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BLOOD BOWL®

GAMES WORKSHOP®

BLOODWIESER PLAYER OF THE YEAR 2513

DEATHBLOW of MORLEY'S MARAUDERS



Gary evidently overjoyed with appearing in the Journal!

FOR THOSE OF YOU that can remember as far back as White Dwarf 197 *(yes, I know it's an extremely long time for some of you to cast your minds back to! – Ed)*, you will recall the Gary Morley interview within which you got just a tiny glimpse of Gary's truly amazing 90mm Blood Bowl miniature *(Shouldn't that be Blood Bowl massive? – Ed)*. Well, we liked it so much that we 'lifted' it to do our rather splendid cover!

As ***'s Law would have it Gary found out, so we had to give it back *(Yah! Boo! n' stuff! – Ed)*. It did give us ample opportunity to 'grill' Gary about his bloomin' marvellous bit of sculpting though...

Gary introduced us to his long running and highly successful Blood Bowl team 'Morley's Marauders', that had 'kicked the stuffing' out of most of the other Studio teams. Gary had become particularly attached to a certain player by the name of 'Deathblow', a sixty-six match veteran, who was made 'Most Valuable Player' fifteen times and became the only player to make it all the way through the Studio League without being killed, retired or out because of continuous injury. Considering that the Studio is made up of some of the most bloodthirsty, unhinged miscreants imaginable that's some feat! *(I would like to take this opportunity to state that I in no way endorse this most nefarious opinion Mr Dews, Sir – Ed)* Anyway, back to the story, it was this player that so inspired Gary that he just had to immortalise Deathblow in some way, and so he did... by making a special 90mm tall model of this amazing player. Being a modest fellow and in no way narcissistic Gary modelled Deathblow on... himself!

Naturally, we decided to make Deathblow into a Star Player for all of you smart enough to buy this seriously groovy publication! Now of course, you have to decide whether you want to cut up your 'special, limited edition, probably worth at least 16p in a few years time Compendium' to use him in one of your games or reach into your very deep pockets with those deceptively short arms of yours and buy another one! Alternatively you could just photocopy it, because we suppose we'll give you permission.

DEATHBLOW
HUMAN BLITZER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	4	9

SKILLS	TEAMS	SPECIAL
Block Mighty Blow Frenzy Leader	HUMAN	NONE

170,000 GOLD PIECES

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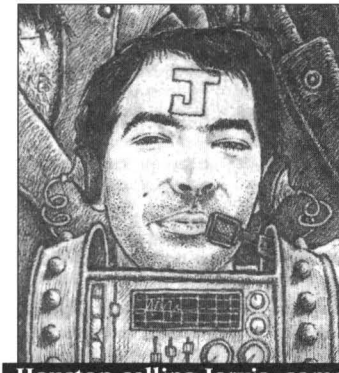


Houston calling Jervis, come in please?

Welcome

to the Citadel Journal Blood Bowl Compendium

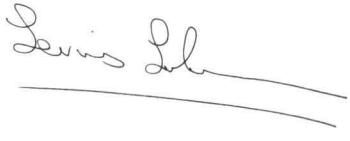
by Jervis Johnson

Blood Bowl, probably more than any other game in our range, owes a huge debt to the feedback received from the real-life coaches that play the game. What's more those coaches' enthusiasm for the game has meant that it has been produced in three different editions since it first came out in 1986, and has now been relaunched for a fourth time as the first game in what we hope will be a series of 'classic' game reprints from our back-catalogue. Nowhere has the enthusiasm for Blood Bowl been more evident than on the pages of the Citadel Journal. Over the years it has published numerous articles about the game, all of a high standard, and all, with one exception, have been written by readers of the Journal (the exception being the Big Guy rules written by me!)*(I see, so Jervis doesn't read our mag then – Ed).*

Enter Andy Jones, chief of GW Publishing. Andy is always eager to expand his burgeoning publishing empire, and had hit on rather a cunning plan; why not take all of the articles published in the CJ about Blood Bowl, and stuff them into a single compilation volume? Now Andy is an enthusiastic fellow and can be very persuasive too (especially when he camps out in your office and refuses to leave until you say 'yes'), and pretty soon he'd convinced everybody that this was the best plan ever conceived by anybody ever, that it would make us all rich men, be hailed as the publishing event of the decade, etc, etc. Not that I needed much persuading of course, as I've liked all of the articles that have appeared. I also happened to mention to Andy that there was some stuff I'd written that had never been published, and that he could use it if he wanted it, which, being an enthusiastic fellow and never having been known to say 'no' to anything that was free, he did!

The results of Andy's zeal you now hold in your hands, and I'm sure that you'll agree with me that it was worth the effort. So, if you fancy allowing teams of Daemons(!) in your league, or want to scratch-build a stadium for your team, or include rules in your games for spiky balls *(Ouch! – Ed)*, then you'll find out how to do so, along with many other things, within these pages. The only proviso is, of course, that the rules here are not official and therefore can only be used with an opponent's, or the League Commissioner's, consent. I also have to warn you that a lot of the stuff written by me that's been included here has not been fully play-tested, and you should therefore feel free to modify the rules to suit your own league's requirements – or, to put it more bluntly, I'm not sure they'll work!

Have fun, and may you never suffer a turnover.



THE CITADEL JOURNAL PRESENTS:
BLOOD BOWL COMPENDIUM

Warning: All House Rules featured in this Compendium are 100% Unofficial and may be harmful to your opponent's health. Always ask permission before use.

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TILEAN LEAGUE BLOOD BOWL

By Riccardo Nagliati

The Tileans are a hot blooded race, famous for their flamboyant style on the Blood Bowl field. In this article Riccardo Nagliati presents an unofficial league system he and his friends have created for their own use. So, to tell you how to cook up a Blood Bowl League just like Mama used to make, over to Riccardo....

THE ORIGINS

When we first started our League, the Death Zone supplement had just been published in Italy but in our gaming club (named the Hobbit Tower) some people already knew the former editions of Blood Bowl, though a 'Regular Season' had never been played before.

So after playing some matches to show how the game worked, the Veterans decided to run a League with 16 teams, each player could coach one team only and was given the usual 1,000,000 gps to buy players, fan factor and re-rolls.

The League was divided into 4 conferences: North, South, East and West, each consisting of 4 teams. The teams were assigned to their conferences randomly so it was possible to have a conference consisting entirely of teams from the same race. Here is an example of how a conference might look -

NORTHERN CONFERENCE.
Karak Izor Prospectors (Dwarfs)
Foul Peak Fleabags (Skaven)
Luccini Swashbucklers (Humans)
Miragliano Leopards (High Elves)

The first game of the championship was played between two teams from the same conference. The second game was a crossover.

Week 1	Week 2
Prospectors vs *Leopards*	*Prospectors* vs. *Swashbucklers*
Fleabags vs *Swashbucklers*	*Fleabags* vs *Leopards*

After each team has played two games within its conference the top teams from each conference play one another. To determine which team was top of its conference the following criteria were used 1) Most Games Won, 2) Least Games Lost, 3) Most Touchdowns Scored.

Similarly the second, third and forth ranked teams in each conference played their opposite numbers. The following game was then a crossover

Week 3	Week 4
Northern vs Southern	Northern vs Eastern
Eastern vs Western	Southern vs Western

During weeks 5 and 6 return matches were played, effectively repeating the first two weeks. Weeks 7 and 8 follow the same format as weeks 3 and 4 although, by then, the ranking would probably have changed.

At the end of week 8 the conference tables are re-evaluated once again and the top teams from each conference go through to the semi-finals.

Week 9 (Semi Finals)
Northern Champion vs Western Champion
Southern Champion vs Eastern Champion

The Semi-finals are played until one team is victorious, draws are not permitted. The two winners of each game then face one another in the Final. The two losing teams play one another for the third place.

THE PROS AND THE CONS

This system seemed to work quite well so long as we had only 16 teams participating in our League but a number of considerations had to be made about the system itself.

First of all, at the beginning everybody was enthusiastic but after losing a few matches (and having some players killed), some coaches started to become less interested in a Championship that seemed to be pretty frustrating for them: they either quitted the matches or even withdrew their team from the competition. Secondly, we hadn't taken counter-measures to penalise the coaches that voluntarily forfeited a match so it was just too simple for an Elven coach to refuse to play against a tough team, like Orcs or Chaos for example, in order to save his team from the inevitable casualties that occur in such matches. At that time we just accrued 3 points for a victory, 2 for a tie and nothing to the loser even if he abandoned a match; in this way a team that has collected enough points in the previous games can afford to lose 3 points and can still have access to the finals without running the risk of having half the players seriously injured! It seems strange but the coaches conceived all the dirtiest tricks to get to the finals!

So, after the 1st Championship, we worked to improve our playing system.

THE NEW AGE

First of all we decided to stop the forfeit match problem; it's really true that this is an unfair way of playing, not only because it allows the coach to 'preserve' his team, but at the same time it doesn't give the opponent the possibility to gain SPPs or to collect money at the end of a match. Secondly, we agreed that Blood Bowl is a game, all in all, and it's nice to play not only because your team becomes more powerful but, above all, because you have fun (Hallelujah! and praise the Lord! - Ed.). Thus we elaborated a system that encouraged coaches to go on playing even if their team didn't perform too well.

The corrected version of our Championship worked as follows: we had 5 Conferences with 4 teams each; we still had 'inter-divisional' matches and return matches as before but instead of getting to the finals straight away we had the 'Play Offs' and the 'Play Outs'. In fact we took the highest ranked teams in the Conference (i.e. 5 teams) and the 3 best teams that ranked second in their Conference (we call them 'rescued' teams) and put them into the Play Offs where they played in direct matches (matches with no tie allowed) and continued that way to the Blood Bowl final.

On the other hand, the remaining 12 teams went into the Play Outs and played in direct matches so after the first round you had 6 losers and 6 winners; next the 6 winners played another direct match so you had only 3 undefeated teams left. Then each of these remaining teams had to play the last round of matches (note that here a tie was perfectly allowed): the 1st team vs. the 2nd, the 2nd vs. the 3rd and the 1st vs. the 3rd. The team with the best score was the Play Out Champion (or rather it was the 12th ranked team in the final chart).

Of course the 6 losers did the same but they only played direct matches. In this way every team was awarded something (see the enclosed 'Final Standing' table) every coach was happy, (or at least should be unless he had too many players in the injury box) and, last but not least, every team, except those participating to the finals, had played the same number of matches, which is very good if you want to keep your League balanced.

THE STAR PLAYERS

After our first Championship we decided to include both Star Players and Freebooters but we agreed on a selection system which is similar to the one used in American Football and Basketball. At the beginning of the Championship, before the 1st match, each team was allowed to choose one Star Player (of course according to the rules printed on the Star Player Card, so for example Griff Oberwald could only play in Human teams and so on) if there were enough gps. in the Treasury to buy him.

Note that the first team to choose was the *last* ranked team at the end of the Championship and so on to the Blood Bowl Champion, which was the last to make a choice among the Star Players that were still available.

Also note that our star Players were unique, we only had one Morg'th N'hthrog, one Griff Oberwald and so forth. To compensate the relatively small choice of Official Star Players we included the ones present in the former editions of the game (Frank 'n Stein and Ramtut III for example).

If coaches could afford more than one Star Player they had to make another draft round, always starting from the last ranked team.

Our Star Players are allowed to play in the team for a limited period of time: we think that one Championship and one Cup is enough. Then they leave the team and must be re-bought if you want to field them again. This proved to be a very useful device to prevent teams from dominating a League for a long time.

Even if the 'draft' system worked well and added a lot of fun to the game, after a couple of Championships we decided to drop it, simply because it was quite difficult to gather so many players so often. Thus now a team may have any number of the same Star Player Card but always for a limited period of time.

Another little problem that arose after the first Championship was that inevitably there were new teams participating to the 2nd edition and their coaches complained that their teams would be less competitive and less powerful than those that had taken part in the 1st edition for a number of reasons. Firstly, because the 'old' players had acquired skills, secondly because the 'old' teams had earned more gps to spend on re-rolls and Star Players. They said that bonus cards and S.P.Ps awarded as stated in the handicap table couldn't compensate for those disadvantages.

So we took two important decisions that would hopefully satisfy everybody: first of all we would play a Chaos Cup or a Spike! Cup after each Championship to give new teams the opportunity to skill their players. Secondly the newcomers would be given more money to create their teams; we estimated that 1,500,000 would be enough.

Our Chaos Cup is a series of direct matches played with teams that had taken part in the 1st Championship

Our Spike! Cup is a series of matches played with new teams.

THE PRESENT ERA

After 3 Championships and 3 Cups we can boast that our system works quite well and brings much more fun than the 'challenge' method. Nevertheless we must confess that it take a long time to run such a League (about 6-9 months for a Championship and 2 months for a Cup), but the number of players increases year after year, and they are getting more and more excited. Last year we had 24 teams enlisted in our Championship and we think that the next will probably be divided into two Divisions: the Major Division, including all the oldest teams, and the Minor Division with all the new teams. In this way, at the end of the Championship the two best teams in the Minor Division will pass into the Major and conversely the two worse teams in the Major Division will sink into the lower one.

AGEING PLAYERS

We have also adopted another 'house rule' in order to prevent too powerful teams from establishing their leadership for a long time. So after playing for 3 Seasons (one Season is composed of a Chaos/Spike Cup and a Blood Bowl Championship), the coach has to roll a D4 for each player in his team who is over 3 years old. the results are as follows:

1 - reduce 1 ST point from the player's profile

2 - reduce 1 AG point from the player's profile

3 - reduce 1 MA point from the player's profile

4 - reduce 1 AV point from the player's profile

This represents the fact that even Blood Bowl players get older! Note that Star Players *have no age,* so they do not have to follow this rule; they simply leave the team at the end of one complete Season. These two factors have proved to be of vital importance because this way teams cannot dominate a Season for long and coaches are encouraged to change players or even teams if they don't want to suffer heavy penalties.

In the space used to record SPPs you have two columns for each player: one marked with a 'C' (Career) the other marked with an 'S' (Season). This is justified for the need to register separately SPPs earned during only one Season because at the end of the Season we reward the best players in each category with 10 extra SPPs. For Example the player that made the highest number of complete passes wins 10 SPPs in the Passing Category; the player with the highest number of casualties receives 10 extra SPPs in the Blocking Category and so on.

HALL OF FAME

In the history of our League there is a lucky coach who has written his name in the Book of Glory so many times that we though he used loaded dice. Apart from this, the last but one Championship was won by a brand new Wood Elf team whose coach based his strategy on a simple device: the first skill he gave to his players was Diving Tackle. So it was very hard to block the ball carrier protected by a hedgehog of diving players.

Another consideration that has to be made is that though Blood Bowl seems to be a game founded on strength, the most important quality is agility. The outcome of our League demonstrates that tough teams such as Chaos, Orcs, Undead, Dwarfs and Chaos Dwarfs seldom reach the finals or the top rank positions. All they can do is hit their opponents, cause mayhem and sometimes score touch downs. I personally coached an Orc team for two Seasons and even if at one moment I could field a 16 players team including Morg'th N'hthrog, Nobbla Blackwart, Varag Ghoulchewer and Ripper Bolgrot, I never got to the finals!

All editions of our Championship have been dominated by Human or Elven teams.

LEAGUE BULLETIN

You can have a look at the results in our matches on this **Internet address: ATTP://WWW.ASPIDE.IT/FREE WEB/HOBBIT.** You can find all the latest news about our League (unfortunately the text is in Italian but we're working on an English translation) and see the photos of some of our painted miniatures (including mine) taken with a computer scanner.

AND FINALLY...

A friend of mine (of course a Blood Bowl fan) named Marcello Tommasi who is very good at modelling and painting miniatures built a Blood Bowl stadium with walls, towers, trees and dozens of miniatures, not only players, cheerleaders, assistant coaches, apothecaries, mascots and all the team staff, but with a lot of wonderful miniatures from the Warhammer World.

If we are able to take photographs of this splendid work we would send them to you but unfortunately we don't have the right camera for the job (*send us pictures now -Ed.*)

There is something else that it would be worth seeing: it's my Warhammer Fantasy battlefield with more than three complete well painted armies (I'm now working on a Chaos and a Dark Elf army at the same time!).

BLOOD BOWL®

LEAPING LIZARDS!

by Andy Meechan

Lustria's cold blooded denizens take to the sports field.

It's the hot and sticky summer of 1996 and I am preparing to take my Dark Elf team to compete for the Blood Bowl at the Grand Tournament. Rumours abound (as usual) on the internet about the forthcoming update of Warhammer Fantasy Battle and the new figures contained within: the Slann are returning to the Old World it seems. I throw together a draft idea for a team, pack it with my figures and head off to Leicester.

The Rumour Mill is also in full swing at the Tournament itself and Jervis Johnson is proving himself worthy of providing enough leading information to constitute a straight answer without giving too much of the game away. Lizardmen it is.

Being a huge fan of Blood Bowl, I wanted to design a team which was challenging to play (à la Death Zone) and retained the feel of the new race. The models in the Lizardmen range are great and I couldn't help but find a reason to convert and paint a team!

Extract from the tour diary of Liquid Venom.

The Dark Elves, Liquid Venom, were coached to success in the 2496 Grand Blood Bowl Tournament by Arlith Blacknife. Blacknife used the clamour surrounding the team's lifting of the Sacred Shield to supply his own power base. Finding a new patron he gathered sponsorship for his idea of a world tour of exhibition games. Amongst his entourage was Herva Darkheart, a friend of Arlith's from his days in the Black Guard. Herva was an Assistant Coach to Arlith and was also responsible for keeping a detailed diary of the tour.

It must have been reaching noon as the mists were beginning to dissipate. The humidity was stifling and the players had lost their customary cool pose since donning their armour. Unfortunately the heat resolutely refused to drop, this was the fifth day since landing and the fifth day of these infernal temperatures.

Even Coach Blacknife looked uncharacteristically dishevelled, as he too gave into the constant heat. Hair matted to his face, he turned to me and began to speak. "Herva, there are times when I regret hearing of this land." He paused, weighing his next sentence, "I'm starting to think that Patron Jael gave us those plaques too readily."

Historians note: Coach Blacknife had befriended the Lizardmen in much the same way as Tilean explorer Marco Colombo. By offering back the stolen plaques he gained an audience with high Skinks and arranged a 'friendly' game of Blood Bowl. The diary discusses the possible double cross perpetrated by Patron Jael with typical Naggaroth paranoia. We rejoin as the Lizardmen make an appearance.

As the sun reached it's apex and the air was filled with rainbow coloured birds the Skinks on the third level of the temple sounded their horns. The jungle seemed to come alive as more Skinks appeared around the main square, intermingling with their larger cousins - the Saurus. I noticed some of the largest bipedal reptile-kin, but could not believe they had intelligence enough to follow the game. I followed their gaze to the top level of the temple where the Mage Priest Stikkitofi was moved out into the noon glare on his palanquin; Skink scribes ran between the third level and his majesty.

The square itself is worthy of comment. When returning from our conference with the high Skinks we had a good view of the square and its markings from the third tier. They showed the layout of a Blood Bowl pitch, a strange thing which makes me feel that the Mage Priest knew we were coming. Very unsettling.

The team lined up as the opposition appeared from the lower level of the temple. As they approached the centre I had the uneasy feeling that this may not be their first time on the pitch of glory (the Skink scribe to whom we related the basic rules had seemed disinterested as if he had heard them before). It was when the Kroxigor emerged and walked onto the pitch that I realised that perhaps we had been set up after all.

Long before Sigmar forged his Empire, before the first Orcs started hitting each other, when Elves and Dwarfs were infant races, the Old Ones ruled the world. Their genesis, rise and fall are shrouded in mystery, but their legacies remain. The warp portals linking the world's poles to Chaos are one such legacy. Blood Bowl is another...

In the current year, the jungles of Lustria remain largely unexplored by the Old World. However, the lands of the Old World do not hold any mysteries to the Slann, indeed they refer to the countries as the New World in reference to the young races who inhabit the area. There has been Slann infiltration of the World since it's origin, but these past years have seen the beginning of contacts between the two worlds. As with many first contacts, sports are often a common reference point, and the sport dedicated to Nuffle is always a favourite.

The Skaven have known of the existence of the Slann for many centuries, in fact when Clan Pestilens were chased from Lustria they brought with them knowledge of a game which the Old World was just discovering. The Plaguelords (later to form Clan Rigens) were already at an advantage in the new formed leagues, showing off plays picked up by their brave spies.

LUSTRIAN TEAMS

Providing an odd blend of dexterity and strength, the Lustrian team can almost last the distance against a power team such as Chaos, while remaining able to pull off the running plays of the Skaven.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Skink	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	None

Re-roll counter: 60,000 gold pieces each.

AVAILABLE SKILLS

TITLE	GENERAL	STRENGTH	AGILITY	PASSING	PHYSICAL
Skink	*		*		
Saurus	*	*			

STAR PLAYERS

No team in either Blood Bowl or Death Zone comes without a Star Player card - although this point could be argued in the cases of the High or Dark Elf teams! The Lizardmen below cannot fail to enhance your team, although you might have to make some sacrifices to pay their wages!

NAME	TITLE	COST	MA	ST	AG	AV	SKILLS
Katchmi'ifyukan	Skink	130,000	8	2	4	7	Dodge, Stunty, Right stuff Block, Dauntless
Silibili	Temple Guard	140,000	7	4	2	9	Block, Stand Firm, Guard
Sokitoomi	Kroxigor	180,000	7	6	2	9	Prehensile Tail, Mighty Blow Thick Skull, Throw Team Mate

STARTING YOUR TEAM

As with the team lists in Death Zone, the Lizardmen are harder to play successfully than Humans or Orcs - but they are ultimately worth the challenge.

Stars are always welcome on a new team as they can add an element of reliability to your game plans early on. However the basic players are expensive, therefore the Coach must make choices between Strength and Agility to balance the team. Coach playing style comes to the fore when hiring players and ultimately one Coach's dream team will be another's bag of Squigs (not much use unless you're a Goblin).

Below I have listed on of the more successful starting teams which was used when playing through the rules:

6 Skinks	360,000
4 Saurus	320,000
Sokitoomi	180,000
1 Re-roll	60,000
3 Fan Factor	30,000
Apothecary	50,000

If I had to start the team again I would be tempted to have a Fan Factor of 8 instead of the Apothecary; after all I could afford to hire one after the first game given a high gate. However, memories of my last Skaven team washed over me putting the team together and I opted for the 'Save the Skinks' mentality - the Saurus can look after themselves!

FIRST DOWN AND TEN

So you're on the pitch, facing off against your first opponent. You'd better hope their team isn't more experienced than yours...

It's not that bad, but you will have to get used to your players and their blend of statistics before a winning streak can be formed. Things to watch out for are the Skinks Agility - they are pretenders to the Gutter Runner, but the lower AG means that you have to tread carefully at times. The Saurus prove that you can get players less agile than a Black Orc, but this is more than made up for by their MA. The Star Kroxigor has to be one of the most intimidating Stars in the game with a high ST and an even higher MA he can outrun Morg, but packs just as large a punch! Just remember that he does not have Block...

On the subject of Star Players, Katchmi'ifyukan is something of a terror of the backfield - have Sokitoomi toss him down-field and watch him tear through your opponent's safeties. You should never score with Stars unless the situation calls for it as they cannot advance from SPPs. Which brings us to skills...

ADVANCING YOUR TEAM

The team should be formed into specialist groups which will play on either offense or defence or in some cases - both.

Due to the number of Skinks available and given their ability to score, these are the players who will advance the fastest on the roster. Spreading Touchdowns will see many players gaining at least one skill within a handful of games and specialisation beginning to take shape. Basic skills to concentrate on include Sprint, Sure Feet, Catch and Pass Block; on 'double' rolls Passing skills are advised. If statistic increases are gained then these Skinks should be coveted **(Tip:** Magic Helmet? - Paint their crest gold!) and their future skill choices based around this upgrade; Leap for AG increases; Strip Ball and Tackle for ST increases or Jump Up and Sprint for MA increases.

Skinks used on offense should be developed around their speed, while a defence should be built around players who can cause or capitalise on turnovers. Upgrades in the latter case depend more upon statistics increases than for Offense as skills such as Strip Ball are of limited use on a ST2 player!

Saurus are most likely to play when kicking and receiving as they are tough players and will likely gain skills so slowly that specialisation seems like an ice-age away. Favoured skills consists of Block, Tackle and Frenzy as they build on the ST4 of the player. On 'double' rolls - and barring stat increases - Strength skills such as Break Tackle or Agility skills like Diving Tackle will turn the Saurus into a formidable player.

JERVIS' BIG GUYS

If your League has adopted Jervis' Big Guy rules from issue 13 of the Citadel Journal, then you'll want to put Kroxigor into the team so that you can 'grow your own'. They follow all the standard rules for the Big Guys and can only choose Strength skills. The full team is listed below:

Although the Kroxigor starts with Prehensile Tail, this does not mean that he can gain any other Physical Abilities - nor can he opt to 'lose' the ability on a 'doubles' skill roll.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Skink	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	Normal
0-2	Kroxigor	130,000	6	5	1	9	Prehensile Tail, Thick Skull, Bonehead

BUT CITADEL HAVEN'T MADE ANY LIZARDMEN BLOODBOWL MINIATURES...

They have, but they've cunningly disguised them as the Warhammer Fantasy range. However this means that it requires a little bit of work on your part before your new team can take to the field.

Essential components for any conversions are the modelling knife (the sharper the better), a bottle of liquid poly, superglue and some files. Although not necessary, I would strongly recommend a pair of clippers and a junior hacksaw as well. Other components you may be able to make use of are glasspaper, P.V.A. glue, a small table vice or modelling putty.

SAURUS

By far the easiest conversions are the Saurus players and Star Players. Starting with these will get you used to handling the tools *(Oo-er - Ed)* necessary for the more complex conversions - being comfortable with your tools makes conversions easier and faster.

The Saurus were based on the plastic models found in the Warhammer Fantasy Battle boxed set, but can be bought in smaller numbers either from a store or via Mail Order. The Star player had to be the Saurus Temple Guard Champion and it's an eye-catching figure due to the baby Stegadon skull-helmet. The various picks and sickles were clipped from the Saurus' arms and tidied up using the knife (filing plastic can become quickly irritating) and that was it. I left the clubs attached to their left hand side and tail as it would have meant some nifty cutting at this stage and I was just getting warmed up (Besides, who's going to argue with a 350lb reptile wielding a large stick?)

On the Temple Guard Champion the weapon and shield stub were clipped and the remains were filed down. If you are careful here you can remove the shield stub and file the contours of the fingers onto his hand.

Tip: If using clippers remember to place the flat side of the clippers against the edge of the component that you want to keep - the angled edge will distort whatever it clips!

KROXIGOR

Surprisingly the conversion of the largest figure proved to be almost as simple as the Saurus! I chose the Kroxigor wielding his club overhead so that when the arms were repositioned he would have pose befitting of such an imposing player. Carefully saw between the hands holding the massive axe, be warned that the hacksaw will inflict a thicker cut and remove a part of the hand - so make sure that the blade cuts exactly between the hands. Once separated, the remaining parts of the axe can be clipped away and the hands filed down. Again use the files to add a natural curve to the fingers and fists. The figure can now be assembled as normal, but at this stage I chose to move the right arm from in front of the body - giving a unique and menacing pose to the figure.

Tip: If using a table vice to hold the component, be sure to wrap the part held in the vice in tissue paper or cloth to prevent distortion of the axe or hand.

SKINKS

Why are the smallest guys the hardest to convert? Perhaps it was my choice of figure - the plastic archers from the Warhammer Fantasy Battle boxed set (also available in stores or via Mail Order). Clip off the bows. You can leave the bow part which merges with the Skink's loincloth as it is tricky to remove - paint it in a suitable metallic colour (bronze). The quivers require your full attention as they obscure the back and arm of the Skink. When removing these don't cut too close to the body as you will need some room for mistakes when sculpting the figure's back and arm. It must be emphasised here once again that you should use a sharp knife when you are sculpting the quiver from the body as this will give added accuracy and safety. The quiver straps can be left on the model; once the quiver is removed the straps can either be sculpted or painted on - the latter being easier, but not as effective as the former.

