

EXTRA RULES

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

CREATING A BLOOD BOWL TEAM


Apart from the teams you will read about in this rulebook, there are many others playing in leagues all over the known world. There are many other Human and Orc teams, for example, which you can play using the plastic models from this set.

All the different races that play Blood Bowl (as well as specific teams and Star Players) will receive detailed coverage in later sections. However, so you can get started with your very own Blood Bowl team straight away, this section presents basic rules for the most popular Blood Bowl playing races. You can either use the plastic playing pieces provided with the game to represent the players in your team, or collect the Citadel miniatures from your local stockist or through Games Workshop's Mail Order service.

TEAM ROSTER SHEETS

The pad of team rosters is used to record the playing characteristics of the team. Owners of Blood Bowl are given permission to photocopy team roster sheets for their personal use only. There are many other boxes on the roster sheet not covered in this section. Do not worry about those now as they are needed for league play which is covered on pages 24 to 29.

PLAYERS NAME	POSITION	MA	ST	AG	AV	SKILLS	INT	COMP	TD	INT	CS	MIP	SPP	VALUE
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
16														

 TEAM ROSTER	TEAM:	RE-ROLLS:	X
	RACE:	FAN FACTOR:	X 10,000 gp
	TREASURY:	ASSISTANT COACHES:	X 10,000 gp
	HEAD COACH:	CHEERLEADERS:	X 10,000 gp
		APOTHECARY:	X 50,000 gp
TOTAL VALUE OF TEAM:			

BUYING PLAYERS

In order to create your team you have a treasury of 1,000,000 gold pieces. This represents the cash you have managed to raise from sponsors or by other, more underhanded means to hire the players for your team. The first step in actually creating the team is to study the team lists (see pages 72 to 78) and decide which you want to use. All of the players in your team must be from the same team list. So, for example, a High Elf team may not include Human players because these players come from a different team list.

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

TEAM RE-ROLLS AND FAN FACTOR

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

Your team's Fan Factor represents how popular the team is, and can have important effects on the results you roll on the Kick-Off Table. All teams start with a Fan Factor of 0. When you create your team, you may purchase up to 9 additional Fan Factor for 10,000 gold pieces each. Each point of Fan Factor your team has adds 10,000 to the team's value.

COACHING STAFF

A team's coaching staff provides vital back-up to the team's players. Coaching staff are never allowed on the pitch. They must stay on the sidelines during the match. Any team may include the following coaching staff on their roster:

Head Coach (AKA 'The Manager' or 'Da boss')

This model represents you, and so does not cost any gold to hire for the team. During a match your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if he makes a call against your team. None of these things have any direct effect on the game (though they may intimidate your opponent). You may, if you wish, use a suitably impressive looking model to represent the Blood Bowl version of yourself!

★ ★ ★ Did you know...

Helmut Wulf, the tough as nails and madly sadistic chainsaw swinging star, now owns two large mansions thanks to his 'A little off the top, me Lord?' commercial for the 'Ye Olde Barbershop' franchise. He summers in the Border Principalities, and holes up for the winter in Lustria. Helmut keeps busy and close to these expensive properties by hiring himself out to any of the local teams near his current homestead even if it means sharing blood baths with the Vampires in the summer and bashing heads with the Lizardmen in the winter.

★ ★ ★ *Did you know...*

The long, long history of Blood Bowl is littered with the corpses of teams which – for one reason or another – didn't survive to play another day. Some run out of gold, which is understandable, because Blood Bowl is an expensive game involving vast sums of gold – bribing all those referees and buying all those spellcasters requires a fortune when the costs are added up over the whole year. Some run out of fans; this is also understandable, because Blood Bowl fans are notoriously fickle. A team which loses every game in a row for seven years can expect to have its gate substantially reduced. In some cases, fans have taken even more drastic action to stop a downward slide in fortunes: in 2473 the Streissen Vampires were systematically put out of their misery by unhappy fans after they came last in every category for three years running. Worst of all though, some teams run out of players. This happens rather a lot. Some of the many teams no longer with us include:

Shortstuff Scurriers: A Halfling team, the Scurriers first entered the NFC Central Division in 2479. Unluckily, though, they lost their first 34 games, and were disbanded in a wave of disgust! (2479-2480)

Haffenheim Hornets: Eaten by mistake at a pre-match dinner for the Oldheim Ogres. They were mistaken for slaves dressed in Hornets gear, whom the Ogres were to consume to bring them luck. This time it did, in fact, because the incident gave the Oldheim team a clear pass to the next round. (2417-2460)

Wuppertal Wotans: Every single member of this long-running team, including the owner (who was at home in bed at the time), was very suspiciously struck by lightning two minutes before the start of an important semi-final versus the Chaos All Stars. (2483)



Another job well done!

