

BLOOD BOWL LEAGUES

Any experienced Blood Bowl coach will tell you that while one-off games may be fun, running a team over the course of a series of games is far more exciting. Not only do you have to worry about the tactics that your team will use in a single game, but you can also watch your team develop and grow into a real powerhouse to rival even the mighty Reikland Reavers or the Gouged Eye. Running a Blood Bowl team in a league does create extra work and calls for quite a lot of commitment, but if you want to have the glory of leading your team through a long season to the Blood Bowl final itself, then the League rules are for you!

Games are played in stadiums, owned either by the Colleges of Magic or by large towns or cities. They are not normally owned by Blood Bowl teams themselves, though some teams do own their own stadiums (e.g., the Reikland Reavers). Instead, teams travel round the Old World, moving from stadium to stadium and playing matches against any teams they meet.

The League rules are designed to recreate the way Blood Bowl teams travel round the Old World, moving from venue to venue to play games. In a way, the teams are much more like a travelling company of actors, or a mercenary regiment, than the Blood Bowl teams of Nikk Three-horn's days. Because of this anarchic set-up it is up to each team manager to organize matches, set dates for games, and so on.

In order to set up the league the first thing you need to do is pick the 'League Commissioner', who should ideally be the most experienced coach in the group. The Commissioner has the responsibility of making sure that the league runs smoothly, and, most importantly, organising any tournaments that are played. The Commissioner can also keep track of how well all the teams are doing, and can even write a newsletter featuring match reports, league tables, facts and stats, and anything else he can think of! The Commissioner can be a coach of a team in the league, too, just so long as he doesn't take advantage of the situation to help his team win any tournaments.

In a league, the Commissioner's word is **LAW**. He is allowed to change or modify **any** of the Blood Bowl rules as he sees fit, including any of the League Rules that follow. In the immortal words of fellow game designer Tuomas Pirinen: If the League Commissioner says that Dwarfs can now fly, your reply must be 'Yes Sir! How high?' If you don't like the way a commissioner runs his league, you have two choices; put up with it, or leave the league. Arguing with the commissioner is **NOT** an option. 'Nuff said, I hope.

STARTING THE LEAGUE

A league consists of a group of teams (preferably at least four) who will play each other (and maybe other teams) over the course of a series of games. Existing Leagues set up under earlier versions of the Blood Bowl rules can easily change over to the new league rules; coaches simply need to work out the value of the team as described later, and start using the new team list presented on pages 72 to 78. Any team rosters that are not 'legal' under the new rules can carry on using the players that are in the team, but any replacements should be purchased from the new rosters.

You can start playing league matches as soon as all the coaches taking part in the league have created their teams. It is up to the teams' coaches to organize any matches that they play. A team can play as often as a coach likes, assuming that he can find enough opponents, of course! The only restriction is that a team may not play against the same opponent for more than two matches in a row. This means that a coach can play two games against the same opponent, (roughly a full evening's play), but the next match must be against a different team.

If the Commissioner decides to allow it then coaches may run one or more teams at the same time. Obviously, this will mean that each individual team will play fewer games, as the coach's time will have to be split between the different teams he has in his stable. A coach may not swap gold, players or anything else between the teams that he runs. For example, he may not make a 'special loan' from one of his teams to another, or swap players between the teams, and so on. Note that a coach can carry out such actions between one of his teams and a team run by another coach (assuming the other coach AND the league commissioner agrees, of course!), he just can't do it between two of his own teams.

★ ★ ★ Did you know...

The Kishago Werebears were the first team to feature werebears on their roster. The Norse team were based close to a werebear settlement and used them instead of the more common Ulfwerener (Nordic werewolves) found in Norsca. Sadly the Werebears were forced to disband in 2471 after the team was wiped out in a famous match against the Darkside Cowboys. But to this day, Norse teams have been known to take to the pitch with werebears instead of Ulfwerener. Both of these Nordic werekin are virtually identical in ability and the amount of carnage they create on the pitch. They are incredibly strong, naturally tough, and possessed by a terrifying bloodthirsty frenzy. While this frenzied state which consumes the Ulfwerener and the werebears would usually only last for the length of the match, you just have to watch out that the frenzy doesn't go longer as it will seriously interfere with the post-game autograph signing, press interviews and then there is the mess on the team bus afterwards...



TEAM ROSTER

Before you can start playing league matches, each coach must create a team as explained on page 16. This is where the columns that were previously unused come in. They include a number of columns and rows for recording important information that you will need to know when you are running a league team. How these extra rows and columns are used is explained in the rules that follow.

Treasury

Each coach begins the league with a treasury of 1,000,000 gold pieces with which to buy his team. Any gold that is not spent should be recorded in the team's treasury and may be spent after any future match. A coach must keep track of how much gold his team has in its treasury by recording the amount on his team roster.

Team Value

In League matches the 'value' of a team affects whether it receives *Inducements* for playing a match (see page 28) and if it suffers from *Spiralling Expenses* (see page 29). The value of a team (often abbreviated to 'TV') is worked out by adding up the value of the players that will play for the team in its next match, including extra value from improvements, to the cost of coaching staff, team re-rolls, and Fan Factor. Record the value of your team in the appropriate space on the team roster. Note that gold in the treasury and any players that are missing the game due to injury do not count towards the Team Value.

Match Records

On the back of the team roster sheet there is a Match Record Chart for recording information about the games that the team has played. Keep a record of the matches played by the team here. The coach should record the name of the opposition, the score and number of casualties inflicted by each team, as well as the gate and match winnings, and any brief notes about the game.

INJURIES

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

If a player suffers a Casualty because a 10 or more is rolled on the Injury table, then the opposing coach rolls on the Casualty table. The dice scores on the Casualty table run from 11 through to 68. Assuming that you don't have a 68-sided dice (not many people do), you need to roll a normal six-sided dice and the eight-sided dice used to scatter the ball. The six-sided dice counts as tens, so a score of 2=20, 4=40 etc, and the eight-sided dice counts for the units, so a score of 3=3, 5=5, etc. Then put the numbers together to get a score from 11 to 68. For example, if you rolled a '2' on the six-sided dice and a '3' on the eight-sided dice, then you would get a score of 23.

Having made the dice roll, look up the result on the Casualty table. The table lists exactly what has happened to the player, and describes any special effects the injury may have. The majority of the results simply cause the player to miss the next match, though some have more long-lasting effects. The coach of the player that suffered the injury should make a note of the effect of the serious injury on his team roster.

★ ★ ★ Did you know...

The Big Moot sandwich has become the number one consumed concession at Blood Bowl stadiums. The Halfing owners of McMurty's continue to reap the benefits of an exclusive concessions contract with several of the larger Old World stadiums. The aroma of those three all-meat patties, Hot Pot sauce, lettuce, cheese, onions, pickles on a caraway seed bun has lured many a fan (and sometimes the players!) away from the game to satisfy a Big Moot Attack. McMurty's reminds all Blood Bowl fans: if you gotta eat, it's 'Gotta Be McMurty's'.

★ CASUALTY TABLE ★

D68	Result	Effect
11-38	Badly Hurt	No long term effect
41	Broken Ribs	Miss next game
42	Groin Strain	Miss next game
43	Gouged Eye	Miss next game
44	Broken Jaw	Miss next game
45	Fractured Arm	Miss next game
46	Fractured Leg	Miss next game
47	Smashed Hand	Miss next game
48	Pinched Nerve	Miss next game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar	-1 ST
	Bone	
61-68	DEAD	Dead!

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

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

-1 MA, ST, AG, and AV: Miss next game as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points or below a value of 1. Any injuries that could reduce it further are ignored.

Dead! – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he is raised to join another team!

STAR PLAYER POINTS

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

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

★★★ **Did you know...**

That the 2503 season saw the retirement of one of Blood Bowl's favourite killers? Nobbla Blackwart, after 8 great seasons freelancing between teams, finally hung up the chainsaw - Choppy. Choppy was a great chainsaw having lopped off more heads than any other chainsaw in history (including a massive 14 decapitations in 2501 against the Icecastle Wolves).



Whether it was rain, snow, sun or a perfect day, ol' Choppy would always be guaranteed to start and give the fans something to cheer at. Thank you Choppy for your services to Blood Bowl

Sadly for Blood Bowl players however, Nobbla Blackwart continues to infest the Blood Bowl pitch with his new chainsaw 'Rippy'.

HOW TO EARN STAR PLAYER POINTS

Star Player points are earned for performing the following actions:

Completions (COMP): A player who makes an *accurate* pass that is caught by the *intended* receiver from his own team when the ball comes to rest earns 1 Star Player point. This is called a completion.

Touchdowns (TD): A player who scores a touchdown earns 3 Star Player points.

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

Casualties (CAS): If a player causes an opposing player to be removed as a Casualty then they earn 2 Star Player points. The points are only earned if the player blocks an opponent or is blocked by an opponent himself. Casualties inflicted in any other way (including injuries inflicted by the crowd or from attacks with chainsaws, bombs, or the Stab skill) do not count for Star Player points.

Most Valuable Player (MVP): One randomly selected player from each team who was eligible to play during this match, even if they are now dead, is awarded a Most Valuable Player award at the end of the match. A Most Valuable Player award earns the player 5 Star Player points. Mercenaries and Star Players ARE eligible to receive the MVP, and if they receive it, it is lost to the team. IMPORTANT: A team that concedes a match must give its MVP to the opposing team (i.e., the winning coach gets two MVPs and the losing coach gets none).

★ STAR PLAYER POINTS TABLE ★

Per Passing Completion	1 SPP
Per Casualty	2 SPPs
Per Interception	2 SPPs
Per Touchdown	3 SPPs
Per Most Valuable Player award	5 SPPs

SPPs	Title	Star Player Rolls
0-5	Rookie	None
6-15	Experienced	One
16-30	Veteran	Two
31-50	Emerging Star	Three
51-75	Star	Four
76-175	Super Star	Five
176+	Legend	Six

IMPROVEMENT ROLLS

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

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

★ IMPROVEMENT ROLL TABLE ★

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

New Skills

On any Improvement roll you may choose to take a skill from the Normal skill categories permitted for that player. The Normal skill categories allowed for each player are found on pages 72 to 78. For example, a Human Catcher could take a skill from the list of General Skills or Agility Skills. Remember to record the new skill on the team roster. Skills may never be removed from a player.

Characteristic Increases

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

★★★ **Did you know...**

Eldril Sidewinder is the only Elf freelance star who offers his services to every Elven race. Eldril used to play for the Galadrieth Gladiators until they won the Chaos Cup against the Underworld Creepers in 2495. As Eldril scored the winning touchdown in the final seconds, he felt the touch of the chaos god Tzeentch who was watching the game. Tzeentch gifted Eldril with a stare capable of mesmerising opponents, but this gift came with a price. Tzeentch is the god of random chaos and he took special delight in mutating an Elf as Elves normally avoided the Chaos Cup. Tzeentch wiped Eldril's mind clean so that he remembers nothing of his life before the Chaos Cup. Eldril is cursed so that each morning when he awakes he believes he is a member of the Elven race playing nearest to him. He could believe he is a black hearted Dark Elf or walk out to the dawning sun, hug a tree and wonder who was brewing poison in his kitchen.



★★★ *Did you know...*

That the most famous Skaven Player of all time was Tarsh Surehands. Tarsh had two heads and four arms, features which allowed him to become the leading pass receiver in the league. Sadly, in a crucial wild card game against a Slann team, the Lustria Croakers, a missed pass led to his two heads having a violent argument, and before anyone could stop him he had strangled himself to death.



THE CHAOS CUP CHAMPIONS HALL OF FAME

Due to temporal instability of the Chaos Cup, facts and figures may change, be deleted, or even be recorded as having been played twice!

As the Whiteskull Challenge Cup	2435 Khaine's Killers	2469 Gouged Eye
2396 Reikland Reavers	2436 Chaos All-Stars	2470 Reikland Reavers
2397 Chaos All-Stars	2437 Arctic Cragspiders	2471 Chaos All-Stars
2398 Chaos All-Stars	2438 Arctic Cragspiders	2472 Arctic Cragspiders
2399 Reikland Reavers	As the Chaos Cup	2473 Gouged Eye
2400 Reikland Reavers	2439 Arctic Cragspiders	2474 Albion Wanderers
2401 Reikland Reavers	2440 Champions of Death	2475 Naggaroth Nightwings
2402 Reikland Reavers	2441 Gouged Eye	2476 Khaine's Killers
2403 Reikland Reavers	2442 Icecastle	2477 Gouged Eye
2404 Reikland Reavers	Werewolves	2478 Arctic Cragspiders
2405 Reikland Reavers	2443 Khaine's Killers	2479 Dark Renegades
2406 <i>Results Lost</i>	2444 Albion Wanderers	2480 Albion Wanderers
2407 <i>Results Lost</i>	2445 Gouged Eye	2481 Dark Renegades
2408 <i>Results Lost</i>	2446 <i>Results Lost</i>	2482 Gouged Eye
2409 Chaos All-Stars	2447 <i>Results Lost</i>	2483 Gouged Eye
2410 Arctic Cragspiders	2448 Reikland Reavers	2484 Underworld Creepers
2411 Arctic Cragspiders	2449 Chaos All-Stars	2485 Arctic Cragspiders
2412 Reikland Reavers	2450 Gouged Eye	2486 Arctic Cragspiders
2413 Dark Renegades	2451 Gouged Eye	2487 Chaos All-Stars
2414 Arctic Cragspiders	2452 Gouged Eye	2488 Albion Wanderers
2415 Khaine's Killers	2453 Gouged Eye	2489 <i>No Championship</i>
2416 Arctic Cragspiders	2454 Gouged Eye	2490 The Marauders
2417 Dark Renegades	2455 Albion Wanderers	2491 Darkside Cowboys
2418 <i>Results Lost</i>	2456 Khaine's Killers	2492 Dwarf Giants
2419 Chaos All-Stars	2457 Albion Wanderers	2493 Skavenblight Scramblers
2420 Chaos All-Stars	2458 Dark Renegades	2494 Orcland Raiders
2421 Wuppertal Wotans	2459 Champions of Death	2495 Chaos All-Stars AND Galadrieth Gladiators
2422 Reikland Reavers	2460 Gouged Eye	2496 Chaos All-Stars
2423 Reikland Reavers	2461 Reikland Reavers AND Champions of Death	2497 Chaos All-Stars
2424 Reikland Reavers	2462 Champions of Death	2498 Reikland Reavers
2425 Reikland Reavers	2463 Reikland Reavers	2499 The Flesh Hounds
2426 Reikland Reavers	2464 Dark Renegades	2500 The Marauders
2427 Reikland Reavers	2465 <i>Results Lost</i>	2501 Lustria Croakers
2428 Dark Renegades	2466 <i>Results Lost</i>	2502 Orcland Raiders
2429 Wuppertal Wotans	2467 Champions of Death	2503 Wind Riders
2430 Arctic Cragspiders	2468 Chaos All-Stars	2504 Desert Kings
2431 Bright Crusaders		2505 Men in Tights
2432 Middenheim Marauders		
2433 Albion Wanderers		
2434 Chaos All-Stars		

Rolling Doubles

If the Improvement Roll is a double (e.g. 1,1 or 2,2 etc), you may ignore the result of the Improvement table (even if it was a characteristic increase) and take a skill from any skill category that this player can access from either the Normal or Double column (see pages 72 to 78). For example, a Human Catcher could take a skill from the General, Agility, Strength or Passing skill categories on a double roll.