PAINTING

I chose to use Lizardmen from the same spawning to provide a cohesive feel to the team through skin and scale colour. Combined with the red and blue colour scheme on the loincloths and weapons this has produced players who will be instantly recognisable as being on 'my side'.

Tip: Properly basing your figures with flock or sand will improve the whole look of the piece.

NUMBERING

The figures don't lend themselves to being numbered easily as there are no shoulder pads, but there are a few options available to you:

1 Place a number on the loincloth by painting (using a contrasting colour) or by waterslide transfer (if you have any to spare).

2 Number the base by painting or by gluing on a numbered piece of paper.

3 Add shoulder pads using modelling putty will give you truly unique figures (and make me jealous).

I prefer option 2 as I use this on my other teams as it allows me to tell which player is which without having to squint at the shoulder pad!

Tip: Using a PC to print 8 point *Ariel* or *Helvetica* font will give you suitable numbers to glue to your figure's base.



DID YOU KNOW...

The winning coach of the little known (in the Old World) Lustrian "Quetzocoatl" trophy is generally given up as a sacrifice to the ancient Slann gods. This practice generally destroys team cohesion and only the oddly named Jurrasik Park Rangers have won the trophy two years running in 2320 and 2321) - much to the consternation of the replacement coaches!

CONCLUSION

So how do the rules fare within the confines of Blood Bowl? Until I got my hands on *Warhammer Armies: Lizardmen* (advance order can be a handy thing!) my team was Saurus-heavy. While this gave me a playable team I found that it didn't 'feel' like the Lustrians I was now reading about. The Skinks should have more of a presence on the field as they are the ones more capable of independent thought after all! (Imagine how stupid a team full of Trolls would be -- now think about a field full of Saurus!) The new combination played very differently from my original draft, but now feels Lustrian. Like the Chaos and Chaos Dwarf teams I decided to allow only two types of player the roster. This means that there is little 'middle ground' when putting your team together and in play you have to identify your weaknesses and make sure that your opponent cannot exploit them. If that's not a challenge to a Coach, I'd like to know what is! The Star Players, like the cards in Blood Bowl and Death Zone, are included to compliment the team and add a little 'zing' to your games -- although they do make the team easier to play in the same way that Orcs become a breeze when you add Varag and Morg!

Well I hope that you agree with my interpretation of the Lizardmen; it certainly got a vote of approval from the Internet community. It should pose a challenge to play, but above all I think that you'll enjoy playing with them -- and you'll have a great time converting yourself a team!

Andrew Meechan http://www.napier.ac.uk/~cu30/bbowl/bbowl2.html

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BLOOD BOWL®

★ DESPERATE MEASURES ★

By Adam Morgan

Unfortunately Adam didn't tell us his address (silly boy!). We'd like him to get in touch if he's still out there...

BOTTOM OF THE BARREL

There are those thankfully infrequent occasions when a Head Coach is faced with the problem of having too few players and no spare cash to bolster the squad with. When this happens you must take what ever you can find. The local prisons and asylums are always a good place to start – let's be frank, who's going to notice the difference between these mentally inadequate individuals and those on the pitch? There are always thousands of raving lunatics willing to play Blood Bowl just for the fun *(???? – Ed)* of it, but sadly, they generally have the potential and talent of your average McMurty Burger!

These players are known as 'Imports'. Enter this into the space marked 'Position' on the team roster. You can have up to 11 imports in your squad at no cost, but they do have severe limitations:

- Their Statistics are half that of a normal Lineman of that race (or the nearest equivalent position; i.e. Hobgoblins, Skeletons, etc.) Round any fractions up to the nearest whole number. The import may keep any skills this position entitles them to.

- They may never use either Pro or Team Re-rolls.

- They only ever receive Star Player points when being chosen as MVP or through the card decks from DeathZone. They may not accrue SPP's by scoring touchdowns, causing casualties, etc.

It is highly unlikely that they will be of any use, other than Ogre fodder, but you can have a small moral victory if they ever manage to score or injure the opposition. These players are only of any use as a stop gap until you can afford to buy more decent (in every way!) replacements.

LOAN SHARKS

Q. *What do you do when in dire need of extra funds, every bank in the known world has black-listed you and your team and there are even Snotling teams with a higher position in the league?*

A. *Find a Loan Shark, of course!*



To begin with you will need to find one of these highly unreputable individuals. This should not be too difficult as there are always plenty of these social leeches in every town or city. However, you may just be unlucky and find that even these moneylenders will not extend credit to you. Roll a d6 and on a result of 2 or more you have found a Loan Shark willing to boost your funds. On a roll of 1 you are out of luck – even the dodgiest of moneylenders have turned you away (the Gods really have turned their back on you, haven't they!). Once you have found a willing Loan Shark you can borrow up to 1,000,000 Gold Pieces!

Although using a Loan Shark is a quick and easy way to buy that all important Star Player, borrowing from a Loan Shark can be a dangerous passtime and if you're not regular with repaying the installments the situation can easily end with you, the Head Coach, making an unexpected visit to the casualty ward of the local Infirmary! After every match the amount outstanding is increased by half again due to the excessive interest payments! If you cannot pay back this amount in full then roll a d6, on a result of 4+ (3+ if you have repaid at least half the outstanding debt) the Loan Shark lets you off with a 'friendly' warning. If you roll less than this you are not so lucky and one of your players (selected randomly) has a visit from a few of the Loan Shark's colleagues; roll immediately on the Injury table for this player. There are no modifiers for this roll other than a +1 for each previous attack of this nature (this simulates the moneylender getting more and more impatient with you!). Apply the result to the chosen player with stunned results having no effect (the player has merely been roughed up a little). KO'd players must start the next match in the KO'd box but may return to action after a touchdown or end of a half as normal. Badly Hurt results mean the player has suffered a 'broken limb as he fell down the stairs' or 'accidentally' cuts off his own ears whilst shaving and must miss the next match.



ASSASSIN!

Whilst not strictly a breach of the written rules of the game (not that it ever mattered!), some particularly brutal coaches resort to hiring Assassins to dispose of the opposition's best players. To say this is a little risky for the Assassin is an understatement. Trying to kill a professional psychopath who probably wears his armour to bed is hardly an easy job, so only a few Assassins are available to a team at any one time. Roll on the following table for details:

1. No Assassins are available for this game, they aren't too enamoured with your choice of target!

2-5. 1 Assassin is available for hire

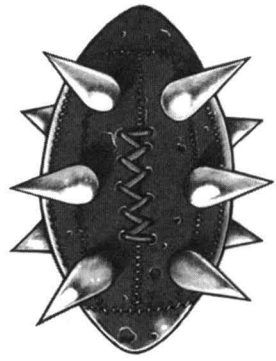
6. D3 Assassins are available for hire!

EXAMPLE OF USING LOAN SHARKS:

Johann Schmidt, owner of the Altdorf Avengers (a struggling second division team) needs money fast. He needs at least another 200,000 gold pieces to buy another Star Blitzer. He rolls a 5 and manages to find a Loan Shark willing to do business with him. He borrows the 200,000 gold pieces he needs and buys the relevant player. After the next match he owes 300,000 gold pieces but is only able to pay 100,000 gold pieces back. He just manages to escape a beating (he paid at least one quarter of the debt). After the next match he owes 450,000 gold pieces but this time he is not so lucky and rolls 2 and his best catcher is Badly Hurt in a freak jogging 'accident'. The Head Coach realises the error of his ways and with the help of a few random events cards manages to pay off his debt, vowing never to use the money lenders again!

ASSASSIN HIRING COSTS	
AMATEUR/THUG	50,000GP
STUDENT	100,000GP
PROFESSIONAL	150,000GP
MASTER ASSASSIN	250,000GP
NIPPONESE/CLAN ESHIN	+50,000GP*
'GANGING-UP' SURCHARGE	+25,000GP

* Except Skaven or Human teams



Assassination attempts take place in the Pre-match 'Hire Freebooters' sequence and any player or member of the coaching staff in the opposition's squad may be targeted.

Assassins come in a wide variety of professional levels. Assassins can range from the unskilled thug on the street to the master of a myriad of disciplines and the age old adage applies doubly here: you get what you pay for. Once you have declared your intention to attempt to assassinate a particular member of the opposition you must roll on the Assassination Table – after applying the appropriate modifiers from the table below.

The most deadly and therefore successful Assassins are the Nipponese Ninja and their furry proteges – the Skaven of Clan Eshin. Human and Skaven teams may purchase these experts for their normal fee, other Human teams (Chaos, Norse, etc.) must add 50,000gp to the fee if they wish to include Nippon Assassins.

Human Teams may hire Nipponese Assassins and Skaven Teams the Clan Eshin for the normal price. Other races must add 50,000 gold pieces to the total cost. These extraordinary Assassins may never be 'amateur' and give +2 to your roll on the Assassination table.

Assassinations may also be attempted against non-playing members of the coaching staff (with the exception of Head Coaches). Assistant Coaches & Cheerleaders count as Veteran players and Wizards as Star Players.

If more than 1 Assassin is hired they may 'Gang Up' on their unknowing target. To do this simply hire the Assassins as normal and then decide if they will 'Gang Up' or 'Compete'. Competing Assassins are handled as normal one after the other. Assassins that



choose to Gang Up add an extra d6 to the Assassination roll for each Assassin after the first. There is, however, a drawback to Assassins hunting in packs – it costs a further 25,000GP for each extra Assassin as the Assassin charges more for the inconvenience of working with others and their Guild/Clan exacts a hefty surcharge.

NOTE:
If you wish to use the rules for 'Mixed Teams' and 'Allies' that appeared in Citadel Journal #7 and #13 you may take these Assassins if you are able to ally with that race.



ASSASSIN LEVEL MODIFIERS				
TARGET	*Amateur*	*Student*	*Professional*	*Master*
Rookie	*+0*	*+1*	*+3*	*+5*
Experienced	*-1*	*+0*	*+1*	*+3*
Veteran or Coach	*-3*	*-1*	*+0*	*+1*
Star Player or Wizard	*-5*	*-3*	*-1*	*+0*

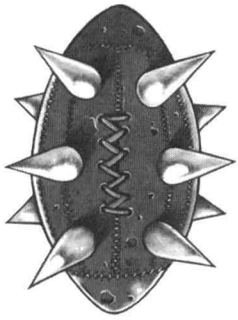
Note: *+2 for Nippon or Clan Eshin Assassins*

+1D6 per additional Assassin after the first when 'Ganging-up'

ASSASSINATION RESULT TABLE		
2D6	*Effect*	*Result*
2-7	*Failed Assassination*	*Nothing happens*
8-9	*Wounded*	*Player must miss the first half of his next match*
10	*Badly Hurt*	*Player must miss the next match*
11	*Serious Injury*	*As if the player was injured in the last game*
12+	*Dead!*	*Remove the player from your team sheet!*

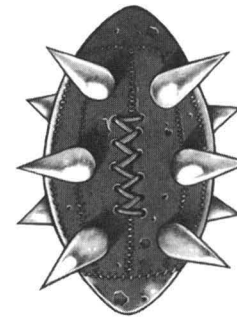
BLOOD BOWL®

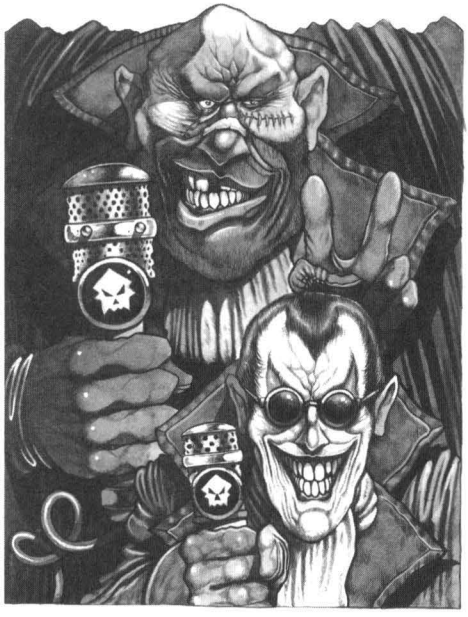
A LOAD OF BALLS!



By Adam Morgan

These updates were inspired by the alternative ball rules from the excellent 2nd Edition expansion, Dungeonbowl. Adam just couldn't help himself and has converted them to the current system.





'Welcome, sports fans, to another grand evening of mayhem as we bring you all the latest innovations in the world of our favourite game, that conglomeration of subtlety that we call Blood Bowl. What's new tonight, Jim?'

'Well Bob, the Ulthuan Avengers and the Hellbound Headbangers are certainly taking risks in this game! They've agreed to use an explosive ball! My money's on the Headbanger's Vampire Captain, Orlokk Darkthunder, to be blown up first.'

'That should certainly make this game interesting, Jim. There are, of course, many alternative balls that may be used in the game. Here are a few examples...'

MAGNETIC BALLS

Another dirty trick used to confuse the opposition is to place magnets inside the ball and watch the resulting chaos. If left on the ground the ball becomes attracted to the nearest player's armour (all players count as having some form of armour) and will move D3 squares towards him at the end of every turn (in the case of a tie. roll a D6 for each eligible player [re-roll ties]), it moves towards the one that scores the highest. If, for any reason (including *Passing* and *Blocking*), a player must release the ball roll a D6, on a 4+ he MUST keep hold of it even if he has been knocked over – he must be fouled out of the way. If the ball carrier passes another player with a higher Armour Value he must stop moving and block him with a -I Strength modifier as the ball, and player. are attracted towards him – note this does not count as your team's *Blitz*. Players in the same square as a Magnetic Ball temporarily count as having the *Sure Hands* Skill during this.

EXPLOSIVE BALLS

Once included to promote a passing game in certain areas, the idea has now caught on and

has proved popular with the deranged lunatics known as fans; some even place side bets on when it will explode and who will be hurt!

At the end of each turn, roll a D6. If a 1 is rolled the shaking triggered the explosives. Anyone holding it is automatically injured (roll as normal) and anyone in adjacent squares are knocked over as normal (roll for armour as normal).

The game must be restarted with a new kick off and a brand new, normal, ball.

ENCHANTED BALLS

The ball has been enchanted before kick off by the stadium's resident wizard. Before kick off roll a D6 on the Enchanted Ball table below to see what happens. The effects last until the next kick off.

STICKY BALLS

One of the participating teams must include at least one Halfling to field Sticky Balls *(and just what exactly are you insinuating? – Ed).*

Whether it's intentional or not the ball tends to get a little sticky whenever a Halfling is playing, usually as the result of them eating copious amounts of sticky buns while playing!

Anyone holding a sticky ball temporarily gains the *Sure Hands* Skill and has a -1 modifier while passing. This skill is lost once the player no longer holds the ball.



FLOATING BALLS

One of the participating teams must include at least one Goblin to include Floating Balls.

As with most sneaky tricks, this is a Goblin idea – a normal ball filled with lighter-than-air marsh gas. The Goblins just love to see the expression on the other team's faces when their game-winning pass floats off into the great blue yonder.

When thrown, the ball counts as one band lower (ie, Long Pass= Short Pass) but it is - 1 to catch at the other end. Whenever the ball is being passed. or if it is on the ground at the end of a turn, roll a D6. If the result is a 1 (1 or 2 if it was a Long Bomb) the ball simply floats away and the game has to restart with a new, normal, ball. Floating Balls scatter twice as far as normal.

ENCHANTED BALL TABLE

D6 Roll	Effect
1	The ball has a mind of its own. Any player holding it has a - 1 modifier to all dice rolls. If left on the ground it will move three squares in a random direction at the beginning of every turn.
2	The ball is explosive! (See below) Replacement balls are also enchanted.
3	The ball starts playing for the receiving team! Opposing players have a -1 modifier to all dice rolls. If unheld it may move up to three squares towards the opposing Endzone.
4	The ball has a tendency to teleport itself. Roll a D6 at the start of each player's turn. On a 4+ it teleports itself D6 squares in a random direction (not the ball carrier though)
5	If the ball is being carried roll a D6, on a 5+ the ball teleports as detailed above, but it takes any player carrying it with it.
6	As 3, but it plays for the Kicking Team!

IRON BALLS

One of the participating teams must include at least one Dwarf to include Iron Balls.

In your average mountain-bound Dwarfish mine, pig's bladders can be hard to come by so a few teams have improvised by making one out of iron, with understandable results. An Iron Ball may only be picked up if the player rolls equal to or under his Strength on a D6 first (a 6 is always a failure!). Additionally, another roll must be taken before passing at anything over a *Quick Pass*, this time with a +2 modifier. Any player holding an Iron Ball may not *Go For It* or *Dodge*, but may add +1 to his Strength when *Blocking*. Any player who catches an Iron Ball must roll equal to or under his Strength or get knocked to the ground by the impact. A 1 always succeeds and a 6 always fails! Make any applicable Armour Saves.

SPIKED BALLS

Consisting of a normal ball with two spiked bands, this is an old favourite with players and fans alike. If you get bored with scoring touchdowns *(Why on Earth would you? - Ed)* you can always use it to nail your opponent's hands to the ground – always a crowd pleaser.

When passing (not *Handing-Off*) make a second agility roll and if successfully caught, for the catcher with a +1 modifier. If failed, the ball acts as if it's *Blocking* the catcher with the following Strength:

Quick Pass: 2 Long Pass: 4

Short Pass: 3 Long Bomb: 5

If the catcher is not knocked down the catch is a success, if he is then it scatters as normal. A Spiked Ball may be passed to adjacent squares to avoid this but will scatter as normal. There are two ways to use the ball as a weapon. First, as a missile. *Pass* the ball to an opposing player as normal. This cannot be done at *Long Pass* or *Long Bomb* ranges. It uses the following Strength values:

Qulck Pass: 5 Short Pass: 4

Note: if the player is not knocked over then he may attempt to catch the ball as normal, but with a -2 modifier.

The second method is to use it as a hand-held weapon. In this instance it adds +1 to the player's Strength.

BALL SQUIG

One of the participating teams must include at least one Orc or Goblin to field a Ball Squig.

There is an unlucky little creature known as a Ball Squig that has the great misfortune of looking exactly like a standard Blood Bowl ball. Often prone to hibernation, these balls are brought onto the pitch by accident and awakened by the kick off when an unobservant player punts its backside halfway up the pitch. Once landed the semi-conscious and understandably frightened Ball Squig makes a run for it. At the beginning of the kicking player's turn it will try to move towards the nearest pitch edge, *Blocking* anything that gets in the way. If it reaches the edge it is thrown back in by the crowd as normal. Anyone holding the Squig has a -1 modifier to all actions because of its squirming. Its stats are:

Title	MV	ST	AG	AV
BALL SQUIG	3	2	3	N/A

Skills: *Stunty, Right Stuff*



MULTIPLE BALL GAMES

To get more fans interested, some teams now play with more than one ball, which can result in even more chaos and maiming than the normal game. Unbelievable, isn't it! The game is played as normal except for a few modifications.

1. You may use any number of balls, of any type, chosen at random or by agreement. Remember – more balls equals more chaos *(Hurrah! – Ed)*.

2. Each player may only carry as many balls as he has hands (Two in most, but not all, cases). Yes! This means that you can score multiple TD's simultaneously. If one of your players is standing in the Endzone, you score 1 TD for each ball that he carries.

3. Each team kicks off half the balls to the opposing team. Extra balls are kicked by the team that will move first. Any balls landing out of bounds are either left on the pitch or thrown in by the crowd.

4. Multiple passes may be made in each turn, but only one pass may be made per ball.

5. Balls that are replaced because they become out of play (due to it being lost or destroyed) are given to the nearest player to his own Endzone on the team that had the ball before it was lost. (If no one had it, roll a dice to see which team gets it)

6. After a Touchdown the ball is given to any player on the opposing team as long as he is still standing and within 5 squares of the edge of the pitch (in his own half). If no one is eligible it is thrown to the nearest available player. Play continues as normal.

7. Reserves may only come on at Half Time.

THE CHAOS EFFECT

If one of the teams playing involve Chaos, or if you feel like it, you may roll for each ball in the following table to get a random selection.

BALL SELECTION TABLE	
2D6 ROLL	**Ball Type**
2	Squig
3	Magnetic
4	Explosive
5-7	Explosive
8	Spiked
9	Sticky
10	Floating
11	Enchanted
12	Iron

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

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THE REFEREE IS NEVER WRONG!

By Thomas Stacey

League Commissioners, have you ever felt left out while your friends are playing Blood Bowl and you have to sit around and watch them play? Are you fed up with answering their rules questions? Is the only fun you get writing the league magazine? Well if the answer is yes to any of these then here is your answer: Referees!

Yes the friendly Ref. Humble in appearance but with power far beyond a mere mortal. The power to change a match or to be smashed into a pulp. Whatever, Referees are going to make you, the League Commissioners, lives much more fun and exciting. Aren't we good to you?

Referees have been around since the Blood Bowl game first began and they have had to change every time Blood Bowl has changed. But two things have remained the same throughout. Referees still either get their heads smashed in by the players or the referee smashes the players heads in. After all, Blood Bowl was built on good old-fashioned violence.

During the last few years, a strange development has been taking place amongst referees. Some Refs are becoming rather popular. These so-called Star Refs travel the Old World turning up for Blood Bowl matches and are more often than not picked for the match by the tournament organisers because they bring in the crowds for one reason or another. Some Star Refs are so inexplicably bad at refereeing that players can get away with almost any unspeakable acts of, well, they are unspeakable. Others are just dead 'ard and the crowds just love to watch Referees giving as good as they get back to the players.

Choosing a referee

Because it is the League Commissioner's job to play the Referee, you get the job of choosing them too. If you have created a Referee of your own using the following rules then you could have him refereeing your match or you can choose one of the 8 Star Refs which are included at the end of this article, on star player cards. The players can't argue with you – they agreed to you being the League Commissioner, so it's tough. But please don't let all this power go to your head. Try and choose a Referee for the match that will make the game more fun and challenging (ie: don't take the Minotaur every match).

Creating your own referee

Firstly choose which race you want your referee to be. The Referee has the same profile as the basic Lineman type of their race and follows any special rules and skills for that race or position. Referees begin with no skills and experience but gain these as they progress in the refereeing trade in the same manner as players do.

Referees on the pitch

You must use a suitable referee miniature which should be painted in black and white stripes. There are a few of the referee miniatures from Blood Bowl second edition still available from Mail Order which I suggest you use.

The Referee's aim in life is to remain within 9 squares of the football every turn so that he can keep up with the action and make decisions as and when they are required. The Referee's turn takes place after both other players' turns (ie: after the second player's turn 1, but before the first player's turn 2). The Referee's turn slots in here every turn of the game until the end of the match or until the ref is injured.

If there is a *Get the Ref* result on the kick off table then the Ref has been injured and may not referee this match. A replacement Referee is found at the last minute who must be a normal ref and as such you should play a normal match.

After both teams have set up, but before the kick off the League Commissioner may place the Ref in any empty square on the pitch. When you place the Ref remember that there

is a point to staying within 9 squares of the football but you may choose not to if you wish.

The League Commissioner takes the Referee's turn and he has the choice of one of the following four actions:

Move his MA (a ref may not *Go for it* or *Blitz*).

Make a *Block* against an adjacent player.

Make a *Foul* against an adjacent prone player (if he rolls a double the crowd throw rotten eggs at him and he must leave the field as if he had been sent off).

Stay still and watch the field like a Hawk.

A Ref who stays still and watches the field like a Hawk will spot any *Foul* made on the pitch and will send off the fouling player on a D6 roll of 4 or more. If the player making the *Foul* rolls a double then he is sent off anyway.

Referees do not exert a Tackle Zone so players do not need to make a dodge roll when standing adjacent to the Referee. Referees may ignore Tackle Zones when moving because nobody will trip up the Ref by accident. Referees may never touch the football and if the ball should land in a square occupied by a Referee then it will scatter one square away from him. You see, Referees always get in the way in every sport.

After the Referee has had his turn, count the number of squares that the Ref is away from the football. If the referee is within 9 squares or less then the Ref is doing a good job of keeping up with the action and making sure that the game is flowing. Note down how many turns the Referee is within 9 squares of the ball at the end of his turn on a piece of paper. This will be required at the end of the game when *Star Player Points* are awarded. A Star Ref is as good as they are going to get and will not receive any *Star Player Points*, but should still attempt to remain within 9 squares of the ball to keep up with the action, at least if he wants to keep his job.

Players may *Block* or *Blitz* the Referee during their turn and risk the wrath of the Ref. If a Referee is blocked but does not get injured (ie: off the pitch) then as soon as he is standing on his feet again he will try to send of the perpetrator who blocked or fouled him. The player is sent off on a D6 roll of 4 or more. Other players who assist the *Block/Foul* will not get sent off.

When a Referee is stunned then place him face down as normal. A Referee that is prone may not send any players off, so all the players can cheat and *Foul* as much as they like while the Ref is down. You can still only make one *Foul* each turn; it's just that on the roll of a double a player will not be sent off. If a Referee is injured or removed from the pitch then a normal Ref will come on in his place. Carry on the game as per the rules for a normal match.

A Referee who is knocked out during the first half will not return to the game until the start of the second half and a Referee knocked out during the second half will not recover until after the game is finished. A Ref who is Badly Hurt, Injured or Dead is out of the game as normal. If a Star Ref dies then they cannot be chosen to Ref another match again, unless them Undead get hold of him anyway!

Referee Experience

At the end of the match, count how many turns the Ref has stayed within 9 squares of the ball. If the Ref has only managed to be within 9 squares for 4 turns or less (or 25% of the game in the special case of a *Riot*) then he is sacked and may never Referee in this League again. This means the League Commissioner may not choose this Referee ever again. Note players that you can try and keep the Ref away from the ball in an attempt to get him sacked.

If the Ref has been within 9 squares for 12 turns out of the 16 (or 75%) then the Referee receives a Refereeing Award which is worth 10 *Star Player Points*. The Referee gains 5 *Star Player Points* for each player he sends off during the game. The Ref will also gain *Star Player Points* for Casualties that he has caused as stated in the Deathzone rulebook.

When a Referee has enough *Star Player Points* he may make a roll on the Star Player Table in exactly the same way as a player. Characteristic increases are added to the Ref's stat-line as normal. If the Ref is going to gain a new Skill then you may choose a Skill from the list on the next page. The racial restrictions are noted down with them and the rule for rolling doubles and choosing Skills not usually available to them apply. Note that the Skills on the list are the only ones of any use to a Referee so any other Skills may not be chosen for a Referee.

Referee Skills: All Referees

Blitz: The Referee may *Blitz* the closest player each turn (Randomly decide if two are equidistant).

Mole Eyes: Ref must stay within 7 squares of the ball instead of 9.

Eagle Eyes: Ref may be within 11 squares instead of 9.

Strict Ref: You may not argue the call with a Strict Ref.

Super Pro: Gains a Referee re-roll once each half.

Escapist: May evade a 'Get the Ref' roll on a D6 roll of 4+.

Personal Apothecary: Works in the same way as any Apothecary but for the Ref only.

Fast Runner: May 'Go For It' as described in the Blood Bowl rulebook.

Terrible Ref: Will only send a player off on the D6 roll of 4+.

Assistant Ref: The Assistant Ref will send off any players that *Block* or *Foul* the Ref (or any other players for that matter) while he is prone or injured.

Bias Ref: This Ref will side with whichever team is winning at the time. The team which is losing cannot argue the call.

Loves Dirty Tricks: Add +1 to all penalty rolls when this Ref is on the pitch.

Hates Dirty Tricks: Subtract -1 to all penalty rolls when this Ref is on the pitch.

Hates Gang Ups: When a player makes an *Assist* roll a D6. If this is equal or less than the number of models making *Assists* on this *Block* then a randomly chosen player making tbe *Assist* is sent off.

Lawquoter: Whenever this Ref sends off a player he quotes a load of rules to them and misses a bit of the game action. During the next turn nobody will be sent off, even if the Referee has got an Assistant Ref.

Star Ref Cards

To make your Star Ref Cards simply photocopy these pages, glue them onto card and then cut them out. 'Et voila': Star Ref Cards ready to play Blood Bowl with.

