

TEAMS

This book is your guide to all the teams and players that will be used in the league. The rules in this book will allow you to pick a race, load up on some talent, grab a few Special Players, and go to town on your opponents! All the rules required to build a team are provided here. All the special rules for teams are provided here as well, including rules for Special Players, Star Players, Big Guys, and Secret Weapons. If you have any questions - just ask the commissioner.

CREATING A TEAM

When you create a team, you will receive 1,000,000 gold pieces with which to buy players, coaching staff, Cheerleaders - you name it! Once you have purchased your team, you can begin playing league matches, watching your team progress from piddling pipsqueaks to middling marauders to bonafide contenders! (In the event that your team suffers horrible, ignominious death on a regular basis, ignore that last statement.)

TEAM ROSTER SHEETS

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

TEAM RE-ROLLS AND FAN FACTOR

When you create a team you do not get any team re-rolls of 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 die 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. Each point of Fan Factor costs 10,000 gold pieces, so a Fan Factor of 3 would cost 30,000 gp, for example. Your team must have a Fan Factor of at least 1, and may not have a Fan Factor higher than 9 when it is created.

SPECIAL PLAYERS

Every team is given two Special Player slots in addition to the normal roster allotments. Special Players are grouped in four categories: extra position players, Secret Weapons, Big Guys, and Star Players. Extra position players use the normal stats for a player of their race and position. The rules for the other three categories are found in the back of this booklet.

The team rosters list all the Special Players (aside from Star Players) available to play for each team. The Special Players section will have a Special Player followed by a position in parentheses. The Special Player, if hired, takes the place of one of the position players in parentheses. So, for example, an Imperial team may hire one or two Ogres, but each Ogre hired counts against the limit of 4 Blitzers for the team.

COACHING STAFF

A team's coaching staff provides vital back-up to the team's players. Coaching staff are never allowed on the field - they must stay on the sidelines during the match. Any team may include the following coaching staff on their roster, as long as each is represented by an appropriately painted Citadel Miniature. An "appropriate" Citadel Miniature is any model of the same race (or one of the races) of the team to which it belongs. This means, for example, that if you have an Orc Warhammer Fantasy Battle army, you could use the army general's model as the head coach of your Orc Blood Bowl team.

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.

In order to represent this, every time the referee sends off one or more of your players, or issues an illegal procedure call against you, or bans the use of a Secret Weapon, you may argue the call with him. Roll a die. On a roll of 2-5, he ignores you and his call stands. On a roll of 1, he expels you from the game, so you may not argue any more calls for the rest of the match. On a roll of 6, he accepts your argument and reverses his decision.

Head coaches are very colorful characters, and have their own special rules for skills they may use during the game. See the Head Coaches section on the next page for more details.

Assistant Coaches

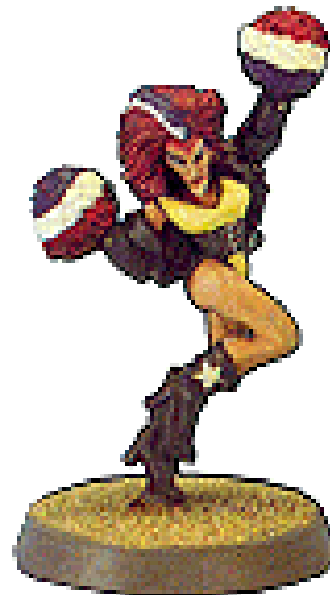
Assistant coaches include offensive and defensive coordinators, special team coaches, personal trainers for Star Players, and numerous others. As a team becomes more successful, the number of assistant coaches on its roster just seems to grow and grow. The more assistant coaches you have on your team, the more likely you are to win the "Brilliant Coaching" result on the Kick Off Table.

Each assistant coach you add to the team costs 10,000 gp and must be represented by a different, appropriately painted Citadel Miniature. In addition, each assistant must be given a different job title. A full list of all the assistant coaches must be kept on the back of the team roster.

Cheerleaders

Where would we be without those beauties of the Blood Bowl battlefield, those cuddly cuties of the Chaos Cup confrontation, the cheerleaders? You know, every team gets demoralized at some time or another, but there's nothing like a happy chant from a posse of pretty girls to turn a 2-0 half-time deficit to the Lowdown Rats into a triumph for modern pest control! Every team has its own cheerleading squad, from the stark Elven beauty of the Darkside Cowgirls to the roly-poly homeliness of the Greenfield Giggles. Even Nurgle's Rotters have a gang of cheerleading lovelies who are probably very pretty if you happen to be a ten-foot blob of putrescent disease like the rest of the Rotters players.

Most Blood Bowl teams have a troupe or two of cheerleaders to inspire both the team's players and their fans. It's the job of the team's cheerleaders to whip the fans into a state of frenzy, leading 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. Cheerleaders cost 10,000 gps each and must be represented by an appropriately painted Citadel Miniature.



HEAD COACHES

Often, Blood Bowl head coaches have as much notoriety, if not more, than any Blood Bowl player! Many Blood Bowl champions owe much of their success to the venerable tacticians behind their benches. The Orcland Raiders would not be nearly as vicious without the inspirational words of Coach Cruel-Eye. The Reikland Reavers would never have enjoyed two long runs as Chaos Cup champions without the focus of Helmut Zwimmer. And the Champions of Death would literally be a pile of dust without Coach Tomolandry!

When playing in a league, Head Coaches can gain Coaching Points, which are similar to the Star Player Points accumulated by players in a league format. As Head Coaches gain experience, they may choose special coaching skills. Unlike players, however, it is possible for a Head Coach to lose Coaching Points - and if enough are lost, it is possible to lose a skill!

◆ ◆ ◆ *Did you know...*

If the Chaos All-Stars lose a game, they have to cook and eat their head coach. If they win, of course, they get to eat him raw!

COACHING POINTS

After a league match, each Head Coach should roll on the Coaching Table to see if any Coaching Points are gained or lost.

◆ HEAD COACH POINTS TABLE ◆

| D6 | Result | |
|---|------------------------|----|
| 1 or less | Lose 2 Coaching Points | |
| 2 | Lose 1 Coaching Point | |
| 3-4 | No change | |
| 5 | Gain 1 Coaching Point | |
| 6 or more | Gain 2 Coaching Points | |
| Team won the match | | +1 |
| Team caused more casualties than opponent | | +1 |
| Team lost the match | | -1 |
| Team suffered more casualties than opponent | | -1 |

A Head Coach may never have fewer than 0 Coaching Points.

As a Head Coach gains or loses Coaching Points, the number of skills he may select may change, as indicated in the table at the top of the next column.

◆ HEAD COACH SKILLS TABLE ◆

| Coaching Points | Number of Skills |
|-----------------|------------------|
| 0-5 | 0 |
| 6-10 | 1 |
| 11-25 | 2 |
| 26+ | 3 |

COACHING SKILLS

When a coach gains a skill, you may choose one from the list below and write the skill down on your team roster. If a coach loses a skill, it is your decision which one is lost! The skill may be taken again later if the coach regains the required Coaching Points, or he may choose a different skill.

A coach must be present (ie, not ejected) and healthy (ie, not injured) to use any coaching skills. Each skill may only be used once per match, and a coach may not choose a skill twice.

Diplomat

When arguing the call, the coach is not quite as abrasive as many of his fellows, and is often able to make the ref feel at ease. If the coach is ever ejected for arguing the call, he may roll a d6. On a roll of 4 or more he convinces the ref to give him a warning instead, and he can stay in the game.

Inspiring

The coach has many stories to tell. Most of these have the hero (ie, the coach!) up against impossible odds, yet always succeeding. The players get a sense that they can accomplish the impossible, and they believe it! Once per match, the team may use **TWO** re-rolls in a single turn. All limitations on re-rolls apply to this second re-roll (eg, no die roll may be re-rolled more than once).

Motivator

The coach is an expert at pulling 110% out of his team. Add a Coach Reroll to the team's re-roll track. This re-roll may be used exactly like a Team Re-roll, except that it can only be used once per match (ie, it does not get replaced at half time if used in the first half). If the coach is ejected, injured, or otherwise removed from the game, the Coach Re-roll must be removed from the re-roll track.



Persuasive

The coach is able to spin a good argument. Once per game when the coach argues the call, he will succeed on a roll of 4 or more, rather than the usual 6. The coach must declare that he is using this skill prior to arguing the call.

Press Friendly

Use this skill after the match if your team would normally lose a point of Fan Factor as a result of any roll on the Fan Factor Table. On a roll of 4 or more, the coach is able to convince the media to report the match in the most favorable way possible. As a result, the fans continue to support their team, and the point of Fan Factor is not lost.

TEAM RATING

Each Coaching Point counts just like one Star Player Point when calculating Team Rating.



APOTHECARIES

An Apothecary is a healer wise in the ways of medicine and magic who looks after the injured players in a Blood Bowl team. As players are always getting injured, the healer has a very strenuous and full-time job!

It costs 50,000 Gold Crowns to hire an Apothecary for your team, and he must be represented by an appropriate, painted Citadel miniature. Almost any of the Citadel Wizard models for Warhammer will make a suitable Apothecary model, and the Painboy models in the Warhammer 40K range cater to Orc teams very well.

