

BLOOD BOWL[®]

THE GAME OF FANTASY FOOTBALL



DEATH ZONE

SEASON ONE!

GAMING SUPPLEMENT





Halfling Referee



Skaven Blitzzer



Skaven Thrower



Skaven Lineman



Skaven Lineman



Skaven Gutter Runner



Orc Blitzzer



Orc Lineman



Orc Lineman



Orc Lineman



Orc Thrower



Black Orc Blocker

BLOOD BOWL®

DEATH ZONE SEASON ONE!



"Good afternoon, sports fans! Jim Johnson here, welcoming you to a brand new season of Blood Bowl. Here's Bob Bifford, to talk you through what's in store. Take it away, Bob!"

"Thanks, Jim. For starters, we've got a whole load of new teams lining up to smash some skulls."

"Or running away to avoid getting their skulls smashed, by the looks of some of them."

"It's like I've always said, Bob. Armour might be optional, but so's breathing."

"Speak for yourself, Jim. Those teams aren't the only thing that's new, though. The league rules have been updated for the new season, so you can expect some surprises over the coming weeks. And teams are going to be spoilt for choice, with all the star players and coaching staff offering their services."

It's an exciting time to be alive, Jim."

"I'll have to take your word for it, Bob! But enough chatter. Let's play ball!"



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ALL-NEW TEAMS

"Hey Bob, you know the best thing about a new season of Blood Bowl?"

"Well, back when I was a player, it was the generous bribes...
I mean, sponsorship deals, Jim."

"No doubt, Bob, no doubt, but what I'm most looking forward to is seeing which teams will be taking to the pitch. Which old stalwarts will be back and which new names we will be singing in a few months time. So without further delay, let's take a look at the teams hoping to earn fame and fortune in the coming season..."



SKAVEN TEAMS

Skaven society is highly stratified and bound up in complex rituals, but on the Blood Bowl pitch, all barriers drop away as every player gives their all for their team's complete and utter victory. The game has become very popular in all fields of Skaven life – the Skaven loving any opportunity for mindless violence. In fact, it has been very difficult to persuade them that there is any other purpose to the game once they are on the field, or even when they are just spectating in the stands! Some of the great all-time Player Death and Crowd Death records have occurred in games in which the Skaven have been on the pitch.

True to their warped nature, the Skaven have adapted the game to their own special ways. A new clan has been formed to govern and control the game – Clan Rigens – which consists of over 20 teams. The most famous are the Skavenblight Scramblers, twice winners of the Blood Bowl trophy. Several other teams have achieved successes in other, lesser leagues and competitions, and there are mixed teams with a large proportion of Skaven competing at various levels. Of course, their close association with warpstone and the resulting mutations have helped with this success, but even the basic Skaven player has a lot going for them. It's only a matter of time before a Skaven team makes it to the top again.

FAMOUS SKAVEN TEAMS

The Skavenblight Scramblers: This is the only team ever to have won the Blood Bowl trophy two years in succession, winning Blood Bowls XVII and XVIII back-to-back. Since then, however, the Scramblers had proved a fairly lack-lustre side until they were taken over by new head coach Sandch Blackpelt. Under Blackpelt's exacting leadership, the team has proved almost unbeatable, winning the last three Open tournaments one after the other, and being elected Team of the Year for 2493 by Spike! Magazine.

The Underworld Creepers: The Creepers are not a pure Skaven team, but an unlikely combination of Skaven and Goblins. They are famous for their innovative dirty tricks and dastardly tactics, and for the acrimonious and violent arguments that break out in their dugout when their overly ambitious plans backfire (as they almost invariably do). These two qualities have made them a big hit with the fans, even if they are rarely awarded success on the Blood Bowl field itself!

Warfire Wanderers: This team has yet to make an impact on the mainstream leagues, but is well known among Skaven fans for their success in the Skaven-only 'Clan Bowl'. They currently hold the record for Most Entertainingly Slaughtered Team, making it rare indeed to see the same player fielded two seasons in a row.

STAR PLAYER PROFILE - HAKFLEM SKUTTLESPIKE

SKAVENBLIGHT SCRAMBLERS, WARFIRE WANDERERS

It has been many years since Tarsh Surehands wowed the multitudes of Skaven fans, and since those heady days the masters of Clan Rigens have devoted every effort to creating another player in his image. For long decades they laboured in their secret underworld laboratories, developing all manner of horrors. Some had four legs and no head, others had limbs reversed, while many more were simply too horrible to describe. Eventually however, the long years of toil and experimentation bore fruit. The result was Hakflem Skuttlespike, a player cast in the image of Tarsh Surehands upon whose shoulders Clan Rigens immediately placed the future of the Skaven game of Blood Bowl.

But it was not to be, or not as the hidden masters planned at least. Hakflem Skuttlespike did indeed prove to be the unsurpassed player it was hoped he would be, but he was also petty, jealous and vicious, even for a Skaven! He ensured that no other player would be created to rival him, killing any Clan Rigens experiment or creation that looked like a potential equal. What heights of victory the Skavenblight Scramblers and other teams in which Skuttlespike has played might have scaled will probably go unseen, scuppered by the petty jealousies that so bedevil the entire species.

Age: 25

Weight: 96 lbs

Career Totals: 16 rushing touchdowns, 39 catching touchdowns, 72 kills/serious injuries

Awards: Most Vicious Player 2489, The Big Cheese 2491, Forewarned is Four-armed 2493

Spike! Magazine Star Player Rating: 296

Height: 5 ft 9 inches

Position: Blitzter



TEAM PROFILE: SKAVENBLIGHT SCRAMBLERS

Team Colours: Yellow

Owner: The city of Skavenblight

Head Coach: Vytik the Many Headed

Players: Skaven

Rising from the foulest sewers of the land, the Skavenblight Scramblers are the world's premier Skaven team. Three times winners of the Blood Bowl, the team possesses a vicious mixture of the natural speed of the Skaven and the brutal raw power of its Rat Ogres. It can only be a matter of time before the Scramblers reach the top again.

2442 The Skaven invest numerous chunks of warpstone into a minor team in Clan Rigens – the Scramblers. The team immediately finds success (as well as numerous mutations), and the Scramblers become the top team in Clan Rigens in a matter of months. They even finish as the Warpstone Bowl champions (an all-Skaven tournament) – a title they hold for five consecutive years.

2461 After an exhibition game on the eve of the 2461 season between the NAF's Potbelly Piemen and the now Skavenblight Scramblers in the deepest pits of Skavenblight, the thoroughly beaten Halflings are sold into slavery because they were unable to pay the suddenly introduced, "Warpstone tax for teams beaten by the Scramblers on the eve of the new NAF season". Without a team to replace the Piemen at such short notice, the NAF duly award the newly vacated spot in the league to the Scramblers.

2493 The Scramblers hold aloft another record as they become the only team to win the Blood Bowl and the Chaos Cup in the same year, and are promptly elected 'Team of the Year'. Their success is attributed to the introduction of a fearsome Rat Ogre into the team. Early experiments with these wild creatures had initially met with more fatalities for the Scramblers than their opponents, but after selective breeding by Clan Moulder, the Rat Ogres eventually understand the rudimentary concepts of the game. Rat Ogres have now become a regular feature of most successful Skaven teams – many sporting mutations such as additional limbs or tentacles.

Now The Scramblers and fellow Skaven side, the Doomfire Warhunters, were due to play each other in the opening game of the Blood Bowl tournament. However, the game was so highly anticipated by the Skaven fans that many had to be turned back at the turnstiles. So the Skaven did what any self-respecting mutated, five-foot-tall rats would do... they dug underground to try to sneak into the stadium. When the opening kick-off arrived, the ground underneath was so unstable that the entire pitch collapsed (inflicting 14 fatalities). The Warhunters suffered the worst of the damage, but even the Scramblers couldn't put their team back together in time for the Blood Bowl Championship.

Team Honours: Blood Bowl Winners 2477 (XVII), 2478 (XVIII), 2493 (XXXII); Chaos Cup Winners 2493; Orcidas Team of the Year 2478, 2493

Hall of Fame: Tarsh Surehands, Breet Braingulper, Rasta Tailspike

Spike! Magazine Rating: 146 points – it plummeted after the tunnelling disaster!

SKAVEN TEAMS

Qty	Title	Cost(gp)	MA	ST	AC	AV	Skills	Normal	Double
16	Linemen	50,000	7	3	3	7	None	G	ASPM
2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GA	SPM
2	Blitzers	90,000	7	3	3	8	Block	GS	APM
1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM

8 Re-roll counters / 60,000 goldpieces each

NURGLE TEAMS

The followers of Chaos have been involved in Blood Bowl since the earliest days of the sport. Although most teams started as a conglomerate of followers of all of the Chaos gods, it didn't take long for teams to be more selective in their choice of deity. Nurgle's Rotters are the most famous team devoted entirely to the god of decay, but they are far from the only one. They are fairly unique, however, in that they were an established Blood Bowl team before they pledged themselves to Nurgle. Most teams draw their players from shadowy plague cults or wandering bands of diseased prophets – in fact, nowadays, even the smallest cabal is likely to have an amateur team that heads to the local waste ground every weekend for a quickkickabout.

On the field, Nurgle teams are a terrifying prospect to face. What they lack in agility and coordination, they more than make up for with brute strength, a natural resilience to harm and a whole playbook of stomach-churning tactics devised to bring the other team to its knees. Though Nurgle teams defy conventional definition (making the task of official almanacscribes a nightmare), they tend to be made up predominantly of Rotters – players who have only recently contracted Nurgle's Rot; Bloaters – players so swollen with disease, they are walking hives of decay; Pestigors – Beastmen attracted to the smell; and Rotspawn – players so blessed by the Plague God that they have devolved into hideously mutated beasts.

FAMOUS NURGLE TEAMS

The Subterranean Slimeballs: This team came together at the height of the Rotters' popularity, and for many years was seen as a cheap attempt to cash in on the better known team's success. However, they soon revealed themselves to be arguably the better team, often using actual tactics and scoring touchdowns! Wherever they go, their small but loyal fanbase follows, cheering each time team mascot/star Blocker Big Grotsty devours a player, or wannabe Thrower 'Sickly' Stefan pitches theball upfield.

Diseased Destroyers: The Destroyers have been around almost as long as the Rotters, but have been hampered by an especially virulent strain of the Rot which has resulted in their players mutating into mindless piles of protoplasmic gloop extremely quickly. It's not uncommon for all of the players on the Destroyers to end up this way by the end of a match, which can make fielding a full team in the next match rather difficult to say the least!

The Plaguebearers: This is a new Nurgle team, and although they are still often mistaken for the Rotters, they are now starting to carve a name out for themselves. This is helped in no small part by the antics of the Plaguebearers' cheerleading squad, who have created an entertaining half-time routine involving the squad members, a very large cloud of flies and a home-made idol of Nurgle.

STAR PLAYER PROFILE - GUFFLE PUSMAW

NURGLE'S ROTTERS

Way back in the dim and distant past, before Guffle Pusmaw made a name for himself, he was third reserve Catcher for the Rocktown Rumbler. He was saved from a future of backwater mediocrity when he naively agreed to swap shirts with his opposite number after a match against the Rotters, and (rather predictably) contracted a vast swathe of diseases. Resigned to his fate, he accepted the love of Nurgle into his heart and became the Rotters' newest signing. He must have done something to please his new patron, because as well as the expected physical changes that wracked his body, he awoke one morning to find that his swollen gut had split open to reveal a drooling, snaggle-toothed maw. Understanding that he had a duty to put this gift to good use, he trained night and day until he could catch a ball between the blubbery lips better than he ever could with his hands. Opposing teams also found out that once he'd taken possession, it was nigh impossible to retrieve the ball. Almost overnight, Pusmaw went from a complete nobody to a highly sought-after player, receiving offers from teams in all corners of the league circuit.

Age: 25

Weight: 417 lbs

Career Totals: 35 rushing touchdowns, 7 passing touchdowns, 11 fatalities.

Awards: Most Unique Mutation 2489, Spike! Magazine's Defensive Catcher Award 2490.

Spike! Magazine Star Player Rating: 158

Height: 6 ft 3 inches

Position: Catcher

TEAM PROFILE: NURGLE'S ROTTERS

Team Colours: Green and purple

Owner: The God of Plagues, the Putrid Grandfather... Nurgle himself, in other words

Head Coach: Captain Sven 'four-eyes' Erikksen

Players: Humans... well, more or less, Beastmen.

Nurgle's Rotters are famous for the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. It is not uncommon for opponents to simply refuse to play against them. Unfortunately (or fortunately for the Rotters), the team did not survive the collapse of the NAF in 88. Without a regular supply of victims to recruit they, quite literally, fell to pieces. However, *Spike!* Magazine recently identified an outbreak of an advanced and incurable decomposition disease amongst some Blood Bowl players and declared that the Rotters were back!

2402 The Nurgle's Rotters team is formed from the diseased survivors of an outbreak of Nurgle's Rot. The team leaves a trail of destruction behind it before the NAF enforce a strict quarantine before, during and after every match the Rotters take part in.

2468 The Rotters pull off an extraordinary and quite unexpected win against the much fancied Naggaroth Nightwings. It transpired that the lodgings the Nightwings had taken during their training period before the final was owned by a secret worshipper of the Chaos god Nurgle. When the time came for the match, several Nightwings players had already been infected with the Rot and mutated into horrific, slug-like beasts at the half-time break. After the ensuing pitched battle, only six Nightwings players were able to take to the field.

2480 The Rotters lose Blood Bowl XX against the young Elfheim Eagles team. How the Eagles pulled off the win is by no means certain as investigations were hampered by the fact that investigators kept dying after interviewing the relevant Rotters players. However, rumours persist of widespread use of Elven high magic, animated grass, a huge vat of antiseptic and a team of covert apothecaries.

2488 The collapse of the NAF leaves the Rotters with a sparse fixture list and, surprisingly quickly, they begin to fall apart. The decimated team departed to take part in a match against the Arctic Cragspiders at the end of 2488, but never made it across the desolate and frozen iceflows to the Cragspiders home stadium in the far north.