Referee Skills: Specific Referees

GENERAL SKILLS: Not Halflings or Goblins, but all other Refs.

Block, Dauntless, Dirty Player, Frenzy.

STRENGTH SKILLS: Dwarfs and Chaos Dwarfs only.

Mighty Blow, Multiple Block, Piling On, Stand Firm.

AGILITY SKILLS: Halflings, Goblins and any Elves only.

Leap, Jump Up, Side Step.

Sprint / Sure Feet: May only use these skills if the Ref has Fast Runner skill as well.

PHYSICAL SKILLS: Skaven, Undead or Chaos only.

Claw, Foul Appearance, Razor Sharp Claws or Fangs, Regenerate, Spikes, Thick Skull.

Horns: May only use this skill if the Ref has Blitz skill as well.

Very Long Legs: Will not add +1 to interception rolls because a Ref may not intercept.

Two Heads: Ignore the usual rules for having Two Heads. For a Ref this means they always count as though they are Watching the field like a Hawk because they can look in two directions at once.

Special: Whistle -10+

During his turn a Ref with a whistle may stand still and blow it. The Ref may make no other action this turn as he blows with all his might. The closest player will be deafened by the noise and cannot move or *Block* next turn. A Ref with a whistle must make a penalty roll to avoid losing his pea and running off to find another one.

Special: Chainsaw -8+

A Ref with a Chainsaw must make a Penalty Roll as normal although this does not mean that they are sent off. Instead the Chainsaw has been clogged up with players' limbs and the Ref has gone to clean them off.

GRANDSHANK NASHERHOOF
MINOTAUR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	6	2	9

SKILLS	TEAMS	SPECIAL
Blitz Horns Thick Skull Mighty Blow	REFEREE	NONE

STAR REFEREE

BLINKY THE SHORTSIGHTED
HALFLING



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	2	3	6

SKILLS	TEAMS	SPECIAL
Terrible Ref Mole Eyes Personal Apothecary	REFEREE	NONE

STAR REFEREE

LOWDOWN SCURFLICK
GOBLIN

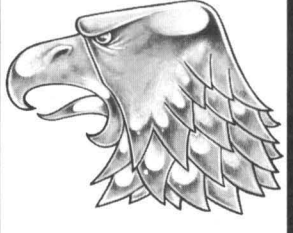


MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	2	3	7

SKILLS	TEAMS	SPECIAL
Terrible Ref Bias Ref Loves Dirty Tricks	REFEREE	NONE

STAR REFEREE

ERIK VAN DER GANN
HUMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	3	3	8

SKILLS	TEAMS	SPECIAL
Hates Gang Ups Eagle Eyes Super Pro	REFEREE	NONE

STAR REFEREE

GUNNAR WHISTLE BLOWER
DWARF



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	3	2	9

SKILLS	TEAMS	SPECIAL
Block Thick Skull	REFEREE	WHISTLE

STAR REFEREE

TWO HEADS VERMIN
SKAVEN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	6	2	9

SKILLS	TEAMS	SPECIAL
Fast Runner Two Heads Escapist	REFEREE	NONE

STAR REFEREE

MAX 'KNEE-CAP' MITTLEMAN
HUMAN

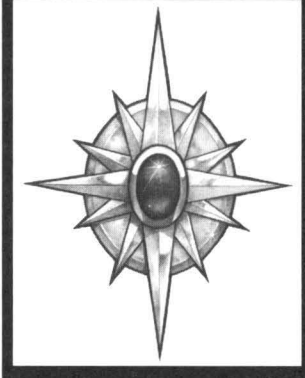


MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	6	2	9

SKILLS	TEAMS	SPECIAL
Blitz Frenzy	REFEREE	CHAINSAW

STAR REFEREE

CITELIETH LAWQUOTER
HIGH ELF



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	4	8

SKILLS	TEAMS	SPECIAL
Strict Ref Eagle Eyes Lawquoter	REFEREE	NONE

STAR REFEREE

BLOOD BOWL STADIUMS II

(OR WELCOME TO THE NOT-SO-CHEAP SEATS)

by Stuart Woods

Stuart from Watford, our regular Blood Bowl Stadium designer, is back again, this time with more madness from the terraces. He has just accepted a contract from 'The Dark Reapers', Dark Elf team, to build a suitably dark and menacing stadium. He had better have it built on time, or else they'll be sending the Witch Elves round to give him a little encouragement aided by a few sharp implements no doubt!

Way back in 1989, I believe, (when I was young and still in my twenties!) I bought my first fantasy game. This was Heroquest (a great game which I still play). After that, there was no saving me and I got into Warhammer Fantasy Roleplay, Blood Bowl, Warhammer, Man-o-War and have recently purchased Space Hulk and Necromunda! I'm also a big fan of the Warhammer novels, especially 'Beasts in Velvet' and 'Drachenfels'.

I've got hundreds of figures lying around unpainted, covering all of the Warhammer armies, all of the Man-o-War fleets and all of the Blood Bowl teams! Sadly I may never get around to painting them all because it's not easy when you work a 65 hour week and have a wife and two kids to keep you busy! *(We've heard it all before, Stuart; any excuse for unpainted miniatures, disgusting! – Ed)*

My favourite race has to be the Dark Elves, for whom I plan to build the City of Naggaroth, although of course I'll probably be about 150 years old by the time I get around to it! *(The man's a nutter! – Ed)*

Incidentally, my Dark Elf Blood Bowl team 'The Dark Reapers', for whom I built the Blood Bowl Stadium featured in this article, have won four of the six tournaments they have participated in so far.

These are additional rules for specific races who have purchased a Stadium for the 300,000 Gold Crowns and were not featured in the 'Take Your Seats Please' article from issue 21 of the Citadel Journal.

TEAM RATING

An optional rule not covered in my first article on Blood Bowl Stadiums, is that money spent on any type of Stadium, Terracing etc. is omitted from the team's Team Rating.

SPECIAL PLAY CARDS

A second optional rule, is for the visiting team to lose one of their Special Play Cards. There are two stipulations for this rule:

1. The Home team must own a Stadium worth 300,000 gold crowns.

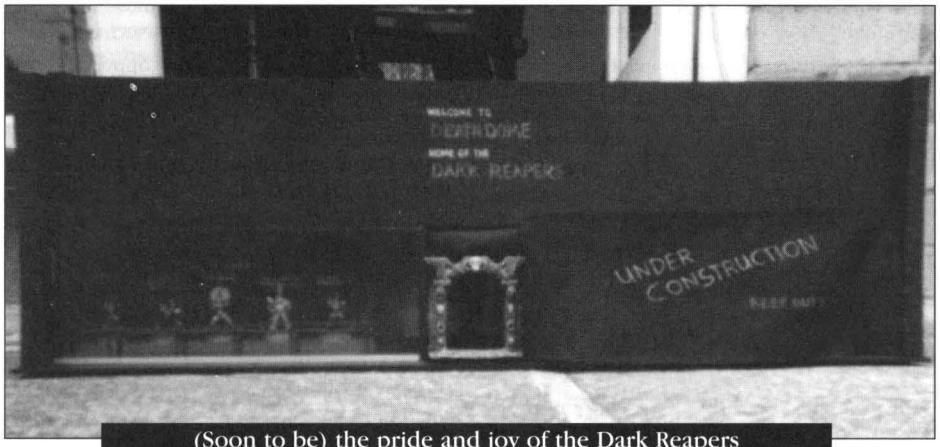
2. The visiting team only lose a Special Play Card if they don't own a Stadium worth 300,000 gold crowns themselves.

This reflects the awe that a visiting team will be in if they don't own a Stadium of their own. At the beginning of the game both players take their Special Play Cards as usual, the visiting team must then discard one card of their choice. Obviously if they have only one card their choice is a little limited!

The single exception to this rule are Goblin teams. They do not lose Special Play Cards for two reasons. Goblin teams are not themselves allowed to purchase a Stadium (see Journal 21 for full details) and I can't imagine anything that's going to stop them from playing Dirty Tricks anyway!

LEAGUE MATCHES

Once team Coaches begin to make ground improvements it will become important for the League Commissioner (a democratically



(Soon to be) the pride and joy of the Dark Reapers

elected, noble pillar of the gaming community!) to make sure that each team in the League plays an equal amount of home and away matches. If you play in a League where you play each team twice it will be a simple matter to play one game at home and the other away. If, however, you play in a League like mine then you will only play one League game against each team per Tournament. My suggestion here is that you roll a dice to decide who will play at home for the first Tournament. From then on you can just alternate, one Tournament at home, the next one away, and so on.

PLAY OFFS AND FINALS

All Play-Off and Final matches are to be played at a Neutral venue. Therefore you will only get your Stadium benefits from League games.

DWARFS

The Dwarfs own a 'spare' key to the referee's changing room. The Dwarf Coach may roll a D6 at half-time.

On a roll of 5 or 6 the Dwarfs have managed to 'spike' the referee's half-time refreshment, seriously affecting his eyesight! The Dwarfs may start the second half of the match with twelve players on the pitch without the ref noticing!

CHAOS DWARFS

Chaos Dwarf Stadiums have an odd tendency to be situated near the local furnace! The Chaos Dwarf Coach may roll a D6 at half-time.

On a roll of 5 or 6 smoke belches from the furnace and engulfs the side or end of the Stadium that contains the opposition's fans. Rather than choke to death, the fans leave the Stadium immediately. Your opponent will have a Fan Factor of zero for the rest of the match.

In addition, the Chaos Dwarf Coach should roll a second D6 and on a 5 or 6 the evacuating fans spill onto the pitch holding up play for 2 complete turns. The second half will therefore start for both teams on turn 3!

HALFLINGS

The Halfing Coach may roll a D6 at half time.

On a roll of 5 or 6 the opposition's fans have stuffed themselves with too many iced buns, cunningly supplied by the Halfling's team chef!

Because the fans are feeling quite sick from all that over-eating, they won't cheer with as much vigour and enthusiasm in the second half of the match.

All Fan Factor rolls made by the away team are subject to a -3 modifier

Halfling fans (including visiting fans) are unaffected by the above rule because they are so used to eating that many buns without any gastric problems anyway!

HIGH ELVES

High Elf Stadiums are a wonderment of silver and ivory with velvet seat cushions and are by far the most expensive to enter.

The High Elf Coach may roll a D6 at the beginning of the game.

On a score of 6 the opposition's fans refuse to pay (or can't afford to pay!) the extortionate entrance fee. The visiting team will therefore have a Fan Factor of zero for the entire game.

This rule does not apply to visiting teams of High and Dark Elves (High Elves are disgustingly rich and as for the Dark Elf supporters they will pay any price to have a go at the High Elf fans!).

ORCS

The Orc Coach may roll a D6 at the beginning of the game.

On a score of 5 or 6 the Orcs' Waaagh will be even louder than usual giving the home side a +3 bonus to any Fan Factor rolls for the entire match!

HUMIES

The Human Coach may roll a D6 at Kick-Off.

On a score of 5 or 6 the 'hardcore' hooligans break into the opposing fan's section of the ground. Because they're such a sociable bunch they decide to stay and 'watch over' the visiting team's supporters and through various intimidatory means keep them very quiet!

Fan Factor rolls made by the opposing team are subject to a -3 modifier for the entire game.

CHAOS

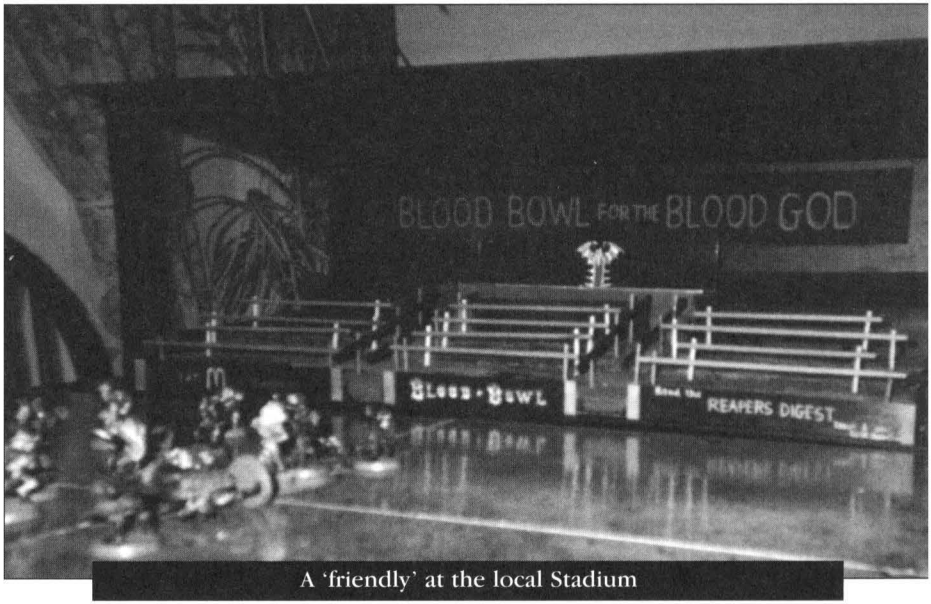
The Chaos Coach may roll a D6 at the beginning of the match.

On a score of 5 or 6 the Chaos Gods are watching over the game and will favour the home side.

All Fan Factor rolls made by the home team receive a +3 bonus for the entire game.

If both teams are Chaos, the modifier only applies to the Home Side (after all, it is their Stadium!).

Well, that's about it from Stuart. So, Blood Bowl fans, do let us know how your Leagues and Tournaments are going and if anyone has made a Stadium to rival that of the Dark Reapers, invite us around to watch a match will yer, because you don't want to know what Dark Elves get up to for half time refreshment!



A 'friendly' at the local Stadium

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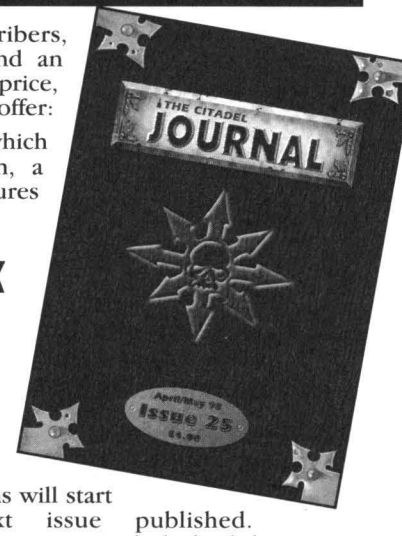

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TAKE YOUR SEATS PLEASE!

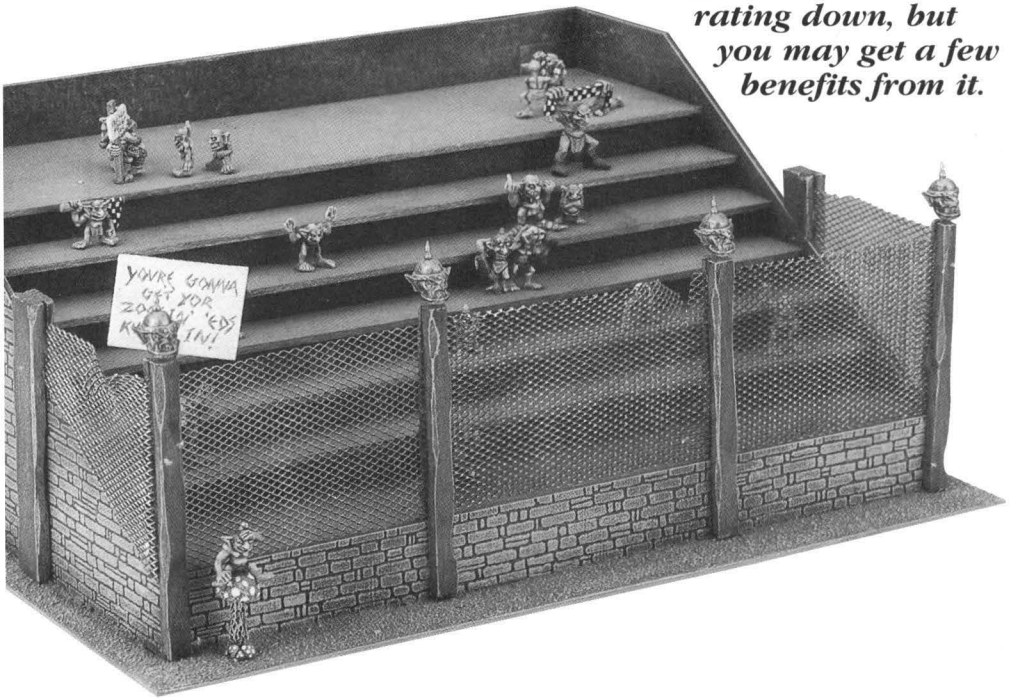
by Stuart Woods

House rules for Blood Bowl stadiums, including Paul Sawyer's Not-so-Grandstand below.

Got a 16 man Blood Bowl squad? Four Star Players? Eight reroll counters? Wizard? Healer? Loads of Assistant Coaches and Cheerleaders? You have? You rich git!

But seriously, the time may come when you have literally nothing else to spend your gold crowns on. All the money is doing is pushing up your team rating. This can be bad news if it means your opponents are getting extra Dirty Trick cards.

How about making some ground improvements? It won't bring down your team rating down, but you may get a few benefits from it.



The following table shows you what's available:

TYPE	COST	FAN FACTOR* INCREASE	UNAVAILABLE TO	AVAILABLE TO
Stadium	300,000	3	Goblins	All others
Grandstand	200,000	2	Goblins	All others
Terracing	150,000	1	Goblins, High Elves, Wood Elves	All others
Not-So-Grandstand	100,000	0	All others	Goblins

*This Fan Factor Increase is a 'one-off' permanent increase when you make your purchase.

You may purchase some Terracing for 150,000 then at a later date spend another 50,000 to convert into a Grandstand and so on. Your teams Fan Factor will rise accordingly.

STADIUMS

If you own a Stadium and you are playing at home you may nominate one special home supporters end/side. This must be done before kick-off.

If a home team player is knocked off the pitch into the nominated end/side, roll a D6 and consult the following table:

D6	EFFECT
1-4	Injured as normal
5-6	Pushed back onto pitch*

*Because it's a home team player the fans push the player back onto the pitch. Place the player prone on the square where he made his exit. If the opponent decided to follow-up he will be pushed back, but may choose which square (of those available) he is pushed back to. Do not make an armour or injury roll for the home team player.

If an away team player is knocked off the pitch into the nominated end/side, add +1 to the injury result (Any other modifiers apply as normal).

EXTRA RE-ROLL COUNTER

At the beginning of each half the home teams coach rolls 2D6.

On a roll of 9+the home side receives an extra re-roll counter for that half only. This is to represent the 'lift' the home side gets from their cheering fans as the players run out of the tunnel and onto the pitch.

If the team already has eight re-roll counters, they may take a ninth! On any one turn during the half the home side may use two re-roll counters. They may either re-roll one failed action twice or two failed actions once.

To use a second re-roll counter on a second failed action, the first re-roll counter has to have worked. i.e. you must not have still suffered a turn-over situation after using the first re-roll counter.

In addition to the above, there are some special Stadium rules which affect certain races only. These are as follows:

UNDEAD STADIUMS

At the beginning of every home match, the Undead coach may roll a D6 for all four individual sides/ends of his team stadium.

On a roll of 6 the away fans will not enter (or will levy very shortly after entering!) this part of the stadium as it is haunted!

For every 6 rolled the away team will lose one quarter of their fans for this match.

If the away team has a Fan Factor of less than four then it will be reduced by 1 (for each 6 rolled), down to a maximum of 0! Any other fractions should be rounded up i.e. if a team has a Fan Factor of 18 and the home side rolls one 6, the away teams Fan Factor will be reduced by four (one quarter of 16) to 14.

Should the Undead coach be fortunate and roll four sixes then the away team will have no fans at the game whatsoever!

N.B. Ignore the above rules if both sides are the Undead.

WOOD ELF STADIUMS

Wood Elf teams who own a Stadium have their Fan Factor increased by 1 for home matches. This is due to all the fans who are watching from the trees which overhang the Stadium!

DARK ELF AND NORSE STADIUMS

Visiting fans must roll a D6 at half time. If the result is a 6 they will leave the ground immediately. Why? Because it is too cold for them!

The away teams Fan Factor will be zero for the rest of the match.

N.B. Ignore the above rule if away fans are Norse or Dark Elves.

SKAVEN STADIUMS

Visiting fans must roll a D6 at half time. If the result is a 6 they will cheer for the Skaven team for the remainder of the match, this is because the Hot-Dogs they ate at half time contained traces of Warpstone! The Skaven coach may add his opponents Fan Factor score to his own for the rest of the game. (The away teams Fan Factor will be zero until the next match)

N.B. Ignore the above rule if both sides are Skaven.

GRANDSTANDS

Apart from increasing a teams Fan Factor by 2, the only other bonus gained from owning a Grandstand is the 'Extra Re-roll Counter' rule as described earlier. However, the home sides coach needs to roll 10+ with 2D6 to gain this benefit.

TERRACING

The terraces tend to attract the roughest yobbo supporters you can imagine.

Nominate one end/side before kick-off. If any away team players are knocked off the pitch into the nominated end/side, add +1 to the Injury result.

FOUL!

If a home team player is sent off for committing a foul, roll one D6:

D6	RESULT
1-4	Sent off as normal
5-6	Let off with a caution*

*On a roll of 5 or 6 the Ref is intimidated by the yobbo fans and will not send the player off. You may also argue the decision with your Head Coach as normal. Therefore allowing the home side two attempts at keeping their player on the pitch.

NOT-SO-GRANDSTAND

These are the pathetic attempts by shoddy Goblin workmen to build some sort of a Stadium.

(Right, that's it! A duel at dawn you cad! Swords or Pistols? Yes, you can have swords. I'll take pistols then.... -Ed.)

The following special rules apply-

HIGH ELVES

Snobby High Elf supporters will refuse to enter a 'Not-So-Grandstand': (In fact they won't sit on any seat unless it has a velvet cushion!) This means High Elf teams have a Fan Factor of zero whilst playing at such venues.

'ANDY HAND WEAPON

If there is a pitch invasion add +1 to all injury rolls. Because of poor workmanship, the invading fans are able to 'yank off' a lump of wood before running on to the pitch, giving themselves something with which to smash over the unfortunate players skulls!

TIMBER-R-R-R

Excited fans who jump up and down may cause a Not-So-Grandstand to collapse, possibly killing unfortunate fans. The more touchdowns there are per game, the more likely the stand will collapse.

Roll 2D6 after the second touchdown and consult the following table:

TD'S	2D6 RESULT	EFFECT
1	-	No effect
2	11+	Collapse
3	10+	Collapse
4	9+	Collapse
5	8+	Collapse
6+	7+	Collapse

COLLAPSE

If there is a 'Collapse' result, roll 2D6 and consult the following table:

2D6	EFFECT
2-7	Home fans killed -1 Fan Factor (permanent)
8-12	Away fans killed -1 Fan Factor (permanent)

If there are 2 or more stand 'Collapses' during one match it will cost the Goblin Head Coach 40,000 crowns to pay for repairs (5,000 for parts and 35,000 labour!)

Special rules for a 'Not-So-Grandstand' will not apply until this money is paid!

EXTRA FANS

During the course of a home match, thousands of Snotlings will squeeze into the stands to cheer on their local side. Goblin teams may add +2* to any Fan Factor result on the kick-off table

*This should not be written onto your team sheet as this is not a permanent increase.

Also, do not alter the size of the 'Gate' when working out match winnings. The Snotlings are so tiny they've managed to sneak in without paying!

Well, that's it! Apart from giving coaches something new to spend their money on, I thought it would be good fun to have that playing at 'home' and 'Away' atmosphere during matches.

BLOOD BOWL®

★ BIG GUYS ★

By Jervis Johnson

These rules are designed to sort out some of the problems with the way that Big Guys (Ogres, Trolls, Rat Ogres, etc.) work in Blood Bowl. The current rules are okay as far as they go, but putting Big Guys on the Star Player cards was a fudge really, and as time has passed by I've become less than happy with using the Star Player cards as a method of getting Big Guys into the game. After all, according to the background you can have entire teams of Big Guys (the Oldheim Ogres being the most notable example), and I now feel that they should really be treated as races in their own right, with a team list just like the other races get, and that they should be incorporated into other teams using something like the Mixed Race Team rules that appeared in Citadel Journal #7. This would leave the Star Player cards to represent unique one-off Star Players.

Linked to the above is one *very* important question (to me, at least), which is: Why, in the game's background, have teams of Big Guys always done so badly? After all, no team I can think of could take on even 11 Morg's (let alone 16!), but the Oldheim Ogres aren't one of the really great teams, while the Craggen Counts (a team of *Vampires!*) was 'systematically put out its misery by its fans'. How could these things happen when Star Players of these races are so good?

The answer is, I think, that Star Players like Morg N' Thorg are truly exceptional players that lack a highly debilitating quirk or failing found in all other players of that race. Therefore, when writing up non-star player Big Guys, they should be given a really bad *negative* skill which crocks them enough to make taking a whole team of them as attractive as taking a team of Snotlings.

But enough 'why', let's get on to 'how'! The following rules are very rough at the moment, more of a discussion document than anything else. The rules are written for the 'vanilla' version of the game – i.e. the stuff from Blood Bowl and Death Zone only. If you want to add stuff from elsewhere (like the Journal), prepare to improvise! Finally, the rules are strictly optional, and should not be used without an opponent's consent.



STAR PLAYERS

When using the Big Guy rules, you are only allowed to include *one* of each Star Player in your team. You couldn't have more than one Morg, for example, let alone four Count Luthor Von Drakenborgs! On the other hand there is no upper limit on the total number of Star Players allowed in the team, just so long as they are all different. In addition, ignore the bit on the card which tells you which teams the Star Player will play for; this is replaced by the new Mixed Race Team rules below.

MIXED RACE TEAMS

These rules replace the Mixed Race Teams from Journal 7. All teams now have a list of allied races, as shown on the table below. A team can draw allied players from any allied race. Allied players can be selected from the appropriate team list, or be a star player of the appropriate race. The limits on the number of players allowed in a team must be divided by four, rounding up, when selecting allied players for a mixed race team. For example, an Orc team can normally have up to 4 Black

Orcs. This means that a team selecting Black Orc allies could have a quarter of this total (1 Black Orc) in the team. Star Players simply count as a player of their race. So, for example, if Griff Oberwald was hired by a Human team he would simply count as one of the teams Blitzers (all be it a very special one!), but if he was hired by a High Elf team he would count as a Human ally.



Allied players are hired using the normal rules. However, if you take a second or subsequent allied player for your team while there is still another alive and kicking in the ranks, then your fan factor is *immediately* reduced by 1 point to represent fans giving up on the team for hiring 'foreign' players. Fan factors lost in this way are gone for good, and can't be reinstated if the player later leaves or is killed (although you can still gain fan factors after a match by rolling on the fan factor table). The only exception to this rule are 'stunty' players. Because fans don't mind the little blokes so much (they're 'team mascots'), you can include up to 4 in the team before its fan factor will go down (i.e. each player with the 'stunty' skill only counts as 1/4 when reducing fan factors).

A team with a fan factor of 1 can try and hire allied players if the coach wants. Pay out the money for the player and then roll a D6: 1-3 = the player is intimidated by the hate mail he receives and runs off (with his hiring fee, the git!); 4-6 = the player sticks it out and remains with the team. In either case, the team's Fan Factor remains at 1 point.

Notes on the Allied Teams Table

Bull Centaurs, Rat Ogres & Trolls: Note that these aren't on the list of allies above. This is because they are going to be incorporated directly into the Chaos Dwarf, Skaven and Goblin teams lists!

Chaos: The fan factor of a Chaos team is *not* reduced for hiring allied players. However the special rules about team re-rolls (see below) *do* apply.