Once per match, the team Apothecary may perform **one** of the following actions:

1. At any time during a match, the Apothecary may attempt to cure any one injury (including death!) that has **just** been suffered by a player on his team. Roll a die. On a roll of 1, the Apothecary fails and the player suffers the injury anyway. On a roll of 2 or more the Apothecary succeeds in healing the player! Leave the player on the field, face up (if he was in the crowd, place him in the Reserves box).

2. Alternatively, an Apothecary may be used at the start of the match to allow one player who is missing the match due to niggling injury to take part in the game after all. No die roll is required if the Apothecary is used in this way - he is automatically successful.

A team may not have more than one Apothecary.

WIZARDS

Just like everybody else in the Old World, Wizards are keen sports fans, and many are fanatically loyal in support of their chosen teams. It is not surprising, then, that soon after the game was born, Wizards started 'helping out' teams they supported with carefully selected spells. Soon, games were awash with magic as rival Wizards battled to give their teams the edge. Who could forget the infamous 2472 Quagmire Incident, when rampant spellcasting caused the Bright Crusaders' entire stadium to sink into the earth?

In the end, the Colleges of Magic were forced to step in and insist that only teams that had bought a special license from the Colleges of Magic were allowed to have magical assistance. What's more, 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 Team Wizard from the Colleges of Magic, to boot! Although unpopular at first, Wizards and fans alike soon realized that what they really wanted to see was a football match, not a spellcasting contest. Soon, the new rules were universally accepted.

Any team is allowed to include one Wizard as a member of the coaching staff - as long as the team can afford to pay the exorbitant 200,000 Gold Crowns hiring fee to the Colleges of Magic! The Wizard must be represented by an appropriate, painted Citadel miniature. A team is not allowed to have more than one Wizard.

SPELLS

Once per game, a Wizard is allowed to cast a spell. He is allowed to do this at any time, interrupting his opponent's turn if necessary. The Wizard may cast any one of the following three spells: Lightning Bolt, Fireball, or Zap!

◆ ◆ ◆ *Did you know...*
Season tickets for Blood Bowl games can cost anything from 220 gold pieces for a ticket to the luxurious Imperial Stadium in Altdorf, to a huge basket of iced buns for the old Halfling 'Low-Dome' Stadium, to three chickens and a bag of rats for a lifetime pass to games at the Lowdown Rats' home stadium!

Lightning Bolt

You will need the teardrop-shaped Lightning Bolt template to cast this spell. First, take the Wizard model and place it anywhere next to the game board. The Wizard may not be placed on the board itself, but the edge of his base must be touching the edge of the board. The Lightning Bolt template is placed so that the narrow end is next to the Wizard, and the lightning bolt itself projects onto the playing field.

Any model that lies fully or partially under the template may be hit by the lightning bolt. Starting with the model closest to the Wizard, roll two dice for each model under the template, and add the scores together. If the total is greater than the target's Agility, the bolt hits! If the dice roll is less than or equal to the target's Agility, the bolt misses, and a new dice roll must be made for the next model in the 'line of fire'. The first model to be hit absorbs the full brunt of the lightning bolt, and any models further on are not affected. Note that because the coach is rolling two dice, he will probably hit the first target under the template - it isn't easy to dodge a lightning bolt!

A model hit by a lightning bolt is knocked over. Make an Armor roll against the target as if it had been knocked over by a player with the Mighty Blow skill. If a player on the moving team is knocked over by a lightning bolt, the moving team does **not** suffer a turnover.

Fireball

You will need the circular Fireball template in order to cast this spell. Take the template and place it anywhere over the playing field in any 3x3 square. Any model (from either team) that is fully or partially under the template is caught in the conflagration! Roll one die for each such model. If the die roll beats the player's Agility, then the player has been knocked over by the fireball. If the roll is equal to or less than the player's Agility, the player manages to dodge the fireball's blast.

Make an Armor roll for any player that is knocked over as if he had been knocked over by a player with the Mighty Blow skill. If a player on the moving team is knocked over by a fireball, the moving team does **not** suffer a turnover.

Zap!

The Zap! spell is potentially the most devastating spell in a Wizard's repertoire, because it turns anyone it hits into a slimy toad! Unfortunately, the spell is not all that reliable - in fact, it has a nasty habit of hitting the wrong target! The Zap! spell may be cast at any player on the field. The coach simply nominates the player that he wants the spell to hit, and rolls a die. On a roll of 4 or more the nominated player is hit. On a roll of 1 to 3 the spell scatters a number of times equal to the die roll (eg, if you rolled a 2 it would scatter twice). If the Zap! spell ends up in an occupied square, the player in that square is hit. If it ends up in an empty square or off the pitch, the spell has no effect.

A player who is hit by the Zap! spell is turned into a toad. Replace the player's model with the Toad counter. If the player was holding the ball, he will drop it, and it will scatter one square. If a player on the moving team is hit by the Zap! spell, the moving team does **not** suffer a turnover.

While a player is a toad, he has the special 'toad' characteristics printed below. The player will remain in toad form until the next kick off. A toad may never pick up the ball, and if he enters the square containing the ball, it will immediately scatter one square. Toads do **not** have tackle zones, and they may never assist a block. Any injuries the player suffers while he is a toad *do* apply when the player reverts to his usual state.

| Title | MA | ST | AG | AV | Skills |
|-------|----|----|----|----|---------------------|
| Toad | 3 | 1 | 4 | 4 | Dodge, Leap, Stunty |

SPECIAL WIZARDS

Some teams may not use ordinary Wizards, but have their own specialized type of Wizard (or equivalent) that they may use instead. These teams are Araby teams, who may only hire a Vizier; Beastman teams, who may only hire a Shaman; Dwarf teams, who may only hire an Alchemist; and Khemrian teams, who have to take a Lich Priest. The special rules for these Wizard types are described below.

Viziers

Araby teams do not trust outsiders, so they employ their own seers as "wizards". The Vizier has two main duties. His first duty is to warn his emir master of any danger. The Vizier's second duty is to carry on negotiations in the emir's name. See the "Araby Teams" section for more details.

Shamans

Beastman teams are not supported by the Colleges of Magic, so they may never hire a normal Wizard. (Bestigors have a rather nasty habit of using mages as pincushions!) Instead, a Beastman team may hire a Shaman. It is the Shaman's job to come up with some handy little trinket for the game, and teach the team the finer arts of killing, maiming, hacking, and slashing!

Shamans never cast spells. Instead, a Beastman team with a Shaman on it may draw one extra Magic Item card per match. Note that Beastman teams may thus draw *two* Magic Item cards per game, rather than the usual one! Place this card beneath the Shaman's model. If the Shaman is removed from play before the card is used, then the card is wasted!

Alchemists

Dwarves never employ Wizards - they simply detest magic! However, they are allowed to include an Alchemist on their teams. Dwarves are great practitioners of alchemy, smelting and mixing strange concoctions in the course of their studies to turn lead into gold. A Dwarf team that includes an Alchemist receives a number of gold pieces equal to the roll of one die x 10,000 for every match that they play. The extra money is collected at the end of the match when the team collects its winnings.

Lich Priests

Necromancy is the magic of the dead and of the Undead, and Lich Priests can cast evil and unnatural spells that will bring the dead to life. All Khemrian teams must have a Lich Priest as the head coach - after all, it is the Lich Priest's spells that created the team in the first place, and it wouldn't exist without him! All Khemrian teams are assumed to have a Lich Priest for free, and do not have to pay to hire one.

In addition to his abilities as a head coach, the Lich Priest may cast a Raise the Dead spell once per match. This spell may only be cast if a player from the opposing team is killed during the match. It allows the Lich Priest to raise the player from the dead, adding him to the Undead team as a new player!

Lich Priests are also responsible for their team's regenerative abilities. See the "Khemrian Teams" section for more details.

ARABY TEAMS

From out of the sand-blasted edges of the Old World come the Arabians! Brutish eunuchs, fanatical dervishes, and crafty viziers all take up the call to arms of the mighty emirs, who lead them in the holy war upon the pagan field of the infidel god, Nuffle!

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------|--------|----|----|----|----|-------------------------|-------------------|
| 0-12 | Lineman | 50,000 | 7 | 3 | 3 | 7 | None | General only |
| 0-2 | Thrower | 70,000 | 7 | 3 | 3 | 7 | Pass | General, Passing |
| 0-2 | Blocker | 80,000 | 5 | 3 | 2 | 8 | Mighty Blow, Stand Firm | General, Strength |
| 0-2 | Dervish | 90,000 | 7 | 3 | 3 | 7 | Frenzy, Dauntless | General, Agility |

Re-roll counter: 50,000 gold pieces each

Special Players: Blocker (Lineman), Dervish (Lineman)

Apothecary: Yes

Wizard: Special (see "Vizier," below)

When Araby teams made their way to the Old World, they evoked wonder - and not a few fits of derisive laughter. After all, no Blood Bowl player in his right mind would hit the pitch wearing those ridiculous robes. All that whirling on the field was a no-no. The blockers hardly moved at all, and certainly didn't seem capable of laying out a charging Beastman. The coaches looked disinterested, and crafty hangers-on seemed to whisper strange things in their ears at all the wrong times.

It didn't take long for impressions to change, however. For one thing, the Araby players were *fast!* They were also extremely disciplined and well-coached - oh, and one backhand from some eunuch was likely to send an opponent to the sidelines, pronto!

Araby teams have always emphasized speed over size, and whirl with a maddening frenzy through slower opponents. They rarely wear enough armor to handle the more violent races, but their Blockers and Dervishes combine to put the fear of their god into all followers of Nuffle!