Improvements & Player Values

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

★ VALUE MODIFIERS TABLE ★

+20,000	New Skill
+30,000	Skills that can only be taken on a double
+30,000	+1 MA or +1 AV
+40,000	+1 AG
+50,000	+1 ST

★★★ *Did you know...*

Many of the all-time Chaos great teams had Mutants: players with many more than their fair share of limbs, eyes, heads or other bodily organs. Past masters include Margoth Doomgrin, whose body emitted sprays of soporific musk that caused opponents to practically fall asleep on the pitch and whose head bore an uncanny resemblance to a ball – his final decapitation by a Black Orc was messy but allowed the Gouged Eye to run in two touchdowns with a single play; team captain Snake Sanders whose hypnotic gaze granted to him after a Chaos Cup victory proved his downfall one match when he caught sight of himself in the Eagles' sideline dressing mirror and spent the rest of the game rooted to the spot; 'Spider' Smith, the six armed star catcher of the Chaos All-Stars; and Ruddog Ironhead who was the Chaos All-Stars leading blitzter for three seasons until his massive armoured body and razor sharp metallic claws proved to be an excellent lightning rod during a stormy game with the Valkyries.



Lustria Croakers victorious in the 2501 Chaos Cup

PLAYING LEAGUE MATCHES

League matches have their own sequences of play, which involves some pre-match and post-match action, as well as the actual game. Follow this sequence for each league match you play, including any tournament matches.

1. Pre-Match Sequence

1. Roll on Weather table
2. Transfer Gold from Treasury to Petty Cash
3. Take Inducements

2. The Match

1. Work out the number of Fans and FAME (see page 18)
 2. Receiving Team's Turn
 3. Kicking Team's Turn
- Etc...

3. Post-Match Sequence

1. Improvement Rolls
2. Update Team Roster

PRE-MATCH SEQUENCE OF PLAY

The pre-match sequence must be used before every league match that is played. The sequence is split into three separate steps that are described below:

1. The Weather

One coach rolls on the Weather table (see page 20) to see what the weather will be like for the match.

2. Transfer Gold from Treasury to Petty Cash

Both teams at this point may transfer gold pieces from their team treasury into petty cash. Petty cash may be used during the current match to purchase inducements and adds directly to the team value of the team for this match. The team with the highest team value must declare how much gold he is transferring into petty cash first.

3. Inducements

Teams that are at a disadvantage are often given 'inducements' to play that will help even the odds. Usually this takes the form of extra gold, offered by the stadium owner to help convince a team to take part in a match against a superior opponent (and thus allowing the stadium owner to recoup his losses and more through tickets sales and merchandise!).

To represent this, an underdog in a match may be given a certain amount of gold that can be used to buy things for the team to help them in the upcoming match. The amount of gold the team receives is equal to the *difference* between the total value of the underdog team and the total value of the opposing team. For example, if one coach had a team worth 1,000,000 gold pieces while his opponent had a team worth 1,250,000 gold pieces, then the first coach would be allowed to spend 250,000 gold pieces on Inducements. Any of the gold that is not spent on Inducements is lost and may not be added to the team treasury. In addition, *either* coach may use gold from their petty cash to purchase Inducements. If the superior opponent wishes to

purchase inducements with gold from his Petty Cash, he must do so **before** the underdog purchases any of his inducements. Inducements are selected from the following list:

- Bloodweiser Babes (0-2) - 50,000 gold pieces
- Bribes (0-3) - 100,000 gold pieces
- Extra Team Training (0-4) - 100,000 gold pieces
- Halfling Master Chef (0-1) - 300,000 gold pieces
- Igor (0-1) - 100,000 gold pieces
- Mercenaries (Unlimited) - Various prices
- Star Players (0-2) - Various prices
- Wandering Apothecaries (0-2) - 100,000 gold pieces
- Wizards (0-1) - 150,000 gold pieces

Detailed descriptions of these inducements can be found on pages 70 and 71. Note that limitations and special rules from the team lists apply. As some coaches can take a *very* long time deciding which Inducements to take, there is a four-minute time limit on selecting them.

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

★ ★ ★ Did you know...

The origin of the first Troll Slayer in Blood Bowl occurred on the Dwarf Giants team. In 2465 Stout Ironfist, a star blitzzer for the Giants, was given the task of protecting the King's son during a match against the Lowdown Rats. During one drive the Rats managed to hit Stout in the face with a custard pie. By the time he was able to clear his eyes the King's son had been killed by the Rat's Troll! Stout flew into a frenzy, grabbed the King's son's horned helm and swung it with such fury that he decapitated the Troll.



Stout was so ashamed from the double blow of allowing himself to fall for the custard pie trick and failing the King's orders to protect his son that he painted his face and partially shaved his head as a mark of humility. He also dyed his hair orange as a mark of respect to the famous red beard of the King's son. Stout continued playing for the Giants, attacking the largest and toughest opponents he could find in the hopes of finding death to release him from his shame. A triple team block by the ogre Morg, the troll Bork, and the minotaur Zy-Nox in 2471 during a match against the Chaos All-Stars finally ended his fanatical career. Based on his legend, Dwarfs that incur massive shame for actions during Blood Bowl matches follow Stout's path in their efforts toward release and redemption through reckless acts of on-pitch violence!

POST-MATCH SEQUENCE

You must go through the following two steps after each and every league match that you play:

1. Improvement Rolls

In league matches it is possible for players to earn Star Player points which may give them Improvement rolls at the end of the match. This phase is used by each coach to allocate MVPs, update the Star Player points the players in their team have earned, and make any Improvement rolls for the players in their team.

2. Update Team Roster

This phase is used to make sure that both teams' rosters are up to date and filled in correctly. Players and coaching staff may be hired and fired, and any notes or points of special interest can be recorded on the team roster at this time. There are spaces on the back of the roster that can be used to keep a record of the results of the matches that a team has played. By the way, although most Blood Bowl coaches will stoop to using almost any underhand tactic in order to win a game, falsifying a team roster is such a heinous crime that no right thinking coach should even consider doing such a thing. Enough said, I hope. Carry out the following steps to update the roster.

1. Delete any players that have been killed from the roster, and record any changes to a player's value for improvements.

2. Generate winnings for the match. Each coach rolls a D6 and adds their FAME (see page 18). Your team receives this amount x 10,000 gold pieces as winnings for the match. If you won or tied the match you receive an additional 10,000 gold pieces. If you won the match you may also choose to re-roll your D6, but you must accept the second result even if it is worse than the first. Remember that teams that concede a match do not receive any winnings.

3. Any gold left in petty cash is transferred back to treasury and then each coach must now pay for spiralling expenses (as described later) through gold in treasury.

4. If a coach lost or tied the match he should roll 2D6. The winning coach should roll 3d6. If a coach won or tied the match and his roll is greater than his team's current Fan Factor then his team's Fan Factor increases by one point. If the coach lost or tied the match and his roll is less than his team's current Fan Factor then his team's Fan Factor decreases by one point.

5. Each coach must decide if they wish to spend any gold in the team treasury to buy new players and coaching staff for their team, and/or let go (i.e. fire) any team re-rolls, players, or coaching staff from their team who are no longer wanted - however, you don't get your gold back. In addition, each coach can choose to spend gold from their treasury to increase their team's re-rolls. Adding a re-roll costs double the amount shown on the team list, but only adds the basic (un-doubled) cost to the total value of the team.

6. If your team has any Journeymen (**see step 7 below**) on the roster you must either fire them from the team or you may permanently hire them by paying their rookie cost if you have less than 16 players on your roster. If you hire a Journeyman, he loses the Loner skill but may retain any Star Player points he earned or skills learned from Improvement rolls.

7. If your team can only field 10 or less players for the next match, you may bring Journeymen onto your team for free until your team can field 11 players for the next match. **A Journeyman is always a player from a 0-16 allowed position on your team's roster, counts his normal rookie cost towards your total team value, but has the Loner skill as they are unused to playing with your team.** Journeymen may take the total players on your team (including injured players) to more than 16 at this point.

8. Work out the total value of the team and record it on the roster. The value of a team is worked out by adding up the value of the team's players (including extra values for improvements), support staff, team re-rolls, and Fan Factor. Do not include the value of gold in your treasury or any players that will be forced to miss their next match due to injury.

SPIRALLING EXPENSES

Successful teams can be worth a fortune as their players improve and the squad grows. During the early days of Blood Bowl the Dark Elf team, Terrifying Anarchists of Naggaroth, were reputed to be worth in excess of 7,000,000 gold pieces! However as wages and other team expenses increase, a bigger proportion of the team's winnings get devoted to just paying the bills rather than being available for additional purchases.

Once a team's value equals or exceeds 1,750,000 gold pieces they must deduct the amount shown on the Spiralling Expenses table from their treasury. Spiralling expenses are deducted at the end of the match during step 3 of updating the team roster. Spiralling expenses can never reduce a team's treasury to less than zero.

★ SPIRALLING EXPENSES TABLE ★			
Team Value	Expenses	Team Value	Expenses
< 1,750,000	0	2,200,000 to 2,340,000	40,000
1,750,000 to 1,890,000	10,000	2,350,000 to 2,490,000	50,000
1,900,000 to 2,040,000	20,000	2,500,000 to 2,640,000	60,000
2,050,000 to 2,190,000	30,000	Continuing in steps of 150,000	+10,000 each

CONCEDING

A player that concedes (see page 15) before setting up for a kick-off where he could only field 2 or less players suffers no additional penalties. If one coach concedes the match for any other reason then the winner gains all of the loser's winnings and MVP from this match. In addition, the loser automatically loses one Fan Factor and may not roll for a new one, and any players in the loser's team that have 51 SPPs or more will leave the team on a D6 roll of 1-3. Roll separately for each player with 51 or more SPPs to see if they leave.

TOURNAMENTS

For a short period following the collapse of the NAF there were no tournaments or competitions at all. Teams simply played 'one-off' games for whatever prize they could get. It was not long, however, before the Cabalvision networks and major Blood Bowl sponsors got together and started arranging tournaments with large prizes for the teams that managed to battle their way through to the final. Four tournaments quickly established themselves as the most important and eagerly anticipated Blood Bowl events of the year, and were soon being referred to as the 'Major Tournaments' or simply the 'Majors'. These tournaments were the Chaos Cup, the Dungeonbowl, the *Spike!* Magazine Trophy tournament, and, of course, the Blood Bowl itself.

The Majors are held at roughly three-monthly intervals over the year. The Chaos Cup is held in the spring, the Blood Bowl tournament is held in the summer, and then the *Spike!* Magazine tournament is held in the autumn. The Dungeonbowl is held during the dark winter months, when most teams appreciate playing in nice warm underground stadiums rather than out in the freezing cold. There are exceptions of course – most Norse teams actually prefer sub-zero conditions, while the Ice Lord team of Frost Giants can't take part in the Dungeonbowl tournament at all because they would melt in the warm underground stadium!

At the end of each season teams gather to decide who wins the trophy. Each tournament is held at a different location. The Blood Bowl is held at the huge Emperor stadium at Altdorf, and the *Spike!* Magazine tournament in the seaside resort town of Magritta in Estalia. The Dungeonbowl is held in the Dwarf underground stadium at Barak-Varr (the upkeep for which is paid, at huge expense and much to the Dwarfs' delight, by the Colleges of Magic). The location of the Chaos Cup tournament changes from year to year, and it is rare for anyone to know where it will be held until a week or two before the event starts! Not surprisingly this can make it very difficult for teams to attend the Chaos Cup, because if they are not in the right general vicinity when the tournament is announced then it may be impossible for them to get there in time to take part!

SEASONS & TOURNAMENTS

To represent this, all Blood Bowl leagues traditionally have seasons that end with a tournament. The League Commissioner has the responsibility of setting up and running the seasons and tournaments for his league. He will need to let his coaches know how long the season will run for, and how any end-of-season tournament will be run.

If your coaches meet frequently and can play at least one-two games a week, then a three month season based on the 'real' Blood Bowl world system should work well for you. If your league meets less frequently than this then you should consider having a longer season. As a rule of thumb, your season needs to be long enough for coaches to reasonably be expected to be able to play about a dozen matches.

At the end of the season the League Commissioner will need to decide which teams will compete in any end-of-season tournament, how ties are to be broken, how the tournament will

be run, and what prize the winner of the tournament will receive. Typically there are two semi-final matches followed by a final. **Inducement and treasury gold may not be used to induce Star Players or Mercenaries for these matches** as the NAF, while not monitoring day to day games on the road to the finals, enforces using your own team for these important matches!

There are a number of ways of deciding who will play in the semi-finals. The simplest (though probably not the fairest) method is to use the four teams that have the highest value in the league. A simple variant of this method is to use the four teams with the highest win ratio, or to multiply a team's value by its win ratio and then pick the four highest rated teams. You can work out the win loss ratio by dividing the number of games the team has won by the number it has played. So, for example, a team that had a value of 1,800,000 gold pieces that had won 5 of its 10 matches, giving it a win ratio of 50%, would be 'worth' 50% of 1,800,000, which equals 900,000 gold pieces.

Another method is to have a 'play-off' period at the end of the regular season. Any coach can enter the play-offs, but must agree to play matches to a schedule set by the league commissioner. The commissioner must work out a schedule of matches, and a scoring or elimination system that will reduce the starting teams down to four contenders that will then take part in the semi-finals. There are lots and lots of ways to organise the play-offs, from straight knock-out events, to more complicated affairs that have a group stage first, such as that used for the soccer World Cup. We recommend you find out how some real life tournaments are held, and then use the system that seems best for your Blood Bowl league. The league commissioner will need to decide if inducements are allowed in the play-offs or not.

★ ★ ★ Did you know...

Witch Elves first appeared on the Blood Bowl pitch not long after the collapse of the NAF when Nikk Three-horn ran away with the NAF treasury and the entire Darkside Cowboys cheerleading section. Disgusted that the cheerleaders could run away with a non Dark Elf, the Witch Elf priestesses of Naggaroth formed their very own Blood Bowl team to prove that not all female Dark Elves are so easily swayed by the lure of gold. The 'Deadly Nightshades', as they were known, made an instant impact as they dismantled just about every team that stood in their path in their first season. Sadly, however, the required ritual blood baths and sacrifices the Witches must perform back in Naggaroth for the Dark Elf god Khaine caused them to miss the semi-final of the 2490 Blood Bowl tournament.



The Deadly Nightshades never quite managed to repeat the phenomenal success of that season but they certainly left a mark on the Blood Bowl world as many Dark Elf teams now field a Witch Elf or two as regular players on the squad.

The Nightshades also hold two remarkable records, not only do they hold the record for most consecutive games played to a full stadium, they have also never been refused a game. While the coaches of the opposition may claim that it's because they never refuse a challenge and are always willing to help out young ladies in need, a better guess might be that it's because thigh length boots and revealing uniforms bring in the crowds (and the opposing players).