Present The crew of a fishing vessel discover the frozen body of one of the Rotters from 2488. The fishing crew foolishly take the body on board, where it defrosts and quickly infects the crew with the Rot. By the time the ship arrived at its home port, the crew had become the new Nurgle's Rotters, including Tiddles, the ship's cat, who had been transformed into a spawn of Nurgle. Although not back to Blood Bowl winning form, the Rotters are going from strength to strength, and it can only be a matter of time before they win another major championship.

Team Honours: Most Virulent Newcomers 2436; Borak's Choice Award 2468; Blood Bowl Winners 2468 (VIII)

Hall of Fame: Ivan Boulder crusher, 'Smelly' Pete, Goran 'the Tentacle' Svengard, Tiddles (ex-ship's cat, now a Rotspawn).

Spike! Magazine Rating: 198 points

NURGLE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
2-16	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	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM
5-6 Re-roll counters		70,000 gold pieces each							

DWARF TEAMS

Dwarfs were one of the very first races to play Blood Bowl and many Dwarf teams can trace their history to the early years of the game. Dwarfs tend to use a running game, grinding their opponents into the ground as they go and working on the principle of high casualty rates opening up the game. Weakness both with and against the passing game has been a feature of the Dwarf playbook for many centuries. There are, however, so many Dwarf teams around that it is possible to find one to suit any taste. One Dwarf team, Durum's Destroyers, have even built up a good passing game, thanks to the inspired leadership of Bran 'Long Bomb' Ironson.

It is, however, the Dwarfs' reputation for flamboyant illegality that makes them such a big hit with the fans. Since it was a Dwarf, now immortalised by the name Roze-El, who first discovered Nuffle's sacred laws and brought the game into being, most Dwarf teams believe they have a lasting right to alter the laws as they choose.

The Dwarf Warhammerers, for example, frequently bend the rules of the game, and then claim Roze-El authorised their illicit amendments.

FAMOUS DWARF TEAMS

Dwarf Warhammerers: Arch-rivals of the Dwarf Giants, the Warhammerers insist on breaking the rules in the most obvious and flamboyant ways possible. Their exploits include mining under the opposing team's dugout and blowing it up at half-time, using a hot air balloon to get past their opponent's front line, and using, not one, but 11 Dwarf Deathrollers on the same play!

The Grudge Bearers: This team was formed in 2492 from members of the Dwarf Scribes and Book-keepers Guild who had become fed-up with writing about the game and wanted to take part. All of the years hunched over books and manuscripts paid off and the Grudge Bearers quickly become famous for their intricate and well-planned plays, as well as never forgetting an insult or dirty trick carried out by an opponent, of course!

Zhufbar Amateur Eleven: The Dwarf Guild of Engineers is rumoured to have a secret brotherhood devoted solely to the more creatively destructive side of Blood Bowl. Whatever the truth, the formidable weapons of war that are brought to bear by such teams as the Zhufbar Amateur Eleven are enough to make even the most hardy opponent think twice.

STAR PLAYER PROFILE - GRIM IRONJAW

BLACK MOUNTAIN BLADES, DWARF GIANTS, WARHAMMERERS

The Slayer Cult is a strange but well-documented aspect of life for a Dwarf, seen as the only option for those who have committed a shameful act. Shedding their worldly possessions and symbolically greasing their hair with pig fat, these contrite Dwarfs seek only a pure death in combat against the most terrifying foes imaginable. Traditionally, they had sought their fate on the battlefield, but all of that changed when Grim Ironjaw joined the Black Mountain Blades.

In retrospect, it's difficult to believe that it took as long as it did for a Slayer to take to the Blood Bowl pitch. Where better to seek a glorious death than in an arena surrounded by baying fans, where a team of hulking brutes are doing their very best to break your bones? The Blades were a particularly well-suited team, one of the few non-Orc teams in the Thunder Valley League, and Ironjaw regularly came face to face with snarling Trolls and fearsome Black Orcs. As news spread of his prowess, ever more Slayers began to seek out the game, resulting in the current state of play where most Dwarf teams boast one or two of these doom-crazed maniacs.

Following a successful first season, Ironjaw spent several years moving from team to team, always striving to move up in the league rankings. After all, as he saw it, the most glorious death to be found on the pitch must surely be at the Blood Bowl itself, facing off against one of the NAF's most accomplished teams. In the years since he has yet to compete in the fabled tournament, but with each passing season, his chances are greater and his legend grows ever more impressive. Who knows – maybethisisis this year!

Age: 306

Weight: 162 lbs

Career Totals: 3 rushing touchdowns, 102 kills/serious injuries

Awards: Spike! Magazine's Anger Management Award 2392, Most Brutal Outburst 2436, Lauriel Elflock's Fabulous Follicles Award 2469 (refused to accept)

Spike! Magazine Star Player Rating: 318

Height: 5 ft 2 inches

Position: Troll Slayer

TEAM PROFILE: THE DWARF GIANTS

Team Colours: Blue and gold

Owner: Thorn Duringsgold III

Head Coach: Gydron Wolfric

Players: Dwarfs

The Giants are an old team with a very long and distinguished history. They were one of Roze-El's original Blood Bowl sects, and they have been present for every major development in the game's history. In more recent times, thanks to the motivation of team owner and patron King Duringsgold, they have consolidated their talents and re-launched themselves as the fully modernised, up-to-the-minute, high-tech Blood Bowl game of today.

2381 When they realise their religion is getting in the way of having a good time, the Illuminated Seers of the Sacred Orb of Nuffle change their name, update their rather stuffy image, and become the Dwarf Giants. Retiring captain Varak Varaksson becomes head coach, and sets about instituting a ruthless retraining program.

2400 After numerous modest successes, the Giants' good fortunes reach a peak when they end the season as league champions. However, a long and bloody underground war against various Orc and Goblin armies by Argwak Pentel begins soon after, and the entire team are drafted. When the war ends – thirty-six years later – the team is all but forgotten. However, thanks to some serious determination from new coach Karrag (Varaksson died heroically in the war), the team are soon ready for action again, winning the NFC league championship in 2438.

Now In more modern times, the Giants have consolidated their skills with typical Dwarf patience. Under the tuition of youthful new coach Wolfric, and the inspired (and some would say quite crazy) captaincy of Grimwold Grimbreath (the Helmsmasher!), the team are regularly setting new records for fatalities and touchdowns alike.

Team Honours: Blood Bowl Winners 2462(II), 2484 (XXIV); Orcidas Team of the Year 2484

Hall of Fame: Durgul the Killer Hilliman, Coach Farakhan Karrag, Varak Varaksson

Spike Magazine Rating: 289 points

DWARF TEAMS

Qty	Title	Cost(gp)	MA	ST	AG	AV	Skills	Normal	Double
16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
1	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
Re-roll counters		50,000 gold pieces each							

BUGMAN'S BOOK OF RECORDS with Jim Johnson

Myopic Halfing Thrower Rondo Magoo recently founded a campaign to make the game less violent, stating that he might have made a completion or two if everyone hadn't been trying to pull his arms off the whole time.

A memorial service will be held next weekend...



ELVEN UNION TEAMS

The story of High Elves in Blood Bowl is a long and interesting one, full of juicy scandals and long-running disputes between larger-than-life characters. There's just something about them that generates the kind of behaviour that sells tabloid news, a fact that most teams are reluctant to shy away from. One of the biggest scandals in their history came in the years following the collapse of the NAE, when teams suddenly found themselves indebted to noble backers from the Elven kingdoms, who – thanks to a lot of small print – began to make their way onto the pitch, shunting established players to the sidelines. Outrage abounded among players and fans alike, and it was only a matter of time before someone did something about it.

When it finally happened, the formation of the Elven Union came as a surprise to no one. A loose federation of Elven teams, made up primarily of disgruntled former High Elf players but including the odd Wood Elf and even Dark Elf, the Union seeks to repair the damaged reputation of Elven teams and show that they can take Blood Bowl seriously. What the teams lack in funding, they make up for with experience and stubborn determination.

FAMOUS ELVEN UNION TEAMS

Elfheim Eagles: Founded from the ashes of the Dar-Ellerath Beechtrees and the Ashvale Valar in 2468, the Elfheim Eagles soon gained a reputation as one of the finest passing play teams in the world. Nonetheless, they were dangerously vulnerable to opponents who ran the ball, which hampered their chances in the wider game, and suffered a serious blow when captain Valen Swift quit in 2501, taking several of the more experienced players with him. If the team wishes to live up to their early promise, they have a long road ahead of them.

Celestial Comets: Initially brought together by the College of Celestial Wizards to compete in the Dungeonbowl, the Comets made a name for themselves thanks to their fondness for hit-and-run tactics. Following a string of victories, they decided to transition to a proper pitch in 2476. Although it took them a while to get used to playing in a well-lit open field, without a single teleporter in sight, their surprising brutality and unconventional tactics won them a significant following.

"We're here to play Blood Bowl, not to look good. Of course, we can't help it if we do anyway..."

Valen Swift, Elfheim Eagles

STAR PLAYER PROFILE – ELDRIL SIDEWINDER

CALEDRON DRAGONS, LAURELORN PALADINS, ATHELORN AVENGERS, DARKSIDE COWBOYS

Eldril Sidewinder has played Blood Bowl as long as most can remember, partly due to the incredibly long life span of his race, but mainly thanks to his sheer skill on the pitch. The secret of his success (and longevity) lies in his belonging to a singular class within Wood Elf and Sea Elf society – the Wardancers. These warriors combine athleticism and deadly skill, and are capable of dashing through a melee, weaving and leaping about their opponents while transfixing them with their grace such that foes are unable to react or even to think clearly. So beguiling are the movements of a skilled Wardancer that some claim it to be some manner of boon from the dark gods, a misconception that Sidewinder is ever keen to refute.

Throughout his long career, Eldril Sidewinder has featured in the line-ups of many different Elf teams, many long forgotten, others riding high in the leagues. He has played for such teams as the Caledron Dragons, the Codillian Clartions, the Laurelorn Paladins and the Athelorn Avengers, and has even played for Dark Elf teams, including the Ashbane Vendettas and the Darkside Cowboys. Following the appearance of the so-called Elven Union teams, he was offered the captaincy of several newly-formed outfits, in particular the Sea Elf team, the Unsettled Sea.

As of 2493, Eldril Sidewinder holds numerous records and continues to go from strength to strength, beguiling opposing players as well as their fans. He once performed such a stunning wardance right into the End Zone that 100,000 rowdy Greenboyz fans were reduced to tears of wonder – a spectacle not seen before or since.

Age: 169

Height: 6 ft 6 inches

Weight: 158 lbs

Position: Catcher

Career Totals: Rushing 1,006 paces, receiving 91 passes for 2,612 paces, throwing 37 passes from 55 for 406 paces, 65 touchdowns, 41 interceptions returned for 506 paces, 19 player fatalities.

Awards: Delightful Decapitation Award 2490, Artful Assault Award 2493, Mesmerising Mutilation Award 2472

Spike! Magazine Star Player Rating: 278

TEAM PROFILE: THE ELFHEIM EAGLES

Team Colours: White/purple/orange/red/magenta (seems to change from game to game!)

Owner: Lasen Waterfall

Head Coach: Peregillian Ashblade

Players: Elves

When the Elven Union initially came about, its first few teams struggled to stay afloat. Even though their players rejected the opulent ways of their old teams, old habits die hard, and more than one team was scuppered when its players decided en masse that they simply had to have new designer haircuts. The Eagles were born out of two such teams. Spearheading a new, business-focussed direction for the Union, they eschewed fancy outfits and extravagant parties in favour of drills, training sessions and even more drills. Although the fans disapproved at first, the results of their dedication soon began to show on the pitch. In 2480 they edged out Nurgle's Rotters to win Blood Bowl XX, an achievement that even the High Elf teams had to acknowledge. Today, they are deservedly held as one of the finest passing play teams in the Old World.

2468 One tale of the origins of the Eagles claims they were formed when the struggling Dar-Ellerath Beechtrees and the Ashvale Valar were bought out and merged in a clever business move brokered by the half-Elven entrepreneur Valahar Galante (the standing joke is that his mother was an Elf and his father was a Cost Accountant).

2471 Scandal breaks out after Orcidas take over sponsorship of the Chaos Cup – one of their conditions being that all Elf teams are immediately excluded from the competition. After a petition is signed by thousands of outraged Chaos and Orc fans, livid at the thought of not seeing Elf teams getting a good kicking that season, Orcidas are over-ruled. Outraged, they pass up the chance to renew their sponsorship in the following season, but the damage is done and the Eagles vow never to play in the Chaos Cup again.

2480 When the Eagles make it through to the finals of Blood Bowl XX, Elves across the land bet on the team to win despite spectacular odds against them. Incredibly, they manage to beat Nurgle's Rotters without taking a single fatality, and betting agencies are bankrupted left, right and centre. An investigation into this suspiciously fortuitous win is still ongoing, in particular regarding the stories of a vat of antiseptic ointment being delivered to the stadium hours before kick-off.

2488 The investigation didn't slow the Eagles' rise, as evidenced by their winning streak. Team captain Valen Swift proved to be as charismatic and skilled a leader as his brother Lucien, captain of the Galadrieth Gladiators, and continued building a strong team. The Eagles become known not just for their impressive plays, but for their willingness to get their hands dirty when they need to.

Now The Eagles are going from strength to strength, and are fighting to outshine the High Elf teams that many of its players originated from. Of course, the eventual aim is a Blood Bowl trophy, but in the meantime they're content to work on their game, promote their brand and push their increasingly popular merchandise.

Team Honours: Most Promising Newcomers 2469, Blood Bowl Winners 2480 (XX), Spike! Magazine Charisma Cup

(V. Swift) 2483, Spike! Open 2486,

Hall of Fame: Valen Swift, Soaren Hightower, Fennel Tallelm

Spike! Magazine Rating: 278 points

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-6	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
2-8 Re-roll counters	50,000 goldpieces each								

HIGH ELF TEAMS

When Blood Bowl was first played, High Elves disdained the game. They believed there was no more to Blood Bowl than two teams of uncivilised yobs pummelling each other senseless in a display of mindless violence. It didn't take them long, however, to realise that there is nothing to beat seeing your team wipe out the opposition and win a hard-fought Blood Bowl game!