Assistant Coaches

Assistant coaches include offensive and defensive coordinators, special team coaches, personal trainers for your legendary players and numerous others. As a team becomes more successful the number of assistant coaches on its roster just seems to grow and grow. The more assistant coaches you have on your team, the more likely you are to win the 'Brilliant Coaching' result on the Kick-Off Table (see page 19).

Each assistant coach you add to the team costs 10,000 gold pieces and should be given a different job title. Assistant coaches do not *have* to be represented by models, but it's much more fun if they are!

Cheerleaders

Most Blood Bowl teams have a troupe or two of cheerleaders both to inspire the team's players and their fans. It's the team's cheerleaders' job to whip the fans into a state of frenzy and lead the chanting and singing as the crowd's shouts and howls build up to a deafening crescendo. The more cheerleaders you have on your team, the more likely you are to win the 'Cheering Fans' result on the Kick-Off Table (see page 19).

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

★ ★ ★ *Did you know...*

Morg 'n' Thorg refuses any offer to play for a team where he might be playing along side Ramtut III. When Morg first started freelancing his services, he and Ramtut were hired to play for the Champions of Death against the Asgard Ravens. Head Coach Tomolandry believed he was a powerful enough Necromancer to raise an Ogre from the dead and had a nefarious plan for Morg. Tomolandry bribed the Ravens to focus their blocks and fouls on Morg and Ramtut was paid extra to 'accidentally' throw a block or two Morg's way in the hopes of a fatal result. After the 3rd bone-crushing hit by his 'team-mate', Morg realized he had been duped and in a rage literally tore through most of the Champions players, coaching staff, cheerleaders, and reserve players as he exited the pitch.

Apothecary

An Apothecary is a healer wise in the ways of medicine and the healing arts who looks after the injured players in a Blood Bowl team – and so has a strenuous and full-time job! It costs 50,000 gold pieces to purchase an Apothecary to permanently look after your team during a match. He may be represented by an appropriate Citadel miniature if you wish. A team may not have more than one purchased Apothecary. Khemri, Necromantic, Nurgle and Undead teams may **not** purchase or use an Apothecary.

During a match, an Apothecary may attempt to cure a player who has suffered a Casualty. An Apothecary can be used only once per match. Immediately after the player suffers the Casualty, you can use the Apothecary to make your opponent roll again on the Casualty table (see page 25) and then **you** choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll) the Apothecary has managed to patch him up and pump him full of painkillers so that the player may be moved into the Reserves box.

Instead of purchasing an Apothecary, Necromantic and Undead teams use the services of a Necromancer. The Necromancer is free to the team and allows the team once per a match to 'Raise the Dead'. If a player on the opposing team with Strength 4 or less that does not have Regeneration or Stunty is killed during the match (after Apothecary attempt if any) then the team may immediately place a new Zombie player in the Reserves box of their dugout (this may cause a team to have more than 16 players for the remainder of the match). During Step 5 of Updating Your Team Roster (see page 29), you may add this player to your roster for free if you have less than 16 players on the team. A free Zombie still counts at full value towards the team value.



THE KICK-OFF TABLE

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

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

- Place the ball on the pitch
- Scatter ball to determine where the ball is about to land
- Roll on the Kick-Off table
- Resolve the Kick-Off table result
- Bounce/ catch/or touchback the ball

Selecting a Random Player

Many of the results on the Kick-Off table require that a coach 'select a random player'. In order to help you do this we have included a set of 'Randomiser' counters numbered from 1 to 16. Each counter corresponds to the player with the same number on the team roster. To select one or more player at random, simply place the counters for any players who could be affected in a mug or similar opaque container, and then draw one or more counters from the mug as or when required.

Team Re-Rolls and the Kick-off Table

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

★ ★ ★ Did you know...

Storm Giants have had a colourful (mostly blood red) record in Blood Bowl.

Storm Giant Galak Starscraper became the first referee to enter the Top 10 of the season's Kill/Maim tables. He was also a key part in the experimental 'eye in the sky' telepathic vision system, when he carried a sorcerer on his shoulder who transmitted what he saw to crystal balls and magic mirrors all over the Known World. This experiment ended when, during one particularly exciting game the sorcerer fell off Galak's shoulder only to be impaled on the helmet spikes of a passing Halfling player. This incident is also remembered as one of the few recorded instances of a Halfling-induced fatality situation in a Blood Bowl game!