ALLIED TEAMS TABLE

Team	May Ally With
CHAOS	***Chaos Dwarf, Dark Elf, Goblin, Orc, Skaven, Minotaur, Ogre, Vampire***
CHAOS DWARF	***Chaos, Goblin, Orc, Minotaur***
DARK ELF	***Chaos, Minotaur, Vampire***
DWARF	***Human, Ogre***
GOBLIN	***Chaos, Skaven, Ogre, Orc***
HALFLING	***Human, Ogre, Treemen, Wood Elf***
HIGH ELF	***Human, Wood Elf***
HUMAN	***Dwarf, Halfling, High Elf, Wood Elf, Ogre***
ORC	***Chaos, Chaos Dwarf, Goblin, Ogre***
SKAVEN	***Chaos, Goblin, Minotaur***
UNDEAD	***Chaos, Dark Elf, Minotaur, Vampire***
VAMPIRE	***Chaos, Human***
WOOD ELF	***Halfling, High Elf, Human, Treeman***

The maximum number of allied Big Guys allowed for any team is 2 in total. This means that the only type of team allowed to include more than 2 Big Guys in its line up is an actual team of Big Guys (Ogres or Minotaurs).

Undead: Undead players cannot be hired by other teams, as they need the team Necromancer to, erm, remain active.

Finally, please note that it is intentional that some races can be taken as allies by a race they can't ally with themselves. For example, Chaos Dwarf teams can include Goblin allies, but Goblin teams can't include Chaos Dwarfs (after all, can you imagine a proud Chaos Dwarf playing for a team of Goblins!)



MIXED RACE TEAMS AND TEAM RE-ROLLS

There is no denying that mixed race teams are simply not as efficient and well trained as other teams. To represent this the coach of mixed race team must roll 1D6 for each allied player in his team at the start of each half (and at the start of overtime if it occurs). Each dice that comes up with a '1' reduces the number or team re-rolls the coach has for that period by 1. If a team doesn't have enough team re-rolls to meet the loss, then the opposing team *gains* re-rolls equal to the shortfall. For example, a team with 4 allied players and only one re-roll manages to get three 1's at the start of a half. This reduces its re-rolls to none, and gives the opposing team an extra two re-rolls to use for the half! Note that this is especially cruel if you go into overtime, as you are very unlikely to have any team re-rolls left to have to give up!

BIG GUY TEAM LIST

In most leagues a Head Coach simply isn't going to be able to field a team full of Big Guys, because they are not going to be able to afford to buy 11 players and still stick within budget! Therefore the Big Guys in the following list will nearly always be taken as allies for other teams, rather than fielded as a team in their own right.

League Commissioners who so desire should feel free to allow coaches to field Big Guy teams, but they will need to bump up the starting budget of the team to allow this to happen. Single race Big Guy teams must be chosen from a single line on the list below (i.e. all Ogres, all Vampires, etc.) and can't take any allied players apart from Star Players of the same race (so you could include Morg in a team of Ogres, for example). By the way, note that all Big Guys are limited to a maximum of 12 per team, which means that you can't have more than a 12 man Big Guy squad.

MINOTAUR TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
0-12	Minotaur	110K	5	5	2	8

Skills: *Big Guy, Horns, Mighty Blow, Thick Skull, Wild Animal*, Always Hungry**

OGRE TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
0-12	Ogre	120K	5	5	2	9

Skills: *Big Guy, Mighty Blow, Thick Skull, Bone-Head**

TREEMAN TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
0-12	Treeman	110K	2	6	1	10

Skills: *Big Guy, Mighty Blow, Stand Firm, Thick Skull, Take Root**



ADDITIONS TO EXISTING TEAM LISTS

Not all the Big Guys are included above. Instead some are to be added straight into existing team lists. Therefore add the Bull Centaur shown below to the Chaos Dwarf team list, the Rat Ogre shown below to the Skaven team list, and the Troll shown below to the Goblin team list.

Add to Chaos Dwarf team List:

Qty	Title	Cost	MV	ST	AG	AV
0-2	Bull Centaur	130K	6	4	2	9

Skills: *Big Guy, Sprint, Sure Feet, Thick Skull*

Add to Skaven team List:

Qty	Title	Cost	MV	ST	AG	AV
0-2	Rat Ogre	130K	6	5	3	8

Skills: *Big Guy, Mighty Blow, Prehensile Tail, Wild Animal**

Add to Goblin team List:

Qty	Title	Cost	MV	ST	AG	AV
0-2	Trolls	100K	4	5	1	9

Skills: *Big Guy, Regenerate, Mighty Blow, Really Stupid*, Always Hungry**

NEW 'SKILLS'

Skills marked on the list above with an asterisk (*) are new and detailed below.

Always Hungry: The player is always ravenously hungry – and what's more he'll eat absolutely anything! Should a player with this skill ever use the Throw Team-Mate skill, roll a D6 after he picks the player to be thrown up, but before he throws them. On a roll of 1 he attempts to eat the unfortunate player! Roll the D6 again, a second 1 means that he successfully scoffs the other player down, with obviously fatal results for the latter. On a roll of 2-6 the other player squirms free and should be placed prone in a randomly selected adjacent square (if the square is occupied then the original occupant is pushed back and knocked over).

Bone-Head: Roll a D6 before taking an action for a player with this skill. On a roll of 1 they standing around trying to remember what it is they're meant to be doing. This means that they can't do anything for the turn, and they lose their tackle zone until they managed to roll something other than a 1 at the start of a turn. In addition, bone-headed players must take their actions last of all during a turn *unless* there is a player from the team that is not a bone-head or really stupid in an adjacent square. This simply reflects the slow-witted and sluggish nature of these creatures unless there is someone around to tell them to get a move-on (and now you know why the Ogre on the cover has a Goblin under his arm!).

Really Stupid: This is treated in exactly the same way as the Bone-Head skill above, except that the player can't do anything on a roll of 1-3 instead of only a '1' unless there is a friendly player in an adjacent square who is not either a Bone-Head or Really Stupid too (i.e. if there's a sneaky Goblin next to the Troll, treat the Troll as a Bone-Headed rather than really stupid!)

Take Root: Roll a D6 for the player before the match starts. On a roll of 1-3 the player is slumbering in a wood somewhere and misses the match all together!

Wild Animal: A player with this skill tends to get a bit, erm, carried away during a match, and rather lets his natural enthusiasm overcome him. Wild Animals must take their actions first of all during a turn; if you take an action with Wild Animal after having moved a player that is not a Wild Animal, then your opponent call you for illegal procedure exactly as if you had forgotten to move the

turn marker. In addition you must roll a D6 before taking an action with a Wild Animal. On a roll of 1 he goes berserk. Berserk players immediately drop the ball if they have it, which causes a turnover at the 'end' of their action. The berserk player will then attempt to block the nearest player – friend or foe – attacking them as if he were making a frenzied blitz move (i.e. he keeps blocking until the victim goes down or he runs out of movement). The berserk player will always go for an opposing player if there's a choice, but otherwise decide randomly who he goes for. The berserk move *does* count as the team's blitz action, with the exception that it can be made even if another Wild Animal from the team has already gone berserk and blitzed. Berserk Wild Animals – do – have to 'Go-For-It' in order to try and knock their victim over!

Whenever the player makes a block, it must be against the enemy player that was closest to him at the start of his move. If several enemy players are equally close you may choose who to throw the block against. Note that this rule also means that wild animals forced to attack friendly models must go for the nearest one.

For example, a Rat Ogre is given a Blitz action. There is an enemy model two squares away, and another one holding the ball that is three squares away. Although you want the Rat Ogre to block the ball carrier, you can't as he must throw the block at the player that was closer at the start of the move.

Finally, if the closest enemy player is prone, then the player will foul them instead of throwing a block. They may do this even if another player from the same team has made a foul already during the turn.

BIG GUYS AND STAR PLAYER POINTS

Most Big Guys are very slow learners and so must earn double the SPP's to gain a Star Player Roll. For example, a rookie Big Guy needs to earn 11 SPP's to become 'experienced' and gains his first roll.

All Big Guys, with the exception of Vampires, are limited to taking Strength and General skills only. Vampires can take Agility and General skills only.

In addition, Big Guys are not allowed to use doubles on Star Player rolls to pick skills from categories not normally allowed to them. Instead a Big Guy can use a double on a Star Player roll to do one of the following:

1. Add +1 to his strength
2. Add +1 to his armour value
3. Remove any one skill he no longer wants!

Note that strength and armour values still can't be improved by more than 2 points over their starting value, or to greater than 10 no matter what.

REVISED VAMPIRE RULES

In my first version of the Big Guy rules, I lumped Vampires in with the rest of the Big Guys. With hindsight this probably wasn't the best place for them. Although Vampires are as powerful in game terms as a typical Big Guy, the fact of the matter is that they are neither big nor stupid, and therefore the revised Big Guy rules don't serve them all that well. A simple option would have been to add Vampires as an option to an Undead team, but I didn't really like this all that much because it would



mean that you couldn't have all Vampire teams, and it wouldn't really reflect the relationship between Vampires and Necromancers (e.g. Necromancers actually create and control most of the Undead players in their team; Vampires on the other hand are free-willed, intelligent creatures).

So instead I've come up with the following new rules for vampire teams.

VAMPIRE TEAMS

Vampires are amongst the most feared of all the Undead creatures in the Old World. These terrifying creatures of the night are incredibly strong and fast, and have a supernatural ability to transfix a living opponent to the spot with a withering hypnotic stare.

Considering this, it is strange that Vampires have proved so singularly unsuccessful at the sport of Blood Bowl. It's true that they are not at their best during the hours of daylight, but they are still deadly opponents none the less. No, it is not the Vampire's lack of ability on the field that has led to their downfall, but their behaviour off it. The fact of the matter is that the main reason for the Vampires' failure is their woeful lack of control when confronted by a stadium full of what is (to a Vampire at least) their absolute favourite tipple – a pint or two of a living creature's nice warm blood! What this means is that at any given time it is not uncommon for the bulk of the Vampires in a team to be found in the stands, grabbing a quick bite as it were, rather than playing Blood Bowl on the field like they should be doing. This is, of course, excellent news for the team playing against the Vampires, if slightly less good news for the rival teamfans...

None-the-less, Vampire teams do play Blood Bowl. All Vampire teams are coached by a Vampire Lord, a rather more strong-willed and powerful member of the Vampire race. Vampire Lords are exceptionally intelligent creatures who thirst for power over other races. This being the case exactly why they should want to coach a Blood Bowl team is by no means certain, especially as the team under their command rarely does very well, but none the less they do do so.

All of the other players in a vampire team are the Vampire Lord's creations: Vampires or human thralls. The vampires were once living creatures, which were almost – but not quite – slain by the Vampire Lord and then brought back to life as lesser Vampires under his command. Vampire teams generally also include a number of human thralls; weak-willed mortal creatures that are willing to serve the Vampire Lord in return for the promise of immortality at some time in the future.

Vampire Lords are player coaches, and actually take part in the game rather than simply yelling at the players (and referee) from the sidelines. Although the Vampire Lord represents you, they must still be bought for the team, as shown on the team list below. The team will keep on functioning normally even if the Vampire Lord is killed, it being assumed that the next in line of the Vampires in the team (i.e. the one with the most SPPs) will elevate to the status of Vampire Lord and take over. The Vampire that takes over the team immediately loses the 'off for a bite' negative skill as soon as the old Vampire Lord dies, and its entry on the roster should be changed straight away to show that it is the new Vampire Lord of the team. Note that since you can only have one Vampire Lord per vampire team, the only time you can ever purchase a Vampire Lord for a team is when it is first created! If for some reason there isn't a Vampire to take over the team when the Vampire lord dies, then the team will disband after the match.

VAMPIRE TEAM LIST

Qty	Title	Cost	MV	ST	AG	AV
1	Vampire Lord	180K	6	5	4	9

Skills: Block, Dodge, Hypnotic Gaze, Regenerate

Qty	Title	Cost	MV	ST	AG	AV
0-12	Vampires	110K	6	4	4	8

Skills: Hypnotic Gaze, Regenerate, Off For a Bite*

Qty	Title	Cost	MV	ST	AG	AV
0-12	Human Thralls	50K	6	3	3	8

Skills: None

Re-roll Counter: 50,000

Off For A Bite: Roll a D6 for each player with this skill each time you want to set them up on

the pitch. On a roll of 4-6 they can be set up normally, but on a roll of 1-3 they've popped into the crowd to bite the lily-white neck of an attractive maiden – and who can blame them! *(steady, Jervis! – Ed)*, and can't be used this drive.

Other Special Rules: Although Vampires and Vampire Lords are not considered to be Big Guys as such, they still earn star player points at half the normal rate (the Undead are such slow learners!), and they can use doubles to get rid of their negative 'Off For a Bite' skill. Vampires and Vampire Lords may take skills from the General, Agility and Strength categories. Human thralls are treated as human Lineman for the purposes of gaining skills, etc.

CONCLUSION

And that's that, for the time being at least! As I said right at the start of this article, these rules are still at an experimental stage, so don't feel that you have to use them. If you do decide to do so, however, then please write in after your league's tried them out for a while to let us know how things went. Good luck, and keep rolling those 6's!



BIG GUY RULES QUESTIONS & ANSWERS

Here are some of the more common questions that 'popped up' on the net along Jervis' altogether 'On the ball' answers to them...

Q. JJ mentions that a team which used 'Black Orc allies' would be able to hire one Black Orc. This isn't to say that a team which was allowed Orcs as Allies would be forced to choose whether to use Black Orc Allies, or Orc Throwers, for example – would it? Or is a team which can use Orcish Allies 'limited' to 3 (Orc) Linemen, 1 Thrower, 1 Black Orc, and 1 Blitzer?

Jervis: *Correct. The team is limited to 3 (Orc) Linemen, 1 Thrower, etc.*

Q. Griff would count as one of the Human team's normal allotment of four Blitzers. Does this mean that a Human team could no longer take 4 Human Blitzers (at only 90K apiece) and Griff Oberwald?

Jervis: *Correct.*

Q. How do the new Allied rules affect team roster limits? Is a Human team limited to 4 Catchers, no matter what race they may cull their Catchers from? Or does this just apply to Star Players of that race?

If this is the case, does The Mighty Zug, 'Star Blocker', count as a Human Blitzer?

Does Hakflem Skuttlespike, 'Star Mutant', count as a Gutter Runner?

Jervis: *Allies don't count against the position limits of the team they join unless they are of the same race as that team. With regard to Zug and Hakflem, please use common sense to decide what position they count as playing in.*

Q. Stunties only count for a loss of one 1/4 of a Fan Factor. According to the rules (as presented), a team which hires a Goblin ally and then a Dark Elf ally loses a FF point (because the Dark Elf ally was chosen with another ally 'alive and kicking in the ranks'). If the same team were to hire the Dark Elf first, then the Goblin (as 1' of 4') wouldn't necessitate the loss of 1 FF.

Jervis: *I'd say that you'd lose the FF either way (i.e. all fractions should be rounded up).*

Q. Presumably, one now needs to be able to hire Goblin allies to use Trolls as Allies, since Trolls won't be a separate team, correct?

Jervis: *Correct.*

Q. Vampires aren't on the Undead team roster; all well and good. However, shouldn't Vampires, as Undead, be exempt from the loss of FF rule when playing for an Undead team? I can hardly imagine some fan of the Champions of Death going, 'Geez, another dead player – I'm not rooting for these stiffs any more!'

Also, should Vampires on Undead teams really force a loss of re-roll at the start of each half?

Jervis: *I'd say yes to both questions (i.e. they do cause the team to lose FF and you do have to roll for the loss of re-rolls).*



Q. What are the guidelines for an Ally to force a loss of re-roll at the start of each half? If the player is missing the game due to a Niggling Injury or a Serious Injury suffered in his last game, does the Coach still have to roll for him? If the player dies or becomes Badly Hurt or Seriously Injured in the first half, does he need to be rolled for after half - time?

Jervis: *You always have to roll (the loss represents the disruption to training and team spirit as much as anything else).*

Q. Wild Animal – what, exactly, is the drawback to this skill? In theory, a Wild Animal could end up attacking one of his own players – but any tie means that he can attack the opposition. The potential to let lone Rat Ogres wander by themselves, occasionally springing 'gift Blitzes' on the other team, just seems a bit open to abuse.

Jervis: *The drawback is that you lose some control over the player, and that they might end up trashing one of your own guys (which causes a turnover, by the way, as one of your own players will have been knocked down in your own turn!). This being said, I tend to agree that Wild Animal isn't much of a negative skill, so I'm working on a new 'unimproved' version!*

Q. JJ says that Big Guys must earn 'double the SPPs' to gain new skills, and then quotes 11 SPPs as the first skill cut off (as opposed to 12, which is double the usual 6). Should this really read: 'It takes 11 SPPs for them to gain their first skill, and they then progress from there'? Or should the SPP list for Big Guys and Vampires become a rather unsightly 12/22/52/102/etc?

Jervis: *This is simply 2x5=10, etc. In other words you double the number before the break point, not the number after it.*

Q. Can Rat Ogres use doubles on skill rolls to gain Physical Abilities? What about Minotaurs?

Jervis: *Yes to both questions.*

Q. Does a new Vampire Lord gain a point of MA upon attaining that status? How about a point of ST? AV? Or does he just lose his 'Off For a Bite' Skill? What if he's lost that skill already? Or is a Vampire team which loses its original Lord just a 'helluva' lot worse off?

Jervis: *You're just a helluva lot worse off!*

Q. Can Vampires and Vampire Lords use doubles on skill rolls to add +1 to their ST or AV? Can they choose Claws or Razor Sharp Fangs on doubles? (just curious;).

Jervis: *Not at present, but nice idea.*

Q. Can Vampire or Big Guy teams employ Wizards? And whoever heard of a Minotaur Wizard, anyway?

Jervis: *Yes they can – and whoever said a wizard has to be of the same race as the team they play for?*

Q. Do Undead players need double the SPPs to advance in skill level?

Jervis: *No.*

BLOOD BOWL

NEW TALENT

By Joel Hainstock

Joel, in his own words, is a devastatingly good looking 17 year old lad from a miserable little village in the depths of North Lincolnshire. He is presently in the upper 6th form studying A-Levels and has been a self-confessed 'Workshop Junkie' for about six years. He is also a tried and convicted 'Pointy Ears', running Eldar in Warhammer 40,000 and Epic and High Elves in Warhammer and Blood Bowl. He even uses the Elf in Warhammer Quest!

Joel is the Arbitrator for the Warhammer campaign at the Lincoln Games Club. Since reading Journal 22, Joel has started a Lizardman team which must have got his 'Blood Bowl orientated' mind working on overtime.

'Greetings sports fans and welcome again to Blood Bowl Focus, live on the No. 1 cabalvision network, NBC. There has been a wind of change blowing across the Blood Bowl pitch recently, and it doesn't seem like its about to stop soon, does it Jim?'

'No, that's right Bob. The re-introduction of teams from Lustria and Norsca has created a lot of excitement amongst Blood Bowl fans out there. Recently, however, there has been an influx of new and strange players to the more well- established teams.'

'Yes Jim, but those traditionalists out there will be glad to know that Halflings still go squish.'

'Too true Bob!'



SAVAGE ORCS

Savage Orcs are not physically different to other Orcs, except that they like to sport tattoos and warpaint, but they are nonetheless quite distinct. They live in their own tribes and have their own ways of fighting which make them easily distinguishable form other Orcs. Savage Orcs are wild fighters, whooping and screaming as they attack, calling upon Gork and Mork to help them as they crash into the enemy ranks.

On the Blood Bowl field Savage Orc behaviour is unfortunately very similar. They tend to run all over the pitch in a manic and uncontrollable fashion, much to the consternation of the other Orc players. If controlled, however, Savage Orcs can be extremely useful players, combining the speed of the Orc blitzer with their own frenzied attacks. More importantly, Savage Orcs are much more agile than their cousins, and are the closet thing an Orc team is likely to get to a quick player.

Add to Orc team list:

Qty	Title	Cost	MA	ST	AG	AV
0-2	Savage Orc	90K	6	3	3	8

Skills: Frenzy, Tattoos*

Available Skills: General and Agility

GOBLINS

Many years ago some Goblins took to living in the caves beneath the Worlds Edge mountains. Over the centuries these became distinct in type and are now known as Night Goblins. The Night Goblin is of little more use on the pitch than a regular Goblin, except when playing against a Dwarf team. Night Goblins hate their old rivals the Dwarfs so intensely that they will often go toe-to-toe with them for several minutes!



Forest Goblins are not physically different from other Goblins. It would be hard to tell one from the other, were it not for their distinctive styles of dress and skin painting. Forest Goblins wear their war tattoos onto the Blood Bowl field, and they have proven a remarkably effective protection against stronger opposition players. This said, a Goblin is still a Goblin, and they still take a beating every time they set a foot on the pitch.

Add to Goblin team list:

Qty	Title	Cost	MA	ST	AG	AV
0-4	Night Goblin	50K	6	2	3	7

Skills: Dodge, Stunty, Right Stuff, Hatred of Dwarfs*

Qty	Title	Cost	MA	ST	AG	AV
0-6	Forest Goblin	50K	6	2	3	7

Skills: Dodge, Stunty, Right Stuff, Tattoos*

Available Skills: Agility



MAIDEN WARRIORS

The Handmaidens of the Everqueen are not mere courtiers and attendants, but a warrior guard whose duty it is to serve and protect their mistress. Only those with great natural gifts are chosen, the most talented singers and musicians, the most beautiful, the fleetest and most graceful, but above all most loyal.



On the Blood Bowl field such maidens fulfil the role of runners in the High Elf team. They are arguably the most agile players in the game, making a mockery of even the deepest defenses. Maiden Warriors have been known to run past entire teams, gracefully dodging and weaving their way to score a touchdown.

Add to High Elf team list:

Qty	Title	Cost	MA	ST	AG	AV
0-2	Maiden Warrior	110K	9	2	4	7

Skills: Dodge, Leap, Side Step

Available Skills: General and Agility

HOBGOBLIN SNEAKY GITS

Hobgoblins are such an utterly evil and treacherous race that it is hard to imagine a tribe of Hobgoblins whose double-dealing and back-stabbing is renowned even amongst their own fickle kind, yet it exists. This tribe, the Sneaky Gits as it is called, fight in battle with two long curved knives. These weapons are ideally suited to murdering victims in their beds — which is the Sneaky Gits favourite tactic!

On the pitch Sneaky Gits are rare, since no-one really trusts them not to stab someone in the back. When they do appear, however, they are much more useful than normal Hobgoblins to their Chaos Dwarf masters. The envelopment tactic used so effectively on the battlefield has been translated onto the Blood Bowl field with great success.

Add to Chaos Dwarf team list:

Qty	Title	Cost	MA	ST	AG	AV
0-2	Sneaky Git	70K	6	3	3	7

Skills: Shadowing, Side Step

Available Skills: General

SKAVEN PLAGUE MONKS

The Plague Monks of Clan Pestilens are utterly dedicated to the spreading of corruption and decay in the name of the Horned Rat. They are the initiates and disciples of disease, with numerous agents scattered across the cities of the Old World. In battle Plague Monk regiments hurl themselves into the fray with fanatical ferocity, eager to bring death and destruction to their foes.

Plague Monks are equally as fanatical on the Blood Bowl field, scuttling around the pitch biting and clawing at the opposition. They are generally avoided by the rest of the Skaven, who do not want to catch something nasty. No-one, however, denies their usefulness, even if only as an off-putting factor to the other team.



Add to Skaven team list:

Qty	Title	Cost	MA	ST	AG	AV
0-2	Plague Monk	90K	6	3	3	7

Skills: Foul Appearance, Frenzy

Available Skills: General

DARK ELF ASSASSINS

During the insane revelries of Death Night the Witch Elves steal away young male children who they raise in the temples of Khaine. As they grow they learn the dark secrets of Khaine: the deadly martial arts, the power of poisons, how to move without sound and how to slip through the night unseen.

On the pitch the Assassins use their skills to great effect, slipping between a strong defence with ease or tracking an opposition player at the other end of the field.

Add to Dark Elf team list:

Qty	Title	Cost	MA	ST	AG	AV
0-2	Assassin	100K	6	3	4	8

Skills: Shadowing, Dodge

Available Skills: General and Agility



DWARF THUNDERERS

Thunderers are the Dwarf equivalent of archers, carrying large gunpowder weapons into battle. Well-trained and typically stubborn, they are used to protect the Dwarf artillery from flanking attacks, whilst also providing useful support to the army's main block of troops.

On the pitch the Thunderers' ballistic skills have caused the adoption of the role of the Thrower. Their appearance has added an unknown factor to the Dwarf game, that of passing plays, and many of the quicker teams have been caught out through simple arrogance.

Add to Dwarf team list:

Qty	Title	Cost	MA	ST	AG	AV
0-2	Thunderer	80K	5	3	3	8

Skills: Thick Skull, Pass

Available Skills: General and Passing

NEW SKILLS

Skills marked in any of the sections above with an asterisk (*) are new and detailed below.

Tattoos: The player wears distinctive bright war paint onto the Blood Bowl field, which he believes protects him from danger. While they are actually quite useless, the player's unshakable faith in his tattoos means his AV is fixed, and cannot be modified by anything. This means *Mighty Blow, Dirty Player, Fouls, Chainsaws* etc. have no effect for the purposes of the player's Armour roll. Note skills such as *Mighty Blow* will still effect the players Injury roll if his armour is penetrated. This skill may not be taken by a player with an AV of 9 or more.

Hatred: The player hates a particular race with such intensity that he will attack them with a ferocity totally out of character. If Blocking a player from the hated race the player counts as having the following skills: *Dauntless; Frenzy; Piling On*. Note you must still roll to see if the *Dauntless* skill has any effect. *Hatred* has no effect if a hated player Blocks your player, neither does it if your player is lending an Assist against a player he *Hates*.



NEW COACHING STAFF

PERSONAL TRAINERS

Blood Bowl is a merciless sport that chews players up, and then spits them out when they lose their touch, and there are thousands of ex-players trying to scrape a living. Many of these work for teams as personal trainers, teaching particularly clueless players about aspects of the game they were good at once.

Personal Trainers may be hired during the purchases segment of the Post-Match sequence, or as freebooters. Each personal trainer must be allocated to a specific player, and costs 50,000 gold pieces to hire, which should be added to the player's value. A player may only have one Personal Trainer. Each trainer is an expert in a certain area chosen from the following list: Passing, Agility, Strength, General. Write down next to the player who has been given the Personal Trainer what type he is. For example: write Personal Trainer (Passing).

Each time a roll on the Star Player table indicates the player with the trainer is eligible for a new skill, roll a D6. On a roll of 2-6 the player may take a skill from the list in which his Personal Trainer is expert, even if he would normally only be allowed it on a double. On a roll of 1, however, the player is just too stupid, and must take a skill from the lists usually available to him.

Note you may not retire one of your players and call him a Personal Trainer. They become Assistant Coaches. Personal Trainers do count as Assistant Coach's and so may add +1 to the Brilliant Strategy roll on the Kick-Off table. A team may have up to 3 Personal Trainers, but there is no restriction on the areas in which these trainers are expert. If a player dies or is retired then his personal trainer leaves the team, and may not be transferred from one player to another.

NEW RULES FOR ASSISTANT COACHES

If you choose to use the following rules then they are in addition to the rules printed in the Blood Bowl rulebook. In the Allocation of SPP's segment of each post-match sequence roll a D6 for each Assistant Coach on your team. Each 6 rolled allows your team an extra D3 SPP's, which you may spread amongst your players as you wish.

Converting figures to use for the new players from 'New Talent' is a remarkably easy exercise. Most miniatures will only require the removal of their weapons with a pair of snips followed by a little filing to cover up where they were.

A list of miniatures that are suitable for converting into the new players represented in this article can be found on pages 91-96, Blood Bowl Hall of Fame along with their product codes and Mail Order price.

NEW REGULATIONS

By Jervis Johnson

The Chairman of the NAF has come up with some more ideas for rule modifications that should make your matches quicker, fairer and less likely to result in the Coaches having a little bit of a 'barney'. These rule changes are entirely optional, so you should get your opponent's consent before going ahead and using them.

MOVING THE TURN MARKER

Coaches calling illegal procedure (IP) all the time, even when it clearly isn't required, is extremely irritating *(tell me about it – Ed)*, and so I'm going to use the following suggestion put forward on the Internet by *Alec Habig*.

