

BLOOD BOWL

Blood Bowl 2016
October 2017

Rules Included:

- Bugman's Star Players (May 2016)
- Rulebook (November 2016)
- Death Zone Season 1! (November 2016)
- Early Bird Special Play card (2016)
- Match Events (App December 2016)
- Winter Weather Table (Winter Pitch January 2017)
- Subterranean Stadium Conditions (Dwarf/Skaven Pitch January 2017)
- Warhammer Open Special Play card (January 2017)
- Referees (White Dwarf January 2017)
- Errata and FAQ(pdf May 2017)
- Winterbowl Inducements (January 2017)
- Savage Orcs, Human Nobility, Star Players, Inducements, Match Events (App, February 2017)
- Blitzmania Kick-off table (App update, February 2017)
- Blitzmania Special Play cards (League Event February 2017)
- Special Play Variant rules v3 (pdf, April 2017)
- Team-specific ball rules (White Dwarf March 2017)
- White Dwarf and Black Gobbo (White Dwarf May 2017)
- Death Zone Season 2! (May 2017)
- Dwarf Slayer Hold, Skaven Pestilent Vermin, Star Players, Inducements, Match Events (App, May 2017)
- Gobbo balls (White Dwarf June 2017)
- Updated Grak & Crumbleberry rules (PDF July 2017)
- Special Play Card "Gassy Eruption", Warhammer World Exclusive (August 2017)

Limitations and decisions:

These rules are a collection of all new Blood Bowl rules merged together with previous Living Rulebook version 6. Please note that some of these rules are optional and have limited to no play testing. Some optional rules and play cards from the previous edition are also supplied here for reference.

Minor modifications by the author:

- Added "apply to both teams" for some Blitzmania kick-off table results if a result required a roll from both players and the result would be a tie.
- Added limited duration for some match events which originally had no limit and severely affected the game.
- Incorporated White Dwarf Goblin & Halfling Referees to the Death Zone Season 2 Referee table.

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Todo:

- Skaven Vermin Pestilent match events (missing details for 1)
- Team descriptions: Savage Orcs, Human Nobility, Slayer Hold, Vermin Pestilent

Blood Bowl Rulebook 2016 with errata

Well after one and a half decade, Games Workshop has officially re-released Blood Bowl. This is a combination of the new rulebook and Death Zone Season books. In addition, faqs, erratas, White Dwarf articles and numerous limited or special additions have been included. Additional Weather tables, Kick-off table, stadium rules, sponsorships, rostered star players and referee rules have also been added. All changes and typographical corrections from version LRB6 to Games Workshop 2016 have been highlighted in red so they are easy to spot.

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SETTING UP THE GAME

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

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

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

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

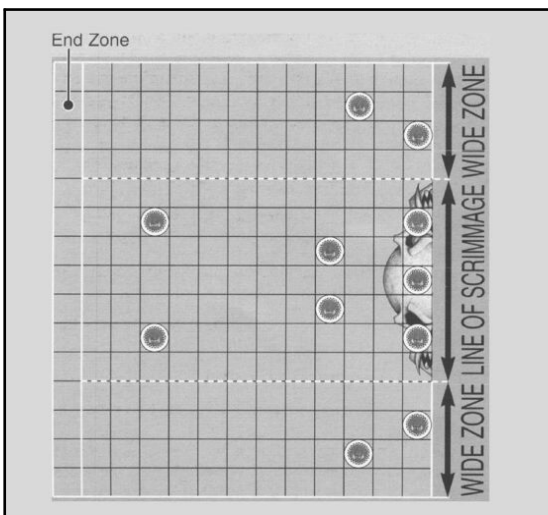
If you cannot set up 3 players on the Line of Scrimmage you must either concede the match, or carry on playing by placing as many players on the line of scrimmage as possible.

THE KICK-OFF

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

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

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



SLOW-MOTION REPLAY

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

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

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

THE SEQUENCE OF PLAY

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

A. Receiving Team's Turn

B. Kicking Team's Turn

Repeat A and B, one after the other, until the end of the drive.
NOTE: A drive is defined as playing until a touchdown is scored or the half ends.

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

MOVING THE TURN MARKER

Each coach is responsible for keeping track of how many turns his team has used, and must move the Turn counter one space along the track provided on his Dugout at the start of each and every one of his turns. **If coaches find themselves regularly forgetting to move the Turn marker along, they might agree to use the Illegal Procedure special rule, which is found in the Extra Rules section later on.**

PLAYER ACTIONS

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

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

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

LIST OF ACTIONS

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

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

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

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

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

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

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

TURNOVERS

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

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

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

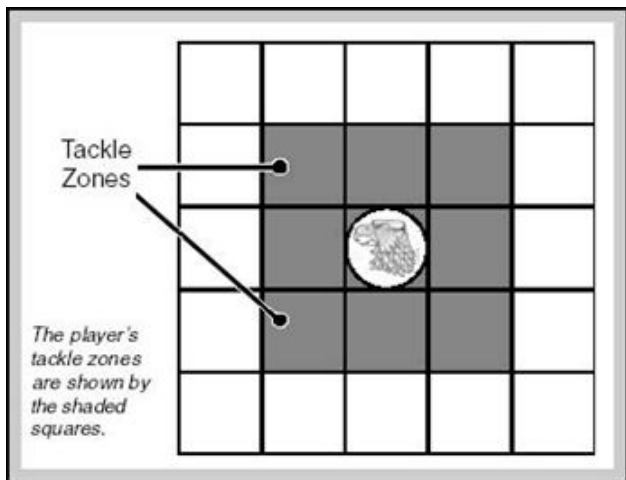
MOVEMENT

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

TACKLE ZONES

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

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



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

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

AGILITY TABLE

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

Dodging Modifiers

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

PICKING UP THE BALL

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

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

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

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

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+
Pick-up Modifiers						
Picking up the ball	+1					
Per opposing tackle zone on the player.....	+1					

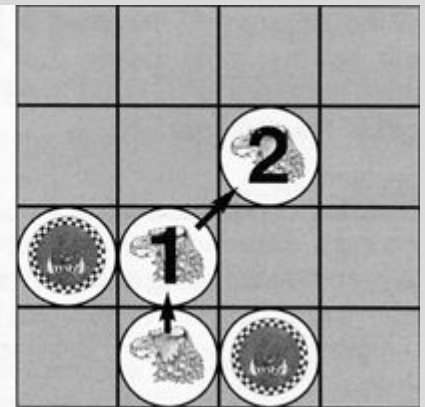
IMPORTANT: The Agility table is used to work out the success or failure of a number of different Actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each Action has its own set of modifiers, and it is only these modifiers which apply to the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

SLOW-MOTION REPLAY

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

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

EXAMPLE OF DODGING:



AGILITY TABLE

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

DODGING MODIFIERS

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

BLOCKS

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

BLITZ MOVES

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

STRENGTH

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

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

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

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

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

The Result

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



ATTACKER DOWN: The attacking player is Knocked Down.



BOTH DOWN: Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.



PUSHED: The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.



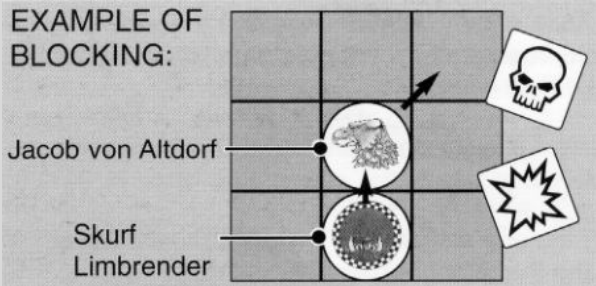
DEFENDER STUMBLES: Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.



DEFENDER DOWN: The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow up the defender.

SLOW-MOTION REPLAY

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



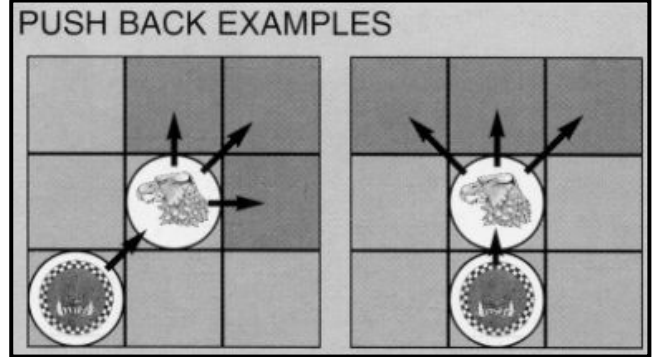
PLAYER'S STRENGTHS

Both players equal strength
 One Player Stronger
 One player more than twice as strong

ROLL

One Block Dice
 Two Block Dice*
 Three Block Dice*

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



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

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

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

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

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

KNOCK DOWNS AND INJURIES

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



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

A player who is carrying the ball and who is knocked down or placed prone will drop the ball in the square where they fall. The dropped ball will bounce one square in a random direction) after the player's armour and injury rolls (if any) are fully resolved.

INJURIES

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

STANDING UP

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

SUBSTITUTES

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

INJURY TABLE

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

THROWING THE BALL

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

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

THROWING

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

Next, the coach must measure the range using the range ruler. It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball, however, you may not move the throwing player any farther that turn, even if he has spare MA left.

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



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

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

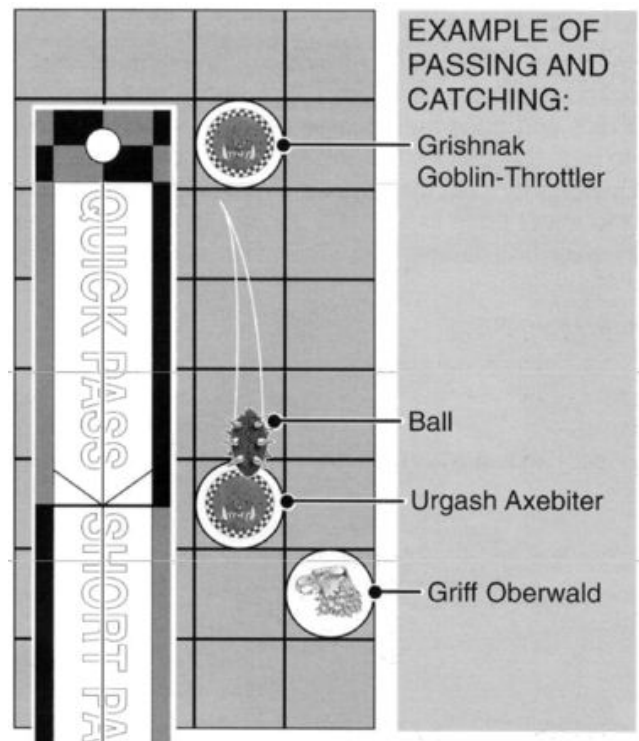
SLOW-MOTION REPLAY

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

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

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

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



AGILITY	1	2	3	4	5	6
CATCHING ROLL	6+	5+	4+	3+	2+	1+

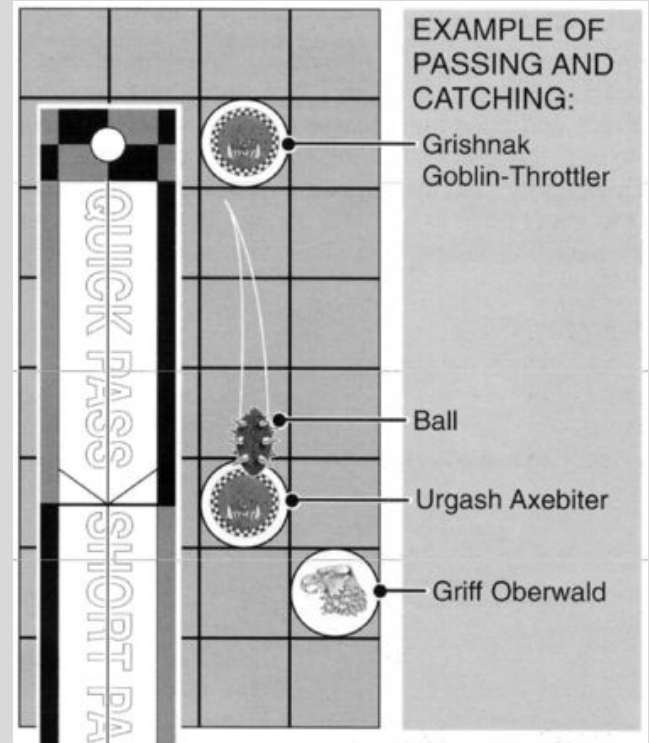
SLOW-MOTION REPLAY

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

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AGILITY	1	2	3	4	5	6
PASSING ROLL	6+	5+	4+	3+	2+	1+

PASSING MODIFIERS

Throwing a Quick Pass	+1
Throwing a Short Pass	0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per enemy tackle zone on the player throwing the ball	-1

AGILITY	1	2	3	4	5	6
CATCHING ROLL	6+	5+	4+	3+	2+	1+

CATCHING MODIFIERS

Catching an accurate pass	+1
Catching a scattered pass, Bouncing ball or throw-in	0
Per enemy tackle zone on the player throwing the ball	-1

AGILITY TABLE

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

Passing Modifiers

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

CATCHING THE BALL

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

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

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

AGILITY TABLE

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

Catching Modifiers

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

BOUNCING BALLS

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

THROW-INS

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

TURNOVERS

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

RE-ROLLS

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

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

TEAM RE-ROLLS

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

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

PLAYER RE-ROLLS

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

SKILLS

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

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

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

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

Note that you can't 'go back' in time and use a skill or re-roll to affect an earlier Action. For example, if a player was blitzing, you couldn't have him throw a block, move a couple of squares, and then say "Actually, I think I'll use my Pro skill to re-roll that block."

– the skill or re-roll must be used directly before or after the event it will affect or not at all.