The tallest player ever to stride onto a Blood Bowl pitch was Galak's little brother Gurk Cloud-Scraper, Storm Giant half-back for the Asgard Ravens. Standing as tall as nine men, Gurk played in only one match before being barred for life for excessive violence after a game with the Halfling Greenfield Grasshuggers team which included an incident where equally legendary Big Jobo Hairyfeet, opposing captain of the Grasshuggers team, was rather suddenly and drastically reduced in height after being stepped on by Gurk.

The Asgard Ravens use of Storm Giants allowed them to exploit a loophole in the Blood Bowl rules for one season until the NAF clarified the rules. A Blood Bowl pitch according to the original rules must measure 100 by 60 paces, but it did not specify which race's pace is used. Teams playing away against the Asgard Ravens that year would find that the Storm Giant's league long paces would mean that a normal player could travel for days across the Ravens' pitch just to get from the bench to the coin-toss!

★ ★ ★ Did you know...

A sizable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.



The Fans

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

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



KICK-OFF TABLE

2D6 Result

- 2 *Get the Ref:* The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that for the rest of the half he will not send players from either team off for making a foul nor ban players using secret weapons.
- 3 *Riot:* The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. Roll a D6. On a 1-3, the referee lets the clock run on during the fight; both teams' turn markers are moved *forward* along the turn track a number of spaces equal to the D6 roll. If this takes the number of turns to 8 or more for both teams, then the half ends. On a roll of 4-6 the referee resets the clock back to before the fight started, so both teams turn markers are moved one space *back* along the track. The turn marker may not be moved back before turn 1; if this would happen do not move the Turn marker in either direction.
- 4 *Perfect Defence:* The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
- 5 *High Kick:* The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
- 6 *Cheering Fans:* Each coach rolls a D3 and adds their team's FAME (see page 18) and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.



2D6 Result

- 7 *Changing Weather:* Make a new roll on the Weather table (see page 20). Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
- 8 *Brilliant Coaching:* Each coach rolls a D3 and adds their FAME (see page 18) and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
- 9 *Quick Snap!* The offence start their drive a fraction before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
- 10 *Blitz!* The defence start their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
- 11 *Throw a Rock:* An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME (see page 18) to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 *Pitch Invasion:* Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.



THE WEATHER

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



WEATHER TABLE

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

HANDING-OFF THE BALL

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

No dice roll is required to see if the player attempting the hand-off is successful – it automatically hits the targeted player. However, the player that the ball is handed off to must roll to see if they catch the ball (see Catching the Ball on page 13). Use these modifiers for the Catch roll:

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

GOING FOR IT!

When a player takes any Action apart from a Block, they may try to move one or two extra squares over and above the number that they are normally allowed to move – this is called 'going for it' or GFI. NOTE: if a rule refers to a player's 'normal movement' do not include the one to two GFI squares.

Roll a D6 for the player after they have moved each extra square. On a roll of 1 the player trips up and is Knocked Down in the square that they moved to. Roll to see if he was injured (see page 11). On any other roll the player moves without mishap. If the player is Knocked Down then his team suffers a turnover and their turn ends immediately.

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



ASSISTING A BLOCK

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

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

1. Must be adjacent to the enemy player involved in the block, and...
2. Must not be in the tackle zone of any other player from the opposing team, and ...
3. Must be standing, and ...
4. Must have his tackle zones.

★ ★ ★ Did you know...

The High Elf team, the Dragon Princes, was made up exclusively of Elf Princes and High Lords, who were so haughty and proud that they refused to play anyone who was not of equal rank.

Consequently they never got to play anyone at all, and were disbanded after five seasons without playing a single match!



KAA-RUNCH!

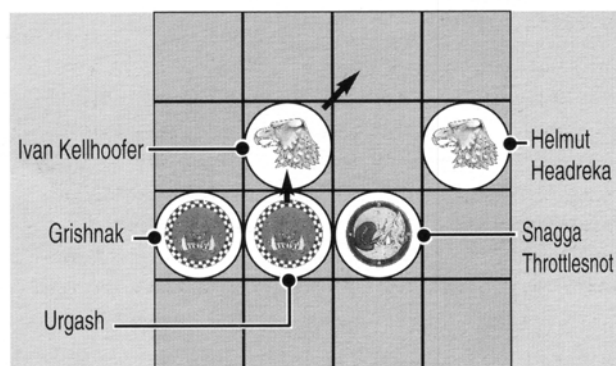
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used on the result. Skills belonging to assisting players cannot be taken advantage of by either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

SLOW-MOTION REPLAY

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

Jim: That's absolutely correct, Bob, but in this case Urgash is getting an assist from Grishnak Goblin-Throttler which adds +1 to his Strength. That means that Urgash counts as having a Strength of 4 to Ivan's 3, and so Urgash gets to roll two dice and choose which one he will use. He rolls a 🎲 (Attacker down) and a 🎲 (Push back), and so only manages to push Ivan back.

