, zebra-striped officials with the funny trousers and the piercing whistles are the NAF's representatives on the field of play. As such, they have a very important job to perform. It's a pity then that the good name of referees has frequently gone down so much in the public's estimation. In fact, many pretend they are rat-gutters or sewer-sweepers rather than admit their real profession.

Fifty years ago, the average game of Blood Bowl would be officiated over by a team of seven referees and line judges. These days, you're considered extremely lucky if two turn up. The trouble is that referees seem to – erm – die rather easily. Since they don't wear padding or armour, and since they are often frail and wizened ex-players, they really don't stand a chance against players like Vurner Vinkler. Vinkler, nicknamed the '*Refkiller*', made a habit of celebrating each touchdown by flattening a referee, until he was lynched after a particularly successful game by eighty members of the Referees and Allied Rulekeepers Guild (RARG).

Bribery is another uncontrollable problem; the attractions of taking a hefty cut of a game's gate takings in return for not seeing certain rules infringements have been worked out by many officials. The persuasion of the hulking brutes doing the bribing in the first place can often be quite an inducement to corruption as well. Bribery is now so common that the RARG has set official union rates for bribing a referee and, under an agreement signed last season, clubs are not allowed to offer less than the going rate.



BOB'S LOCKER ROOM BANTER

Here's a top tip for dealing with bloodstains on your kit: if you can see any of the original colour, you're not playing properly.



BLOOD BOWL RESULTS 2493

SEMI-FINAL	SCORE
The Evil Gits vs The Marauders	**2-0 (Match Abandoned)**

Highlights: In the most controversial game of the season, the Evil Gits pulled off a surprise win against the much-fancied Marauders. The game was abandoned at half time when the Marauders refused to go back onto the pitch, claiming that the Gits had used sneaky, underhand tactics to get their team up to scratch. NAF officials undertook an extensive investigation into claims of illegal banking practices to hire players, and the use of players *'borrowed'* from other teams that were desperate to see the Marauders lose the match. However, the Gits went through to the final – the last word going to the head coach of the Marauders, "*I'll have me revenge!*", he spat out from between gritted teeth. "*Those Evil ******* Gits ain't heard the last of this…*"

SEMI-FINAL	SCORE
Skavenblight Scramblers vs Orcland Raiders	**3-0**

Highlights: The Scramblers overcame an impressive Orcland Raiders team to pull off a big win. The Scramblers' victory was marred by tragedy, however, when famed Goblin player 'Spikey' Norman died after landing head first in the Scramblers End Zone. Grunk H'thon, the Ogre who threw Spikey, was beside himself with grief, and explained after the match, "*I always thought 'is 'ead was the 'ardest part of 'im. Poor old Spikey. Sniff!*".

FINAL	SCORE
Skavenblight Scramblers vs The Evil Gits	**3-2**

Highlights: In one of the great come-back matches of all time, the Skavenblight Scramblers managed to overcome a 2-0 deficit at half time to win the match 3-2 with a last-minute touchdown by Varmit Evileye, the Scramblers star mutant Blitzer, in the dying seconds of the match. Asked about the loss after the match, the coach of the Evil Gits only had time to say, "*I'm gutted…*" before irate Evil Gits fans got to him and made sure that he really was! Questions were later asked about a powerful laxative that appeared to have been added to the Gits' barley water at half time, but the Scramblers were cleared of all charges. However, many witnesses reported seeing a mysterious figure in the Gits dug-out just before half-time who bore a striking resemblance to the manager of the Marauders…

BLOOD BOWL RESULTS 2494

Semi-Final	Score
The Skavenblight Scramblers vs The Evil Gits	4-0

In a re-run of the Blood Bowl final, the Scramblers thrashed the Gits in one of the most vicious matches of the year. By the end of the game, a total of nine players had been killed or seriously injured (four Scramblers and five Gits). The Scramblers head coach later insisted that the referee had been bought, citing the fact that he did not award a single penalty against the Evil Gits in the entire match, something that has never happened before in the 90-year history of the Gits team!