WINNING THE MATCH

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

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

SCORING TOUCHDOWNS IN YOUR TURN

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

Any player may enter either End Zone at any time, even if they are not carrying the ball. If the ball is thrown to them and they catch it, or they are able to pick up the ball while in their opponent's End Zone, they score a touchdown. Note, however, that in order to score a touchdown the player must end his Action *standing* in the End Zone; if the player failed to make a Dodge roll, for example, and thus was Knocked Down in the End Zone then he would not score a touchdown.

If a player from the moving team has the ball and enters the opposing team's End Zone, then they may not voluntarily leave it for any reason during the same action nor may they hand-off or pass the ball - they are far too intent on scoring the touchdown themselves!

SCORING IN THE OPPONENT'S TURN

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

RESTARTING THE MATCH

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

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

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

CONCEDING THE MATCH

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

EXTRA RULES

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

CREATING A BLOOD BOWL TEAM

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

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

TEAM ROSTER SHEETS

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

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 and decide which you want to use. All of the players in your team must be from the same team list. So, for example, a High Elf team may not include Human players because these players come from a different team list.

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

TEAM RE-ROLLS AND FAN FACTOR

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

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

COACHING STAFF

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

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

This model represents you, and so does not cost any gold to hire for the team. During a match your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if he makes a call against your team. **Any time a player is sent off for committing a foul or using a Secret Weapon, you can 'Argue the call'. Roll a D6. On a roll of 6, the the referee accepts your arguments and the player in question is only sent to the Reserves box instead of being sent off entirely. On a roll of a 1, the referee has had enough of your lip and ejects you from the game! For the rest of the game you cannot argue any calls, and if the 'Brilliant Coaching' result is rolled on the Kick-off table, subtract 1 from your dice roll. A turnover is still caused if argue the call is successful. Argue the call may be used in before or after a Bribe, however the Bribe only applies for the player, not the Head Coach.**

Assistant Coaches

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

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

Cheerleaders

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

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

Apothecary

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

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

THE KICK-OFF TABLE

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

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

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

Selecting a Random Player

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

Team Re-Rolls and the Kick-off Table

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

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

The Fans and FAME

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

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

KICK-OFF TABLE

2D6 Result

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

2D6 Result

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

Alternatively, both coaches can agree to use the Blitzmania Kick-off table

BLITZMANIA KICK-OFF TABLE

2D6 Result

- 2 UM... WHERE'S THE REF:** Both teams are lined up, waiting for the whistle to blow, when they realise that the Ref's nowhere to be seen! Looks like it's time for some Blitzmania-style anarchy. For the duration of this drive, any number of players can make a Foul action each turn. In addition, players cannot be sent off for Fouling, using Secret Weapons, or anything else.
- 3 BREAKING SCANDAL:** A wave of excited conversation ripples through the crowd... a fresh scandal has come to light, and the new vendors outside the stadium have got all the juicy gossip! Each player rolls a D3 and reduces their FAME by that much for the rest of the match, as fans stampede out of the stadium - and yes, FAME can go into negative figures. In addition, each player rolls a D6 for each of their players that is within 2 squares of the sidelines. On a roll of 1 or 2, they are Knocked Down by errant fans.
- 4 BOLSTER THE LINE:** From the Dugout, the offence looks pretty weak -- and the benched players decide to do something about it! The receiving player rolls a D6 for each player in their Reserves box. On a result of 4, 5 or 6, that player can be set up in their team's End Zone.
- 5 ROGUE BALL:** One of the fans has not only brought their replica Blood Bowl ball to the game, they've decided to fling it onto the pitch just as the real ball's in the air! The kicking team's coach places a second ball anywhere in the receiving team's half -- this will scatter in the same way as the first ball, once the first ball's scatter has been resolved. Players may not pick-up, catch or intercept a ball if they are already carrying one. A ball bouncing into the square with the other ball will bounce again. After each player has had one turn, pick one ball at random; that ball (revealed as the replica) bursts, and is removed from play.
- 6 BLOODTHIRSTY FANS:** Goaded on by the screaming fans, one player snaps and starts the violence a moment early! Each coach rolls a D3 and adds their FAME and the number of cheerleaders on their team to the score. Re-roll ties. A random player on the team with the highest score is driven to an act of bloodlust, and can immediately make a Blitz action.
- 7 CHANGING WEATHER:** Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.

2D6 Result

- 8 QUESTIONABLE COACHING:** Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The coach of the team with the lowest total has upset one of the players with a last-minute call, and they head back to the Dugout to set things straight -- missing the drive in the process! One randomly determined player from that team (or both teams in case of a tie) that is on the pitch is placed in the Reserves box.
- 9 VIOLENT OUTBURST:** The offense has been worked into a frenzy before lining up for the kick-off. Every player on the receiving team that is adjacent to one (and only one) enemy player can immediately make a bonus Block action. Team re-rolls cannot be made during these actions, and if a player on the receiving team is Knocked Down, the bonus actions come to an end and no more Blocks can be thrown.
- 10 SNEAKY SPRINT:** One player on the defense makes use of a distraction in the crowd to dash into the other team's half. A random player on the kicking team who is not on the line of scrimmage, and is not in an enemy player's tackle zone is removed from play. The kicking team's coach can then set them up anywhere in the receiving team's half, in a square that does not contain another player or the ball; they then move D6 squares in a random direction (determined using the scatter template) stopping before they would move into an occupied square or the square containing the ball.
- 11 PELTED BY THE CROWD:** A recent scandal has cast one of the teams in a poor light, and the fans have decided that this is the moment to show their disapproval. Each coach rolls a D6 and adds their FAME the roll. The team that rolls lower (both teams in case of a tie) is pelted by rotten vegetables, promotional merchandise and smaller members of the crowd. Roll a D6 for each player on the team; on a roll of 1, they are Placed Prone.
- 12 BIG MONEY IN THE HOUSE:** Some of Blitzmania's most lucrative sponsors have turned up to watch the drive, encouraging the players to give it their absolute best. Roll a D6 -- each team gains that many bonus team re-rolls (up to a maximum of 8). In addition, during this drive, teams can use more than one team re-roll in a turn (a roll can still never be re-rolled more than once). Any of these bonus re-rolls that have not been used by the end of the drive are lost.

THE WEATHER

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

WEATHER TABLE

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

If both players agree, they can use this Weather table for the duration of the match, instead of the standard Weather Table. It's ideal for representing matches played amid the tundra of the frozen north, or for matches set in the winter season.

WINTER WEATHER TABLE

2D6	Result
2	<i>Howling Winds:</i> The fans are shivering in the stands as a ferocious gale blows steadily down the pitch. Any pass attempts have an additional -1 modifier. Each player rolls a D6 (re-rolling ties) – the wind is blowing down the pitch towards the losing player's End Zone. Whenever the ball scatters for a kick-off or inaccurate pass, it will be blown down the pitch. Before making the Scatter roll, place the Throw-in template over the ball so that the 3-4 result is pointing in the same direction as the wind, then roll a D6 and move the ball one space in the corresponding direction. Repeat this a second time, then scatter the ball as normal.
3	<i>Freezing:</i> A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). Whenever a player is Knocked Down, add 1 to the result of the Armour roll.
4-10	<i>Brisk:</i> It's rather chilly, but it is as close to perfect Blood Bowl weather as you can hope for at this time of year! This counts as a 'Nice' result for purposes of the Changing Weather result on the Kick-off table.
11	<i>Heavy Snow:</i> Visibility is low, it's slippery underfoot and it's impossible to spot tripping hazards, making it very difficult indeed to block effectively. Whenever a player makes a Blitz Action, their ST is reduced by 1 for the duration of that Action.
12	<i>Blizzard:</i> Between the snow, the wind and the icy ground, it is a miracle the game's still in progress! Any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, and only Quick or Short Passes can be attempted.

If both players agree, they can use this table for the duration of the match, instead of the standard Weather Table. It is ideal for representing matches played underground, whether in a well-maintained Dwarf stadium or the haphazard deathtrap that is a Skaven pitch. Any rules that refer to the Weather table (for example Changing Weather result on the Kick-off table) refer to this table if you're using it.

SUBTERRANEAN STADIUM CONDITIONS TABLE

2D6	Result
2	<i>Bubbling up from Below:</i> The players are aghast as viscous liquid begins to seep up through the cracks in the floor. Whether this is a natural phenomenon the result of sabotage or a dire warning that stadiums have no place being built above sewage pipes, it's definitely not pleasant. All players on the pitch subtract 1 from their MA, but can attempt to Go For It one more time when they move (three times, or four times if they have the Sprint skill).
3	<i>Gloomy:</i> The torches are in need of replacing, and the shadows are growing long. Long Passes and Long Bombs have an extra -1 modifier (making them -2 and -3 respectively). In addition, players attempting to Go For It for a second time during an Action (or third time, if they have the Sprint skill) will trip and be Knocked Down on a roll of 1 or 2 instead of just on a roll of a 1.
4-10	<i>Nice Enough:</i> You might be missing the light of the sun, but the conditions are as good as you could hope for. This counts as a 'Nice' result for purposes of the Changing Weather result on the Kick-off table.
11	<i>Thermal Geysers:</i> Vapour begins to whistle up from the cracks in the ground, followed by the forceful gouts of roiling steam. If a player on your team is Knocked Down (not just placed Prone), roll a D6. On a roll of 1, they crack open a thermal geyser and are shot into the air. Scatter them D3 squares in a random direction (ignoring any squares they pass through). If they land in an occupied square, move them one more space in the direction of scatter until they land in an unoccupied square or leave the pitch. When making the Injury roll for a player who has been shot into the air, add 2 to the result.
12	<i>Seismic Activity:</i> Uh oh... was that a tremor? Roll a D6 at the end of each turn, adding 1 to the result for each player on the pitch with a Strength 5 or more. If the result is 6 or more, rocks tumble down from up above. Each coach rolls a D6. The one who scores the lowest picks one of their players at random, that player is Knocked Down by a falling rock and the other coach makes an Injury roll for them. If both coaches roll the same, a random player on each team is struck by a falling rock!

HANDING-OFF THE BALL

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

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

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

GOING FOR IT!

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

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

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

ASSISTING A BLOCK

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



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

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

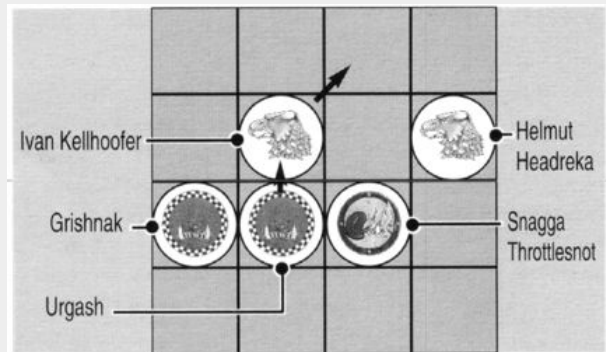
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used on the result. Skills belonging to assisting players cannot be taken advantage of by either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

SLOW-MOTION REPLAY

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

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

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



PLAYER'S STRENGTHS

- Both players equal strength
- One Player Stronger
- One player more than twice as strong

ROLL

- One Block Dice
- Two Block Dice*
- Three Block Dice*

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

INTERCEPTIONS AND FUMBLES

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

Interceptions

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

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

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

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

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

AGILITY TABLE

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

Interception Modifiers

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

Fumbles

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

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

SLOW-MOTION REPLAY

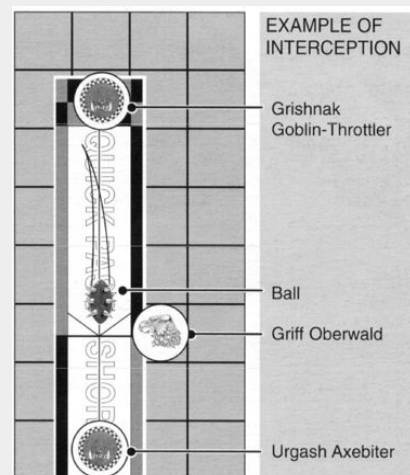
Jim: *As we return to the match Grishnak Goblin-Throttler is about to attempt another pass. This time, however, Griff Oberwald is in a position to make an interception attempt.*

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

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

INTERCEPTION MODIFIERS

Attempting an interception -2
 Per enemy tackle zone on the player intercepting the ball -1



FOULS, OR KICKING PLAYERS THAT ARE DOWN

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

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

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

SKILLS

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

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

A skill may only be taken once per player.

REFEREES

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

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

In Blood Bowl, the best referees are all but invisible. As long as they're doing their job properly, you should hardly notice they're there! The rules for referees in Blood Bowl were written with this in mind, keeping things nice and simple, with the miniatures serving as visual reminders that the rules for Fouling are in play.

However, it's understandable that some players will want to put the referee miniatures to more use in the game, so here's two sets of rules that you can use, representing Refs who make up for their small stature with a complete lack of mercy. One set include the 'Goblin and Halfling Referees', the other set includes the 'Famous Referees'. These are optional rules, so both players must agree on which one to use if any before play begins.

Goblin and Halfling Referees

Before the first kick-off, the coaches roll off and the winner picks one of the Referee miniatures and sets it up next to the pitch. You can only ever use one special Referee at a time!

Each time there is a foul and a player is not sent off, the Ref will become increasingly frustrated at their impotence. After the foul has been fully reached, one of the following will happen:

If the Ref is currently next to the pitch and is not on either team's Dugout, move him to the sideline area of the fouling team's Dugout, directly above the "1" on the Score Track. He's not got his eye on that team and is plotting revenge.

If the Ref is already in the fouling team's Dugout, move him one step to the right, so that he's above the next number. If he is already above the number 8, he cannot move any further.

If the Ref is on the other team's Dugout, move him one space to the left, so that he's above the previous number. If he was already above the number 1, remove him from the Dugout and put him back where he started, next to the pitch.

After the Ref has moved, if he's on the fouling team's Dugout, roll a D6. If the result is higher than the number on the Score Track that the Ref is currently above, there is no effect - but if it is the same or lower, the player who committed the foul suffers the consequences described below!