Bob: And if I could just jump in there, Jim, I think that we should point out to the fans that although Snagga Throttlesnot wanted to give Urgash an assist as well, he couldn't because he was in the tackle zone of Helmut Headreka.



PLAYERS' STRENGTHS

Both players equal strength
One player stronger
One player more than twice as strong

ROLL:

One Block Dice
Two Block Dice*
Three Block Dice*

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

INTERCEPTIONS AND FUMBLES

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

Interceptions

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

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

Note that only one player can attempt an interception, no matter how many are eligible.

The coach must declare that one of his players will try to intercept **before** the thrower rolls to see if he is on target. Look up the player's Agility on the Agility table to find the score required to successfully intercept the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score is less than the required total, then the player fails to intercept the ball and the pass can carry on as normal. If the D6 roll equals or beats the required roll, then the player succeeds in intercepting and catching the ball. Place the ball on the player's base to show that they have caught it. A successful interception causes a turnover, and the moving team's turn ends immediately.

AGILITY TABLE

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

Interception Modifiers

Attempting an Interception -2

Per opposing tackle zone on the player -1

Fumbles

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

Designer's Note: Many coaches argue over the realism of rolling to intercept before rolling to pass. Like many rules in Blood Bowl it is an abstraction to make the game work better. Think instead of the interception/passing rolls as a complete series of rolls to determine the outcome of a pass rather than sequential steps.

★ ★ ★ Did you know...

That last year, the Galadrieth Gladiators High Elf team accumulated a record 853 passes in 24 games without an interception, eventually succumbing to fellow High Elves - the Caledor Dragons (who remarkably also suffered their first interception of last year in the same game after 620 passes).

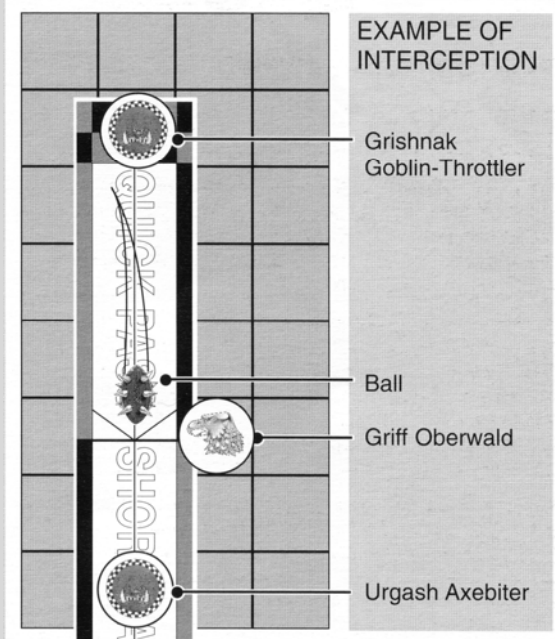
In fact, many High Elf teams suffer a very low interception rate. While the High Elves point to their natural skill and ability at the passing game, we're more inclined to believe the bags of gold sitting at the side of the High Elf dugouts awaiting any opponent who drops an interception against one of their star throwers might be the cause. Still when a High Elf team faces another High Elf team, all bets (well bribes) are off, it has proven very difficult to bribe a snobbish High Elf who is already stinking rich.

SLOW-MOTION REPLAY

Jim: As we return to the match Grishnak Goblin-Throttler is about to attempt another pass. This time, however, Griff Oberwald is in a position to make an interception attempt.

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

AGILITY	1	2	3	4	5	6+
INTERCEPTION ROLL	6+	5+	4+	3+	2+	1+
INTERCEPTION MODIFIERS						
Attempting an interception						-2
Per enemy tackle zone on the player intercepting the ball						-1





FOULS, OR KICKING PLAYERS THAT ARE DOWN

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

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

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

★ ★ ★ *Did you know...*

That Hanse Kohl holds the record for most players sent off in a match with a maximum of 32 players! It happened in a grudge match between the Gougled Eye and Dwarf Warhammerers in 2474 (Trivia Fans will remember these two faced each other in Blood Bowl XIII in 2473). This record is made all the more remarkable considering the two teams' history of 'removing' referees that interfere with the game plan of said teams.

And the reason the ref got away with sending all the players off?