Semi-Final	Score
Da Deff Skwadd vs The Reikland Reavers	3-2

In the shock result of the season, the Deff Skwadd managed to pull off a surprise win against the Reavers, who were clear favourites to win the Chaos Cup for a record twentieth time. In the event, however, the Deff Skwadd's defence, led by Troll Blocker 'Ripper' Bolgrot, managed to hold the powerful Reavers offence to only two touchdowns. Meanwhile, star Goblin player Scrappa Sorehead and his trusty pogo stick managed to keep the Deff Skwadd in the match by pogoing over the Reikland front line to score two touchdowns and send the game into sudden-death overtime. It looked as if neither team was going to be able to score the vital winning touchdown in the overtime period (in which case the match would be decided by penalty shootout), when star Orc Blitzer Urgrain Kneebender managed to grab a desperate last second Hail Mary pass in the Reavers End Zone to win the match for the Deff Skwadd.

Final	Score
The Skavenblight Scramblers vs Da Deff Skwadd	4-0

The Deff Skwadd got off to a fine start when a hand grenade lobbed by star Goblin fanatic Fungus the Loon flattened four Skaven players and gave Da Deff Skwadd the ball. The Skwadd were unable to capitalise on this success, however, coughing up the ball within yards of the Scramblers End Zone when Orc Blitzer Urgrain Kneebender slipped over trying to score. The Deff Skwadd never got back into the game after this early disaster, and the Scramblers came away with an easy win. The Scramblers' impressive record through the play-offs, semi-finals and finals (they scored an average of 4.5 touchdowns per match and did not let a single opponent score against them throughout the championships!) mark them as the 'team to beat' for the foreseeable future.

Cheerleaders

Where would we be without those beauties of the Blood Bowl battlefield, those cuddly cuties of the Chaos Cup confrontation, the cheerleaders? You know, every team gets demoralised at some time or another, but there's nothing like a happy chant from a posse of pretty girls to turn a 2-0 deficit at half-time to the Lowdown Rats into a triumph for modern pest control! Every team has its own cheerleading squad, from the stark Elven beauty of the Darkside Cowgirls to the roly-poly homeliness of the Greenfield Gigglers. Even Nurgle's Rotters has a gang of cheerleading lovelies who are probably very pretty if you happen to be a ten foot blob of putrescent disease like the rest of the Rotters players.

Most teams have very strict rules about cheerleaders, especially where relations with players are concerned. Some teams forbid any form of contact between the stars and the squad, with infringement punishable by instant dismissal. The most important off-duty task of any cheerleader who knows her stuff, though, is creating those incredible chants and cheers. Here is a selection from some of today's top teams:

Tales from the End Zone

"I might not be the strongest, or the quickest, but you know what? I've got a chainsaw!"

Bogger the Sneek, The Evil Gits

The Evil Gits

*"We're the * *!* *! Gits, we'll * *!!* * * * and*
**!!* * *! and * *!!!* *! on you!"*

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

Other well-known Gits chants include their famous variation of "You'll Never Walk Again" and the intimidatory cry, "There's Gonna be a Fatal Accident!"

The Gouged Eye

"We are Orcs and dat's no lie
We'll make yoo screem an' make yoo cry
We'll pull yore hair an' pinch yore thigh
An' if dat don't work, we'll gouge your eye!
Gissa G, gissa O, gissa W, gissa J… (etc)"

Bob's Locker Room Banter

During the players' strike of 2477, the Asgard Ravens took a chance and fielded their cheerleading squad against the Lowdown Rats. One of the most violent games I ever saw!



THE BLOOD BOWL CHAMPIONS HALL OF FAME

I	Darkside Cowboys
II	Dwarf Giants
III	Vynheim Valkyries
IV	Gouged Eye
V	Worlds Edge Wanderers
VI	Champions of Death
VII	Chaos All-Stars
VIII	Nurgle's Rotters
IX	Orcland Raiders
X	Galadriath Gladiators
XI	Reikland Reavers
XII	Arctic Cragspiders
XIII	Gouged Eye
XIV	Vynheim Valkyries
XV	Oldheim Ogres
XVI	Creeveland Crescents
XVII	Skavenblight Scramblers
XVIII	Skavenblight Scramblers
XIX	Reikland Reavers
XX	Elfheim Eagles
XXI	Darkside Cowboys
XXII	Bluchan Berserkers
XXIII	Orcland Raiders
XXIV	Dwarf Giants
XXV	Reikland Reavers
XXVI	Champions of Death
XXVII	Reikland Reavers
XXVIII	Darkside Cowboys
XXIX	*No Championship Held*
XXX	Orcland Raiders
XXXI	Reikland Reavers
XXXII	Skavenblight Scramblers



THE WORLD OF BLOOD BOWL

The world in which Blood Bowl is played is a wild and dangerous place – let's face it, it has to be if people are going to play Blood Bowl for fun!