A good cure for this would be to make calling IP like making a challenge in Scrabble. If you call an IP, but it's not really one, then *you* are socked with an IP for your next turn, just for being a *weasel* and trying to distract the ref.

However, rather than miss a turn, I'm going to say that the challenged team gains a re-roll for each incorrect IP call made by the opposing coach. He he he.

NEW INJURY TABLE

Also off the Net, *Sigurd R. Garshol* made the following suggestion, and I like it so much I'm going to try it out in the Studio league:

Roll injuries as normal, counting all the bonuses etc, and consult the slightly modified table below:

INJURY TABLE	
2D6	Result
1-7:	Stunned (*DAMN*).
8-9:	Knocked out. (*OK*)
10-12:	An Injury (*HURRAH*)

If you score 'An Injury' then roll a D6 (no modifiers apply);

This table evens out most of the logical errors that occur when bonuses for injury-rolls creep up to +2 or more. It makes the deaths a little less common.

SPECIFIC INJURY TABLE	
1D6	Result
1-3:	Badly Hurt
4-5:	Seriously Injured
6:	Dead, Dead, DEAD!

TIME TO RETIRE

The following rule attempts to reflect the fact that some players get old enough to retire from the game!

At the end of the match, after you've rolled up your winnings, roll a D6. On a score of '**1**' a player in your team is thinking of retiring. Pick a player randomly. If they have any Niggling Injuries then they automatically retire. If they don't have any Niggling Injuries then they'll retire unless you pay them D6x10,000 gold pieces as a 'sweetner'.

Players that retire have to buy themselves out of their contract. This means that you get to add an amount to your treasury equal to the amount it cost to hire the player for the team in the first place. You may, if you wish, keep the player on as an Assistant Coach. If you do this you may add an Assistant Coach to your roster for free.

RUNNING A LEAGUE

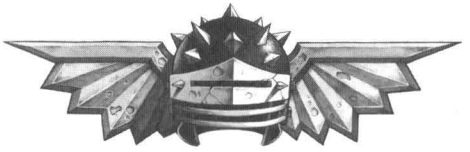
Although Blood Bowl benefited from almost a years play-testing in the Studio League, one or two minor problems have come to light since Death Zone was published. In particular, we've found that we've now got so many

teams competing in the league that Tournament Play-Offs have become a particularly cut-throat affair. The fact that there are only four places in the semi-finals makes the number of points scored in the play-offs vitally important, which can lead to some rather under-hand (if not strictly illegal) activity as players desperately try to arrange matches that will give them a big win and lots of points. In order to stop this happening in future, the next Tournament we run at the Studio will have a quarter-final stage before the semi-finals, which should ensure that all of the top teams can get through the play-off stage without being forced to use sneaky tactics in order to do so. I recommend any league with more than 8 teams does the same.

REGENERATION

The *Regeneration* skill has also been causing a certain amount of grief. Since Gavin Thorpe took control of the Studio's Undead team they have taken part in a lot more games than they had previously, with the result that we've noticed that *Regeneration* is extremely helpful in long- term league play. At present the skill negates any injury suffered by a player on a roll of 2+. This isn't all that useful in one-off games, as the player can't rejoin play until after the next touchdown is scored. In a league, however, a player with the *Regenerate* skill is much more useful, because he is unlikely to get killed and therefore have to be





replaced. Replacing dead players is costly, so teams with lots of players that can *Regenerate* (like the Undead) soon become very rich compared to other teams in the league. In order to get round this problem I suggest the rules for the *Regeneration* skill should be changed so that it only works on a roll of 4 or more on a D6, rather than on a roll of 2 or more as it is at present. This is only really necessary for teams playing in a league – in one-off games the *Regeneration* rules are just fine as they are.

BLOOD BOWL QUESTIONS AND ANSWERS

Since the Blood Bowl rules have been released I've received a number of letters asking questions about the rules and how they work. Most of these can be answered by carefully studying the rulebook, although I have to admit that a few mistakes did, erm, slip through the editorial net – **OK OK, I admit it, I made a few mistakes. What do you guys want, perfection?!?** *(Settle down Jervis! –Ed)* To help set the record straight, below are the most commonly asked questions and their answers.

Q. A number of Dwarf players have the *Tackle* skill, but it's not described in the Blood Bowl Handbook. How does the skill work?

Jervis: *Ooops! I'm afraid I managed to miss the Tackle skill out of the Handbook, although it is in Death Zone. If a player has the Tackle skill then opposing players who are standing in his Tackle Zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a Block at them.*

Q. The Landing Modifiers on the example of *Throwing a Team-Mate* are different to those printed in the rules. Which is correct?

Jervis: *The Landing Modifiers printed in the rules are the correct ones (i.e. +1 for an accurate pass, -1 per Tackle Zone on the square where the player lands).*

Q. If a player thrown by a team mate lands in the same square as another player, do either (or both) of the players need to make an armour roll followed by an injury roll after they are knocked over?

Jervis: *Yes. Unless the rules state otherwise a player that is knocked over for any reason must make an armour roll to avoid injury.*

Q. Does a player with the *Frenzy* skill have to 'go for it' and move extra squares if he fails to knock an opponent over?

Jervis: *No, but the Frenzied player may attempt to move extra squares and carry on attacking if his Coach wants him to.*

Q. Nobbla Blackwart is armed with a chainsaw and has the *Frenzy* skill. Does this mean that he can continue to make attacks with the Chainsaw if the first attack fails to take the victim out?

Jervis: *No, the Frenzy skill only applies when Nobbla makes a block.*

Q. Does the *Diving Tackle* skill allow a player with the skill to make a Block against every opponent that enters his Tackle Zone, or may it only be used once per opposing team turn?

Jervis: *The skill may only be used once per opposing team turn.*

Q. The *Sorry* and *Sorry Sir* special play cards can result in a team's Head Coach (i.e. me!) getting killed. Is this correct? And if it is, what effect does it have?

Jervis: *Yes, these cards can be used against Head Coaches. If the Head Coach is injured or killed then he may not argue the call for the rest of the match (and Undead Necromancer's may not use their Raise The Dead spell either). If a Head Coach is killed then he is replaced for free in time for the next match. Undead teams that lose their Necromancer Head Coach can carry on playing, but none of the players in the team are allowed to Regenerate as this function is performed by the Head Coach rather than the players themselves. The Necromancer will be replaced in time for the next match in the same way as a normal Head Coach.*

Q. Can I use a team re-roll to re-roll the result when I'm rolling on the Kick-Off table? Or when I roll to see if a K.O.'d player recovers consciousness?

Jervis: *No to both questions. Team re-rolls may only be used during your own team turn and at no other time.*

Q. Do prone players have a Tackle Zone?

Jervis: *No they don't. This isn't specifically stated in the rules although it is noted on the introductory playsheet.*

Q. Are all modifiers to armour and injury rolls added together? For example, if a player with *Mighty Blow* and *Dirty Player* fouls another player does he +4 to the armour roll (+1 *Mighty Blow*, +2 *Dirty Player*, and +1 for the foul)?

Jervis: *The rules for skills are missing an important note that states that only one skill may be used to modify a dice roll, although any number of other, non-skill related modifiers can also be used. In the example above, the Coach could either have his player use his Mighty Blow skill to modify the dice roll, or his Dirty Player skill to modify the dice roll, but not both (and I know which I'd use!). The +1 bonus for making a foul would still apply whichever skill was used. Note that it is only dice roll modifiers which may not be combined – a player with Strong Arm (which reduces the range of a pass) and Accurate (which gives a +1 pass modifier) would be allowed to use both skills on the same pass, for example.*

Q. Are the conditions for making an Assist for a Foul the same as making an Assist for a Block?

Jervis: *No. You can Assist a Foul even if you are in an opposing player's Tackle Zone.*

Q. Does a K.O.'d player get a chance to recover from his injury before every kick-off?

Jervis: *Yes.*

Q. Can a player use *Mighty Blow* or similar skills to modify armour and/or injury rolls if:

i) A player Dodges out of his Tackle Zone and falls over?

ii) A player is pushed off the field by the player with *Mighty Blow* and beaten up by the crowd?

iii) An opposing player Blocks the player with *Mighty Blow* and falls over himself?

Jervis: **i)** *No*, **ii)** *No*, **iii)** *Yes.*

Q. If a player holding the ball is pushed off the field and becomes a casualty, does the player who pushed him get 2 *Star Player Points?* And does the ball get thrown back in by the fans as normal?

Jervis: *Yes to both questions.*

Q. If a standing player is pushed into a square containing the ball does he get a chance to pick it up or does it scatter one square.

Jervis: *It scatters one square.*

Q. After the ball has scattered D6 squares at the Kick-Off and lands in an empty square in the Receiving team's half, what happens if it bounces off the field? Is it thrown back in or is it a Touchback?

Jervis: *The Receiving team gets a Touchback.*

Q. When a player attempts Dodges away from one of your players, fails the Dodge roll and then suffers an injury, does the player he was Dodging away from earn 2 *Star Player Points* for inflicting a Casualty?

Jervis: *No.*

Q. What happens if a player with the *Frenzy* skill Blocks an opponent with the *Stand Firm* skill and gets push back result? Does the *Frenzied* player carry on making Blocks even though he wasn't able to push the opponent back?

Jervis: *Yes.*

Q. Do Niggling Injuries last for a whole season? Or are they cancelled out once a 2-6 is rolled in the pre-match sequence?

Jervis: *Niggling Injuries are permanent and are never, ever lost! A player that has picked up several Niggling Injuries has to roll for each and every one of them before each and every match that he plays!*

Q. Does a player with *Horns* and the *Frenzy* skill receive the +1 Strength modifier when he follows up and makes an extra Block?

Jervis: *The player counts +1 Strength for the extra Blocks, but only if they occur as part of a Blitz action.*

Q. May a player who has been *Hypnotised* be used to Assist a Block?

Jervis: *Yes, but note that because they have lost their Tackle Zone, they do not stop any opposing players lending an Assist as well.*

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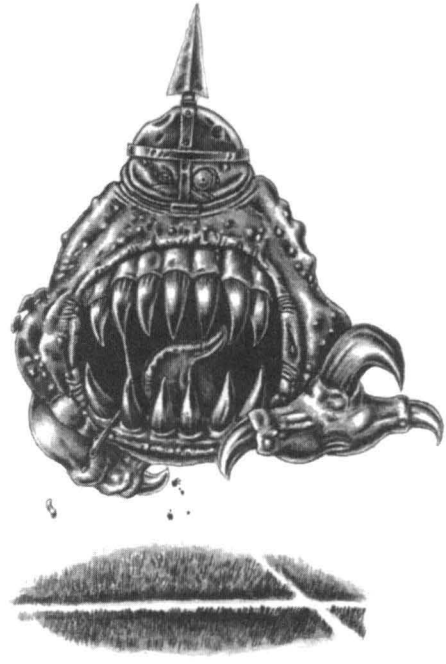
BLOOD BOWL SQUIGS

By Phil Lowles

With a little help from Gareth Hardy and Jamie Taylor for sending me their ideas and to Mark Jones the mad Squig of the 'Eavy Metal team for playtesting the nasty little critters!

Goblin teams have for a long time been regarded as being the worst teams in the game. Their only worthwhile addition to the melting pot that is Blood Bowl is the many various cheating Goblins and their wacky ideas. From Chainsaws and Pogo Sticks to Bomb throwers and Ball and Chain wielding fanatics to name but a few.

A little-known Goblin team which plays in *Gorgoths tribal Leeg 5th division* called the Squig Hunters, had a large Squig mascot which they kept in a big steel cage beside their piteously small pitch. During one game against a Halfling team called the Mootland Mountaineers, who were travelling the Bad Lands playing friendly matches against the local teams, the Squig broke out and rampaged onto the pitch killing 6 of the Halflings and knocking the rest back into their food-festooned dug out. The Mountaineers did not play any more friendly games after that.



Squigs became an instant hit with Goblin teams and the craze has now swept up into the bigger Goblin teams such as the Evil Gits, the Lowdown Ratz and even the Underworld Creepers. Many teams now have bands of Squig Hunters searching the deep mountain caves of the Warhammer world for ever-bigger Squigs to use in the Blood Bowl arena.

GOBLIN TEAMS

Qty	Position	MA	ST	AG	AV	Cost	Skills
0-16	Goblin	6	2	3	7	40,000 GP	Right Stuff, Dodge, Stunty
0-3	Squigs	D6	4	3	7	50,000 GP	Razor Sharp Fangs, Thick Skull, Frenzy

Team Re-rolls: 60,000 GC each

Squig Hunter Band: 50,000 GC (cannot buy Squigs without a band of Squig Hunters)

SQUIGS AND THE FOOTBALL TABLE

D6	Result
1-2	Squig eats football. The Squig has eaten the football and the game must be restarted. The Squig is sent off and may not come back on because it is against the rules to eat the football, you know. The team which made the last kick off must kick off again.
3-4	Squig kicks the ball. Roll for a random direction using the scatter template. The ball is kicked D6 squares in this direction. If the ball passes through a players square then they may attempt to catch the ball with a - 1 to the dice-roll. The ball will scatter once when it finally comes to a halt.
5-6	Squig picks up the ball in its mouth. The Squig has got the ball between its teeth and runs around madly. imagine this to be like a dog with a ball in its mouth. He moves as normal but cannot make a Block and cannot use his *Razor Sharp Fangs* when he has the ball in his mouth. Each turn roll aD6. On a 1 the ball has burst on his razor sharp teeth and he is sent off just as in a 1-2 result above, on a 2-5 result he keeps hold of the ball and continues to run about with it, and on a 6 he drops it and the ball will scatter once. This is the only way a Squig can score a Touchdown.

Squigs may only play for Goblin teams. The Goblin team must hire a team of Squig Hunters to use Squigs in his team. They have no effect on the game but they are the only Goblins who know how to handle a, Squig. Usually with a big club to the Squig's head, here is the new Goblin team list with new added Squigs.



Squigs Special Rules

A Squig must be moved before anything else on the Goblins' team and an illegal procedure is called if another player is moved first, unless there is a Fanatic with ball and chain. In this case move the Fanatic first and then the Squigs. Squigs move using the throw-in template just like the Goblin Fanatic with Ball and Chain. Roll a D6 to see how far the Squig moves first and then position the template in the direction you want him to go in and roll a dice. Do this for every square of movement the Squig has.



Just like the fanatic the Squig does not have a tackle zone and he never has to make a dodge roll to leave a square adjacent to an opponent because nobody would be stupid enough to try and stop a rampaging Squig. A Squig can however, be blocked by an opposing player if any would be so insane to do so. A Squig is injured as normal and unlike the fanatic does not always injure himself when he falls over.

When a Squig moves into a square which is occupied, friendly or enemy – Squigs do not care, then he will make a block. To move into the same square as a player the Squig must first be adjacent to him and when he rolls to move the template must indicate that he will move into the opposing players square. This does not count as the team's Blitz action. The Squig can keep moving and blocking as many times in one turn as it has movement or until he is knocked over. Note that a Squig has

Frenzy skill and follows up and Blocks again as per normal for the *Frenzy* skill. A Squig cannot Assist Blocks but other players may lend assists as normal.

If a Squig moves into a square occupied by a prone player then the Squig will foul them, friendly or otherwise. They can be sent off as normal by rolling a double. Only one foul may be made a turn so should a Squig attempt to foul a prone player after the teams foul has been used this turn then the prone player will just be pushed back one square away from the Squig menace.

When a Squig is getting up from being knocked down you must roll for how many squares the Squig will move first. If there is insufficient movement to get up he cannot get up. (No, this does not count as a turnover at all.)

A Squig cannot do anything with a football. This includes throwing, catching, handing off or anything! So if the ball ends up in a square with a Squig occupying it then roll a D6 and consult the table (left) to see what happens to the football.

Hiring new Squigs

Squigs cannot be hired once a league has begun. Instead you have to trust your band of Squig Hunters to seek out a new Squig for you. Once per post match sequence you may roll a D6 to see whether your Squig Hunters find you a new Squig or to see if the Squig Hunters die on their dangerous quest..

SQUIG HIRING TABLE

D6	Result
1	Squig Hunters are killed in the deep caves. Remove Squig Hunters from team roster. You must hire a new band of Squig Hunters immediately, they cannot search for a new Squig until after the next match. If you cannot afford to buy a new Squig Hunters band then all of your Squigs run off back to their cosy caves.
2-3	Hunters fail to find a new Squig. They may try again after the next match has been played.
4-6	The Squig Hunters bring you back a great new Squig. You must pay the hiring price of the Squig to your Squig Hunters. Deduct the money from your treasury and add the Squig to your team roster. If you cannot afford this then the Squig Hunters leave along with all of your Squigs.



SQUIG STAR PLAYERS

When your Squigs gain Star Player Points and become Star Players then you may choose skills from General, Strength or Physical. You will have to use common sense and choose skills which reflect Squigs nature. We don't want any Squigs with *Big Hands*, Squigs do not have any arms after all.

Included with this article is full rules for a Goblin Squig Hopper and at the bottom of the next page is his star player card. You may photocopy this page and cut the Star Player card out. Then simply glue it onto card and there you have a new Squig Hopper Star Player. Good eh!

Squig Hopper Star Player

Soon after Squigs hit the Blood Bowl turf a mad Goblin called Fuggit decided it would be a great idea to sit on one and ride about on it. Fuggit bought a Squig from a Squig Hunters team and soon began to learn how to ride him. Fuggit found it was more difficult than he had at first thought. For starters, he kept falling off and hurting himself. But being a persevering Goblin, apart from being stupid that is, he kept trying and one day he had mastered the Squig which he named Biter and then hopped down to his local Blood Bowl match.

It was not long before a coach spotted Fuggit riding Biter and signed him up on a two year contract. That very afternoon, Fuggit and Biter became a big hit with the fans bounding around the pitch in a completely mad fashion. The Goblin fans wanted more and more Squig Hoppers were soon playing Blood Bowl.

None of the newer Squig Hoppers could match up to Fuggit and Biter, though, and the pair were quickly enticed into the big Blood Bowl teams with the lure of lots of money and rats to eat. Since then Fuggit and Biter have played for dozens of teams and have played in all the major competitions.



Special rules: Penalty roll **8+**
A Squig Hopper moves and Blocks in exactly the same way as a normal Squig. The difference is that instead of blocking the Squig Hopper can attempt to leap over the player and continue the move on the other side of the opponent. This can be done when the template indicates the Squig Hopper is about to move into an opposing player. Make an agility roll as normal and if successful the Squig Hopper lands in the square the other side of the opponent. This takes up two squares of the Squig's movement and if the Squig does not have enough move to make the leap then he may go for it to leap. If there is no empty square on the opposite side of the player then he will just have to block the player in his way. You can choose whether to block or to leap when the template indicates you are going to collide with another player whether its a friend or a foe.

Every turn after the Squig Hopper has moved the Goblin player must roll a dice. On a 1 the Goblin has fallen off and is automatically injured, make an injury roll. On a 2 or more the Goblin stays on the Squig and is fine this turn. The Statistic line on the Star Player card incorporates both Squig and Goblin so if one gets injured they are both injured.

If the ball ever ends up in the Squig Hopper's square then the Goblin makes a roll to see whether he catches the ball or not as usual. Do not count the +1 for picking up the ball if the Squig Hopper should attempt this dangerous stunt. If the Goblin does catch the ball then he has grabbed it before the Squig does. If the Goblin drops the ball then the Squig gets it and you must make a roll on the Squigs and the football table as normal.

Hiring Fuggit and Biter – Counts as **1** player
Fuggit can keep Biter under control and therefore you do not need a Squig Hunters team to have Fuggit and Biter, although you do if you want any more Squigs on your side.

FUGGIT AND BITER
SQUIG HOPPER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
D6	4	3	7

SKILLS	TEAMS	SPECIAL
Razor Sharp Fangs Thick Skull Frenzy Leap	GOBLIN	SQUIG HOPPER

100,000 GOLD PIECES

THE CRUSH

By Jervis Johnson

'What am I bid for Morg N'Thorg? Do I hear 50,000 gold pieces...?'

One of the most fascinating things in any team sport is the way that the teams change year by year. This is as true for Blood Bowl as any other sport, and fans will often discuss if their present team was as good as those in previous years. Unfortunately, Blood Bowl fans being what they are, these 'discussions' can easily get out of hand and more often than not end up in a huge brawl – the most infamous example of this kind of thing being the *Gouged Eye civil war' of 2482*, which was sparked off by a particularly violent argument as to which was the best out of the 2461 and 2473 Gouged Eye Orc teams!

The reason that Blood Bowl teams change so much year by year is not just down to the casualties they suffer during matches, though this can be the sole cause – who can forget the infamous match between the Darkside Cowboys and the Kishago Werebears which resulted both teams being completely wiped out. However, of equal if not greater importance is a yearly event that is known simply as *The Crush*. The rest of this article explains how and why the Crush has such a drastic effect on the Blood Bowl teams of the Warhammer world, and gives rules which will allow you to incorporate the Crush into your own Blood Bowl league.



WHAT IS THE CRUSH?

In the very earliest days of the sport, new Blood Bowl players were recruited from anyone who wanted to play. This was fine, but often left teams with throwers that couldn't even hold the ball, let alone throw it. Eventually, though, a system grew up where promising players had to go through a special vetting procedure in order to join a team.

The process of selection which decides which players go where quickly became known as The Crush. It's a very complicated procedure, but – basically – all the available players are put in a large room, with representatives of all of the major Blood Bowl teams outside. On the word 'Go!', all of the players rush through a small door to get to the team of their choice before their quota of new players is filled. The Crush takes place two weeks after the Blood Bowl final, and always attracts high viewing figures because of the exciting scramble for the door!

But that's not all that happens when The Crush takes place, not by a long chalk! Far more importantly for most teams, the two weeks before the Crush takes place have come to be accepted as the period when old players hang up their spiky jock-straps for the last time and retire, and when Star Players who have become upset with their treatment in their present team will look for new and more lucrative contracts elsewhere.

All of these factors combine to make the two weeks of the Crush a fascinating period for all true Blood Bowl fans. Not only is there a chance to see the potential new stars of the game for the first time, there are also all of the award ceremonies and testimonial dinners held for retiring players, not to mention the press coverage of the often angry and sometimes violent departure of 'prima-donna' star players from one team to join another. By the end of the two weeks it is not unknown for head coach to be the only recognisable face left on a team, all of the other players having either retired, left to join a new team, or been replaced with a new and highly promising rookie players!

INCLUDING THE CRUSH IN A BLOOD BOWL LEAGUE

The following rules allow you to add the two weeks of mayhem, skulduggery and excitement which make up the Crush to your league. Their use is entirely optional, and a League COMMISSIONER can use them or not as he sees fit. You should be warned that the rules can dramatically change the character of the teams in your league, and that some coaches may well get a bit upset when their favourite Star Player decides to retire or – even worse! – goes off and joins another team! Personally, however, I feel that the Crush rules are well worth using, and their inclusion in the Studio League has meant that Coaches are already referring nostalgically to great 'old' teams such as the '93 Skavenblight Scramblers or the '94 Grudge Bearers.

If you decide to have a Crush then it should be held in the two week period after your Blood Bowl final (you can hold it after a different final if you prefer). It is up to the League Commissioner to make sure that all of the coaches in the league roll to see if any of the players in their teams retire or leave, and to then get all of the Coaches together so that the Crush itself can be held.

Each coach must roll a D6 for each of the players in his team who has 25 or more Star Player Points. If the D6 roll is 4, 5 or 6 the player is perfectly happy and will remain with the team. On a roll of 1, 2 or 3 the player has decided he either wants to retire or leave the team (gulp!). Roll the D6 again. If the D6 roll is less than or equal to the number of niggling injuries the player has suffered, then he has decided he wants to retire. If the D6 is greater than the number of Niggling Injuries the player has suffered, then he is thinking of leaving the team.

Retiring: A player who decides to retire cannot be stopped from doing so, although he may be kept on as an Assistant Coach as described in the Death Zone rulebook.

Leaving: A player who has decided to leave can be persuaded to stay by being payed a retainer. Roll a D6 and multiply the score by 10,000. The result is the number of gold pieces that must be payed out immediately from the team treasury in order to keep the player on the team. Players that leave a team may not be kept on as Assistant Coaches.

If a player retires or leaves the team, then their details should be crossed of the team roster. However, if the player is leaving rather than retiring, then his details should first be transferred to a blank Star Player Card as there is a chance that he may be bought up by another team (we've included some blank cards with this article which you can photocopy and use for this purpose).



REPLACING PLAYERS

Fortunately for the Blood Bowl coach who finds that most of his players have retired or left the team, finding replacements at the Crush is extremely easy. Because of this any player that retires or leaves the team may be replaced completely for free with a new player of exactly the same type, but without any Star Player Points, extra skills or characteristic increases. For example, if your Star Blitzer decides to retire, he will be replaced with a free 'rookie' Blitzer from your team list.

STAR PLAYERS

Star Players that were purchased for the team from Star Player Cards may also decide to leave or retire. Roll for them in exactly the same way as a player with 25 or more Star Player Points as described above. Obviously if a Star Player decides to leave then you do not have to fill out a blank card for them, as they will have their own one already!

Star players cannot be replaced unless they are of the same race as they team that they were playing for. For example, if Griff Oberwald retired from a Human Team, then he could be replaced with a rooky human Blitzer. If Morg 'N' Thorg was playing for the same team and also decided to retire, then he could not be replaced as he is not a human player!

THE CRUSH

The Crush itself is split into two parts. In the first part the Coaches who have chosen to

attend the Crush are allowed to try and sign up any players that have left their team and are looking for more lucrative offers of work elsewhere. In the second part of the Crush the Coaches get a chance to bid for exceptional new rooky players.

In order for the Crush to work properly it really needs all of the coaches in the league to be present. The League Commissioner should set a time and a place for the event, and make sure that all of the coaches in his league knows when and where it is happening well in advance. The if any fail to turn up it is their own silly fault!

Once all of the Coaches in the league have been gathered together the Crush can take place using the following rules:

1. The League Commissioner should take all of the Star Player cards for players that have left their teams, and give them a shuffle.

2. The League Commissioner takes the top card from the deck and places it face-up where all of the coaches can see it. He then rolls a D6 and places it on the card. The D6 roll times 10,000 is the reserve price for the player (for example, a roll of 3 would mean that the player had a reserve price of 30,000 gold pieces).

3. The Coaches are allowed to bid for the player. A Coach can bid any amount, up to the total amount of gold pieces they have in their treasury, as long as their bid is greater than the reserve price for the player and is higher than the last bid placed. The player that bids the most gets the player and must deduct the amount he bid for him from his treasury immediately. If no-one bids for the player, then the card is discarded. Note that a coach is allowed to bid for player that can't play for his team if he wants to do so, either to run up the price or to stop an opposing coach getting the player. However, if you end up buying a player that can't play for your them then the cash you spend is effectively wasted and you must discard the Star Player card at the end of the Crush.

4. The next card in the deck is turned face-up, a reserve price is set, and the player may be bid for. This carries on until all of the players that left their teams have been bid for.

5. And finally we get to the fun bit, the Crush itself! Although the majority of players signed on at the Crush are fairly ordinary, each year there are a small handful of exceptional players whose raw natural ability makes them stand out. (The signing up of the more numerous 'ordinary' rooky players is represented by allowing players to take free replacements for players that have left their team, as described above.) To see what raw talent is available, the League Commissioner should take all of the Star Player cards from Blood Bowl and Death Zone and shuffle them all together. He then turns over the top card on the deck, which represents the first player through the doors. Set a reserve price and bid for the player as described above. Then turn over the next card and bid for that player, and so on. This carries on until the D6 roll to establish the reserve price is a '1'. A roll of 1 means that this is the last 'exceptional' player that will come through the door. The player the 1 was rolled for is bid for as normal, and then the Crush is over.