SPECIAL RULES

Araby teams do not particularly trust outsiders, so they will never hire a regular Wizard from the Colleges of Magic. Instead, an Araby team may hire a Vizier. The Vizier has two main duties. The first of these is to warn the emir of any coming danger. To represent this, once per match the Vizier may attempt to negate any one spell used by the opponent. Roll a die when the spell is declared. On a roll of 2 or more, the Vizier has foreseen this event and prepared the team in advance, with the result that the spell is negated entirely!

The Vizier's second duty is to carry on negotiations in the emir's name. Chief among these responsibilities, of course, is the settlement of the gate receipts after the game. When it is time to collect winnings, the Araby coach may roll one die on the table below and add the result to his roll for winnings at the end of the game.

| ◆ Vizier Negotiation Table ◆ | |
|------------------------------|-----------|
| d6 Roll | Result |
| 1-3 | No effect |
| 4-5 | +1 |
| 6 | +2 |

FAMOUS ARABY TEAMS

BEASTMAN TEAMS

From the cold Chaos Wastes come the Beastmen - twisted, savage, half-human tribes who seek to lay waste to any town or team they can find!

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|----------|---------|----|----|----|----|--------------------|-----------------------------|
| 0-12 | Ungor | 50,000 | 6 | 3 | 3 | 8 | None | General, Strength, Physical |
| 0-4 | Gor | 60,000 | 6 | 3 | 3 | 8 | Horns | General, Strength, Physical |
| 0-2 | Bestigor | 100,000 | 5 | 4 | 2 | 9 | Horns, Thick Skull | General, Strength, Physical |
| 0-2 | Minotaur | 130,000 | 5 | 5 | 2 | 8 | Horns, Thick Skull | General, Strength, Physical |

Re-roll counter: 70,000 gold pieces each

Special Players: None

Apothecary: No

Wizard: Special (see "Shaman," below)

BRETTONIAN TEAMS

After the Dwarves taught the Bretonians how to make their armor and weapons, they got around to teaching them the important things - like Blood Bowl, of course! Bretonian knights send their pages on errands for the ball - before taking it themselves and scoring, of course - while Questers return in search of their own Holy Grail: the Blood Bowl trophy...

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------|---------|----|----|----|----|------------------------|-------------------|
| 0-12 | Lineman | 40,000 | 6 | 3 | 3 | 7 | None | General only |
| 0-2 | Runner | 70,000 | 6 | 3 | 3 | 8 | Sure Hands | General only |
| 0-4 | Blitzer | 100,000 | 7 | 3 | 3 | 9 | Block, Nerves of Steel | General, Strength |
| 0-2 | Quester | 110,000 | 6 | 3 | 3 | 9 | Block, Pro, Stand Firm | General, Strength |

Re-roll counter: 50,000 gold pieces each

Special Players: None

Apothecary: Yes

Wizard: Standard

CHAOS DWARF TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|--------------|---------|----|----|----|----|--------------------------------|-------------------|
| 0-12 | Hobgoblin | 40,000 | 6 | 3 | 3 | 7 | None | General only |
| 0-6 | Chaos Dwarf | 70,000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | General, Strength |
| 0-2 | Bull Centaur | 120,000 | 6 | 4 | 2 | 9 | Sprint, Sure Feet, Thick Skull | General, Strength |

Re-roll counter: 50,000 gold pieces each

Special Players: Blunderbuss (Chaos Dwarf), Sneaky Git (Hobgoblin)

Apothecary: Yes

Wizard: Standard

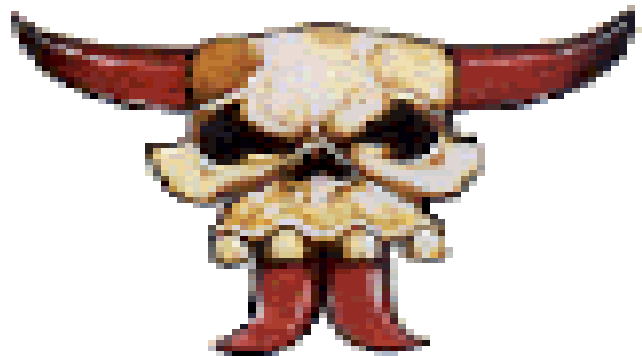
The exact origin of the Chaos Dwarves is not known for certain. In the distant past, some Dwarves moved north into the Great Skull Lands, then south along the Mountains of Mourn. These explorers were undoubtedly the ancestors of the Chaos Dwarves. The great influx of Chaos has since worked terrifying changes on their bodies and souls, turning them into evil, self-centered creatures. In one way, however, they haven't changed at all - Chaos Dwarves still love playing Blood Bowl.

Chaos Dwarves are not very numerous, so they make great use of slaves to perform all kinds of tasks. By far the most common of these slave servants are the Hobgoblins. These creatures are taller than a normal Goblin, with thin and sneaky features. Although Chaos Dwarves don't really trust Hobgoblins very much, having a sneaky, evil git on your team can come in handy at times. As a result, most Chaos Dwarf teams include some Hobgoblin players.

FAMOUS CHAOS DWARF TEAMS

The Zharr-Naggrund Ziggurats: The Ziggurats are the most popular and by far the most successful of the Chaos Dwarf teams. Under the leadership of captain and Star Blitzer Zorn "Sabretooth" Uzkrag, the team has acquired a reputation for illegal use of weapons that rivals that of the Dwarf Warhammerers. Combined with the Ziggurats' almost complete disregard for any of the rules of the game - not to mention their psychopathic hatred of all other races - it is not difficult to understand why this team is such a big hit with the fans!

The Hobgoblin Team: This unimaginatively named team is made up entirely, and not surprisingly, of Hobgoblins. Unfortunately, it has to make do with Hobgoblins who will *voluntarily* play Blood Bowl, rather than being forced to do so as they are in most Chaos Dwarf teams. As a result, it has the largest collection of stupid and easily duped players of any team in the Old World! Skrufrik Stone-Sucker, one of the team's better players, often missed entire games as he struggled to tie his bootlaces up, and the team as a whole has an almost legendary reputation for getting even the simplest things wrong. The chaos and confusion that reign when the Hobgoblin Team stumble and trip onto the playing field means that games featuring them are very popular, and almost always sell out well in advance!



DARK ELF TEAMS

Dark Elves are generally quite superb Blood Bowl players, combining agility and amazing athletic ability with low cunning and an evil temperament. Although best suited to the throwing game, sheer spite makes the Dark Elves enjoy the running game, especially when a side throws up a remarkable Blitzler like Jeremiah Kool.

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|-----------|---------|----|----|----|----|------------------------|---------------------------|
| 0-12 | Lineman | 70,000 | 6 | 3 | 4 | 8 | None | General, Agility |
| 0-2 | Thrower | 90,000 | 6 | 3 | 4 | 8 | Pass | General, Agility, Passing |
| 0-2 | Blitzer | 100,000 | 7 | 3 | 4 | 8 | Block | General, Agility |
| 0-2 | Witch Elf | 110,000 | 7 | 3 | 4 | 7 | Dodge, Frenzy, Jump Up | General, Agility |

Re-roll counter: 50,000 gold pieces each

Special Players: Blitzler (Lineman), Witch Elf (Thrower), Assassin (Lineman)

Apothecary: Yes

Wizard: Standard

Over five thousand years ago, the High Elf kingdoms underwent a costly civil war brought about by a group of renegades known as the Dark Elves. Greedy for worldly power, the Dark Elves forsook their traditional deities to worship the darker gods of evil magic. The war lasted for seven centuries and resulted in the banishment of the Dark Elves from the Elven kingdoms. Embittered by their forced exile, the Dark Elves became even more decadent and are now counted amongst the most useful of all servants of Chaos, still concentrating their considerable and malevolent powers against their kin above all others.

And, by Nuffle, can they play Blood Bowl!

Dark Elf teams use similar tactics to their Elven cousins, being equally suited to a throwing game. Sheer spite makes the Dark Elves enjoy the running game, however, particularly when a team includes a remarkable player like Jeremiah Kool. In fact, it is hard to believe that the Flashing Blade won't be tempted out of retirement - if not by the Darkside Cowboys, then by some other team.

FAMOUS DARK ELF TEAMS

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

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

Darkmoor Ravens: The Ravens were one of the most successful teams in the new AFL, which re-emerged following the breakup of the NAF. Unfortunately for them, they were stuck behind the famed Baskerville Blood-Donors, and never had a chance to shine - until the Blood-Donors were hunted down and eliminated by a rogue band of Witch Hunters from the Empire! With the disappearance of the hated Sylvanian squad, the Ravens were able to bring home the honors in the 2499 Spike! final.



