

BLOOD BOWL COMPETITION RULES

This rules pack contains a set of alternative game rules that have been developed in order to maintain game balance in leagues that last for long periods of time (e.g. for months or years rather than weeks), and for use in tournaments where very precise play balance and exact wording of the rules are important. They have been heavily tested by Blood Bowl coaches around the world, to ensure the best long-term balance and minimum of confusion. However, by necessity this makes the competition rules longer and more complex than the standard rules, and because of this their use is entirely optional. League commissioners and tournament organisers should therefore feel free to use either the competition rules or the standard rules included with the Blood Bowl game, whichever they consider to be the most appropriate for the league or tournament they plan to run.

Note that the Competition Rules pack only includes the information and rules that you will need during play. All descriptions of game components, the history of Blood Bowl, and all illustrations and 'Did You Knows' have been removed, both in order to save repeating information already in the Blood Bowl Rulebook, and to save time and money when printing the document out. We recommend printing two pages to a sheet to save further paper. Also note that the original page numbering has been preserved as much as possible, to ensure that page references in the text remain correct, and this sometimes means that the page numbers 'jump forward' or that pages have a certain amount of empty space. In other words, the Competition Rules pack is a functional document, rather than an attractive one!

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SETTING UP THE GAME

Before you start, it's a good idea to read through these rules at least once so you get some idea of what you are doing. Once you have done this, lay out the board and assemble the players. The owner of the game always gets the first choice as to which team he will play! Each coach will also need a Dugout, the appropriate team card and a set of counters. Each coach should place his or her Dugout behind one of the End Zones. This shows which half of the pitch belongs to each team. You score a touchdown by getting the ball into the opposing team's End Zone.

Each coach should place a Turn marker in the First Half square on the turn track, and a Score counter in the Score track on the board nearest their own End Zone. Finally, each coach should refer to their team roster to see how many Re-roll counters their team is entitled to, and should place that many counters on the Re-roll track of the Dugout.

Flip the Blood Bowl coin or roll a D6 to see which coach will choose who will set up first. The team that sets up first is called the *kicking team*, because they will kick-off the ball. The other team is called the *receiving team*, because they will receive the kick-off. Each coach must set up 11 players, or if they can't field 11 then as many players as they have in Reserves, between their end zone and the halfway line, and within the following restrictions:

1. The kicking team always sets up first.
2. No more than two players may be set up in each wide zone (i.e., a maximum of four players may be split wide, two on each flank).
3. At least three players must be set up next to the half way line, on the line of scrimmage.

If you cannot set up 3 players on the Line of Scrimmage you must either concede the match (see page 15 (or page 29 if you are using the Extra Rules)), or carry on playing by placing as many players on the line of scrimmage as possible.

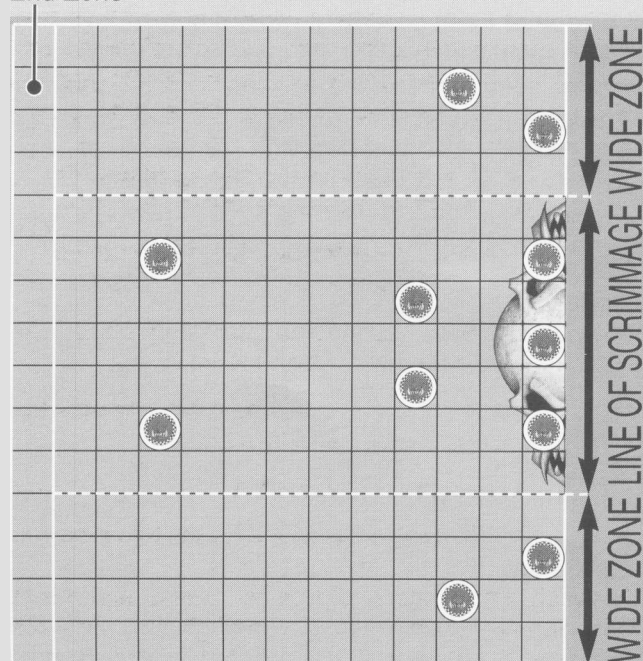
THE KICK-OFF

After both teams have set up, the coach of the kicking team places the ball in any square in the opponent's half of the pitch, including the opponent's End Zone if he likes. The ball will then scatter in a random direction. Using the Scatter template, roll the eight-sided dice once for the direction of scatter, and then roll a D6 to see how many squares the ball will go.

Important note: The kick-off is the only time that you roll a D6 to see how many squares the ball moves when it scatters. This is because kicks are very inaccurate. When rolling scatter for a missed pass, or when the ball bounces, the ball only moves one square per Scatter roll.

A kick-off must land in the opponent's half of the pitch. Assuming the ball lands in the receiving team's half of the pitch, then it will either land in an empty square or a square occupied by a player. If the ball lands in an empty square it will bounce one more square (see Bouncing Balls on page 13). If the ball lands on a square occupied by a player, the player must try to catch the ball (see Catching the Ball on page 13). If the ball scatters or bounces off the pitch or into the kicking team's half, the receiving coach is awarded a 'touchback' and must give the ball to any player in his team. Once the kick-off has been taken you are ready to proceed to the first turn of the game.

End Zone



SLOW-MOTION REPLAY

Jim: As any coach will tell you, Bob, a team's starting formation is vitally important. Here we can see an example of the Orcland Raiders' famous 5-4-2 or "Deep Defence" formation. This formation is used by the Raiders against fast moving or agile teams like Skaven or Elves (some would argue with limited success).

Bob: You said it, Jim. Notice how the Raiders have made sure that there are no gaps in their line for opposing players to run through – every square is covered by an Orc player or one of his tackle zones.

Jim: That's absolutely right, Bob. And as added insurance the Orcs have kept two players back deep, close to their own End Zone, so that they can catch any enemy players lucky enough to dodge their way through the Orc front line.

THE SEQUENCE OF PLAY

Blood Bowl is split into two halves of sixteen turns each (i.e., eight turns per coach). At the end of the second half the team with the most touchdowns is the winner. The game is played using a simple but strict sequence of play, which runs as follows:

A. Receiving Team's Turn

B. Kicking Team's Turn

Repeat A and B, one after the other, until the end of the drive.

NOTE: A drive is defined as playing until a touchdown is scored or the half ends.

During a turn, the team in play may perform one Action with each player in the team. A coach is only allowed four minutes to complete his turn. The players on the other team may not take any Actions until their own turn comes around.

MOVING THE TURN MARKER

Each coach is responsible for keeping track of how many turns his team has used, and must move the Turn marker one space along the track provided on his Dugout at the start of each and every one of his turns. If he forgets to move the counter before starting a play with one or more of his players, then the opposing coach is allowed to call for an 'illegal procedure' penalty as soon as he spots the mistake. A play is considered to be moving a player one or more squares, standing up a player or rolling the dice during your turn.

A coach who is called for an illegal procedure must either end his turn or immediately lose one re-roll, which will count as the use of a team re-roll for the turn if one has not already been used. If the coach chooses to not end his turn and has no re-rolls left, then the opposing coach gains a re-roll. If a coach forgets to move the Turn marker, but rectifies his mistake before the opposing coach spots the error, then he cannot be called for an illegal procedure. If a coach incorrectly calls an illegal procedure then he must lose a re-roll immediately, if he has no re-rolls remaining his opponent gains a re-roll.

PLAYER ACTIONS

Each player in a team may perform one Action per turn. The Actions that may be performed are described below. When all of the players in a team have performed an Action then the turn ends and the opposing coach is allowed to take a turn.

You must declare which Action a player is going to take before carrying out the Action. For example, you might say, "This player is going to take a Block Action."

Players perform Actions one at a time. In other words, the coach may perform an Action with one player, and then perform an Action with another player, and so on. This carries on until all of the players have performed an Action, or the coach does not want to perform an Action with any more players. Note that a player must finish his Action before another player can take one. Each player may only perform one Action per turn. Only one Blitz and one Pass Action may be taken in each turn. These Actions must be taken by separate players; a player cannot perform a Blitz Action and a Pass Action in the same turn.

LIST OF ACTIONS

Move: The player may move a number of squares equal to their Movement Allowance (MA) (including moving zero squares).

Block: The player may make a single block against a player in an adjacent square. Players that are Prone may not perform this Action.

Blitz: The player may move a number of squares equal to their MA. He may make one block during the move. The block may be made at any point during the move, and 'costs' one square of movement.

IMPORTANT: This Action may not be declared by more than one player per turn. However, any player may perform a Blitz – the player doesn't have to be a Blitzzer (Blitzers are just better at it than other players).

Pass: The player may move a number of squares equal to his MA. At the end of the move the player may pass the ball.

IMPORTANT: This Action may not be declared by more than one player per turn.

NOTE: The Extra Rules section adds two additional Actions: **Hand-off** (see page 20) and **Foul** (see page 23). Neither of these Actions may be declared by more than one player per turn.