Finally, you can decide to run the regular season as a league with scheduled matches (like the FA Football League in England and Wales). Teams score points depending on how well they do in matches (typically 3 for a win, 1 for a draw and 0 for a loss, though 5 for a win, 3 for a draw, and 1 for a loss is a popular alternative). At the end of the season the four teams with the most league points get to go to the semi-finals. Whatever method you use, the four teams that make it through to the semi-finals are matched into two pairs by random draw. The two winners of the semi-final match then go through to the big final, and the winner of the final will receive a trophy (see the Glittering Prizes section on this page). Remember that teams do not receive inducement gold during semi-final and final matches.

★★★ Did you know...

Not all Blood Bowlers out there love and worship Nuffle. There are a few out there who dislike him and curse his name. The Nuffle Blasphemer's Association (NBA) was started by Torg the Blasphemer, coach of Torg's Terminators, when his star player unexpectedly died in the league semi-final. With the game on the line, Sig "the Butcher" Thundersmack was sprinting toward the end zone for the winning touchdown when he seemed to trip over the goal line itself resulting in his neck being broken. The opposition was able to recover the ball and pull off an unbelievable scoring play that sent them to the league final instead. Torg cursed Nuffle for his fickleness and started up the NBA, which has grown over the years to include a number of players and coaches who have become disenchanted with Nuffle. You may see them at Blood Bowl games in their long black robes holding up signs denouncing the Blood Bowl god. Most people consider them a bunch of complete wackos and tend to ignore them.

League Challenges

It is possible for coaches to exclude powerful teams from the semi-finals by refusing to play any games against them during the league season or the play-offs. To stop this underhand and quite despicable practice, any coach is allowed to issue a written challenge to an opposing coach to play a match. A coach may make a maximum of one written challenge per week. The challenge is given to the league commissioner, who passes it on to the challenged coach and gets his response. A challenged coach *must* make one of the following three responses within a day of receiving the challenge:

★ **Accept:** A challenged coach may agree to play the match, and the two teams play the match as normal.

★ **Refuse:** A challenged coach may refuse to play the match. This counts as a 2-0 win for the challenger. No Star Player points, cash or Fan Factor are gained or lost for the match.

★ **Substitute:** A challenged coach may ask any other coach that is willing to take his place to play the match instead. The substitute coach must be taking part in the tournament, and must not have played against the challenger so far. If he does this then the challenging coach *must* play the substitute, or count as having lost the match 0-2.

THE GLITTERING PRIZES

Although the glory of winning a major tournament trophy is considered by many teams reason enough to take part, most teams are motivated as much (if not more) by the chance of winning the big cash prize that the sponsors of the tournament offer the winners. There are also often additional 'fringe' benefits for the winners of a major tournament, such as lucrative sponsorship deals or special prizes.



Puggy Baconbreath makes his get-away from now-retired star Greaser Geargrinder

To represent this the teams taking part in an end of season tournament receive the following benefits:

1) The gate and the winnings for a semi-final or final are doubled.

2) The winner of a Major Tournament always receives a special trophy. Pictures of these trophies are at our website, www.bloodbowl.com. You can print these images and use them as trophies, or use the miniature trophies from the Blood Bowl trophy pack. So long as a team holds a trophy it has an additional team re-roll. The re-roll counts toward the team's value as normal. A trophy is held by a team until the next time that specific Major Tournament is completed at which point it is given to the new winner.

3) The winning team receives the 'fringe benefit' described below, depending on the trophy they won.

★★★ Did you know...

While the Chaos All-Stars are the most famous team with an unusual mix of players compared to other teams of the same race, several other very famous Blood Bowl teams have been composed of a unique cast of characters.

Evil Gits: The Evil Gits are an evil team made up of mix of evil players. They've been known to field evil Hobgoblins, evil Orcs, evil Dark Elves, evil Skaven, evil Goblins, evil Ogres, evil Half-Orcs, or in fact any other players just so long as they are Evil! The Gits are followed everywhere by their evil unofficial supporters club, the Evil Gits Unofficial Supporters Club, who are, if anything, even more evil than the evil team they evilly support!

Heroes of Law: The Heroes of Law are everything that the Evil Gits are not. This team frequently has Human, Dwarf, Elf, and Halfling players that play for the team without pay. The players hope to show the world a better way by honest strategic play on the pitch without resorting to fouling or bribes. The Heroes of Law are known throughout the realms for their charity matches and for key players missing games because they are volunteering for some other worthy cause that day.

Motley Horde: This mix of misfits, cast-offs, and flat-out lazy players comprise an interesting team. Many of the team's players may hang around for practice, but then skip the game or vice versa. The coach, Kul-Blood Conn, never knows from week to week who will show up, and his game plan must change radically depending on the players available. One week he may have six Chaos Dwarfs, four Skaven and a couple Dark Elf players show up, while the next game he may be faced with seven Hobgoblins, a mutated Chaos Warrior and five Snotlings!

THE SPIKE! MAGAZINE TROPHY



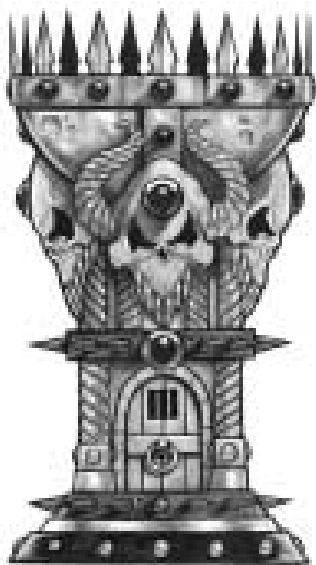
This award, which takes the form of a mithril spike mounted on a delightful plinth, is awarded to the team that wins the *Spike!* Magazine tournament. Because the holder of the *Spike!* Trophy receives extensive and (usually) positive coverage in *Spike!* Magazine, the team may add 2 to their Gate roll total as long as they hold the trophy.

If the tournament organizer likes he may also choose to hand out the award for the *Spike!* Magazine Player of the Year after the final has been played! This award goes to the player in the league who has the most Star Player points. The player gains the skill Fan Favourite permanently unless he already has this skill for as long as the player is still on the team. Treat this as a skill taken on a Double for calculating the player's value. Note that the player does not have to be in one of the teams that took part in the final, or even the tournament, in order to receive the reward.

THE SPIKE! MAGAZINE TROPHY HALL OF FAME

2493 Chaos All-Stars	2499 The Marauders	2503 Dwarf
2494 Elfheim Eagles	2500 Kill Fury	Warhammerers
2495 Orcland Raiders	2501 Phyllobate	2504 Ratz of Nim
2496 Elfheim Eagles	Terribles	2505 Stub'ees
2497 The Sandshifters	2502 Bordeleaux Ravens	
2498 Bordeleaux Ravens		

THE DUNGEONBOWL



Dungeonbowl is played, as its name suggests, in a dungeon. Originally the two teams started at opposite ends of a small underground complex, the idea being to get to the opponent's starting position with the ball and score a touchdown, but eventually the game evolved so that it is played on a normal sized and shaped pitch – which just happens to be located in a dungeon!

The Dungeonbowl League is sponsored by the ten Colleges of Magic, and each College also supports one of the teams taking part in the tournament. Even though the idea was originally put forward to settle

the matter of which College was the most powerful, and was to be a one-off event, Dungeonbowl has now been going for over 20 years and shows no sign of ending in the foreseeable future.

The winning team receives a special contract from the College that supported them. This contract allows the team to induce a Wizard for 50,000 gold pieces instead of the normal 150,000 as long as the team holds the trophy.

THE CHAOS CUP

As you will see if you have a look at the trophy, the Chaos Cup is not exactly the most desirable of objects to win. The status it carries, however, is second only to the Blood Bowl. Originally known as the Whiteskull Challenge Cup, it was played for by eight top teams from the AFC while the conference winners were away competing in the Blood Bowl. With the collapse of the NAF in '88 the Chaos Cup became the first trophy to be given away in the new style 'Open' tournaments.



The Chaos gods take a special, erm, interest in the fate of the team that holds the Chaos Cup and will reward the players immediately with special Chaos gifts as a sign of their favour. D3 random players may immediately take any Mutation skill, Hypnotic Gaze, Stab, or Regeneration in addition to any skills they already possess or take from Star Player points earned during the Chaos Cup final. The same player may not receive more than one mutation from

this gift. Players with Normal access to Mutations taking a Mutation skill will add to the player's value as if a normal skill were rolled. Players taking a Mutation skill that cannot take Mutations on Normal skill rolls or any players taking an Extraordinary skill should treat the skill as if taken on a Double for calculating the player's value. These skills are permanent and not lost when the team no longer holds the Chaos Cup trophy.

THE BLOOD BOWL CHAMPIONS HALL OF FAME

I (2461)	Darkside Cowboys	XXIV (2484)	Dwarf Giants
II (2462)	Dwarf Giants	XXV (2485)	Reikland Reavers
III (2463)	Vynheim Valkyries	XXVI (2486)	Champions of Death
IV (2464)	Gougued Eye	XXVII (2487)	Reikland Reavers
V (2465)	Worlds Edge Wanderers	XXVIII (2488)	Darkside Cowboys
VI (2466)	Champions of Death	2489	No Championship Held
VII (2467)	Chaos All-Stars	XXIX (2490)	Orcland Raiders
VIII (2468)	Nurgle's Rotters	XXX (2491)	Reikland Reavers
IX (2469)	Orcland Raiders	XXXI (2492)	The Marauders
X (2470)	Galadriath Gladiators	XXXII (2493)	Skavenblight Scramblers
XI (2471)	Reikland Reavers	XXXIII (2494)	Flesh Hounds
XII (2472)	Artic Cragspiders	XXXIV (2495)	Gougued Eye
XIII (2473)	Gougued Eye	XXXV (2496)	Athelorn Avengers
XIV (2474)	Vynheim Valkyries	XXXVI (2497)	Naggaroth Nightmares
XV (2475)	Oldheim Ogres	XXXVII (2498)	Grudgebearers
XVI (2476)	Creeveland Crescents	XXXVIII (2499)	Reikland Reavers
XVII (2477)	Skavenblight Scramblers	XXXIX (2500)	Warpstone Wanderers
XVIII (2478)	Skavenblight Scramblers	XL (2501)	Champions of Death
XIX (2479)	Reikland Reavers	XLI (2502)	Caledor Dragons
XX (2480)	Elfheim Eagles	XLII (2503)	Flatlined Annihilators
XXI (2481)	Darkside Cowboys	XLIII (2504)	Mordredd's Apocalypse
XXII (2482)	Bluchan Berserkers	XLIV (2505)	Conquerors of the New Worlds
XXIII (2483)	Orcland Raiders		

THE BLOOD BOWL



The most sought after trophy is the Bloodweiser Blood Bowl Championship Winners' Trophy, commonly known as the Blood Bowl. Originally it was awarded to the winner of the final match between the NFC and AFC Conference champions, but now it is awarded to the winner of the Blood Bowl Open tournament. Before 2461, the Blood Bowl championship games were fairly friendly – but

competitive – affairs, played purely to award the status of Best Team in the World to the winners. With the arrival of big business in the shape of the Bloodweiser Corporation, however, the competition made a major stride in popularity. The gold payment and Bloodweiser sponsorship deal that goes to the winners is said to be worth over a million crowns over the course of the following year. There is also the Blood Bowl trophy itself, otherwise known as the Buddy Grafstein trophy after the Bloodweiser chairman who first presented it. It's made from solid Dwarf gold, and as such is extremely valuable. This value has caused the original trophy to be stolen many times, and in fact the current one is the fourth trophy to be made!

The winners of the Blood Bowl get a sponsorship deal from Bloodweiser which adds 20,000 gold pieces to the winnings for each match that the team plays as long as it holds the trophy. For the players, however, the most important prize is the Blood Bowl player's medal awarded to each player (from both teams) that participates in the final. Receiving a Blood Bowl player's medal is a great confidence booster, so every single player that takes part in the Blood Bowl final (win or lose) counts as having been awarded a Most Valuable Player award and gains 5 Star Player points, in addition to the Most Valuable Player awards that are normally handed out for playing in the match.

OTHER TOURNAMENTS

The four Major Tournaments are not the only Blood Bowl competitions that are held over the course of the year. Many other tournaments take place, ranging in size from small local events involving only a handful of teams, through to really quite large events that rival the Major Tournaments in importance. Any League Commissioner who feels like organizing extra tournaments based on these less important events should feel free to do so. It is a good idea to keep the number of extra tournaments fairly low, otherwise the commissioner (not to mention the coaches) will quickly become overwhelmed with the number of tournaments that they have to play. Similarly, the prizes for minor tournaments should be kept on the low side, and the total gold (for both winner and runner-up) should never exceed one and half times the normal winnings. Note that extra team re-rolls are only allowed for winning Major Tournament trophies.

Two examples of typical minor tournaments are the Far Albion tournament and the Goblin Tribal Leeg. The Far Albion tournament is one of the more important minor tournaments. It is held on the distant island of Albion, northwest of the Old World

THE DUNGEONBOWL HALL OF FAME

2473 Storm Bolts	2486 Harlequins	2497 Bruendar Grimjacks
2474 The Grim Reapers	2487 War Hawks	2498 Athelorn Avengers
2475 Green Destroyers	2488 Celestial Comets	2499 Tombstone Terrors
2476 Match Abandoned	2489 Blood Axes	2500 Durum's Destroyers
2477 Harlequins	2490 Black Widows	2501 Kalagar Fire
2478 Grey Shadows	2491 Celestial Comets	2502 Motley Horde
2479 Blood Axes	2492 Chaos All-Stars	2503 Sun Gods
2480 Grey Shadows	2493 Chaos All-Stars	2504 Cheeky Berliners
2481 Harlequins	2494 Norsca Rampagers	2505 Cheeky Berliners
2482 Doom Forgers	2495 Bruendar Grimjacks	
2483 War Hawks	2496 Dwarf Warhammers	
2484 Blood Axes		
2485 Blood Axes		

across the Sea of Claws, which means that normally only one or two Old World teams make it to the island to compete against the local Blood Bowl teams. The Far Albion tournament cup (or FA Cup as it is known) used to be a stunning trophy, studded with diamonds and crusted with emeralds. Sadly it was stolen in 2145 and had to be replaced with what was meant to be a temporary tin replica. The original FA Cup never re-appeared, however, and now the battered old tin replacement has great sentimental value, especially for the local Albion teams. Prizes for the tournament consist of the trophy, and a 120,000 gold pieces prize split 80,000 gold pieces to the winner and 40,000 gold pieces to the loser.

At the other end of the scale is the Goblin Tribal Leeg. This tournament is normally held at round about the same time as the *Spike!* Magazine tournament, as most Goblin teams can't afford to travel to far-off Estalia from their tribal lairs in the Darklands, and in any case Goblin players hate playing in the bright, sunny conditions under which the *Spike!* tournament is normally held. The Tribal Leeg tournament doesn't have a trophy or any gold prizes since it is all but impossible for a bunch of Goblins to arrange for a trophy and two different teams to be in the same place at the same time, and any gold prize is invariably stolen before the final takes place! This means that all the winner of the Goblin Tribal Leeg really gets is the undying support of a huge horde of Goblin fans, who follow the team around the Old World watching it play. Whether being followed around the Old World by a huge army of Goblin fans is actually a good thing is open to debate, but it certainly increases the gate winnings that the team receives every time it plays a match!