DWARF TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|--------------|--------|----|----|----|----|---------------------------------------|-------------------|
| 0-12 | Longbeard | 70,000 | 4 | 3 | 2 | 9 | Block, Tackle, Thick Skull | General, Strength |
| 0-2 | Runner | 80,000 | 6 | 3 | 3 | 8 | Sure Hands, Thick Skull | General, Passing |
| 0-2 | Blitzer | 80,000 | 5 | 3 | 3 | 9 | Block, Thick Skull | General, Strength |
| 0-2 | Troll Slayer | 90,000 | 5 | 3 | 2 | 8 | Block, Frenzy, Dauntless, Thick Skull | General, Strength |

Re-roll counter: 40,000 gold pieces each

Special Players: Blitzer (Longbeard), Troll Slayer (Runner), Deathroller (Longbeard)

Apothecary: Yes

Wizard: Special (see "Alchemist," below)

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

It is the Dwarven reputation for flamboyant illegality, however, that makes them such a big hit with the fans. Since it was a Dwarf, now immortalized by the name Roze-El, who first discovered Nuffle's sacred laws and brought the game into being, most Dwarf teams believe they have a lasting right to alter the laws as they choose. The Dwarf Warhammerers, for example, frequently bend the rules of the game, and then claim Roze-El authorized their illicit amendments.

SPECIAL RULES

Dwarves never employ Wizards - they simply detest magic! However, they are allowed to include an Alchemist on their teams. Dwarves are great practitioners of alchemy, smelting and mixing strange concoctions in the course of their studies to turn lead into gold. A Dwarf team that includes an Alchemist receives a number of gold pieces equal to the roll of

one die x 10,000 for every match that they play. The extra money is collected at the end of the match when the team collects its winnings.

FAMOUS DWARF TEAMS

Dwarf Giants: The Giants are an old team with a very long and distinguished history. Under the tutelage of youthful new head coach Wolfric and the inspired leadership of Grimwold Grimbreath, the Giants regularly set new records for wins and fatalities alike!

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

The Grudge Bearers: The Grudge Bearers are another one of the new teams that have proven successful since the collapse of the NAF. The Grudge Bearers were formed in 2492 entirely from members of the Dwarf Scribes and Book-Keepers Guild, who had become fed up simply writing about the game and wanted to take part. All of the years hunched over books and manuscripts paid off handsomely, however, and the Grudge Bearers quickly became famous for their intricate and well-planned plays. And of course, they've never forgotten an insult or dirty trick carried out by an opponent!

GOBLIN TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------------|----------|----|----|----|----|-----------------------------------|-------------------|
| 0-12 | Goblin | 40,000 | 6 | 2 | 3 | 7 | Dodge, Stunty, Right Stuff | Agility only |
| 0-2 | Catcher | 60,000 | 6 | 2 | 3 | 7 | Dodge, Stunty, Right Stuff, Catch | Agility only |
| 0-4 | Secret Weapon | variable | - | - | - | - | variable | None |
| 0-2 | Troll | 110,000 | 4 | 5 | 1 | 9 | Regenerate | General, Strength |

Re-roll counter: 60,000 gold pieces each

Special Players: Troll (Secret Weapon), Catcher (Goblin)

Apothecary: Yes

Wizard: Standard

Goblins are cruel, callous, and uncouth, with a juvenile sense of humor and a wicked imagination dedicated to discovering new ways of hurting others without getting hurt themselves. This tends to make them better Blood Bowl fans than players, and Goblin fans have a solid reputation indeed throughout the Old World for turning up hours before the match, getting drunk, starting fights (as long as they outnumber the opposition at least 2-1), singing lewd and insulting songs at the top of their voices, and generally causing trouble wherever they go.



As for the teams themselves...well, a Goblin team's game plan owes much more to hope than potential. Goblins can make rather good catchers because they are small and agile, and are therefore able to dodge through gaps in the opposing line through which larger players could not pass. Throwing the ball, on the other hand, is not an art the Goblins have ever really mastered, and so it is not uncommon for a Goblin receiver to go an entire match without a single ball thrown his way. Still, this never seems to bother Goblins players (or their fans) for very long, and occasionally the use of a particularly devious secret weapon or cunning plan will even allow a Goblin team to win a match. Just don't hold your breath waiting for it to happen, that's all...

SPECIAL RULES

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

FAMOUS GOBLIN TEAMS

The Lowdown Rats: Actually, "famous" is not a word normally associated with Goblin teams...unless you mean "famously bad," in which case the Lowdown Rats certainly qualify! What can one say about a team like the Rats? Well, some would say that "Lowdown" refers to the team's finishing position in the tournaments they play, or the ability of their players on a scale of 1 to 10. Still, they do try hard. Who knows? Maybe one day they'll actually manage to win a game...



HIGH ELF TEAMS

More than most teams, High Elves rely on the accuracy of their Phoenix Warriors and the icy calm of their Lion Warriors. The unglamorous Linemen simply hold off the other side's more homicidal players until the pass is thrown - and they don't appreciate it if this takes too long...

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|-----------------|---------|----|----|----|----|--------|---------------------------|
| 0-12 | Lineman | 70,000 | 6 | 3 | 4 | 8 | None | General, Agility |
| 0-2 | Phoenix Warrior | 80,000 | 6 | 3 | 4 | 8 | Pass | General, Agility, Passing |
| 0-2 | Lion Warrior | 90,000 | 8 | 3 | 4 | 7 | Catch | General, Agility |
| 0-2 | Dragon Warrior | 100,000 | 7 | 3 | 4 | 8 | Block | General, Agility |

Re-roll counter: 50,000 gold pieces each

Special Players: Lion Warrior (Lineman), Dragon Warrior (Lineman)

Apothecary: Yes

Wizard: Standard

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

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

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

FAMOUS HIGH ELF TEAMS

Galadrieth Gladiators: Renowned as the first High Elf team to have a truly effective running game, the Gladiators are close to regaining the form that led to their Blood Bowl X win in 2470. Still, with Lucien Swift - arguably the best High Elf player ever - at the helm, it can only be a matter of time before they get to a final once again.

Elfheim Eagles: The Eagles are a young team. They're young in Elven terms, of course - many players are 250 or older! This hasn't stopped them from realizing their potential as one of the finest passing play teams in the world. Nevertheless, the Eagles have remained dangerously vulnerable against an opponent who will run the ball, and until they overcome their distaste for getting stuck in and mixing it up, they will never win a major tournament.

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



IMPERIAL TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------|--------|----|----|----|----|------------------|-------------------|
| 0-12 | Lineman | 50,000 | 6 | 3 | 3 | 8 | None | General only |
| 0-4 | Catcher | 70,000 | 8 | 2 | 3 | 7 | Dodge, Catch | General, Agility |
| 0-2 | Thrower | 70,000 | 6 | 3 | 3 | 8 | Sure Hands, Pass | General, Passing |
| 0-4 | Blitzer | 90,000 | 7 | 3 | 3 | 8 | Block | General, Strength |

Re-roll counter: 50,000 gold pieces each

Special Players: Ogre (Blitzer)

Apothecary: Yes

Wizard: Standard

Imperial players are the best all-around Blood Bowl players in the Old World. They may lack the sheer strength of the Orcs, the agility of the High Elves, the toughness of the Dwarves, the frenzy of the Dark Elves, or the speed of the Skaven, but they do not suffer any of these races' weaknesses, either.

SPECIAL RULES

Halfling fans boycotted Blood Bowl in disgust after the infamous Shiretown Stuffers incident. This was nothing, however, compared to the cannibalistic horror that was reported by Spike! magazine early in 2498. It seems the playoffs in the Moot Halfling League that year were refereed by an Ogre, who decided it was quite pointless to watch the little guys play so futilely all day long. He threw both squads in the penalty box for poor play...and promptly forgot about them!

This would be bad enough, but the poor little chaps had already sacrificed half a lunch playing the game, and the thought of missing dinner was just too much to bear! The teams went at each other in the box, and by the time someone remembered to free them three days later, only Ivan Apierogi of the Halftown Pints remained!

This was just too much to bear for most Halflings (except for Ivan, who was declared champion and made a good living touring the Chaos Wastes as a sideshow attraction). After reports of the atrocity broke out, Halfling players quickly decided it would be easier to participate as fans, and avoid the hassle of playing a game before heading off to the vending stands!

This has not prevented a small number of Halflings from venturing forth from the Moot and signing up to play for the Imperial teams. An Imperial team may hire up to four Halflings. Each Halfling takes up a Catcher spot on the roster, although the Halfling does **not** count against the Imperial team's Special Player limit.

| Title | Cost | MA | ST | AG | AV |
|----------------------------|--------|---------------------|----|----|----|
| Halfling | 30,000 | 5 | 2 | 3 | 6 |
| Skills | | Skill Access | | | |
| Dodge, Stunty, Right Stuff | | Agility only | | | |

FAMOUS IMPERIAL TEAMS

The Marauders: The Marauders used to be known as the Middenheim Marauders, but they changed their name when they were forced to sell their stadium and take to the open road following the collapse of the NAF in 2489. Many say that this has been the making of them, and there is no doubt that the Marauders are now one of the top Blood Bowl teams playing the game. A return match against the arch-rival Reikland Reavers, who defeated the Marauders at Blood Bowl XXXI, is eagerly anticipated by Blood Bowl fans throughout the Old World...and in quite a few places beyond!

The Reikland Reavers: The Reavers are the finest all-around team in the sport. No other team has come close to matching their consistent winning record: 4 Blood Bowl championships, 19 Chaos Cup wins. Under the captaincy of Star Blitzer Griff Oberwald, the team continues to go from strength to strength.