TURNOVERS

Normally, a turn only ends when all of the players in the team have performed an Action. However, certain events cause the turn to end before all of the players have taken an Action. These events are called *turnovers*. The following events cause a turnover:

1. A player on the moving team is Knocked Down (being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball; e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or
2. A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or
3. A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or
4. A touchdown is scored or
5. The four-minute time limit for the turn runs out or
6. A pass attempt is fumbled even if a player from that team catches the fumbled ball or
7. A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or
8. A player is ejected by the referee for a foul.

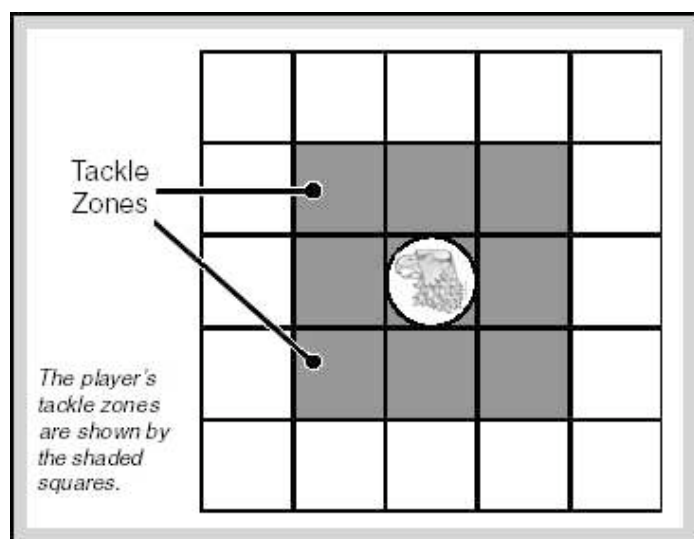
A coach that suffers a turnover is not allowed to take any further Actions that turn, and any Action being taken ends immediately even if it was only partially completed. Make armour and injury rolls for players that were knocked down, and if the ball was dropped then roll to see where it bounces to normally. Stunned players should be turned face up, and then the opposing coach may start to take his turn.

MOVEMENT

A player may move a number of squares equal to his Movement Allowance. Players may move in any direction or combination of directions, including diagonally, as long as they do not enter a square that holds another player (from either team). Players do not have to use up all of their Movement Allowance in their turn; they don't need to move at all if his coach does not want them to.

TACKLE ZONES

A standing player exerts individual tackle zones on each of the eight adjacent squares, as shown in the diagram below. A player who is Prone or Stunned does not exert any tackle zones.



In order to **leave** a square that is in one or more opposing tackle zones, a player must *dodge* out of the square. The player only has to dodge once in order to leave the square, no matter how many opposing tackle zones are on it. Note that you must *always* make a Dodge roll when you leave a tackle zone, even if there aren't any tackle zones on the square you are moving to (see the slow-motion replay).

Look up the player's Agility on the Agility table opposite to find the score required to successfully dodge out of the square. For example, if the player had an Agility of 3 he would need to roll a 4 or more to dodge out of the square. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. **A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds.**

If the final modified score equals or beats the required roll, the player may carry on moving (and dodging if required) until he has used up his full Movement Allowance. If the D6 roll is less than the required total, then the player is Knocked Down in the square he was dodging to and a roll must be made to see if he was injured (See Knock Downs & Injuries). If the player is Knocked Down then his team suffers a turnover and their turn ends immediately.

AGILITY TABLE

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

Dodging Modifiers

Making a Dodge roll +1
Per opposing tackle zone on the square that the player is dodging to -1

PICKING UP THE BALL

If a player moves into a square in which the ball is lying, they **must** attempt to pick it up, and – if they wish and are able – carry on moving.

Players that move into the square with the ball at other times (e.g., when pushed back, thrown by another player with Throw Team-Mate, etc.) cannot pick up the ball, and instead it will bounce one square. This does not cause a turnover. See Bouncing Balls on page 13.

Look up the player's Agility on the Agility table to find the score required to successfully pick up the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. **A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds for any Agility roll made during a game.**

If the final modified score equals or beats the required roll, then the player succeeds in picking up the ball. Place the ball on the player's base to show that he has picked it up and carry on with the player's turn. If the D6 roll is less than the required total, then the player drops the ball, which will bounce one square. If the player drops the ball then his team suffers a turnover and their turn ends immediately.

AGILITY TABLE

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

Pick-up Modifiers

Picking up the ball +1
Per opposing tackle zone on the player -1

IMPORTANT: The Agility table is used to work out the success or failure of a number of different Actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each Action has its own set of modifiers, and it is only these modifiers which apply to the D6 roll (i.e., do not use any of the dodging modifiers when attempting to pick up the ball).

SLOW-MOTION REPLAY

Jim: There goes Dieter Blunt, of the Reikland Reavers and it looks to me, Bob, like he's going to try to move through the tackle zones of two Orkland Raiders players! First he tries to move to square 1. Dieter has an Agility of 3, which means that he needs to roll a basic 4 or more to dodge successfully out of the square. He gets a +1 to the roll for making a dodge, but has to subtract 2 because there are two Orc tackle zones on the square he is moving to, for a final modifier of -1. Dieter makes the move – the crowd holds its breath – and the D6 roll is a 5, which means that Dieter successfully dodges into the square!

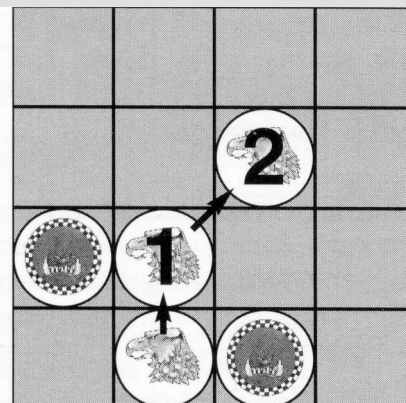
Bob: Too right! Dieter moves to square 1 and decides to keep on going to square 2. Dieter must still make a Dodge roll, though there aren't any tackle zones on square 2, because he is leaving the tackle zones on square 1. There are no tackle zones on square 2, which means that Dieter gets a +1 modifier to his D6 roll. OH NO! Dieter rolls a 1 and comes crashing down. Now he's lying prone in square 2 after an unsuccessful armour roll, and what's more that causes a turnover for the Reavers, so it's the Orkland Raiders to move next!

EXAMPLE OF DODGING:

ORCS



Dieter Blunt



AGILITY	1	2	3	4	5	6+
DODGING ROLL	6+	5+	4+	3+	2+	1+
DODGING MODIFIERS						
Making a dodge roll						+1
Per enemy tackle zone on the square that the player is dodging to						-1

BLOCKS

Instead of moving, a player may throw a block at an opposing player who is in an adjacent square. You may only make a block against a standing player – you may not block a player who has already been Knocked Down. A block is a very rough tackle, designed to really stop an opponent in his tracks! To see if a block works you will need to use the special Block dice included with the game.

BLITZ MOVES

Once per turn a player on the moving team is allowed to make a special *Blitz move*. A blitz allows the player to move and make a block. The block may be made at any point during the move, but costs one square of movement for the player to make. The player may carry on moving after the effects of the block have been worked out if he has any squares of movement left.

STRENGTH

The number of dice that are rolled depends on the strengths of the two players involved. Obviously, if one player is stronger than the other he is more likely to knock down their opponent when he makes a block. To represent this, the number of Block dice that are rolled varies depending on the relative strengths of the players. However, no matter how many dice are rolled, only one of them is ever used to decide the result of the block. The coach of the stronger player chooses which of the dice is used.

If the players' strengths are **EQUAL**, one dice is rolled.

If one player is **STRONGER**, two dice are rolled and the coach of the stronger player may choose which one is used.

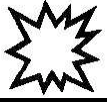
If one player is **MORE THAN TWICE AS STRONG**, three dice are rolled and the coach of the stronger player may choose which is used.

Note that the coach of the player making the block always rolls the dice, but that the coach of the stronger player may choose which is used.

NOTE: Extra rules on page 21 allow players not involved in the block to assist the blocking players which can alter the number of dice rolled.

The Result

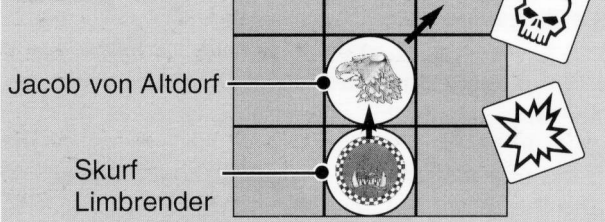
Roll the appropriate number of dice and look up the result on the table below. On the table, the player making the block is referred to as the attacker, while his target is the defender.

Symbol	Result
	ATTACKER DOWN: The attacking player is Knocked Down.
	BOTH DOWN: Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.
	PUSHED: The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	DEFENDER STUMBLES: Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	DEFENDER DOWN: The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow up the defender.

SLOW-MOTION REPLAY

Jim: And there goes Skurf Limbrender, the Orcland Raiders' star Black Orc Blocker. He's just blitzed down the pitch and now he's going to throw a block at Jacob von Altdorf, the Reavers' Thrower. Skurf's got a Strength of 4, compared to Jacob's 3, which means that Skurf can roll two Block dice and choose which one he will use. He rolls a  (Attacker Down) and a  (Defender Down), and uses the 'Defender Down' result to smash Jacob back a square and knock him flat on his back in the mud – KERRUNCH!