High Elf teams, of which there are now quite a few in the NAF, are renowned for their passing game. Elf teams have many advantages when it comes to winning (as opposed to slaughtering the opposition, which isn't always the same thing...), and their fine players are the epitome of the more graceful side of the game.

The only real problem with High Elf teams is that they can be very picky about who, when or where they play – who can forget the Eagles refusing to play the Bright Crusaders because a) it was raining, b) the pitch was muddy, and c) the Crusaders' costumes were designed in the worst possible taste! Still, it's a miracle the Elves play the game at all, so we must be thankful – High Elves find close proximity to others so galling...

FAMOUS HIGH ELF TEAMS

Galadrieth Gladiators: The Gladiators are probably the most famous High Elf team of them all. They won the Blood Bowl in 2470 and were always top contenders thanks to the best Elven Blitzter to grace the pitch, Lucien 'the Silver Bullet' Swift. The team includes some of the richest Elves in the kingdom, allowing them to literally buy success, and they have come close to the finals of several major tournaments. Swift's recent retirement has left them a little short, but it can only be a matter of time before the richest team in Blood Bowl lures another star onto their roster.

Caledor Dragons: The Dragons are another team who used to play in a minor league until the collapse of the NAF opened up the game to all-comers. They have proved remarkably successful, beating several of the old established teams and almost making it into the Blood Bowl semi-finals last year.

"Elves might not have discovered Blood Bowl, but you'd better believe we're the best at it!"

Prince Moranion, Caledor Dragons

STAR PLAYER PROFILE - PRINCE MORANION

DRAGON PRINCES; CALEDOR DRAGONS

An Elven noble of impeccable breeding and ancient blood, Prince Moranion was at one time fated to lead his people as ruler. Then however, the young prince (500 years old or so – which is young for an Elf) acquired a taste for Blood Bowl. At that time it was considered quite unseemly for a High Elf of his standing to show interest in a past time as crude as Blood Bowl and by all accounts it caused quite a stir at court. Being something of a young rebel however, Moranion refused to be deterred from his interest in the sport and to his parents' horror inspired a band of his contemporaries to form a team of their own, utterly sure in the knowledge that their flashy armour and disdainful attitude would see them through.

The sight of the flower of High Elf youth arrayed in Blood Bowl armour so horrified their parents that the matter came to a head. The mothers and fathers of the noble players threatened to disown their wayward children if they played but one game, unless that game was played against a rival team of equal social standing, a demand to which the Dragon Princes, as the team had named itself, acquiesced, albeit grudgingly. It was a cunning ruse indeed, for their parents had calculated that no such equals existed who would sully themselves by playing Blood Bowl, and so the Dragon Princes were disbanded almost as soon as they had been founded.

Though he was once again a lone figure of rebellion, his friends having taken up other fashionable pursuits less likely to ruin their delicate features, Moranion was determined to pursue the sport. He eventually signed up (in fact he bought up) the Caledor Dragons, and to the surprise of the fans and the chagrin of his noble parents proved a highly capable player indeed, taking the Caledor Dragons to numerous memorable victories.

Age: 562

Weight: 135 lbs

Height: 6 ft 3 inches

Position: Blitzter

Career Totals: Rushing 1,926 paces; receiving 50 passes for 1,207 paces; 56 touchdowns; 29 fatalities.

Awards: Finest Form 2464, Filthiest Richest Player 2451, Golden Phoenix 2470

Spike! Magazine Star Player Rating: 331

TEAM PROFILE: THE GALADRIETH GLADIATORS

Team Colours: Blue/red

Owner: The Court of the Eagle

Head Coach: Ilithrion Vael

Players: High Elves

The Galadrieth Gladiators have made a name for themselves as being a High Elf team that tends to eschew passing plays in favour of running the ball up the field. They even managed to make it through the 2471 season with not a single completion in their name! Led by the legendary Lucien Swift, they went from strength to strength throughout the 70s and 80s, but struggled to stay afloat following the collapse of the NAF. Somehow, they managed to find financial backing, but the demands made by their princely patrons have taken a toll on the team. If they hope to win another trophy, they might need to find another way to fund their game.

2468 The Dar-Eltherath Beechtrees and the Ashvale Valar are purchased by Valahar Galanté and amalgamated into the Elfheim Eagles. Galanté seems keen to keep only the youngest and freshest-faced players, so the Gladiators eagerly snap up several veteran players to add to their roster. The following three seasons are generally held as the high point of the team's career.

2470 The Gladiators take on the Gougled Eye at Blood Bowl X, having seen off the Middenheim Marauders in the semi-finals with a close-fought 2-1 victory. Although the post-match party goes down in history as one of the most extravagant ever seen, the team are too busy seeing apothecaries and remedial hairstylists to make an appearance themselves.

2489 The collapse of the NAF has hit the Gladiators where it hurts – right in the petty cash! Without big-league backing, the players are forced to fund themselves. Hot spring saunas, chimera skin kitbags and private teleportation spells become a thing of the past, and the team becomes increasingly desperate. After a big money sponsorship deal falls through (and the team is roundly mocked by fans and sports media alike the first and only time they enter a stadium as the McMurty's Big Murt Gladiators), they are bailed out by a consortium of Elf princes. Eager to get back to the lifestyle to which they are accustomed, the Gladiators don't bother to check the fine print, and unwittingly give their backers the all-clear to their way into the starting line-up.

Now The Gladiators still have their share of fans, thanks to the constant stream of advertising campaigns and pledge rallies organised by the Court of the Eagle, but most Blood Bowl spectators agree that the glory days are over. Many of the old star players have moved on, leaving behind a team made up mostly of privileged princelings. Things were compounded when Lucien Swift retired, leaving the team without strong leadership, but thanks to almost unlimited funding, it can only be a matter of time before a suitable replacement is found.

Team Honours: Blood Bowl Winners 2470 (X), Most Aesthetic Pass 2483, Best Post-match Party 2470, Heaviest Match

Programme 2471, Elf Lord's Commendation for most Spectacular Offensive Magic 2489

Hall of Fame: Lucien 'the Silver Bullet' Swift, Pierrot Rainforest, Tharion the Bright

Spike Magazine Rating: 135 points

HIGH ELF TEAMS

Icon	Title	Cost(gp)	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							

DARK ELF TEAMS

Thousands of years ago, the Dark Elves were little more than a small group within High Elf society who turned their back on traditional Elven ways. They eschewed nobility and grace for power and glory, believing their immortality marked them out as the most powerful of all the world's races. When their thirst for conquest led to a bitter civil war that rocked the Elven kingdoms – which they lost – the Dark Elves were banished from their homeland. This enforced exile only strengthened their resolve, and to this day they make every effort to prove to their former kin that they were right all along.

And, by Nuffle, can they play Blood Bowl!

Dark Elf teams exhibit similar strengths and weaknesses to their Elven cousins, but are distinctly more aggressive in their game. But sheer spite makes the Dark Elves enjoy the running game, particularly when a team includes a remarkable player like Jeremiah Kool. In fact, it is hard to believe that the Flashing Blade won't be tempted out of retirement – if not by the Darkside Cowboys, then by some other team.

FAMOUS DARK ELF TEAMS

Darkside Cowboys: The Cowboys are, many say, the best of the Dark Elf teams. Their combination of high intelligence, natural grace, degenerate violence and hatred of all living things (or unliving things, for that matter!) has helped them to the top several times.

Naggaroth Nightmares: This is a new team that was founded after the collapse of the NAF. Many of its players come from the disbanded Naggaroth Nightwings, who went bankrupt when the head coach took flight with the team treasury. With such a wealth of talent, the team has already proved to be a living nightmare for more than one opponent!

Khaine's Killers: A team known more as a bunch of deranged blood-thirsty zealots than actual players, Khaine's Killers treat the game of Blood Bowl not as a sport, but as an act of devotion to the Dark Elves' god of murder. They have repeatedly attempted to field entire teams of Witch Elves, but have in each instance fallen afoul of NAF player regulations, much to the chagrin of their love-struck fans.

STAR PLAYER PROFILE - ROXANNA DARKNAIL

DARKSIDE COWBOYS

Bored by her life of blood and cruelty in the Sisterhood of Khaine, Roxanna Darknail set her black heart on becoming a Blood Bowl player as a means of finding some small thrill in life. Like all of her kind, Roxanna was raised to be far more than a deranged killer – she's a religious zealot on the side! As a devotee of the god of murder, she saw in the sport of Blood Bowl a means of expressing her devotion to the Dark Elves' bloody-handed god, Khaine. For this however, she has been branded a heretic by her sisters, who claim that she has been drawn to the worship of the god Nuffle. Only Roxanna knows the truth, and she isn't telling.

As one of the Darkside Cowboys' most successful players, Roxanna makes such a show of spilling the blood of her foes that it is rare indeed when she does not end a match with her skin slick with the blood of fallen opponents. And the fans love it, especially the cruel-hearted Dark Elves and other, equally mean-spirited types. Some however claim that Roxanna uses her status and role as a means of retaining her youthful features and soft, pale skin, and indeed several cosmetics brands have sought to sponsor her in order to be associated with such a starkly beautiful player. Others whisper that as a Witch Elf, Roxanna is compelled to bathe in the blood of her enemies lest she age and wither into a stooped crone – none to have voiced such a suspicion have lived to repeat it.

Age: A lady doesn't tell

Height: 5 ft 11 inches (out of heels)

Weight: A gentleman doesn't ask

Position: Receiver

Career Totals: Rushing 45 paces, 22 catching touchdowns, 301 fatalities.

Awards: Most Blood Spilled 2492, Sudden Death Award 2490, Flawless Skin Commendation 2480-94

Spike! Magazine Star Player Rating: 363

TEAM PROFILE: THE DARKSIDE COWBOYS

Team Colours: Black and blue
Owner: Prince Derren ar-Lolovia
Head Coach: Luxen Tuentir
Players: Dark Elves

The twisted, degenerate Dark Elf race is infamous for its worship of weird and deviant violence, and Blood Bowl fits into their religious beliefs very well indeed. The Cowboys are a cruel, ultra-violent team, and consequently do very well at the game. The combination of high intelligence, natural grace, degenerate violence and hatred of all living things has helped them to the top several times.

- 2461** The Old World first learns of the existence of the Darkside Cowboys when the Halfling Pinkfoot Panthers visit them for a friendly match and don't return!
- 2468** Several teams threaten to boycott the Cowboys when they apply to join the official NAF league, but the pale-skinned assassins are admitted anyway. Instantly, sordid revelations start to appear about their peculiar habits, such as using small trussed-up Troglodytes as balls to save wear on expensive imported squigskins. These rumours only seem to heighten the Cowboys' mystique with thrill-starved fans.
- 2468** The Cowboys play in the very first Blood Bowl, beating the Chaos All-Stars in a very sloppy game (literally – the Cowboys used illegal magic to turn most of the All-Stars' front row into slugs!).
- 2469** The Cowboys nearly disband after the infamous match against the Kishago Werebears – which lasted for 19 days before being abandoned at 2-2 on the death of the last player on either side. New NAF rules limiting the time of games come too late to save the Werebears, but the Cowboys manage to reform and rebuild their team under the skilled leadership of Jeremiah Kool. Their drive culminated in glory when they win Blood Bowl XXI, during which Kool set their unbroken passing record.
- 2481** Although Kool retired in 2487, his place was more than filled by Hubris Rakarth, the latest in a long line of glamorous Darkside players. In their first season, team captain Hubris earned immortal fame by leading the Cowboys all the way to the Blood Bowl Championships that were to prove to be the last organised by the old NAF league. While the match was in progress, the NAF commissioner disappeared, along with the entire NAF treasury and most of the Cowboys cheerleaders! The Cowboys recovered from their loss very quickly – the NAF, unfortunately, did not and went into receivership before the next Blood Bowl Championships were held.

Team Honours: Blood Bowl Winners 2461 (I), 2481 (XXI), 2488 (XXVIII), Orcidas Team of the Year 2481

Hall of Fame: Rokudan Fey, Jeremiah 'Flashing Blade' Kool

Spike! Magazine Team Rating: 294 points

DARK ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-26	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	Dodge, Frenzy, Jump Up	GA	SP
4 Re-roll counters		50,000 gold pieces each							

WOOD ELF TEAMS

Wood Elves are elves who shun city life in favour of living in the forest. They are physically identical to High Elves, but prefer not to wear much armour, favouring a simple garb of natural colours such as green or ruddy browns. Their kingdom is far older than the human realms that surround it, and on the whole it is avoided by humans – who know that any creature that enters the forest with evil intent invites a swift death from an unseen arrow or a sudden sword strike. This means that Wood Elves are rarely seen by other races, except when one of their teams and its fans arrive as if from nowhere to play a match, disappearing back into the countryside just as mysteriously once the game is over!

Wood Elves make natural Blood Bowl players, although their refusal to wear heavy armour does leave them vulnerable to some of the more hard hitting opposing teams. Generally, however, the Wood Elves' natural athletic ability is enough to keep them out of trouble – it takes a fast or cunning foe to lay a hand on a Wood Elf player! In any case, no decent Wood Elf would be seen in bulky, shapeless armour, let alone be forced to lurk across the pitch like a filthy Skaven. For Wood Elves the long pass is everything, even more so than for their High Elf cousins, and all of their effort goes into becoming expert at throwing or receiving. The one exception to this are the Wood Elf Wardancers. These extremely athletic warriors are trained in the deadly arts of hand-to-hand combat and are a match for almost any foe.

FAMOUS WOOD ELF TEAMS

The Athelorn Avengers: This is one of the old NAF teams that has taken extremely well to the new open tournament style of play. The Avengers insist that this is because the open tournaments suit their free-wheeling and easy-going style, though less kind critics say that it's because they are no longer stuck in the same division as their far more successful arch-rivals, the Darkside Cowboys! Whatever the reason, the Avengers are on a roll at present, especially since they took their first trophy at Blood Bowl XXXVI.

The Laurelorn Paladins: The Laurelorn Paladins are a relatively new Wood Elf team that has caused something of a storm by including two Treemen to its line-up. The Longbark brothers are cuttings from one of the most famous Treeman players ever, Longbark Earthroot of the Galadrieth Gladiators, and have proven to be two chips off the old block. The Longbark brothers have given the Paladins a hard hitting edge that most Wood Elf teams lack, and many commentators are tipping them as the Wood Elf team to watch.