Life for the people of this world is often short and death sudden and unexpected. Considering the similarities between everyday life and Blood Bowl then, it is hardly surprising that the game has proved so hugely and enduringly popular. Brought up amidst constant wars, dark forests full of horrible monsters, and the ever-present reality of plague and other incurable diseases, its people are natural Blood Bowl players, willing to risk all to win fabulous riches or fame in a world where their fut re is never certain.

The world is home to Men, Dwarfs, Elves and Halflings. These civilised folk are numerous and powerful, and their cities are large and well-fortified. And they need to be, for the world is also home to many of the evil creatures that are their enemies: Orcs, Goblins, and the followers of Chaos in their various guises. The high mountains and deep forests are infested with many monsters, and the northern regions are wild and dangerous and overun by Trolls. Away to the east lie the lands of the evil and demented Chaos Dwarfs, while from the far north come the armies of Chaos, advancing southwards to slay and plunder in the name of their fell gods.

The world is also preyed upon by the raiding fleets of the Dark Elves, who sweep through the seas and attack the coasts, as well as Undead fleets from the parched southern deserts.

Considering the vast number of races that hate each other's guts, it is hardly surprising that war between them is a frequent state of affairs, while rebellions and uprisings can overturn nations and plunge them into civil war. Ancient feuds and bitter hatreds are common and run very deep. None-the-less, when two Blood Bowl teams arrive at a city to play a match, a special truce is declared which lasts until after the match is over. This means that, no matter what the race of the team or its supporters, and barring all-out warfare, nothing will interfere with the playing of the all-important game of Blood Bowl!

ORC BLOOD BOWL TEAMS

Orcs have been playing Blood Bowl since the game was discovered – indeed it was an Orc who discovered the shrine where the sacred book of Nuffle was hidden. Orc teams are very hard-hitting, concentrating on pounding an opponent into the turf to create gaps through which the excellent Orc Blitzers can run. Indeed, if any fault can be found with Orc teams in general, it is that they sometimes spend a little bit too much time pounding the opposition, and not enough time running the ball to score!

STAR PLAYER PROFILE: VARAG GHOUL-CHEWER

Age: 30 **Height:** 5 ft 2in
Weight: 188 lbs **Position:** Blitzer team captain
Career Totals: Rushing 1,042 paces, passing 402 paces, 51 touchdowns, 299 fatalities.
Awards: Orcworld Magazine Orc of the Year, AFC Player of the Year 2485, Chaos Cup Winners Medal 2477, 2482, 2483, Blood Bowl Players Medal 2478
Spike! Magazine Star Player Rating: 417 points

Major Blood Bowl stars come in all shapes and sizes. Some fans idolise players because they are handsome, or strong or very charismatic. Others, though, actually notice and appreciate good tactical playing, and a majority are great fans of long-serving Gouged Eye captain, Varag Ghoul-Chewer. Varag's unusually tactical brain (for an Orc!) and his violent playing style has ensured him a good-sized crowd of rabid fans.

Varag was or ginally a foreman at the Wolfleg lead mines in eastern Drakwald, but was captured by slavers from the rival Gouged Eye tr be in 2471. The following year he was spotted by the coach of their Blood Bowl team, the celebrated Gort Sever-limb, while he was putting one of his captors on the critical list. Quickly recognizing the potential playing advantages of having a player who could make a few rudimentary decisions, Coach Sever-limb took a tremendous chance and put the inexperienced Varag at the head of his 2474 Eye team (most of the 2473 Eye team had been massacred by 'Axeface' Mangelsson of the Vynheim Valkyries the year before).

Ghoul-Chewer was an instant hit, and despite a few complications involving some over-drastic punishments f^{o}r player insubordination, has remained at the head of the increasingly-successful Gouged Eye team. His finest hour so far was leading his team of young braves to a second Chaos Cup win a few years ago. Now, he has set his sights on moulding a team worthy of winning the Blood Bowl Championship too!

Orcs have always respected brawn over intelligence, and so they frequently make use of Black Orcs and Troll players in their teams, to add even more weight to the front line. In addition, the Orc race has close links with other greenskin races such as Goblins, and it is not uncommon to find such players in Orc teams.