If a player on the team that the Ref is keeping an eye on is sent off, or if that team uses a Bribe to prevent a player being sent off, he calms down and is returned to where he started, next to the pitch. Note that if a drive (or the first half) ends, the Ref stays right where he is... these maniacs know how to be patient!

Consequences: Goblin Referees

It's never a good idea to get on the wrong side of a Goblin, let alone when they have full backing of the Referees and Allied Rulekeepers Guild! The player is given a subtle reminder of the Ref's authority - place them Prone and make an immediate injury roll for them.

Consequences: Halfling Referees

The Halflings that make it through the Referee Selection Programme tend to be a few buns short of a basket and will go out of their very maliciously disrupt the efforts of a team that's on their wrong side. The player's team immediately loses a Team Re-roll. If they do not have any Team Re-rolls to lose, the other team gains one instead!

FAMOUS REFEREES

Before the start of the Pre-match sequence, roll 2D6 on the table below to see whether a Famous Referee is in attendance. If so, use that referee's rules, as shown below.

2D6	Referee
2-3	Trundlefoot Triplets
4-6	Ranulf 'Red' Hokuli
6-8	Standard referee
9-10	Thoron Korensson
11-12	Jorm the Ogre

Alternatively, incorporate the Goblin and Halfling Referees into this table as follows:

2D6	Referee
2-3	Trundlefoot Triplets
4-6	Ranulf 'Red' Hokuli
6	Goblin referee
7	Standard referee
8	Halfling referee
9-10	Thoron Korensson
11-12	Jorm the Ogre

THE TRUNDLEFOOT TRIPLETS: BUNGO, FILIBERT AND JEPH

Heavy-handed Incompetence:

If a player commits a foul and a double is not rolled for the Armour roll or Injury roll, roll a D6. On a 1, the fouling player is sent off as though they had rolled a double. On a 6, the target of the foul is sent off instead! In either case, a Bribe can be used, and the head coach can attempt to argue the call.

In addition, each coach rolls a D6 immediately before setting their team up at the start of a drive, but after rolling for KO'd players. On a roll of 1, a random player from their team (not counting any players in the KO'd or Dead & Injured boxes) is called out for an apparent kit check violation, and cannot be set up this drive.

If a Get the Ref result is rolled on the Kick-off table, the triplets make themselves scarce and are replaced with a standard referee for the rest of the match - each team also gets a Bribe as normal.

RANULF 'RED' HOKULI

'Red' Card:

If a player commits a foul and a double is not rolled for the Armour roll or Injury roll, a D6. On a 1 or 2, the eagle-eyed Red has seen the foul and the coach of the fouling player must choose one of the following:

- Use a Bribe.
- The fouling player is sent off, causing a turnover.
- Red's axe is put to good use. Make an Injury roll for the fouling player, adding 2 to the result. The team suffers a turnover.

Head Coaches cannot argue the call with Red Hokuli. However, the Get the Ref result on the Kick-off table still applies.

THORON KORENSSON

Strict Discipline:

If a player commits a foul and a double is not rolled for the Armour roll or Injury Roll, roll a D6. On a 1 or 2, the foul is seen by Korensson and the player is sent off. If a Bribe is used or a coach argues to the call to prevent the player from being sent off and the result is 1, the player is sent off, as well as another randomly determined player on the same team (excluding those who are not on the pitch). The coach can attempt to argue the call or use a Bribe again to save the second player, but the same rule applies - Korensson can keep it going all night!

If a Get the Ref result is rolled on the Kick-off table, roll again. If the re-rolled result is another Get the Ref, Korensson is replaced with a standard referee for the rest of the match. Each team gets a Bribe, as per the normal rules.

JORM THE OGRE

Jorn Not Like Cheaters:

If a player commits a foul and a double is not rolled for the Armour roll or Injury Roll, roll a D6. On a 1 (a 1 or 2 if the fouling player's team has a higher score than their opponents), pick a random player on the fouling player's team (excluding those who are not on the pitch). The opposing coach makes an Armour roll (and potentially an Injury roll) for that player as though it was being made by a player with the Mighty Blow skill. If the Armour roll fails, the player remains standing - otherwise, the team suffers a turnover.

If a Get the Ref result is rolled on the Kick-off table, its normal effects do not take place - instead, Jorm goes into a rampage and starts tearing through the stands to teach the rowdy fans a lesson! If neither team has a FAME modifier, randomize one team to get +1 FAME for the rest of the match. If one team has a FAME modifier, that team's coach rolls a D6. On a 1, they lose the modifier and their opponent gains a +1 FAME modifier. On a 2-3, they lose the modifier but their opponent gains nothing.

TEAM-SPECIFIC BALLS

The rules below allow coaches to use team-specific balls, making use of the weird and wacky variant balls that are included on the Orc, Skaven and Dwarf team sprues. Just like any other optional rule, the rule should be agreed between both coaches in one-off games, and its use in league play is at the League Commissioner's discretion.

MULTIPLE BALLS

If a second ball ever comes into play (for example, due to the Ball Clone special play card), it is always a normal, regulation Blood Bowl ball. Things are mad enough without multiple special balls on the pitch!

SPECIAL BALLS

Although Blood Bowl balls are usually provided by the stadium, many teams bring along several of their own just in case. Most of the time these are standard, regulation pigskins, but some teams like to sneak in a surprise once in a while...

Once per match, at the start of any drive for which they are the kicking team, the coach can declare that they will use a special ball. Any team can use an Extra Spiky Ball, but some teams have access to race-specific special balls as listed below - they should declare whether they are using an Extra Spiky Ball or their team's unique ball.

Before the kick-off, the coach nominates one player from their team who is on the pitch, is not in a wide zone and is not on the line of scrimmage, to be the one kicking the ball (Note that in some situations, such as when using the Kick skill, a player will already have been nominated to kick the ball). If the roll on the kick-off table is a double, the Ref calls the kicking player out for their flagrant rules violation, and they are immediately sent off as though they had committed a foul (before resolving the kick-off result). Note that even if the player is sent off, the special ball remains in play for this drive!

For the duration of the drive, the special ball rules (as shown below) apply to the ball. Aside from those rules, it still counts as a normal ball in all respects.

ANY TEAM: EXTRA SPIKY BALLS

Sure, a lot of Blood Bowl balls have spikes, but this one takes things to the extreme! Whenever an Extra Spiky Ball is thrown, thrown in or kicked off, it will not bounce if it lands in an unoccupied square. In addition, if the result of a roll to pick up, catch or intercept the ball is a 1 (after re-rolls, but before any modifiers are applied), the player making the attempt is treated as being attacked with the Stab skill.

ORC TEAMS: LIMPIN' SQUIG

Squigs have long been used as a ball in the Orc leagues, but lopping one of their legs off to stop them running away so easily is a recent innovation.

At the start of each team's turn, the Limpin' Squig will make a break for freedom. If it is being carried by a player, that player's coach must roll a D6. On a roll of 1, the squig breaks free and bounces one square in a random direction, following all the rules for bouncing balls. Note that this does not cause a turnover. If the squig is not being carried by a player at the end of a turn, it hops 3 times, resolving each in the same way as a bouncing ball. If it hops into a player's square and they fail to catch it, it bounces once, then stops.

SKAVEN TEAMS: WARPSTONE BRAZIER

Filled with chunks of raw steaming Warpstone, there's no way this 'ball' could be mistaken for one that meets regulations. Hey, when the Skaven cheat, they don't muck about.

Whenever a player attempts to pick up, catch or intercept a Warpstone Brazier and the D6 roll is a 1 (after re-rolls, but before any modifiers are applied), the player suffers a temporary physical mutation! Roll a D6 on the table below to see what happens - if a player is granted a duplicate skill it had no additional effect. The skill only lasts until the end of the drive, or until they are (un)lucky enough to receive another spontaneous mutation from the warpstone brazier.

D6 Result

- 1 **Spontaneous Combustion.** The player is Knocked Down. Add 1 to the result of the Armour Roll.
- 2 **Temporal Instability.** The player moves out of phase with reality, gaining the No Hands skill.
- 3 **Shrunken head.** The only thing worse than a tiny head is the realisation that your helmet no longer fits. The player gains the Bone-head skill.
- 4 **Massively Obese.** The player expands in size until they are a hulking mass of flesh. The player's MA is reduced by 2, to a minimum of 1, but they gain the Thick Skull skill.
- 5 **Leptous Flesh.** Skin and flesh hang from the player in sickening folds. The player gains the Foul Appearance skill.
- 6 **Thorny Carapace.** The player's body sprouts a thick, spiked shell. The player's AV is increased by one, to a maximum of 10.

DWARF TEAMS: MASTER-HEWN BALL

What's wrong with a little ornamentation? Oh, it feels a little weightier than normal, does it? That must be the gemstones! The centre definitely isn't lined with iron. Not at all!

When the Master-Hewn ball is kicked off, it only scatters D3 squares rather than D6. In addition, it is not affected by the gentle gust of wind on a 'Changing Weather' result on the Kick-off table. When passing a Master-Hewn ball, long bombs cannot be attempted, and the Hail Mary Pass skill cannot be used. In addition, long passes have an additional -1 modifier.

Whenever the Master-Hewn Ball is thrown, thrown in or kicked off, it will not bounce if it lands in an unoccupied square. If it lands in a square with a prone or stunned player, make an armour roll for that player before the ball bounces. If they are removed from play as a result, the ball does not bounce.

If a player attempts to catch a thrown Master-Hewn Ball and fails, roll a D6 after the ball has bounced away. If the result is equal to or higher than the player's ST, they are knocked down.

GOBLIN SPECIAL BALLS

This optional rule set allow Goblin teams to make use of their own special balls.

At the start of any drive for which they are the kicking team, a Goblin coach can declare that they will use a special ball. Goblin teams have access to three special balls and can use each one once per match. If they wish, they can use an Extra Spiky Ball (see the March issue of White Dwarf) in place of one of their three balls.

Before the kick-off, the coach nominates one player from their team who is on the pitch, is not in a wide zone and is not on the line of scrimmage to be the one kicking the ball (Note that in some situations, such as using the Kick skill, a player will already have been nominated to kick the ball). If the roll on the kick-off table is a double, the Ref calls the kicking player out for their flagrant rules violation, and they are immediately sent off as though they had committed a foul (before resolving the kick-off result). Note that even if the player is sent off, the special ball remains in play for this drive! If the team has already used a special ball this match, roll a D6 after the kick-off result has been resolved: On a 1 or 2 the kicking player is sent off as above.

For the duration of the drive, the special ball rules apply to the ball. Aside from those rules, it still counts as a normal ball in all respects.

SHADY SPECIAL

The art of getting a ball to deflate in midair during the kick-off was pioneered by devious gobbo kicker Grom Shady, and is a common sight when Goblins come up against show-offs who love passing. Any attempts to throw a Shady Special have an additional -2 modifier. In addition, as there's very little chance of a Ref proving that the sabotage was deliberate (and not the result of shoddy kit maintenance expected of a Goblin team), the kicker can't be sent off for employing a Shady Special.

EXPLODIN' BALL

There's nothing subtle or clever about a ball stuffed with blasting charges and gunpowder, but Goblins have never been fans of subtlety or cleverness. When the ball is placed, the Goblin player places a marker - a spare ball is ideal - on any space of their score track, to represent the length of the fuse. At the end of each player's turn, the Goblin coach rolls a D6. On a 1, the fuse goes out, and the Explodin' Ball is treated as a regular ball from now on - however, the Goblin player may spend a team re-roll to keep the fuse alight (the marker does not move this turn). On a 2-5, move the marker one space towards 0. On a 6, move it two spaces towards 0. If it moves onto the 0 space, it is removed and the ball explodes! Should a drive end while the marker is still on the track, it is removed with no effect.

When the ball explodes, roll a D6 for each player in an adjacent square - they are Knocked Down on a roll of 4+. If they are already Prone or Stunned, make an Armour roll for them as though they had been Knocked Down. In addition, if a player was carrying the ball, they are Knocked Down automatically. Note that an exploding ball will not prevent a touchdown being scored, but the roll should still be made at the end of the turn to see whether the bomb blows up while the player is celebrating.

After the ball has exploded, as long as the drive is still going, a replacement is thrown in by a sideline official. Put a regular ball on the square where the exploding ball was, then scatter it three times - a player cannot attempt to catch it until all three scatters have been completed.

SNOTLING BALL-SUIT

Stuffing a Snotling into a crude approximation of a ball and instructing them to run for the other end zone is one of the most ludicrous (and entertaining) ways a Goblin team can cheat.

During each of their turns, the Goblin coach can make a Move action with the ball as though it were a player on their team! If the ball is being carried by a player on the enemy team, it must first try to escape. The opposing coach makes an Agility test for that player with a +1 modifier. If it is passed, they keep hold of the ball, and it cannot make an action this turn. Otherwise, it bounces once, using up one square of its movement, and can then carry on moving.

The ball has a MA equal to the roll of a D3, rolled each time it makes a Move Action. For each square of the ball's movement, the Goblin coach places a the Throw-in template over it facing up or down the pitch or towards either sideline. Then they roll a D6 and move the ball one square in the indicated direction; no Dodge roll is required if it leaves a square that is in an enemy tackle zone. Repeat this process for each and every square of the ball's Movement (it cannot Go For It). If this movement takes the ball off the pitch, it is thrown back on as normal and its move ends.

If the ball moves into a standing player's square, that player must attempt to catch it, as though it were a bouncing ball. Goblin players, who are adept at catching runaway Snotlings, get a +1 bonus to this roll.

BLOOD BOWL LEAGUES

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

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

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

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

In a league, the Commissioner's word is **LAW**. He is allowed to change or modify **any** of the Blood Bowl rules as he sees fit, including any of the League Rules that follow. In the immortal words of fellow game designer Tuomas Pirinen: If the League Commissioner says that Dwarfs can now fly, your reply must be 'Yes Sir! How high?'

If you don't like the way a commissioner runs his league, you have two choices; put up with it, or leave the league. Arguing with the commissioner is **NOT** an option. 'Nuff said, I hope.