Bil Bali Archers: For many years, the Archers were known more for the lyrical skills of their fans than the sporting abilities of their players. One game at a time however, the Archers have turned their fortunes around, largely thanks to the lilting tones of their adoring fans inspiring them to ever more spectacular victories.

STAR PLAYER PROFILE - JORDELL FRESHBREEZE

ATHELORN AVENGERS

Jordell is regarded by many as not only the greatest player currently in the game, but one of the greatest ever to have taken to the pitch. The secret of his success is a combination of speed and dexterity that makes him nigh impossible to stop. This skill is born of Jordell's essential nature – as a Wood Elf Wardancer he is able to draw upon and channel the aspect of the silent, unseen wind after which he is named, passing through gaps in the opposition's line and around players before he is even seen. There is one downside to Jordell's incredible skills though – his amazing achievements are sometimes missed by commentators and official statisticians, and can only be formally confirmed after lengthy investigation.

Age: 137

Weight: 151 lbs

Height: 6 ft 6 inches

Position: Blitzer

Career Totals: Rushing 3,000 paces, receiving 1 pass for 16 paces, throwing 9 from 61 paces, 27 interceptions returned for 196 paces, 137 touchdowns, 137 player fatalities, 91 civilian fatalities, 48 referee fatalities.

Awards: Blink and You Missed It! 2476-94, Silent but Violent All Time Champion

Spike! Magazine Star Player Rating: 347

TEAM PROFILE: THE ATHELORN AVENGERS

Team Colours: Yellow and green

Owner: Caesyn Dyn-Athron

Head Coach: Aed Hothriss

Players: Wood Elves

The Avengers have had a varied and interesting career, but have come to prominence since the mid 80s. Between the collapse of the NAF and their successful drafting of a number of promising new players, they began to build a head of steam that resulted in victory at Blood Bowl XXXVI. The archetypal Wood Elf team, they are as graceful as they are stylish, effortlessly evading clumsy blocks and flashing perfect smiles as they dance around infuriated opponents. They have become increasingly well-known for their complex passing plays, the ball changing hands so often that the other team usually gives up trying to keep track of it and instead concentrates on breaking the Avengers' famously brittle bones.

2429 The Athelorn Avengers make their debut in the Elven Kingdoms league, winning their first few games. It's all looking good for the newcomers until they take to the field against the Darkside Cowboys. After forty-three increasingly foul-fuelled minutes, the Avengers are forced to concede, having lost over half of their starting line-up to what the press release later calls "career-limiting injuries". They swear vengeance, and one of Blood Bowl's most famous rivalries is born.

2472 The Avengers start to get noticed in the NAF league, but consistently find themselves in the same division as their bitter Dark Elf rivals. The Darkside Cowboys realise that their presence is just about the only thing that can shake the Avengers' otherwise limitless confidence, and are quick to inform their fans. The Avengers suffer a number of embarrassing losses when Cowboys fans start turning up to their games to jeer, chant and generally be as much of a nuisance as possible.

2491 The Firebrand Ingots set a new record for Most Interceptions in a Single Game while facing off against the Avengers, thanks to a devious ploy involving powerful magnets and a tampered ball. Head coach Hothriss lodges a complaint, but it falls on deaf ears and the record stands. The Ingots are later bankrupted when their home stadium is taken over by a grove of several hundred thorn trees. Team owner Caesyn Dyn-Athron declines to comment, suggesting only that he could recommend a number of highly qualified horticulturalists.

Now After a lot of time spent in training, and even more time spent having open and honest discussions with a series of incredibly well-paid counsellors, the Avengers seem to have defeated their hang-ups regarding the Darkside Cowboys. They're unlikely to be sharing a drink any time soon, but they've faced each other across the line of scrimmage several times now without the Wood Elves going to pieces. Fans are hoping that this was all that was holding them back, and that they can now make a push for the trophy they deserve.

Team Honours: Most Improved Hairstylist 2392, Spike! Magazine's Most Punctured Player Award 2465

Hall of Fame: Jordell Freshbreeze, Jem Goldstar, Luarn Proudbow

Spike! Magazine Rating: 142 points

WOOD ELF TEAMS

Qty	Title	Cost(gp)	MA	ST	AG	AV	Skills	Normal	Double
1-25	Lineman	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
1-2	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, Timmm-ber!	S	GAP

1-4 Re-roll counters 50,000 gold pieces each

NEW OFFICIAL RULES

The following section represents the official and sacred word of the great god Nuffle on the subject of running Blood Bowl leagues. You'll also find an updated list of skills and several new game options to try out.

BLOOD BOWL LEAGUES

"What's this, Jim? New league regulation too?"

"That's right, Bob, how else could we work out which team is the best of them all?"

"Well, Jim, back in my day we kept going 'til all the teams but one were dead!"

"Indeed, Bob, and I think you'll find that clause still exists in the Great Book of Regulations, but there's a few other things to learn first..."

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. Joining a league can be quite a commitment, and involves learning a few more rules, but the glory of leading your team through a long season to the Blood Bowl final is well worth the effort!

GETTING STARTED

In order to set up the league, the first thing you need to do is appoint a League Commissioner. An ideal Commissioner should be a highly organised individual with a flawless grasp of the Blood Bowl rules and the ability to herd cats, but anyone enthusiastic and dedicated enough to get a league up and running probably stands a good chance of keeping it trundling along. The Commissioner has the responsibility of making sure that the league runs smoothly, and, most importantly, organising any tournaments that are played. Some Commissioners like to keep a central database of teams to keep track of how well everyone is doing, and some even write regular newsletters featuring match reports, league tables and anything else they can think of! There's nothing stopping the Commissioner from taking part in the league, just so long as they don't abuse their power.

There are many different ways to run a league, with the one presented here being just one example. It is up to the Commissioner to decide how to run their league, and they are free to change or modify any of the Blood Bowl rules as they see fit. A sensible Commissioner will discuss any potential changes with their coaches beforehand, so that everyone involved knows what they're getting into, but at the end of the day, the Commissioner's word is law! It's not easy running a league, and ultimate power is one of the few perks of the job.

It is quite rare for a Blood Bowl team to own a stadium. Most belong to the Colleges of Magic or are run by the nearest city or town, but there are a few wealthy landowners with private stadiums on their estates. As a result, teams aren't tied to one place, and tend to spend most of their time travelling from stadium to stadium, and playing matches against any teams that cross their path.

The League rules are designed to recreate this slightly anarchic system, keeping the structure light and (for the most part) putting coaches in charge of setting up their own matches.

HOW LEAGUES WORK

To play a league, you will need at least four teams. At the start of the league, each coach needs to create a league team as described on page 19. The league plays out over a number of seasons, during which each team will play each other team at least once. At the end of each season is a short Tournament, consisting of two semi-finals and a final, at the end of which one team will emerge victorious! A new season can then begin (after a period of out-of-game downtime), giving new teams a chance to join the league and letting coaches step down if they wish to take a break. After the season break, coaches will need to reassemble their teams, coaxing their most successful players back with stacks of gold and promises of fame and glory, then rounding out the numbers with a few rookies.

DIVISIONS

If the league contains eight or more teams, the Commissioner should divide them into divisions. Each division should contain as equal a number of teams as possible, but a division should have no fewer than four teams and no more than eight. The larger the divisions are, the longer a season will take. The teams can be split however the Commissioner decides, but drawing team names out of an upturned Blood Bowl helmet (or similar receptacle) is most traditional. Once the divisions have been split, the season can begin!

LEAGUE SEASONS

There are two types of game a team can play during a league: competition games and friendlies. The difference between the two is described in more detail later, but broadly, competition games affect the league stars, while friendlies exist mainly to make some gold and increase your team's reputation – and to give you an excuse to play more Blood Bowl!

PLAYING A SEASON

During a season, each team must play two competition games against each other team in their division. They can play as many friendlies as they like against teams from their own division, from another division, or even (at the Commissioner's discretion) against teams that aren't part of the league. As an aside, this is a great way to recruit new players. Get someone playing a few friendlies and you might find they want to join your league next season!

It is recommended that you set a time limit for each season. This is up to the Commissioner, of course, but it prevents the league stalling because two players can't seem to get their schedules to line up. A good rule of thumb for deciding a time limit is to assume that each team can play two games in a week. A league with a single division of six players would have a season consisting of ten matches per team (two against each of the other teams), so would last for five weeks. Any competition games that have not been played by the end of the time limit count as a loss for both teams. If a coach is thought to be gaming the system, and avoiding games that they know they're going to lose just to prevent their opponent from getting a win, the League Commissioner has our permission to fine the no-good cheaters and dock their League points – at the very least!

Once all of the season's games have been played (or the time limit has been reached), the season ends in spectacular fashion with the Play-offs (see page 26). Then there is a period of Downtime (see page 26), followed by the start of a new season.

LEAGUE TEAMS DRAFTING YOUR TEAMS

Each coach taking part in a league must create a team, following the rules on page 22 of the Blood Bowl rulebook. They can also add coaching staff to their team, as detailed on page 38 of this book. Coaches can choose from any of the team lists available: the Orcs and Humans in the rulebook, the seven teams included in this book, or any other teams that are made available in future supplements. If the League Commissioner wishes to include other teams, for example by porting them across from previous editions of Blood Bowl, they are welcome to do so.

For league play, you should use the team roster presented on page 48 instead of the one found in the Blood Bowl rulebook. This lets you track all of the information which is pertinent to your league.

Teams created for a league cannot include Star Players; during league play they do not join teams on a permanent basis, preferring to rake in inordinate amounts of cash by acting as free agents. You'll still be able to hire them on a game-by-game basis through inducements.

BOB'S LOCKER ROOM BANTER

High Elf teams are famous for demanding kit changes at every opportunity. I once faced an overseas team that had to leave half their players at home so they could fit enough outfits on the ship.



TREASURY

Each coach starts with a Treasury of 1,000,000 gold pieces with which to draft their team. If a coach does not spend their full Treasury, they should note down any remainder in the Treasury box of their roster. These gold pieces go into the coffers, ready to be spent later in the league.

TEAM VALUE

In leagues, the 'value' of a team affects whether it receives inducements for playing a match (see page 23) and how many Special Play cards will be drawn (see page 23). The value of a team ('Team Value', or 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 players missing the game due to an injury do not count towards the Team Value.

CASUALTIES

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 on page 20 comes in.

If you roll a '10-12 – Casualty' on the Injury table, roll on the Casualty table once the player has been moved to the Dead & Injured box of their Dugout. To roll on the Casualty table, roll a D6 and a D8. Treat the D6 result as 'tens' and the D8 as 'units'. For example, if you score a 3 on the D6 and a 7 on the D8, the result would be 37. Then look up the result on the table on page 20.

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, as described below the table on page 20.

CASUALTY TABLE

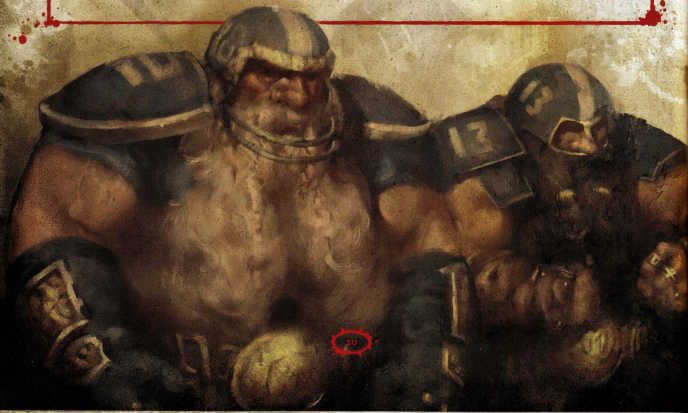
D68	Result	Effect
11-38	Badly Hurt	None
41	Broken Ribs	Miss Next Game
42	Groin Strain	Miss Next Game
43	Gouged Eye	Miss Next Game
44	Broken Jaw	Miss Next Game
45	Fractured Arm	Miss Next Game
46	Fractured Leg	Miss Next Game
47	Smashed Hand	Miss Next Game
48	Pinched Nerve	Miss Next Game
51	Damaged Back	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 Bone	-1 ST
61-68	Dead!	Dead!

Miss Next Game: The opposing coach puts a tick in that player's Miss Next Game column on the team roster. The player cannot take part in the next match. Remove the tick at the end of the next match.

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

-1 MA, ST, AG, and AV: Miss next game as above. In addition, the opposing coach records the characteristic change on the team roster. 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 (the player must still miss the next game).

Dead! The opposing coach removes the player from their roster. They won't be playing Blood Bowl any more unless an Undead team is hiring!



STAR PLAYER POINTS

Players are able to earn Star Player points (SPPs) in Competition Matches. These 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, they become entitled to an improvement roll 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 them any Star Player points, their 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.

EARNING STAR PLAYER POINTS

Star Player points are earned for performing the following Actions:

Completion (COMP): A player who makes an accurate pass that is caught by a receiver from their own team in the target square of the pass when the ball comes to rest earns 1 Star Player point. This is called a completion.

Touchdown (TD): A player who scores a touchdown earns 3 Star Player points. If a team is awarded a touchdown because their opponent has no players to set up at the start of a drive, no Star Player Points are awarded.

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

Casualty (CAS): If a player blocks or is blocked by an opponent, and subsequently causes a roll on the Injury table for that opponent which results in a Casualty, they earn 2 Star Player points. Casualties inflicted in any other way (including fouls, injuries inflicted by the crowd, chainsaws, bombs, or the Stab skill) do not count for Star Player points.

Most Valuable Player (MVP): At the end of the match, each coach nominates three players from their team and rolls a D3 to choose one at random. That player is awarded a Most Valuable Player award, earning 5 Star Player points.

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).

IMPROVEMENT ROLLS

As players earn Star Player points, they go up in levels of experience and make Improvement rolls. All players start out as Rookies with no SPP. Once a player has earned 6 points, they become 'Experienced' and are entitled to their first Improvement roll. Each time they go up another level on the table below, they are 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.

STAR PLAYER POINTS TABLE

SPPs	Title
0-5	Rookie
6-15	Experienced
16-30	Veteran
31-50	Emerging Star
51-75	Star
76-175	Super Star
176+	Legend

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 (see page 22). To make the Improvement roll, roll two D6, add the scores together, and look up the result on the Improvement table.