FAMOUS ORC TEAMS

Gouged Eye: Over the last few years, the Gouged Eye have changed from being a laughing stock to become arguably the best Orc team around. Now under the leadership of long-serving Varag Ghoul-Chewer, they continue to improve and a major tournament title cannot be far off.

Orcland Raiders: The Raiders started out as the Severed Heads, but changed their name following a relocation to Orcland after financial trouble. Under the fierce coaching of Ogre ex-torturer Cruel-Eye, the Orcland Raiders won the first Blood Bowl Open Championship, and they are now looking for their second open title.

Da Deff Skwadd: They were a small club playing in a Badlands minor league, until the rich pickings on the Open tournament circuit inspired them to take a shot at the majors. In their first season they were soundly beaten by every team that they played, but they didn't give up, and the inspired signing of four Black Orc players, a Troll Blocker and star Goblin player Fungus the Loon has made the Deff Skwadd a team to watch.

TEAM PROFILE: THE GOUGED EYE

Team Colours: Red and white
Owner: His Most Grossest Majesty Gobsuck Skullcrush XII
Head Coach: Gort Severlimb
Players: Orcs

Human teams like the Reikland Reavers don't have things all their own way on the Blood Bowl field, and nowhere is this more true than the Doom Dome, the dismal dingy home of the Gouged Eye. Under the auspices of tribal overlord Gobsuck Skullcrush XII and the extremely sadistic training methods of Severlimb, the team have risen from being a laughing stock to chief contenders for the top. It is unfortunate that the Gouged Eye tend to play in the same leagues as the Reavers, as one side must defeat the other if they are to proceed into the upper reaches of the various cups and championships.

2403 Slaves captured by Orc raiding parties tell the Gouged Eye tribe of a wondrous game played by humans. A group of Orc spies manage to kidnap a coach and soon the Gouged Eye are playing their first few matches. Sadly, the man they captured was a specialist rushing trainer and the team have great trouble passing the ball, causing them to lose all but one of their first seventy-two games.

2429 Undaunted by early failures, the Gouged Eye finally realize what they are doing wrong and manage to kidnap a passing expert Vimmy Gloam, after a late-night Middenheim Marauders training session. After a little persuasion, he imparts all he knows and under his guidance the Orc team becomes a force to be reckoned with.

2431 First year in the Central Division and under the captaincy of Eruk Ogrehack, the Eye manage a respectable third. A recruiting drive pioneered by Blood Bowl fan Emperor Skullcrush XI allows Orcs a chance to choose between a spell in his army or in the team. Thousands flock to try out for the Gouged Eye.

2464 Unbelievably, the Gouged Eye beat the Reavers in a last ditch play-off scramble bloodbath and go all the way to the champions rostrum when they defeat the Dwarf Giants. Captain of the day was Hurk Verminsmasher but Orc of the Match must go to thrice-scorer Bolg Stonemangle (later known as '*Dwarf Mangle*'). The Giants coach was too busy scribbling in his *Book of Grudges* to offer any comment.

2475 A rookie Varag Ghoul-Chewer joins the Eye and is an immediate hit.

2488 The Gouged Eye, now under the inspired leadership of long-serving Varag Ghoul-Chewer, go from strength to strength and massacre to massacre. Another Blood Bowl title cannot be far off.

Team Honours: Chaos Cup winners 2441, 2445, 2450, 2451, 2452, 2453, 2454, 2460, 2469, 2473, 2477, 2482, 2483. Blood Bowl Winners 2464 (IV), 2473 (XIII), 2495 (XXXIV)

Hall of Fame: Eruk Ogrehack, Bolg Stonemangle, Garg Worm-face

Spike! Magazine Team Rating: 317

HUMAN BLOOD BOWL TEAMS

Human players are the best all-round Blood Bowl players in the Old World. They may lack the sheer strength of the Orcs, the agility of the High Elves, the toughness of the Dwarfs, the frenzy of the Dark Elves, or the speed of the Skaven, but they do not suffer any of these players' weaknesses either. It is hardly surprising then that humans account for over 50% of all Blood Bowl players – so long as you include Skeletons, Ghouls and Vampires playing for Undead teams, and mutants playing for Chaos teams!