STARTING THE LEAGUE

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

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

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

TEAM ROSTER

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

Treasury

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

Team Value

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

Match Records

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

INJURIES

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

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

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

STAR PLAYER POINTS

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

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

★ CASUALTY TABLE ★

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

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

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

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

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

HOW TO EARN STAR PLAYER POINTS

Star Player points are earned for performing the following actions:

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

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

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

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

Most Valuable Player (MVP): *At the end of the match, each coach nominates three players from their team and rolls a D3 to choose one at random to be awarded a Most Valuable Player award at the end of the match.* A Most Valuable Player award earns the player 5 Star Player points. **IMPORTANT:** A team that concedes a match must give its MVP to the opposing team (i.e., the winning coach gets two MVPs and the losing coach gets none).

IMPROVEMENT ROLLS

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

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

★ IMPROVEMENT ROLL TABLE ★

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

★ STAR PLAYER POINTS TABLE ★

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

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

New Skills

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

Characteristic Increases

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

Rolling Doubles

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

Improvements & Player Values

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

★ VALUE MODIFIERS TABLE ★

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

PLAYING LEAGUE MATCHES

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

1. Pre-Match Sequence

1. Roll on Weather table
2. Roll for Stadium
3. Roll for Referee
4. Choose Inducements
5. Draw Special Play Cards
6. Flip For The Kick

2. The Match

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

3. Post-Match Sequence

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

PRE-MATCH SEQUENCE OF PLAY

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

1. The Weather

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

2. Referee

Roll 2D6 on the table below to see whether a Famous Referee is in attendance.

2D6	Referee
2-3	Trundlefoot Triples
4-5	Ranulf 'Red' Hokuli
6	Gobin referee
7	Standard referee
8	Halfling referee
9-10	Thoron Korensson
11-12	Jorm the Ogre

3. Roll for Stadium

If either team has a home stadium, randomize one coach to roll for Random Stadium table. If that coach's team has a home stadium, then any non-standard stadium can be replaced by that team's home stadium.

2D6	Result
2-3	Unusual Playing Surface
4-5	Rough & Ready
6-8	Standard, no Attributes
9-10	Luxury Stadium
11-12	Local Crowd

A team receives +D3 fans when playing at their home stadium.

4. Inducements

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

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

If the match is played at a team's home stadium, the other team receives +50'000 for inducements.

Inducement List

- 0-2 Bloodweiser Kegs - 50'000 gold pieces
- 0-3 Bribes - 100'000 gold pieces
- 0-4 Extra Team Training - 100'000 gold pieces
- 0-1 Halfling Master Chef - 300'000 gold pieces
- 0-1 Igor - 100'000 gold pieces
- Mercenaries (Unlimited) - Various prices
- 0-2 Star Players - Various prices
- 0-2 Wandering Apothecaries - 100'000 gold pieces
- 0-5 Special Plays - Various prices
- 0-2 (In)Famous Coaching Staff - Various prices

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

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

5. Draw Special Play Cards

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

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

POST-MATCH SEQUENCE

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

1. Improvement Rolls

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

2. Update Team Stats

If this was a Competition Match, record any League points you have scored. If you won the game, you score 3 League points. If you drew, you score 1 League point. You score no League points for a loss.

3. Fortune and FAME

Each coach can attempt to strike a residency deal with the stadium they just played in, as long as it has a special Attribute and it isn't already another team's home stadium. Roll a D6 and apply modifiers:

- +1 if the team won
- 1 if the team lost
- +2 if the team has a Major Sponsorship
- +2 if the team's Fan Factor is 8 or more
- +4 if the team's Fan Factor is 13 or more

D6	Result
5 or less	Rejected! No deal.
6-8	It'll Cost you... Pay all winnings from this Match or reject the offer.
9 or more	Unconditional Offer. Deal is made.

The home stadium can be canceled at any time by spending 50'000 gold pieces.

Each coach generates winnings for the match:

- + D6 x 10'000
- Winner can re-roll D6 but must accept 2nd result
- + FAME x 10'000
- + 10'000 for winning
- + 10'000 for tie

Remember that teams who concede a match do not receive any winnings.

If the team played at a stadium they own, apply additional modifiers to winnings:

- A team increases winnings by (D3 + FAME) x 10'000 when winning at a stadium they own.
- A team decreases winnings by (D3 - FAME) x 10'000 when losing at a stadium they own (this deduction cannot take their winnings to less than 0).

Each coach rolls to see whether Fan Factor is modified.

If you won, roll 3D6:

- If score is higher than current FF, increase by 1

If you draw, roll 2D6:

- If score is higher than current FF, increase by 1
- If score is lower than current FF, reduce by 1

If you lost, roll 2D6:

- If score is lower than current FF, reduce by 1

Each coach can roll a D16 adding modifiers below to see if they find a Sponsor:

- +Fan Factor
- +2 if the team owns a stadium
- +2 if the team won
- +1 if the team scored at least 2 more touchdowns than their opponent
- +2 if the other team suffered at least 3 casualties (however they were inflicted)
- +1 if the other team suffered at least 5 casualties (however they were inflicted)
- +3 if the game was part of the play-offs
- +2 if the play-off was the final

If the result is:

- 20 or more: One-time Sponsorship or Ongoing Sponsorship
- 25 or more: Major Sponsorship

After rolling, a coach can choose to end any of their Ongoing Sponsorships or Major Sponsorship, deleting them from the roster (except S.I.G. Major Sponsorship).

4. Hire and Fire

If a team loses when playing at a home stadium they do not own, roll a D8. If the result is higher than the team's Fan Factor or 8, the team loses the stadium. Spend gold from the treasury to modify the result. Each 30'000 gold pieces spent deducts 1 from the roll. A roll of 8 cannot be modified in this way.

A team that owns a stadium can choose to sell it (the match does not need to have taken place at that stadium). The team still stays on as the stadium's resident team, they just no longer own it. To make the sale, roll a D6 on the table below:

D6	Result
1	Swindled. Receive 2D6 x 10'000
2-5	Sold at a Loss. Receive 100'000 + 2D6 x 10'000
6	Break Even! Receive 250

Update roster:

- Remove any dead players from your roster
- Spend gold from treasury to buy new players and coaching staff
- Fire unwanted players or coaching staff
- Buy re-rolls (costs double the amount shown on team lists, but only adds the basic (un-doubled) cost to the Team Value.
- Remove any team re-rolls

If a team has any Journeymen on the roster, the coach must either fire them from the team or you may permanently hire them by paying their Rookie cost. Note that a team must have fewer than 16 players on its roster to hire Journeymen. If hired, a Journeyman loses the Loner skill but may retain any Star Player points they earned or skills received from Improvement table rolls.

If you want to keep any rostered Star Players, pay the upkeep according to the table below:

Cost (gp)	Upkeep (gp)
Up to 100'000	20'000
110'000 - 150'000	30'000
160'000 - 200'000	40'000
210'000 - 300'000	50'000
310'000 and above	60'000

A team with a residency can buy their home stadium for 250'000.

Instead of paying full amount for a stadium, a team can spend 70'000 gold pieces for a Stadium Fund. This puts 50'000 gold pieces into the Fund which should be noted on the team's roster. A team can make any number of payments into the Fund. This can later be used to buy a stadium. Teams cannot access this money in any other way than buying a stadium.

A Major Sponsorship with S.I.G. can now be ended.

5. Prepare for Next Match

If either team as at least 100'000 gold pieces in their Treasury, they must roll for expensive mistakes.

If a team can only field 10 or fewer players for the next match, the team may add Journeyman onto the roster for free until the team can field 11 players for the next match. A Journeyman is always a player from 0-16 or 0-12 allowed position on the team's roster. They count their normal Rookie cost towards the total team Value, but have the Loner skill as they are not used to playing with the team. Journeymen may take the total players on the team (including injured players) to more than 16 at this point.

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

Expensive Mistakes

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

D6	100'000 to 190'000	200'000 to 290'000	300'000 to 390'000	400'000 to 490'000	500'00+
1	Minor Incident	Minor Incident	Catastrophe	Catastrophe	Catastrophe
2	Minor Incident	Minor Incident	Major Incident	Catastrophe	Catastrophe
3	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Catastrophe
4	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident
6	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident

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

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

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

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

Conceding

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

INDUCEMENTS IN DETAIL

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

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

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

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

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

0-2 Star Players: Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess. Star players act as free agents playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. You may hire up to two Star Players that are allowed to play for your team. Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match. Star Players may not take the number of players in the team to more than 16. However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Star Players to replace players that are missing a game if you wish. It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees!

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

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

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

0-5 Special Plays: There are all sorts of ways an enterprising coach can prepare for a gruelling match. Everything from praying for assistance to booby-trapping the pitch - if you can think of it, it's been done. Each Special Play bought lets you draw and keep an additional Special Play card in the Pre-match sequence.

Deck	Cost
Miscellaneous Mayhem	200'000
Heroic Feats	100'000
Magical Memorabilia	100'000
Benefits of Training	100'000
Dirty Tricks	50'000
Random Events	50'000

0-2 (In)Famous Coaching Staff: As with Star Players, it is possible for both teams to hire the services of the same Famous Coaching Staff. If this happens then neither may use them, but both their fees are still paid.

(IN)FAMOUS COACHING STAFF

HORATIO X. SCOTTENHEIM, MASTER MAGE
(80'000 GOLD PIECES)
Available to any team

“Take this! Oops...”

Once per half, Horatio can cast a fireball. This is done at the start of his team's turn (before any player performs an Action), or immediately after his team's turn has ended (even if it ended with a turnover). Choose a target anywhere on the pitch, then roll for scatter and move the target square D3 squares in that direction. Roll one dice to hit each standing player (from either team) that is either in the target square or adjacent to it. On a 4+, the target is Knocked Down. Make an Armour roll (and possible Injury roll) for each player Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on Horatio's team is knocked down by a fireball, they do not suffer a turnover unless that player was carrying the ball at the time.

KARI COLDSTEEL, NORSE CHEERLEADER
(50'000 GOLD PIECES)
Available to Amazon, Dwarf, Human and Norse teams

“If you want a Job Done...”

Kari counts as 3 Cheerleaders. In addition, if her team cannot set up 11 players at the start of a drive, Kari may decide to show 'em how it's done! Her team's coach can choose to remove her from the sidelines area and set her up as part of the team. If they do so, she counts as part of the team for the duration of the drive, instead of counting as 3 Cheerleaders. When the drive ends, the ref sends her to the dungeons and she has no further effect on the game.

Name	MA	ST	AG	AV	Skills
Kari Coldsteel	6	2	3	7	Loner, Block, Dauntless, Frenzy

FINK DA FIXER, GOBLIN PERSONAL ASSISTANT
(50'000 GOLD PIECES)
Available to Ogre, Orc, Goblin and Underworld Denizens teams

“You got it, Boss!”

Fink counts as 3 Assistant Coaches. In addition, Bribes can be re-rolled. Finally, argue the call succeeds on a 5+, not 6. However, if an attempt to argue the call fails, Fink is sent to the dungeon along with the Head Coach and has no further effect on the game.

GALANDRIL SILVERWATER, ELVEN CHEERLEADING COACH
(50'000 GOLD PIECES)
Available to Elven Union, High Elf and Wood Elf teams

“Go Team!”

Each time the number of Cheerleaders is used, the team counts as having twice as many as normal. If it does not have any, it counts as having one. In addition, each time a player on Galandril's team scores a touchdown, intercepts the ball or inflicts a Casualty, roll a D6. On a 6, the team gains an additional team re-roll.

PAPA SKULLBONES, CHAOS SHAMAN
(80'000 GOLD PIECES)
Available to Chaos Chosen, Chaos Renegades and Nurgle Teams

“By the Power of the Gods!”

At the start of each drive, immediately before the kick-off, Papa Skullbones can attempt to bless one player on his team (not a Star Player). Pick a player on the pitch, then roll a D8 on the table below. If they gain a skill, they keep it until the end of the drive, if they already have the skill, it has no additional effect. Each player can only be chosen once per game.

D8	Result
1	Unworthy. Knocked Out.
2	Overlooked. Pick a random player on the same team, (excluding players not on the pitch and players whom a roll on this table has previously been made) and roll on this table again.
3	Freakish Proportions. Big Hand and Very Long Legs.
4	Grasping Tendrils. Tentacles and Prehensile Tail.
5	Horrific Visage. Disturbing Presence and Foul Appearance.
6	Grisly Bifurcation. Extra Arms and Two Heads.
7	Thorny Protrusions. Claws and Horns.
8	Favour of the Gods. Pick one of the above results.

KROT SHOCKWHISKER, SKAVEN ENGINEER
(80'000 GOLD PIECES)
Available to Skaven and Underworld Denizens teams

“A New Playthi... er, Patient!”

At the start of any drive, immediately before his team sets up, Krot can pick a player from the Dead & Injured box (not dead and not a Star Player) and roll a D6 on the table that follows. Note that any permanent injury which put a player in the Dead & Injured box still applies.

D6	Result
1	There Were... Complications. Roll for Casualty. Miss Next Game results don't stack.
2-3	Useless Flesh-thing! No effect.
4-5	Flawed Execution. The player is returned to the Reserves box and can be set up with the rest of the team. However, until the end of the drive, they have the Really Stupid skill. If they already have it, apply a -1 modifier to any Really Stupid rolls until the end of the drive. At the end of the drive, they are returned to the Dead & Injured box if they are not already there.
6	Witness Perfection! The player is returned to the Reserves box and can be set up with the rest of the team. At the end of the drive, they are returned to the Dead & Injured box if they are not already there.

OPTIONAL LEAGUE RULES

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

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

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

EXCLUDING INDUCEMENTS IN LEAGUE PLAY

A Commissioner is allowed to remove any specific inducement(s) from the list of allowed inducements that they feel do not work for their league environment. Common inducements that might be excluded include disallowing Star Players or Bribes.