The day before he had been refereeing a Nurgle's Rotters vs. Decaying Disorder match in the Putrid Stump Trophy quarter finals and had contracted Nurgle's Rot. Sadly Hanse never managed to referee another match afterwards as his arms fell off (then his legs, heads, tentacles...) though he will be known for his famous post-match interview when he managed to infect fourteen news reporters and one Cabalvision cameraman.



The Referee

Referees do occasionally spot a player making a foul and send them off the pitch, although this is quite a rare occurrence (how would you like to tell a five foot wide Black Orc blocker that they're out of the match?!?).

To reflect this, if the Armour and/or Injury roll is a doubles (i.e., two 1s, or two 2s, etc), the referee has spotted the foul, and the player taking the *Foul Action* is sent off to the dungeon that lies under every Blood Bowl pitch. In addition, his team suffers a turnover and their turn ends immediately. If the sent off player was holding the ball, the ball bounces from the square he was standing in when sent off. A player who is sent to the dungeon is locked up and may not play for the rest of the match, even if the referee is subsequently 'got' by the crowd as a result of a roll on the Kick-Off table. A coach may not replace a player who has been sent off until after the drive ends.

★ ★ ★ *Did you know...*

In the early days of Blood Bowl, the Wardancers - a travelling troupe of Wood Elf performance artists faithful to the trickster god Loec - would sometimes perform sacred 'inspirational' dances during the half time show. The dances were long and 'artistic' which often did not go down well with the opposition.



During one fateful match between the Athelorn Avengers and Orcland Raiders the Orcs quickly tired of the rituals. They wanted to get on with the game, and that meant getting rid of the dancers! With a roar the Orcs rushed out onto the pitch for what they were sure would be a quick warm up for the second half. Much to the Orcs surprise the Elven Wardancers proved very hard to lay a hand on. Worse still, not only were they still dancing, but they were actually clearly winning the fight. It was a disaster for the Raiders, as they lost several key players to injury without having so much as scratched a single dancer. As a result the Avengers finished the game virtually unopposed and won by the largest margin in their history.

Word spread of the event and Wood Elf teams were quick to realize the value of having Wardancers as players and it took only three weeks for every member of that troupe - including a young Jordell Freshbreeze - to sign a lucrative playing contract. Wardancers have been key players in every successful Wood Elf team since.

SKILLS

This section of the rules includes lots more skills for players to use. **The specific rules for each skill can be found on pages 64 to 69.** Each entry also lists which category the skill belongs to (i.e. Passing, General, Mutation, etc). A skill's category effects which players can access it, as described later on in the rules for Blood Bowl leagues (see pages 26 and 27). **Unless otherwise stated in the skill description, the following rules apply to all skills:**

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

SKILL DESCRIPTIONS

Accurate (Passing)

The player may add 1 to the D6 roll when he passes.

Always Hungry (Extraordinary)

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

Ball & Chain (Extraordinary)

Players armed with a Ball & Chain can only take *Move Actions*. To move or Go For It, place the throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if you leave a tackle zone. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process until the player runs out of normal movement (you may GFI using the same process if you wish). If during his *Move Action* he would move into an occupied square then the player will throw a block following normal blocking rules against whoever is in that square, friend or foe (and it even ignores Foul Appearance!). Prone or Stunned players in an occupied square are pushed back and an Armour roll is made to see if they are injured, instead of the block being thrown at them. The player must follow up if they push back another player, and will then carry on with their move as described above. If the player is ever Knocked Down or Placed Prone roll immediately for injury (no Armour roll is required). Stunned results for any Injury rolls are always treated as KO'd. A Ball & Chain player may use the Grab skill (as if a *Block Action* was being used) with his blocks (if he has learned it!). A Ball & Chain player may **never** use the Diving Tackle, Frenzy, Kick-Off Return, Pass Block or Shadowing skills.

Big Hand (Mutation)

One of the player's hands has grown monstrosously large, yet remained completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather when he attempts to pick up the ball.