EXAMPLE OF BLOCKING:



PLAYERS' STRENGTHS

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

ROLL:

One Block Dice
Two Block Dice*
Three Block Dice*

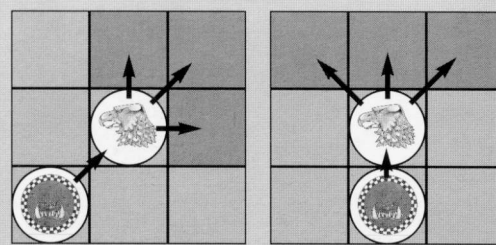
*The coach of the stronger player picks which Block dice is used.

Push Backs: A player that is pushed back as a result of a block must be moved one square away from the player making the block, as shown in the diagrams. The coach of the player who made the block may decide which square the player is moved to. The player must be pushed back into an empty square if possible. A square containing only the ball is considered empty and a player pushed to it will cause the ball to bounce (see page 13). If all such squares are occupied by other players, then the player is pushed into an occupied square, and the player that originally occupied the square is pushed back in turn. This secondary push back is treated exactly like a normal push back as if the second player had been blocked by the first (prone and stunned players may be pushed this way as well.). The coach of the moving team decides all push back directions for secondary push backs unless the pushed player has a skill that overrides this.

Players must be pushed off the pitch if there are no eligible empty squares on the pitch. A player pushed off the pitch, even if Knocked Down, is beaten up only by the crowd and receives one roll on the Injury table (see Injuries, opposite). The crowd does not have any injury modifying skills.

Note that no Armour roll is made for a player that is pushed off the pitch, they are automatically injured. If a 'Stunned' result is rolled on the Injury table the player should be placed in the Reserves box of the Dugout, and must remain there until a touchdown is scored or the half ends. If the player who is holding the ball is pushed out of bounds, then he is beaten up by the fans, who are more than happy to throw the ball back into play! The Throw-in template is centred on the last square the player was in before he was pushed off the pitch.

PUSH BACK EXAMPLES



The shaded squares in the diagrams above show the squares a player can be pushed back into.

Knock Downs: A player that is Knocked Down should be placed on their side in the square, face up. The player may be injured (see Injuries, page 11). If the player who is Knocked Down comes from the moving team, then this caused a turnover and the moving team's turn ends immediately!

Follow Up Moves: A player who has made a block is allowed to make a special *follow up move* and occupy a square vacated by the player that he has pushed back. The player's coach must decide whether to follow up before any other dice rolls are made. This move is free, and the player can ignore enemy tackle zones when he makes the move (i.e., he does not have to dodge to enter the square). A player that is blitzing is allowed to make a follow up move, and the move does not cost him any additional movement (as he paid a square in order to make the block, he has effectively already paid for the move).

KNOCK DOWNS & INJURIES

Players that are Knocked Down or Placed Prone for any reason should be placed face up on the pitch in the square they were in when they fell over. While Prone, the player loses his tackle zones and may do nothing before standing up at a cost of three squares of his movement when he next takes an Action. Players may stand up in an opposing player's tackle zone without having to make a Dodge roll (they will have to dodge if they subsequently leave). Note that a player who stands up may not take a Block Action, because you may not move when you take a Block Action. The player may take any Action other than a Block Action.

If a player carrying the ball is Knocked Down or Placed Prone, he will drop the ball in the square where he falls. The dropped ball will bounce one square in a random direction (see Bouncing Balls, page 13) after the player's armour and injury rolls (if any) are fully resolved.



Left: Player on his side, lying face up (Prone). Right: Standing player.

INJURIES

Unless the rules state otherwise, any player that is Knocked Down may be injured. The opposing coach rolls two D6 and adds their scores together in an attempt to try to beat the Knocked Down player's Armour value. If the roll succeeds, then the opposing coach is allowed to roll on the Injury table in the next column to see what injury the player has suffered.

STANDING UP

The only time a player can stand up is at the beginning of an Action at a cost of three squares from his movement. If the player has less than three squares of movement, he must roll 4+ to stand up - if he stands up successfully, he may not move further squares unless he Goes For It (see *Extra Rules* page 20). Failure to stand successfully for any reason is not a turnover.

SUBSTITUTES

A coach may not substitute fit players for injured players or players that have been sent off while a drive is in progress. The only time that a coach may add reserves is when setting up after a touchdown has been scored, or when setting up after half time or for overtime.

INJURY TABLE

2D6	Result
2-7	Stunned – Leave the player on the pitch, but turn him face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn he is Stunned. Once face-up he may stand up on any subsequent turn using the normal rules.
8-9	KO'd – Take the player off the pitch and place him in the Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you must return the player to the Reserves box and can use him as normal from now on.
10-12	Casualty – Take the player off the pitch and place him in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.

THROWING THE BALL

Once per turn a player on the moving team is allowed to make a Pass Action. The player is allowed to make a normal move, and after he has completed the move he may throw the ball even if the receiver is in an adjacent square. Note that the player does not have to be holding the ball at the start of the Action; he could use his move to run over and pick up a ball on the ground and then throw it, for example.

THROWING

First of all, the coach must declare that the player is taking a Pass Action. The player can throw the ball to another player in his own team (or another player in the opposing team if he really wants to), or simply to an empty square, though obviously the first of these options will be the most useful – and may keep him from being attacked by his own team members! The ball may only be passed once per turn.

Next, the coach must measure the range using the range ruler, by placing the O at one end over the centre of the square of the player throwing the ball, and the red line that runs up the centre of the ruler over the centre of the square the ball is being thrown to. If the line between two passing ranges crosses any part of the receiving player's square, the higher range should be used. It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball, however, you may not move the throwing player any farther that turn, even if he has spare MA left.

Look up the player's Agility on the Agility table to find the score required to successfully pass the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, the pass is accurate and lands in the target square. If the D6 roll is less than the required total, then the pass is not accurate and will scatter. **Roll for scatter three times**, one after the other, to see where the ball ends up. Note that each of the Scatter rolls is made separately, so it is possible for the ball to end up back in the target square (though it will be harder to catch). The ball can only be caught in the final square where it ends up – if it scatters through a player's square then the player is not allowed to try and catch the ball.

NOTE: Extra rules on page 22 allow for throwers to fumble the pass and for opponents to attempt pass interceptions.

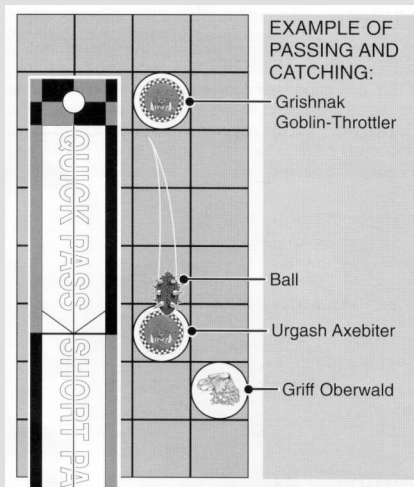
SLOW-MOTION REPLAY

Bob: And there's Grishnak Goblin-Throttler for the Orcland Raiders, who has an Agility of 3 and is attempting to throw the ball four squares to Urgash Axebiter. The range ruler shows that this falls just on the boundary between a Quick and a Short Pass, so the longer of the two ranges must be used.

Jim: That's right, Bob. Grishnak's Agility of 3 means that he must roll a 4 or more to be on target. No modifiers apply to the D6 roll because Grishnak is not in any tackle zones, and the modifier for a Short Pass is +0. Grishnak's arm goes back and he throws a 6. Look at that ball go, bam!, right on target!! Now all Axebiter has to do is catch it...

Bob: You said it, Jim. It's an accurate pass so Urgash gets a +1 to his D6 roll, but there's Griff Oberwald next to him, so his chances of catching suffers a -1 modifier, which means that Urgash needs a 4+ to catch the ball. The crowd goes quiet as the dice are rolled. A 3 – he's dropped it, and the ball bounces away one square.

Jim: And if I can just butt in here, Bob, that missed pass causes a turnover, which ends the Orcland Raiders' turn...



AGILITY	1	2	3	4	5	6+
PASSING ROLL	6+	5+	4+	3+	2+	1+
PASSING MODIFIERS						
Throwing a Quick Pass						+1
Throwing a Short Pass						+0
Throwing a Long Pass						-1
Throwing a Long Bomb						-2
Per enemy tackle zone on the player throwing the ball						-1

AGILITY	1	2	3	4	5	6+
CATCHING ROLL	6+	5+	4+	3+	2+	1+
CATCHING MODIFIERS						
Catching an accurate pass						+1
Catching a scattered pass, bouncing ball or throw-in						+0
Per enemy tackle zone on the player catching the ball						-1

AGILITY TABLE

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

Passing Modifiers

Throwing a Quick Pass	+1
Throwing a Short Pass.....	+0
Throwing a Long Pass.....	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player	-1

CATCHING THE BALL

If the ball lands in a square occupied by a standing player, then the player **must** attempt to catch the ball. Prone and Stunned players may never attempt to catch the ball. Either team's players may attempt to catch the ball (if a player from the other team manages to catch the ball he can yell and jump around a lot).