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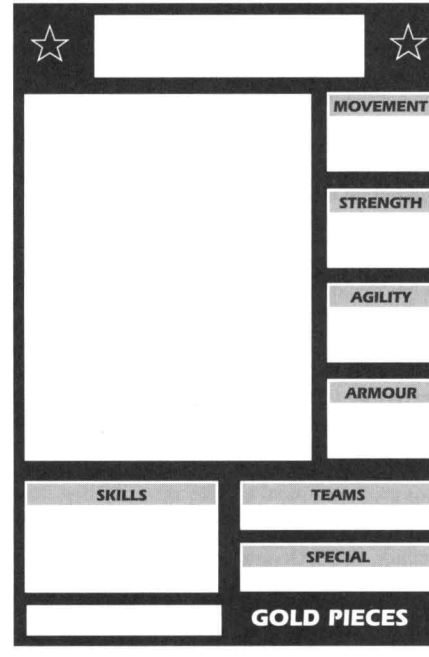


BLOOD BOWL®

DIRTY, ROTTEN SCOUNDRELS

The Return of Nurgle's Rotters

By James C. Jamieson

NURGLE'S ROT IN BLOOD BOWL

Nurgle's Rotters were a Chaos team made famous by the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. The team won many games by default as it was not uncommon for opponents to simply refuse to take the field against them. Those teams desperate enough to do so were invariably changed by the experience. The Rot affects its victim slowly, deteriorating both body and spirit. As a result afflicted players either kill themselves, go mad or else sign up with the only team loathsome enough to have them: the Rotters themselves.

Unfortunately (well, unfortunate for the Rotters anyway) the team did not survive the collapse of the NAF in '88. Without a regular supply of victims to recruit they, quite literally, went to pieces.

Spike! Magazine Exclusive: The Rotters are back!

You can't keep a good plague down it seems. It's almost ten years since the last appearance of Blood Bowl's most putrid team. But Spike! can reveal that speculation about a revival (if that is an appropriate word) of the Nurgle's Rotters is confirmed. Three members of the Middenheim Marauders hospitalised after their charity game against mysterious newcomers D.K Erengrad are reported to be in a state of advanced and irreparable decomposition tonight. Kislev General Infirmary, where the injured players are being treated has declined to comment but it has closed its doors to the public, indefinitely. Chaos fans everywhere will be delighted.

NEW RULES

CATCHING THE ROT

Nurgle's Rot is passed on by physical contact. Victims can catch it by being in combat with disciples of Nurgle, being caught in a Stream of Corruption or by becoming a Champion of Nurgle. The Rot usually takes several months to kill its victim, it progresses from match to match, starting with the first match following contraction of the disease. The victim is grotesquely altered as he slowly turns into a Plaguebearer, then his appearance and profile continue to change until he is finally assimilated into the Realm of Chaos as a pool of protoplasm. A Champion of Nurgle who contracts the Rot becomes a carrier of the disease but does not suffer any debilitating side-effects. However he can pass it on to members of his own team. If he is slain then the status of Champion will be conferred upon another team member. If the new champion already has the Rot, its progress is halted at the stage it has reached.

A new Chaos team wishing to devote itself to Nurgle must declare one of its players as a Champion. The Champion has the skill Foul Appearance, as described in the Death Zone supplement. This skill is a measure of the progress of the Rot, consequently the remainder of the team, Chaos Warriors and Beastmen start with Foul Appearance at Level 0, indicating that they have not yet been touched by the disease. Beastmen of Nurgle lose their *Horns* initially but gain them as the rot progresses.

After each match, before allocating Star Player Points, roll a D6 for each player on the team. If the number rolled exceeds the player's Foul Appearance level his Rot has progressed further and the Foul Appearance skill is increased by one level. A roll of 1 always indicates no change in condition, hence at level 0 the player must roll a 2 or more to become afflicted. Once afflicted consult the following table:

FOUL APPEARANCE TABLE

Level	Effects on Player
0	Skin discolours. No effects on player's profile.
1	Pustules break out all over body. -1 AV
2	Skin rots. Additional -1 AV.
3	Player sprouts a horn. Gains *Horns*
4	Eyes grow together. -1 AG
5	Feet grow claws. -1 MA & gain Claw.
6	Play one further game with -1 MA -2 ST and -1AG.

No characteristic may go below 1. At Foul Appearance level O the player receives none of the effects described for this skill. Upon reaching level 6 the player plays one last match after which he melts into a pool of goo. This makes him somewhat redundant on the Blood Bowl field.

Opposing players wishing to block a player afflicted with the Rot must first roll equal or less than the player's Foul Appearance level on D6. Failure indicates that the blocking player is so nauseated by his opponents state of corruption that he refuses to go anywhere near him.

If a Nurgle's Rotter Badly Hurts or inflicts a Serious Injury on an opponent and it is not healed by an Apothecary, roll a D6. On a 1 the victim is afflicted with Nurgle's Rot, gains Foul Appearance level 1 and immediately loses one point of AV. The victim is shunned by his former team mates and has no choice but to join the Rotters if he wishes to continue playing Blood Bowl.

Roll D6 for each newly afflicted player. On a 2-6 the player signs up with Nurgle's Rotters and may be added to the team roster for their next game. On a roll of 1 the player climbs onto the roof of the stadium and ends his career abruptly by power diving onto the astrogranite.

If for any reason a Nurgle's Rot victim player has the Regeneration ability, he may actually be able to reverse the progress of the disease. At the end of a match make a Regeneration roll as normal, on a successful roll the player deceases his Foul Appearance level by 1 to a minimum of level 1.

Characteristics are not lost or recovered as a result of Regeneration, but at least the player's life expectancy may be increased. Similarly a Healing Scroll magic special play card may be used to automatically remove one level of Foul Appearance from a player, this may be used at any point during the match or in the post-match sequence.

ORIGINATOR'S COMMENTS AND PLAYTEST Q & A.

I started to think about Nurgle's Rotters, when the second edition of the game came out. The line drawing of the piles of goo stayed in my mind and over time, these rules have grown. I wrote these and have playtested them exhaustively. Some friends have written to me over the Internet with their comments. These are written below..

Q: Does this mean all the Nurgle teams would be like this? (i.e. all have Nurgle's Rot)
A: No. It is up to the individual coach / commissioner. I would rule that if a coach opted to play Chaos, and wanted to use Plague bearers and a Great Unclean One (**Citadel Journal No.8),** then he would have to use the rules for Nurgle's Rot. I would advise the commissioner to try to have only one Rotter team in each league.

Many of the questions concerned the cost of the players, especially the Beastmen. The complaint was that the players were overpriced.

Q: Beastmen are overpriced. Why not reduce the cost ?
A: I think that you are paying for the concept of the Rot, by losing the extra 10,000 GCs per beastman. Soon enough they are going to get infected and have Foul Appearance (which is a 20K Physical Ability), and can use it all the time. Normal Beastmen get *Horns*, at the start of their playing career, but only one of them can use it per turn! You are also paying in advance for the infected opponents that your team will recruit for free.

Q: Beastmen are over priced. Shouldn't the FA effects be stronger?
A: It is just a question of game balance and I'd prefer them to be more difficult than a 'normal' Chaos team. Jervis has *spiked* the Deathzone teams (e.g. Halflings and Undead), so that they should be more of a challenge. I'd like the Rotters to be like that, only more so.

Summary: The cost of individual players is balanced by the unique abilities of the whole team.

Q: The Champion doesn't deteriorate as a result of the disease, right?
A: Correct. He has the skill Foul Appearance, as described in DeathZone.

Q: If the Champion dies, can he be replaced?
A: If he is slain then the status of Champion can be adopted by one of his team mates. If the new Champion has the Rot, at a specific level, then it's progress is halted at the stage that it is reached. The team 'vote' for who becomes the new Champion, so it is your choice. It can be a Beastman, a Chaos Warrior or even a player 'recruited' from another team

Q: Also, how about allies? I think the allies should be as stated in the Citadel Journal, i.e. Ogre, Goblin, Skaven, Dark Elf.
A: Nurgle's Rotters do not take allies as nobody in their right mind would actually join them. It would be a death sentence! Instead, the Rotters can acquire 'converts' which could include any Race. If you injure it, then there is a chance that it could play on your team! (for a short while).

Q: If an opposing player succumbs to the disease, is he deleted form his original roster?
A: Precisely! He joins your team, if you want him. You may make way for him/it, by 'cutting' a current team member, if you have no available spaces on your roster. For TR purposes he costs his list price. He has Foul Appearance Level 1

Q: What are the effects of Regeneration?
A: Regeneration effectively means that the progress of the rot is halted indefinitely, as long as the player is at a low level when he gets the skill. He has a 1 in 6 chance of getting worse and a 1 in 2 chance of being recovered.

Q: How could Undead be infected?
A: Nurgle's Rot doesn't only kill, but it also ruins flesh. A wise necromancer has gone to a lot of trouble to keep his Mummys in good condition and his ghouls alive. While the necromancer may not care about the Zombies, he must protect his investment. Nurgle warbands can consist of plague zombies, so the sorcerers of Nurgle must be able to maintain the Undead state of a subject. They cannot Raise the Dead, but perhaps they can sustain zombie existence.

Q: Isn't Coaching the Rotters is a lot of work in the book-keeping department?
A: Keep a portion of the Skills section of the roster free, or better still, draw a line down so that you have a fifth box after AV, and call this the FA Lvl box. Simply write your roster in pencil and make the necessary addition/deletions as appropriate.

Q: Am I correct in assuming that FA Lvl 0 and FA Lvl 1 are functionally the same, except for the AV loss?
A: No! I haven't explained that well enough. FA Lvl 0 is a condition which has not yet started to express itself. Any player in this state can be blocked as normal and cannot exert the -1 modifier (on passing and catching) associated with Foul Appearance.

A Chaos Beastman in these circumstances is effectively a Human lineman. The team behaves quite normally at the beginning, but becomes fun after a few games.

AND FINALLY...

Some people complained that the players got too powerful, when they got *Claw* skill, especially as the opposing coach had to roll a 5 or 6, on a D6, just block him.

I answered by saying...

At FA Lvl 6, the player plays one final game with the following punitive characteristic reductions: -1 MA, -2 ST, -1 AG. As the average Beastman player will be 5/3/2/6 [Horns, Block, Claw], at FA Lvl 5, he suffers a very high chance of deteriorating to level 6 after each game (1-5 on a D6). He is not likely to stay at FA Lvl 5 for many games and for his final game,me he becomes 4/1/1/6 [Horns,Block,Claw]. It might be argued that at FA level 5 or 6 the Beastman is virtually unstoppable, but with his AG who on Earth is going to pass to him??



BLOOD BOWL®

FOREST FOLK

By Matthew Brown

'Hi there, sports fans! Matt 'Madd-on' Manes here, bringing you the latest news from the Blood Bowl locker rooms! That's right, tonight's exclusive is the chance to field a team of Forest Folk in your games of Blood Bowl. Apart from additional rules highlighted here, they follow the normal rules from Blood Bowl and Death Zone.'

MISTS OF ANTIQUITY

There are realms in the forests of the Old World to which even the most learned Wood Elf Mages are oblivious. For these places are not only protected by ancient magics but are an essential part of that magic. These are the realms of Faery – beautiful glades, clear streams and sylvan woodland. A place where thoughts and actions are synonymous. But the denizens of these realms had almost completely shut out the external world – almost.



That was before Blood Bowl. The mischievous Pixies were the first to see, and the word spread through the forests like, well, like a forest fire. The excitement in the noncorporeal universe was simply inaudible. So much so that even the 'real forests' were drowned out by this insubstantial clamour. You'd probably have to be ethereal (or a tree!) to appreciate such a sound.

Match day arrived. The Bright Crusaders were due to play Da Deff Skwadd, but for some unknown reason Da Skwadd mysteriously failed to turn up for the game. They were last seen taking a shortcut through a small eerie forest. However, the game would go on...

Da Skwadd fans were becoming restless, could they smell treachery? No, it was just the McMurty Burgers. Either way, the fans wanted a match, or at least some other excuse for mindless violence in the 'safety of yer own stadium'. The Crusader fans began to mock the Orcs with sharp put-downs so the Orcs 'put down' some of the human fans sharply! Then, slowly, all went silent, confusing most of the rowdy assemblage as they were still hurling abuse (or whatever came to hand) at their fellow sports fans. Gradually everyone became aware of the thousands of glowing shapes forming amongst them. They were FAIRIES! and Sylphs and Dryads and Nymphs and – eh? – a rather stupid Troll (there's always one!).

The Orcs lost interest. It was apparent that Da Skwadd weren't going to show, probably called up for some 'speshul assyn-ament' by

their tribal Shaman or something. The humans didn't look like putting up a good fight either. Why they were so fascinated by a stadium full of the most alluring females, clad in transparent handkerchiefs was beyond the Orcy mind – 'Well, dey aren't even green!' (Actually some were, and some Orcs WERE fascinated.)

The rather stupid Troll ate a McMurty Burger. Then he ate the vendor who was standing too close. He also ate a Faery, but she went straight though him *(right, you can stop that – Ed).*

The Orcs left the stadium in a huff[1], the crowd settled and the sound levels balanced out. The woodland folk had become solid and many Bright Crusader fans passed out as a direct result. All the waiting finally came to an end, the stadium doors swung open and in trooped a veritable horde of Satyrs closely flanked by a pocket of Gnomes, all dressed up in Blood Bowl gear. Yet something was missing. All eyes turned back to the stadium entrance (except those still glued to the sight of a semi-naked lovely) and sure enough four noble and mighty Centaurs galloped through, calling to the crowd in their outlandish tongue. The fans erupted into whoops and cheers. Head Coach Grump, later to produce one of the greatest feats in Blood Bowl history, stood proudly admiring his team from the dugout.

The Ref blew his whistle, the ball was launched toward the skies and the game was on...

Forest Folk teams

The creatures of the forest all love sport and running especially so. They also have an almost magical recovery rate, though they are not a particularly tough bunch. They prefer to stay out of physical trouble and keep the ball moving, couple this with a lack of passing ability and you have a flexible but hard hitting running game. Hit them before they hit you.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS	SKILL CATEGORY
0-4	GNOME	40,000	6	2	3	7	Dodge,Ride Stunty	AGILITY
0-4	CENTAUR	100,000	7	4	3	8	Surehoofs	STRENGTH GENERAL
0-12	SATYR	60,000	6	3	3	7	Ability - Horns	GENERAL
							Ability - Regenerate	

Re-rolls: 50,000 each

Wizard/Apothecary/Cheerleaders/Assistant Coaches: Same cost as for other teams.

[1]*huff* *Due to the hapstance of there being a rather erudite scholar and inventor attending this match, the Orcs' departure was to become the seed of a brand new form of transport, the huff-huff. A long platform with many wheels, pulled by a large troll. He later made another for the fans of the winning team. He called it a Chuff Chuff. (in the event of a draw you would go home in a Hoo-Ha)*

[2]*Troll* *Prior to this the Troll was the 'coach' of a Snotling side – he would carry them all on his back to their matches. Unfortunately, on one fateful night, he arrived late, passengerless and with a severe stomach ache!*



SPECIAL RULES

Being about half the size of a normal Blood Bowl player does, unfortunately, have its disadvantages. Gnomes are just a bit too small to throw the ball well, and so must increase the range by one category when they make a pass. In addition, the little guys tend to break rather easily, which is represented by allowing the opposing coach to add +1 to the dice roll whenever he makes an injury roll for a Gnome player (including Gnome Star Players), this in addition to any other modifiers that might apply.



GNOMES

These Gnomes are the true Gnomes. In no way related to the Old World Gnomes who are, as the Forest Gnome puts it, 'Dwarfs who can't hold their beer!' It is also a misconception that they spend all day fishing and wearing silly hats. They only do this when they venture into the 'real' world so as not to be noticed. Indeed, how many times have you strolled past a garden full of brightly clothed people wearing silly hats and not thought any more of it? Even if they carry fishing rods where there is no water, or even when they're dropping their trousers!?! Its a strange magic that no-one but a Gnome can comprehend.

(However, every garden has its Gnome protector. Commonly known as the Gnome Guard! *(this is your last warning – Ed).)*

Forest Gnomes are very agile and have developed a play with the Centaurs in which they leap onto its back and gallop off for a TD! You've got to get past the Centaur first, these Gnomes Gnow what they're doing and are Gnot to be ignored.

CENTAURS

With the upper torso of a man and the lower body of a wild horse, Centaurs have wisdom and insight combined with speed and strength. This combination is formidable in the least.

In their magical domain, the Centaurs delight in roaming far and wide across plains and demonstrating their awesome power in jovial gatherings, where the drink flows as freely as

their spirits. The Centaurs are the lynchpin to the success of a Forest Folk team, and many agree, the best company in any post-match celebrations!

SATYRS

The Satyr, like the Centaur, is a combination of parts. With their small, sharp horns they have the legs of goats and the torsos of men. They are amorous creatures and spend nearly every moment trying to win over a Nymph's affections, much to the Nymph's entertainment. They play seductive pipes, display their prowess in athletic contests, but usually have to resort to a crafty chase. With the following a Blood Bowl team acquires, it creates the ideal platform from which a Satyr can show his talents and hopefully claim that elusive prize. Obviously, with thousands of Nymphs watching, there is no shortage of Satyrs wishing to play.

STAR PLAYERS

As the Treemen are so closely linked to the woodland races, the coach of a Forest Folk team may hire Treemen Star Players. Therefore Treemen will now play for Halfling, Wood Elf and Forest Folk teams.

RIDE SKILL

To overcome their shortcomings *(okay, I'll let that one go – Ed)* the Gnomes have worked out a cunning special play with the Centaurs which is represented by the Ride skill. The two players must be in adjacent squares for the Gnome to mount up *(I know what you're thinking and you can jolly well stop it! – Ed)*.

It costs 3 squares of movement for the Gnome to climb on. You may use 'Go for it' squares to achieve this. If you fail these the Gnome will be left prone in his square. Roll for armour/injury and the team will suffer a turnover as per normal.

If moving onto the Centaur's square requires a dodge roll you must take it as though the Centaur's square was a normal empty square. But you will fall prone in your own square upon failure as above. A Gnome may not make a Block or be Blocked and has no Tackle Zone while on the Centaur. He may not lend assists or make a Foul either. He may Blitz or Foul only if he dismounts before striking. He may Pass, Catch and make Hand-offs as normal. You may also make Hand-offs between Centaur and rider if you wish. Treat this as a normal Hand-off, just remember who has the ball!

Instead of the Gnome climbing onto the Centaur, the Centaur may lift the Gnome onto his back. This costs 3 of the Centaur's movement plus a further point for every opposing Tackle Zone the Gnome is standing in. It's difficult to pull a Gnome from a lot of grasping hands! You may not lift a prone Gnome. Note also that the Gnome will not be making a dodge roll in this case, he is simply being hoisted out of danger. The Centaur may use 'Go For It' squares.

A Centaur is unaffected by a Gnome on his back and may take any actions available as normal. He still retains his Tackle Zone.

The ball carrier must have his feet on the ground in the Endzone to claim a TD. It does not count if the Gnome has the ball but is still riding on a Centaur's





'Eavy Metal's Mark Jones kindly agreed to create the conversions for the Satyrs above and the Centaurs to the right – cheers, Mark!

back in the Endzone. You must Hand-off to someone standing in the Endzone (the Centaur for example) or Dismount.

You may only Dismount into an empty square. It costs 3 points of movement to Dismount (the Centaur cannot lift the Gnome off). The Gnome will have to make any necessary Dodge rolls to leave the Centaur's square if it is in an opposing Tackle Zone.

The Centaur may be blocked as normal (even when carrying a Gnome). If he is knocked down, the riding Gnome will be thrown off. Scatter the Gnome once from the fallen Centaur's square. The Gnome will remain on his feet on a D6 roll of 4+ (they're agile little blighters). Any player the Gnome is thrown into, prone or standing, must be pushed back.

Each Centaur only has room for one Gnome.



You may aim a Zap spell at the riding Gnome if you wish, but if it misses it will also miss the Centaur.

A Fireball or similar explosion must be aimed at the Centaur rather than his riding companion, the Gnome will still be thrown off as a result of the Centaur falling over. All players must set up on their own feet before the kick-off, you may not start a drive mounted up.

TEAM WIZARD

The Forest Folk do not use ordinary wizards. Instead they will hire a skillful Satyr to play his pan pipes. At any time once per game the Satyr may play his pipes. They send out a peaceful, slumber-inducing melody. Pick any one player on the field and roll two dice, adding the scores together. Your opponent rolls one dice. If the Satyr rolls equal to or higher than his opponent then the target player succumbs to the spell and momentarily drifts off to sleep. Place the victim stunned (Apothecaries may not alter this). If the target player was carrying the ball then it will scatter once from his square and the team will suffer a Turnover, otherwise the team may continue with its turn.

FANS

Fans of a Forest Folk team are alluring, to say the least. To represent this if a 1 is rolled (before modification) by your opponent on the Fan Factor table you may add 1 to your own Fan Factor, the opposing fans are so enchanted that they follow the Forest Folk. This is in addition to any fans you acquire or lose when rolling on the Fan Factor table yourself.



NEW STAR PLAYER: MAAT – CENTAUR LORD

Maat is the second Centaur to have come to the Old World. He is now the mightiest and wisest of them all. The original Centaur, the oldest Centaur, was unfortunately severely wounded. His injury was so deep even his miraculous healing powers could not save him. He resides with the Gods, amongst the stars, watching over his people.

'By the way folks, interested in what Grump did? Well, sit still now and listen tight...'

'The Most Impressive Single Play' award is held by Head Coach Grump of the Forest Folk side. It started during a disastrous match against the Chaos All-Stars. The Folk were down 4-0 before half-time. They needed to re-think their strategy, which, up until now seemed to have been 'get hit by everything and stay down.'.

Those team members still able to, took to the field again and immediately lost the ball. Coach Grump was totally incensed! He stormed up to the All-Stars Blitzer (Folk officials quickly called a substitution), dropped him with a blinding display of force and, grabbing the ball, promptly ran towards the All-Stars Endzone. The problem was, he didn't stop running –EVER! He shot right through the Endzone and off into the distance.

Exactly a year later, the Folk were playing host to the Reavers. The second half had only just begun when, from the depths of the Folk dugout burst none other than Coach Grump! His clothing was tattered, and he seemed to be dragging a number of washing lines behind him. A large pair of pink, ladies bloomers covered most of his face *(Ooer! –Ed)* yet he still carried the match ball and hadn't let up in pace one bit!

He hurtled across the pitch and tore through the Reaver's Endzone, leaving everyone as stunned as a very stunned thing. When the dust settled, Coach Grump was nowhere to be seen.

This happened for the next six years. Coach Grump would appear, seemingly from nowhere, at exactly the same time, charge the length of the field and sprint off into the distance!

He had scored 8 TDs in one mad dash play! Inflicted 32 player fatalities, 101 fan fatalities, 2 Referee fatalities, made 2 interceptions and even completed a pass! After much wrangling, the RARG (Referees and Allied Ruleskeepers' Guild) finally ruled his play good. Mainly due to the fact that he was a Forest Folk team member and was carrying an official match ball, even if it was a bit deflated.

Following these events not one team would play the Folk at their stadium on that day. So Grump's play ends there. But it is still said that at a certain time on a certain day at a certain place Coach Grump can still be heard, running across the turf and off into the distance.

Maybe Grump will score again – somewhere...

OUT OF RETIREMENT

Blood Bowl Star Player Update

By Jervis Johnson

This Spring sees the re-release of Blood Bowl, GW's very own game of sporting mayhem and mindless violence. If you already own the game, don't worry, we've resisted the temptation to change any of the rules in the game and instead have simply gone for the option of re-releasing the game in a snazzy new box. This said, there will be some new miniatures for the game, headed off by a Norse team designed by Gary 'Berserker' Morley.

You'll hear about these new releases in White Dwarf, but exclusively for CJ readers, the Mail Order Trolls have unearthed some rare and rather old Star Players miniatures that are not included on the Star Player cards in the game. The cards for these miniatures are included below, and you should feel free to use them in your games of Blood Bowl – with the League Commissioner's consent, of course!

One final point, if you take a look in the archive section of this issue of the Journal you'll find quite a few Blood Bowl articles, all of which can be used with the re-released version of the game...

'Well sports fans that's a big thankyou to the Chairman of the NAF, Mr Jervis Johnson. So Bob, what's new?'

'Well Jim, it seems that the lure of mega-bucks has dragged some of the Blood Bowl 'oldies' out of retirement and back onto the pitch this season.'

'Does this mean that we'll be seeing the legendary, six season veteran, 'Ole Bony-Pegleg-McNasty' of 'Night Horrors' fame Bob?'

' 'Fraid not Jim, not after the practice match the Night Horrors had against the 'Midgard Marauders' and their new Star Player acquisition 'Wilhelm Chaney' the werewolf.'

'He sure has got a taste for those Undead teams Bob!'

THE FOLLOWING STAR PLAYERS ARE AVAILABLE FROM MAIL ORDER ONLY

Just quote the name and product code of the model to the Mail Order Trolls and hire yourself a new (old?) Star Player! *(see pages 91-96 for codes and prices)*

(Bazooka* uses the same rules as the Chaos–Dwarf Blunderbuss)

BARIK FARBLAST
DWARF LONGBEARD



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	3	2	9

SKILLS	TEAMS	SPECIAL
Block Thick Skull Tackle	DWARF	BAZOOKA*

90,000 GOLD PIECES

HACKER SPLEENRIPPER
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
None	CHAOS	CHAINSAW

135,000 GOLD PIECES

BILEROT VOMITFLESH
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	5	2	9

SKILLS	TEAMS	SPECIAL
Foul Appearance Dirty Player	CHAOS	NONE

125,000 GOLD PIECES

WITHERGRASP
CHAOS MUTANT



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
Tentacles Two Heads Prehensile Tail	CHAOS	NONE

135,000 GOLD PIECES

LEWDGRIP WHIPARM
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
Tentacles Pass Sure Hands	CHAOS	NONE

135,000 GOLD PIECES

DORJAK SURECLAW
CHAOS MUTANT



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	4	3	9

SKILLS	TEAMS	SPECIAL
Long Legs Claw	CHAOS	NONE

130,000 GOLD PIECES

GORLMEN GOREBLADE
CHAOS WARRIOR



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	4	3	9

SKILLS	TEAMS	SPECIAL
Frenzy Dauntless	CHAOS	NONE

125,000 GOLD PIECES

SLARGA FOULSTRIKE
BEASTMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	3	8

SKILLS	TEAMS	SPECIAL
Horns Extra Arms Dirty Player	CHAOS	NONE

105,000 GOLD PIECES

WILHELM CHANEY
WEREWOLF



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	3	8

SKILLS	TEAMS	SPECIAL
Razor Sharp Claws Frenzy	CHAOS/HUMAN	NONE

135,000 GOLD PIECES

HELMUT WULF
HUMAN LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	3	8

SKILLS	TEAMS	SPECIAL
None	HUMAN	CHAINSAW

80,000 GOLD PIECES

HOSHI KOMI
HUMAN CATCHER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	4	7

SKILLS	TEAMS	SPECIAL
Catch Dodge Leap	HUMAN	NONE

120,000 GOLD PIECES

GREGOR MEISSAN
HUMAN CATCHER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	3	3	8

SKILLS	TEAMS	SPECIAL
Catch Dodge Diving Catch Surehands	HUMAN	NONE

125,000 GOLD PIECES

PUGGY BACON BREATH
HALFLING



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	2	4	6

SKILLS	TEAMS	SPECIAL
Right Stuff Dodge Stunty Block Nerves of Steel	HALFLING/HUMAN	NONE

90,000 GOLD PIECES

HIGHELM LYRPADE
WOOD ELF LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	4	7

SKILLS	TEAMS	SPECIAL
Block Pass Block	WOOD ELF	NONE

125,000 GOLD PIECES

ELDRIL SIDEWINDER
WARDANCER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	4	7

SKILLS	TEAMS	SPECIAL
Block Dodge Leap Catch Sprint	WOOD ELF	NONE

150,000 GOLD PIECES

TUERN REDVENOM
DARK ELF BLITZER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	4	8

SKILLS	TEAMS	SPECIAL
Block Dodge Dirty Player Tackle Pro	DARK ELF	NONE

175,000 GOLD PIECES

FLINT CHURNBLADE
DWARF LONGBEARD



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	3	2	9

SKILLS	TEAMS	SPECIAL
Block Thick Skull Tackle	DWARF	CHAINSAW

110,000 GOLD PIECES

WISHBONE
SKELETON



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	2	7

SKILLS	TEAMS	SPECIAL
Regeneration Block Pro	UNDEAD	NONE

70,000 GOLD PIECES

UGROTH BOLGROT
ORC LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
5	3	3	9

SKILLS	TEAMS	SPECIAL
Thick Skull	ORC	CHAINSAW

100,000 GOLD PIECES

GEARGRINDER
ORC CYBORC



MOVEMENT	STRENGTH	AGILITY	ARMOUR
3	5	2	9

SKILLS	TEAMS	SPECIAL
Block Mighty Blow Stand Firm	ORC/GOBLIN/CHAOS DWARF	NONE

125,000 GOLD PIECES

DIRTY DAN
GOBLIN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	3	3	7

SKILLS	TEAMS	SPECIAL
Dodge Stunty Dirty Player	ORC/GOBLIN/CHAOS	NONE

70,000 GOLD PIECES

SKRITTER
SKAVEN THROWER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	3	3	7

SKILLS	TEAMS	SPECIAL
Surehands Pass Strong Arms Accurate	SKAVEN	NONE

115,000 GOLD PIECES

RASTA TAIL-SPIKE
SKAVEN MUTANT



MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	3	7

SKILLS	TEAMS	SPECIAL
Extra Arms Catch	SKAVEN	NONE

100,000 GOLD PIECES

SKREET
SKAVEN LINEMAN



MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	4	3	7

SKILLS	TEAMS	SPECIAL
Block Dodge Leap Guard	SKAVEN	NONE

145,000 GOLD PIECES

FRANK N. STEIN
HUMAN BLOCKER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
4	5	1	9

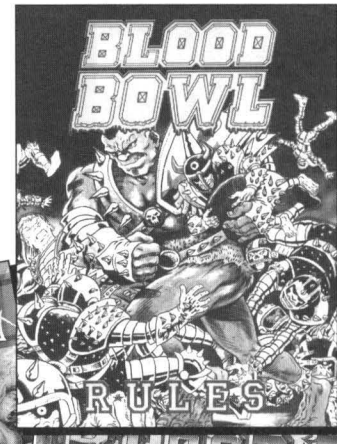
SKILLS	TEAMS	SPECIAL
Mighty Blow Stand Firm Break Tackle Thick Skull	UNDEAD	NONE

135,000 GOLD PIECES

BLOOD BOWL®

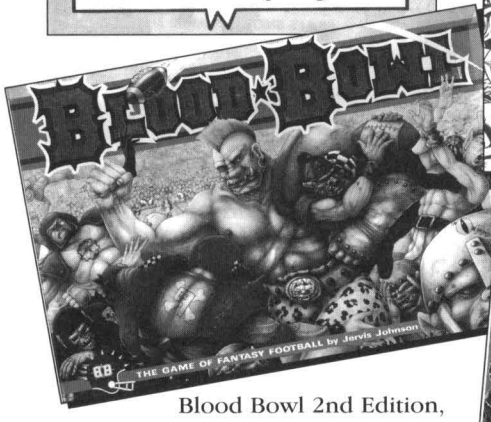
'A Trip Down Memory Lane'





Blood Bowl 1st edition, first published 1986.