SPIRALLING EXPENSES

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

Once a team's value equals or exceeds 1,750,000 gold pieces they must deduct an amount from its winnings during the Post match sequence. This starts at 10'000 gp, but each time the Team Value increases by another 150'000 gp above 1'750'000 gp, the deduction increases by 10'000 gp. In other words, deduct 10'000 gp for teams with a value between 1'750'000 gp and 1'890'000 gp; deduct 20'000 gp for teams with a value between 1'900'000 gp and 2'040'000 gp; deduct 30'000 gp for teams between 2'050'000 gp and 2'190'000 gp, and so on. Spiralling expenses can never reduce a team's treasury to less than zero.

INDUCEMENT: Wizard

0-1 Wizard: You may hire a Wizard to help your team during the match for **150,000** gold pieces.

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

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

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

SKILL: PILING ON (STRENGTH)

The player may use this skill after they have made a block as part of a Block or Blitz Action, but only if they are currently standing adjacent to the victim and the victim was Knocked Down. You can use a team re-roll to re-roll the Armour roll or Injury roll; if the blocking player has the Loner skill, they must roll as normal to see whether they can use the re-roll. Then the Piling On player is Placed Prone in their own square - no Armour roll is made for them, Piling On does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills.

FREE FAN FACTOR

Instead of allowing teams to purchase Fan Factor when they are created, they might have Fan Factor for free. All teams under this rule would start with a Fan Factor of 5 for no cost. Fan Factor never adds to a team's value and changes in Fan Factor from Post-game rolls do not affect Team Value.

INDUCEMENT: Master of Ballistics

0-1 Master of Ballistics: As an inducement, a Human team can hire up to one Master of Ballistics at a cost of **30'000** gold pieces, in the same way as any other inducement. A Master of Ballistics, often graduate of the imperial Artillery School, is an expert when it comes to such subjects as dynamic trigonometry, aerodynamic resistance and the correct method for applying kinetic force, ie. how best to punt the ball up-field.

When the team kicks the ball at the start of a drive, the Master of Ballistics can coach the kicker, sharing some insights that will hopefully improve the kick's accuracy. Roll a D6 and refer to the results below.

1-2: Complete Misunderstanding - The kicker has rather missed the point, and the ball scatters as normal.

3-4: Interesting Theory... - The Master of Ballistics became sidetracked explaining a fascinating new theory, and ran out of time to finish what he was getting at.

The ball scatters one less square than normal.

5-6: Successful Practical Application - By jove, the kicker's grasped it! After rolling for scatter, the kicking team's coach can choose to increase or decrease the result of either the D6 or the D8 by up to two. They cannot change it to an impossible result - the lowest possible result is 1 and the highest is 6 (for the D6) and 8 (for the D8).

INDUCEMENT: Waaagh! Drummer

0-1 Waaagh! Drummer: As an inducement, an Orc team can hire up to one Waaagh! Drummer at a cost of **50'000** gold pieces, in the same way as any other inducement.

Orcs live to fight, and a long tradition is that they have marched to battle to the sound of a menacing drumbeat. This not only keeps the lads moving in the right direction, it can also be downright terrifying for the other side! Many teams have begun to introduce the same idea to Blood Bowl matches, in the hope of replicating this effect.

At the start of each drive, after the kick-off has been resolved but before the receiving team begins their turn, roll 3D6. For each dice that scores a 6, the team with the Waaagh! Drummer can pick an opposing player and move them D3 squares straight towards their own End Zone. Dodge rolls do not need to be made for this move. If a player's path is blocked by another player, they stop moving. If they move into a square with the ball, they must attempt to pick it up.

INDUCEMENT: Runesmith

0-1 Runesmith: As an inducement, a Dwarf or Slayer Hold team can hire up to one Runesmith at a cost of **30'000** gold pieces, in the same way as any other inducement. Runesmithing is the closest Dwarves come to using magic. None of this airy-fairy, wave-your-hands-in-the-air nonsense, mind - Runesmiths work with hammer and anvil, beating enchanted sigils into a player's armour between drives. At the start of any drive, immediately after setting your team up, you can pick one of your players on the pitch and choose one of the following runes. Then roll a D6. On a 3+ the rune takes effect and the Runesmith cannot be used again for the rest of the match. If the roll failed, the rune does not work, but the Runesmith can be used again in a later drive. Star Players, being very protective of their kit, cannot be affected by runes.

Each rune lasts until the end of the drive:

Rune of Might: +1 ST

Rune of Fury: Dauntless, Mighty Blow, Frenzy

Rune of Speed: +2 MA

Rune of Iron: +1 AV and Stand Firm

Rune of Impact: Juggernaut and Horns

INDUCEMENT: Warlock Engineer

0-1 Warlock Engineer: As an inducement, a Skaven team can hire up to one Warlock Engineer at a cost of **120'000** gold pieces, in the same way as any other inducement. Warlock Engineers are the masters of warpstone technology, and the first thing they learn is how to create and manipulate warp lightning. This crackling, greenish energy is both the basis and the fuel for most of their contraptions, but unleashed in its raw form it can deliver a deadly shock!

Once per game, the Warlock Engineer can cast a bolt of war lightning from the sidelines. This can either be done at the start of their own turn, before any player performs an action, or immediately after their own turn as ended (even if it ended in a turnover). Pick any square that is adjacent to the sidelines to be the lightning's starting point. It moves in a straight line towards the opposite side lines, hitting the first player in its path from either team. Make an Armour Roll for that player. If the roll fails, the player is unaffected and the bolt carries on moving towards the opposite sidelines, striking the next player in its path. Make an Armour Roll for that player in the same way. Keep doing this until an Armour Roll succeeds or the bolt moves off the pitch.

When an Armour Roll succeeds, the player that the roll was made for is Knocked Down, and an Injury Roll is made for them. Then, warp lightning arcs to each standing player that is adjacent. Roll a D6 for each: on a 4+ they are also Knocked Down. Note that the lightning does not carry on arcing!

ROSTERED STAR PLAYERS

THE STAR PLAYER POOL

- A team can only have a single rostered Star Player
- A team with a rostered Star Player can only add one Star Player to their team through inducements, not two
- A Star Player can only be hired/rostered by a single team
- A Star Player who is rostered is unavailable for hire/rostering by other teams

UPKEEP

- Star Players are kept as long as upkeep is paid
- Upkeep is paid during the end of Phase 4: Hire and Fire of the Post-match sequence
- Paying upkeep is optional
- If upkeep is not paid, the Star Player is available for other teams again

Cost (gp)	Upkeep (gp)
Up to 100'000	20'000
110'000 to 150'000	30'000
160'000 to 200'000	40'000
210'000 to 300'000	50'000
310'000 and above	60'000

ROSTERED STAR PLAYERS ON THE FIELD

- Rostered Star Players always count as having the Fan Favourite skill
- If injured, they are automatically treated as Badly Hurt (miss rest of match)
- Cannot gain Star Player points in any way
- Can be awarded MVP (if the league uses a system of random allocation)

SPONSORSHIP DEALS

Teams can attempt to find a Sponsor during the Post-match sequence at the end of Phase 3: Record Fortune and Fame. If the coach wishes to seek a Sponsor, they roll a D16, then add their Fan Factor and any of the following cumulative modifiers that apply:

- +2 if the team owns a stadium
- +2 if the team won
- +1 if the team scored at least 2 more touchdowns than their opponent
- +2 if the other team suffered at least 3 casualties (however they were inflicted)
- +1 if the other team suffered at least 5 casualties (however they were inflicted)
- +3 if the game was part of the play-offs
- +2 if the play-off was the final

If the result is:

- 20 or more: One-time Sponsorship or Ongoing Sponsorship
- 25 or more: Major Sponsorship

ONE-TIME SPONSORSHIP

Receive D6 x 60'000 gold pieces. Roll a second D6. If the result is a 1, a random player on the team (not rostered Star Player) must miss the next match.

ONGOING SPONSORSHIPS

Receive D3 x 10'000 gold pieces. Roll a D6. If the result is a 1, a random player on the team must miss the next match (if they are already missing the next match, there is no further effect).

Teams can have any number of Ongoing Sponsorships - however the roll to see if a random player misses the next game must be made for each one.

After rolling, a coach can choose to end any of their Ongoing Sponsorships, deleting them from the roster.

MAJOR SPONSORSHIPS

A team can only have one Major Sponsor at the time, but a Major Sponsor can sponsor more than one team at a time. A team can choose to end their deal with a Major Sponsorship in the same way as an Ongoing Sponsorship.

MCMURTY'S BURGER EMPORIUM

Award: At the start of each half, roll a D6. On a 5+, receive a team re-roll.

Drawback: Players cannot improve MA or AG characteristics while sponsored by McMurty's.

FARBLAST & SONS ORDNANCE SOLUTIONS

Dark Elf, Elven Union, High Elf and Wood Elf cannot accept this sponsorship.

Award: A standard line player (i.e., 0-16 positionals) gains Bombardier, Loner and Secret Weapon skills as long as the sponsorship lasts.

Drawback: The team's winnings are reduced by 20'000 gold pieces.

STAR INSURANCE GUILD

Award: When a player dies, receive half of the current value (rounding up).

Drawback: Roll a D6. If the result is equal to or lower than the number of players that were removed from the roster, pay 2D6 x 10'000. If the amount isn't paid, the treasury is emptied and the deal with S.I.G is ended and the team is blacklisted and cannot be sponsored by them ever again. D3 random players on the team must miss the next game.

A deal with the Star Insurance Guild can only be ended at the end of any Post-match sequence.

STEELHELM'S SPORTING EMPORIUM

Award: Roll 3D6 and keep any 2 dice when rolling on the Improvement table for a player.

Drawback: If two or more of the dice roll the same number, the player must miss next game. If two or more dice roll a 1, the player also gain a Niggling Injury.

STADIUMS

At the start of the Pre-match sequence, roll 2D6 on the Random Stadium table.

2D6	Result
2-3	Unusual Playing Surface
4-5	Rough & Ready
6-8	Standard, no Attributes
9-10	Luxury Stadium
11-12	Local Crowd

Roll a D6 on the corresponding stadium table if the result is a non-standard stadium.

UNUSUAL PLAYING SURFACE

D6	Attribute
1	Ankle-deep Water. If a player is Knocked Down while Going For It or Dodging, subtract 1 from the Armor Roll. In addition, when a player recovers from being Stunned, roll a D6. On a 1, they remain Stunned for another turn.
2	Sloping Pitch. At the start of each drive, randomize towards which team's End Zone the pitch is sloping. At half-time, the teams change sides and the pitch slopes the opposite way. Whenever the ball bounces, do not use the Scatter template, instead use the Throw-in template oriented directly down the slope. In addition, players can Go For It one additional time, as long as it takes them downwards.
3	Ice. After the ball bounces, it moves one more square in the same direction. Also, whenever a player is Knocked Down, they slide one square in a random direction. If they would slide into an occupied square, they do not move. If they slide off the pitch, make an Injury roll as normal. If they slide into the square with the ball, the ball bounces.
4	Astrogranite. Add 1 to all Armour rolls. If a player fails, roll a D6. On a 4+, the player stays standing and there is no turnover, but they cannot attempt to Go For It again this Action.
5	Uneven Footing. All players have -1 MA (to a minimum of 3). However, players can Go For It one more time than normal.
6	Solid Stone. If the ball bounces into an unoccupied square, it will bounce one more time. In addition, add 1 to all Injury rolls.

ROUGH & READY STADIUM

D6	Attribute
1	Apathetic Officials. Each team gets a bonus Bribe in each half of the game.
2	Appalling Stands. After each drive, each coach rolls a D6. On a roll of 1, apply -1 FAME (this can take it into negative figures). The team's winnings at the end of the match cannot go below 0!
3	Uncovered Trapdoors. If a player moves into a Trapdoor square (voluntarily or otherwise), they are counted as having been pushed into the crowd. If the ball bounces into a Trapdoor square, it scatters D6 in a random direction.
4	Unclear Markings. The kicking team can choose to move the line of scrimmage can be moved one square forward or back. This creates a temporary halfway line for setting up both teams this kick-off and is also used for the purposes of touchback. In addition, the limit of two players per wide zone during setup does not apply for either team.
5	Desperate for Exposure. Each team receives an additional D6 x 10'000 after the match (both teams receive the same amount).
6	Poorly Built Dungeons. At the start of a drive, players that has been sent off return on a 5+.