Look up the player's Agility on the Agility table to find the score required to successfully catch the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, then the player succeeds in catching the ball. Place the ball on the player's base to show that he has caught it and carry on with the turn. If the player who caught the ball has not taken an Action yet, he may do so as normal. If the D6 roll is less than the required total, then the player drops the ball and it will bounce (see Bouncing Balls, below).

AGILITY TABLE

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

Catching Modifiers

Catching an accurate pass.....	+1
Catching a missed pass, kick-off, bouncing ball or throw-in.....	+0
Per opposing tackle zone on the player	-1

BOUNCING BALLS

If the ball is dropped or not caught, or the ball bounces to a square with a Prone or Stunned player, or a player is pushed to or lands in the ball's square, or the square where a thrown ball lands is unoccupied (or is occupied by a Prone or Stunned player) then it will bounce. This is a technical term for the thing jumping about all over the place while the players stumble about trying to grab it! To find out where the ball bounces to, roll for scatter one more time. If the ball bounces into an occupied square, then the player in the square **must** attempt to catch it, as described above. If the player fails to catch the ball, then it will bounce again until it is either caught or bounces into an empty square or off the pitch.

THROW-INS

When a ball scatters or bounces off the pitch it is immediately thrown back in by the eager spectators! Use the Throw-in template to work out where the ball goes, using the last square the ball crossed before going off as a starting point (see page 3 for how the Throw-in template is used to throw-in the ball 2d6 squares). If the ball is thrown into a square occupied by a standing player, that player **must** attempt to catch the ball as described earlier. If the ball lands in an empty square or a square occupied by a Prone or Stunned player, then it will bounce. If a throw-in results in the ball going off the pitch again, it will be thrown in again, centred on the last square it was in before it left the pitch. Throw-ins cannot be intercepted.

TURNOVERS

If a ball thrown by a player isn't caught by a player from the moving team, this causes a turnover and the moving team's turn ends. The turnover does not take place until the ball finally comes to rest. This means that if the ball misses the target but is still caught by a player from the moving team, then a turnover does not take place. The ball could even scatter or bounce out of bounds, be thrown back into an empty square, and as long as it was caught by a player from the moving team then the turnover would be avoided!

RE-ROLLS

Re-rolls are very important in Blood Bowl, as you will quickly discover. There are two types of re-rolls: team re-rolls and player re-rolls. In either case, a re-roll allows you to re-roll all the dice that produced any one result. So, for example, a re-roll could be used to re-roll a dodge, in which case the single dice rolled would be thrown again, or a three dice block, in which case all three dice would be rolled again, and so on.

VERY IMPORTANT: No matter how many re-rolls you have, or what type they are, you may never re-roll a single dice roll more than once.

TEAM RE-ROLLS

Team re-rolls represent how well trained a team is. A coach may use a team re-roll to re-roll any dice roll (other than Scatter, Distance, Direction, Armour, Injury or Casualty rolls) made by a player on his own team and who is still on the pitch during their own turn (even if the dice roll was successful). The result of the new roll must be accepted in place of the first, even if it is worse. A coach may not use more than one Re-roll counter per turn, and may not use a Re-roll counter to force the opposing coach to re-roll a dice roll.

Each coach must keep track of the number of re-rolls he has left on the track provided on their Dugout. Every time a coach uses up a team re-roll he must remove a counter from the track. When there are no markers left the coach may not use any more team re-rolls that half. At half time the two teams get a chance to rest and recuperate, and so their team re-rolls are restored to their starting level.

PLAYER RE-ROLLS

Some players have skills that allow them to re-roll the dice under certain circumstances. For example, a thrower has the Pass skill which allows him to re-roll the dice if he misses a pass. A coach may use any number of player re-rolls in the same turn, and a single player may use a skill any number of times in the same match. However, as noted above, a single dice roll may not be re-rolled more than once.

SKILLS

Many players are described as having one or more *skills*. These are special abilities that modify the player's performance. Some skills allow dice re-rolls as described above, while others allow a player to carry out a special Action. A full description of each skill is given opposite, and reproduced on the back of the quick reference sheet. The complete list of skills is given later on in this book, for now stick with the skills listed here. You'll need to refer to the sheet quite a lot during your first few games – but don't worry, the effects of the skills will become very familiar.

- Block:** The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.
- Catch:** A player that has the Catch skill is allowed to re-roll the dice if he fails to catch the ball. If you are using the Extra Rules printed later, then the Catch skill also allows the player to re-roll the dice if he drops a hand-off or fails to make an interception.
- Dodge:** A player with the Dodge skill is allowed to re-roll the D6 if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per turn. So, if the player kept on moving and failed a second Dodge roll, he could not use the skill again. The Dodge skill also, if used, affects the results rolled with the Block dice (see the rules for Blocks).
- Pass:** A player with the Pass skill is allowed to re-roll the D6 if he misses a pass.
- Sure Hands:** A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, if you are using the Extra Rules printed later, an opposing player who has the Strip Ball skill may not use it against a player who has Sure Hands.

Many players have skills such as Catch, Pass etc. Unless stated otherwise in the skill description you never have to use a skill just because the player's got it, and you can choose to use a skill that affects a dice roll after rolling the dice. For example, you could say you were going to use the Catch skill either before or after making a catch D6 roll.

Some skills are also used in the opponent's turn. In this case you may choose to use the skill *after* an opposing player carries out an Action or moves a square. If both coaches want to use a skill to affect the same Action or move, then the coach whose turn is taking place must use his skill first.

Note that you can't 'go back' in time and use a skill or re-roll to affect an earlier Action. For example, if a player was blitzing, you couldn't have him throw a block, move a couple of squares, and then say "Actually, I think I'll use my Pro skill to re-roll that block." – the skill or re-roll must be used directly before or after the event it will affect or not at all.

WINNING THE MATCH

Blood Bowl is split into two halves of sixteen turns each (eight turns per coach, per half). Each coach is responsible for keeping track of how many turns his team has used, and must move the marker one space along the track provided on his Dugout at the start of each of his turns, as explained earlier. Play stops when both coaches have had eight turns each, giving the players the chance of a much needed rest, and for the coaches to replenish the team's full complement of re-roll counters on the team re-roll track. Play restarts with another kick-off at the start of the second half.

The team with the most touchdowns at the end of the last turn of the second half is the winner. If the match is tied at the end of the second half it is declared a draw unless both coaches agree to go into 'sudden death overtime.' Flip the Blood Bowl coin to see which coach chooses who kicks-off, and then play a third series of eight turns per team. Any re-rolls still remaining at the end of the second half (including re-rolls earned from Kick-off events, Inducements or Special Play cards) are carried over and may be used in overtime, but teams do not receive new allocations of re-rolls as they normally would at the start of a new half. The first team to score wins the match. If neither team scores, then the match is decided by a penalty shoot-out; each coach rolls a D6, high score wins, re-roll ties! Each unused team re-roll adds 1 to the D6 score.

SCORING TOUCHDOWNS IN YOUR TURN

A team scores a touchdown during their turn when one of their players is standing in the opposing team's End Zone while holding the ball at the end of **any** of your players' Actions. As soon as this happens, play stops, the crowd cheers and whistles and cheerleaders dance about waving pom-poms. The coach of the scoring team has our permission to leap about and cheer a bit too, while moving the score marker one space along the scoring track on the Playing Pitch.

Any player may enter either End Zone at any time, even if he is not carrying the ball. If the ball is thrown to him and he catches it, or he is able to pick up the ball while in his opponent's End Zone, he scores a touchdown. Note, however, that in order to score a touchdown the player must end his Action *standing* in the End Zone; if the player failed to make a Dodge roll, for example, and thus was Knocked Down in the End Zone then he would not score a touchdown. If a player from the moving team enters (or was already in) the opposing team's End Zone and has or obtains the ball, then he may not voluntarily leave the End Zone for any reason during the same action nor may he hand-off or pass the ball – he is far too intent on scoring the touchdown himself!

SCORING IN THE OPPONENT'S TURN

In some rare cases a team will score a touchdown in the opponent's turn. For example, a player holding the ball could be pushed into the End Zone by a block. If one of your players is holding the ball in the opposing team's End Zone at any point during your opponent's turn then your team scores a touchdown immediately, but must move their Turn marker one space along the Turn track to represent the extra time the players spend celebrating this unusual method of scoring!

RESTARTING THE MATCH

After a touchdown has been scored, and at the start of the second half, play is restarted and the match continues. Before the kick-off, however, each coach should roll one D6 for each KO'd player on his team. On a roll of 4, 5 or 6 the player is fit enough to return to play, but on any other result they must stay in the KO'd box in the Dugout.