★ ★ ★ Did you know...

that bribery is now so prevalent amongst referees that the Referees and Allied Rulekeepers Guild (RARG) has created rules concerning where, when and how one can accept a bribe. RARG has set official union rates for bribing a referee. Under an agreement signed last season, clubs are not allowed to offer less than the going rate. RARG is even considering appointing a second bunch of referees to govern the conduct of RARG just to keep bribery properly controlled.



OPTIONAL LEAGUE RULES

Not every league will find the same set-up as enjoyable as another league. The league commissioner's role is to find the best match of rules for the coaches in his league. The following are recommended changes to the rules for Leagues presented in pages 24 to 29 of this handbook for commissioners to consider using in their own leagues. Any of the below should be considered official approved rules for the game of Blood Bowl. Remember, a League Commissioner's word is **always** final on the rules used by the league.

Awarding the Most Valuable Player during the Post-Game

Instead of using the rules for Most Valuable Player on page 26, the following two options are offered as replacement text for the first sentence:

- 1) One player from each team, chosen by his coach, is awarded a Most Valuable Player award at the end of the match.
- 2) At the end of the match, one randomly selected player eligible to play during this match that was not induced and has not been removed from the team by death by the end of the match is awarded a Most Valuable Player award.

Spiralling Expense Modifications

There are lots of different leagues, all of which have different cost bases and revenue streams so a commissioner should feel free both to alter the breakpoint (1,750,000 gold pieces) and the step size (150,000 gold pieces) for the Spiralling Expense rules on page 29 to suit their own league. For example, the small Albion domestic league has a breakpoint of 1,250,000 gold pieces and a step size of 100,000 gold pieces, the wealthy Imperial Premiership has a breakpoint of a massive 2,500,000 gold pieces and step size of 250,000 gold pieces, while the Naggaroth Open has a break point of 2,000,000 gold pieces and a step size of 50,000 gold pieces.

Excluding Inducements in League Play

A commissioner is allowed to remove any specific inducement(s) from the list of allowed inducements on page 28 that he feels does not work for his league environment. Common inducements that might be excluded would include disallowing Star Players and/or the Wizard.

Using Inducements in One-off/Non-league Tournament Play

Commissioners of one-off games can choose to allow inducements to be purchased as a permanent part of each team's roster. The commissioner should be clear which inducements are allowed and which are not. For example a commissioner could specify for an upcoming event that the inducements options for Star Players, Bloodweiser Babes, Wandering Apothecaries, Igor, the Wizard and the Master Chef will be allowed as purchasable permanent components of the team for all matches played during the event, but that no other inducements can be purchased as a permanent part of the team.

Special Play Cards

The seven Special Play Card decks represented on pages 56 to 63 are for commissioners to use to add some unexpected and fun elements to the game to whatever degree is desired.

Each of the seven decks has a purchase price to draw one card at random from that deck. For example for 100,000 gold pieces you may draw at random one of the 26 cards from the Good Karma deck. Once you have randomly drawn a card you may not exchange or trade it in for another card. You can pay additional gold to draw another card from the same deck or from one of the other seven decks.

In order to make the cards easily available to any league that chooses to use them, the card decks are organized so that two decks of standard playing cards can be used to create all seven decks. Decks have been organised by suit to allow coaches to quickly create the decks. For ease of use, your league may choose to combine all the 50,000 gold piece decks into one 52 card deck. Each card has 4 areas to explain its effect.

Name: This section has the name of the card and the playing card that would represent this card.

Description: Describes the event the card represents.

Timing: Specifies as to exactly when, and only when, the card can be played.

Effect: The effect the card has on the game when played.

There are three methods recommended for a commissioner to choose from for using the Special Play Cards in his league (if he chooses to use them at all).

- 1) The Special Play Card decks are added to the list of Inducements that each coach may purchase on page 28. Special Play Cards should be limited to no more than 5 total draws from all the decks.
- 2) The Special Play Card decks are used in replacement of the Inducements listed on page 28. (i.e. only Special Play Cards are used for any Inducements allowed for a match). Special Play Cards should be limited to no more than 5 total draws from all the decks.
- 3) Special Play Cards cannot be used as Inducement purchases. **Each** coach is instead given between 50,000 and 200,000 gold pieces (commissioner's choice) useable **solely** for the purchase of Special Play Cards at the start of each match. This gold cannot be carried over beyond the current match and is in addition to any Inducement gold received by the team for this game.

Note: If you use both the Special Play Cards and the Inducement System on page 28 for your league, players should be allowed to draw any Special Play Cards they purchase as an inducement and see which card(s) they draw before purchasing any other inducements.

Free Fan Factor

Instead of using the rules for purchasing Fan Factor on page 16, the league may have Fan Factor be free. All teams under this optional rule would start with a Fan Factor of 5 for no cost. Fan Factor never adds to a team's value and changes in Fan Factor from Post-game rolls do not affect team value.

Additional Cash for Short Term Leagues

The league rules are designed for long term development. If your league runs short seasons before resetting consider giving a 10,000 gold piece winning bonus for losing and 20,000 for ties/winning **or** doubling the FAME modifier for the winnings roll (or both of these depending on the rate of growth desired.)

SPECIAL PLAY CARDS

MISCELLANEOUS MAYHEM DECK

(50,000 gold pieces to randomly draw one card from these 13 cards)

Name:	2 ♥: BADYEAR GIT	9 ♥: HOMETOWN FANS
Description:	A goblin doom diver who was too cheap to pay for admission is hit by the kick-off while flying over the stadium.	Your team's fans start the match very willing to help their favourite team by throwing the ball to the perfect place for you.
Timing:	Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.	Play during the pre-game after all inducements are purchased.
Effect:	The ball scatters 2d6, instead of 1d6, on this kick-off.	You may choose the direction the ball is thrown in on the throw-in template every time it goes out of bounds during the first half. During the second half, all throw-ins are done as normal.
Name:	3 ♥: SPRINKLER MALFUNCTION	10 ♥: INCOMING!
Description:	Somebody triggered the sprinkler system, on accident of course. The ball becomes difficult to handle and the mist makes it difficult to see until it is shut off.	The crowd received souvenir balls today and have decided to use them as ammunition instead of keepsakes.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	All attempts to pass, catch, or pick up the ball have an additional -1 modifier for this drive.	For this turn, any player from the opposing team must dodge any time they leave a square within 2 squares of either sideline or end zone.
Name:	4 ♥: ECLIPSE	J ♥: ROGUE WIZARD
Description:	Suddenly all light is blocked out by a total eclipse. Maybe it's the complete darkness, or maybe it's astrological magic, but for one brief moment all players are equal.	A wizard in the stands starts to get a little bored and bombs the pitch with a fireball!
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	For your turn and your opponent's turn, all players on the pitch have only the characteristics and skills of a rookie Goblin.	Place a marker on the pitch, scatter the marker 5 times. If it does not scatter off the pitch at any point, the fireball explodes as the spell; the centre is where the marker is.
Name:	5 ♥: FANATIC INVASION	Q ♥: BALL CLONE
Description:	A crazed goblin fan talks an ogre into tossing him onto the pitch!	The random chaos of Tzeentch has effected the ball.
Timing:	Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	Place a miniature to represent the Goblin Fanatic into any empty square on the pitch. He has the same stats as a rookie Goblin Fanatic. The coach playing this card may immediately move the Fanatic. Each coach can only take a Move Action with the Fanatic after his turn has ended but before his opponent's turn. This Fanatic has no tackle zones and blocks without any offensive assists. At the end of the drive the ref automatically ejects the Fanatic from the game.	If the ball is on the ground, a 2nd ball materializes in the square and one of them is bounced from it. The first player that crosses into the end zone with one of the balls rolls a D6. On a 1-3, the ball vanishes and a touchdown is not scored. This effect ends when a drive ends. Players may not pick-up, catch, or intercept a ball if they already are carrying one. A ball bouncing into the square with the other ball will bounce again.
Name:	6 ♥: FRIENDLY FANS	K ♥: JOHNNY WATERBOY
Description:	The crowd loves your team, and wouldn't ever consider ripping one of your players apart...well, not this game anyway.	He must be a magician as that is some mighty fine H2O. One drink from this minor wizard of water seems to revive any bashed up players.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	Any player on your team that is pushed into the crowd this game is only Stunned, do not roll injury.	For this match, your players gain a +1 modifier to recover from KO'd for this match (a roll of 1 is still a failure).
Name:	7 ♥: ROWDY FANS	A ♥: THAT BABE'S GOT TALENT!
Description:	Your fans have shown up today and it's with an extra evil glint in their eyes. They want a LOT of blood and are in the mood to help see it.	Your team visits the local tavern the night before the game. One of the dancers offers to bring some friends to help the cheerleader squad and some patrons to help with some new play ideas and to see their performance at your match.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	For this match, any block or foul made by or against an opposing player adjacent to the sidelines is treated as having one extra assist from your team. In addition, no opposing player adjacent to the sidelines can assist a block or foul.	You automatically win all Cheering Fan and Brilliant Coaching rolls on the Kick-Off table for this match. In addition, you get an additional +1 to your FAME (see page 18) for any other Kick-Off table result for this match but not for the winning roll.
Name:	8 ♥: HECKLER	
Description:	An overeager fan heckles and distracts one opponent especially well.	
Timing:	Play at the beginning of your turn before any player takes an Action.	
Effect:	An opposing player of your choice may not use any skills (including block and dodge defensively) other than those that must be used (frenzy, loner, etc.) for this turn and the following opposing turn.	

SPECIAL PLAY CARDS

SPECIAL TEAM PLAYS DECK

(50,000 gold pieces to randomly draw one card from these 13 cards)

Name: Description: Timing: Effect:	2 ♦: COME TO PAPA! You have read the kick-off almost perfectly and are ready to receive it. Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled. Move one player not on the line of scrimmage to the square where the ball will land.	9 ♦: PERFECT KICK You try and kick the ball to just the right spot to help your defense. Play after all players have been set up for a kick-off, but before any kick-off result is rolled. Place the ball anywhere in the line of scrimmage or the end zone of the opponent's half excluding the wide zones. To determine the landing square for the ball, instead of the normal kick-off scatter, scatter the ball for one square 3 times using the sideline throw-in template for each scatter, you may choose how the template is facing on each scatter as long as it is facing a sideline or end zone.
Name: Description: Timing: Effect:	3 ♦: DOGGED DEFENSE Your players give everything they have to defend the end zone, trying to trip the opposition from the ground. Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For this turn all your players that are Prone (not Stunned) exert tackle zones as if they were standing, however they cannot assist or cancel assists, catch, or take any other Action that requires a standing player.	10 ♦: OPTION PLAY This play is designed so your ball carrier can choose either to keep the ball himself or dump it off to someone else. Play at the beginning of your turn before any player takes an Action. A player of your choice gains the Dump-Off and Pass skill until the drive ends.
Name: Description: Timing: Effect:	4 ♦: FLEA FLICKER A trick play is on. You trick the opponent into thinking one person will run the ball, but he tosses it to someone else who throws the ball. Play at the beginning of your turn before any player takes an Action. You may take an extra Pass Action, however the first Pass Action you take must be a quick pass.	J ♦: PUNT Time to get rid of the ball and pin the opponent deep! Play after your turn has ended, but before your opponent's turn begins. If a player you control has the ball, you may place the ball in any square you want and scatter the ball three times. If the ball is not caught it will bounce as normal.
Name: Description: Timing: Effect:	5 ♦: FUMBLEROOSKI The players on your team intentionally fumble the ball to open up some funny and spectacular plays. Play at the beginning of your turn before any player takes an Action. For this turn any failed pick up, catch, or fumbled pass rolls do not cause turnovers. Also a player can intentionally fail to pick up or catch the ball, or fumble a pass. Any failed attempt to pick up or throw the ball ends the player's Action. Any player failing a catch roll counts as having taken an Action for the turn as well, even if they have not performed an Action yet.	Q ♦: SPECTACULAR CATCH A player puts himself on the line to try for an amazing catch Play at the beginning of your turn before any player takes an Action. For this turn a player of your choice gains Catch and Diving Catch.
Name: Description: Timing: Effect:	6 ♦: GOING THE EXTRA MILE A player on your team throws it into high gear to cover some extra ground. Play at the beginning of your turn before any player takes an Action. A player of your choice may Go For It any number of times this turn. Each Go For It after the second has a cumulative modifier of -1 to the roll (example: the 4th GFI would have a -2 modifier to the D6 roll). If the player has Sprint he may add 1 to one Go For It roll made this turn (a natural 1 will still result in a failure though).	K ♦: SUICIDE BLITZ The player gets a good jump over the line of scrimmage and launches himself at the opponents. Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins. A player of your choice not holding the ball may take a <i>Blitz Action</i> immediately. This player suffers from the No Hands skill for this Action only.
Name: Description: Timing: Effect:	7 ♦: HEROIC LEAP The player has one chance to be a hero, and tries for it all! Play at the beginning of your turn before any player takes an Action. Choose a player with strength four or less. This turn the chosen player may leap, as the skill, with a 3+ to land regardless of that player's agility or skills.	A ♦: WAKE UP CALL Desperate times call for desperate measures. Time to get some extra players on the pitch, ready or not. Play before you set up any players for a drive. Instead of rolling for a player to come back from being KO'd, you may have the player automatically recover by placing the player on the pitch Stunned. You may do this with any number of KO'd players. After placing as many players from KO'd on the pitch as you desire, roll a D6 for each player that is Stunned. On a 4+, that player is turned to Prone.
Name: Description: Timing: Effect:	8 ♦: NEW BLOCKING SCHEME A clever blocking play gives you a one-up on your opponents. Play at the beginning of your turn before any player takes an Action. Any player on your team that is in any of an opponent's tackle zones and adjacent to another player on your team may switch squares with the adjacent player from your team, unless either one has the ball. This may be done with only one set of two players.	