Bright Crusaders: The Crusaders could be a truly great Blood Bowl team, if it wasn't for one serious handicap – they never, ever, cheat! While other teams are preparing for the match by bribing referees, the Crusaders are performing charity matches – a fact that will stop them winning a major tournament until they shape up and learn to play dirty!

The Marauders: Once known as the Middenheim Marauders, they changed their name when they were forced to sell their stadium and take to the open road following the collapse of the NAF in '89. Many say that this was the making of them, and there is no doubt that the Marauders are now one of the top Blood Bowl teams playing the game. A return match against arch-rivals the Reikland Reavers (who defeated the Marauders at Blood Bowl XXXI) is eagerly anticipated by Blood Bowl fans throughout the world, and in quite a few places beyond!

The Reikland Reavers: The Reavers are the finest all-round team in the sport, with no other team coming close to matching their consistent winning record (four times Blood Bowl winners, nineteen times Chaos Cup winners). Under the captaincy of star Blitzer Griff Oberwald, the team continues to go from strength to strength.

The Vynheim Valkyries: The Valkyries are, to be brutally honest, a pack of raving maniacs. Only on the field of play, you understand, for they are berserkers, initiates of an obscure Norse religion who work themselves into a killing frenzy which usually only lasts the length of the match. If it lasts longer then fans are warned to avoid attempting to collect autographs after the game!

The Evil Gits: This is an evil team made up mainly of evil human players, though they do occasionally field evil Hobgoblins, evil Orcs, evil Dark Elves, or in fact any other players just so long as they are EVIL! The Gits are followed everywhere by their evil unofficial supporters club, the Evil Gits Unofficial Supporters Club, who are if anything even more evil than the evil team they evilly support!

TALES FROM THE END ZONE

"The first sixteen casualties are the most important."

- Mighty Zug, Reikland Reavers

TEAM PROFILE: THE REIKLAND REAVERS

Team Colours: Blue and white
Owner: JJ Griswell Jr **Head Coach:** Helmut Zwimmer
Home Stadium: The Oldbowl (capacity 71,411 – surface astrogranite)
Players: Humans

The Reavers were formed over a century ago, in 2389, when a vacant franchise came up in what was then the Oldlands Conference. Known during their first few years as the Altdorf Acolytes, the team quickly established their reputation for great skill and ability, as original owner DD Griswell Snr poached and bought up the best players throughout the western lands. This policy of marrying awesome buying power with the best money can buy has seen the Reavers in good stead throughout their long life. Today, under DD's great-grandson JJ Griswell Jr, the Reavers are probably the finest all-round team in the known world.

2389 The Altdorf Acolytes are formed by a business consortium in association with the people of their home city, and make their base at the Griswell Memorial Stadium. Thanks to the sterling efforts of head coach Johann Weisshaupt and the large treasury of DD Griswell, in their first season they come fourth in the Whiteskull Challenge Cup (now the Chaos Cup).

2396 When the Griswell Memorial Stadium collapses during a storm, amid rumours of paybacks and cost-cutting by the firm who built it, the team changes its name to the Reikland Reavers and sets up home at the new Oldbowl. No-one is quite sure where this name comes from, but it helps the Reavers to their first cup win, beating the Wuppertal Wotans in the final.

2399 A legendary match against the visiting Dwarf Giants team ends in uproar when it is discovered that each team is using its own version of the rules. Game abandoned at 17-4.

2411 DD Griswell Jr takes over as owner of the team upon the death of his father. The head coach at this time is now Blind Willy Muller. The Reavers slump to their worst placings ever and Muller is reputed to have got the job through blackmailing DD Jr over some rather indiscreet moments with the entire Reavers cheerleading squad.

2432 The Reavers start the first season of a fourteen-year low patch when eleven members of the first team are infected during an injudicious Nurgle's Rotters game. The transfer of eight players to the Subterranean Slimeballs helps ease the crisis, but the loss hits the Reavers hard. DD Griswell Jr replaced by son JJ Griswell Snr.

2468 JJ Griswell Snr dies after getting too close to the sidelines during an Asgard Ravens fixture, and is replaced by current owner JJ Griswell Jr. New head coach Helmut Zwimmer arrives soon after, and institutes his 'New Order' of training and preparation.