Both coaches may then set up any fit players just as they did at the start of the game. When play is restarted after a touchdown, the scoring team is always the one to kick off. At the start of the second half, the kicking team is the one that did not kick off at the start of the first half.

In the rare event that one team has no players to set up after KO'd rolls, both teams' turn markers are moved forward along the turn track two spaces and if one team could field at least one player then that team is awarded a touchdown (however no player receives Star Player points (see page 25) for this. If this takes the number of turns to 8 or more for both teams, then the half ends. If there are still turns left in the half, then continue playing as if a drive has just ended (i.e. clear the pitch and roll for KO'd players).

CONCEDING THE MATCH

You may choose to concede a match at the start of one of your own turns, before moving the Turn marker along the track.

EXTRA RULES

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

CREATING A BLOOD BOWL TEAM

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

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

TEAM ROSTER SHEETS

A team roster is used to record the playing characteristics of the team for both players to see while playing (i.e., you cannot hide your team's roster from your opponent.) Owners of Blood Bowl are given permission to photocopy team roster sheets for their personal use only. There are many other boxes on the roster sheet not covered in this section. Do not worry about those now as they are needed for league play which is covered later.

NUMBER	PLAYER'S NAME	POSITION	MA	ST	AG	AV	SKILLS	INT	COMP	TD	INT	CAS	MIP	SPR	VALUE
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															
16															

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

BUYING PLAYERS

In order to create your team you have a treasury of 1,000,000 gold pieces. This represents the cash you have managed to raise from sponsors or by other, more underhanded means to hire the players for your team. The first step in actually creating the team is to study the team lists (see pages 71 to 77) and decide which you want to use. All of the players in your team must be from the same team list. So, for example, a High Elf team may not include Human players because these players come from a different team list.

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

TEAM RE-ROLLS AND FAN FACTOR

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

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

COACHING STAFF

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

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

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

Assistant Coaches

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

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

Cheerleaders

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

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

Apothecary

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

During a match, an Apothecary may attempt to cure a player who has suffered a Casualty or been KO'd. An Apothecary can be used only once per match. If the player was KO'd leave him on the pitch Stunned, or, if he was not on the pitch, put him 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 (see page 25) and then **you** choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll) the Apothecary has managed to patch him up and pump him full of painkillers so that the player may be moved into the Reserves box.

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

THE KICK-OFF TABLE

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

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

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

Selecting a Random Player

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

Team Re-Rolls and the Kick-off Table

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

The Fans

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

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

KICK-OFF TABLE

2D6 Result

- 2 *Get the Ref:* The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way. Each team receives 1 additional Bribe to use during this game. A Bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.
- 3 *Riot:* The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.
- 4 *Perfect Defence:* The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
- 5 *High Kick:* The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
- 6 *Cheering Fans:* Each coach rolls a D3 and adds their team's FAME (see page 18) and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.

2D6 Result

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

THE WEATHER

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

WEATHER TABLE

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

HANDING-OFF

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

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

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

GOING FOR IT!

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

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

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

ASSISTING A BLOCK

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

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

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

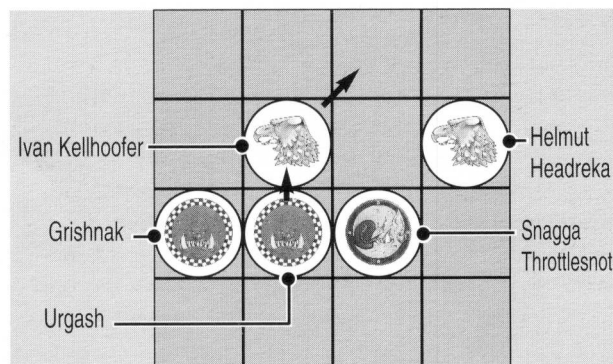
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used on the result. Skills belonging to assisting players cannot be taken advantage of by either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

SLOW-MOTION REPLAY

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

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

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



PLAYERS' STRENGTHS

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

ROLL:

One Block Dice
Two Block Dice*
Three Block Dice*

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

INTERCEPTIONS AND FUMBLES

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

Interceptions

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

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

Note that only one player can attempt an interception, no matter how many are eligible. See page 5 for rules on how to measure distance with the Range Ruler to determine who is closer.

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

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

AGILITY TABLE

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

Interception Modifiers

Attempting an Interception-2
Per opposing tackle zone on the player-1

Fumbles

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

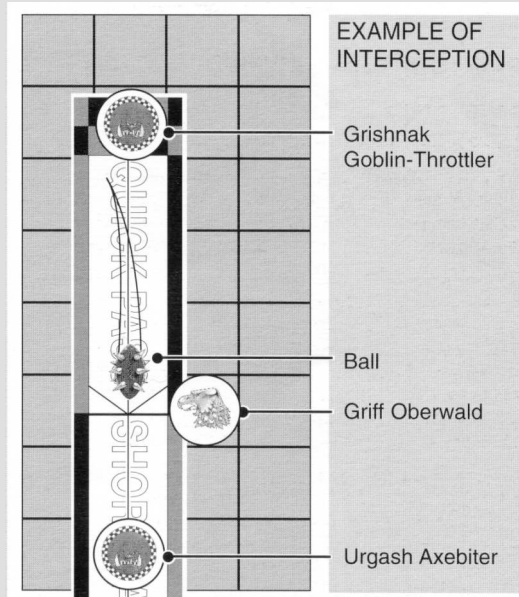
Designer's Note: Many coaches argue over the realism of rolling to intercept before rolling to pass. Like many rules in Blood Bowl it is an abstraction to make the game work better. Think instead of the interception/passing rolls as a complete series of rolls to determine the outcome of a pass rather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

SLOW-MOTION REPLAY

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

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

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



FOULS

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

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

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

The Referee

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

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

SKILLS

This section of the rules includes lots more skills for players to use. **The specific rules for each skill can be found on pages 63 to 68.** Each entry also lists which category the skill belongs to (i.e. Passing, General, Mutation, etc). A skill's category affects which players can access it, as described later on in the rules for Blood Bowl leagues (see pages 26 and 27). **Unless otherwise stated in the skill description, the following rules apply to all skills:**

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

BLOOD BOWL LEAGUES

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

Games are played in stadiums, owned either by the Colleges of Magic or by large towns or cities. They are not normally owned by Blood Bowl teams themselves, though some teams do own their own stadiums (e.g., the Reikland Reavers). Instead, teams travel round the Old World, moving from stadium to stadium and playing matches against any teams they meet. The League rules are designed to recreate the way Blood Bowl teams travel round the Old World, moving from venue to venue to play games. In a way, the teams are much more like a travelling company of actors, or a mercenary regiment, than the Blood Bowl teams of Nikk Three-horn's days. Because of this anarchic setup, it is up to each team manager to organize matches, set dates for games, and so on.

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

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

STARTING THE LEAGUE

A league consists of a group of teams (preferably at least four) who will play each other (and maybe other teams) over the course of a series of games. Existing Leagues set up under earlier versions of the Blood Bowl rules can easily change over to the new league rules; coaches simply need to work out the value of the team as described later, and start using the new team list presented on pages 71 to 77. Any team rosters that are not 'legal' under the new rules can carry on using the players that are in the team, but any replacements should be purchased from the new rosters.

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

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

TEAM ROSTER

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

Treasury

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

Team Value

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

Match Records

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

INJURIES

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

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

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

★ CASUALTY TABLE ★

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

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

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

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

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

STAR PLAYER POINTS

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

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

HOW TO EARN STAR PLAYER POINTS

Star Player points are earned for performing the following actions:

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

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

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

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

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

★ STAR PLAYER POINTS TABLE



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

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

IMPROVEMENT ROLLS

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

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

★ IMPROVEMENT TABLE ★

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

New Skills

On any Improvement roll you may choose to take a skill from the Normal skill categories permitted for that player. The Normal skill categories allowed for each player are found on pages 71 to 76. For example, a Human Catcher could take a skill from the list of General Skills or Agility Skills. Remember to record the new skill on the team roster. Skills may never be removed from a player.

Characteristic Increases

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

Rolling Doubles

If the Improvement Roll is a double (e.g., 1,1 or 2,2 etc), you may ignore the result of the Improvement table (even if it was a characteristic increase) and take a skill from any skill category that this player can access from either the Normal or Double column (see pages 71 to 77). For example, a Human Catcher could take a skill from the General, Agility, Strength or Passing skill categories on a double roll.

Improvements & Player Values

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

★ VALUE MODIFIERS TABLE ★

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

PLAYING LEAGUE MATCHES

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

1. Pre-Match Sequence

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

2. The Match

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

3. Post-Match Sequence

1. Improvement Rolls
2. Update Team Roster

PRE-MATCH SEQUENCE OF PLAY

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

1. The Weather

Both coaches roll a D6 and add the results together and consult the Weather table (see page 20) to see what the weather will be like for the match.

2. Transfer Gold from Treasury to Petty Cash

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

3. Inducements

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

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

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

Detailed descriptions of these inducements can be found on pages 69 and 70. Note that limitations and special rules from the team lists apply. As some coaches can take a *very* long time deciding which Inducements to take, there is a four-minute time limit on selecting them.