Cover art by Brett Ewins, Internal and counter art by Aly Morrison.



Blood Bowl 2nd Edition, first published 1988.

Cover art by Colin Dixon. *(Wot? Can he draw too? – Ed)*
Internal art by Pete Knifton, Dave Andrews, Colin Dixon and Sid.



Blood Bowl 3rd Edition, first published 1994.
Cover art by Dave Gallagher, Internal art by Wayne England (also published in English!)



1st Edition *(cheesy!)*
Card Player



2nd Edition *(crude!)*
Plastic Player



3rd Edition *(cool!)*
Plastic Player



Blood Bowl 3rd Edition,
re-release March 1998.

Wizards N' Weapons

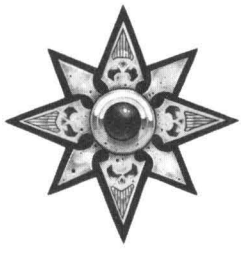
by Jervis Johnson

Beef up your Blood Bowl Wizard with these race related special abilities and 'tool up' your team with some new-improved, awesome and horribly illegal items of mass destruction...

BLOOD BOWL WIZARDS

In the past the use of magic during a match was banned. However, one of the conditions demanded by *MAD* (organisers of the Dungeonbowl tournament) in order for them to join the NAF was that magicians be allowed a more direct role in the game. Now any team is allowed to include one Magician as a member of their coaching staff – as long as the team can afford to pay the exorbitant 150,000gp fee to the appropriate college of magic in order to hire the wizard for the team. The type of Wizard a team gets depends on the race of the team; High Elf teams get High Elf Wizards, Orc teams get an Orc Shaman, Dwarf teams get a Dwarf Alchemist and so on. The Wizard must be represented by an appropriate, painted Citadel Miniature. A team is not allowed to have more than one Wizard.

Chaos Sorcerer: Chaos Sorcerers use Dark Magic to cast their spells. Dark magic is the most powerful and destructive of all types of magic, but it is almost as dangerous for the user as it is for the victim that it is used against! A Chaos Sorcerer may cast a bolt of destructive warp energy at an enemy player once per match. The Wizard lurks in the crowd, firing the *Warp Bolt* at the appropriate moment. The spell can be cast at any time, interrupting the opponents move if required. Roll a dice when the spell is cast. On a roll of 2-6 the victim is hit and knocked over by the *Warp Bolt*. Such is the power of the *Warp Bolt* that it automatically penetrates the victim's armour, so roll on the injury table immediately to see what injuries where inflicted. On a roll of 1 then something has gone dreadfully wrong with the spell. Roll the dice again. On a roll of 1-3 the Chaos Sorcerer is destroyed by his own spell, cross him off the team roster. On a roll of 4-6 the Wizard is horribly injured but survives. However he may not be used in the next match while he recovers from his injuries.



Chaos Dwarf Wizard: Chaos Dwarf Magic causes earthquakes, landslides and so on. Once per match a Chaos Dwarf Wizard is allowed to use his power to cause a miniature earthquake centred on one square on the pitch. The spell can be cast at any time, interrupting the opponents move if required. Anybody standing in the target square is knocked over on a D6 roll of 3 or more, while player's in adjacent squares will be knocked down on a roll of 5 or 6. Make any armour rolls for players that are knocked over as normal.



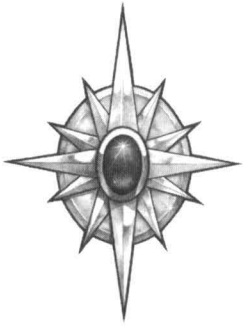
Dark Elf Wizard: Dark Elves hate pure sunlight and Dark Elf Wizards are able to manipulate the weather, to create storms and bring rainclouds to blot out the sun. Before making a roll on the weather table (either at the start or during the match), a Coach with a Dark Elf Wizard in his team is allowed to roll a D6. On a roll of 2-6 the Coach is allowed to

choose the weather result rather than rolling it up randomly. On a roll of '1' the result must be rolled up normally on the weather able. In addition, once per game the Wizard may call down lightning bolt to strike a player anywhere on the field. The spell can be cast at any time, interrupting the opponents move if required. The victim is hit and knocked over by the lightning bolt on a d6 roll of 4+. Make any armour and injury rolls for the victim as if they had been knocked over with a player with the *Mighty Blow* skill.

Dwarf Alchemist: See Death Zone.

Halfling Master Chef: See Death Zone.

High Elf Mage: High Elf wizards spend much of their time stargazing and recording the astral conjunctions to foretell the future. This ability is represented by the Coach being allowed to draw twice as many *Special Play cards* as he normally should, and then discarding half of them after having looked at the cards drawn. For example, if the Coach was allowed to take 2 *Special Play cards* for a match, he would be allowed to draw 4 cards and then keep the two that he liked the most.



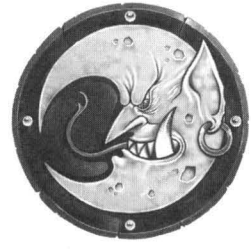
Human Wizard: Use the Wizard in Death Zone.

Orc Shaman: When Orcs are grouped together they generate a special type of magical energy called the Waaagh! Unless the energy is channelled it causes all kinds of strange poltergeist activity, causing objects to mysteriously move about or fall over. Orc Shamen are able to harness and direct this power. If an Orc team has a Shaman then he may be used once per match to cast the Hand of Gork spell. Nominate an Orc player, and then roll two dice and add their scores together. The total is the number of squares

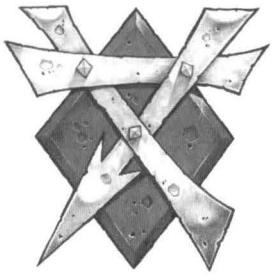


that the player is moved by the Hand Of Gork. Because the spell lifts the player high in the air, he may ignore Tackle Zones and occupied squares as he moves. He must, however, come back to earth in an empty square!

Goblin Shaman: Goblin Shamen have the same magical abilities as Orc Shamen (see above), they are just not quite as good at it! On the other hand, Goblin Shamen are always keen to work with Blood Bowl teams because it is difficult for them to make a living otherwise, and so they only cost 75,000 gold pieces to hire for the team. A Goblin Shaman is allowed to cast the Hand of Gork spell once per match, and may use it to move a Goblin from where he is standing to another square on the field. However, the Goblin version will only move the player a number of squares equal to the roll of *one* dice, rather than the two dice for the Orc version of the spell.



Skaven Grey Seer: The Skaven worship their own Chaos God, the Horned Rat, the manifestation of their race and of all their evil plans to rule the world. Like Chaos Sorcerers, the Skaven use the power of Dark magic to power their spells, but supplement it by consuming warpstone – solid pieces of black energy blown into the world by the howling winds of magic. A Grey Seer may cast the dreaded *Death Frenzy* spell once per game. The spell may be cast on a Skaven player at any point during a Skaven turn, just before the player takes his action. Roll a dice. On a roll of 2 or more the Skaven is empowered by the power of the Horned Rat and turns into a frenzied whirlwind of destruction. He may take two actions, one after the other, instead



of only one! On a roll of 1, however, the Skaven suffers a dreadful warp spasm. He falls to the ground, writhing in agony, and dies on the spot. Remove the model from the field and place it in the Dead and Injured players box.

Undead Necromancer: See Death Zone

Wood Elf Mage: Wood Elf Magic is intimately tied to nature, the seasons and healing. Wood Elf Wizards have the same special ability as an Apothecary, except that a Wood Elf Wizard is able to use his ability twice per match, either to allow two players with Niggling Injuries to play in the match, or to heal two injuries during a game.



MODIFIED WEAPONS RULES

DWARF CANNON *Penalty Roll: 7+*
(Cost 100,000 Gp Dwarfs only)
You may set up the cannon when setting up the team for the kick-off. It must face the opponent's End Zone and may not be moved once set-up. The Cannonball player is considered to be set-up inside the cannon, and is not placed on the pitch until he is fired (though he still counts as one of the 11 players on the pitch).

The player in the cannon may be handed the ball (roll to see if he drops the hand-off as normal), but may not do anything else until he is fired. The Cannon may not be blocked or attacked in any way, and neither can the player inside it.



The cannon may be fired by any player in an adjacent square to the cannon as his action for the turn. Note that opposing players may fire the cannon. Roll 4D6 and add the scores together to see how many squares the player in the cannon is fired. The player lands using the rules for creatures thrown by large monsters (see the main rules). If he goes over the End Zone he scores a TD, but is Seriously Injured when he (crash) lands! If the Cannon is banned by the Ref then the Dwarf Cannonball is sent off with it (there is no penalty for firing the thing!).

★ ★ ★ DID YOU KNOW ★ ★ ★
The natural greed of Troll players is legendary, but even in such prestigious company as Ripper Bolgrot and Bork Bulge-Belly, **Vizgrak Pigczit** is acknowledged as the greediest Troll player ever. Pigczit was especially fond of Referees, as he proved in a supposedly friendly match against the Grim Axebreaker Dwarf team. During the match he ate all nine Referees on duty. He then ate the Referees Inspectorate, everyone in the Hospitality Marquee and then the official statistician. That ended his official run at **45**, but he is known to have caught at least another four dozen from the Annual Referees Outing as they attempted to escape from the stadium disguised as priestess. Pigczit's record of 89 Officials Consumed in One Game is unlikely ever to be beaten.

BLOOD BOWL®

RESERVES & TRANSFERS

By Joel Hainstock

Yes, it's the prolific Mr Hainstock again with more weirdness for us to feast our eyes on. Here's an article that's been hanging around the bunker for some while, mainly being used as Troll bedding, that we thought the more experienced Coaches among you might appreciate!

RESERVES

From an early age, every Human, Orc, Dwarf or Elf longs to be a Star Player of their favourite Blood Bowl team. Forward thinking Coaches try to sign these enthusiastic youngsters at an early age, hoping to lay their hands on the next Griff Oberwald. Unfortunately, for every player who makes the big time, a thousand others prove their worth as members of the teams fan club!

RESERVE TEAMS

Any team except Undead, Vampire or Big Guys may have a reserve team. It is in this reserve side that future talent is groomed until ready to join the first team full-time. If you wish to set up a reserve team you must first gain the approval of your League Commissioner. The next step is to hire a Coach to run your reserve team. The types available, along with their cost and advantages are listed below. You may only have one Reserve Coach at a time.

TYPE	PLAYER TABLE BONUS	COST
Experienced	–	50,000
Veteran	+1	100,000
Star Coach	+2	50,000

You deal with reserve team affairs at the start of the purchases section of the Post-Match Sequence, before you buy any new players/coaching staff. You must first pay the Reserve Coach 10,000 GPs for the team's upkeep (i.e. bribes!). If for some reason you can not or will not pay this then the Reserve Coach ups and leaves, along with all his stars of the future. You may hire another Coach as soon as you have the money. When you have paid for the team's upkeep you may make one roll on the Reserve Team Table. Note the bonus for having a Veteran/Star Coach is applied on the Player Table, not the Reserve Team Table. Because there there are so many cheap Goblin and Halflings willing to sign up to play Blood Bowl, a Head Coach from one of these teams may re-roll the dice roll on the Reserve Team Table only, if he wishes. If you choose to re-roll then you must accept the second result, even if it worse than the first. You do not have to roll on this table if you don't want to, but once you have rolled the dice you cannot ignore the result.

RESERVE TEAM TABLE (D6)	
Roll	Result
1.	**Extra Funding.** The Reserve Coach demands an extra D3 x 10,000GPs funding. If do not pay then the Coach leaves as described above.
2.	**Progress.** The Coach is pleased with the team's progress. You may re-roll the result once next time you use this table.
3-5.	**Promising.** The Coach is grooming some potential stars. You may add +1 to your next roll on the Player Table.*
6.	**Success.** The Coach has decided one of his youngsters is ready for the big time. Roll on the Player Table.

* You may have any number of these bonuses, in addition to your Reserve Coach bonus.

If your roll entitles you to a new player then roll immediately on the Player Table to determine the type of player available, adding any bonuses for your type of Coach and Promising rolls on the Reserve Team Table.

The player you roll is free and you may add him to your team roster straight away. If you already have 16 players you must either retire an existing player, or lose the new player for good. Remember you cannot exceed the limits on particular types of player (e.g. 4 human Blitzers).

PLAYER TABLE (D6)	
Roll	Result
1.	**Useless.** The player is far too bad to play major-league Blood Bowl. You get no player this time.
2-5.	**Rookie.** The player is reasonable. You may add one Rookie player to your team roster.
6-7.	**Skillful.** The player is more skillful than expected. You may add one Skillful player to your team roster.
8-9.	**Raw Talent.** The player has great potential to become a great. Add one Raw Talent Player to your team roster.
10.	**Star.** The reserve coach has overlooked a brilliant youngster. Add any player to your team roster.

If you roll a player type which means you cannot afford even the cheapest player available to you, do not add a player to your team roster, instead add +2 to your next roll on the Player Table.

PLAYER TYPE	COST
Rookie	50,000 or less
Skillful	70,000 or less
Raw Talent	90'000 or less

Note if you are using Jervis Johnson's *Big Guys* rules that Bull Centaurs, Rat Ogres and Trolls may not come through the reserve team. Neither can you take allies or Star Players from the cards in Death Zone or the original game as players from the reserve team.

A special note if you are using Andrew Hall's *He Plays Like A Daemon* rules or Phil Lowle's *Blood Bowl Squigs* rules. Daemons and Squigs may not be taken as reserve team players, and anyone who tries to take them as such should be shot! *(Here, here – Ed.)*

ROOKIE TABLE (D8)	
Roll	Result
1.	**Dreadful Player.** Make D3 Star Player Rolls and remove their effect. On a roll of 11 remove one point of AG. On a roll of 2-9 remove one skill of your choice. Ignore this result if a player has no skills left. Physical Abilities may not be removed.
2.	**Crippled.** Roll D3 times on the Serious Injury Table. The player will not miss any matches as these are old injuries.
3.	**Slow.** The player is heavily built and very slow. Remove one point from the player's MA.
4.	**Weak.** The player is short and skinny. Remove one point from the player's ST.
5.	**Clumsy.** The player has bad reflexes and co-ordination. Remove one point from the player's AG.
6.	**Ugly.** The commentators take a dislike to the player. The player may never earn most valuable awards. Put a big cross in the MVP column on your team roster next to his name.
7-8.	**Nervous.** The player will not learn from experience until he settles down. The player will not earn SPP's until you first roll a 6 on a D6. You may roll at the start of every match he plays after the first.

EMERGENCIES

If a Head Coach which has a reserve side ever has to go into a match with 10 or fewer players available to start (due to injury or death for example) then you may draft in a player from the reserves, the only exception being if you have a full squad of 16 players. This takes place in the Hire Freebooters section of the Pre-Match Sequence. You may 'draft' any type of player on your team list (still not allies), and pay half his normal cost. Remember to update your team rating with the player's full cost for the purposes of handicaps etc.

You get to keep the player after the match just as if you had bought him, but he has been plucked from the reserves prematurely, and will suffer due to lack of match practice. Make one unmodified roll on the Rookie Table to determine this handicap. A characteristic may never fall more than 2 below its original value, and may never fall below 1. Ignore a result which would cause this to happen. All results are permanent.

In the harsh reality that is Blood Bowl large, rich teams often prey on the young talent of poorer teams, knowing that big-money deals cannot be refused when you're saving for even the cheapest of players.

TRANSFERS

CONTRACTS

The mainstay of the transfer system is the contract. It allows a Head Coach to secure the services of a player for a number of seasons with one lump sum – also cutting down on weekly expenses. When using these rules a player is assumed to be in one of two states: under contract, or a free agent. The player's Head Coach only has control over any transfer activity if the player is under contract.

The duration of a contract is measured in 'seasons'. This is the time it takes to complete all league fixtures and open tournaments once (it is a good idea to play these in the same order each season). So if a player 'signed' a 2 year contract at the start of a new league, he would become a free agent as soon as the last match of the second season had ended (including after the Post-Match sequence).



Players will sign new contracts at the very start of the purchases section of the Post-Match sequence, before any players are bought or sold. A contract costs 1,000 GP's per star player roll a player has taken. per season. So a player with 126 SPP's – 5 star player rolls – would demand 10,000 GP's for a 2 season contact. It is a good idea to place a player under contract as soon as he becomes experienced for as long as possible – it is a rare player (or league) that will last 5 seasons!

* Per season of contract.

** Rookies are expendable – no-one wastes a contract on them.

SPP'S	TITLE	SPR	GP's*
0-5	Rookie	0	NA**
6-10	Experienced	1	1000
11-25	Veteran	2	2000
26-50	Lvl 1 Star Player	3	3000
51-100	Lvl 2 Star Player	4	4000
101-150	Lvl 3 Star Player	5	5000
151-250	Lvl 4 Star Player	6	6000
250+	Lvl 5 Star Player	7	7000

Note down in a handy space the length of the contract, marking each season down as it passes using a tally system. The maximum length of any contract is 5 seasons. Players under contract are paid one lump sum when they sign the contract, cutting down on their weekly wage. To represent this while a player's contract lasts you may deduct half his value (not any SPP's) from your team rating on the Match Winnings Table only.

Newly purchased players (in a starting team for example) count as free agents until they have earned enough SPP's for you to place them under contract and you have paid for such a contract.

When a contract ends it may be renewed using the players new no. of star player rolls. Note that as contracts are signed before players are bought a Head Coach may renew a player's contract before any other coach has the opportunity to take advantage of his free agent status. This becomes important when using the rules for transfers detailed below.

Star Players from the cards in Death Zone and the original game will not sign contracts – they instead demand a huge part of the gate! – but they can never be transferred either (see below).

TRANSFERS

Transfers take place in the purchases section of the Post-Match sequence, after contracts are signed, but before normal purchases (so Head Coaches can spend the money they receive). This is summarised below:

NEW POST-MATCH SEQUENCE

1. Work out each team's winnings
2. Allocate Star Player points and roll on Star Player Table.
3. Roll on the Fan Factor Table.
4. Purchases
   - **a.** Work out contracts.
   - **b.** Transfer existing players.
   - **c.** Purchase new players/coaching staff.
5. Work out new Team Rating.

If a Head Coach decides he wants to buy an existing player from another team he must first find out if that player is under contract. If he is then that player's Head Coach may decide to let you approach the player or not. If the player is a free agent then the Coach has no say at all — you may make an approach. You may not attempt to buy a player from a team with 11 or less players. You may attempt to approach a player once after every match his team plays. To make an approach simply roll on the Player Reaction Table, using any modifiers stated below. You should make this roll on front of the other player.

DIFFERENCE IN TEAM RATINGS	PLAYER REACTION TABLE MODIFIER*
0-50	0
51-75	+ or - 1
76-100	2
101-125	3
126-150	4
151+	5

PLAYER REACTION TABLE	
2D6 Roll	**Player Reaction**
2-7	Refuses Approach
8+	Accepts Approach

When buying a free agent a tribunal will set the player's price – the Head Coach who made the approach must either refuse to pay that price or accept it, transferring the correct number of GP's to the other team's treasury.

When buying a player under contract the Head Coach of the player's current team may demand any price he likes! Again, the buying Head Coach must either accept or refuse. The only exception when setting a price is that it may never fall below the player's original value (e.g. 50,000Gp's for a human lineman). It is still a good idea to use the fixed part of the tribunal table to get a rough idea of the player's worth.

Once a price has been agreed and the money has been paid, the player is added to the team roster for his new team – remember you may not have more than 16 players in a team. You must have the League Commissioners present to oversee the transfer at this stage.

A player bought from another team must sign a contract immediately – this is the only time when you may sign a contract out of sequence – that's the whole point of the transfer system. Obviously Rookies transferred will not sign contracts.

TRIBUNAL TABLE - PLAYER'S COST	
Players Original Value	?
+ No. Characteristic Increases/New Skills*	x 20,000GP's
+ No. Characteristic Decreases (Injuries etc.)	x 20,000GP's
–No. of Niggling Injuries	x 5,000GP's
+ D6	x 5,000GP's

* Including those from Special Play Cards.

EXAMPLE

The Reikland Reivers want to buy a linesman from the human team 'the Carroburg Crusaders'. He has 37 SPP's, and has rolled two new skills and one ST increase. He has also had the Magic Helmet Magic Item card played on him, increasing his AV by one point. During his career he has suffered a Smashed Knee (Niggling Injury) and a Broken Neck (-1AG). His cost is 50,000 (Original Value) + 80,000 (4 Characteristic Increases/ New Skills) – 20,000 (1 Characteristic Decrease) – 5'000 (1 Niggling Injury) + 15,000 (D6 roll of 3 x 5,000) coming to a total cost of 120,000GP's.

PLAYERS OF DIFFERENT RACES

You may buy players of the same race as your team without restriction. Buying players of a different race to your team follows the rules and restrictions listed in Jervis Johnson's Big Guys article (Pages 34-41). Treat players transferred exactly as you would any other allied-race player, suffering the fan factor and team re-roll penalties as normal.

Note neither the daemons from J8 or the squigs from J11 may be transferred, as only Chaos and Goblin players may have the Chaos Sorcerers/Squig Hunter Teams respectively needed to use these players and anyway, imagine a Bloodletter playing for a Goblin team!

A Step-by-step Guide to Transfers

1. Decide which player you wish to buy.

2. Tell the Head Coach of that player's team you are making an approach.

3. If the player is under contract the Head Coach may refuse to sell the player. If he is willing to allow the approach, or the player is a free agent, continue to Step 4.



4. Set a price. This is done using the Tribunal Table for free agents. A Head Coach may demand any price for a player under contract.

5. This is your last chance to pull out – if you cannot or will not pay the price asked the deal falls through, otherwise continue to Step 6.

6. Deduct the player's cost from your treasury.

7. Add the player's cost to the treasury of the player's old team.

8. Write the player's stats on your team roster.

9. Remove the player's stats from the roster of the player's old team.

10. Pay for a contract for your new player and mark it down on your roster.

HE PLAYS LIKE A DAEMON!

By Andrew Hall

Wishing to have a greater variety of players available to his Chaos team, Andrew Hall has sent in his rules for using Daemons in Blood Bowl. After all, the daemonic powers of the Chaos Wastes like a good match as much as the next pan-dimensional being of doom.

It took a long time for the Blood Bowl frenzy to reach the astral planes, but when it did...WOW! Daemons make great Blood Bowl players, as Chaos teams have found out. Of course, there are some disadvantages. Most often it's the fact that creeping around at the witching hour of the winter solstice with a sacrificial dagger and a maiden of purity can be frowned upon by some people. The Daemons themselves are not paid (well, not with money...) as they have no use of mortal possessions. The money goes to the Chaos Sorcerers who are foolish and greedy enough to summon and bind these servants of Chaos. This is not the only disadvantage. With no armour and only a Daemonic Aura to protect them, it is quite common for Daemons to be pounded into the ground and spend the rest of eternity in the magical equivalent of the dug-out.



Use the following team list for your Chaos teams if you wish to use these rules in your games of Blood Bowl. Remember that your League Commissioner must agree to using these rules in your particular league.

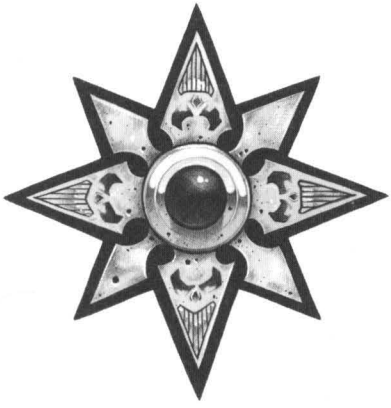
The difference between these Chaos teams and a normal Chaos team is that team must be dedicated to one of four Chaos powers. These are either Slaanesh, Khorne, Tzeentch or Nurgle, and the Daemonic player they are allowed is the Daemon of their patron deity – Plaguebearers for Nurgle, Bloodletters for Khorne, Daemonettes for Slaanesh,or Horrors for Tzeentch.

To field Daemons or Greater Daemons, a Chaos team must have a team Wizard. If the Wizard is killed, gets a better offer or leaves the team for any reason, a new one must be hired before the next match. If this isn't done then all Daemons and Greater Daemons on the team will be plucked back into the void (some people call this banishment, but anyone who really knows Daemons it's because they get bored). Having Daemons on your Chaos team doesn't affect the Wizard's spell casting ability and you may still cast one spell of your choice a during a match. (No, we don't want rules for the Playbook of Nagash, or the Catching Mit of Nagash!)

Daemons do not have a normal armour like other Blood Bowl players. Instead they are protected by their Daemonic Auras. This is treated the same as an ordinary Armour Value, except that a player never gets any modifier to his roll when he attempts to beat a Daemon's

Daemonic Aura, so the *Claw, Mighty Blow* or other skills do not increase the chances of injury.