KHEMRIAN TEAMS

Time passes slowly in the deserts of Khemri. The Lich-Priests of Nehekara rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------------|--------------|-------------|-----------|-----------|-----------|-----------|-------------------------|---------------------|
| 0-12 | Skeleton | 30,000 | 5 | 3 | 2 | 7 | None | General only |
| 0-2 | Champion | 70,000 | 6 | 3 | 2 | 8 | Block | General only |
| 0-4 | Mummy | 100,000 | 3 | 5 | 1 | 9 | Mighty Blow, Regenerate | General, Strength |

Re-roll counter: 70,000 gold pieces each

Special Players: None

Apothecary: No

Wizard: Special (see "Lich Priest," below)

LIZARDMAN TEAMS

From out of the steamy jungles of Lustria come the Lizardmen, a reptilian race held in thrall by their Slann masters. Lizardman teams are an interesting blend of strength and speed, with no middle ground - and no ground given when they hit the Blood Bowl pitch!

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|--------|--------|----|----|----|----|---------|-------------------|
| 0-12 | Skink | 50,000 | 8 | 2 | 3 | 7 | Jump Up | General, Agility |
| 0-6 | Saurus | 80,000 | 6 | 4 | 1 | 9 | None | General, Strength |

Re-roll counter: 60,000 gold pieces each

Special Players: Kroxigor (Saurus)

Apothecary: Yes

Wizard: Standard

MARAUDER TEAMS

Lured and seduced by the chance for vast power, some men choose the path of Chaos, trading their humanity for a life of bloodshed and the fleeting chance to gain the eye of one of the Chaos Powers. The most successful and ambitious of these become Champions of their patron deity, gaining even more powers, and leading the mighty Marauder teams to greater victories and bloodshed!

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|----------|---------|----|----|----|----|---------|-----------------------------|
| 0-12 | Marauder | 50,000 | 5 | 3 | 3 | 9 | None | General, Physical |
| 0-4 | Warrior | 100,000 | 5 | 4 | 3 | 9 | Special | General, Strength, Physical |

Re-roll counter: 70,000 gold pieces each

Special Players: Ogre (Warrior)

Apothecary: Yes.

Wizard: Standard

NORSE TEAMS

The frozen wastes of Norsca aren't the best place in the Warhammer World to live. Their inhabitants are forced to contend with Chaos Warriors, sub-zero temperatures, and six months of total darkness. How do they survive these wretched conditions? Well, by drinking lots of beer and playing the most popular full-contact sport in the Old World - Blood Bowl!

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------|--------|----|----|----|----|------------------------|-------------------|
| 0-12 | Lineman | 50,000 | 6 | 3 | 3 | 7 | Block | General only |
| 0-2 | Catcher | 70,000 | 6 | 3 | 3 | 7 | Block, Catch | General, Agility |
| 0-2 | Thrower | 70,000 | 6 | 3 | 3 | 7 | Block, Pass | General, Passing |
| 0-4 | Blitzer | 90,000 | 6 | 3 | 3 | 7 | Block, Frenzy, Jump Up | General, Strength |

Re-roll counter: 60,000 gold pieces each

Special Players: Ogre (Blitzer)

Apothecary: Yes

Wizard: Standard

Norse teams have a well-deserved reputation for ferocity both on and off the playing field. The average Norseman is a homicidal maniac at the best of times, largely brought about by a life of melancholic solitude for half of every year...not to mention vast quantities of stomach-stripping drink! The Norseman who takes up Blood Bowl, however, is a truly unedifying specimen, interested only in beer, women, and song off the playing field - and beer, women, and bloody carnage while on it!

Norse players are very much like their Imperial counterparts. They do not wear nearly as much armor, though this is countered nicely by their stubborn refusal to fall down during a block! Even their Throwers and Catchers tend to focus on ferocity over finesse, but the spine of any Norse team is undoubtedly its core of Blitzers. These berserkers absolutely relish the chance to pummel an opponent into the knock-out box, and work themselves up into an unspeakable frenzy on the pitch!

Norse teams tend to take their lumps as a result of their poor armor, so it is not unusual to find an Ogre or two among the ranks. With their sheer strength and size, and their love of the fight, these brutes are a natural fit on any Norse team!

FAMOUS NORSE TEAMS

Arctic Cragspiders:

Vynheim Valkyries:

ORC TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|-------------------|--------|----|----|----|----|------------------|-------------------|
| 0-12 | Lineman | 50,000 | 5 | 3 | 3 | 9 | None | General only |
| 0-2 | Thrower | 70,000 | 5 | 3 | 3 | 8 | Sure Hands, Pass | General, Passing |
| 0-4 | Black Orc Blocker | 80,000 | 4 | 4 | 2 | 9 | None | General, Strength |
| 0-4 | Blitzer | 80,000 | 6 | 3 | 3 | 9 | Block | General, Strength |

Re-roll counter: 60,000 gold pieces each

Special Players: Ogre (Black Orc Blocker), Troll (Black Orc Blocker), Goblin (Lineman)

Apothecary: Yes

Wizard: Standard

Orcs have been playing Blood Bowl since the game was re-discovered. Indeed, it was an Orc who discovered the shrine where the sacred book of Nuffle had lain hidden. Orc teams are very hard-hitting, concentrating on pounding the opponent into the turf to create gaps through which the excellent Orc Blitzers can run. Indeed, if any fault can be found with Orc teams in general, it is that they sometimes spend a little bit too much time pounding, and not enough time scoring!

Orcs have always respected brawn over intelligence, and so they frequently make use of Black Orcs and Ogre players in their teams to add even more weight to the front line. In addition, the Orc race has close links with other green-skinned races like Goblins and Trolls, and it is not uncommon to find these types of players on Orc teams.

FAMOUS ORC TEAMS

The Gouged Eye: Over the last few years, the Gouged Eye have gone from league laughing stock to arguably the best Orc team around. Now under the leadership of long-serving Varag Ghou-Chewer, they continue to improve. A major tournament title cannot be far off.

Orland Raiders: The Raiders started out as the Severed Heads, but changed their name following a relocation to Orland after financial trouble. Under the fierce coaching of Ogre ex-torturer Cruel-Eye, the Orland Raiders won the first Blood Bowl open championship, and are now looking for their second open title.

Da Deff Skwadd: Da Deff Skwadd were a small club playing in a Badlands minor league until the rich pickings on the Open tournament circuit inspired them to take a shot at the majors. In their first season, they were soundly beaten by every team they played. They didn't give up, however, and the inspired signing of four Black Orc players, a Troll blocker, and Star Goblin player Fungus the Loon has made the Deff Skwadd a team to watch.



SKAVEN TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------------|--------|----|----|----|----|------------------|-----------------------------|
| 0-12 | Lineman | 50,000 | 7 | 3 | 3 | 7 | None | General, Physical |
| 0-2 | Thrower | 70,000 | 7 | 3 | 3 | 7 | Sure Hands, Pass | General, Passing, Physical |
| 0-4 | Gutter Runner | 80,000 | 9 | 2 | 4 | 7 | Dodge | General, Agility, Physical |
| 0-2 | Storm Vermin | 90,000 | 7 | 3 | 3 | 8 | Block | General, Strength, Physical |

Re-roll counter: 60,000 gold pieces each

Special Players: Rat Ogre (Gutter Runner), Storm Vermin (Thrower), Globadier (Lineman), Assassin (Lineman)

Apothecary: Yes

Wizard: Standard

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



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

FAMOUS SKAVEN TEAMS

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

The Blood Creek Bombers: The Bombers were one of the more successful Skaven teams rounding the circuit in the early years of the open format. Led by mutant passer H.P. Finkelstein, the team from Blood Creek celebrated touchdown after touchdown. Unfortunately, an inability to play defense for very long - combined with an unlucky habit of losing key coaching staff members - put an end to the Bombers back in 2495.

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

SYLVANIAN TEAMS

In the Old World, the dead do not rest easy. Zombies sift aimlessly through haunted graveyards, Necromancers seek to escape death by searching for forbidden knowledge, and on the Blood Bowl field Vampire Lords lead their Thralls in an attempt to battle the boredom brought on by long centuries of bloodlust...

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|---------|---------|----|----|----|----|---------------------------|------------------|
| 0-12 | Zombie | 30,000 | 4 | 3 | 2 | 8 | Regenerate | General only |
| 0-4 | Ghoul | 70,000 | 7 | 3 | 3 | 7 | Dodge | General, Agility |
| 0-2 | Wight | 90,000 | 6 | 3 | 3 | 8 | Block, Regenerate | General only |
| 0-2 | Vampire | 120,000 | 6 | 4 | 3 | 8 | Hypnotic Gaze, Regenerate | General, Agility |

Re-roll counter: 70,000 gold pieces each

Special Players: None

Apothecary: No

Wizard: Standard

WOOD ELF TEAMS

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

| Qty | Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|------|-----------|---------|----|----|----|----|--------------------|---------------------------|
| 0-12 | Lineman | 70,000 | 7 | 3 | 4 | 7 | None | General, Agility |
| 0-4 | Catcher | 90,000 | 9 | 2 | 4 | 7 | Dodge, Catch | General, Agility |
| 0-2 | Thrower | 90,000 | 7 | 3 | 4 | 7 | Pass | General, Agility, Passing |
| 0-2 | Wardancer | 120,000 | 8 | 3 | 4 | 7 | Block, Dodge, Leap | General, Agility |

Re-roll counter: 50,000 gold pieces each

Special Players: Treeman (Catcher)

Apothecary: Yes.

Wizard: Standard.