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

POST-MATCH SEQUENCE

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

1. Improvement Rolls

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

2. Update Team Roster

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

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

2. Generate winnings for the match. Each coach rolls a D6 and adds his team's FAME (see page 18). 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 that concede a match do not receive any winnings.

3. Any gold left in petty cash is transferred back to treasury and then each coach **must** now pay for spiralling expenses (as described later) through gold in treasury. **Note:** at this point the team will not yet have updated the team value from the value calculated after step 2 of the Pre-Match Sequence (page 28).

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

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

6. If a team has any Journeymen (**see step 7 below**) 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 less than 16 players on its roster to hire

Journeymen. If hired, a Journeyman loses the Loner skill but may retain any Star Player points he earned or skills learned from Improvement table rolls.

7. If a team can only field 10 or less players for the next match, the team may bring 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. He counts his normal rookie cost towards the total team value, but has the Loner skill as he is 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.

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

SPIRALLING EXPENSES

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

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

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

CONCEDING

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

TOURNAMENTS

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

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

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

SEASONS & TOURNAMENTS

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

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

At the end of the season the League Commissioner will need to decide which teams will compete in any end-of-season

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

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

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

Finally, a League Commissioner can decide to run the regular season as a league with scheduled matches (like the FA Football League in England and Wales). Teams score points depending on how well they do in matches (typically 3 for a win, 1 for a draw and 0 for a loss, though 5 for a win, 3 for a draw, and 1 for a loss is a popular alternative). At the end of the season the four teams with the most league points get to go to the semi-finals. Whatever method chosen, the four teams that make it through to the semi-finals are matched into two pairs by random draw. The two winners of the semi-final match then go through to the big final, and the winner of the final will receive a trophy (see the Glittering Prizes section on this page).

League Challenges

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

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

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

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

THE GLITTERING PRIZES

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

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

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

2) The winner of a Major Tournament always receives a special trophy. So long as a team holds a trophy it has an additional team re-roll. The re-roll counts toward the team's value as normal. A trophy is held by a team until the next time that specific Major Tournament is completed at which point it is given to the new winner.

3) League commissioners may allow additional 'fringe benefits' for winning a particular trophy, if they see fit. It is up to the commissioner to determine what these benefits should be.

OPTIONAL LEAGUE RULES

Not every league will find the same set-up as enjoyable as another league. The League Commissioner's role is to find the best match of rules for the coaches in his league. The following are recommended changes to the rules for leagues presented in pages 24 to 29 of this handbook for commissioners to consider using in their own leagues.

Awarding the Most Valuable Player during the Post-Game

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

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

Spiralling Expense Modifications

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

Excluding Inducements in League Play

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

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

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

Special Play Cards

The seven Special Play Card decks represented on pages 55 to 62 are for commissioners to use to add some unexpected and fun elements to the game to whatever degree is desired.

Each of the seven decks has a purchase price to draw one card at random from that deck. For example for 100,000 gold pieces a coach may draw at random one of the 26 cards from the Good Karma deck. Once randomly drawn a card, the card's result may be concealed until played but the card may not be exchanged or

traded for another card. Additional gold may be paid to draw another card from the same deck or from a different one.

In order to make the cards easily available to any league that chooses to use them, the card decks are organized so that two decks of standard playing cards can be used to create all seven decks. Each card has 4 areas to explain its effect.

Name: The name of the card and the playing card that would represent this card.

Description: Describes the event the card represents.

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

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

There are three methods recommended for a commissioner to choose from for using the Special Play Cards in his league.

1) The Special Play Card decks are added to the list of Inducements that each coach may purchase on page 28. Special Play Cards should be limited to no more than 5 total draws from all the decks.

2) The Special Play Card decks are used in replacement of the Inducements listed on page 28. Special Play Cards should be limited to no more than 5 total draws from all the decks.

3) Special Play Cards cannot be used as Inducement purchases. **Each** coach is instead given between 50,000 and 200,000 gold pieces (commissioner's choice) useable **solely** for the purchase of Special Play Cards at the start of each match. This gold cannot be carried over beyond the current match and is in addition to any Inducement gold received by the team for this game.

Note: If a league uses both the Special Play Cards and the Inducement System on page 28, coaches should be allowed to purchase Special Play Cards and see which card(s) they draw before purchasing any other inducements.

Free Fan Factor

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

Additional Cash for Short Term Leagues

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

SPECIAL PLAY CARDS

MISCELLANEOUS MAYHEM DECK

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

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

SPECIAL PLAY CARDS

SPECIAL TEAM PLAYS DECK

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

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

SPECIAL PLAY CARDS

MAGIC ITEMS DECK

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

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

SPECIAL PLAY CARDS

DIRTY TRICKS DECK

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

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

SPECIAL PLAY CARDS

GOOD KARMA DECK

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

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

SPECIAL PLAY CARDS

GOOD KARMA DECK (continued)

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

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

SPECIAL PLAY CARDS

RANDOM EVENTS DECK

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

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

SPECIAL PLAY CARDS

RANDOM EVENTS DECK (continued)

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

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

DESPERATE MEASURES DECK

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

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

SKILL DESCRIPTIONS

Accurate (Passing)

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

Always Hungry (Extraordinary)

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

Animosity (Extraordinary)

A player with this skill does not like players from his team that are a different race than he is and will often refuse to play with them despite the coach's orders. If this player at the end of his *Hand-off* or *Pass Action* attempts to hand-off or pass the ball to a team-mate that is not the same race as the Animosity player, roll a D6. On a 2+, the pass/hand-off is carried out as normal. On a 1, the player refuses to give the ball to any team-mate except one of his own race. The coach may choose to change the target of the pass/hand-off to another team-mate of the same race as the Animosity player, however no more movement is allowed for the Animosity player, so the current *Action* may be lost for the turn.

Ball & Chain (Extraordinary)

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

Big Hand (Mutation)

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

Block (General)

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

Blood Lust (Extraordinary)

Vampires must occasionally feed on the blood of the living. Immediately after declaring an *Action* with a Vampire, roll a d6: On a 2+ the Vampire can carry out the *Action* as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with his declared *Action* or if he had declared a *Block Action*, he may take a *Move Action* instead. Either way, at the end of the declared *Action*, but before actually passing, handing off, or scoring, the vampire must feed. If he is standing adjacent to one or more Thrall team-mates (standing, prone or stunned), then choose one to bite and make an Injury roll on the Thrall treating any casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball. Once the Vampire has bitten a Thrall he may complete his *Action*. Failure to bite a Thrall is a turnover and requires him to feed on a spectator – move the Vampire to the reserves box if he was still on the pitch. If he was holding the ball, it bounces from the square he occupied when he was removed and he will not score a touchdown if he was in the opposing end zone.

Bombardier (Extraordinary)

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

Bone-head (Extraordinary)

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

Break Tackle (Strength)

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

Catch (Agility)

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

Chainsaw (Extraordinary)

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

Claw / Claws (Mutation)

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

Dauntless (General)

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

Decay (Extraordinary)

Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table (see page 25) and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two results with this effect. 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 his 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 his tackle zones as if it had landed in his own square without leaving his 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 his tackle zones. The opposing player must subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. 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 or Injury roll for the Diving Tackle player.

Dodge (Agility)

A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

Dump-Off (Passing)

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

Extra Arms (Mutation)

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

Fan Favourite (Extraordinary)

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

Fend (General)

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

Foul Appearance (Mutation)

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

Frenzy (General)

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

Grab (Strength)

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

Guard (Strength)

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

Hail Mary Pass (Passing)

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

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) he makes during a *Blitz Action*.

Hypnotic Gaze (Extraordinary)

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

Juggernaut (Strength)

A player with this skill is virtually impossible to stop once he is in motion. If this player takes a *Blitz Action*, the opposing player may not use his Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead for blocks he makes during a *Blitz Action*.

Jump Up (Agility)

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

Kick (General)

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

Kick-Off Return (General)

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

Leader (Passing)

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


Leap (Agility)

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

Loner (Extraordinary)

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

Mighty Blow (Strength)

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

Multiple Block (Strength)

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

Nerves of Steel (Passing)

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

No Hands (Extraordinary)

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

Nurgle's Rot (Extraordinary)

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

Pass (Passing)

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

Pass Block (General)

A player with this skill is allowed to move up to three squares when the opposing coach announces that one of his players is going to pass the ball (but not a bomb). The opposing coach may not change his 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 his tackle zone on the thrower or catcher. The player may not stop moving until he has reached a legal destination, has been held fast by Tentacles or has 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 block are resolved.

Piling On (Strength)

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

Prehensile Tail (Mutation)

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

Pro (General)

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

Really Stupid (Extraordinary)

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

Regeneration (Extraordinary)

If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that 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 his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

Safe Throw (Passing)

This player is an expert at throwing the ball in a way 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 team-mate) on any roll other than a natural 1, he manages 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 his tackle zones for any reason. The opposing coach rolls 2D6 adding his 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. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own turn. If the 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 a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

Side Step (Agility)

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

choose which square the player is moved to even if the player is Knocked Down after the push back.