LUXURY STADIUM

- | D6 | Attribute |
|----|---|
| 1 | Integrated Merchandise Stalls. Each coach add an extra D3 x 10'000 to their total winnings. |
| 2 | Reputation for Spectacle. Each coach receives an extra 2D6 x 10'000 for inducements (the same amount goes to both teams). |
| 3 | Broadcast Studio. Star Players are 50'000 cheaper (minimum 10'000). Add 3 to the result of each coach's dice roll when determining changes to Fan Factor. |
| 4 | On-site Apothecaries. Each team receives +1 Apothecary (or a re-roll if the team is forbidden from using an Apothecary). |
| 5 | Enclosed Pitch. Players cannot be pushed into the crowd. Instead, the player is Knocked Down in the square they were pushed from. Make an Armour Roll. In addition, the ball moves only D3 instead of 2D6 when scattering back into the pitch. |
| 6 | Deluxe Seating. At the start of each drive after the first, each coach rolls a D3 and adds their FAME. If the result is higher than the number of team re-rolls they currently have, they gain a bonus team re-roll. |

LOCAL CROWD

- | D6 | Attribute |
|----|--|
| 1 | Ale-fuelled Maniacs. Before rolling on the Kick-off table, roll a D6. If the result is a 1 (for the first half) or 1-2 (for the second half), do not roll on the Kick-off table. Instead, roll another D6: 1= Get the ref, 2-3 = Riot, 4-5 = Throw a Rock, 6 = Pitch Invasion |
| 2 | Boisterous Rabble. Each coach gets +1 FAME (maximum 2). Add +1 to Injury rolls when a player is pushed into the crowd. |
| 3 | Know-it-all Hecklers. If a player is fouled off the pitch and the fouling player is not sent off as a result, roll a D6. On a 1-3, the player is sent off as though they had rolled a double on the Armour roll or Injury roll. |
| 4 | Bunch of Pacifists. If a player is Stunned, Knocked Out or Injured by a result of the Kick-off table, roll a D6. On a 4+, the result is ignored. If a player is pushed into the crowd, on a 4+ they are placed straight into their Reserves box. |
| 5 | Fair Weather Fans. At the start of each drive after the first, roll a D6. On 1-2, a large number of fans have left. Each player's FAME is reduced by 1 - this can take it into negative figures (team's winning at the end of the match cannot go below 0). In addition, if the ball leaves play, roll a D6 subtracting 1 for each time a large number of fans have left. On a 4+, the ball is thrown back as normal. Otherwise it is not thrown back in until the end of the next turn (from the square it left play). |
| 6 | Solemn and Silent. During the match, each team's FAME is counted as 0 (it is used as normal during Post-match sequence). Cheerleaders have no effect on Kick-off table results. If a player is pushed into the crowd (after the pushing player have decided to follow up or not), the pushed player is returned to the pitch in a square adjacent to the sidelines and as close as possible to the square they left. If they were Knocked Down during the push, they are Placed Prone and an Armour roll is made for them as normal. Otherwise, they return to play standing. |

BECOMING RESIDENTS

A team can attempt to strike a residency deal with the stadium they just played in, as long as it has a special Attribute and it isn't already another team's home stadium. This happens at the start of the 'Record Fortune and Fame' step of the Post-match sequence. The team rolls a D6 on the table below, apply the following cumulative modifiers:

- +1 if the team won
- -1 if the team lost
- +2 if the team has a Major Sponsorship
- +2 if the team's Fan Factor is 8 or more
- +4 if the team's Fan Factor is 13 or more

D6	Result
5 or less	Rejected! No deal.
6-8	It'll Cost You... Pay all winnings from this match or reject the offer.
9 or more	Unconditional Offer. Deal is made.

Make a note of the deal on the team's roster along with a name of the new home stadium and its special Attribute.

- A team can only ever have one home stadium.
- The home stadium can be canceled at any time by spending 50'000 gold pieces.
- If both teams wish to have the same stadium after a match, the highest result is offered the arrangement. If both players roll the same, neither is offered an agreement.
- If either team has a home stadium, randomize one coach to roll for Random Stadium table. If that coach's team has a home stadium, then any non-standard stadium can be replaced by that team's home stadium.
- A team receives +D3 fans when playing at an home stadium.
- The opponent gets +50'000 for inducements.
- A player from the home team that is pushed into the crowd are placed directly in the Reserves box on a 5+ instead of suffering an Injury roll.
- If a team loses when playing at the home stadium, roll a D8 at the start of the Hire and Fire phase of the Post-match sequence. If the result is higher than the team's Fan Factor or 8, the team loses the stadium. Spend gold from the treasury to modify the result. Each 30'000 gold pieces spent deducts 1 from the roll. A roll of 8 cannot be modified in this way.

TAKING OWNERSHIP

A team with a residency can buy their home stadium at the 'Hire and Fire' step of the Post-match sequence.

- A team can only ever own one home stadium.
- A team cannot take up a residency while owning a stadium.
- A team increases winnings by (+D3 +FAME) x 10'000 when winning at a stadium they own.
- A team decreases winnings by (D3 - FAME) x 10'000 when losing at a stadium they own (this deduction cannot take their winnings to less than 0).
- A team that owns its home stadium never loses it.

PARTIAL PAYMENTS

Instead of paying full amount for a stadium, a team can spend 70'000 gold pieces at the 'Hire and Fire' step of the Post-match sequence. This puts 50'000 gold pieces into the team's Stadium Fund which should be noted on the team's roster. A team can make any number of payments into the Fund after a game. This can later be used to buy a stadium. Teams cannot access this money in any other way than buying a stadium.

SELLING UP

At the start of the 'Hire and Fire' step of the Post-match sequence, a team that owns a stadium can choose to sell it (the match does not need to have taken place at that stadium). The team still stays on as the stadium's resident team, they just no longer own it. To make the sale, roll a D6 on the table below:

D6	Result
1	Swindled. Receive 2D6 x 10'000.
2-5	Sold at a Loss. Receive 100'000 + 2D6 x 10'000.
6	Break Even! Receive 250'000..

MATCH EVENTS

Match events are a great way to add some unexpected situations to games of Blood Bowl. Unlike Special Play cards, they are triggered at a random turn during the match, neither player knows which match event will be triggered or which turn it comes into play! Each player gets their own match event in one of their own randomized turn.

Standard Match Events:	24
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Standard Match Events:

POP (1)

With a loud band, the ball bursts! The rules are a little fuzzy on what's meant to happen in this scenario, but the ref is happy to let play continue for now and see what happens.

If the ball is not currently being carried, it is removed from play. If it is being carried, it can no longer be thrown with a Pass action, but can still be handed off. If the ball touches the ground before the end of the drive (the player carrying it is knocked over, a hand-off is failed and the ball is not recovered, etc.) the ball is removed from play. When the ball is removed from play, place a marker (such as a spare Blood Bowl coin) in the last square it was in. During this turn, after each player completes their action, roll a D6. If the result is less than the number of players that have completed their actions this turn, the ball is thrown back into play by an official. It is thrown in automatically at the end of the turn if it has not already been. Replace the marker with the ball, it then scatters three times, in the same way as an inaccurate pass.

Abusive Fans (2)

No one expects a Blood Bowl crowd to be polite and pleasant, but today the fans are going out of their way to insult the players. It'll put them off their game, sure, but it really isn't the wisest choice for fans who want to keep their legs intact...

All the players that are within 3 squares of the edge of the board suffer a -1 modifier to all Agility tests until the end of the drive, at which point both teams make their way into the crowd to set some things straight.

Amnesty (3)

Today just happens to be the anniversary of the founding of the RARG, and the Ref's decided to celebrate by being lenient for once.

Any players that have been sent off are returned to the Reserves box of their team's dugout. If no players have been sent off, the Ref will not watch for fouls for the rest of this drive – if a foul is committed, the fouling player will not be sent off, even if a double is rolled. (Note that players can still be sent off for other reasons, such as using a Secret Weapon.)

Appeal for Silence (4)

"Will the spectators please quieten down, and allow the players to concentrate on the game! This is the last time I shall ask nicely." Unfortunately, telling a Blood Bowl crowd what to do is never wise, and asking nicely isn't the only thing that the Ref won't be doing for a while.

Until the start of the triggering team's next turn, there is no referee! Teams can make up to three Foul actions during their turn, rather than one, and even if a double is rolled on the Armour or Injury roll, the fouling player will not be sent off. (Players can still be sent off at the end of a drive, i.e. for having a secret weapon.)

Burning Barrel (5)

A particularly mischievous fan has thrown a lit barrel of tar on the pitch. Such behavior shows complete disregard for the safety of players, officials and fans alike, and as such is frowned upon by some.

The triggering player places a marker (a spare Blood Bowl coin is ideal) in a square of the pitch, then moves it D6 squares in a random direction (determined by the scatter template). If it moves off the pitch, or would end in an occupied square, it stops in the last square before it leaves. The square containing the marker contains the burning barrel. Players cannot enter the square or be pushed into it, and if the ball lands in or bounces into the square it will bounce again, in addition, the squares adjacent to the barrel are ablaze, and any attempt to pick up a ball in one of them has a -1 modifier. If a player ends an action standing in one of those squares, roll a D6. If the result is higher than their ST, they are Knocked Down. At the end of each player's turn, roll a D6, adding 1 to the result if the current Weather is Pouring Rain or a Blizzard. On a result of 6, the fire goes out and the marker is removed. Otherwise, it is removed at the end of the drive.

Camra Crash (6)

High above the stadium, held aloft by alchemical ingenuity (and more than a little magic), a Cabalvision camra has been recording the match for broadcast. Suddenly, with a loud BANG as something goes wrong within its workings, it is sent hurtling toward the pitch...

The trigger player places a marker (a spare Blood Bowl coin is ideal) in any square of the pitch, then moves it D6 squares in a random direction (determined by the scatter template). If it moves off the pitch, it stops in the last square before it leaves. If a player is in the square with the marker, they are immediately Pushed two squares in a random direction (determined using by the scatter template) and Knocked Down. The square containing the marker, and all squares that are adjacent to it, are filled with wreckage. Players cannot move into or through those squares, and if the ball lands in or bounces into one of them it will bounce. Remove the marker at the end of the drive.

Commercial Endorsement (7)

One of the players has signed a contract with a sponsor, agreeing to mention their product to the crowd during the match in exchange for some extra funds. Unfortunately, they forgot they were meant to do it until now.

Pick a random player from the triggering team (discounting players that are not on the pitch). That player cannot act this turn, although they can still give assists as normal.

Distracted Ref (8)

There's a sudden commotion in the stands, serious enough to draw the referee's attention! Quick, while he's not looking...

If the triggering team has fewer than 11 players on the pitch, they can immediately take on player from their Reserves box and put them in either of the corner squares of their End Zone. The player can be activated as normal from this turn onward. If they do not do this, they can make a Foul action this turn without the fouling player being at risk of being sent off.

Dodgy Trapdoor (9)

One of the trapdoors leading to the dungeon under the pitch as good as a loose latch, and has swung open without warning!

Randomly pick one of the two trapdoors on the pitch. For the rest of the drive, if a player moves into that trapdoor's square (voluntarily or otherwise), they are counted as having been pushed into the crowd. If the ball moves into the square, it will be thrown back out by a helpful groundskeeper, immediately scattering D6 squares in a random direction.

Dreadful Stench (10)

Uh-oh...have the latrines backed up again? Or is that a Nurgle fan club? Or, horror of horrors: is Daisy Palmer's Fried Lard Stand back in business? In any case, something smells awful.

The triggering team's coach places a marker (a spare Blood Bowl coin is ideal) in any square on the pitch, then rolls for scatter and moves the marker in that direction until it is either in an End Zone or in a square that is adjacent to the sidelines. The marker does not block movement or the ball in any way, but any player must subtract 1 from the D6 when they pass, intercept or catch if they are within six squares of the marker. The marker is removed at the end of the drive.

Enchanted Ball (11)

From somewhere in the crowd there's the unmistakable sound of a spell being cast, and the ball suddenly takes on a life of its own! All it wants, it seems, is to be picked up and carried around. Hopefully, it won't take too long for the enchantment to be dispelled.

Until the start of the triggering team's next turn, any attempts to pick up or catch the ball and a +1 modifier.

Enthusiastic Apothecary (12)

There's a new quack in town, and they're keen to show off their services in the hope of getting some work.

The next time a player from either team suffers a Casualty or is KO'd, the apothecary will rush forward to help them. Roll a D6. On a 4, 5 or 6, the players is Stunned instead.

Feud! (13)

There's been a long-standing animosity between two players on the pitch, and it looks like it just reached dangerous levels.

Pick a random player from each team (excluding players that are not on the pitch). If one of those players throws a Block against the other, their Strength is increased by 2 and they gain the Mighty Blow skill. This lasts until the end of the drive.

Magical Interference (14)

A robed fan, who has been watching quietly from the front row suddenly stands up and starts waving his arms about in a complex pattern, chanting strange syllables. Fans scatter as they realise there's a wizard in their midst!

The triggering team's coach places a marker (a spare Blood Bowl coin is ideal) in any square on the pitch, even an occupied one, then rolls for scatter and moves the marker D3 squares in that direction. The square containing the marker is the target of a magical fireball. Roll a D6 for each standing player (from either team) that is in the target square, or adjacent to it. On a roll of a 4 or more, the player is Knocked Down, and an Armour roll (and possibly Injury roll) is made for them as though they had been blocked by a player with the Mighty Blow skill. If a player on the triggering team is Knocked Down, this does not cause a turnover unless they were carrying the ball. Remove the marker once this has been resolved.

Moment of Glory (15)

One player on the moving team has decided that it's their time to shine, and they refuse to wait.

Pick a random player on the triggering team who is on the pitch. If that player is the first to be activated this turn, any one dice roll for them (except Armour, Injury or Casualty rolls) can be re-rolled this turn without using a skill or spending a team re-roll, even if they are prone or stunned.

Pelted with Projectiles (16)

The crowd, whether because they disapprove of what's happening on the pitch or because they're just bored, start flinging empty bottles, discarded food baskets, rotten fruit and all manner of other projectiles at the players. It's not enough to cause harm, but it really does start piling up...

Until the end of the current drive, any attempts to pick up the ball have an additional -1 modifier. In addition, if a player wishes to Go For It more than once during their action, the second and subsequent attempts will fail on a roll of a 1 or 2.

Sprinkler Malfunction (17)

As standard, NAF-regulated pitches must have mechanical water irrigation systems to ensure the grass stays nice and green. Unfortunately, they sometimes go off on their own...

Until the start of the triggering team's next turn, there is an additional -1 modifier to Catch, Intercept and Pick-up rolls.

Streaker (18)

There's a whoop from the crowd as a barely-clothed fan leaps at the barrier and springs across the pitch. They must have a death wish!

The triggering player places a marker to represent the streaker (a Blood Bowl coin or spare, unused miniature is ideal) in any unoccupied square that is adjacent to one of the sidelines. At the end of each player's turn, place the throw-in template over the streaker, with the 3-4 result pointing directly at the opposite sideline. Roll a random direction, they move the streaker D3 squares in that direction. If they would move to an occupied square, or off on of the short edges of the pitch, place the throw-in template over them again, still pointing in the same direction, and randomly pick a new direction for the remainder of their move. If there are no unoccupied squares for them to move into, they stay where they are. If they move off the opposite side of the pitch from where they started, they are removed with no effect.

Tizcan Wave (19)

It's the new craze that's sweeping the Blood Bowl circuit! Nothing brings the fans together like taking part in this wave as it circles the stadium.