Block (General)

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



Blood Lust (Extraordinary)

Vampires must occasionally feed on the blood of the living. Because of this, roll a D6 immediately after declaring an Action with a Vampire. On a 2+ the Vampire may carry out the Action as normal. On a 1, however, the Vampire is overcome by the desire to drink Human blood and must carry out the following special Action instead. The Vampire must take a *Move Action*, and loses his declared action for the turn. If the original action was one that could only be used by one player on the team then it counts as having been used up for the turn. If the Vampire finishes the move standing adjacent to one or more standing, Prone or Stunned Thralls from his own team, he attacks one of them. Immediately roll for injury on the Thrall who has been attacked without making an Armour roll. The injury will not cause a turnover unless the Thrall was holding the ball. If the Vampire is not able to attack a Thrall (for any reason), then he is removed from the pitch and placed in his team's Reserves box, and his team suffers a turnover. If he was holding the ball it bounces from the square he occupied when he was removed, and he will not score a Touchdown (even if he gets into the End Zone while holding the ball before being removed). If the Vampire is KO'd or suffers a Casualty before biting a Thrall, then he should be placed in the appropriate box of the Dug Out instead of being placed in the Reserves box. Note that the Vampire is allowed to pick up the ball or do anything else they could normally do while taking a *Move Action*, but must bite a Thrall to avoid the turnover.

Bombardier (Extraordinary)

A coach may choose to have a Bombardier who is not Prone or Stunned throw a bomb instead of taking any other Action with the player. This does not use the team's *Pass Action* for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects), except that the player may not move or stand up before throwing it (he needs time to light the fuse!). Fumbled and intercepted bomb passes are not turnovers. **All** skills that may be used when a ball is thrown may be used when a bomb is thrown also. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. A player holding the ball can catch or intercept and throw a bomb. The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect. When the bomb finally does explode any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

Bone-head (Extraordinary)

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

Break Tackle (Strength)

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

Catch (Agility)

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

Chainsaw (Extraordinary)

A player armed with a chainsaw must attack with it instead of making a block as part of a *Block* or *Blitz Action*. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more the chainsaw hits the opposing player, but on a roll of 1 it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and injured – roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect. A player armed with a chainsaw may take a *Foul Action*, and adds 3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, and so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to his Armour roll to see if the player was injured. However blocking a player with a chainsaw is equally dangerous, if an opponent knocks himself over when blocking the chainsaw player then add 3 to his Armour roll. This skill may only be used once per turn (i.e. cannot be used with Frenzy or Multiple Block) and if used as part of a *Blitz Action*, the player cannot continue moving after using it. Casualties caused by a chainsaw player do not count for Star Player points.



Hack Enslash "heads off" an Elf trying to break away

Claw / Claws (Mutation)

A player with this skill is blessed with a huge crab like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more after modifications automatically breaks armour.

Dauntless (General)

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

Decay (Extraordinary)

Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table (see page 25) and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two results with this effect.

Dirty Player (General)

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

Disturbing Presence (Mutation)

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

Diving Catch (Agility)

The player is superb at diving to catch balls others cannot reach. The player can attempt to catch any pass, kick off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of his tackle zones as if it had landed in his own square without leaving his current square. If there are two or more players attempting to use this skill then they get in each other's way and neither can use it.

Diving Tackle (Agility)

The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The player using this skill is Placed Prone in the square vacated by the dodging player, but do not make an Armour or Injury roll for them. The opposing player must then subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. In addition, if Diving Tackle is used on the 1st Dodge roll, both the -2 modifier and tackle zone still apply to the Dodge re-roll.

Dodge (Agility)

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

Dump-Off (Passing)

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

Extra Arms (Mutation)

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

Fan Favourite (Extraordinary)

The fans love seeing this player on the pitch so much that even the opposing fans cheer for your team. For each player with Fan Favourite on the pitch your team receives an additional +1 FAME modifier (see page 18) for any Kick-Off table results, but not for the Winnings roll.

Fend (General)

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

Foul Appearance (Mutation)

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

Frenzy (General)

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

Grab (Strength)

A player with this skill uses his great strength and prowess to grab his opponent and throw him around. To represent this, only while making a *Block Action*, if his block results in a push back he may choose any empty square adjacent to his opponent to push back his opponent. When making a *Block* or *Blitz Action*, Grab and Side Step will cancel each other out and the standard pushback rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

Guard (Strength)

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

Hail Mary Pass (Passing)

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



Zzharg Madeye, Chaos Dwarf Star Player

Horns (Mutation)

A player with horns may use them to butt an opponent. This adds 1 to the player's Strength when he makes a block. However, the player may only use this ability as part of a *Blitz*, and only if he has moved at least one square before he makes the block (standing up at the start of your Action does not count!). If the player has the Frenzy skill, then the Horns bonus applies on the second block if it applied on the first.

Hypnotic Gaze (Extraordinary)

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

Juggernaut (Strength)

A player with this skill is virtually impossible to stop once he is in motion. If this player takes a *Blitz Action*, then opposing players may not use their Fend, Stand Firm or Wrestle skills against blocks, and he may choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead.