2485 Reikland thrash the Darkside Cowboys to win Blood Bowl XXIV, but only after surprise substitute Orlak Sturmdrang replaces fatally-injured captain, Wolfram von Beck, after only ninety seconds. The legendary Zug sets up his still-unbeaten Most Opponents Bitten in One Match record.

2487 Griff Oberwald (incidentally, Sturmdrang's half-cousin!) replaces Orlak as team captain after his predecessor finds the pressures of running the team and posing for the girls as an all-round Blood Bowl megastar too much. The team go from strength to strength, winning their fourth Blood Bowl.

2489 The Reavers are one of the few teams to survive the collapse of the NAF unscathed, thanks mainly to the astute financial planning of team owner JJ Griswell Jr.

Present The Reavers silence sceptics who said they couldn't adjust to the new style of the open tournaments by storming back to win Blood Bowl XXXI in a hard-fought final against the Marauders. As Griff Oberwald stated after the match, '*Why did we win? Because we're simply the best Blood Bowl team there is. That's why.*' He could well be right…

Team Honours: Blood Bowl winners 2471 (XL), 2479 (XIX), 2485 (XXV), 2487 (XXVII), 2491 (XXXI). Chaos Cup Winners 2396, 2399-2405, 2412, 2422-2427, 2448, 2461, 2463, 2470

Hall of Fame: Walter damm Kempft, Erdrich Holstein, Coach Johann Weisshaupt, Jules Winder

Spike! Magazine Team Rating: 321 points

ASSEMBLING YOUR TEAMS

This box contains two teams of finely detailed Citadel miniatures, representing the Human and Orc teams. The models come unassembled and unpainted, although you will notice that the Orcs are green and the Humans are blue, meaning that even if you don't paint them, you'll easily be able to tell the teams apart at a glance! If you've never assembled or painted plastic models before, don't worry, just follow the step-by-step guides on these pages.

Before you can assemble any of your players, you will need to remove them from the plastic frames. A pair of fine plastic cutters is ideal for this – we don't recommend that you twist or snap the models off the sprue, as you could risk breaking them. It's best to remove your players from the frames one at a time, clipping the parts off as you need them. If you take everything off at once, it's very easy to lose pieces or get confused as to what goes where.

All of the miniatures in this set have been designed so that the pieces push together snugly enough to stay together during play. However, we recommend sticking each player together with plastic glue so that they don't fall apart. If you wish, you can also use a mould line scraping tool to clean up any mould lines (unsightly lines that can sometimes form around the outline of a model during the moulding process).

Games Workshop sells Citadel Fine Detail Cutters, a Citadel Mouldline Remover and Citadel Plastic Glue, which are ideal for the above tasks, but does not recommend these products for use by children under the age of 16 without adult supervision.

You can stop there if you want, but to really get the Blood Bowl experience you should try painting your teams. You can either copy the team colours as shown on pages 50-56, or pick your own scheme (especially if you're creating your own team using the rules on page 22). If you wish to further your painting, the Games Workshop website and YouTube page are a great source for advice and guides.



THE ORC TEAM



BLACK ORC BLOCKER



BLITZER



LINEMAN 1



LINEMAN 2



LINEMAN 3



THROWER

PAINTING AN ORC LINEMAN

The Blood Bowl miniatures supplied with the game have been produced in coloured plastic to help you get started playing straight away. Many coaches like to paint their miniatures however, and Games Workshop supplies an extensive range of paints, brushes and other accessories, from the basics right up to specialised tools and materials.

One of the many great things about being a Blood Bowl coach is that you get to choose the colours your players will wear on the pitch. Many coaches like to invent their own colour schemes and the Citadel paint range contains so many choices that no one need ever run out of ideas. For the painting guide that follows however, we're using the distinctive red of the Gouged Eye Orcs. It's worth noting that this last colour is useful whatever team kit you decide on as Blood Bowl players tend to end up covered in red by the end of the match! Coaches should feel free to paint their Orc team however they wish, as the Gouged Eye are just one Orc team soaring high in the Blood Bowl leagues. Others are just as distinctive, the Orcland Raiders in their fetching black and yellow 'evil sunburst' kit, for example.

Before painting, you'll need to undercoat your miniatures – in the example that follows Chaos Black spray was used. Once finished, you may also want to varnish your miniatures using Citadel Purity Seal spray varnish, especially if your players have a habit of spending any amount of time stunned...