BUGMAN'S BOOK OF RECORDS with Jim Johnson

Vizgrak Pigzit still holds the record for Most Officials Killed in One Game. Retch Gutheave of Da Green Machine made a good effort this season, but was hampered by his insistence on trying to eat them all.



IMPROVEMENT TABLE

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

NEW SKILLS

Improvement rolls can grant players new skills. There are four categories of skills: General (G), Agility (A), Strength (S) and Passing (P). There are also Mutations (M), which a pedant might argue aren't really 'skills' as such, but they're treated in exactly the same way from a rules perspective.

On each team list, the columns Normal and Double tell you which skills are available to that player. Whatever the result of your Improvement roll, you can give your player a skill from one of the categories in their Normal column. If an Improvement roll is a double, you can choose a skill from one of the categories in either the Normal or Double column.

For example, a High Elf Lineman can normally take General and Agility skills, but on a double can also take Strength and Passing skills.

When a player gains a skill, record this on your team roster. A player can never lose a skill.

CHARACTERISTIC INCREASES

An Improvement table roll of 10-12 might 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 previously. 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.

IMPROVEMENTS & PLAYER VALUES

Every player has a value. This amount is recorded when they are hired. As they get better (eg, 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

New Skill from the Normal column	+20,000 gp
New Skill from the Double column	+30,000 gp
+1 MA or +1 AV	+30,000 gp
+1 AG	+40,000 gp
+1 ST	+50,000 gp

HUMAN AND ORC TEAMS

The Human and Orc team lists in the Blood Bowl rulebook do not contain the Normal and Double columns, but don't panic! You can find them in the team summaries on pages 45 & 46 of this book.

BUGMAN'S BOOK OF RECORDS with Jim Johnson

A lot of people are still convinced that Skaven are little more than a myth, a fact which has put a dampener on the Skavenblight Scramblers' promotional tour season after season.



PLAYING LEAGUE MATCHES

League Matches have their own sequences of play, which involve some pre-match and post-match action, as well as the actual game. Follow this sequence for each match you play:

PRE-MATCH SEQUENCE

1. Flip for the Kick
2. Roll on Weather Table
3. Choose Inducements
4. Draw Special Play Cards

THE MATCH

1. Work out the number of Fans and FAME
2. Kick-off
3. Play the Game!

POST-MATCH SEQUENCE

1. Improvement Rolls
2. Update Team Stats
3. Record Fortune and FAME
4. Hire and Fire
5. Prepare for Next Match

PRE-MATCH SEQUENCE

The Pre-match sequence must be used before every League Match that is played. This is split into the following separate steps that are described below:

1. Flip for the Kick

The coaches flip a coin or roll off, with the winner deciding whether they will kick or receive for the first drive.

2. Roll on Weather Table

Both coaches roll a D6 and look up the total on the Weather table to see what the weather will be like for the match.

3. Choose Inducements

There are plenty of hangers-on around a Blood Bowl stadium, from corporate sponsors and free agents to licensed wizards and apothecaries. They are willing to offer their services to the teams for a price, but the stadium itself will often foot the bill to give a disadvantaged team a leg-up and make for a more interesting match.

Each team can spend gold from their Treasury to purchase any of the inducements listed below. The team with the lower Team Value is granted an additional amount of 'perry cash' equal to the difference in Team Values; this is not added to their Treasury, and is wasted if it is not spent immediately. For example, if a team with a value of 1,000,000 gp goes up against a team with a value of 1,250,000 gp, the first coach would be able to spend an extra 250,000 gold pieces on inducements. The team with the higher Team Value must purchase inducements first; once they have finished, the other team can purchase inducements.

Inducements are selected from the following list:

- 0-2 Bloodweiser Kegs – 50,000 gold pieces each
- 0-3 Bribes – 100,000 gold pieces each
- 0-4 Extra Team Training – 100,000 gold pieces each
- Mercenaries (Unlimited) – Various prices
- 0-2 Star Players – Various prices
- 0-2 Wandering Apothecaries – 100,000 gold pieces each
- 0-5 Special Plays – 100,000 gold pieces each

Detailed descriptions of these inducements can be found on page 28. 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 that you purchase are lost at the end of the match. No inducement can ever become a permanent part of your team.

4. Draw Special Play Cards

Instead of using the rules for drawing Special Play cards on page 25 of the Blood Bowl rulebook, consult the chart below to see how many cards are drawn and kept based on the highest Team Value out of the two teams. First, the player with the higher Team Value draws a number of face-down cards according to the Draw value, from any decks they wish in any combination. Then they look at the cards and choose which ones to keep (according to the 'Keep' value) returning any others to the bottom of their decks. The other player then does the same. Each 'Special Play' inducement adds 1 to both the number of cards you can draw and the number you can keep.

Highest TV	Draw	Keep
Up to 1,000,000 gp	2	1
1,000,000 gp to 1,990,000 gp	3	2
2,000,000 gp to 2,990,000 gp	4	3
3,000,000 gp or greater	5	4

POST-MATCH SEQUENCE

You must go through the following phases in order after each and every League Match that you play:

1. Improvement Rolls

- In Competition Matches, each coach awards their team's MVP as described on page 21. In friendly matches, no MVP is awarded.
- Roll for improvements for any players who have earned enough Star Player points to gain one. Record any changes to player values as a result of improvements (see page 22).

2. Update Team Stats

- If this was a Competition Match, record any League points you have scored. If you won the game, you score 3 League points. If you drew, you score 1 League point. You score no League points for a loss. In friendly matches, you do not score any League points.
- Add any touchdowns your team scored during the game to the Touchdown section, and add any casualties you inflicted to the Casualties section – casualties only count if they qualified towards earning one of your players Star Player points, as per page 21.

3. Record Fortune and FAME

- Each coach generates winnings for the match by rolling a D6 and adding their team's FAME. The 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 who concede a match do not receive any winnings. Note: In friendly matches, each coach rolls a D3 instead of a D6.
- If you won the match, roll 3D6 and increase your team's Fan Factor by 1 if the result is greater than your current Fan Factor. If you lost the match, roll 2D6 and reduce your team's Factor by 1 if the result is lower than your current Fan Factor. If the match was a draw, roll 2D6; your team's Fan Factor goes up by 1 if the result is higher than your current Fan Factor, or down by 1 if the result is lower than your current Fan Factor.

4. Hire and Fire

- Remove any dead players from your roster.
- Each coach can now spend any gold in their Treasury to buy new players and coaching staff, and/or fire any players or coaching staff who are no longer wanted. You do not get any gold back! In addition, each coach can choose to spend gold from their Treasury to increase their team 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. You can also remove any number of team re-rolls from your roster at this stage, if you wish – again, you don't get their cost back!
- If a team has any Journeymen (see step 5 – Prepare for Next Match) on the roster, the coach must either fire them from the team or you may permanently hire them by paying their Rookie cost. Note that a team must have fewer than 16 players on its roster to hire Journeymen. If hired, a Journeyman loses the Loner skill but may retain any Star Player points they earned or skills received from Improvement table rolls.

5. Prepare for Next Match

- If either team has at least 100,000 gold pieces in their Treasury, their coach must roll for expensive mistakes (see page 25).
- If a team can only field 10 or fewer players for the next match, the team may add Journeymen onto the roster for free until the team can field 11 players for the next match. A Journeyman is always a player from a 0-16 or 0-12 allowed position on the team's roster. They count their normal Rookie cost towards the total Team Value, but have the Loner skill as they are not used to playing with the team. Journeymen may take the total players on the team (including injured players) to more than 16 at this point.
- Work out the total value of each team and record it on their roster. The value of a team is worked out by adding up the value of the team's players (including extra values for improvements), coaching 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.

EXPENSIVE MISTAKES

Any Blood Bowl coach will tell you that there's nothing more risky than a large sum of gold in the team treasury. It seems to be the case that whenever a team has money to burn, someone will come along with a tinderbox! Whether the tabloids need paying off to avoid a scandal, a wealthy local demands compensation for being flattened by a boozed-up blitzzer or an errant cheerleader bets the treasury on a squig fight, most coaches agree that it's not worth holding onto big sums of cash.

If you have at least 100,000 gold pieces in the Treasury at step 5 – Prepare for Next Match of the Post-match sequence, roll a D6 on the following table, applying the result from the column that corresponds to the amount of gold in your Treasury.

D6	Up to 190,000	200,000 to 290,000	300,000 to 390,000	400,000 to 490,000	500,000+
1	Minor Incident	Major Incident	Catastrophe	Catastrophe	Catastrophe
2	Minor Incident	Minor Incident	Major Incident	Catastrophe	Catastrophe
3	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Catastrophe
4	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident
6	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident

Crisis Averted: Thanks to some careful management, your team behaves itself for once!

Minor Incident: The team gets up to some mischief, and you lose D3 x 10,000 gold pieces.

Major Incident: Half the gold in your Treasury (rounding up to the nearest 10,000 gp) is lost to an unfortunate mishap.

Catastrophe: Your Treasury is emptied, except for 2D6 x 10,000 gold pieces which you sensibly squirreled away for just such an occurrence.

CONCEDING

A coach who concedes before setting up for a kick-off where they could only field two or fewer 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 MUST lose this match. In addition, the loser automatically loses one Fan Factor (do not roll for it), and any players in the loser's team that have 51 SPPs or more will leave the team on the roll of 1-3. Roll separately for each player with 51 SPPs or more to see if they leave.

SEASON'S END

Once all of a season's Competition Matches have been played, or the predetermined time limit has been reached, the League Commissioner announces that the season is coming to a close, and no more results can be submitted – give people a bit of notice, so they can get any last games in. Once all the scores are in, the Commissioner ranks the teams in order of League points, from highest to lowest, using total touchdowns as a first tiebreaker and total casualties as a second decision. The top four teams will go through to the play-offs as follows:

The League Commissioner sets a date for the end of the season, making sure there is enough time for at least two sessions – the play-offs followed by the finals. The time between now and then makes up the Season's End period. Although no more League points can be scored, teams can still play friendlies – this is a great chance for teams to play rivals in different divisions, to revisit old grudges, or just to boost the Treasury and attract some more fans ahead of next season.

PLAY-OFFS

The play-offs take place during the Season's End period, and are made up of two stages: semi-finals and finals. In the semi-finals, the team in 1st place on the League table plays the team in 4th place, and the team in 2nd place plays the team in 3rd place. The winners of the semi-finals then go on to play in the final, battling it out for 1st and 2nd place overall, while the losers face off for 3rd and 4th place.

Finals and semi-finals cannot be drawn – in the case of a draw, you must go to Sudden Death Overtime, and a penalty shoot-out if this does not result in a winner. Also, outside help is strictly forbidden during the finals and semi-finals, so teams cannot enlist the services of Star Players or Mercenaries using inducements.

GLITTERING PRIZES

Prizes are awarded to the teams who finish in 1st, 2nd and 3rd place, in addition to any winnings that they get during the Post-match sequence. The team in 3rd place receives 30,000 gold pieces; the team in 2nd place receives 60,000 gold pieces; and the team who finished in 1st place, the season's champions, are awarded 100,000 gold pieces and the League Trophy! The Trophy is theirs until the end of the next season, when it will be awarded to the new champions. While your team has a Trophy, make a note of it on your team roster. While you are holding it, you can add an additional team re-roll to your roster at no cost – its value is still added to your Team Value.

LAST GAME

During the Pre-match sequence of any game during Season's End, a coach can declare that this will be their last game of the season. The game is played as normal, but the Post-match sequence is modified as explained later. Unless a coach playing in the finals specifically states otherwise, that will always be their last game of the season.

RESOLVING DOWNTIME

After the finals, there is a period of downtime during the off-season. Players rest and recuperate, spend their hard-earned gold, or go on elaborate tours to promote the latest edition of their increasingly unbelievable autobiographies.

In the Post-match sequence of your last game of the season, the Prepare for Next Match phase is replaced with the Downtime phase, which consists of these steps:

- For each player on your roster that has completed at least two seasons, roll a D6. If you score less than the number of seasons they have completed, they have had enough violence for a while and want to retire. Put a tick in the Wants to Retire column – you'll come back to this later.
- Remove any Miss Next Game ticks, then roll a D6 for each Niggling Injury on your roster. On a roll of 4 or more, some time away from the field works wonders and the injury is removed from the roster. If you have any Apothecaries on your roster, add 1 to each result.
- Roll 2D6. If the score is lower than your Fan Factor, a number of your fair-weather fans lose interest during the off-season, and your Fan Factor is reduced by D3.
- If you wish to take part in the next season, determine your new starting Treasury – see Raising Funds, below.
- Re-draft your team for the new season (see page 27).

RAISING FUNDS

At the start of each new season, each team gets a Treasury of 1,000,000 gold pieces. This represents money doled out by the league, the team's sponsors, fan clubs and generous patrons. Returning teams then add anything they had left in their Treasury from the previous season, plus the Treasury Bonuses listed below. Once you have added everything up, round your Treasury down to the nearest 10,000 gp:

- 10,000 gp for each match the team played last season (both friendlies and competition games).
- 5,000 gp for each touchdown the team scored last season.
- 5,000 gp for each casualty the team caused last season.

BUGMAN'S BOOK OF RECORDS with Jim Johnson

Standardised bribery has legitimised one of the oldest tactics in Blood Bowl. In exchange for 100,000 gold pieces, the ref will find his shoes incredibly interesting for a count of three. Money well spent, I say!



RE-DRAFTING

While many players are eager to return to the pitch when the new season comes about, others might find their priorities changing during the off-season, or find themselves unconsciously dropped from the roster by coaches keen to keep their costs down. These players usually disappear quietly, heading off to seek their fortune in the backwater leagues, to become sports pundits on the interview circuit, or to host *Catharsis* shows about redecorating your hovel.

To re-draft your team, take a new team roster then create your team again – just as you did when you first joined the league. The following three changes apply to the rules for when you re-creating a team:

- Your *Fac Factor* carries over from your previous roster, at least (its value is still added to your *Team Value*). If you want to increase it, you can do so at a cost of 10,000 gp per point of *Fac Factor*.