Jump Up (Agility)

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

Kick (General)

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

Kick-Off Return (General)

A player on the receiving team that is not on the Line of Scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move up to 3 squares after the ball has been scattered but before rolling on the Kick-Off table. Only one player may use this skill each kick-off. This skill may not be used for a touchback kick-off and does not allow the player to cross into the opponent's half of the pitch.

★★★ Did you know...

In 2407 the Chaos All-Stars only loss came against the lowly Skaven team the Rotten Rats, coached by the now infamous Jaunt Maddening. With the All-Stars up 6-0 at the half, the game was so ugly that the Cabalvision broadcast switched over to a production about a little girl living in the outskirts of Bretonnia. An amazing turnaround occurred when a Skaven runner by the name of Kweethul decided he did not want to stay on the pitch as the All-Stars ruthlessly pounded his team-mates. Instead, he ran through the gutters leading into the stadium, and amazingly emerged in his end zone. After catching the second half kick-off, he ran back into the gutters, came out on the other side of the pitch, and started the Rats' 7 touchdown run. Kweethul's glory was short-lived as the Chaos All-Stars discovered after the match that sewer water is an excellent rat marinade. Even though stadiums now rarely have sewers accessible from the pitch, the fastest Skaven players are still called gutter runners, both as tribute to Kweethul and a testament to how hard they are to get a hold of!



Leader (Passing)

The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

LEADER
RE-ROLL**Leap (Agility)**

A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the player to any empty square 1 to 2 squares from their current square and then make an Agility roll for the player. No modifiers apply to this D6 roll unless he has Very Long Legs. The player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then he is Knocked Down in the square that he was leaping to, and the opposing coach makes an Armour roll to see if he was injured. A failed leap causes a turnover, and the moving team's turn ends immediately. A player may only use the Leap skill once per Action.

Loner (Extraordinary)

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

Mighty Blow (Strength)

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

Multiple Block (Strength)

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

Nerves of Steel (Passing)

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

No Hands (Extraordinary)

The player is unable to pick up, intercept or carry the ball and will fail any catch roll automatically, either because he literally has no hands or because his hands are full. If he attempts to pick up the ball then it will bounce, and will causes a turnover if it is his team's turn.

Nurgle's Rot (Extraordinary)

This player has a horrible infectious disease which spreads when he kills an opponent during a *Block*, *Blitz* or *Foul Action*. Instead of truly dying, the infected opponent becomes a new rookie Rotter. To do so, the opponent must have been removed from the roster during step 2.1 of the Post-game sequence, his Strength cannot exceed 4, and he cannot have the Decay, Regeneration or Stunty skills. The new Rotter can be added to the Nurgle team for free during step 5 of Updating Your Team Roster (see page 29) if the team has an open Roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

Pass (Passing)

A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

Pass Block (General)

A player with this skill is allowed to move up to three squares when the opposing coach announces that one of his players is going to pass the ball or a bomb. This move is made out of sequence, after the range has been measured, but before any interception attempts have been made. The coach declares the full route that the player will take and this route must finish with the player in a legal Pass Block square. A legal Pass Block square puts the player in a position to attempt an interception, in the empty square that is the target of the pass, or with the thrower or catcher in one of his tackle zones. The player may **not** stop from moving along this *exact* route this turn unless he has reached the final square, has been held fast by Tentacles, has been Knocked Down, or has reached another legal Pass Block square on the route. The opposing coach is not allowed to change his mind about passing after the player with this skill has made his move. The special move is free, and in no way affects the player's ability to move in the following turn. Apart from this, however, the move is made using all of the normal rules and skills and the player does have to dodge in order to leave opposing players' tackle zones.

Piling On (Strength)

The player may use this skill after he has made a block as part of one of his *Block* or *Blitz Actions*, but only if the Piling On player is currently standing adjacent to the victim and the victim was Knocked Down. You may re-roll the Armour roll or Injury roll for the victim. The Piling On player is Placed Prone in his own square -- it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!). Piling On does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills.

Prehensile Tail (Mutation)

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

Pro (General)

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

Really Stupid (Extraordinary)

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



Regeneration (Extraordinary)

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

Right Stuff (Extraordinary)

A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

Safe Throw (Passing)

This player is an expert at throwing the ball in a way so as to make it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If this is successful then the interception is cancelled out and the passing sequence continues as normal.