The Wood Elves live in the enchanted forest of Loren in Bretonnia. They are physically identical to High Elves, but prefer not to wear much armor, favoring simple clothes of natural colors like green or ruddy brown. Their kingdom is far older than the human realms that surround it, and on the whole it is avoided by sensible sorts, who know that any creature that enters the forest with evil intent meets a swift death from an unseen arrow or sudden sword strike. This means that Wood Elves are rarely seen by other races, except when one of their teams and its fans arrive as if from nowhere to play a match, disappearing back into the countryside just as mysteriously once the game is over!

Wood Elves make natural Blood Bowl players, although their refusal to wear heavy armor does leave them vulnerable to some of the more hard-hitting opponents. Generally, however, the Wood Elves' natural athletic ability is enough to keep them out of trouble - it takes a fast or cunning foe to lay a hand on a Wood Elf player! In any case, no Wood Elf worth his salt is going to be weighed down by extra armor lurking about in an attempt to knock opposing players over. For Wood Elves, the long pass is everything - even more so than for their High Elven cousins - and all of their effort goes into being an expert at passing or receiving. The one exception to this is the Wood Elf Wardancer. This extremely athletic warrior is trained in the deadly arts of hand-to-hand combat, and is a match for almost any foe.

FAMOUS WOOD ELF TEAMS

The Athelorn Avengers: The Athelorn Avengers are one of the old NAF teams that has taken extremely well to the new open tournament style of play. The Avengers insist that this is because the open tournaments suit their free-wheeling and easy-going style, though critics less kind say that it's because they are no longer stuck in the same division as their arch-rivals, the far more successful Darkside Cowboys! Whatever the reason, the Avengers are on a roll at present, and it can't be long before they get their first tournament trophy.

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



SPECIAL PLAYERS

Blood Bowl teams come in many shapes and sizes. Most teams fit a certain mold, of course: Dwarves are slow bashers, High Elves have an awesome aerial game, etc.

Not all teams are created the same, however. To represent this, Blood Bowl teams may hire up to **TWO** “Special Players” to help flesh out their rosters. Typically, these players are related “Big Guy” races who will play for certain teams, like Rat Ogres on a Skaven squad. Most teams can hire a couple of extra position players at the cost of some other position slots. In some cases, a team might even be able to hire a Secret Weapon or Star Player to help get a leg, arm, or chainsaw up on the opposition!

The Special Players a team can normally hire are listed beneath the team roster. Each section lists a Special Player slot, followed in parentheses by a position from the team roster. The Special Player, if hired, takes the place of one of the position players in parentheses. This means that an Imperial team may hire one or two Ogres, but each Ogre hired counts against the limit of 4 Blitzers for the team.

A team may also hire a Star Player as a Special Player. Each Star Player has a position, and the Star Player will count against both the position limit for his position **AND** the Special Player limit. If the Star Player can normally be hired only as a Special Player, then he takes up **BOTH** Special Player slots! This means that if your Imperial team hires Spiff Oberwald as a Star Player, he counts against the limit of 4 Blitzers for the team as a Blitzer, and the limit of 2 Special Players as a Star Player. If your Imperial team hires Hurg’N’Gurg, the Star Ogre, then he takes up both Special Player slots: one as an Ogre, and one as a Star Player! He would only take up one Blitzer slot, however, as an Ogre.

The section that follows details the rules for the Big Guys, Star Players, and Secret Weapons that are so popular with every right-thinking Blood Bowl fan!

BIG GUYS

In the game of Blood Bowl, some players play large - and some players are simply large, whether they’re playing or not! Most players are man-sized (or smaller, in the cases of Goblins and Halflings), but the fans save their biggest applause for the true “giants” of the game. Ogres, Minotaurs, or Trolls, it doesn’t much matter - the spectators love to scream at them for one reason or another. Some of them are real fans, of course, but more than one Blood Bowl fan lives to see these guys get their comeuppance at the hands of some spunky Elf!

Most Big Guys can be found on teams of smaller players, rather than those of their own race. Pundits have long suspected that this is because these players are too

unreliable to put them together on the same team, but the real reason is obvious: who would ever find a full set of 16 kits for these guys? The logistics of feeding such enormous players for a full season also defies common sense. Even so, there’s always a team ready to hire one of these giants for the carnage that results!

The following table covers all Big Guys, including those found normally on the standard team rosters. These players follow all the normal rules for player progression found in the Blood Bowl rulebook, gaining Star Player Points and skills at the usual rates. Rat Ogres and Minotaurs follow the same rules for Physical Abilities as any Chaos or Skaven player.

| Title | Cost | MA | ST | AG | AV | Skills | Skill Access |
|--------------|---------|----|----|----|----|--------------------------------|-----------------------------|
| Bull Centaur | 140,000 | 6 | 4 | 2 | 9 | Sprint, Sure Feet, Thick Skull | General, Strength |
| Kroxigor | 110,000 | 5 | 5 | 1 | 9 | Prehensile Tail, Thick Skull | General, Strength |
| Minotaur | 130,000 | 5 | 5 | 2 | 8 | Horns, Thick Skull | General, Strength, Physical |
| Ogre | 130,000 | 5 | 5 | 2 | 9 | Thick Skull | General, Strength |
| Rat Ogre | 160,000 | 6 | 5 | 3 | 8 | Prehensile Tail | General, Strength, Physical |
| Troll | 110,000 | 4 | 5 | 1 | 9 | Regenerate | General, Strength |
| Treeman | 150,000 | 2 | 6 | 1 | 10 | Stand Firm, Thick Skull | General, Strength |

STAR PLAYERS

In addition to the normal players shown on the team lists, you are allowed to buy special Star Players for your team. Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in a team. Every team likes to include one or two of these valuable players. Famous teams like the Reikland Reavers or the Gouged Eye may have several Star players on the team, ensuring their continued success and domination of the league.

Each Star Player has his own set of special skills, and each is an individual who stands out from the rest of the regular team. In fact, Star Players are unique - there is only one Spiff Oberwald, for example, prowling your league's borders, waiting for his opportunity to shine! Once a Star Player has been hired, he is removed from the league's Star Player pool, and may not be hired again.

Star Players will only play for certain teams, depending on race. Spiff Oberwald will only play for Imperial teams, for example, while Hurg'N'Gurg will play for Imperials, Norse, Chaos - any team that can hire an Ogre, in fact! You may only buy a Star Player for your team if they can hire a player of his race and position normally. Of course, you will also need enough gold pieces in the treasury to pay the exorbitant fee required to get the Star Player to join your team!

There is a set of Star Player cards that come with the game. It is reprinted here for the sake of clarity. Each card contains a list of the player's vital statistics: his name, his race, his position, his skills...and his price! The last of these is probably the most important, because it is usually the ridiculous asking fee that keeps these guys on the sidelines, rather than playing the game!

STAR PLAYER CARDS

| | | | |
|----------------------------|-----------|-----------|-----------|
| GRIM IRONJAW | | | |
| Dwarf Troll Slayer | | | |
| MA | ST | AG | AV |
| 5 | 4 | 3 | 8 |
| SKILLS | | | |
| Block | | | |
| Mighty Blow | | | |
| Dauntless | | | |
| Frenzy | | | |
| Thick Skull | | | |
| 190,000 GOLD PIECES | | | |

| | | | |
|-----------------------------|-----------|-----------|-----------|
| HAKFLEM SKUTTLESPIKE | | | |
| Skaven Gutter Runner | | | |
| MA | ST | AG | AV |
| 9 | 3 | 4 | 7 |
| SKILLS | | | |
| Prehensile Tail | | | |
| Extra Arms | | | |
| Two Heads | | | |
| Dodge | | | |
| 170,000 GOLD PIECES | | | |

| | | | |
|----------------------------|-----------|-----------|-----------|
| JORDELL FRESHBREEZE | | | |
| Wood Elf Wardancer | | | |
| MA | ST | AG | AV |
| 8 | 3 | 5 | 7 |
| SKILLS | | | |
| Block | | | |
| Dodge | | | |
| Leap | | | |
| Diving Catch | | | |
| Side Step | | | |
| 190,000 GOLD PIECES | | | |

| | | | |
|---------------------------------|-----------|-----------|-----------|
| LORD BORAK THE DESPOILER | | | |
| Marauder Warrior | | | |
| MA | ST | AG | AV |
| 5 | 5 | 3 | 9 |
| SKILLS | | | |
| Block | | | |
| Mighty Blow | | | |
| Dirty Player | | | |
| Thick Skull | | | |
| 210,000 GOLD PIECES | | | |