- As well as hiring new players from your team list, you can re-hire players that were in your team last season by paying the cost shown for them on that season's roster. Copy across their entire row from your old roster, including any *Wounding Injuries*, *Star Player* points, and whether they want to retire, and add 1 to the number of seasons they have completed.

- If you wish to re-hire a player who wants to retire, they will require an extra incentive to stay on (usually a sneaky envelope full of gold!). For each season the player has completed, it costs an extra 20,000 gold piece to re-hire them. This is a one-off extra payment that does not affect the *Cost* column of your team roster.

- For each player on your old roster that wants to retire, and which you do not re-hire, you can add an Assistant Coach to your new roster, at no cost – their value is still added to your *Team Value*.

STARTING A NEW SEASON

After the excitement of Season's End and the thrill of the finals, the obvious question from most players is: when's the next season starting? The answer, as ever, is up to the League Commissioner. Starting a new season is as easy as following these three steps:

- The League Commissioner establishes who will be taking part in the next season. This is a good chance for coaches to step down from the league if they're struggling to find the time to play, and it's an ideal spot for new teams to join in the fun.
- Each coach who is taking part in the new league needs to submit a roster. Returning teams will have their re-drafted team rosters, which were completed during the Post-match sequence of their last game. New coaches draft a team from scratch, with a starting budget of 1,000,000 gold pieces. If a returning coach wishes, they can abandon their existing team and submit a new one.
- Teams are divided into divisions (if necessary) and dates are set. The season begins anew!

INDUCEMENTS IN DETAIL

Bloodweiser Keg: Nothing says "get back in the game" like a frosty Bloodweiser Magic Ale served straight from the keg. There's probably an official rule regarding drinking during a game, but hey, why should the crowd have all the fun? For each Bloodweiser Keg you purchase, you can add 1 to the result of all dice rolls you make during this match to see whether one of your players recovers from being KO'd.

Bribes: If you're planning to misbehave, you'd better slide the ref a bag or two of gold before the match. Each Bribe allows you to attempt to ignore the call when one of your players is sent off for committing a foul or using a Secret Weapon. Roll a D6. On a roll of 2-6, the Bribe is effective and the player stays where they are (you do not suffer a turnover), but on a roll of 1 the Bribe is wasted and the call still stands! Each Bribe may be used once per match.

Extra Team Training: Getting all of your players in the same place is hard enough on match day, but if you flash some cash, you can probably organise a training session. Each Extra Team Training session grants you an extra team re-roll for each half of this match.

Mercenaries: For every player safely employed by a team, there are dozens of freelance players who will wear anyone's colours in exchange for hard currency. You can add Mercenary players to your team for one match at a time, chosen from your team list, at 30,000 gold pieces more than what they would normally cost. 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 on a team and in each position apply to Mercenaries, but players that are missing the game due to injury do not count towards the number of players on the team, so they are not counted when working out how many Mercenaries you can have.

All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition, a Mercenary may be given 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 for a total cost of 130,000 gold pieces to hire for a match. Mercenaries can never earn Star Player points even if they are awarded the MVP for the game. Mercenaries can never gain Improvement rolls.

Special Plays: There are all sorts of ways an enterprising coach can prepare for a gruelling match. Everything from praying for assistance to booby-trapping the pitch – if you think of it, it's been done. Each Special Play you purchase lets you draw and keep an additional Special Play card in the Pre-match sequence.

Star Players: These are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. 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. A team may hire up to two Star Players that are allowed to play for the team. Unless the League Commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match – they can afford all the resurrection spells they need!

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 they are not counted when working out how many Star Players you can have. It is possible (though unlikely) for both teams to hire the services of the same Star Player. If this happens then neither may use them and the Star Player keeps both sets of hiring fees!

Star Players can never earn Star Player points even if they are awarded the MVP for the game. Star Players can never gain Improvement rolls. Finally, purchased/induced Apothecaries may never be used on Star Players. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to help them get in shape for their next match, and will therefore not use the team's amateur physicians.

Wandering Apothecaries: Any team that can normally purchase an Apothecary may hire a Wandering Apothecary or two to help during the match. 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 38. Only one Apothecary may be used to re-roll each Casualty roll.

OPTIONAL LEAGUE RULES

The easiest way for a League Commissioner to tweak a league is to change the starting Treasury that can be used to draft a team. For example, you could say that at the start of the league, all teams have 1,000,000 gp, but that this increases by 100,000 gp per season.

Another way to personalise your league is to change the prizes that are awarded at the end of the season. The winner of the Championship, for example, gets to add a Wizard to their permanent coaching staff for the duration of the following season, while the winner of the Spike Magazine Trophy gets a boost to their Fan Factor (thanks to all the press coverage).

There are some other variants you might wish to try out.

NEW SKILL: PILING ON

This skill can be found in previous editions of Blood Bowl, but has been removed from this edition as it can lead to some very over-the-top games. Some Commissioners will want it though... so here it is!

PILING ON (STRENGTH)

The player may use this skill after they have made a block as part of a Block or Blitz Action, but only if they are currently standing adjacent to the victim and the victim was Knocked Down. You can use a team re-roll to re-roll the Armour roll or Injury roll, but they cannot be modified by any other skills (for example, Claw or Mighty Blow). Then the Piling On player is Placed Prone in their own square – no Armour roll is made for them. Piling On does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills.

SPIRALLING EXPENSES

This additional rule restricts the earnings of high level teams, providing a slight handicap.

Once a team's value equals or exceeds 1,750,000 gp, it must deduct an amount from its winnings during step 3 – Record Fortune and FAME. This starts at 10,000 gp, but each time the Team Value increases by another 150,000 gp above 1,750,000 gp, the deduction increases by 10,000 gp. In other words, deduct 10,000 gp for teams with a value between 1,750,000 gp and 1,890,000 gp; deduct 20,000 gp for teams with a value between 1,900,000 gp and 2,040,000 gp; deduct 30,000 gp for teams between 2,050,000 gp and 2,190,000 gp, and so on.

EXCLUDING INDUCEMENTS IN LEAGUE PLAY

A Commissioner is allowed to remove any specific inducement(s) from the list of allowed inducements that are on page 23 that they feel do not work for their league environment. Common inducements that might be excluded included allowing StarPlayers or Bribes.

FREE FAN FACTOR

Instead of allowing teams to purchase Fan Factor when they are created, they may have Fan Factor for free. All teams under this 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.

UNDERSUBSCRIBED DIVISIONS

If the teams in your league cannot be divided into equal divisions, teams in smaller divisions will have less chance to score points. To address this, a team in a division that has fewer teams than another division gets 2 free League points. For example, a league of 17 teams is split into three divisions – two of six teams and one of five. The five teams in the smaller division each start the season with 2 League points.

SKILLS

The following list includes all of the skills available to the teams in *Death Zone Season 1*. It also includes the skills that are in the *Blood Bowl* rulebook, and some additional skills which can be taken by players if you're using the League rules. It's worth noting that although some of the 'skills' listed could more accurately be described as traits or physical features (especially the mutations!), they are referred to as skills for the sake of simplicity.

SKILLS SUMMARY

To save you flicking back and forth while searching for a skill for your newly levelled-up player, here's a handy summary of the Agility, General, Mutation, Passing and Strength skills:

Agility	General	Mutation	Passing	Strength
Catch	Block	Big Hand	Accurate	Break Tackle
Diving Catch	Dauntless	Claw/Claws	Dump-off	Grab
Diving Tackle	Dirty Player	Disturbing Presence	Hail Mary Pass	Guard
Dodge	Fend	Extra Arms	Leader	Juggernaut
Jump up	Frenzy	Foul Appearance	Nerves of Steel	Mighty Blow
Leap	Kick	Horns	Pass	Multiple Block
Side Step	Kick-off Return	Prehensile Tail	Safe Throw	Stand Firm
Sneaky Git	Pass Block	Tentacles		Strong Arm
Sprint	Pro	Two Heads		Thick Skull
Sure Feet	Shadowing	Very Long Legs		
	Strip Ball			
	Sure Hands			
	Tackle			
	Wrestle			

EXTRAORDINARY SKILLS

Some skills are listed as Extraordinary. These are unique traits which are more the result of a player's nature than something they can learn. As a result, if a player does not start with a particular Extraordinary skill, they can never get it unless a rule explicitly states otherwise.

ACCURATE (PASSING)

The player may add 1 to the D6 roll when they pass the ball.

ALWAYS HUNGRY (EXTRAORDINARY)

The player is always ravenously hungry – and what's more, they'll eat absolutely anything! Should the player ever use the Throw Team-mate skill, roll a D6 after they have finished moving, but before they throw their team-mate. On a 2+, continue with the throw. On a roll of 1, they attempt to eat the unfortunate team-mate! Roll the D6 again – a second 1 means that they successfully scoff the team-mate down,

which kills the team-mate without opportunity for recovery (Apothecaries, Regeneration or anything else cannot be used). If the team-mate had the ball, it will scatter once from the square that the team-mate was in. If the second roll is 2-6, the team-mate squirms free and the Pass Action is automatically treated as a fumbled pass. Fumble the player with the Right Stuff skill as normal.

BIG HAND (MUTATION)

One of the player's hands has grown monstrously large, yet remains completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather results when they attempt to pick up the ball.

BLOCK (GENERAL)

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

BONE-HEAD (EXTRAORDINARY)

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

BLOCK TACKLE (STRENGTH)

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

CATCH (AGILITY)

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

CRABCLAWS (MUTATION)

A player with this skill is blessed with a huge crab-like claw instead of sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, the result of the Armour roll is 8 or more before applying modifiers, make an Injury roll regardless of the opponent's AV.

DAUNTLESS (GENERAL)

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

DECAY (EXTRAORDINARY)

Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table and apply both results. The player will only ever miss one future match as a result of their injuries, even if they suffer two results with this effect. A successful Regeneration roll will heal both results.

DIRTY PLAYER (GENERAL)

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

DISTURBING PRESENCE (MUTATION)

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

DIVING CATCH (AGILITY)

The player is superb at diving to catch balls others cannot reach and jumping to more easily catch perfect passes. The player may add 1 to any Catch roll from an accurate pass targeted to their square. In addition, the player can attempt to catch any pass, kick-off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of their tackle zones as if it had landed in their own square without leaving their current square. A failed catch will bounce from the Diving Catch player's square. If there are two or more players attempting to use this skill then they get in each other's way and neither can use it.

DIVING TACKLE (AGILITY)

The player may use this skill after an opposing player attempts to dodge out of any of their tackle zones. The opposing player must subtract 2 from their Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any Armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour roll or Injury roll for the Diving Tackle player.

THE BOOK OF RECORDS with Jim Johnson

The Arctic Cragspiders recently broke the record for **MAN** Decapitations in a Single Match, collecting an astonishing 26 skulls from the **Wargulath** Mutants starting line-up.



DODGE (AGILITY)

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

DUMP-OFF (PASSING)

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

EXTRA ARMS (MUTATION)

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

FEND (GENERAL)

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

FOUL APPEARANCE (MUTATION)

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

FRENZY (GENERAL)

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

GRAB (STRENGTH)

A player with this skill is fond of grabbing their opponent and throwing them around. To represent this, only while making a Block or Blitz Action, if the player's block results in a push back, they may choose any empty square adjacent to their opponent to push back them into. When making a Block or Blitz Action, Grab and Side Step will cancel each other out and the standard push back rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

GUARD (STRENGTH)

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

HAIL MARY PASS (PASSING)

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

HORNS (MUTATION)

A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) they make during a Blitz Action.

HYPNOTIC GAZE (EXTRAORDINARY)

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

JUGGERNAUT (STRENGTH)

A player with this skill is virtually impossible to stop once they are in motion. If this player takes a Blitz Action, the opposing player may not use their Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The

A player may also choose to treat a Both Down result as a Pushed result has been rolled instead for blocks they make during a Blitz Action.

JUMP (AGILITY)

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

KICK (GENERAL)

The player is an expert at kicking the ball and can place the ball with great precision. In order to use this skill, the player must be set up on the pitch when their team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player allowed to take the kick-off. Because their kick is so accurate, you may choose to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1.5 = 1, 4.5 = 2, 6 = 3).

KICK-OFF RETURN (GENERAL)

The player on the receiving team that is not on the line of scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move three squares after the ball has been scattered but before setting up on the Kick-off table. This skill may not be used for a touchback kick-off and does not allow the player to cross into their opponent's half of the pitch.

LEADER (PASSING)

The player is a natural leader and commands the rest of the team from the backfield as they prepare to throw the ball. A team that has one or more players with the Leader skill gains one additional team re-roll each half, which can only be used if there is at least one player with the Leader skill on the pitch (even if they are Prone or Stunned). Do not track this extra re-roll on the Team Re-rolls area of your Dugout; instead, take a Blood Bowl coin and place it in your Reserves box at the start of the game and at half time. Remove it from your Dugout once you have used it. The Leader re-roll can be carried over into Overtime if not used, but the team does not receive a new one at the start of Overtime.

LEAP (AGILITY)

A player with the Leap skill is allowed to jump to any empty square within two squares – even if it requires jumping over squares from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the

player to any empty square one or two squares from their current square and then make an Agility roll for the player. No modifiers apply to this D6 roll with the exception of the bonus for having Very Long Legs. The player does not have to dodge to leave the square they start in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then they are Knocked Down in the square that they were leaping to, and the opposing coach makes an Armour roll to see if they were injured. A player may only use this skill once per turn.

LONER (EXTRAORDINARY)

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

MIGHTY BLOW (STRENGTH)

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

MONSTROUS MOUTH (EXTRAORDINARY)

A player with a Monstrous Mouth is allowed to re-roll the D6 if they fail a Catch roll. It also allows the player to re-roll the D6 if they drop a hand-off or fail to make an interception. In addition, the Strip Ball skill will not work against a player with a Monstrous Mouth.

MULTIPLE BLOCK (STRENGTH)

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

NERVES OF STEEL (PASSING)

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

NO HANDS (EXTRAORDINARY)

The player is unable to pick up, intercept or carry the ball and will fail any Catch roll automatically, either because they literally have no hands or because their hands are full. If they attempt to pick up the ball then it will bounce, and will cause a turnover if it is their team's turn.