SPECIAL PLAY CARDS

MAGIC ITEMS DECK

(50,000 gold pieces to randomly draw one card from these 13 cards)

Name:	2 ♣: BEGUILING BRACERS	9 ♣: LUCKY CHARM
Description:	The player has come across the bracers of Count Luthor to use for the match. They are so good that they even distract the player wearing them sometimes.	The player has acquired some lucky charms from a Halfling in a green coat before the game.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play during the pre-game after all inducements are purchased.
Effect:	Choose one player on your team. That player gains the skills Hypnotic Gaze, Side Step, and Bone-head for the remainder of this game.	A player of your choice may ignore the first time his armour is broken, and just be Placed Prone. Any roll that ignores armour, such as the crowd or throw a rock, is not affected by a lucky charm.
Name:	3 ♣: BELT OF INVUNERABILITY	10 ♣: MAGIC GLOVES OF JARK LONGARM
Description:	Your player really has found a way to become a man of steel.	Your team is featured in Spike! magazine and the magazine gives you these gloves for your upcoming game.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	Armour rolls made against a player of your choice may not be modified or re-rolled by any positive modifiers for the remainder of this game. This includes (but is not limited to) Claw, Mighty Blow, Dirty Player, Piling On, fouling assists, Stunty and Chainsaw attacks.	A player of your choice gains the Pass Block skill, and an additional +1 modifier to all interception rolls until the drive ends.
Name:	4 ♣: FAWNDOUGH'S HEADBAND	J ♣: GOOD OLD MAGIC CODPIECE
Description:	One of the great passers of all time has loaned your player his headband for this game, but you had better make sure you get it back before he notices it missing!	Mother always said "never play without your codpiece". After years of being passed from one generation to the next, the magic is still working.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play during the pre-game after all inducements are purchased.
Effect:	A player of your choice gains Pass and Accurate for this turn, but an additional +1 modifier on any interception rolls against him is applied as well.	A player of your choice may not be fouled for this game and injury rolls against this player cannot be modified or re-rolled by anything including (but not limited to) Dirty Player, Mighty Blow, Piling On, and Stunty.
Name:	5 ♣: FORCE SHIELD	Q ♣: RABBIT'S FOOT
Description:	Your player paid top gold for a Ring of Invincibility, but it's not all that was advertised.	One player finds himself a lucky rabbit's foot after the pre-game meal of, well, rabbit.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	Choose the player on your team holding the ball. That player gains the Sure Hands and Fend skills until he no longer has the ball.	A player of your choice without Loner gains the Pro skill for the remainder of this game.
Name:	6 ♣: GIKTA'S STRENGTH OF da BEAR	K ♣: RING OF TELEPORTATION
Description:	A scroll found in the house of a retired legendary coach contains a spell of Bear strength.	Where'd he go? The player uses a teleportation ring to get out of a tight spot.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended (unless your turn ending would end the half.)
Effect:	A player of your choice gains +1 Strength until the drive ends. After this the player has -1 Strength for the remainder of this game.	One player on your team of your choice can be moved D6 squares in a single direction of your choice (note: you must move the full D6 squares and must choose the direction before rolling the D6). Treat this movement as if the player had been thrown with the Throw Team-Mate skill but without the 3 scatters to determine the landing square. The landing roll from the teleportation is automatically successful unless he has bounced off another player.
Name:	7 ♣: GLOVES OF HOLDING	A ♣: WAND OF SMASHING
Description:	A player puts a magic salve, Grisnick's Stickum, onto his gloves before the drive.	Stick! Smash!
Timing:	Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.	Play at the beginning of your turn before any player takes an Action.
Effect:	A player of your choice gains the Catch and Sure Hands skills, but may not take Pass or Hand-off Actions for the remainder of this game.	Choose one player on your team. That player gains +1 strength and the Mighty Blow skill for this turn.
Name:	8 ♣: INERTIA DAMPNER	
Description:	The player has come across a magic amulet that slows the speed of any large objects that happen to intersect with his location.	
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	
Effect:	Choose one player on your team. For the remainder of this drive, any opponent moving one square or more first and then blitzing this player suffers a -1 modifier to his Strength (minimum Strength of 1) for the block attempt.	

SPECIAL PLAY CARDS

DIRTY TRICKS DECK

(50,000 gold pieces to randomly draw one card from these 13 cards)

<p>Name: 2 ♠: BLATANT FOUL</p> <p>Description: A player on your team is determined to take out the opposition, no matter what.</p> <p>Timing: Play at the beginning of your turn before any player takes an Action.</p> <p>Effect: The armour roll for your Foul Action this turn automatically succeeds and is considered a non-doubles roll, however the injury roll for the foul must be rolled as normal with the player sent off on doubles.</p>	<p>9 ♠: KICKING BOOTS</p> <p>These boots were made for stomping, and that is just what they will do!</p> <p>Play after all players have been set up for a kick-off, but before any kick-off result is rolled.</p> <p>A player of your choice gains the Kick and Dirty Player skills and a -1 MA for the remainder of this game.</p>
<p>Name: 3 ♠: CHOP BLOCK</p> <p>Description: A player throws a dirty block on the opponent.</p> <p>Timing: Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.</p> <p>Effect: This card may only be played on one of your Standing players that did not take an Action during your last turn. Your player is Placed Prone and an opposing player in a square adjacent to him is now considered Stunned.</p>	<p>10 ♠: PIT TRAP</p> <p>A devious groundskeeper has set up a pit trap for you.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Choose a player: that player is Placed Prone, no armour roll is made, and if the player had the ball bounce it as normal.</p>
<p>Name: 4 ♠: CUSTARD PIE</p> <p>Description: One of your players thrusts a cleverly concealed custard pie in the face of an opposing player.</p> <p>Timing: Play at the beginning of your turn before any player takes an Action.</p> <p>Effect: Choose one player on the opposing team adjacent to one of your Standing or Prone players (not Stunned). That opposing player is so flabbergasted by the pie hit that he loses his tackle zones for the remainder of this turn as per a successful Hypnotic Gaze roll.</p>	<p>J ♠: SPIKED BALL</p> <p>A Bloodthirster is in the crowd today, so in honour of this event a spiked ball is swapped with the real ball. More blood for the blood god and the fans!</p> <p>Play after all players have been set up for a kick-off, but before any kick-off result is rolled.</p> <p>Until the drive ends any failed pick up or catch roll (but not interception roll) is treated as the player being attacked with the Stab skill by an opponent.</p>
<p>Name: 5 ♠: DISTRACT</p> <p>Description: Your player is very good at distracting all those around him.</p> <p>Timing: Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Effect: The chosen player gains the skill Disturbing Presence for this turn and all opposing players starting their Action within 3 squares of the player count as having Bone-head (lost Tackle Zones from failed Bone-head rolls return at the end of this turn).</p>	<p>Q ♠: STOLEN PLAYBOOK</p> <p>You nabbed a playbook from the opponent's coach! He sure will be surprised when you know exactly how to ruin his play.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>A player of your choice gains Pass Block and Shadowing until the drive ends.</p>
<p>Name: 6 ♠: GREASED SHOES</p> <p>Description: The magic grease applied to your opponents' shoes has finally taken effect.</p> <p>Timing: Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Effect: This turn all opposing players need to roll a 5+ to Go For It instead of the normal 2+.</p>	<p>K ♠: TRAMPOLINE TRAP</p> <p>Someone set up a deep pit trap...with a trampoline in it!</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Choose any opposing player. Using all the rules for the Throw Team-Mate skill, the player is automatically thrown (i.e. cannot be fumbled) to a target square that is D6 squares away in a random direction from his own square (use the scatter template). The player will need to make a landing roll as normal if they land on the pitch.</p>
<p>Name: 7 ♠: GROMSKULL'S EXPLODING RUNES</p> <p>Description: A player purchased some exploding runes from a dwarven runesmith before the game. Although they are illegal, they are highly effective.</p> <p>Timing: Play before setting up for a drive.</p> <p>Effect: Choose one player on your team. That player gains the Bombardier, No Hands, and Secret Weapon skills for this game. Because the Rune can be very volatile, any pass roll made with a Rune bomb is performed with a -1 modifier to the pass roll.</p>	<p>A ♠: WITCH'S BREW</p> <p>You've spiked the opponent's Kroxorade bottle with a witch's concoction!</p> <p>Play after all players have been set up for a kick-off, but before any kick-off result is rolled.</p> <p>Choose an opponent and roll on this table.</p> <p>1- Woops! Mad Cap Mushroom potion! The player gains the Jump Up and No Hands skills until the drive ends.</p> <p>2- Snake Oil! Bad taste, but no effect.</p> <p>3-6 Sedative! The player gains the Really Stupid skill until the drive ends.</p>
<p>Name: 8 ♠: ILLEGAL SUBSTITUTION</p> <p>Description: A reserve sneaks onto the pitch while the ref is cleaning his glasses.</p> <p>Timing: Play at the beginning of your turn before any player takes an Action.</p> <p>Effect: You may place any player from the reserves box in an unoccupied square in the end zone you are defending. This player may only take a Move Action this turn. This may take your team to 12 players for the remainder of the drive.</p>	

SPECIAL PLAY CARDS

GOOD KARMA DECK

(100,000 gold pieces to randomly draw one card from these 26 cards)

Name:	2 ♥: ALL OUT BLITZ	9 ♥: FAN UPROAR
Description:	A tactical play of great effect...if it works.	Your fans start yelling so loudly that the opposing team cannot hear the coach or any of the on pitch play signals.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	For this turn, you may declare a second Blitz Action.	No team re-rolls may be used by your opponent for this turn or his next turn (unless the drive ends before your opponent's second turn).
Name:	3 ♥: BANANA SKIN	10 ♥: HURRY UP OFFENSE
Description:	One of the oldest tricks in the book, but a well aimed peel still is a great equalizer.	Your team is making all of the time that it has left count, trying to mount one last scoring drive.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play before moving your turn marker.
Effect:	An opposing player of your choice in a tackle zone of one of your players is automatically Knocked Down. Roll for Armour/Injury as normal. If the player was holding the ball, it does not cause a turnover.	You receive an immediate free turn. However, after each Action roll a D6, on a 1 the free turn ends. This roll may not be re-rolled. Your opponent immediately begins a free turn after your free turn is over, and the same rules will apply for when it ends. If a TD would have been scored during your free turn, the touchdown does not count unless a player from your team still has the ball in the end zone at the end of your opponent's free turn.
Name:	4 ♥: BUTTERFINGERS	J ♥: INTENSIVE TRAINING
Description:	One player from the opposing team knows he just is not himself today and ball handling for this drive is just out of the question.	One player from your team is really psyched for this week's match, and has been working very long hours preparing for it.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this drive, one selected opposing player not currently holding the ball gains the No Hands skill.	For the remainder of this game, one player of your choice from your team gains one extra skill. This can be any skill that he can learn from an Improvement roll without a doubles roll.
Name:	5 ♥: CHAINSAW	Q ♥: UNSPORTSMANLIKE CONDUCT
Description:	One of your players brings along a chainsaw for the game: not too subtle, but effective.	A player's taunting and antics after scoring causes a fan to express his feelings towards him with a well-thrown rock-filled Bloodweiser can.
Timing:	Play before setting up for a drive.	Play immediately after your opponent scores a touchdown.
Effect:	A player of your choice gains the Chainsaw, Secret Weapon, and No Hands skills for this game.	The player that scored the touchdown is KO'd. He may not roll to recover from KO'd until the end of the next drive.
Name:	6 ♥: DAZED AND CONFUSED	K ♥: KNUIT'S SPELL OF AWESOME STRENGTH
Description:	One player from the opposing team was hit just a little too hard and is having trouble focusing on the game.	A crafty wizard in the stands casts a minor spell to give his favourite player some added hitting power.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this game, one selected opposing player who is currently Prone or Stunned gains the Bone-head skill.	For this turn, one player of your choice from your team is treated as having double his strength.
Name:	7 ♥: DOC BONESAW	A ♥: LEWD MANEUVERS
Description:	That blood on his outfit and the saw on his hip are not very comforting, but his medical talents are difficult to refute even on undead players.	A group of cheerleaders were hired to distract the opposition. They do such a good job of it even your players are not going anywhere.
Timing:	Play after a drive has ended and KO'd recovery rolls have been made.	Play at the beginning of your turn before any player takes an Action.
Effect:	A player from your team that has been KO'd or Badly Hurt is moved to Reserves.	Choose a wide zone. Any player from either team that is currently in that wide zone may take no Action this turn or on the opposing turn that follows this turn.
Name:	8 ♥: EXTRA TRAINING	2 ♦: LURVE POTION
Description:	Your team has been working all week on playing better as a united squad.	A magic potion slipped into your opponent's drink makes someone in the stands completely irresistible to him.
Timing:	Play during the pre-game after all inducements are purchased.	Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.
Effect:	Your team receives one extra team re-roll for this match.	One randomly selected opposing player, in a wide zone of your choice, is placed in the Reserve box. If the player was holding the ball, it bounces once from their original square.

SPECIAL PLAY CARDS

GOOD KARMA DECK (continued)

(100,000 gold pieces to randomly draw one card from these 26 cards)

Name:	3 ♦: MAGIC HELMET	9 ♦: SCUTT'S SCROLL OF WEATHER MAGIC
Description:	Its magic has almost worn off, but this relic that once protected older generation Blood Bowl players over their entire career appears to have enough magic left for one more game.	You have tricked a gullible wizard into parting with a useful scroll.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	For the remainder of this game, one player of your choice from your team gains +1 AV and the Thick Skull skill.	Select a weather result. The weather will immediately change to that result and remain there until a Weather Change kick-off roll is made.
Name:	4 ♦: MIRACLE WORKER	10 ♦: STILETTO
Description:	Whether this crazy man actually has a direct line to Nuffle or not ... he gets results.	One player from your team has come armed to even up this match.
Timing:	Play after a drive has ended before rolling for KO'd players.	Play at the beginning of your turn before any player takes an Action.
Effect:	One player on your team who has suffered a Casualty roll of 41 or higher is now considered to be KO'd.	For the remainder of this game, one player of your choice from your team gains the Dirty Player and Stab skills.
Name:	5 ♦: ONE WITH THE KICKER	J ♦: TEAM ANTHEM
Description:	Somehow one of your players suddenly can read the mind of the opposing kickers and can almost always get to where the ball is going.	The crowd today is really out in full fanatic support for your team. Their cheers and encouragement for your team and abuse for the referees and the opposing team really have set the stage for your team to do their best (including bribing the ref for the coin toss).
Timing:	Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.	Play during the pre-game after all inducements are purchased.
Effect:	One player on your team gains Kick-Off Return and Diving Catch for the remainder of this game.	Your team automatically wins the coin toss to kick or receive without flipping the coin. In addition, your team receives an additional +2 modifier to your FAME (see page 18) for any Kick-Off table result for this match but not for the winnings roll.
Name:	6 ♦: RAZZLE DAZZLE	Q ♦: THE FAN
Description:	A tactical play of great effect ... if it works.	As your team takes the pitch, a crazed retired warrior runs out of the stands and asks to help you "smash those gits!". The head coach decides to see if he can help.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play during the pre-game after all inducements are purchased.
Effect:	For this turn, you may declare either a second Pass Action or a second Hand-off Action.	Add the fan to your team as a player even if this takes your team to more than 16 players. The fan's stats are MA 6, ST 4, AG 2, AV 7, and he has the Loner and Frenzy skills. The fan leaves your team when the half ends.
Name:	7 ♦: SUITABLE PITCH	K ♦: THE WALL
Description:	The pitch is made to be in perfect playing conditions for your team, either by removing some of the dangerous objects, or by adding even more. Once the ref is wise to this situation the state of the pitch is restored to normal, however.	Your team has been practicing a new special play and the head coach has decided now is the time to try it out.
Timing:	Play after all players have been set up for a kick-off, but before any kick-off result is rolled.	Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.
Effect:	Choose to either add more dangerous objects or to remove them. If you add more dangerous objects then all Armour rolls caused by being Knocked Down are modified by +1. If you choose to remove them, the modifier is -1 instead. This modifier affects both teams and stays in effect until the drive ends.	During only this turn of your opponent, every player on your team is treated as having the Stand Firm skill.
Name:	8 ♦: RUNE OF FEAR	A ♦: WOOF WOOF!
Description:	Your head coach had a Dwarven rune forged for him before the game and has decided now is the time to put its limited effect into Action.	A stray dog runs onto the pitch and runs off with the ball.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	During only this turn of your opponent, every player on your team is treated as having the Foul Appearance and Disturbing Presence skills.	The ball must be on the ground for this card to have an effect. Roll for Scatter direction with the Throw-in template. The ball scatters D6 squares in that direction and is where the dog places it on the ground (no bounce roll). If the final square is occupied, scatter once more in the same direction. If at any time the scatter result indicates the dog ran into the crowd, stop scattering and have the crowd throw-in the ball.