If a daemon's *Daemonic Aura* is beaten, roll for injury as normal. However a result of Badly Hurt, Seriously Injured or Dead means the Daemon is banished from the mortal plane back to the swirling energies of Chaos. If this happens then the Daemon should be taken off your team roster and is dead.



PINK AND BLUE HORRORS

Instead of being banished to the warp, a Pink Horror that is Badly Hurt, Seriously Injured or Dead splits into two Blue Horrors. One of these is placed in the square the Pink Horror occupied, the other scatters D6 squares as it pops into existence. If the final square is occupied, the Blue Horror is placed, knocked over, in the target square and the other player is pushed backed and knocked down. Armour and Injury rolls should be made as normal.

If having Blue Horrors appearing takes your team over the allowed eleven players, roll a dice at the start of each of your own turns. On a roll of 1, 2 or 3 one of the Blue Horrors is sent off for the rest of the match (randomly determine which one). On a roll of 4, 5 or 6 the referee thinks the manic leaping Daemons are just one *very* fast player...

If both Blue Horrors are cast into the the Warp through injury, then the Pink Horror is also dead, remove it from your team roster, However, if one of the Blue Horrors survives a match the Pink Horror is still okay and will start the next match as normal. Blue Horrors cannot earn Star Player Points, they are lost when they merge again to become the Pink Horror.

GREATER DAEMON STAR PLAYERS

Where there's Chaos, there's Greater Daemons. These behemoths of the Blood Bowl pitch have a number of special rules. All Greater Daemons, with the exception of the Bloodthirster, have a Daemonic Aura instead of normal armour, and this follows all of the rules on the previous page. In addition, no Chaos team can ever have more than one Greater Daemon. The Greater Daemon they are allowed depends on their patron Chaos god. Teams that follow Khorne can have a Bloodthirster, Slaanesh teams can have a Keeper of Secrets, a Lord of Change plays for Tzeentch teams, while the followers of Nurgle can have a Great Unclean One taking up the room at the back of the team coach.

Chaos Daemons are bound to this world rather loosely. There is a chance that they will lose control of their mortal forms and temporarily return to the realms of Chaos. To represent this, a Greater Daemon has a Penalty Roll, just like a Dwarf Deathroller or a Goblin Chainsaw. The rules for Penalty Rolls are given in the Blood Bowl handbook.

Greater Daemons are tougher than other Daemons, and therefore they are only banished to the warp if they are Seriously Injured or Killed. If they are Badly Hurt they simply miss the rest of the game as usual.

GREAT UNCLEAN ONE Penalty Roll 9+

The huge bulk of a Great Unclean One is always a popular sight with the fans. As it spews gouts of putrid foulness at the opposition, the fans cheer and clap, pointing out particularly virulent boils and blisters that erupt on the opposition.

A Great Unclean One can use a special Stream of Corruption attack instead of making a Block (this means it can move and use this attack if you declare a Blitz action). To resolve this use the teardrop-shaped template. Place the narrow end touching the Great Unclean One, the other end pointing towards the enemy. Any player (on either team) half or more under the template must make an immediate Dodge roll using these modifiers.

If this is failed the player is knocked over and may be injured as normal:

+1 making a Dodge

-1 for each Tackle Zone exerted on the player

The player does not actually move, he just tries to duck under the gout of filth blasting towards him.

BLOODTHIRSTER .....Penalty Roll 8+
The Bloodthirster is the embodiment of Khorne's anger and rage. A Bloodthirster is a terrifying sight as it charges down the field bellowing its hatred and swatting aside everything in its path. Remember a Bloodthirster is the epitome of war and battle, and that Blood Bowl is supposed to be a sport. (Don't say we didn't warm you!)

A Bloodthirster wears *Chaos Armour* rather than having a *Daemonic Aura*. This means it follows all of the normal rules for armour and opponents can modify their Armour rolls with skills or cards.





LORD OF CHANGE.....Penalty Roll 7+
Lords of Change are the masters of intrigue and magic. They wield the unearthly powers of Chaos, causing the ball to change into a small duck, the opposing team's half-time squash to contain funny squiggly things, the crowd into a bunch of contemplative, bespectacled intellectuals and so on.

Having a Lord of Change on the pitch when there is a Kick Off allows the Chaos Head Coach to draw a Random Event card from the deck. This may be played as normal with the following exceptions. If the Lord of Change is off the pitch then the Chaos Player may not play the Random Event card. Only one Random Event card can be held for the Lord of Change. If you do not use it and there is another Kick Off, you do not draw a new card. If the Lord of Change is sent off, Badly Hurt, banished to the realms of Chaos or misses the rest of the game for another reason then discard the Random Event card immediately. Random Events that are played after the match may be used as long as the Lord of Change is not Badly Hurt, has been banished or was sent off by the Referee.

KHORNE TEAM ROSTER

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Beastman	60,000	6	3	3	8	Ability: *Horns*
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Bloodletter	130,000	6	5	3	7*	*Frenzy*

Re-rolls: 70,000 Gold Pieces each

***Daemons have a Daemonic Aura.**

SLAANESH TEAM ROSTER

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Beastman	60,000	6	3	3	8	Ability: *Horns*
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Daemonette	110,000	6	3	4	7*	Abilities: *Hypnotic Gaze, Claw*

Re-rolls: 70,000 Gold Pieces each

***Daemons have a Daemonic Aura.**

NURGLE TEAM ROSTER

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Beastman	60,000	6	3	3	8	Ability: *Horns*
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Plague Bearer	120,000	6	4	3	7*	Abilities: *Foul Appearance, Horns*

Re-rolls: 70,000 Gold Pieces each

***Daemons have a Daemonic Aura.**

TZEENTCH TEAM ROSTER

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS
0-12	Beastman	60,000	6	3	3	8	Ability: *Horns*
0-4	Chaos Warrior	100,000	5	4	3	9	None
0-2	Pink Horror	120,000	6	4	3	7*	Special Abilities: *Big Hand, Stunty*

Re-rolls: 70,000 Gold Pieces each

***Daemons have a Daemonic Aura.**

HEARTRIPPER
BLOODTHIRSTER



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	8	3	10

SKILLS
Block
Break Tackle
Dirty Player
Mighty Blow

TEAMS
CHAOS– KHORNE

SPECIAL
CHAOS ARMOUR

240,000 GOLD PIECES

MORTIUS
GREAT UNCLEAN ONE



MOVEMENT	STRENGTH	AGILITY	ARMOUR
3	7	1	9

SKILLS
Foul Appearance
Multiple Block
Pile On
Stand Firm
Thick Skull

TEAMS
CHAOS– NURGLE

SPECIAL
STREAM OF CORRUPTION

230,000 GOLD PIECES

LEWDRUMPSLAP
KEEPER OF SECRETS



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	7	3	9

SKILLS
Block
Claw
Extra Arms
Horns
Mighty Blow

TEAMS
CHAOS– SLAANESH

SPECIAL
AURA OF SLAANESH

230,000 GOLD PIECES

ZIRREXELEKAKAZAX
LORD OF CHANGE



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	7	4	9

SKILLS
Jump Up
Leader
Leap
Pass Block

TEAMS
CHAOS– TZEENTCH

SPECIAL
RANDOM EVENT

240,000 GOLD PIECES

WRITE FOR THE JOURNAL™

The Journal is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is - a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

Here is an even more! concise guide to help convert those sparks of inspiration into articles that you can share with the rest of us.

If you would like a full list of writers' guides, send a self – addressed envelope to the address at the bottom of this page.

1. What do we need?

• **We need to know who you are.** In order to get your article in print, We need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

• **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs, will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will play-test them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

• **We don't need flowery prose** - we leave that to the INFERNO! boys.

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• **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

2. Decide what article you want to write

For example:

- **A scenario for one of our game systems.**
- **The house rules that you use in your games.**
- **Ideas for collecting, modelling, converting and painting Citadel miniatures.**
- **Tips and tactics.**
- **A review of a tournament/convention you have attended.**
- **Your Games Club.**

Whatever your article is about, you should have play-tested it at least once. Always, where possible, send in photographs, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules etc.

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed (double-spaced!) with maps, conversions, etc. where necessary, and supplied on disk as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters & Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

• **Is it Games Workshop?** Your article has to be based on one of our more current games.

• **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

• **Is it interesting?** Try and make it original and innovative.

• **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

• **If you use someone else's ideas** within your article (for example from an Internet Website, Mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Journal Bunker has been re–located deep in the secret fastness of the Black Library - at our Head Office in Lenton.

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Or, if you're on the Internet, why not E-mail to us at -

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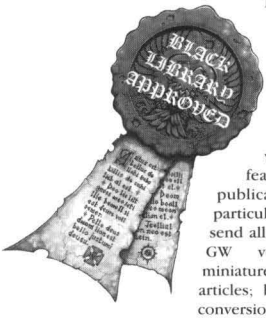
Please title any submission 'Journal Submission'

6. See your name in lights!



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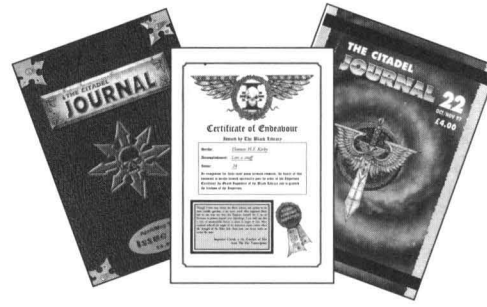
So what are you waiting for? Don't just sit there foaming... Get writing!



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Residing in these glorious halls you will find the product code, price and description of every Blood Bowl miniature that is currently available from Mail Order. You can 'kit out' your team with Cheerleaders, Referees, old Star Players, Big Guys, nutters with chainsaws...

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073336/6B	Human Kicker 2
073336/1B	Human Blocker 2
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Product code	Description
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073312/3A	Orc Blitzer1
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073312/6	Orc Kicker1
073312/2A	Orc Thrower 1
073312/1B	Orc Lineman 2
073312/4B	Orc Catcher 2
073312/2B	Orc Thrower 2
073312/3B	Orc Blitzer 2
073312/5B	Orc Blocker 2
073312/7	Orc Kicker 2
073312/1C	Orc Lineman 3
073312/3C	Orc Blitzer 3
073312/5C	Orc Blocker 3
073312/8	Orc Cheerleader
07338712	Greaser Geargrinder £2.00 (Orc Star Player, Cyborg)
07338718	Urgroth Bolgrot £2.00 (Star Player with Chainsaw)
07338712	Star Player 3 £2.00 (with Chainsaw)

Product code	Description
BLOOD BOWL DWARFS £1.75 each	
1986-1991 Catalogue p.318	
073348/8	Dwarf Lineman 1
073348/7	Dwarf Thrower 1
073348/4A	Dwarf Blitzer 1
073348/2A	Dwarf Kicker 1
073348/1A	Dwarf Blocker 1
073348/3A	Dwarf Lineman 2
073348/2B	Dwarf Kicker 2
073348/4B	Dwarf Blitzer 2
073348/1B	Dwarf Blocker 2
073348/3B	Dwarf Lineman 3
073348/2C	Dwarf Kicker 3
073348/1C	Dwarf Blocker 3
073348/4C	Dwarf Blitzer 3
073348/3C	Dwarf Lineman 4
073348/6A	Dwarf Referee
073348/6B	Dwarf Cheerleader
073387/4	Barik Farblast £2.00 (Star Player with Bazooka!)
073387/11	Flint Churnblade £2.00 (Star Player with Chainsaw)
073348/5A	Injured Player1
073348/5B	Injured Player2

Product code	Description
DWARF DEATH ROLLER £9.00 complete	
073407/1	Roller Half 1 £2.50
073407/2	Roller Half 2 £2.50
073407/3	Frame £1.25
073407/4	Engine £1.75
073407/5	Driver £1.75

BLOOD BOWL ELVES £1.75 each (these may be used as both High and Wood Elves)

1986-1991 Catalogue p.319	
073301/3A	Elf Thrower 1
073301/2A	Elf Catcher 1

Product code	Description
073301/1A	Elf Lineman 1
073301/5A	Elf Kicker 1
073301/4A	Elf Blitzer 1
073301/1B	Elf Lineman 2
073301/2B	Elf Catcher 2
073301/3B	Elf Thrower 2
073301/4B	Elf Blitzer 2
073301/5B	Elf Kicker 2
073301/2C	Elf Catcher 3
073301/1C	Elf Lineman 3 (Also Star Player Highelm Lyrpade)
073301/6	Elf Cheerleader
073387/10	Eldril Sidewinder £2.00 (Star Player Wardancer)

BLOOD BOWL DARK ELVES £1.75 each
1986-1991 Catalogue p.320

073351/4A	Dark Elf Catcher 1
073351/1A	Dark Elf Blitzer 1
073351/2A	Dark Elf Thrower 1
073351/5A	Dark Elf Kicker 1
073351/3A	Dark Elf Lineman 1
073351/2B	Dark Elf Thrower 2
073351/4B	Dark Elf Catcher 2
073351/3B	Dark Elf Lineman 2
073351/1B	Dark Elf Blitzer 2
073351/5B	Dark Elf Kicker 2
073351/1C	Dark Elf Blitzer 3
073351/2C	Dark Elf Thrower 3
073351/3C	Dark Elf Lineman 3
073351/6	Injured Dark Elf
073351/7	Dark Elf Cheerleader
073387/5	Tuern Redvenom £2.00 (Star Player)

BLOOD BOWL SKAVEN £1.75 each
1986-1991 Catalogue p.321

073375/1A	Lineman 1
073375/4A	Kicker 1
073375/6A	Blitzer 1
073375/5A	Catcher 1
073375/3A	Thrower 1
073375/2A	LIneman 2
073375/6B	Blitzer 2 (also Star Player –Skreet)
073375/4B	Kicker 2
073375/3B	Thrower 2 (also Star Player –Skritter)
073375/1B	Lineman 3
073375/2B	Lineman 4
073375/1C	Lineman 5
073375/2C	Lineman 6
073375/2D	Lineman 7
073375/1D	Lineman 8
073387/19	Rasta Tail-Spike £2.00 (Star Player)

Product code	Description

BLOOD BOWL CHAOS £2.50 each
1986-1991 Catalogue p.322

073498/4	Dorjak Sureclaw (Star Player)
073498/5	Wormhowl Grayscar (Star Player)
073498/8	Gorlmen Goreblade (Star Player)
073498/7	Duke Luthor Von Hawkfire (Star Player)
073387/7	Withergrasp Doubledrool (Star Player)
073498/1	Lewdgrip Whiparm (Star Player)
073498/3	Bilerot Vomit Flesh (Star Player)
073498/2	Chaos Player 1 (Warrior)
073498/6	Chaos Player 2 (Warrior)
073387/16	Slarga Foulstrike (Star Player)
073387/6	Dieter Hammerslash (Star Player)
073387/7	Hacker Spleenripper (Star Player with Chainsaw)
073498/16	Chaos Cheerleader £2.00



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BLOOD BOWL CHAOS DWARFS £1.75 each
1986-1991 Catalogue p.322

073498/9	Chaos Dwarf Lineman 1
073498/10	Chaos Dwarf Thrower
073498/11	Chaos Dwarf Catcher
073498/12	Chaos Dwarf Lineman 2
073498/15	Chaos Dwarf Lineman 3

BLOOD BOWL BIG GUYS
1986-1991 Catalogue p.323

073363/1	Ogre Player 1 £8.00
073363/6	Ogre Player 2 £8.00
073363/2	M'Gorg'Gn'Throg £8.00 (old Ogre Star Player)
073363/13	Minotaur Player 1 £4.50 (legs)

Product code	Description
073363/14	Minotaur Player 1 £4.50 (Body)
073363/10	Bellow Thunderslam £9.00 (Minotaur Star Player)
073363/11	Minotaur Player 2 £9.00
073363/5	Troll Player £9.00
073363/5	Grograt Crunchskull £9.00 (Troll Star Player).
073363/7	Treeman Head £2.00
073363/8	Treeman Arms £2.00
073363/9	Treeman Legs £4.00

BLOOD BOWL GOBLINS £1.75 each
1986-1991 Catalogue p.324

073324/1A	Gobbo Lineman 1
073324/2A	Gobbo Catcher 1
073324/1B	Gobbo Lineman 2
073324/2A	Gobbo Catcher 2
073324/1C	Gobbo Lineman 3 (Also 'Dirty Dan' Star Player)
073324/2C	Gobbo Catcher 3
073324/1D	Gobbo Lineman 4
073324/2D	Gobbo Catcher 4
073324/5	Gobbo Ooligan 1
073324/4	Gobbo Ooligan 2
073387/21	Gobbo Pogo Stick 1
073387/8	Gobbo Pogo Stick 2
073387/20	Gobbo Pogo Stick 3
073387/9	Gobbo Pogo Stick 4
073387/24	Gobbo wiv Chainsaw
073324/3A	Gobbo Cheerleader 1



073387/27

073324/3B	Gobbo Cheerleader 2
073387/28	Snotling Player 1
073387/22	Snotling Player 2
073387/23	Snotling Player 3
073387/29	Snotling Player 4
073387/27	Snotling Player 5
073387/26	Snotling Player 6

BLOOD BOWL UNDEAD £1.75 each
1986-1991 Catalogue p.325

073387/14	Frank N' Stein £2.00 (Star Player)
073387/17	Wilhelm Chaney £2.00 (Star Player)
073531/1	Skeleton Player (Also Star Player Wishbone)
073531/2	Zombie Player.

Product code	Description
BLOOD BOWL HALFLINGS £1.25 each	
1986-1991 Catalogue	**p.325**
073387/13	Puggy Baconbreath £2.00 (Halfling Star Player)
073390/20	Halfling Player 1
073390/19	Halfling Player 2
073390/21	Halfling Player 3
073390/24	Halfling Player 4
073390/22	Halfling Player 5
073390/23	Halfling Player 6

BLOOD BOWL STAR PLAYERS
1994 Catalogue p.4

099901501	Count Luthor Von Drakenburg £4.00 (Undead)
099902601	Lord Borak the Despoiler £3.00 (Chaos)
099902901	Jordell Freshbreeze £3.00 (Wood Elves)
099901701	Prince Moranian (High £3.00 Elves)
099901401	Varag Ghoul-Chewer £4.00 (Orcs)
099901601	Horkon Heartripper £3.00 (Dark Elves)
099901301	The Mighty Zug £3.00 (Human)
099900701	Griff Oberwald £3.00 (Human)
099901801	Grim Ironjaw £3.00 (Dwarfs)
099902101	Fungus the Loon £2.50 (Orcs/Gobbos)
099900601	Scrapper Sorehead £3.00 (Orcs/Gobbos)
099902201	Bomber Dribblesnot £2.50 (Orcs/Gobbos)
099903201	Hakflem Skuttlespike £3.00 (Skaven)
099900901	Nobla Blackwort (Orcs/Gobbos)
0999001	Hthark the Unstoppable £5.00 (Chaos Dwarfs)

BLOOD BOWL BIG GUYS
1994 Catalogue p.5

HEADSPLITTER £8.00 complete	
73510/1	Head £1.50 each
73510/2	Torso £4.00 each
73510/3	Legs £2.50 each
MORG 'N' THORG £8.00 complete	
73504/1	Head £1.50 each
73510/2	Torso £4.00 each
73510/3	Head £2.50 each
RIPPER BOLGROT £8.00 complete	
73508/1	Head £2.00 each

Product code	Description
73508/2	Torso £4.00 each
73508/3	Right Arm £2.00 each
73508/4	Legs £3.00 each

ORCLAND RAIDERS Boxed Set £17.00 each (Consists of 5 Linemen, 3 Blitzers, 1 Thrower and 2 Black Orc Blockers – check prices of individual players with Mail Order)

099900307	Orc Lineman 1 (Right fist raised)
099900308	Orc Lineman 2 (Both fists raised)
099900309	Orc Lineman 3 (Spiky Helmet)
099900303	Orc Blitzer 1 (Left fist raised)
099900304	Orc Blitzer 2
099900307	Orc Blitzer 3 (Right fist raised)
099900306	Orc Thrower
099900301	Black Orc Blocker 1
099900307	Black Orc Blocker 2 (Spike on helmet)

CHAOS ALL STARS Boxed Set £17.00 each (Consists of 8 Beastmen and 3 Chaos Warriors)

099901101	Chaos Warrior 1 (Left fist raised)
099901102	Chaos Warrior 2 (Bucket Helmet)
099901102	Chaos Warrior 3 (Right fist raised)
099901106	Chaos Beastman 1 (Spiked fist)
099901107	Chaos Beastman 2 (Left fist raised)
099901104	Chaos Beastman 3 (Both fists raised)
099901105	Chaos Beastman 4 (Right fist raised)
099901107	Chaos Mutant with Claw and Foul Appearance.
099901107	Chaos Mutant with Tentacles
099901107	Chaos Mutant with Extra Arms

ATHELORN AVENGERS Boxed Set £17.00 each (Consists of 7 Linemen, 2 Wardancers, 1 Thrower and 2 Catchers)

099901201	Wood Elf Lineman 1 (Right fist raised)
099901202	Wood Elf Lineman 2
099901203	Wood Elf Thrower 1
099901204	Wood Elf Catcher 1
099901205	Wood Elf Catcher 2
099901206	Wood Elf Wardancer 1
099901207	Wood Elf Wardancer 2

GALADRIETH GLADIATORS Boxed Set £17.00 each (Consists of 7 Linemen, 2 Lion Warriors, 1 Phoenix Warrior and 2 Dragon Warriors)

099900101	High Elf Lineman 1 (Right fist raised)
099900102	High Elf Lineman 2 (Both fists raised)
099900103	High Elf Lineman 3 (Left fist raised)
099900104	High Elf Lineman 4 (Both fists raised)
099900105	Phoenix Warrior (Thrower)
099900106	Dragon Warrior 1 (Blitzer)
099900108	Dragon Warrior 2
099900109	Lion Warrior 1
099900107	Lion Warrior 2 (With feather in headband)



099900204

NAGGAROTH NIGHTMARES Boxed Set £17.00 each (Consists of 7 Linemen, 2 Witch Elves, 1 Thrower and 2 Blitzers)

099900201	Dark Elf Thrower
099900203	Dark Elf Blitzer 1
099900202	Dark Elf Blitzer 2 (Arm raised)
099900204	Witch Elf 1
099900205	Witch Elf 2
099900206	Dark Elf Lineman 1 (Right arm raised)
099900207	Dark Elf Lineman 2 (Both arms raised)
099900208	Dark Elf Lineman 3 (Left arm raised)

Product code	Description
CHAMPIONS OF DEATH Boxed Set £17.00 each (Consists of 3 Skeletons, 3 Zombies, 2 Wights, 2 Mummies, 1 Thrower and 2 Ghouls)	
099901001	Ghoul 1
099901002	Ghoul 2 (Breastplate)
099901003	Skeleton 1 (Right fist raised)
099901004	Skeleton 2 (Both fists raised)
099901005	Zombie 1 (Left fist raised)
099901006	Zombie 2 (Right fist raised)
099901007	Mummy 1
099901008	Mummy 2 (with Chains)
099901009	Wight 1
099901010	Wight 2
SKAVENBLIGHT SCRAMBLERS Boxed Set £17.00 each (Consists of 7 Linemen, 2 Stormvermin, 1 Thrower and 2 Gutter Runners)	
099900401	Skaven Lineman 1
099900403	Skaven Lineman 2 (Right
099900402	Skaven Lineman 3 (Both fists raised)
099900404	Gutter Runner 1
099900405	Gutter Runner 2 (Hooded)
099900406	Skaven Thrower
099900407	Stormvermin 1 (Left fist raised)
099900408	Stormvermin 2
SKAVEN MUTANTS £2.00 each	
099902702	Skaven with Extra Arms
099902704	Skaven with Big Hand
099902703	Skaven with Claw
099902705	Skaven with Very Long Legs.
GRUDGEBEARERS Boxed Set £17.00 each (Consists of 6 Longbeards, 2 Blitzers, 2 Troll Slayers and 2 Runners)	
099900501	Dwarf Longbeard 1 (Plaited 'Tache')
099900502	Dwarf Longbeard 2
099900503	Dwarf Longbeard 3 (Plaited beard)
099900504	Dwarf Runner 1 (Right fist raised)
099900507	Dwarf Runner 2
099900505	Dwarf Blitzer 1 (Left fist raised)
099900508	Dwarf Blitzer 2
Product code	**Description**
	(Right fist raised)
099900506	Troll Slayer 1 (Both fists raised)
099900509	Troll Slayer 2 (Right fist raised)
ZHARR-NAGGRUND ZIGGURATS Boxed Set £17.00 each (Consists of 8 Hobgoblins and 4 Chaos Dwarf Blockers)	
099903301	Chaos Dwarf Blocker1
099903302	Chaos Dwarf Blocker2 (Right fist raised)
099903303	Chaos Dwarf Blocker 3 (Both fists raised)
099903304	Chaos Dwarf Blocker4 (Wearing bulbous hat!)
099903403	Hobgoblin 1 (Both fists raised)
099903402	Hobgoblin 2 (Right fist raised)
099903401	Hobgoblin 3 (Left fist raised)
099903404	Hobgoblin 4 (Face mask)
021100403	Chaos Dwarf with Blunderbuss

099902502



BLOOD BOWL GOBBOS £1.25 each	
099902501	Goblin 1 (Left arm raised)
099902502	Goblin 2 (Running in a silly manner!)
099902503	Goblin 3 (Spiky helmet)
099902504	Goblin 4 (Tongue poking out)
099902505	Goblin 5 (Right arm raised)
BLOOD BOWL HALFLINGS £1.25 each	
1994 Catalogue	**p.5**
099902002	Halfling Player 1
099902001	Halfling Player 2 (wearing saucepan!)
099902003	Halfling Player 3

Product code	Description
099902004	Halfling Player 4
099902005	Halfling Player 5
099902006	Halfling Player 6 (wearing collander!)



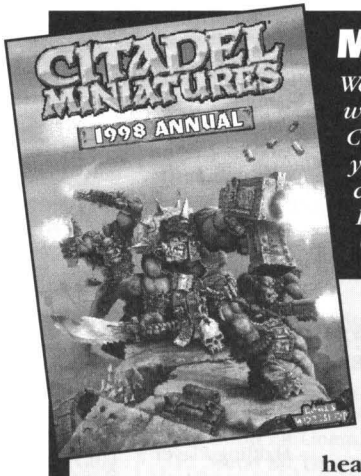
099902002

BLOOD BOWL 'ROOKIE BIG' GUYS (These can be used instead of or in addition to the standard models)

020401701/2/3	Treeman 1 £12.00 (with arm? branch? held high)
020401704/5/6	Treeman 2 £12.00
074460/2/5/8	Rat Ogre 1 £8.00 (crouching)
074460/3/4/8	Rat Ogre 2 £8.00 (Reaching up to catch)
074460/1/6/7	Rat Ogre 3 £8.00 (Raising fist)

NEW BLOOD BOWL PLAYERS £1.75 each except where noted (These are suitable for converting – we have chosen miniatures that only require minimal modelling)

Product code	Description
1998 Catalogue	**p.85**
021005401	High Elf Maiden Guard 1
021005402	High Elf Maiden Guard 2
021005403	High Elf Maiden Guard 3
021005404	High Elf Maiden Guard 4
021005405	High Elf Maiden Guard 5
1998 Catalogue	**p.156**
021201401	Dark Elf Assassin 1 £3.00
021201402	Dark Elf Assassin 2 £3.00
1998 Catalogue	**p.175**
020904212	Savage Orc with stone hammer 1
020904204	Savage Orc with spiked club 2
1998 Catalogue	**p.188**
020903904	Forest Gobbo Boss 1
020903906	Forest Gobbo Boss 2
020903503	Forest Gobbo Banner Bearer 1
020903505	Forest Gobbo Banner Bearer 2
1998 Catalogue	**p.190 (Gobbos £1.25)**
020902702	Night Gobbo Boss 1
020902509	Night Gobbo with axe 1
020902513	Night Gobbo with Sword 1 (and giving the 'Bird')
020902505	Night Gobbo with spear 1
020902504	Night Gobbo with spear 2
1998 Catalogue	**p.208**
020600575	Skaven Plague Monk 1
020600578	Skaven Plague Monk 4



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