Sneaky Git (Agility)

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

Sprint (Agility)

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

Stab (Extraordinary)

A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with his stabbing attack instead of throwing a block. Make an unmodified Armour roll (except for Stakes) 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 he has 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.

Stakes (Extraordinary)

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

Stand Firm (Strength)

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

Strip Ball (General)

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

Strong Arm (Strength)

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

Stunty (Extraordinary)

The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when he passes. In addition, this player treats a roll of 7 and 9 on the Injury table after any modifiers have been applied as a KO'd and Badly Hurt result respectively, rather than the normal results. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

Sure Feet (Agility)

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

Sure Hands (General)

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

Tackle (General)

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

Take Root (Extraordinary)

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

Tentacles (Mutation)

The player may use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. The opposing coach rolls 2D6 adding his 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 his *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 him 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 thrown already has it!) The throwing player must end the movement of his *Pass Action* standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-Mate was passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the 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 he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e., he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

Titchy (Extraordinary)

Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, the player may add 1 to any Dodge roll

he attempts. On the other hand, while opponents do have to dodge to leave any of a Titchy player's tackle zones, a Titchy player is so small that he does not exert a -1 modifier when opponents dodge into any of his tackle zones.

Two Heads (Mutation)

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

Very Long Legs (Mutation)

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

Wild Animal (Extraordinary)

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

Wrestle (General)

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

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

INDUCEMENT DESCRIPTIONS

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

0-3 Bribes: Goblin teams may buy a bribe for 50,000 gold pieces; any other team can buy a bribe for 100,000 gold pieces. Each bribe allows a team to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.

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

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

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

Unlimited Mercenaries: For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast-offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold pieces to hire for a match.

The normal limits on the total number of players allowed on a team and in each position do apply to Mercenaries (so they aren't truly unlimited). However, players that are missing the game due to injury do not count towards the number of players on the team, so Mercenaries can be used to replace players that are missing a game.

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 cannot earn Star Player points other than the MVP for the game. Mercenaries can never gain new skills.

0-2 Star Players: Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess (see the back cover for Star Player stats and skills).

Star players act as free agents, playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. 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.

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 a team can use Star Players to replace players that are missing a game. It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees!

Star Players can never earn Star Player points other than the MVP for the game. Star Players can never gain new skills. Finally, purchased/induced Apothecaries or an Igor may not be used on Star Players ever. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to get in shape for their next match and will not use the team's amateur physicians.

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

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

WIZARDS

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

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

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

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

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

TEAM ROSTERS

The following pages list the 21 official races for the game. Double indicates the additional skill categories to those in the Normal column available to choose a skill from on a double skill roll (see pages 26 and 27). G = General skills, A = Agility skills, S = Strength skills, P = Passing skills, and M = Mutation skills.

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

AMAZON TEAMS

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

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

Star Players available for Inducement: Helmut Wulf (110k), Willow Rosebark (150k), Roxanna Darknail (250k), Zara the Slayer (270k), Bertha Bigfist (290k), Morg 'n' Thorg (430k)

CHAOS TEAMS

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

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

Star Players available for Inducement: Max Spleenripper (130k), Lewdgrip Whiparm (150k), Brick Far'th & Grotty (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg 'n' Thorg (430k)

CHAOS DWARF TEAMS

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

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

Star Players available for Inducement: Zzharg Madeye (90k), Nobbla Blackwart (130k), Rashnak Backstabber (200k), Grashnak Blackhoof (310k), Hthark the Unstoppable (330k), Morg 'n' Thorg (430k)

DARK ELF TEAMS

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

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

Star Players available for Inducement: Eldril Sidewinder (200k), Horkon Heartripper (210k), Ithaca Benoin (220k), Roxanna Darknail (250k), Hubris Rakarth (260k), Morg 'n' Thorg (430k)

DWARF TEAMS

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

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

Star Players available for Inducement: Barik Farblast (60k), Boomer Eziasson (60k), Flint Churnblade (130k), Grim Ironjaw (220k), Zara the Slayer (270k), Morg 'n' Thorg (430k)

ELF TEAMS

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

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

Star Players available for Inducement: Dolfar Longstride (150k), Eldril Sidewinder (200k), Prince Moranion (230k), Hubris Rakarth (260k), Jordell Freshbreeze (260k), Morg 'n' Thorg (430k)

GOBLIN TEAMS

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

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

Star Players available for Inducement: Bomber Dribblesnot (60k), Fungus the Loon (80k), Nobbla Blackwart (130k), Scrappa Sorehead (150k), Ripper (270k), Morg 'n' Thorg (430k)

HALFLING TEAMS

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

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

Star Players available for Inducement: Puggy Baconbreath (140k), Willow Rosebark (150k), Zara the Slayer (270k), Bertha Bigfist (290k), Deeproot Strongbranch (300k), Morg 'n' Thorg (430k)

HIGH ELF TEAMS

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

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

Star Players available for Inducement: Dolfar Longstride (150k), Soaren Hightower (180k), Eldril Sidewinder (200k), Prince Moranion (230k), Zara the Slayer (270k), Morg 'n' Thorg (430k)

HUMAN TEAMS

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

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

Star Players available for Inducement: Helmut Wulf (110k), Puggy Baconbreath (140k), Mighty Zug (260k), Zara the Slayer (270k), Griff Oberwald (320k), Morg 'n' Thorg (430k)

KHEMRI TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-2	Thro-Ras	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Blitz-Ras	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Tomb Guardians	100,000	4	5	1	9	Decay, Regeneration	S	GAP

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

Star Players available for Inducement: Sinnedbad (80k), Hack Enslash (120k), Humerus Carpal (130k), Ithaca Benoin (220k), Setekh (220k), Ramtut III (380k)

LIZARDMAN TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunty	A	GSP
0-6	Saurus	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

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

Star Players available for Inducement: Helmut Wulf (110k), Hemlock (170k), Lottabottol (220k), Quetzal Leap (250k), Slibli (250k), Morg 'n' Thorg (430k)

NECROMANTIC TEAMS

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

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

Star Players available for Inducement: Hack Enslash (120k), J Earlice (180k), Setekh (220k), Wilhelm Chaney (240k), Ramtut III (380k), Count Luthor von Drakenborg (390k)

NORSE TEAMS

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

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

Star Players available for Inducement: Boomer Eziasson (60k), Helmut Wulf (110k), Wilhelm Chaney (240k), Zara the Slayer (270k), Icepelt Hammerblow (330k), Morg 'n' Thorg (430k)

NURGLE TEAMS

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

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

Star Players available for Inducement: Max Spleenripper (130k), Lewdgrip Whiparm (150k), Brick Far'th & Grotty (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg 'n' Thorg (430k)

OGRE TEAMS

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

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

Star Players available for Inducement: Bomber Dribblesnot (60k), Nobbla Blackwart (130k), Scrappa Sorehead (150k), Bertha Bigfist (290k), Brick Far'th & Grotty (290k), Morg 'n' Thorg (430k)

ORC TEAMS

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

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

Star Players available for Inducement: Bomber Dribblesnot (60k), Ugroth Bolgrot (100k), Scrappa Sorehead (150k), Ripper (270k), Varag Ghou-Chewer (290k), Morg 'n' Thorg (430k)

SKAVEN TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM

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

Star Players available for Inducement: Fezglitch (100k), Skitter Stab-Stab (160k), Hakflem Skuttlespike (200k), Glart Smashrip Jr. (210k), Headsplitter (340k), Morg 'n' Thorg (430k)

UNDEAD TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Mummies	120,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

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

Star Players available for Inducement: Sinnedbad (80k), Hack Enslash (120k), J Earlice (180k), Setekh (220k), Ramtut III (380k), Count Luthor von Drakenborg (390k)

VAMPIRE TEAMS

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

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

Star Players available for Inducement: Helmut Wulf (110k), Crazy Igor (120k), J Earlice (180k), Wilhelm Chaney (240k), Count Luthor von Drakenborg (390k), Morg 'n' Thorg (430k)

WOOD ELF TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	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	S	GAP

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

Star Players available for Inducement: Dolfar Longstride (150k), Willow Rosebark (150k), Eldril Sidewinder (200k), Jordell Freshbreeze (260k), Zara the Slayer (270k), Morg 'n' Thorg (430k)

FREQUENTLY ASKED QUESTIONS

Q: With the competition rules I sometimes need to roll a D3. Where can I get such a dice?

A: Just roll a standard D6, counting a 1 or 2 as a score of 1, a 3 or 4 as a score of 2, and a 5 or 6 as a score of 3.

Q: The standard game rules say that the D8 should only be used for scatter rolls, but in the competition rules it is used for other things too. Is this correct?

A: Ye it is. When using the competition rules the D8 is used for things other than just scattering the ball.

Q: When I use the throw-in template, does the square with the picture of the ball count as the first square of the distance that the ball is thrown – e.g. do I count this square too?

A: Yes it does and yes you do.