SPECIAL PLAY CARDS

RANDOM EVENTS DECK

(200,000 gold pieces to randomly draw one card from these 18 cards)

Name:	2 ♣: BAD HABITS	9 ♣: GIMME THAT!
Description:	The opposing team has picked up some really bad habits and it's starting to change their ability to work together as a team.	One player from your team has been waiting all season to show what he can do – and he wants the ball NOW!
Timing:	Play during the pre-game after all inducements are purchased.	Play at the beginning of your turn before any player takes an Action.
Effect:	The opposing team loses D3 team re-rolls for this game only.	For the remainder of this game, one player of your choice from your team gains the Dauntless, Juggernaut, and Strip Ball skills.
Name:	3 ♣: BALLISTA	10 ♣: IRON MAN
Description:	Your team has cunningly concealed a massive ballista along the sidelines allowing you to fire it at an unsuspecting opposing player at just the right moment.	One player from your team has dedicated the match to his recently departed mum and is determined to play for the whole game, no matter what the cost.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	The Ballista works exactly like a Wizard's Lightning Bolt spell.	For the remainder of this game, any event that results in an Injury roll against a selected player from your team is treated as if a Stunned result was rolled without actually rolling to see an injury result.
Name:	4 ♣: BLACKMAIL	2 ♣: KID GLOVES
Description:	You have the goods on one of the opposing players, and you have chosen now to call in your favour.	One player from the opposing team has the NAF questioning his tactics on how he has been racking up those injuries. He decides to go easy this game to reduce the scrutiny on him.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.
Effect:	You may treat a chosen opposing player, other than the ball carrier, as a member of your team for this turn only. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling his own team.	For the remainder of this game, all armour breaks against your team by a selected opposing player from fouling or blocking will be treated as Stunned results without this player actually rolling to see an injury result.
Name:	5 ♣: BUZZING	3 ♣: KNUCKLEDUSTERS
Description:	One player from your team accidentally drank some Mad Cap Mushroom laced coffee before this drive.	A player from your team slips on a pair of magical one-shot knuckledusters because he is going to make sure that the opponent he has his eye on goes down this turn.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this game, one player of your choice from your team not holding the ball gains +1 to his AG and the Jump Up, No Hands and Frenzy skills.	For this turn, one player of your choice from your team can convert any and all Block dice he rolls to 'Defender Down' results.
Name:	6 ♣: DUH, WHERE AM I?	4 ♣: MAGIC SPONGE
Description:	One player from the opposing team was out all night on a bender and is really not ready for this game.	The local wizard's guild is fans of your team and has provided your team with a magic sponge that offers possible healing magic to one lucky player.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play after a drive has ended.
Effect:	For the remainder of this game, one selected opposing player gains the Really Stupid skill.	Roll a D6. On a 1, the sponge's magic fails. On a 2+, you may heal one player in the Dead and Injured box to move him to Reserves.
Name:	7 ♣: EGO TRIP	5 ♣: MINE
Description:	One player from the opposing team has developed a real swelled head from his success and is demanding super star treatment.	Your team trapped the pitch with a disguised mine and the opposing team has just set it off.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	Choose one opposing player. For the remainder of this game, that player must be activated first every turn or not be activated at all.	Mine works exactly like a Wizard's Fireball spell except that the centre square must have an opposing player in it for this card to be played.
Name:	8 ♣: ZAP!	6 ♣: NOT-SO-SECRET WEAPON
Description:	An underhanded mage you have bribed turns an opponent into a frog.	You bribe the Groundsman to drive his "other" machine onto the pitch to help your team out.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn before any player takes an Action.
Effect:	Roll a D6. On a 1, the spell has FIZZLED and this card has no effect. On a 2+, one targeted player is treated as having ONLY the following characteristics and skills for the remainder of the drive (MA: 4; ST: 1; AG: 4; AV: 4; Dodge, Leap, No Hands, Stunt, Titchy). If he was carrying the ball it will bounce once from his square. His characteristics/skills will return to normal at the end of the drive, but any injury he suffers as a frog is permanent.	Place a miniature to represent the Groundsman in any square on the pitch adjacent to the sidelines but not in an end zone. The Groundsman has all the stats and skills of a rookie Dwarf Deathroller. You may treat this player as a normal member of your team and it may take you above 11 players on the pitch for this drive. The Groundsman will only play this drive before he returns his equipment to the garage.

SPECIAL PLAY CARDS

RANDOM EVENTS DECK (continued)

(200,000 gold pieces to randomly draw one card from these 18 cards)

Name:	7 ♠: ORCIDAS SPONSORSHIP	9 ♠: TACKLING MACHINE
Description:	One player from your team has been selected to help field-test the latest innovation in Blood Bowl footwear. The air-elemental filled soles make the player especially light on their feet.	One player from your team has been told "win or else" by the Goblin bookies to make good on his gambling debts and he is determined to get his team the win even if he needs to take down every opposing player himself.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play at the beginning of your turn before any player takes an Action.
Effect:	For the remainder of this game, one player of your choice from your team gains +1 MA and the Sprint and Sure Feet skills.	For the remainder of this game, one player of your choice from your team gains the Diving Tackle, Jump Up, Tackle, and Wrestle skills.
Name:	8 ♠: RAKARTH'S CURSE OF PETTY SPITE	10 ♠: GET 'EM LADS!
Description:	Your team has bribed an old witch to curse one of the opposing players.	Your team makes a major push to break through the opposing team after seeing one of their own go down.
Timing:	Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.	Play at the beginning of your turn, before any player takes an Action as long as your team suffered any injuries (including Stunned) during the opposition's previous turn.
Effect:	For the remainder of this game, one selected opposing player may not re-roll any dice roll either through team or skill re-rolls.	For this turn, each of your players gains +1 ST.

DESPERATE MEASURES DECK

(400,000 gold pieces to randomly draw one card from these 8 cards)

Name:	J ♠: ASSASSIN	J ♠: I AM THE GREATEST
Description:	Your team hires a trained assassin to dope a vital player from your opponent's team to force him to miss the game.	Egos on the opposing team are running very high for this match and the head coach is unable to override his team's prima donnas.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	Pick a player on the opposing team. He must miss this game.	For each drive, only one of the two players with the highest Team Value or Inducement Cost on the opposing team eligible to be set-up for that drive (ie not Sent Off or in the KO'd or Dead & Injured box) may be placed on the pitch.
Name:	Q ♠: DOOM AND GLOOM	Q ♠: MINDBLOW
Description:	Due to some cunningly planted rumours and smear campaigns, the opposing team comes into the game with some serious morale issues.	Your team has employed a powerful telepath and has chosen this moment to utilise her talent. Her mental scream temporarily stuns the opposing team into inactivity.
Timing:	Play during the pre-game after all inducements are purchased.	Play at the beginning of your turn before any player takes an Action.
Effect:	Roll a D6 for each re-roll the opposing team has; for each result other than 1, the opposing team loses a re-roll for the match.	Roll a D6 for each opposing player on the pitch. On a 2+, that player as he had failed a Bone-head roll previously. This effect only last until the end of your turn after which the Bone-head effect is removed without the player needing to start his next action to cancel it.
Name:	K ♠: DA FREIGHT TRAIN	K ♠: COME ON BOYS!
Description:	You've bribed star Borg 'Freight Train' Gorthag and he comes flying onto the pitch to assist your team.	Your players show great discipline in the face of misfortune against a tough opponent.
Timing:	Play at the beginning of your turn before any player takes an Action.	Play after your turn has ended, but before your opponent's turn begins.
Effect:	Place a miniature to represent Borg in any square adjacent to the sidelines but not in an end zone. Borg's characteristics/skills are MA 6;ST 5;AG 2;AV 9 with Loner, Mighty Blow, Thick Skull, Break Tackle, Juggernaut, and Strip Ball. You may treat this player as a normal member of your team, he may take an Action as normal the turn he is placed on the pitch, and it may take you above 11 players on the pitch for this drive. Borg will leave your team at the end of the current half.	If your turn just ended from a turnover, your team does not actually suffer a turnover from that failed roll. The Action of the player causing the turnover is ended, but any player on your team who has not yet declared an Action may continue their turn as if the turnover did not occur. Any further turnovers this turn simply end the Action of the player committing the turnover instead of ending the turn.
Name:	A ♠: MORLEY'S REVENGE	A ♠: MYSTERIOUS OLD MEDICINE MAN
Description:	The opposing team's drinks have been spiked with a powerful laxative, which makes several players have trouble getting out of the locker room facilities for each drive.	A small, wrinkled, cackling man comes to the team offering them some of his latest brewed snake oil which he claims will "cure all that ails you". Surprisingly it works ... too bad he vanished without a trace after selling it to you.
Timing:	Play during the pre-game after all inducements are purchased.	Play during the pre-game after all inducements are purchased.
Effect:	Randomly select three opposing players. For the remainder of this game, each one must roll a D6 before every kick-off. On a roll of 1-3, he may not take part in this drive. On a roll of 4-6, he may be set up normally.	Your team may subtract 1 from all Injury rolls against its players this game. If this takes the result below 2, the player is treated as Prone not Stunned. Rolls on the Casualty table against your team are not affected by this effect.

INDUCEMENT DESCRIPTIONS

0-2 Bloodweiser Babes: You purchase a keg of extra-special Bloodweiser magic ale for 50,000 gold pieces, and get a lovely lady to serve players before going out for each drive. The combination of the ale and the young lady serving it means that for each purchase of this inducement, players on the team gain a +1 modifier to recover from KO'd for this match.

0-3 Bribes: Each bribe costs 100,000 gold pieces and allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.

0-4 Extra Team Training: Each extra team training session costs 100,000 gold pieces and allows the team to take one extra Team re-roll that may be used for this match only.

0-1 Halfling Master Chef: Halfling teams may hire a Halfling Master Chef for 100,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dug-out that they lose a Team Re-roll (but only if they have any left to lose).

0-1 Igor: Any team that cannot purchase a permanent Apothecary can hire an Igor for 100,000 gold pieces to assist the team. An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, rewrapping funeral wraps and so on. He can really get the boys shambling back to the pitch. An Igor may only be used once per a game to re-roll one failed Regeneration roll for a player.

★ ★ ★ Did you know...

Spike! Magazine's number 1 All-time Worst Player Award goes to 'Spec' McGroan of the Evil Gits - one of those truly incompetent cretins that Blood Bowl needs if it is to retain its prime-time status. Spec' played during one season (2488 - 2489) but over that year he managed to fumble the ball over 30 times, averaging more than two fumbles per match. Spec's finest hour, however, was in his final match against the Champions of Death when he managed to fumble the ball a record nine times before he was pulled off (and then reportedly pulled apart!) by the Evil Gits head coach, Bargull Whipdeath. Asked about Spec' being cut from the team, coach Whipdeath said " 'e disered it, so I cut 'im from 'ere to 'ere".

The rumours of Spec's demise appear to be greatly exaggerated though and true connoisseurs of the running game may see Spec's "talents" again on the pitch. An undercover reporter discovered that what actually happened at the end of the match against the Champions of Death was that Whipdeath was paid 20,000 gold pieces by the Middenheim Marauders for Spec' ... to go play for the Chaos All-Stars.



Unlimited Mercenaries: For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold pieces to hire for a match. The normal limits on the total number of players allowed in a team and in each position do apply to Mercenaries (so they aren't truly unlimited). However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Mercenaries to replace players that are missing a game if you wish. All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition you may choose to give a Mercenary one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces. For example, a Mercenary Human lineman could be given Tackle if desired for a total cost of 130,000 gold pieces to hire for a match. Mercenaries cannot earn Star Player points other than the MVP for the game. Mercenaries can never gain new skills.

0-2 Star Players: Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess (see the back cover for Star Player stats and skills). Star players act as free agents playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. You may hire up to two Star Players that are allowed to play for your team. Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match. Star Players may not take the number of players in the team to more than 16. However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Star Players to replace players that are missing a game if you wish. It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees! Star Players can never earn Star Player points other than the MVP for the game. Star Player can never gain new skills. Finally purchased/induced Apothecaries or an Igor may not be used on Star Players ever. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to get in shape for their next match and will not use your team's amateur physicians.

0-2 Wandering Apothecaries: Any team may hire a Wandering Apothecary or two to help your team during the match for 100,000 gold pieces each if your team can normally purchase a permanent Apothecary. Often these Apothecaries are powerful priests of the local deity. While they would never allow themselves to be a permanent part of a heathen Blood Bowl team, they have been known to assist for a single match for a generous donation to their faith. The rules for Wandering Apothecaries are identical to the rules for purchased Apothecaries on page 17. Only one Apothecary may be used to re-roll each Casualty roll.

0-1 Wizard: You may hire a Wizard to help your team during the match for 150,000 gold pieces. The rules for Wizards follow on this page.

★ ★ ★ Did you know...

In the days before the Colleges of Magic ruled on limiting Wizard assistance to teams, games were awash with magic. Who could forget the infamous 2472 Quagmire Incident when rampant spellcasting caused the Bright Crusaders' entire stadium to sink into the earth? The Necromancer's Broadcasting Circle, the Crystal Ball Service, the Association of Broadcasting Conjurers, the Wolf Network, and the Broadcasting Brotherhood of Casters all banded together to force the Colleges of Magic to make the other magical guilds toe the line on a limit to magical interference in the game. Not only was the Cabalvision signal being disturbed, but the game itself was in danger of being ruined, and there are large piles of gold in Blood Bowl broadcasting!

Nowadays, the Wizards have taken a more enlightened attitude, preferring to give their team a sudden advantage at a strategic moment, rather than allow sorcery to dominate the game entirely.

WIZARDS

Wizards, just like everybody else in the Old World, are keen sports fans and many are fanatically loyal in support of their chosen team. It is not surprising then that soon after the game was born, Wizards started 'helping out' the team they supported with carefully selected spells. Soon games were awash with magic as rival Wizards battled to give their team the edge. In the end the Colleges of Magic were forced to insist that only teams that had bought a special license from the Colleges of Magic were allowed to have magical assistance. They limited this assistance to one spell per match, and even this had to be chosen from a very limited selection and cast by an officially appointed Colleges of Magic team Wizard. Wizards and fans alike soon realised that they really wanted to see a proper Blood Bowl match rather than a spellcasting contest, so the new rules were soon universally accepted.

Any team is allowed to hire a Wizard for a match, as long as they can afford the whopping licensing fee charged by the College of Magic concerned. No team may hire more than one Wizard per match. Wizards can be represented in games with one of the Wizard models from the range of Citadel miniatures for Warhammer. This isn't strictly necessary, but looks a lot better than representing a Wizard with a bottle top or tiddlywink!