NURGLE'S ROT (EXTRAORDINARY)

If a player with the Nurgle's Rot skill kills an opponent during a Block, Blitz or Foul Action, and that opposing player is subsequently removed from its team's roster during step 4 – Hire and Fire of the Post-match sequence (see page 24), they contract Nurgle's Rot instead of dying and can join your team for future games. Note that players with Strength 5 or more and/or the Decay, Regeneration or Stunty skills cannot contract Nurgle's Rot. The player joins the Nurgle team as a Rotter with no Star Player points or improvements, regardless of what they had before, and can be added to the team roster for free as long as the team has an open roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

PASS (PASSING)

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

PASS BLOCK (GENERAL)

A player with this skill is allowed to move up to three squares when the opposing coach announces that one of their players is going to pass the ball. The opposing coach may not change their mind about passing once Pass Block's use is declared. The move is made out of sequence, after the range has been measured, but before any interception attempts have been made. A player may not make the move unless able to reach a legal destination and may not follow a route that would not allow them to reach a legal destination. A legal destination puts the player in a position to attempt an interception, an empty square that is the target of the pass, or with their tackle zone on the Thrower or Catcher. The player may not stop moving until they have reached a legal destination, have been held fast by Tentacles or been Knocked Down. The special move is free, and in no way affects the player's ability to move in a subsequent Action. The move is made using all of the normal rules and skills (for example, having to dodge in order to leave opposing players' tackle zones). Players with Pass Block may use this skill against a Dump-off pass. If a player performing a Pass Block in their own turn is Knocked Down then this is a turnover, no other players may perform Pass Block moves, and your turn ends as soon as the results of the pass and the pass block are resolved.



TRICKLE TAIL (MUTATION)

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

PRO (GENERAL)

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

REALLY STUPID (EXTRAORDINARY)

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

REGENERATION (EXTRAORDINARY)

If the player suffers a Casualty result on the Injury table, they roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 5-6, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-squish' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

RIGHT STUFF (EXTRAORDINARY)

A player with the Right Stuff skill can be thrown by another player from their team who has the Throw Team-mate skill (see page 37 for details of how the player is thrown). When

a player with this skill is thrown or fumbled and ends up in an unoccupied square, they must make a Landing roll unless they landed on another player during the throw. A Landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square they land in. If they pass the roll, they land on their feet. If the Landing roll is failed or they landed on another player during the throw, they are Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during their landing, they may take an Action later this turn if they have not already done so. A failed Landing roll or landing in the crowd does not cause a turnover, unless they were holding the ball.

SAFE THROW (PASSING)

This player is an expert at throwing the ball in a way that makes it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If successful, the interception is cancelled out and the passing sequence continues as normal. In addition, if this player fumbles a pass of a ball (not a bomb or thrown team-mate) on any roll other than a natural 1, they manage to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover.

SECRET WEAPON (EXTRAORDINARY)

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

SHADOWING (GENERAL)

The player may use this skill when a player performing an Action on the opposing team moves out of any of their tackle zones for any reason. The opposing coach rolls 2D6, adding their own player's Movement Allowance and subtracting the Shadowing player's Movement Allowance from the score. If the final result is 7 or less, the player with Shadowing may move into the square vacated by the opposing player. They do not have to make any Dodge rolls when they make this move, and it has no effect on their own movement in their own turn. If the final result is 8 or more, the opposing player successfully avoids the Shadowing player and the Shadowing player may not move into the vacated square. A player may make any number of shadowing moves per turn. If they have left the tackle zone of several players who have the Shadowing skill, only one of the opposing players may attempt to shadow them.

SIDE STEP (AGILITY)

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

SNEAKY GIT (AGILITY)

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

SPRINT (AGILITY)

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

STAB (EXTRAORDINARY)

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

STAND FIRM (STRENGTH)

A player with this skill may choose to not be pushed back as the result of a block. They may choose to ignore being pushed by Pushed results, and to be knocked down in the square they are in by Defender Down results. If a player is pushed back into a player using Stand Firm then neither player moves.

STRIP BALL (GENERAL)

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

STRONG ARM (STRENGTH)

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

STUNTY (EXTRAORDINARY)

The player is so small that they are very difficult to tackle. When you make a Dodge roll for a player with this skill, ignore any modifiers for enemy tackle zones on the square they are moving to (unless they also have the Secret Weapon skill, in which case they are too busy using it to take advantage of their size). Unfortunately, Stunty players struggle to throw the ball any great distance, so there is an additional -1 modifier when they make a pass. Finally, when making an Injury roll against a Stunty player, a result of 7 (after modifiers) is counted as Knocked Out, and a result of 9 (after modifiers) is counted as Badly Hurt – they are put in the Dead & Injured box and miss the rest of the match, but you do not need to make a Casualty roll for them.

SURE FEET (AGILITY)

The player may re-roll the D6 if they are Knocked Down when trying to Go For It. A player may only use the Sure Feet skill once per turn.

SURE HANDS (GENERAL)

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

TACKLE (GENERAL)

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

TAKE ROOT (EXTRAORDINARY)

Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take their Action as normal. On a 1, the player 'takes root', and their MA is considered 0 until a drive ends, or they are Knocked Down or Placed Prone (and no, players from their own team may not

BUGMAN'S BOOK OF RECORDS with Jim Johnson

One of the highest-rated Skaven players of all time was the two-headed and four-armed Tarsh Surehands. Sadly, in a crucial game against the Kureshi Kobras snakeman team, a missed pass led to a furious argument between his heads, and before anyone could stop him, he had strangled himself to death!



try to block them in order to try to knock them down!). A player who has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow them to move out of their current square or be Placed Prone. The player may block adjacent players without following up as part of a Block Action. However, if a player fails their Take Root roll as part of a Blitz Action, they may not block that turn – they can still stand up if they are Prone however.

TENTACLES (MUTATION)

The player may use this skill when an opposing player attempts to dodge or leap out of any of their tackle zones. The opposing coach rolls 2D6, adding their player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm, and their Action ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles skill, only one may attempt to grab them with Tentacles.

THICK SKULL (STRENGTH)

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

THROW TEAM-MATE (EXTRAORDINARY)

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

TIMM-BER! (EXTRAORDINARY)

This player spends so much time on the floor that their team-mates have developed a knack for helping them up. If a player with this skill attempts to stand up after being knocked over, other players from their team can assist if they are adjacent, standing and not in any enemy tackle zones. Each player that assists in this way adds 1 to the result of the dice roll to see whether the player stands up, but remember that a 1 is always a failure, no matter how many players are helping! Assisting a player to stand up does not count as an Action, and a player can assist regardless of whether they have taken an Action.

TWO HEADS (MUTATION)

Having two heads enables this player to watch where they are going and look out for any opportunistic opponents at the same time. Add 1 to all Dodge rolls the player makes.

VERY LONG LEGS (MUTATION)

This player is allowed to add 1 to the D6 roll whenever they attempt to intercept or use the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player.

WEEPING DAGGER (EXTRAORDINARY)

This player keeps a warpspore-tainted dagger hidden in their kit, and is an expert at keeping it out of the referee's sight! If this player inflicts a casualty during a block, and the result of the Casualty roll is 11-38 (Badly Hurt) after any re-rolls, roll a D6. On a result of 4 or more, the opposing player must miss their next game. If you are not playing a league, a Weeping Dagger has no effect on the game.

WILD ANIMAL (EXTRAORDINARY)

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

WRESTLE (GENERAL)

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

COACHING STAFF

A team's coaching staff provides vital back-up to the team's players. Coaching staff are never allowed on the pitch. Instead, models representing your coaching staff must be placed on your Dugout during the match. Any team may include the following coaching staff on their roster:

HEAD COACH (FREE!)

This model represents you, and so does not cost any gold to hire for the team. During a match, your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if they make a call against your team. If you have a suitable miniature representing your Head Coach, you can argue the call when one of your players is sent off for committing a foul or using a Secret Weapon. Roll a D6. On a roll of 6, the referee accepts your argument (or, at the very least, believes your thinly-veiled threats) and the player in question is only sent to the Reserves box instead of being sent off entirely. On a roll of a 1, the referee has had enough of your lip and ejects you from the game! Remove your Head Coach from the Dugout. For the rest of the game you cannot argue any calls, and if the 'Brilliant Coaching' result is rolled on the Kick-off table, subtract 1 from your dice roll.



ASSISTANT COACHES (10,000 GOLD PIECES EACH)

Assistant Coaches include offensive and defensive coordinators, special team coaches, personal trainers for your legendary players and numerous others. As a team becomes more successful, the number of Assistant Coaches on its roster just seems to grow and grow.

If a 'Brilliant Coaching' result is rolled on the Kick-off table, each Assistant Coach gives you a +1 bonus on the dice roll you make to see who gets the extra re-roll.

Assistant Coaches do not have to be represented by models, but it's much more fun if they are!

CHEERLEADERS (10,000 GOLD PIECES EACH)

Most Blood Bowl teams have a troupe or two of Cheerleaders both to inspire the team's players and their fans. It's the team's Cheerleaders' job to whip the fans into a state of frenzy and lead the chanting and singing as the crowd's shouts and howls build up to a deafening crescendo.

If a 'Cheering Fans' result is rolled on the Kick-off table, each Cheerleader gives you a +1 bonus on the dice roll you make to see who gets the extra re-roll.

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

APOTHECARY (50,000 GOLD PIECES)

An Apothecary is a wise healer who looks after the injured players in a Blood Bowl team – a strenuous full-time job! A team may purchase a maximum of one Apothecary. Nurgle teams cannot hire Apothecaries... for obvious reasons.

Once per match, an Apothecary may attempt to cure a player who has suffered a Casualty or been KO'd. If the player was KO'd, leave them on the pitch Stunned or, if they were not on the pitch, put them in the Reserves box. Otherwise, immediately after the player suffers the casualty, you can use the Apothecary to make your opponent roll again on the Casualty table and then you choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll), the Apothecary has managed to patch them up and pump them full of painkillers so that the player may be moved into the Reserves box.

EXHIBITION PLAY

During the off-season, and some times during a season if there's nothing particularly exciting going on, stadium owners will organise exhibition matches to draw in the crowds and make some money. These showcase games are usually between two teams which are brought together specifically for the match. Sometimes a stadium will hire an entire team (or two, if there's a famous grudge between them to settle) but more often than not, the teams are brought together for a short time only, in exchange for a significant fee.

SETTING UP AN EXHIBITION MATCH

When you set up an Exhibition Match, the first thing to do is decide a budget for the match. The higher the budget, the more spectacular the match will be, but be aware that at higher budgets, the number of skills in play might slow things down a bit as the coaches spend more time squinting at their rosters! 1,750,000 gp is a good starting point for a mid-level Exhibition; this is enough to put together an interesting pair of teams without things getting too bogged down.

DRAFTING TEAMS

Each Coach picks a team list and creates a team of 11-16 players, just as they would for a league or one-off match. They can include coaching staff (see page 38) as normal. However, there are a few exceptions:

HIDDEN INFORMATION

You should not let your opponent see what's in your roster until you've finished drafting your team!

BUYING EXPERIENCED PLAYERS

When you purchase a player, you can buy improvements for them, at the cost shown on the Value Modifiers table on page 22 – note their total cost on your roster. You can buy a maximum of six improvements per player.

INCLUDING STAR PLAYERS

You can add any number of Star Players to your roster. Of course, there is always the chance that both players will want the same Star Player – so to sweeten the deal, you can pay them more than their standard cost. In their Cost box on your roster, write the total you are paying them (and deduct this from your budget).

PURCHASING INDUCEMENTS

You can purchase the following inducements (described in detail on page 28):

- 0-2 Bloodweiser Kegs – 50,000 gold pieces each
- 0-3 Bribes – 100,000 gold pieces each
- 0-5 Special Plays – 100,000 gold pieces each
- 0-2 Wandering Apothecaries – 100,000 gold pieces each

PLAYING AN EXHIBITION MATCH

Once both coaches have drafted their teams, they are both revealed. If the same Star Player has been chosen by both coaches, they will play for the coach that paid them the most. If both coaches paid them the same amount, they refuse to play for either, and the gold spent on them is wasted.

If one of your Star Players decides to play for the other team, remove them from your roster. You can immediately spend their value on additional re-rolls and coaching staff, at the standard costs.

With this resolved, the match can begin! Play this as you would a normal game of Blood Bowl. At the end of the game the teams are disbanded; players do not gain SPPs, and no winnings are recorded.



HALL OF FAME

In the history of Blood Bowl, there are certain teams whose careers have stood out for one reason or another. For each of those teams, there was one magical season that summed up everything you'd need to know about what makes them so special.

In this section, you will find a team roster for the Bright Crusaders' 2472-2473 squad. As more famous teams are released, we will be producing rosters that represent them in their heyday. These teams are intended for use in Exhibition Play (their total value is deducted from your Budget, and you can spend any additional gold on inducements or Star Players), but an enterprising League Commissioner could probably find a way to fit them into a league and spice things up!

Each famous team has its own roster, like any other team, often with an additional special rule that makes them play in a unique fashion. They are treated like a regular team of their type for the purposes of hiring Star Players, and so on.

THE BRIGHT CRUSADERS 2472-2473 SQUAD

The Bright Crusaders were set up in 2441 by Ingrid the Pious, a former priestess of Nuffle. Orphaned at birth, Ingrid had been taken in by the Order of the Unchallenged Call (a particularly puritanical sect of Nufflites) and raised under the exacting scrutiny of its high priests. Even from a young age she felt blessed in the eyes of her god and took to her studies with gusto, memorising the *Thirty-two Sacred Plays* before she could walk and treating the *Great Book of Amoralic Football* as her infallible guide. She was soon marked out as a novice of great potential, excelling at everything from cheerleading and half-time ritual to the divination of the most holy stats.

When Ingrid began a pilgrimage along the Prime Stadium Circuit on her twenty-first birthday, she was appalled at the lax approach a great many players (and officials) took to the teachings of her beloved lord. She had witnessed just three

games before a crisis of faith led her to abandon both the pilgrimage and the priesthood. Three years later, having secured a substantial sum of money from a coterie of like-minded individuals, she founded her own team and swore that they would bring order and justice to the pitch.