MIGHTY LUG

Araby Blocker

| MA | ST | AG | AV |
|----|----|----|----|
| 5 | 5 | 2 | 8 |

SKILLS

Block

Mighty Blow

Stand Firm

170,000 GOLD PIECES**PRINCE MORANION**

High Elf Dragon Warrior

| MA | ST | AG | AV |
|----|----|----|----|
| 7 | 4 | 4 | 8 |

SKILLS

Block

Dauntless

Stand Firm

210,000 GOLD PIECES**SPIFF OBERWALD**

Imperial Blitzer

| MA | ST | AG | AV |
|----|----|----|----|
| 8 | 3 | 4 | 8 |

SKILLS

Block

Dodge

Leap

Sprint

Sure Feet

190,000 GOLD PIECES**VARAG GHOUL-CHEWER**

Orc Blitzer

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 4 | 3 | 9 |

SKILLS

Block

Pro

Mighty Blow

Jump Up

200,000 GOLD PIECES**BONEGNASHER**

Rat Ogre

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 6 | 3 | 8 |

SKILLS

Prehensile Tail

Mighty Blow

Thick Skull

220,000 GOLD PIECES**DEEPROOT STRONGBRANCH**

Treeman

| MA | ST | AG | AV |
|----|----|----|----|
| 2 | 7 | 1 | 10 |

SKILLS

Block

Multiple Block

Mighty Blow

Stand Firm

Thick Skull

260,000 GOLD PIECES**DIM BELLY**

Troll

| MA | ST | AG | AV |
|----|----|----|----|
| 4 | 6 | 1 | 9 |

SKILLS

Mighty Blow

Throw Team-Mate

Regenerate

170,000 GOLD PIECES**GRNTRK THE UNSTOPPABLE**

Bull Centaur

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 5 | 2 | 9 |

SKILLS

Block

Break Tackle

Sprint

Sure Feet

Thick Skull

210,000 GOLD PIECES

HUGO THE IMPALER

Vampire

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 5 | 3 | 8 |

SKILLS

Block

Dodge

Hypnotic Gaze

Regenerate

220,000 GOLD PIECES**HURG'N'GURG**

Ogre

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 6 | 2 | 9 |

SKILLS

Block

Mighty Blow

Throw Team-Mate

Thick Skull

220,000 GOLD PIECES**KHAINE THE CLOVEN**

Minotaur

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 6 | 2 | 8 |

SKILLS

Mighty Blow

Horns

Thick Skull

190,000 GOLD PIECES**SIR TENLEY AUWSOMME**

Brettonian Knight

| MA | ST | AG | AV |
|----|----|----|----|
| 7 | 4 | 3 | 9 |

SKILLS

Block

Pro

Stand Firm

Break Tackle

Nerves of Steel

220,000 GOLD PIECES**K'K'NN YA**

Kroxigor

| MA | ST | AG | AV |
|----|----|----|----|
| 5 | 6 | 1 | 9 |

SKILLS

Frenzy

Mighty Blow

Prehensile Tail

190,000 GOLD PIECES**CLAYFACE**

Khemrian Champion

| MA | ST | AG | AV |
|----|----|----|----|
| 5 | 4 | 3 | 8 |

SKILLS

Block

Mighty Blow

Pro

Stand Firm

Regenerate

200,000 GOLD PIECES**TUERN REDVENOM**

Dark Elf Blitzer

| MA | ST | AG | AV |
|----|----|----|----|
| 7 | 4 | 4 | 8 |

SKILLS

Block

Dodge

Pro

Tackle

Dirty Player

240,000 GOLD PIECES**IVAN THE AXE**

Norse Blitzer

| MA | ST | AG | AV |
|----|----|----|----|
| 6 | 4 | 3 | 7 |

SKILLS

Block

Mighty Blow

Stand Firm

Frenzy

Jump Up

220,000 GOLD PIECES

SECRET WEAPONS

Some players are armed with special pieces of equipment 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 field. Dwarf and Goblin teams, in particular, have a well-earned reputation for using secret weapons and fiendish inventions to give their teams a slight advantage. In recent years, however, it seems as if more and more races are getting in on the action, with several all-time Weapon Fatalities records now in peril.

None the less, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. More often than not, however, the zerbans turn a blind eye to the use of secret weapons. After all, they are very popular with the fans, and more than one referee has been torn limb from limb by angry supporters after banning a player and his popular weapon from a game...

The templates for players armed with secret weapons are given on the pages that follow. The secret weapon will appear in the 'Special' box on the player's card. For example, the Goblin Chainsaw's entry lists 'Chainsaw' in the Special box, while the Dark Elf Assassin's entry lists 'Poisoned Dagger' in that same box. The rules for each weapon are given on the following pages. The only way to get a secret weapon is to hire a player armed with a secret weapon as a Special Player - you cannot buy secret weapons for other players on your team.

A player using a secret weapon will not be sent off by the referee while the match is in progress (unless he decides to foul a player that has been knocked down, in which case the normal rules for fouling prone players apply). Instead, the player remains in play until the current drive ends, after which the opposing coach is allowed to make a penalty roll to see if the referee kicks the player out of the game.

In order to make a penalty roll, the opposing coach should roll 2d6. If the score equals or beats the secret weapon's penalty roll (listed below), then the referee sends the player off for the rest of the match. Place the player in the Dead and Injured players box in the Dugout to show that he is not allowed to appear again for the rest of the game.

Note that you must make a penalty roll for a secret weapon if the player carrying it has been on the field, even if he doesn't actually use the weapon. In addition, if a player armed with a secret weapon is used, then he must take his secret weapon with him - you can't say that he has decided to leave the weapon in the Dugout in order to avoid the penalty roll!

If the dice roll is less than the weapon's penalty roll, then the referee does not take any action this time, and the player may carry on playing in the match (although another penalty roll will have to be made if the player is used again).

BALL & CHAIN

Penalty Roll: 8+

A Goblin Fanatic carries a huge ball and chain - a weapon so large that it would be impossible for them to pick it up under normal circumstances. The Fanatic's strength is boosted by a strange and extremely potent form of fungus beer, however, enabling the Goblin to swing the heavy ball round and round. The Goblin is carried onto the field by the rest of the team, and held firmly in place until the kick-off whister is blown. Free at last, the deranged Goblin starts to whirl around crazily, swinging the ball and chain in a dizzy circle of death. Anything that gets in the way is smashed to the ground. Despite the eager shouting of his team-mates, the Fanatic has little idea where he is going, and will happily plough through players from his own side if they get in the way!

Goblin Fanatics do not have a tackle zone and may only take Move actions. A Fanatic must take an action before any non-Fanatic on the team each turn. If the coach moves another player before moving a Fanatic, his opponent can make an illegal procedure call just as if the coach had forgotten to move the turn counter.

Goblin Fanatics are never allowed to pick up or catch the ball, and they can't be used to assist other players in a block. The Fanatic can move up to four squares per turn, but unfortunately the coach has very little control over *which* four squares he will move to! To see where he moves, place the Throw-in template over his head facing up or down the pitch, or facing toward either sideline. (Note that you use the Throw-in template rather than the Scatter template.) This gives you some control over the direction the Fanatic moves, but not a lot!

Roll a die and move the Fanatic into the indicated square. Repeat this procedure for all four squares of the fanatic's move. You may change the facing of the Throw-in template after each square of movement. As no opposing player would be dumb enough to try to tackle the Fanatic, he never has to make a dodge roll to leave a square.

Now for the fun bit! If the die roll indicates that the Fanatic will enter a square occupied by a player of either team, then he must throw a block against that player. The Fanatic's Strength counts as 6 for the block, but no player may assist either side due to the swirling ball and chain. If the victim is forced back, then the Fanatic must occupy the square the opposing player was in (unless the opponent had the Stand Firm skill, in which case the Fanatic's move ends). If a Fanatic is knocked over when he throws a block, he is automatically injured as the chain wraps itself around his neck. Roll for injury as normal, but count 'Stunned' results as KO'd instead.

The Fanatic can keep moving after he has made a block if he has any squares of movement left, and is allowed to throw more blocks - in fact, he *must* block the occupant of any further occupied squares he moves into! Sometimes a Fanatic will be forced to move into a square that contains a prone player. In this case, simply 'force back' the prone player, representing them desperately rolling away from the Fanatic!

After you have finished the Fanatic's move, you must roll a die to see if he has become exhausted. On a roll of 2 or more, the Fanatic may remain in play. On a roll of 1, however, the Fanatic collapses in a heap, and must be placed in the Dead and Injured players box. Roll another die and consult the following table to see what has happened to him:

| FANATIC EXHAUSTION TABLE | |
|--------------------------|--|
| Roll | Result |
| 1-3 | Cardiac arrest! The Fanatic dies from over-exertion. |
| 4-6 | Knackered. The Fanatic is worn out, but will recover in time for the next match. |

Note that a Fanatic healed by an Apothecary is automatically placed in the Reserves box, as it will take some time for the coaches to disentangle the Fanatic from his fouled chain!

The only player on an opposing team that can attempt to block a Fanatic is another Fanatic. If this happens, both players are automatically knocked over.

BAT WINGS

Penalty Roll: 9+

A player with Bat Wings is commonly called a 'Doomdiver'. These off-kilter individuals are outfitted with a pointy metal helmet and a shoddily constructed set of glider wings, which the player can use to direct himself (somewhat) in flight.

When a Doomdiver is thrown by a team-mate, the Big Guy may use the Doomdiver's Agility instead of the Agility of the throwing player to work out a successful pass. This represents the fact that the team-mate only needs to get the Doomdiver airborne, after which the little guy can use his wings to aim himself towards the target square. While the wings are not enough to get the player aloft without aid, they are capable of extending the distance the player can travel. As a result, Doomdivers can be thrown up to Long Bomb range, and the ranges for throwing them are **not** increased by one.

Doomdivers are frequently used in battle as a crude form of artillery. Blood Bowl coaches have adopted a similar tactic, telling their suicidal little charges to aim for players on the opposing team. As such, Doomdivers may ignore the restriction requiring them to be thrown to an empty square, and may be thrown at opposing players. What's more, any Doomdiver landing on an opposing player is allowed to add his Strength to the armor roll, just as through he had the Piling On skill! (Note that this does **not** apply to any normal blocks the Doomdiver might take part in.)