Once per game, the Wizard is allowed to cast either a *fireball spell* or a *lightning bolt spell*. Wizards may only cast spells at the start of their own turn before any player performs an Action OR immediately after their own team's turn has ended even if it ended with a turnover.

Fireball: Choose a target square anywhere on the pitch. Roll one dice to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the fireball's blast. Make an Armour roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

Lightning Bolt: Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.

★ ★ ★ Did you know...

Wizards are not always able to cast spells safely from the sidelines. In 2501, an Albion league started a 2nd division that prohibited spellcasting from off the pitch. This meant that Wizards had to take the pitch as on-pitch spellcasters. Many fans travel to games in this division of the Midgard Blood Bowl League to see just how well Wizards stand up when a raving Blood Bowl star is screaming down the pitch at them. The sights and sounds of frying bolts of lightning and sizzling fireballs followed by the snapping of a Wizard's spine like a twig have delighted fans of all ages so much that the commissioner of the league has no plans to overturn the ruling despite several petitions from the Colleges of Magic to do so.



TEAM ROSTERS

The following seven pages list the 21 official races for the game. Qty indicates the number of that position that you may have on your team. Double indicates the additional skill categories to those in the Normal column available to choose a skill from on a double skill roll (see pages 26 and 27). For the Normal and Double column, G = General skills, A = Agility skills, S = Strength skills, P = Passing skills, and M = Mutation skills.

AMAZON TEAMS

Long ago, driven by a desire for adventure, the Valkyries of the Norse settlement in Lustria sailed away from their men-folk and founded a colony deep within the estuary of the river Amaxon. Now these ferocious warriors have taken to the Blood Bowl pitch – and Nuffle save those who dare play against them!



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linewomen	50,000	6	3	3	7	Dodge	G	ASP
0-2	Throwers	70,000	6	3	3	7	Dodge, Pass	GP	AS
0-2	Catchers	70,000	6	3	3	7	Dodge, Catch	GA	SP
0-4	Blitzers	90,000	6	3	3	7	Dodge, Block	GS	AP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Helmut Wulf, Morg 'n' Thorg, Zara the Slayer

CHAOS TEAMS

Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the pitch, maiming and injuring as many opposing players as possible, is about the limit of their game plan. They rarely, if ever, worry about such minor considerations like picking up the ball and scoring touchdowns – not while there are any players left alive on the opposing team, anyway.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM	AP
0-4	Chaos Warriors	100,000	5	4	3	9	None	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM	GAP

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Brick Far'th & Grotty, Grashnak Blackhoof, Lord Borak the Despoiler, Max Spleenripper, Morg 'n' Thorg, Ripper

CHAOS DWARF TEAMS

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Hobgoblins	40,000	6	3	3	7	None	G	ASP
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Grashnak Blackhoof, Hthark the Unstoppable, Morg 'n' Thorg, Nobbla Blackwart, Rashnak Backstabber, Zzharg Madeye

DARK ELF TEAMS

Evil beyond belief, skilled without doubt, the Dark Elves take to the pitch to show the world their superiority. Dark Elf teams prefer a malevolent and spiteful running game over the passing of their goodly cousins. Backed up by the ruthless Witch Elves and dangerous assassins, a Dark Elf team has all the tools to power through rather than around any opposition line.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-Off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Frenzy, Dodge, Jump Up	GA	SP



0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Eldril Sidewinder, Hubris Rakarth, Horkon Heartripper, Morg 'n' Thorg

DWARF TEAMS

Dwarfs seem to be ideal Blood Bowl players, being compact, tough, well-armoured and having a stubborn knack of refusing to die! Most successful Dwarf teams work to the principle that if they can take out all the other team's potential scorers, and wear down the rest, then there won't be anybody left to stop them scoring the winning touchdowns!

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



0-8 Re-roll counters: 40,000 gold pieces each

Star Players available for Inducement: Barik Farblast, Boomer Eziasson, Flint Churnblade, Grim Ironjaw, Morg 'n' Thorg, Zara the Slayer

ELF TEAMS

When the NAF collapsed, many Elven teams were left penniless. Those teams that have survived the fallout are not as rich as the High Elf teams nor as well equipped, but they sure know how to play the game. Sporting facemasks and mohawks, they take to the pitch to relive the glory days they once played in.

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



0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Eldril Sidewinder, Hubris Rakarth, Jordell Freshbreeze, Morg 'n' Thorg, Prince Moranion

GOBLIN TEAMS

A Goblin team's game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, but the art of throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote to say the least. Still, this never seems to bother Goblin players, and occasionally the use of a particularly devious secret weapon will even allow a Goblin team to win a match.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bombardier	40,000	6	2	3	7	Bombardier, Dodge, No Hands, Secret Weapon, Stunty	A	GSP
0-1	Pogoer	40,000	7	2	3	7	Dirty Player, Dodge, Leap, Secret Weapon, Stunty, Very Long Legs	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, No Hands, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-2	Trolls	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Fungus the Loon, Morg 'n' Thorg, Nobbla Blackwart, Ripper, Scrappa Sorehead

HALFLING TEAMS

The technical deficiency of Halfling teams is legendary. They're too short to throw or catch, they run at half pace, and the whole team can spend all afternoon trying to block an Ogre without any chance of success. Most Halfling coaches try to make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's End Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one or two of them won't be jelly by the time you throw the thing.



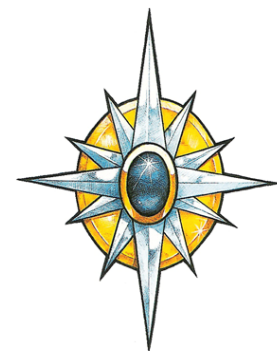
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Halflings	30,000	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-2	Treemen	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Deeproot Strongbranch, Morg 'n' Thorg, Puggy Baconbreath

HIGH ELF TEAMS

The Elven Kingdom sponsored High Elf teams, feature a dangerous passing game and some of the most arrogant players you will find. Rich beyond the dreams of most teams, the High Elves often feature many Princes and noble born Elves on the team and what they cannot beat, they'll buy.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Eldril Sidewinder, Morg 'n' Thorg, Prince Moranion

HUMAN TEAMS

Although Human teams do not have the individual strengths or outstanding abilities available to other races, they do not suffer from any outstanding weakness either. This makes Human teams extremely flexible, equally at home running the ball, passing it, or ignoring it and pounding the opposition into the turf instead!



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

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Griff Oberwald, Helmut Wulf, Mighty Zug, Morg 'n' Thorg, Puggy Baconbreath, Zara the Slayer

KHEMRI TEAMS

Over 8,000 years ago, the Khemri played the first games of Blood Bowl against the Slann. But, as the Kingdom died off, so did the game until its rediscovery. And as the game returned, it was inevitable that the ancient players and stars of the Khemri would return to the pitch they once played on.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	30,000	5	3	2	7	Regeneration	G	ASP
0-2	Thro-Ras	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Blitz-Ras	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Mummies	110,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Hack Enslash, Ramtut III, Setekh

LIZARDMAN TEAMS

The Mage-Priests foretold the game of Blood Bowl thousands of years before it was discovered by the Dwarf Roze-El. So it is no surprise that the Lizardmen play Blood Bowl. 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	Normal	Double
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunty	A	GSP
0-6	Saurus	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Helmut Wulf, Hemlock, Morg 'n' Thorg, Slibli

NECROMANTIC TEAMS

The damned and the cursed do not always lurk in the forests or in the graveyards of the Old World. Sometimes they come together, forming a group to hunt those more fortunate of souls. Finding relief in crazed outbursts of terrible violence, these groups do the best they can to ease their suffering - they pop off for a nice game of Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Flesh Golems	110,000	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-2	Werewolves	120,000	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, Ramtut III, Setekh, Wilhelm Chaney



NORSE TEAMS

Norse teams have a well deserved reputation for ferocity both on and off the playing pitch. The Norse that takes up Blood Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing pitch, and beer, women and bloody carnage while on it!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	7	Block	G	ASP
0-2	Throwers	70,000	6	3	3	7	Block, Pass	GP	AS
0-2	Runners	90,000	7	3	3	7	Block, Dauntless	GA	SP
0-2	Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS	AP
0-2	Ulfwerener	110,000	6	4	2	8	Frenzy	GS	AP
0-1	Snow Troll	140,000	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal	S	GAP

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Boomer Eziasson, Helmut Wulf, Icepelt Hammerblow, Morg 'n' Thorg, Wilhelm Chaney, Zara the Slayer



NURGLE TEAMS

Nurgle teams are a form of Chaos team whose players worship the god Nurgle. Nurgle is the Chaos god of corruption and disease, and he rewards his players by granting them a rather unpleasant disease known as Nurgle's Rot. The fact that Nurgle teams smell awful is assumed rather than proven. True, they are all made up of semi decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, he has inevitably caught one of Nurgle's nasty diseases, and he usually dies before he can suggest a new personal hygiene regime.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Nurgle Warriors	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Beast of Nurgle	140,000	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Brick Far'th & Grotty, Grashnak Blackhoof, Lord Borak the Despoiler, Max Spleenripper, Morg 'n' Thorg, Ripper



OGRE TEAMS

Ogre teams have existed since the forming of the NAF and have even had some success such as winning the XV Blood Bowl. However, as any right-minded person will tell you, having more than one Ogre in the same place at the same time is a disaster in the making. The key to an Ogre team is the Snotlings. If they are close enough to jab an Ogre in the leg to remind him that they are playing in a match then you may have the makings of a team.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Snotlings	20,000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-6	Ogres	140,000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Brick Far'th & Grotty, Morg 'n' Thorg, Nobbla Blackwart, Scrappa Sorehead

ORC TEAMS

Orcs have been playing Blood Bowl since the game was invented, and Orc teams such as the Gouged Eye and Severed Heads are amongst the best in the league. Orc teams are tough and hard-hitting, grinding down the opposition's line to create gaps for their excellent Orc Blitzers to exploit.



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

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Morg 'n' Thorg, Ripper, Scrappa Sorehead, Ugroth Bolgrot, Varag Ghoul-Chewer

SKAVEN TEAMS

They may not be all that strong, they certainly aren't tough, but boy oh boy are Skaven fast! Many an opponent has been left in the starting blocks as fast-moving Skaven players scamper through a gap in the line and run in for a lightning fast touchdown.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	160,000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Hakflem Skuttlespike, Headsplitter, Morg 'n' Thorg, Skitter Stab-Stab

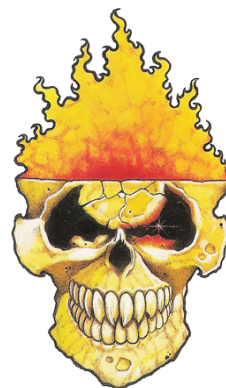
UNDEAD TEAMS

In the Old World the dead do not rest easy. Vampires lurk in haunted castles, Necromancers seek to escape death by searching for forbidden knowledge, the Liche-lords rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	30,000	5	3	2	7	Regeneration	G	ASP
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Mummies	110,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, Ramtut III, Setekh



VAMPIRE TEAMS

Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of the Vampires. While they should be concentrating on the game, their attention often wanders to their hunger and before you know it they are off for a quick bite!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Thralls	40,000	6	3	3	7	None	G	ASP
0-6	Vampires	110,000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	GAS	P

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Count Luthor von Drakenborg, Helmut Wulf, Morg 'n' Thorg, Wilhelm Chaney



WOOD ELF TEAMS

For Wood Elves the Long pass is everything, even more so than their High Elf cousins, and all of their effort goes into being an expert at throwing or receiving. No Wood Elf worth his salt is going to be weighed down by extra Armour and be forced to lurk about, attempting to knock opposing players over. Instead they rely on their natural athletic ability to keep them out of trouble, which is normally enough – it takes a very agile or lucky opponent to lay a hand on a Wood Elf!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	9	2	4	7	Catch, Dodge	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Eldril Sidewinder, Jordell Freshbreeze, Morg 'n' Thorg



Designer's Note: Some of the above 21 teams are more challenging than the others to play either because of their skills requiring advanced strategies to be effective or because they have difficulty winning. These teams have been designed this way on purpose to give challenges to coaches who master the basics of Blood Bowl. These more challenging teams are: Chaos, Dark Elf, Goblin, Halfling, Nurgle, Ogre and Vampire. Coaches should be aware that these are considered teams for more advanced players and can be confusing or difficult to use if you are new to the game.

FREQUENTLY ASKED QUESTIONS

Q: Can you use the Pass skill to re-roll a fumbled Hail Mary Pass? Do Tackle Zones or Disturbing Presence affect a Hail Mary Pass roll?

A: Yes, you can use Pass to re-roll. No, tackle zones and Disturbing Presence do not affect Hail Mary Pass rolls.

Q: Suppose my opponent pushes back one player into a second player. Who decides where the second player ends up?

A: The coach of the moving team decides all pushback directions **unless** the pushed player has Side Step. If the player has Side Step, **his** coach decides where he is pushed to. (note: Grab cannot be used on secondary or more push backs to cancel out Side Step.)

Q: Do I have to make another Dauntless or Foul Appearance roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block? If I re-roll a block that my player throws, do I need to re-roll Dauntless or Foul Appearance as well?

A: Yes, you must make a second roll for both of these skills, regardless of what you rolled for either before the first block. No, a re-roll affects only one result. The Dauntless or Foul Appearance roll is a separate result from the block.

Q: If you blitz or block an opponent with Dump-Off with a player that has Pass Block can you use Pass Block to move after he declares his use of Dump-Off? Can I use Stab instead of throwing a block after failing a Dauntless roll? Can you use Stab with Multiple Block? When do I declare the 2nd opponent for a Multiple Block?

A: No, once a block is declared as part of a Block or Blitz Action, you must attempt to complete it before moving again. Similarly, once you roll the dice to use Dauntless, you have actually already declared you are throwing a block and cannot switch to using Stab instead. Yes, you may use Stab to replace either one or both of the blocks with the Multiple Block skill. You may declare the 2nd opponent after the 1st block.

Q: If a player has MA 1 or MA 2, can he still move 3 squares on a Pass Block? Can I Go For It (GFI) or stand up from being Prone and which skills can I use during the movement part of a Pass Block?

A: Pass Block only allows you to move up to 3 squares normally and no more even if your MA is less than 3 or if you have a skill like Ball & Chain. So you cannot GFI during a Pass Block which means that Sure Feet and Sprint cannot be used. In addition, you can only stand up at the beginning of an Action. Since Pass Block is NOT an Action (but a special out of turn move allowed by a skill), you cannot stand up or use Jump Up with Pass Block. Other movement skills such as Break Tackle, Dodge, Leap, Stunty and Titchy can be used in conjunction with Pass Block.

Q: Can I use Pass Block when my opponent tries to Dump-Off the ball, throw a team-mate holding the ball, or throw a bomb? Also, can I try to intercept a Dump-Off?

A: Yes, No, Yes, and Yes.

Q: Can you use re-rolls when rolling for Tentacles, Shadowing and Pro?

A: Yes as long as it is your team's turn. However, you may use the Pro skill on Tentacles and Shadowing rolls during either team's turn.

Q: If I get 2 MA stat increases and then suffer a serious injury that removes a point of MA can I gain MA again?

A: Yes.