RED ARMOUR









ORC FLESH













CLOTH



Basecoat: Rakarth Flesh

M Base brush



Wash: Seraphim Sepia

M Shade brush



Layer: Rakarth Flesh (tidy-up)

M Layer brush



Layer: Pallid Wych Flesh

S Layer brush

LEATHER



Basecoat: Mournfang Brown

M Layer brush



Wash: Agrax Earthshade

M Shade brush



Layer: Skrag Brown

S Layer brush

BLACK CLOTH



Basecoat: Stegadon Scale Green

M Layer brush



Layer: Thunderhawk Blue

S Layer brush



Layer: Fenrisian Grey

S Layer brush

SILVER



Basecoat: Leadbelcher

M Layer brush



Wash: Nuln Oil

M Shade brush



Layer: Runefang Steel

S Layer brush

CHEQUERS



Basecoat: Celestra Grey

M Base brush



Layer: Ulthuan Grey

M Layer brush



Layer: Abaddon Black (lines)

S Layer brush



Layer: Abaddon Black (chequers)

S Layer brush

THE HUMAN TEAM



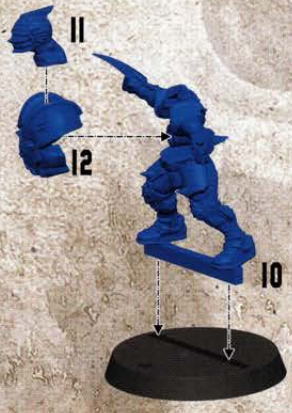


CATCHER





BLITZER





LINEMAN 1





LINEMAN 2





LINEMAN 3





THROWER

PAINTING A HUMAN LINEMAN

The Human Blood Bowl team miniatures are produced in the blue of the Reikland Reavers, but there are numerous other colour schemes a coach might like to use on their own team. The example that follows shows how to paint a Lineman in the iconic blue used by the Reavers, but many of the principles used can be applied regardless of the team. Much variation can be derived from combining colours – the Reavers make use of a light blue and a dark blue, with white and gold details. By combining tones and spot colours, any number of entirely unique team kits are possible. Coaches are encouraged to take a look at the huge range of colours available in the Citadel paint range for inspiration – there are so many possible combinations that the sky really is the limit!

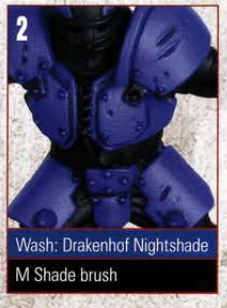


As with the previous example, the Human Lineman was undercoated with Chaos Black spray before being painted. If you have chosen lighter tones for your team's kit, you might instead use Citadel Corax White spray undercoat, allowing bright, clean colours to really shine. As with the Orc Lineman example, it is a good idea to varnish your miniatures as a final step in the process, to protect them from damage when laid on their sides.