The triggering team's coach puts a marker (such as a spare Blood Bowl coin) in the leftmost square of their End Zone. At the start of each turn, including this one the player whose turn it is rolls the D16 and moves the marker around the edge of the playing field. The marker does not block the ball or players in any way, and can move through occupied squares. If the marker is adjacent to one of the sidelines, it affects all of the squares in its row (i.e. between it and the opposite sideline). If the marker is in an End Zone, it affects all of the squares in its column (i.e. between it and the opposite End Zone) and in the same half as it. Players from either team count as having the Pro skill while they are in an affected square. As soon as the marker reaches the square it started in, or when the drive ends, it is removed.

Total Darkness (20)

Hey, who turned out the lights? Thanks to magical interference (or maybe something less sinister, if this match is taking place at a night or underground), the pitch is drowned in darkness.

Until the start of the triggering team's next turn, the MA of each player on the pitch is halved (rounding up), and all attempts to pass or catch the ball have an additional -2 modifier.

Tumbling Timber (21)

A group of revelers in the stands are taking their revels a bit too far, when their celebratory jumping suddenly causes a section of the stands to collapse onto the pitch!

The triggering team's coach rolls a D6. On a 1-3 the wide zone on the triggering team's left flank is affected; on a 4-6 the wide zone on their right flank is affected Wide Zone; if it is failed, the player remains standing, but if it is passed the player is Knocked Down.

Weather Mage (22)

A wizard, powerful in the realm of meteorology, is hiding somewhere in the crowd. They've behaved themselves for now, but they can't resist helping one of the teams out any longer!

Each coach rolls a D3 and adds their FAME, re-rolling ties. The coach who rolls the highest can change the current result on the weather table to the result immediately above it or below it. They could also choose to jump from a 2 result (Sweltering Heat) to a 12 result (Blizzard) and vice versa.

Whiteout (23)

The stadium is suddenly blanketed by a thick screen of mist. Perhaps this is a freak meteorological occurrence, or maybe magical trickery is involved – or maybe one of the contraptions in the local Engineers' Guild has backfired again...

Any player wishing to move more than five squares during an action must make a Go For It roll for each additional square. For example, a player with MA 7 could move up to five spaces normally, then up to four spaces by Going For It (two remaining squares of their MA, plus the two Go For It attempts that are normally allowed). In addition, Long Passes and Long Bombs may not be attempted, and the Hail Mary Pass skill may not be used. Whiteout lasts until the triggering player's next turn.

Wish Daemon (24)

A strange, floating creature appears in the losing team's dugout, offering a single wish to the beleaguered coach. The team with the lowest score is granted a wish.

If the teams' scores are drawn, the team with the lowest team value is granted a wish instead. If the scores are drawn and both teams have the same team value, pick a random team to be granted a wish. The team that has been granted a wish places a marker (such as a spare Blood Bowl coin) on the sideline area of their Dugout. Between now and the end of the game, any one time they make a dice roll, they can discard the marker to turn one of the dice in the roll to show a result of their choice.

Orc and Savage Orc Match Events:

Fightin Juice (1)

Outside the stadium, a wiry goblin shaman is selling all manner of strange brews from a number of bubbling cauldrons. It seems the orc's team's coach splashed out on potions before the game, and now they're kicking in!

This turn, the triggering team can make multiple Blitz actions. However, only the first one is free! Immediately after each additional Blitz action, roll a D6 if the player who took the action is still standing. On a roll of 1, they are Knocked Down as the potion's side-effects kick in, and the team suffers a Turnover. The second time this roll is made, the player is Knocked Down on a 1 or 2; the third time, they are Knocked Down on a 1, 2 or 3, and so on. If the team is made enough to attempt a sixth additional Blitz, the player making the action will be Knocked Down automatically!

Run for the Drops! (2)

Orc culture isn't known for its cuisine. Boiled Squig, Roasted Gobbo Legs, Fungus Surprise... it's little wonder that orc food stands don't make a lot of profit from visiting teams. However, once in a while, a brave player, wanting to show off to their team-mates, will gobble down an unsavory snack in the run-up to the game. This is never a good idea.

Pick a random player on the non-triggering team. That player is immediately moved to the Reserves box of their dugout. Lay them down to show that they are in rather a lot of discomfort, and roll a D6 at the start of the next drive. On a 1, 2 or 3 the player cannot be set up on this drive (but can be set up as normal from the next drive onward). On a 4,5 or 6 they have regained their composure and can be set up as normal.

Wild Squig (3)

If there was ever a good justification for the 'no pets on the sidelines' rule, this is it! A bunch of orc fans have turned up with a biter squig in tow, and wouldn't you know it, the bouncing menace has slipped its leash...

Each coach rolls a D6, and whoever scores the highest sets up a miniature or marker to represent the wild squig (a spare Blood Bowl coin will do, but an actual squig miniature is better!) in any unoccupied square that is adjacent to the sidelines. At the end of each player's turn, the triggering coach rolls for scatter, then moves the squig that many squares in that direction. (The first time the squig moves, use the Throw-In template rather than the Scatter template, to ensure that the squig moves away from the sidelines.) If the squig would move into an occupied square, it throws a block against the player in that square, ignoring Foul Appearance. (If the square is Prone or Stunned, no block is made - they are pushed back and an armour roll is made to see if they are injured instead.) The direction of any push-backs is decided by the player's opposing coach. The squig is assumed to have ST 4, AV 8 and the Block skill. If an armour roll against it succeeds, the drive ends or the squig moves off the pitch, it is removed from play. If the squig moves into a square containing the ball, the ball will bounce.

WURRR... ZAP! (4)

An orc shaman is getting excitable in the stands, feeding off the fever-pitch excitement of the fans around him and the violence that's happening on the pitch. Suddenly, a wave of green energy rockets down from the stands, engulfing the orc team in pure Waaagh! Magic.

The triggering coach rolls a D6 for each player on their team. On a result of 1, that player is Placed Prone. If they were carrying the ball it will bounce, but this does not cause a turnover. On a result of 2,3 or 4 there is no effect. On a result of 5 or 6, the player is filled with the power of Gork and Mork and gains the Frenzy and Mighty Blow skills until the end of the turn.

Human and Human Nobility Match Events:

Deafening Contraption (1)

There's an awful lot of noise coming from one end of the stands, where a local engineer is attempting to show off his new invention: Von Grubelmann's Cacophonous Support-Provider. Although the device is supposed to play a fanfare each time a touchdown is scored, it seems to be having a rather enthusiastic malfunction...

While the device is malfunctioning, it affects all players in the triggering team's half of the pitch. Any Agility tests made by affected players have an additional -1 modifier, due to their utter racket coming from the stands. At the end of each of the triggering team's turns, roll a D6. On a 4 or more, the device stops malfunctioning. On a 6, it actually starts working as intended, and the triggering team's FAME is +2 for the rest of the match, regardless of what it was previously.

Griffon's Gift (2)

Ever a symbol of good fortune among the realms of men, Griffons are legendary creatures, fantastical amalgams of beast and bird. Tales abound of their grace and true-heartedness... but there's a detail that tends to be omitted. Unfortunately, as the keepers of the Imperial Zoo will gladly attest, there's nothing quite as shockingly unpleasant as a creature with the healthy digestive system of a big cat and the ability to soar through the sky...

The triggering team's coach places a marker - a spare Blood Bowl coin is ideal, but it's a given that certain coaches will want to create something bespoke - in the center of their Line of Scrimmage, then rolls for scatter and moves the marker D8 squares in that direction. The marker stays where it is for the rest of the match, representing a large pile of 'griffon guano'. If a player is in the square, they are immediately Pushed in a random direction (determined using the scatter template) and Knocked Down. For the rest of the match, the square containing the marker cannot be entered by players from either team, and if the ball bounces into or lands on that square it will immediately bounce again. In addition, each square around the marker is treated by players from both teams as being within an enemy zone - players must make Dodge rolls whenever they move out of these squares, they confer a penalty to Agility tests, and so forth.

Priestly Uprising (3)

There is a suddenly clamouring from the sidelines, and to the amazement of the players, a procession of Warrior Priests stride up to the pitch! It seems that they are unhappy with Nuffle's overshadowing of their own god in recent years, and have decided to stage a protest. After a brief altercation with the officials and a few enthusiastic fans, they agree to stick to the sidelines, and soon the pitch is ringed by angry, bald, hammer-wielding zealots.

For the rest of the match, or until the protest ends as described below, each of the squares that is adjacent to the sidelines, and each square in the end zone, is threatened by a Warrior Priest. If a player is in a threatened square when they are chosen to take an action, they are attacked - the opposing coach makes a Block against them, as though it was being made by a player with a ST of 4, ignoring any assists. If the player is Knocked Down, the team suffers a Turnover as normal - otherwise, they can take their action as normal.

Unruly Apprentices (4)

A group of young wizards in the stands have had maybe one too many ales, and they seem keen to show off their powers to the rest of the crowd. Quicker than you can say "that's not a good idea", they're lobbing magical projectiles towards the pitch.

The triggering team's coach places a marker (a spare Blood Bowl coin is ideal) in any square that is touching the sidelines and in their own half. Then, they roll a D8. If the result is odd, they move the marker that many spaces towards their own end zone; if it is even, they move the marker that many spaces towards the opponent's end zone. The apprentices will fling D6 projectiles onto the pitch. For each one, place the throw in template so that it is centered on the marker. The projectile is moved in the same way as a throw-in, but travels 2D6 squares rather than D6, and if it moves off the pitch it is not thrown back in! Once the projectile stops moving, each player either in its square or adjacent to it is Knocked Down on a D6 roll of 4+. Once the event has been resolved, remove the marker.

Dwarf and Slayer Hold Match Events:

Grudge-Chant (1)

Uh oh, the fans are getting angry! A grudge-chant is traditionally only started as the result of a heinous foul or bad call which goes against the dwarf team, but in recent years they're becoming all too common...

The triggering team's coach nominates a player on the opposing team. This player must be on the pitch and must fulfil one of the following criteria:

- They have scored a Touchdown this match.
- They have made a foul action this match (regardless of the outcome)
- They have caused a player on the triggering team to be Knocked Out or sent to the Dead and Injured box, either as the result of a Block, a Skill, or being pushed into the crowd.

If no such player exists on the opposing team, any player can be nominated (a suitable offence should also be invented - perhaps they used insulting language, they refused to accept a pre-match pint of Bugman's Ale, or one of their distant ancestors once wronged a dwarf). Until the end of the drive, subtract 1 from the result of the D6 every time that player attempts to pass, intercept, catch or dodge.

Gyrocopter Incoming (2)

Since before the match began, a brightly-coloured gyrocopter has been buzzing around the stadium, trailing an advertising banner and blasting jaunty music from a series of speaker-horns. To say it was annoying would be an understatement, so the sudden volley of a skyward gunfire from somewhere in the crowd is no surprise...

The triggering team's coach places a marker - a spare Blood Bowl coin is ideal, but it's a given that certain coaches will want to create something bespoke - in the central square of their Line of Scrimmage, then rolls for scatter and moves the marker D8 squares in that direction, stopping if it would move off the pitch. This is the gyrocopter's point of impact. Next, it skids. Place the throw-in template over the gyrocopter and roll a D8 to see which direction to point in:

- 1-2: towards triggering team's endzone
 3-4: towards the left side line of the triggering team's endzone
 5-6: towards the right sideline of the triggering team's endzone
 7-8: towards the other team's endzone

Move the gyrocopter D6 squares in that direction. If a player is in a square that the gyrocopter lands in or moves through, make an Armour Roll for them, adding 1 to the result. The gyrocopter stays on the pitch in the last square it moved into (unless it moved off the pitch; if there is a player in that square, they are Pushed in a random direction, determined with a scatter roll. That square becomes impassable for the rest of the match, players cannot move into it or be pushed into it, and if the ball lands in or moves into that square it will immediately bounce. At the end of the drive, the gyrocopter is removed.

Stonebread Vendors (3)

A rousing chorus of voices springs up around the stands, heralding the arrival of a troupe of dwarf bakers. Barrows are dragged into place by red-faced beardlings and before long, enticing loaves of stonebread are being sold to crowd and players alike.

For the rest of this drive, any dwarf player (including Chaos Dwarf players, but not including Star Players, Bull Centaurs, Hobgoblins or Minotaurs) that ends an action standing adjacent to the sidelines can buy a small loaf of stonebread. Roll a block dice; on a Defender Down or Both Down result, the player is immediately Knocked Down as their teeth prove unworthy to the task and are shattered (this causes a turnover as normal). On any other result, the player is invigorated, and they gain the Juggernaut and Stand Firm skills for the rest of the drive.

Tunneling Instincts (4)

Dwarfs have an interesting take on the idea of 'cheating'. Technically they agree that it's bad, but in practice that only tends to count when it's the other team doing it. After all, it was a Dwarf who brought Nuffle's sport to the world! As such, it's not unheard of for a former miner to put his skills to use and prepare a secret tunnel from the Dugout onto the pitch...

The triggering team can immediately move one player from the Reserves box of their dugout to either one of the trapdoors on the pitch. If this means there are now more than eleven of that team's player on the pitch, roll a D6. On a 1 the referee spots what's going on and why the newly-arrived player is immediately sent off as though they had been caught fouling - this causes a Turnover..

Skaven and Pestilent Vermin Match Events:

Assassin! (1)

What's that, darting from shadow to shadow? A lithe, long-tailed figure in a dark cloak, blades glinting in each of its clawed hands. Oh dear... either the Skaven coach has called in a favour, or one of the players on the Skaven team has let their warpstone debts get out of hand...

Each coach rolls a D6, re-rolling ties. The coach who rolls lowest picks a random player on their team to be the assassin's target, excluding players that are not on the pitch. For the rest of the drive, after that player completes an action, their coach rolls a D6. If the result is a 1, or is less than the number of squares the player moved during their action, the player outruns the assassin. Otherwise, they are caught; make an immediately Injury roll for the player. (Note that this means that if they do not move as part of their action, for example, if they make a Block action - they are unlikely to get away...) The assassin leaves the stadium once they catch their target, or are chased away by the stadium security at the end of the drive.