Q: If a player with Strip Ball pushes a player with the ball into his end zone is this a Touchdown? Likewise what happens if a Frenzy player's first block pushes a player with the ball into the End zone?

A: No, as stated in the rules, a player has to be standing and holding a ball to score. This doesn't happen with Strip Ball. As for Frenzy, the touchdown is scored as soon as the player is pushed into the end zone. The Frenzy player does not get the 2nd block.

Q: Can I intentionally throw or hand-off the ball into the crowd? Can I intentionally move into the crowd?

A: No and No (unless its random movement from a Ball & Chain player.)

Q: My big guy (Ogre, Minotaur, Troll, etc.) player's base is larger than the square on the board (pitch). Does he take up more than one square for the rules?

A: No, all players in the game from a Snotling to a Treeman only occupy one square on the board (pitch).

Q: What is the best way to remember that a player has taken his Action?

A: Our best recommendation would be to start your turn with all your players facing towards your opponent's end zone. After taking an Action with a player either turn the player to face your end zone or one of the sidelines or place some type of marker next to them to signify that he is done for this turn.

Q: Can you go for it (GFI) to Leap?

A: Yes. Place the player in the square targeted by the Leap skill and then make the GFI roll (or "rolls," if you need two). If you fail a GFI roll, knock the player down in the new square to which he was leaping. The opposing coach makes an armour roll as usual.

Q: Is it an illegal procedure should you forget to roll for Blood Lust, Bone-head, Wild Animal, Take Root or Really Stupid before you move the player?

A: No, hopefully your opponent will remind you if you keep forgetting!

Q: If a Special Play Card says it can be played at the beginning of my turn can I play that at the beginning of a Blitz result on the Kick-Off Table? Can a Special Play Card give a player a skill a second time if he already has it?

A: Yes and No.

Q: If a player from your team fails to catch a ball from a kick-off and the ball bounces over the line of scrimmage is it a touchback?

A: Yes, any event that causes the ball to go out of bounds or over the line of scrimmage during a kick-off results in a touchback

Q: Players under influence of Bone-head, Really Stupid, or Hypnotic Gaze cannot use skills that allow them to move voluntarily. Which skills are not allowed to be used as they are considered moving voluntarily?

A: Skills that allow you to leave your square without being forced to leave your square in the first place. These skills are Diving Tackle, Pass Block, and Shadowing.

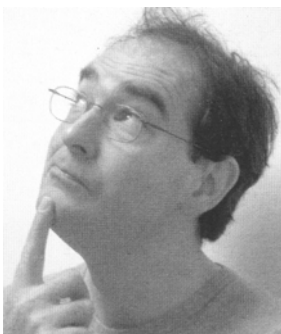
Q: Is a thrown ball or kick-off that scatters off the pitch thrown back in by the crowd as soon as it leaves the pitch? Or do you track it all three squares and only throw it back if it finishes off the pitch?

A: As there are no squares located off the pitch you should stop rolling for a scattering ball as soon as it leaves the pitch. Although a bit of an abstraction (as the ball could scatter back onto the pitch if you kept rolling) this method has the distinct advantage of keeping things nice and simple.

Q: What is the full and correct Passing sequence using the Extra Rules for the game?

- A:** The Pass Sequence (including Extra Rules)
1. Declare a Pass Action, move if desired, and then start the throw.
 2. Declare target of the pass and determine range modifier.
 3. Pass Blockers move if any are eligible to do so.
 4. Check for interceptors and roll for possible interception. If intercepted stop here.
 5. Roll D6 to throw and subtract number of tackle zones, Disturbing Presence and range modifiers on Thrower from roll.
 6. If pass was fumbled, stop here. Otherwise continue.
 7. If the throw is Accurate, go to step #8, otherwise scatter 3 times (to represent where the ball will land not the ball bouncing.)
 8. If the ball lands in a square with a player, determine modifiers on Catch and roll for Catch, otherwise bounce the ball once from the empty square the ball landed in.

DESIGNER'S NOTES



"Blood Bowl has changed a lot from my original prototype of the game..."

So began my designer's notes for the first edition of Blood Bowl, printed waaay back in 1987. Little did I realize then that Blood Bowl would keep on changing and evolving over the years, becoming ever more exciting and playable thanks to the dozens of Blood Bowl coaches that have spoken or written to me with their comments and ideas. In many ways I feel that Blood Bowl is not 'my' game any more, it has developed a life of its own

over which I have very little control!

So how has the game changed over the years? Well, the first edition combined elements of American Football with the Warhammer Fantasy Battle rules to provide a game that was fun, and very, very bloody! The second edition used a whole new set of rules mechanics specifically for the Blood Bowl game, but took quite a long time to play. The third edition, published in 1993, introduced new rules that streamlined play and made for a much more exciting game. The version you are now reading is the PBBL (Perpetual Blood Bowl League) edition, and for once the core game rules have pretty much stayed the same; the main changes are to the way that the rules for running leagues, and any other changes merely fine-tune the rules from the 3rd edition of the game.

When I started work on the 3rd edition what I wanted to do was find some way to stop the 'wars of attrition' that had slowed down the earlier versions of the game, while at the same time making the game mechanics quite simple so that the game would play as quickly as possible. The Turnover rule was probably the single most important change to the game, and almost on its own it changed the whole feel and pace of the game. It means that every single dice roll is exciting, and that even the very best laid plans can go wrong – as I have found out to my own cost more than a few times!

The other area that I wanted to look at in the 3rd edition was the rules for setting up and running a league. In previous editions of the game, the league rules were added almost as an afterthought, and it is surprising that they worked as well as they did. For the 3rd edition I wanted to make sure that the rules for setting up and running a league worked every bit as well as the board game rules themselves. To a large extent we succeeded, but with one important exception that I will tell you more about below.

The single most important thing I needed to sort out with the league rules was the problem of the 'part-time' coach. Anybody who has played in a Blood Bowl league before will understand this problem. When the league starts up you get loads of enthusiastic coaches all clamouring to take part. After half a dozen games, however, quite a few of the coaches will have started missing games, or have dropped out of the league altogether, especially if their team isn't doing very well... The way that I tried to get round this problem was by creating an 'open' league format. This places the emphasis on arranging matches and playing games firmly on the shoulders of the coaches themselves. In this way enthusiastic coaches can play as many games as they like, or rather, as many games as they can find opponents to play against. Meanwhile, less enthusiastic coaches can play fewer games, as and when they like.

This system worked well in the 3rd edition rules, with one very important exception: teams just kept getting better and better if they played matches, and if they played enough matches there was simply no way for a starting team to compete against them. This was not what I had intended to happen at all; the league rules were there to provide continuity between games, not to allow coaches to create 'super-teams' that couldn't be beaten unless an opponent had racked up enough matches.

This problem came about because the handicapping system I'd built into the 3rd edition rules didn't give enough help to the underdog. In the years following the release of 3rd edition a number of increasingly complex 'patches' were applied to the game rules to try and deal with the problem, but none of them really worked as well as I hoped, and they added a lot of complexity to the game. In the end I became frustrated with the whole thing and decided to go back to the drawing board and start again with a new handicap system. After a few wrong turns this resulted in an early version of the rules for Inducements that you will find in the new League rules, and the associated rules that increase the value of a player as they learn more skills. These two things are a lot simpler than what we had before, and make it much more straight-forward to balance a match between two teams of differing experience. They also mean that the Blood Bowl league rules have finally achieved the design goals I set for them back in 1993 (well, better late than never!)

I'd like to finish by thanking the people who really made this rulebook possible. First of all I must thank all the members of the Blood Bowl gaming community. Blood Bowl is blessed with a community of truly dedicated coaches, who have supported the game through thick and thin no matter what I or anyone else has tried to do with it. Sometimes vociferous, always passionate, Blood Bowl simply would not be around if it were not for the community of coaches that support it. You all have my gratitude and respect.

The community is well served by a superb player-led organisation called 'The NAF'. The NAF runs tournaments and provides a network that links together Blood Bowl Leagues all over the world. To put it simply, if you are a serious Blood Bowl Coach then you *need* to be a member of the NAF. Join up right now! (<http://www.bloodbowl.net>)

Next on my thank-you list are the members of the Blood Bowl Rules Committee (BBRC). This small group of dedicated coaches having taken on the onerous responsibility of keeping this hare-brained game designer on the straight and narrow, making sure that my more scatty ideas don't see print while at the same time providing sage advice on the ideas that are worthwhile and making sure they work well. I simply couldn't have done it without them.

Finally, I must single out one man without whom the PBBL edition rulebook simply would not have been finished. This man is the irrepressible Tom Anders (aka GalakStarscraper). Tom joined the BBRC when one of the founding members had to stand down. I knew little about Tom then, other than that he had a fearsome reputation for speaking his mind and arguing his corner. It was Tom's luck to join the BBRC just when we were starting on the new rules for Inducements. Initially horrified by what he saw – we knocked heads quite a few times in those early days! - Tom went on to become their biggest contributor. When pressure of my other work meant that I no longer had time to finish the rules, Tom stepped up as my lead developer, turning the half-formed set of experimental rules I gave him into the polished document you now hold. In the process he sorted out problems with the wording of the rules, cleaned up and improved the skills section, and made sure that all of the teams in the game are as balanced and fun to play as it is possible to make them. And in all of this all he ever asked as recompense was an old, very battered, Blood Bowl helmet that I'd had made as the trophy for a tournament. Truly he is a prince among men.

But that's quite enough gushing. Wipe that tear from your eye, strap on your extra-sharp set of spikes, and get out on that pitch and win!

Jervis Johnson
June 2006

STAR PLAYERS

Name	Team/Skills	Cost	MA	ST	AG	AV
Barik Farblast Skills	Dwarf Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	60,000	6	3	3	8
Brick Far'th & Grotty Brick Far'th Skills Grotty Skills	Chaos, Nurgle, or Ogre (Note: you must have 2 slots open on your roster to induce this duo which counts only as one Star Player inducement) Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate Loner, Dodge, Right Stuff, Stunty	290,000	5	5	2	9
Bomber Dribblesnot Skills	Goblin or Orc Loner, Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
Boomer Eziasson Skills	Dwarf or Norse Loner, Accurate, Block, Bombardier, No Hands, Secret Weapon, Thick Skull	60,000	4	3	2	9
Count Luthor Von Drakenborg Skills	Necromantic, Undead, or Vampire Loner, Block, Dodge, Hypnotic Gaze, Regeneration	390,000	6	5	4	9
Deeproot Strongbranch Skills	Halfling Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate	250,000	2	7	1	10
Eldril Sidewinder Skills	Dark Elf, Elf, High Elf or Wood Elf Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block	170,000	8	3	4	7
Flint Churnblade Skills	Dwarf Loner, Block, Chainsaw, No Hands, Secret Weapon, Thick Skull	100,000	5	3	2	8
Fungus the Loon Skills	Goblin Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty	80,000	4	7	3	7
Grashnak Blackhoof Skills	Chaos, Chaos Dwarf, or Nurgle Loner, Frenzy, Horns, Mighty Blow, Thick Skull	310,000	6	6	2	8
Griff Oberwald Skills	Human Loner, Block, Dodge, Fend, Sprint, Sure Feet	320,000	7	4	4	8
Grim Ironjaw Skills	Dwarf Loner, Block, Dauntless, Frenzy, Mighty Blow, Thick Skull	220,000	5	4	3	8
Hack Enslash Skills	Khemri, Necromantic or Undead Loner, Chainsaw, No Hands, Regeneration, Secret Weapon, Side Step	90,000	6	3	2	7
Hakflem Skuttlespike Skills	Skaven Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads	200,000	9	3	4	7
Headsplitter Skills	Skaven Loner, Frenzy, Mighty Blow, Prehensile Tail	340,000	6	6	3	8
Helmut Wulf Skills	Amazon, Human, Lizardman, Norse or Vampire Loner, Chainsaw, No Hands, Secret Weapon, Stand Firm	80,000	6	3	3	8
Hemlock Skills	Lizardman Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty	170,000	8	2	3	7
Horkon Heartripper Skills	Dark Elf Loner, Dodge, Leap, Multiple Block, Shadowing, Stab	210,000	7	3	4	7
Hthark the Unstoppable Skills	Chaos Dwarf Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull	310,000	6	5	2	9
Hubris Rakarth Skills	Dark Elf or Elf Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball	260,000	7	4	4	8
Icepelt Hammerblow Skills	Norse Loner, Claws, Disturbing Presence, Frenzy, Mighty Blow, Regeneration	330,000	5	6	1	8
Jordell Freshbreeze Skills	Wood Elf or Elf Loner, Block, Diving Catch, Dodge, Leap, Side Step	230,000	8	3	5	7

STAR PLAYERS - continued

Name	Team	Cost	MA	ST	AG	AV
Lord Borak the Despoiler Skills	Chaos or Nurgle Loner, Block, Dirty Player, Mighty Blow	270,000	5	5	3	9
Max Spleenripper Skills	Chaos or Nurgle Loner, Chainsaw, No Hands, Secret Weapon	100,000	5	4	3	8
Mighty Zug Skills	Human Loner, Block, Mighty Blow	230,000	4	5	2	9
Morg 'n' Thorg Skills	Any team except Khemri, Necromantic, and Undead Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate	430,000	6	6	3	10
Nobbla Blackwart Skills	Chaos Dwarf, Goblin, or Ogre Loner, Block, Dodge, Chainsaw, No Hands, Secret Weapon, Stunty	100,000	6	2	3	7
Prince Moranion Skills	Elf or High Elf Loner, Block, Dauntless, Tackle, Wrestle	230,000	7	4	4	8
Puggy Baconbreath Skills	Halfling or Human Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty	140,000	5	3	3	6
Ramtut III Skills	Khemri, Necromantic or Undead Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle	350,000	5	6	1	9
Rashnak Backstabber Skills	Chaos Dwarf Loner, Dodge, Side Step, Sneaky Git, Stab	200,000	7	3	3	7
Ripper Skills	Chaos, Goblin, Nurgle or Orc Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate	270,000	4	6	1	9
Scrappa Sorehead Skills	Goblin, Ogre or Orc Loner, Dirty Player, Dodge, Leap, Right Stuff, Secret Weapon, Sprint, Stunty, Sure Feet, Very Long Legs	50,000	7	2	3	7
Setekh Skills	Khemri, Necromantic or Undead Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	220,000	6	4	2	8
Slibli Skills	Lizardman Loner, Block, Grab, Guard, Stand Firm	250,000	7	4	1	9
Skitter Stab-Stab Skills	Skaven Loner, Dodge, Prehensile Tail, Shadowing, Stab	160,000	9	2	4	7
Ugroth Bolgrot Skills	Orc Loner, Chainsaw, No Hands, Secret Weapon	70,000	5	3	3	9
Varag Ghoul-Chewer Skills	Orc Loner, Block, Jump Up, Mighty Blow, Thick Skull	260,000	6	4	3	9
Wilhelm Chaney Skills	Necromantic, Norse or Vampire Loner, Catch, Claws, Frenzy, Regeneration, Wrestle	240,000	8	4	3	8
Zara the Slayer Skills	Amazon, Dwarf, Human or Norse Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes	270,000	6	4	3	8
Zzharg Madeye Skills	Chaos Dwarf Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull	60,000	4	4	3	9



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