Secret Weapon (Extraordinary)

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

Shadowing (General)

The player may use this skill when a player performing an Action on the opposing team moves out of any of his tackle zones for any reason. Each coach rolls a D6 and adds their own player's movement allowance to the score. If the shadowing player's coach manages to equal or beat the other coach's score, then he may move his player into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own turn. If the Shadowing player's coach rolls less than the other coach's score then his player is left standing. A player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

Side Step (Agility)

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



Sneaky Git (Agility)

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

Sprint (Agility)

The player may attempt to move up to three extra squares rather than the normal two when Going For It (see page 20). His coach must still roll to see if the player is Knocked Down in each extra square he enters.

Stab (Extraordinary)

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

Stakes (Extraordinary)

This player is armed with special stakes that are blessed to cause extra damage to the Undead and those that work with them. This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.

Stand Firm (Strength)

A player with this skill may choose to not be pushed back as the result of a block. He may choose to ignore being pushed by 'Pushed' results, and to have 'Knock-down' results knock the player down in the square where he started. If a player is pushed back into a player with using Stand Firm then neither player moves.

Strip Ball (General)

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

Strong Arm (Strength)

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

Stunty (Extraordinary)

The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when they pass. In addition, add 1 to any Injury roll made against a player with the Stunty skill. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

Sure Feet (Agility)

The player may re-roll the D6 if he is Knocked Down when trying to Go For It (see page 20). A player may only use the Sure Feet skill once per turn.

Sure Hands (General)

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

Tackle (General)

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

Take Root (Extraordinary)

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

Tentacles (Mutation)

The player may attempt to use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. Each coach rolls a D6 and adds their player's ST value to the score. The opposing player adds 1 to his result. If the result for the tentacled player is higher than the final result of the moving player, then the moving player is held firm, and his action ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles ability, then only one of the opposing players may attempt to grab him with the tentacles.

Thick Skull (Strength)

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

Throw Team-Mate (Extraordinary)

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

Titchy (Extraordinary)

Titchy players tend to be even smaller and more nimble than other Stunt players. To represent this, the player may add 1 to any Dodge roll he attempts. On the other hand, while opponents do have to dodge to leave any of a Titchy player's tackle zones, Titchy players are so small that they do not exert a -1 modifier when opponents dodge into any of their tackle zones.

Two Heads (Mutation)

Having two heads enables this player to watch where he is going and the opponent trying to make sure he does not get there at the same time. Add 1 to all Dodge rolls the player makes.

Very Long Legs (Mutation)

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

Wild Animal (Extraordinary)

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

Wrestle (General)

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

★ ★ ★ Did you know...

That Bob Bifford has been suspended from commentating the opening game of the season for 'excessive violence'. That's right fans, when he was a guest commentator at the Sticky Bun trophy last year between the Greenfield Grasshuggers and Bluebay Crammers he made a passing comment that the stadium lacked 'a nice pair of tasty buns' and the place erupted! As the Halflings rioted upon hearing there were no buns for sale, the whole of Altdorf was shaken to the core as Halflings tore down bakeries and sweet shops in protest. When the calm settled there were 74 fatalities (including 4 shop keepers and a baker), Bob Bifford was ordered by the NAF to serve a suspension of the first game and pay the affected shopkeepers a large portion of his first match pay of the season (which rumours say comes in at a 6 figure sum!).

Bifford only replied that he'd never commentate another Sticky Bun trophy as he "couldn't even get me 'ands on a pair of juicy melons after the game"... presumably the Halflings got the greengrocers as well.

★ SKILL CATEGORIES ★

GENERAL		AGILITY	
Block	Pass Block	Catch	Leap
Dauntless	Pro	Diving Catch	Side Step
Dirty Player	Shadowing	Diving Tackle	Sneaky Git
Fend	Strip Ball	Dodge	Sprint
Frenzy	Sure Hands	Jump Up	Sure Feet
Kick	Tackle		
Kick-Off Return	Wrestle		
PASSING		STRENGTH	
Accurate	Nerves of Steel	Break Tackle	Multiple Block
Dump-Off	Pass	Grab	Piling On
Hail Mary Pass	Safe Throw	Guard	Stand Firm
Leader		Juggernaut	Strong Arm
		Mighty Blow	Thick Skull
MUTATION			
Big Hand	Foul Appearance	Tentacles	
Claw / Claws	Horns	Two Heads	
Disturbing Presence	Prehensile Tail	Very Long Legs	
Extra Arms			
EXTRAORDINARY			
Always Hungry	Hypnotic Gaze	Stab	
Ball & Chain	Loner	Stakes	
Blood Lust	No Hands	Stunty	
Bombardier	Nurgle's Rot	Take Root	
Bone-head	Really Stupid	Throw Team-Mate	
Chainsaw	Regeneration	Titchy	
Decay	Right Stuff	Wild Animal	
Fan Favourite	Secret Weapon		