BLUNDERBUSS

Penalty Roll: 10+

In battle, Chaos Dwarves field entire regiments of troops armed with the dreaded Chaos Dwarf blunderbuss. This weapon uses a gunpowder charge to fire iron spikes at the enemy, although it can also fire hot coals, lead shot, pieces of scrap metal, and even stones if need be. Chaos Dwarves hadn't been playing Blood Bowl very long before an enterprising player, depressed by his team's appalling inability to pass the ball, came up with the idea of using a blunderbuss to fire it down the field.

The idea proved remarkably successful. The football could be squeezed into the end of the blunderbuss, forming an airtight seal. It could then be fired at the appropriate moment, hurling the football down the field. The Chaos Dwarf armed with such a weapon simply pointed the weapon to the sky and pulled the trigger, firing the ball in a high arc which could not be intercepted. With luck, the ball would plummet down in the general vicinity of some Hobgoblin, although as often as not it landed well wide of the mark. Either way, though, the Chaos Dwarves were happy - at least the ball was deep in the opposing half of the field!

A player who is holding the ball and armed with a blunderbuss may use it to fire the ball down the field. The player is not allowed to do anything else when he fires the ball, because he needs the time to stuff the ball into the muzzle of the blunderbuss.

The normal rules for passing the ball are not used when it is fired from a blunderbuss. Instead, nominate a square **anywhere** on the field, then roll a die to see where the ball comes down. On a roll of 1-3 it scatters in exactly the same way as a kick-off (ie, it scatters the number of squares equal to the roll of a die in a random direction). On a roll of 4 or more the ball is bang on target and may be caught by a player in the target square in the same way as an accurate pass.

After the blunderbuss has been used, it may not be fired again until the next drive. This is to allow time for the weapon's user to reload it with a fresh charge of gunpowder!

◆ ◆ ◆ *Did you know...*

Due to runaway use of secret weapons, the Chaos Dwarf team 'Black Death' has yet to finish a season with any surviving fans. The Black Death players don't seem to care, though, as they proudly hold the all-time record for Most Spectator Casualties!

BOMBS

Penalty Roll: 8+

A favorite weapon of many of the more psychopathic Blood Bowl players is that old standby: the bomb! Players who use this type of secret weapon are known as Bombardiers. They usually carry a large sack of bombs, which they sneak onto the field when the referee isn't looking. The bombs used by Blood Bowl players tend to be rather primitive affairs, made from a round metal case filled with gunpowder, with a fuse poking out of the top.

When a Bombardier decides to throw a bomb, he lights the fuse, waits a couple seconds to make sure it is fizzing along nicely, and then lobs it towards an opposing player. That's the plan, at least. More often than not, something goes dreadfully wrong. Either the fuse is too short and the bomb goes off in the Bombardier's hands, or the bomb is caught by an opposing player and lobbed back, or the Bombardier's throw goes wild and the bomb lands next to a player from his own team! As you can see, Bombardiers are almost as dangerous to their own team-mates as to their opponents!

A coach may choose to have a Bombardier throw a bomb instead of taking any other action. The Bombardier is not allowed to move when he throws a bomb, because he needs to stand still in order to light the fuse. Roll a die to see if he gets the fuse alight without mishap. On a roll of 1, the bomb explodes prematurely in the Bombardier's square, with the results described below. On a roll of 2 or more, however, he gets the fuse alight, and may throw the bomb. If a player holding a lit bomb falls over for any reason - because of the use of a Special Play card or a Wizard's spell, for example - then the bomb will scatter one square and explode as described below.

The bomb is thrown using the rules for throwing the football. The bomb may be intercepted or caught, in which case the player catching it must throw it again immediately. This is a special bonus action which takes place out of the normal sequence of play.

For the second (and any subsequent) throws, a die roll must be made to see if the bomb goes off in the thrower's square. For any throws after the first, the bomb will go off in the thrower's square on a roll of 1, 2, or 3.

If the bomb lands in a square with a player who decides not to catch it, or if it lands in an empty square, then it will bounce and scatter one square in the same way as a dropped or missed pass. After it had bounced one square, the bomb will explode, even if it ends up in a square that is occupied by a player.

When the bomb finally explodes - either because a die roll is failed or because the bomb has hit the ground and bounced - it will knock over any player in the same square, and will knock over players in adjacent squares on a roll of 4 or more. Make Armor and Injury rolls for any players knocked over by the blast as normal.



CHAINSAW

Penalty Roll: 8+

No one remembers when chainsaw were first seen on the Blood Bowl field. Some say that the weapon's originator was Man-Mangler McStone, the Dwarven engineer famous for his blood-chilling (and blood-spilling!) inventions. Others insist that he was simply the first victim of the weapon, brought on by an opposing team to stop the mad engineer before he did too much damage. Probably the most likely explanation is that McStone was both the weapon's creator and its first victim, coming to a sad end when he tripped up and sat on his own invention (very messy). Whatever the truth of the matter, it's clear that the ever-popular chainsaw is here to stay.

A player can't enter the field with a running chainsaw - it's very difficult to sneak it past the ref! Instead, he must take it on the field cold, and get the thing started before he is allowed to use it.

Turning the chainsaw on counts as an action, and the player may do nothing else that turn. To see if the player gets the chainsaw running, make an Agility roll for him. No modifiers apply to this die roll. If the roll succeeds, the player has managed to turn the chainsaw on, and he may attack with it in any subsequent turn. If the player fails to start up the chainsaw, he is not allowed to attack with it, although he can try to start it up again in a future turn.

Failing to start a chainsaw does **NOT** count as a turnover, and does not end the moving team's turn. The chainsaw must be restarted if it is used again after a drive has ended.

A player armed with a running chainsaw may never catch or carry the ball, and must drop the ball if he has it when the chainsaw begins running. He can move normally, however, and attack with the chainsaw instead of making a block. When the chainsaw is used to make an attack, do not roll the Block dice. Instead, simply make an Armor roll for the victim, adding +3 to the score. If the roll beats the victim's armor value, then the player is injured - roll on the Injury Table as normal. If the roll fails to beat the victim's armor value, then the attack has no effect. A player may also use a running chainsaw to foul an opponent, getting this +3 bonus in addition to the usual +1 for fouling a player.

A running chainsaw is a dangerous thing to carry around, so if a player holding a running chainsaw falls over for any reason, the opposing coach is allowed to add +3 to his armor roll to see if the player is injured.

POGO STICK

Penalty Roll: 10+

Goblins have a well-deserved reputation for both their inventive cruelty and their legendary ability to come up with diabolical (and often self-destructive) trick plays. Goblins are the only Blood Bowl players insane enough to take to the field on pogo sticks, the fiendish creation of former Lowdown Rats coach Pogo Doomspider. Pogo, alas, was killed trying to improve his device with the addition of rocket propulsion...

Any player equipped with a pogo stick is allowed to attempt to move up to four extra squares when he 'goes for it', rather than the normal two. In addition, the player may use the pogo stick to leap across the field exactly as if he had the Leap skill.

POISON WIND GLOBES

Penalty Roll: 8+

A player armed with Poison Wind Globes is known as a Globadier. Such a player is equipped with a number of glass globes that explode on contact, releasing clouds of poisonous vapors! These devices tend to be safer than the standard Blood Bowl bomb, and are a favorite of the devious Skaven.

A coach may choose to have a Globadier throw a poison wind globe instead of taking any other action. The globe is thrown using all the normal rules for throwing a pass, and may be intercepted. When the globe hits a player or the ground, however, it will explode, releasing the poisonous vapor into the air. Any player in the globe's square or any of the eight adjacent squares should be placed prone, as they are choking on the fumes! Do not make armor rolls for these players, however.



POISONED DAGGER

Penalty Roll: 10+

It is a rare Blood Bowl player who can resist the temptation to sneak a weapon onto the field in order to help out against those really tough opponents. More often than not the weapon chosen is a dagger, which is both easy to hide and capable of being used without drawing unnecessary attention from the officials! Some particularly evil players will even take to covering the dagger with a fast-acting poison so that they can really spoil a victim's day.

A player armed with a poisoned dagger may use it to attack another player instead of throwing a block at him. Make an armor roll for the victim. If the score is less than or equal to the victim's armor value, the attack has no effect. If the score beats the victim's armor value, then he has been stabbed by the dagger, and an Injury roll must be made immediately. Treat a result of 'Stunned' on the Injury Table as a KO'd result because of the effect of the poison. Once the dagger has been used to successfully stab a victim (ie, the score beats a victim's armor value), the poison is wiped off, and the dagger will cause injuries as normal until the drive ends.

WARPSTONE BLADES

Penalty Roll: 8+

Skaven society is rife with tension and violence, and Skaven have been known to employ assassins to advance clan agendas. Naturally, it wasn't long before the first Skaven assassins made their debut on the Blood Bowl field. After all, why bother throwing a clumsy block at an Ogre twice your size if you can stick a nice blade between his ribs?

A player armed with Warpstone Blades may use them to stab an opponent instead of making a block. To attack a player with the Blades, make an armor roll and add +1 to the result. If the result is equal to or less than the player's armor value, then he is unaffected. If the score beats the player's armor value, however, then the player has been injured by the keen blades, and the assassin's coach is allowed to make an Injury roll and add +1 to the score.

[Final Warpstone notes here.]