ARMOUR









CLOTH









WHITE



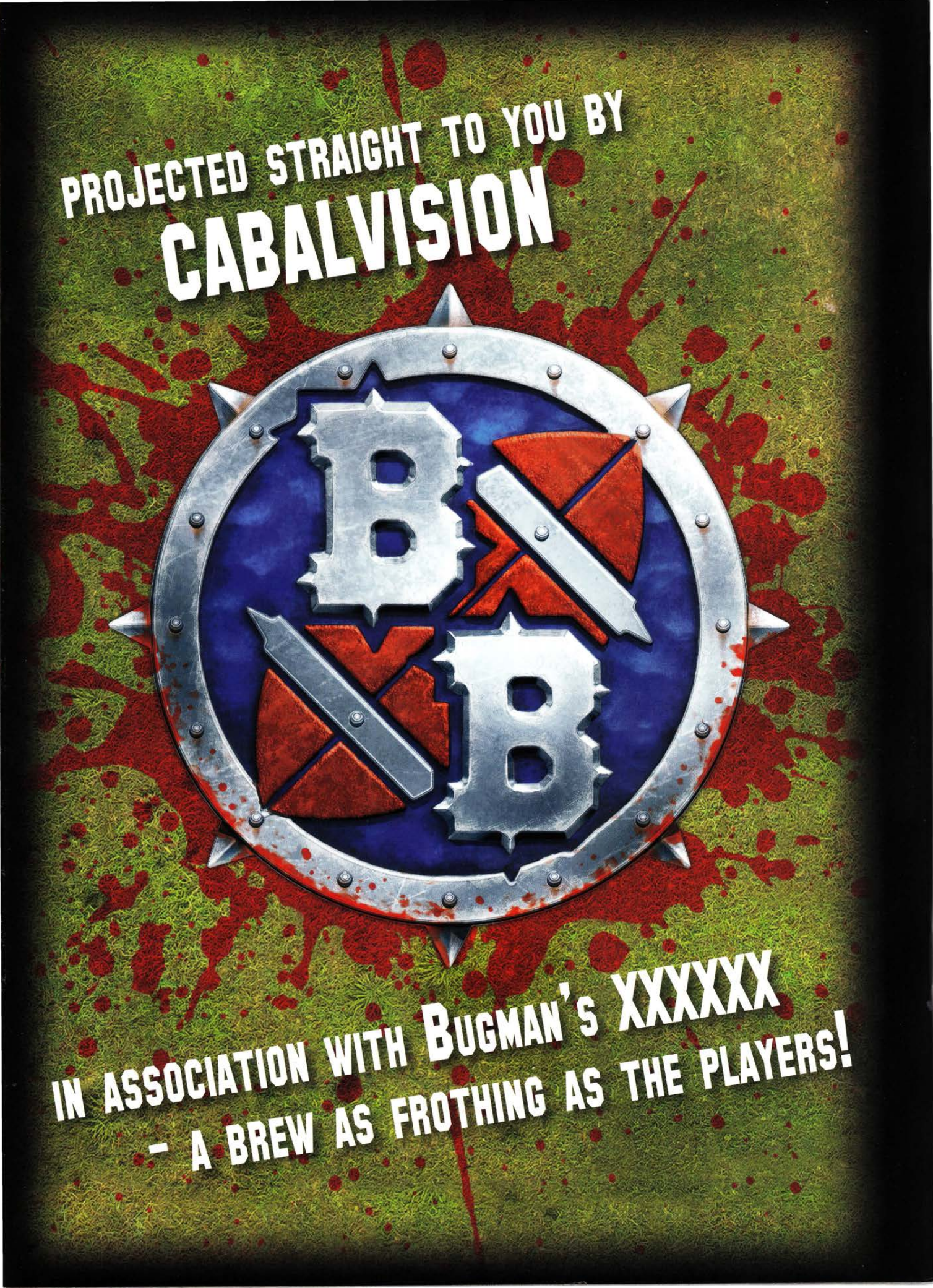


FLESH	SOCKS	BOOTS	GOLD	SILVER
1	1	1	1	1
				
Basecoat: Bugman's Glow	Basecoat: Steel Legion Drab	Basecoat: Dryad Bark	Basecoat: Retributor Armour	Basecoat: Leadbelcher
M Base brush	S Base brush	S Base brush	M Layer brush	M Layer brush
2	2	2	2	2
				
Wash: Reikland Fleshshade	Wash: Agrax Earthshade	Wash: Nuln Oil	Wash: Seraphim Sepia	Wash: Nuln Oil
M Shade brush	M Shade brush	M Shade brush	M Shade brush	M Shade brush
3	3	3	3	3
				
Layer: Cadian Fleshtone	Layer: Baneblade Brown	Layer: Gorthor Brown	Layer: Runefang Steel	Layer: Runefang Steel
M Layer brush	M Layer brush	S Layer brush	S Layer brush	S Layer brush
4	4			
				
Layer: Kislev Flesh	Layer: Karak Stone			
S Layer brush	S Layer brush			
5				
				
Layer: Flayed One Flesh				
S Layer brush				

The techniques shown on these pages can be used in lots of different ways. For example, you can use the same method for painting the Human Lineman's white helmet stripe to paint the other white armour markings for both teams. Or maybe you could paint your Human players with red armour, using the method shown for the Orc player's armour. It's entirely up to you!

If you'd like to see more tips and techniques, check out White Dwarf magazine and the Warhammer TV YouTube channel.


STAY TUNED TO CABALVISION
FOR MORE CARNAGE AS BLOOD BOWL RETURNS IN
DEATHZONE: SEASON I...


PROJECTED STRAIGHT TO YOU BY
CABALVISION
IN ASSOCIATION WITH BUGMAN'S XXXXXX
- A BREW AS FROTHING AS THE PLAYERS!