Ingrid's recruitment process was legendarily fierce. Players not only had to be in peak fitness and of sound body and mind, as per the *Holy Guidelines of the Sixth Appendix*, but had to demonstrate an expert knowledge of the rules of Blood Bowl. It took her a further eight years to find enough players to field a legal team, but her efforts were not in vain. In 2449 the Crusaders marched out to their first match, resplendent in silver and white, to face their opponents. If it hadn't been the Lowdown Rats, they might have got off to a better start!

The subsequent seasons would have been a lesson in humility for any other team, but not for the Crusaders. Under Ingrid's stern leadership they battled on, through adversity, humiliation and the indifference of countless fans. Their luck began to change finally in 2463, when the Rostov Renegades star Blitzer Peter Lowenhart announced that he believed in what the Crusaders were doing. Even more surprisingly, he quit his team and joined the Crusaders the following month (famously refusing a transfer fee). His experience on the field, and his preference for brutal-but-fair tactics, brought a new lease of life into the struggling team.

Over the course of the next decade, the team built a stable of skilled players, culminating in their impressive 2472 starting line-up. Across the land, faded reproductions of the team painting still hang in pride of place on young fans' walls, even if the modern players struggle to match up with the Crusaders' legacy. Analysts and sports historians agree that



The squad's success came down to the tight-knit trio at its core. Lowenhart was the ideal defensive Blitzer, calling out plays while hounding any players that broke through the pack. His opposite number in the front line was the taciturn Baudwin the Strong, who once felled a Storm Giant with a single blow.

Brandon van Sant completed the trio, a skilled catcher and an expert at avoiding harm. Combining such capable players with a strong sense of comradeship among the team as a whole, it seemed for a time like there was nothing that could stop the Bright Crusaders.

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	PETER 'THE PAULIN' LOWENHART	BLITZER	7	3	4	8	BLOCK, GUARD, LEADER, TACKLE
2	HELRICH HOLZFELDER	BLITZER	7	3	3	8	BLOCK, DIVING TACKLE, JUGGERNAUT
3	STEFRIED GUTMANN	TRODWER	6	3	3	8	HAIL MARY PASS, PASS, SHORE HANDS
4	MORGAN LETAY	TRODWER	6	3	4	8	ACQUINATE, NERVES OF STEEL, PASS, SHORE HANDS
5	WOLFGART HELDENHOF	CATCHER	8	2	3	8	CATCH, DODGE, DIVING CATCH
6	BRANDAN VAN SANT	CATCHER	8	2	4	7	CATCH, DODGE, JUMP UP, SIDE STEP
7	ELEGAST GREDZIEL	LINEMAN	6	3	3	9	BLOCK
8	JOMANN RIND	LINEMAN	6	3	3	8	PASS
9	JACQUES RABEAUS	LINEMAN	6	3	3	8	TACKLE
10	ANTON RINTERS	LINEMAN	6	3	3	8	DODGE, BLOCK
11	JUSTUS THE MEEK	LINEMAN	6	3	3	8	SPRINT, SHORE HANDS
12	SOLIMAN GRATES	LINEMAN	6	3	3	8	DODGE
	THE BRIGHT CRUSADERS		3	ASSISTANT COACHES			5 RE-ROLLS
	HUMAN TEAM		6	CHEERLEADERS			7 FAN FACTOR
	HEAD COACH KURT HEILINGER		2	APOTHECARIES			TOTAL COST OF TEAM 2,000,000 GP

Fools Followers of Nuffle: The Crusaders can never make Foul Actions or use Dirty Tricks Special Play cards. They will never play alongside a Star Player with the Dirty Player skill. For any reason, a Bright Crusaders player is ever sent off, you cannot argue the call with the referee! However, such devoted devotion to the holy book pays off, and this season in particular, the team seemed to be blessed by Nuffle himself. At the start of each of your turns, if your opponent is winning, roll a number of dice equal to the difference in score – for example, if the score is 2-4 in your opponent's favour, roll 2D6. If at least one of the dice scores a 5 or 6, you gain a team re-roll.

THE ORCLAND RAIDERS 2489-2490 SQUAD

Wherever the Orcland Raiders play, head coach Cruel-eye hangs a large sign on the locker room wall. It's as battered and as well-travelled as any of the players, and seems to have started its life as one half of a bench in a long-forgotten dugout. Gouged into the ageing wood in large, clumsy letters is a simple inscription which sums up the Raiders team in just four lines.

Raiders Rules:

- 1) Cheat.
- 2) Cheatsomemore.
- 3) While yer at it, lay the boot in.

Ever since the Orcland Raiders were founded in 2435 (as the Severed Heads), they've forever sought out new ways to punish enemy players for daring to stand on both feet. They've never let anything as trivial as 'the rules' stand in their

way, either! They developed their 'dirty hurt' playstyle (a term coined by team captain Grishnak Goblin-Throttler) over several decades and an impressive number of roster changes, eventually reaching a zenith in the 2472-2473 season. As far as Raiders fans are concerned, there was never a finer season!

That was the year when teams across the league were terrorised by the Raiders' impressive offense, with Grom Mad'un and 'Rabid' Foamface turning the scrimmage line into an abattoir. Anyone who dared to step within the Blockers' reach soon found themselves on the ground. But even there, they weren't safe; the Raiders' second line was a vipers' nest of dirty players, from 'Toofless' Vug – whose insane antics off the pitch were almost as horrifying as his fouls – to Rotten Razfang, famed for his rather impressive knack of stamping on fallen players' tongues.

TEAM PROFILE: THE ORCLAND RAIDERS

Team Colours: Black and yellow

Head Coach: Cruel-eye

Players: Orcs

The Orcland Raiders started out as the Severed Heads, but changed their name following a relocation to Orcland after franchise and financial trouble. Sadly, the Raiders had little time to settle into their new home before the collapse of the NAF in 2489 forced them to sell up their stadium and take to the open road.

- 2435** After a visit from the AFC champions the Gouged Eye, the warriors of the Severed Heads tribe decide that football would be a great way of establishing their supremacy over all the lily-livered Elves and Humans who were constantly annoying them with their raids. The team is accepted into the conference in 2437, its owner registering it as the Severed Heads tribe.
- 2459** After a short period of near-misses, the Heads beat off all challengers and meet the Schaffen Stallions in what was then the equivalent of today's Blood Bowl final. Unfortunately, they lose 3-0 in seven minutes. After a lengthy enquiry, it is revealed that the Stallions' sorcerous coach mindwiped the entire Heads team as they lined up for the kick-off. The result stands, but the Stallions are closed down.
- 2469** After almost a decade spent carefully rebuilding their team, the Severed Heads finally make it to the top, decimating the Middenheim Marauders in the Blood Bowl. Man of the Match that day was new arrival Grishnak Goblin-Throttler, who got two touchdowns and three fatalities.
- 2487** The Severed Heads unexpectedly go bankrupt after some corrupt dealing by tribal chieftains and a half-Orc property speculator. A short period of uncertainty comes to an end when King Ironclaw of Orcland invests some of the profits from his healthy Elf-stabbing operation and buys himself a football team.
- Present** The collapse of the NAF forces King Ironclaw to sell the Raiders and their newly built stadium. Perhaps because they never really settled in their new home, the Raiders take to life on the road very easily and are rewarded by winning Blood Bowl XXX, the very first of the open tournaments. A second open title must be on the cards in the near future.

Team Honours: Blood Bowl Winners 2469 (IX), 2483 (MXXIII), 2490 (XXX). Orcidas Team of the Year 2483

Hall of Fame: Gorbag 'Rabid' Foamface, Urgan Kancid, Coach Left hand Wolfstab

Spike! Magazine Team Rating: 302 points

It could almost be said that the team turned fouling into an art form. If they weren't kicking players when they were down, they were smearing dung on their hands to catch the ball easier, or sneaking deadly squigs into the other team's dugout at half time. In fact, their constant circumnavigation

of Nuffle's sacred rules proved so entertaining to the crowds that officials were asked to look the other way wherever possible, much to the chagrin of the other teams in the league. But as Bob Bifford always says, "It ain't cheating if you don't get caught!"

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	GRONNAX GORLIN-TRODTLER	REPTER	7	3	3	10	BLOCK, MIGHTY BLOW, WRESTLE
2	NILLOT TOOFUPPA	REPTER	6	3	3	10	BLOCK, PILING ON, TACKLE
3	GRON MAD'EN	BLACK ORE	4	5	2	9	BLOCK, JIGGERNATT, MIGHTY BLOW
4	GRONAG "RABID" FOAMFACE	BLACK ORE	4	4	3	9	FRENZY
5	KREN STAPLEA	THROWER	5	3	4	8	BLOCK, PASS, SHORE HANDS
6	GARRIN GIZZERT	THROWER	5	3	3	8	NERVES OF STEEL, PASS, STRONG ARM, SHORE HANDS
7	TOOTLESS YNG	LINEMAN	5	3	3	9	DIRTY PLAYER, SNEAKY GIT
8	HUGAR RANDO	LINEMAN	5	3	3	9	MIGHTY BLOW
9	KRUNP LEIGNIDER	LINEMAN	5	3	3	9	BLOCK, TACKLE
10	ROTTEN RAZZANG	LINEMAN	5	3	3	9	DIRTY PLAYER
11	ROZ THE GRIM	LINEMAN	5	3	3	9	STRIP BALL
12	STUK4 SKROT	LINEMAN	5	3	3	9	BLOCK
	ORCLAND RAIDERS		3 ASSISTANT COACHES				3 RE-ROLLS
	ORC TEAM		3 CHEERLEADERS				9 FAN FACTOR
	HEAD COACH CROEL-EYE		1 APOTHECARY				TOTAL COST OF TEAM 2,000,000 GP

Dirty Ploys. At the start of each drive, after rolling to see whether KO'd players recover but before either coach sets up, roll a D6 and look up the result below:

D6 Result

- Caught Out!** The other team caught one of the lads sniffing around their dugout, and weren't too happy! A random Raiders player is Knocked Out.
- Distracting Antics:** The Raiders do their best to disrupt the other team. Roll a D6. On a 4 or more, the other team loses a team re-roll.
- Mysterious Disappearance ...** A random opposing player doesn't turn up for the drive. Roll a D6 again. On a 1-5, they cannot be set up this drive, and must be put in the Reserves box. On a 6, they miss the rest of the match!

The Ref don't mind: The first time in each half that an Orcland Raiders player makes a foul and the Armourroll and/or Injury roll is a double, the referee looks the other way and the player is not sent off.



OFFICIAL REFERENCE GUIDE

This section provides a handy, up to date summary of the current range of teams, as well as a summary of the Star Players presented earlier in the book.

DARK ELF TEAMS

Qty	Title	Cost (gp)	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	Dodge, Frenzy, Jump Up	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

DWARF TEAMS

Qty	Title	Cost (gp)	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, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	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							

HUMAN TEAMS

Qty	Title	Cost(gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	60,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

NURGLE TEAMS

Qty	Title	Cost(gp)	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	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							

HIGH ELF TEAMS

Qty	Title	Cost(gp)	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							

ORC TEAMS

Qty	Title	Cost (gp)	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	Dodge, Right Stuff, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Pass, Sure Hands	GP	AS
0-4	BlackOrc 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	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each							

SKAVEN TEAMS

Qty	Title	Cost(gp)	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, Weeping Dagger	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM
0-8 Re-roll counters		60,000 gold pieces each							

WOOD ELF TEAMS

Qty	Title	Cost(gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	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, Timmm-ber!	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

STAR PLAYER SUMMARY

Name	Skills	Teams	Cost	MA	ST	AG	AV
Eldril Sidewinder	Catch, Dodge, Hypnotic Gaze, Loner, Nerves of Steel, Pass Block	Dark Elf, Elven Union, High Elf, Wood Elf	200,000gp	8	3	4	7
Griff Oberwald	Block, Dodge, Fend, Loner, Sprint, Sure Feet	Human	320,000gp	7	4	4	8
Grim Ironjaw	Block, Dauntless, Frenzy, Loner, Multiple Block, Thick Skull	Dwarf	220,000gp	5	4	3	8
Guffle Pusmaw	Foul Appearance, Loner, Monstrous Mouth, Nurgle's Rot	Nurgle	110,000gp	5	3	4	9
Hakflem Skuttlespike	Dodge, Extra Arms, Loner, Prehensile Tail, Two Heads	Skaven	200,000gp	9	4	3	7
Jordell Freshbreeze	Block, Diving Catch, Dodge, Leap, Loner, Side Step	Elven Union, Wood Elf	260,000gp	8	3	5	7
Mighty Zug	Block, Loner, Mighty Blow	Human	260,000gp	4	5	2	9
Morg 'n' Thorg	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	Any except Khemri, Necromantic and Undead	430,000gp	6	6	3	10
Prince Moranion	Block, Dauntless, Loner, Tackle, Wrestle	High Elf, Elven Union	230,000gp	7	4	4	8
Roxanna Darknail	Dodge, Frenzy, Jump Up, Juggernaut, Loner	Dark Elf	250,000gp	8	3	5	7
Varag Ghoul-Chewer	Block, Jump up, Loner, Mighty Blow, Thick Skull	Orc	290,000gp	6	4	3	9



NAME	POSITION	MA	ST	AG	AV	SKILLS	Miss NextGame	Nocturne Injuries	Comp	TD	Int	Cs	MVP	SPP	Season Champion	Worst to Return	TOTAL COST
1																	
2																	
3																	
4																	
5																	
6																	
7																	
8																	
9																	
10																	
11																	
12																	
13																	
14																	
15																	
16																	



BLOOD BOWL

TEAM NAME:	TROPHIES HELD
TEAM RACE:	
COACH:	
TREASURE:	

TOUCHDOWNS	CASUALTIES	LEAGUE POINTS
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Re-rolls	☐	X	☐
FAN FACTOR	☐	X	10,000 GP
ASSISTANT COACHES	☐	X	10,000 GP
CHEERLEADERS	☐	X	10,000 GP
AVOITHCALES	☐	X	50,000 GP

TEAM VALUE



Goblin Referee



Skaven Lineman



Skaven Blitzzer



Skaven Blitzzer



Skaven Gutter Runner



Skaven Lineman



Human Blitzzer



Human Catcher



Human Thrower



Human Lineman



Human Lineman



Human Lineman

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