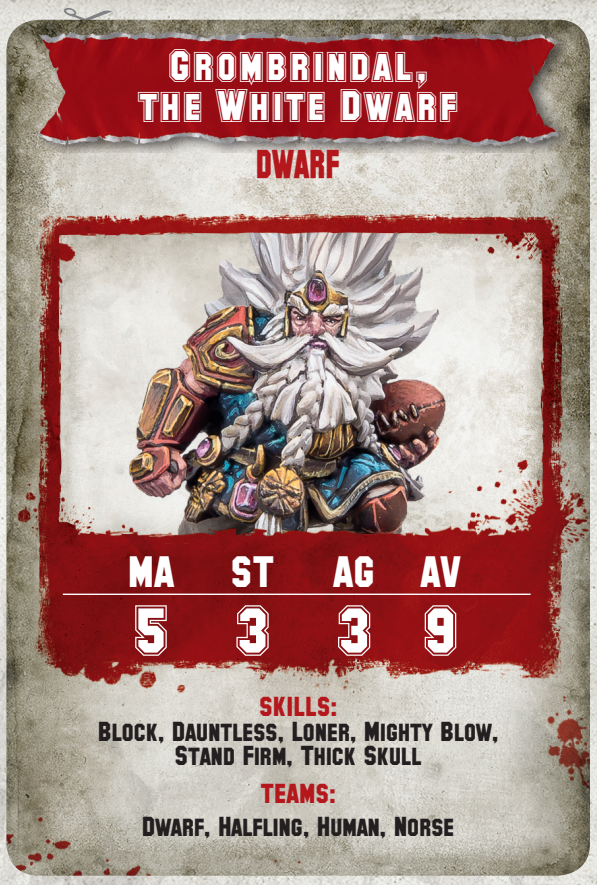
THE WHITE DWARF & THE BLACK GOBBO

"What's that, Bob, there's a new player on the pitch? Ah, it's the White Dwarf, one of the greatest legends of the Old World and, so we've heard, quite a keen Blood Bowl player. Let's hope his skulking friend the Black Gobbo turns up, too - that would be a real treat..."





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Cometh the Hour, Cometh the Dwarf: Grombrindal's reputation is almost mythological. Tales abound of his shrewd tactical advice on the field of battle; on the Blood Bowl pitch this translates to a mastery of team strategies and the ability to draw the very best out of the players around him. Once per turn, when another player on Grombrindal's team who is within 3 squares of him is chosen to make an action, their coach can declare that they will benefit from the White Dwarf's wisdom. That player gains one of the following skills until the end of their action: Break Tackle, Dauntless, Mighty Blow, Sure Feet, Sure Hands, Tackle.

Ancient Grudge: If Grombrindal throws a block against the Black Gobbo, his coach can re-roll the Block dice without spending a Team Re-roll.

Sneakiest of the Lot: The Black Gobbo is legendarily devious, as evidenced by his countless elaborate schemes to undermine the White Dwarf. Before he even thinks about setting foot on the pitch, it's a given that he will have already established a web of bribery, hostage-taking and other sneakiness that ensures the cooperation of the match officials. If the Black Gobbo makes a Foul action, this is not counted as the one Foul action that the team can make in a turn (in other words, another player on the team can still make a Foul action). Also, whenever a player from the Black Gobbo's team (including the Black Gobbo himself) is sent off for Fouling, roll a D6. On a result of 3 or more, they are not sent off. On a 1 or 2, the coach can attempt to use a Bribe or argue the call as normal. If the Black Gobbo is sent off or suffers a Casualty, this rule has no further effect.

Get da Git: If the Black Gobbo uses the Stab skill against Grombrindal, his coach can choose to re-roll the Armour roll.