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

A: Yes, you can use Pass to re-roll. No, nothing modifies a Hail Mary Pass roll ... it is always a 2+ roll.

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

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

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

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

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

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

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

A: Yes, Pass Block only allows you to move up to 3 squares, and no more, even if your MA is less than 3. You cannot GFI during a Pass Block which means that Sure Feet and Sprint cannot be used. In addition, you can only stand up at the beginning of an Action. Since Pass Block is NOT an Action, you cannot stand up or use Jump Up with Pass Block. Other movement skills such as Break Tackle, Dodge, Leap, Stunty and Titchy can be used in conjunction with Pass Block.

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

A: No and Yes.

Q: Can I use Pro during my opponent's turn? Can you re-roll Pro?

A: Yes you can. Yes but only in your turn.

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

A: No, as stated in the rules, a player has to be standing and holding a ball to score. This doesn't happen with Strip Ball. As for Frenzy, the touchdown is

scored as soon as the player is pushed into the end zone. The Frenzy player does not get the 2nd block.

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

A: Yes.

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

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

Q: Does an Injury roll of 9 against a Stunty player or a Casualty healed by an opposing Apothecary count as a Casualty for Star Player Points.

A: Yes to both.

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

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

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

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

Q: Can you Go For It (GFI) to Leap?

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

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

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

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

A: Yes and No.

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

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

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

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

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

A: You should stop rolling for a scattering ball as soon as it leaves the pitch.

Q: What is the full Passing sequence when using all of the Extra Rules?

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

STAR PLAYERS

Name	Team/Skills	Cost	MA	ST	AG	AV
Barik Farblast Skills	Dwarf Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	60,000	6	3	3	8
Bertha Bigfist Skills	Amazon, Halfling or Ogre Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate	290,000	6	5	2	9
Brick Far'th & Grotty Brick Far'th Skills Grotty Skills	Chaos, Nurgle, or Ogre (Note: you must have 2 slots open on your roster to induce this duo which counts only as one Star Player inducement) Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team- Mate Loner, Dodge, Right Stuff, Stunty	290,000	 5 6	 5 2	 2 4	 9 7
Bomber Dribblesnot Skills	Goblin, Ogre or Orc Loner, Accurate, Bombardier, Dodge, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
Boomer Eziasson Skills	Dwarf or Norse Loner, Accurate, Block, Bombardier, Secret Weapon, Thick Skull	60,000	4	3	2	9
Count Luthor Von Drakenborg Skills	Necromantic, Undead, or Vampire Loner, Block, Hypnotic Gaze, Regeneration, Side Step	390,000	6	5	4	9
Crazy Igor Skills	Vampire Loner, Dauntless, Regeneration, Thick Skull (Note: Crazy Igor can be bitten by a Vampire on your team as if he was a Thrall)	120,000	6	3	3	8
Deeproot Strongbranch Skills	Halfling Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate	300,000	2	7	1	10
Dolfar Longstride Skills	Elf, High Elf or Wood Elf Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block	150,000	7	3	4	7
Eldril Sidewinder Skills	Dark Elf, Elf, High Elf or Wood Elf Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block	200,000	8	3	4	7
Fezglitch Skills	Skaven Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	100,000	4	7	3	7
Flint Churnblade Skills	Dwarf Loner, Block, Chainsaw, Secret Weapon, Thick Skull	130,000	5	3	2	8
Fungus the Loon Skills	Goblin Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty	80,000	4	7	3	7
Glart Smashrip Jr. Skills	Skaven Loner, Block, Claw, Juggernaut	210,000	7	4	3	8
Grashnak Blackhoof Skills	Chaos, Chaos Dwarf, or Nurgle Loner, Frenzy, Horns, Mighty Blow, Thick Skull	310,000	6	6	2	8
Griff Oberwald Skills	Human Loner, Block, Dodge, Fend, Sprint, Sure Feet	320,000	7	4	4	8
Grim Ironjaw Skills	Dwarf Loner, Block, Dauntless, Frenzy, Multiple Block, Thick Skull	220,000	5	4	3	8
Hack Enslash Skills	Khemri, Necromantic or Undead Loner, Chainsaw, Regeneration, Secret Weapon, Side Step	120,000	6	3	2	7

STAR PLAYERS - continued

Name	Team	Cost	MA	ST	AG	AV
Hakflem Skuttlespike	Skaven	200,000	9	3	4	7
Skills	Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads					
Headsplitter	Skaven	340,000	6	6	3	8
Skills	Loner, Frenzy, Mighty Blow, Prehensile Tail					
Helmut Wulf	Amazon, Human, Lizardman, Norse or Vampire	110,000	6	3	3	8
Skills	Loner, Chainsaw, Secret Weapon, Stand Firm					
Hemlock	Lizardman	170,000	8	2	3	7
Skills	Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty					
Horkon Heartripper	Dark Elf	210,000	7	3	4	7
Skills	Loner, Dodge, Leap, Multiple Block, Shadowing, Stab					
Hthark the Unstoppable	Chaos Dwarf	330,000	6	5	2	9
Skills	Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull					
Hubris Rakarth	Dark Elf or Elf	260,000	7	4	4	8
Skills	Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball					
Humerus Carpal	Khemri	130,000	7	2	3	7
Skills	Loner, Catch, Dodge, Regeneration, Nerves of Steel					
Icepelt Hammerblow	Norse	330,000	5	6	1	8
Skills	Loner, Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull					
Ithaca Benoin	Dark Elf or Khemri	220,000	7	3	3	7
Skills	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands					
J Earlice	Necromantic, Undead or Vampire	180,000	8	3	3	7
Skills	Loner, Catch, Diving Catch, Dodge, Sprint					
Jordell Freshbreeze	Elf or Wood Elf	260,000	8	3	5	7
Skills	Loner, Block, Diving Catch, Dodge, Leap, Side Step					
Lewdgrip Whiparm	Chaos and Nurgle	150,000	6	3	3	9
Skills	Loner, Pass, Strong Arm, Sure Hands, Tentacles					
Lord Borak the Despoiler	Chaos or Nurgle	300,000	5	5	3	9
Skills	Loner, Block, Dirty Player, Mighty Blow					
Lottabottol	Lizardman	220,000	8	3	3	8
Skills	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs					
Max Spleenripper	Chaos or Nurgle	130,000	5	4	3	8
Skills	Loner, Chainsaw, Secret Weapon					
Mighty Zug	Human	260,000	4	5	2	9
Skills	Loner, Block, Mighty Blow					
Morg 'n' Thorg	Any team except Khemri, Necromantic, and Undead	430,000	6	6	3	10
Skills	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate					
Nobbla Blackwart	Chaos Dwarf, Goblin, or Ogre	130,000	6	2	3	7
Skills	Loner, Block, Dodge, Chainsaw, Secret Weapon, Stunty					

STAR PLAYERS - continued

Name	Team	Cost	MA	ST	AG	AV
Prince Moranion Skills	Elf or High Elf Loner, Block, Dauntless, Tackle, Wrestle	230,000	7	4	4	8
Puggy Baconbreath Skills	Halfling or Human Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty	140,000	5	3	3	6
Quetzal Leap Skills	Lizardman Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs	250,000	8	2	4	7
Ramtut III Skills	Khemri, Necromantic or Undead Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle	380,000	5	6	1	9
Rashnak Backstabber Skills	Chaos Dwarf Loner, Dodge, Side Step, Sneaky Git, Stab	200,000	7	3	3	7
Ripper Skills	Goblin or Orc Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate	270,000	4	6	1	9
Roxanna Darknail Skills	Amazon or Dark Elf Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap	250,000	8	3	5	7
Scrappa Sorehead Skills	Goblin, Ogre or Orc Loner, Dirty Player, Dodge, Leap, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	150,000	7	2	3	7
Setekh Skills	Khemri, Necromantic or Undead Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	220,000	6	4	2	8
Slibli Skills	Lizardman Loner, Block, Grab, Guard, Stand Firm	250,000	7	4	1	9
Sinnedbad Skills	Khemri or Undead Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab	80,000	6	3	2	7
Skitter Stab-Stab Skills	Skaven Loner, Dodge, Prehensile Tail, Shadowing, Stab	160,000	9	2	4	7
Soaren Hightower Skills	High Elf Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm	180,000	6	3	4	8
Ugroth Bolgrot Skills	Orc Loner, Chainsaw, Secret Weapon	100,000	5	3	3	9
Varag Ghoul-Chewer Skills	Orc Loner, Block, Jump Up, Mighty Blow, Thick Skull	290,000	6	4	3	9
Wilhelm Chaney Skills	Necromantic, Norse or Vampire Loner, Catch, Claws, Frenzy, Regeneration, Wrestle	240,000	8	4	3	8
Willow Rosebark Skills	Amazon, Halfling or Wood Elf Loner, Dauntless, Side Step, Thick Skull	150,000	5	4	3	8
Zara the Slayer Skills	Amazon, Dwarf, Halfling, High Elf, Human, Norse or Wood Elf Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes	270,000	6	4	3	8
Zzharg Madeye Skills	Chaos Dwarf Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull	90,000	4	4	3	9