Pestilence And Decay (2)

Oh dear. Every Skaven team has them amongst their fans - plague monks, the filthy, scrofulous disciples of decay. Most stadiums turn them away at the doors, but it looks like this lot made it in - and they're keen to spread the good word...

- Description missing -

Rat Swarm (3)

It starts with a lone scream in the stands, followed by another, and soon the entire crowd is in uproar as thousands of small, furry bodies swarm down towards the pitch. In seconds, the field is a sea of chittering teeth and pointed claws. How unpleasant!

For the rest of this drive, the pitch is covered in a seething swarm of rats. At the end of each player's turn, roll a D6 for each of their players that is Prone or Stunned. On a 1, make an Injury roll for that player as they are taken for a tasty snack by the ravenous vermin. In addition, if the ball is not being at the end of either team's turn, it bounces once as it is pushed around by the swarm. At the end of the drive, professionals are called in, the rat swarm is dealt with, and the local Halfling pie stands slashes its prices 'due to increased supply', but it's best not to think too carefully about that.

Warpstone Meteor (4)

With a crackling whoosh, a lump of glowing, green rock shoots down from the heavens and embeds itself in the pitch. Strange, noxious gases seep from the crater, and when a minor official approaches to see what it is, they run screaming a few moments later, their arms transformed into flailing tentacles. Probably best to avoid it.

The triggering team's coach places a marker such as a spare Blood Bowl coin in the central square of their Line of Scrimmage, then rolls for scatter and moves the marker D8 squares in that direction. The marker stays where it is for the rest of the match, representing the warpstone meteor. If a player is in the square, they are immediately Pushed in a random direction (determined using the scatter template) and Knocked Down. For the rest of the match, the square containing the marker cannot be entered by players from either team, and if the ball bounces into or lands on that square it will immediately bounce again. In addition, each of the squares adjacent to the marker is saturated in foul magic. If a player starts their action in one of those squares, roll a D6. On a 1-3 they are Placed Prone as their mind writhes with madness. On a 6, the player's coach can choose any Mutation skill - the player gains that skill until the end of their action!

SPECIAL PLAY CARD VARIANTS

There are three alternative set of rules for using Special Play cards in Blood Bowl, replacing the rules found in Blood Bowl and Death Zone Season One! All three variants work in a fairly similar way, first the coaches determine how many cards they will draw (or, in Variant one, how many points they have to spend on drawing cards), then they draw the cards that will be available to them during the match. As with any optional rule, it's down to the players whether to use these rules or the ones found in the Blood Bowl rulebook and Death Zone Season One! In a one-off game (including Exhibition Matches) both coaches should agree on a set of rules - if you can't agree, don't use any of the variants and stick to what's in the books. In League or Tournament play, it is down to the League Commissioner or Tournament Organiser to decide what should be used - it's recommended that one variant is chosen and used for the entire League or Tournament.

VARIANT ONE - THE POINTS SYSTEM

This system is the closest to the standard rules for choosing Special Play cards, but alters the value of the various decks based on their relative power levels. For example, the Miscellaneous Mayhem deck costs more because it contains cards that are likely to have a more drastic (and entertaining!) effect on the match.

HOW IT WORKS

At the start of the match (before the kick-off in a one-off game, or at the relevant step of the Pre-match sequence in League play), each team gains a number of points to spend on cards from the various Special Play card decks, depending on the type of match being played:

In a one-off match, each coach starts with the same number of points. One coach rolls a D6, then look up the result on the table below:

D6	Points per coach
1	2
2-3	3
4-5	4
6	5

In a League Match, each coach starts with the same number of points. Look up the highest Team Value out of the two teams on the table below to determine this:

Highest Team Value	Points per coach
Up to 1'290'000 gp	2
1'300'000 gp to 1'790'000 gp	3
1'800'000 gp to 2'90'000 gp	4
2'300'000 gp or higher	5

CHOOSING CARDS

The team with the highest Team Value spends their points first, then the other team. If both teams have the same Team Value, each coach rolls a D6 and whoever scores the highest goes first. To spend points, a coach can buy cards from any of the available Special Play card decks, in any combination. Each deck has its own cost per card:

Deck	Points per card
Miscellaneous Mayhem	4
Benefits of Training	2
Heroic Feats	2
Magical Memorabilia	2
Dirty Tricks	1
Random Events	1

Once a coach has finished drawing their cards, they can return any of them (not including any purchased through Inducements) to the bottom of its deck, and draw a replacement from the top of the same deck.

VARIANT TWO - THE CARD DRAFT

This variant lets coaches pick their Special Play cards from an ever-dwindling shared supply. An interesting twist is that, aside from the first card you keep, the other coach will know what tricks you've got up your sleeve! As both players have this advantage, it evens out and adds another factor to think about when planning your game strategy.

HOW IT WORKS

At the start of the match (before the kick-off in a one-off game or at the relevant step of the Pre-match sequence in League play), the coaches each roll a D6. The coach who rolls the highest (re-roll ties) picks one of the available Special Play decks, draws two cards from it face-down and gives one to their opponent (without looking at it). The other coach then does the same, they can choose the same Special Play deck or a different Special Play deck. The cards a coach draws in this way will form a starting deck. Repeat this until each coach has a number of cards in their starting deck determined as follows:

In a one-off match, the number of cards in each starting deck is randomly determined. Roll a D6, then look up the result on the table below:

Highest Team Value	Cards in each starting deck
1	2
2-5	3
6	4

In League play, the number of cards in each starting deck is determined by the highest Team Value out of the two teams:

Highest Team Value	Cards in each starting deck
Up to 1'290'000 gp	2
1'300'000 gp to 1'790'000 gp	3
1'800'000 gp to 2'90'000 gp	4
2'300'000 gp or higher	5

CHOOSING CARDS

Once each coach has compiled their starting deck, they can look through them. Each coach chooses one card to keep and places it face-down in front of them, then gives the remainder of their starting deck to the other coach. Repeat this until each coach has only one card left - this card is discarded back to its deck.

The cards that a coach has kept are their Special Play cards for the match.

VARIANT THREE - ONE DECK ONLY

This variant keeps things simple, drawing all cards from a single deck.

HOW IT WORKS

At the start of the match (before the kick-off in a one-off game, or at the relevant step of the Pre-match sequence in League play), the coaches each roll a D6. The coach who rolls the highest (re-roll ties) picks one of the available Special Play card decks. This is the deck that will be used for this match; the other decks are not used. The number of cards each coach will draw is then determined as follows:

In a one-off match, each coach starts with the same number of cards. One coach rolls a D6 then look up the result on the table below:

D6	Cards per coach
1	1
2-5	2
6	3

In a League Match, each coach starts with the same number of cards. Look up the highest Team Value out of the two teams on the table below to determine this:

Highest Team Value	Cards per coach
Up to 1'290'000 gp	2
1'300'000 gp to 1'790'000 gp	3
1'800'000 gp to 2'90'000 gp	4
2'300'000 gp or higher	5

CHOOSING CARDS

The team with the highest Team Value chooses their cards first, drawing a number of cards, as determined above, from the top of the deck, then the other team does the same. If both teams have the same Team Value, each coach rolls a D6, and whoever scores the highest goes first.

Once a coach has drawn all of their cards, they can choose one card to discard, returning it to the bottom of the deck and drawing a replacement from the top of the deck.

OPTIONAL RULE - VARIANT SPECIAL PLAY INDUCEMENT

Using this optional rule changes the value of each deck of Special Play cards, better reflecting their individual power levels. Replace the Special Play inducements with the following:

0-5 Special Plays - Various prices

Each Special Play allows you to immediately draw a card from a deck of your choice. The cost depends on the deck chosen:

Deck	Cost
Miscellaneous Mayhem	200'000
Heroic Feats	100'000
Magical Memorabilia	100'000
Benefits of Training	100'000
Dirty Tricks	50'000
Random Events	50'000

Note that this does not affect the Special Play cards that you team would normally receive - cards purchased through Inducements are treated separately until the match begins.

VARIANT FOUR - ROUND ROBIN

The purpose of this version is to increase variety and avoid a power rush where both players only draw from the most powerful deck(s).

Use either the rules in the rulebook or Death Zone Season 1! but with the following limitation:

Each player can only draw one card more from a single deck than they already have from any other deck.

CARDS

Here are Special Play cards as released by GW in addition to limited and special event cards. Some other cards found throughout internet is also added.

In addition there are cards for Inducements which include experimental inducements from the app and the Wizard from LRB6.

There are also cards for Stadiums.

Special Play Cards - Random Events (12)

<p style="text-align: center;">FRIENDLY FANS (1)</p> <p>The crowd loves your team, and wouldn't ever consider ripping one of your players apart... well, not this game anyway.</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>If a player on your team is pushed into the crowd in this game, do not make an Injury roll. Instead, put them straight into your Reserves box.</p> <p style="text-align: center;">Random Events</p>	<p style="text-align: center;">HECKLER (2)</p> <p>An overeager fan has taken to heckling and distracting one particular opponent.</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Choose an opposing player. That player cannot use any skills other than those that must be used (Frenzy, Loner, etc) until the start of your next turn.</p> <p style="text-align: center;">Random Events</p>	<p style="text-align: center;">EVERYONE'S AN EXPERT... (3)</p> <p>When your team visits a local tavern the night before the game, several eager fans promise to come along and offer advice from the sidelines. You tell them they're welcome to, as long as they cheer extra loud!</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>For this game, you automatically win all Cheering Fans and Brilliant Coaching rolls on the Kick-off table. You also get an additional +1 to your FAME for any Throw a Rock and Pitch Invasion rolls on the Kick-off table.</p> <p style="text-align: center;">Random Events</p>
<p style="text-align: center;">JOHNNY WATERBOY (4)</p> <p>A local minor wizard has set up in your team's dugout, offering refreshing swigs from an enchanted water butt. One sip and you're good to go!</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>For the duration of this game, add +1 to any dice rolls you make at the start of a drive to see if your players recover from being KO'd.</p> <p style="text-align: center;">Random Events</p>	<p style="text-align: center;">ROWDY FANS (5)</p> <p>Your fans have shown up today with an extra evil glint in their eyes. They want a lot of blood and are in the mood to help spill it.</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>For this match, any block or foul made by or against an opposing player adjacent to the side-lines is treated as having one extra assist from your team. In addition, no opposing player adjacent to the sidelines can assist a block or foul.</p> <p style="text-align: center;">Random Events</p>	<p style="text-align: center;">BALL CLONE (6)</p> <p>The random influence of Tzeentch possesses the ball, causing no end of confusion and insanity.</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action. You can only play this if the ball is on the ground.</p> <p>A second ball materializes in the ball's square, then bounces. When a player crosses into the End Zone with one of the balls, roll a D6. On a 1-3, the ball vanishes and a touchdown is not scored. Remove the second ball when the drive ends. Players may not pick-up, catch or intercept a ball if they are already carrying one. If a ball bounces into the square with the other ball, it will bounce again.</p> <p style="text-align: center;">Random Events</p>
<p style="text-align: center;">SPRINKLER MALFUNCTION (7)</p> <p>Somebody triggered the sprinkler system, by accident of course! The ball becomes difficult to handle and the mist makes it difficult to see until the water is shut off.</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>All attempts to pass, catch, or pick up the ball have an additional -1 modifier for this drive.</p> <p style="text-align: center;">Random Events</p>	<p style="text-align: center;">INCOMING! (8)</p> <p>The crowd received souvenir balls today and has decided to use them as ammunition instead of keepsakes.</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>For this turn, your opponent must make a Dodge roll each time one of their players leaves a square within two squares of either sideline or End Zone.</p> <p style="text-align: center;">Random Events</p>	<p style="text-align: center;">HOMETOWN FANS (9)</p> <p>Your team's fans start the match very willing to help their favourite team by throwing the ball to the perfect place for you.</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>You may choose the direction the ball is thrown in on the Throw-in template every time it goes out of bounds during the first half. During the second half, all throw-ins are performed as normal.</p> <p style="text-align: center;">Random Events</p>

<p align="center">BADYEAR GIT (10)</p> <p>A Goblin Doom Diver who was too cheap to pay for admission is hit by the kick-off while flying over the stadium.</p> <p>Play at any kick-off after all players have been set up and the ball has been placed, but before the roll to scatter is made.</p> <p>The ball scatters 2D6 squares instead of D6.</p> <p align="center">Random Events</p>	<p align="center">BLITZMANIA MANIA! (11) “Sorry if you’re having trouble hearing the announcers, folks - it’s kinda loud here!”</p> <p>Play at the start of a drive, before the kick-off.</p> <p>Each coach rolls a D6 and adds their team’s FAME and the number of cheerleaders on its roster. If you roll higher than your opponent, gain another team re-roll. Otherwise, keep this Special Play card - you can play it again at the start of another drive.</p> <p align="center">Random Events Blitzmania</p>	<p align="center">THEY THINK IT’S ALL... OGRE?! (12)</p> <p>“Oh, throw out the rulebook. This is getting ridiculous!”</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Set up an Ogre (see the Human team list) in any square that is adjacent to the sidelines and not in any enemy tackle zone - the Ogre now plays as part of your team. At the end of each turn that the Ogre is on the pitch, roll a D6. On a 1, he switches sides and is now controlled by your opponent! On a 2 or 3, he is forcibly removed from play. Roll again at the end of each of the Ogre’s team’s turns.</p> <p align="center">Random Events Blitzmania</p>
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Special Play Cards - Miscellaneous Mayhem (18)

<p align="center">IRON MAN (1)</p> <p>One player from your team has dedicated the match to their recently departed mother and is determined to play for the whole game, no matter what the cost.</p> <p>Play at the start of any of your opponent’s turns, before any of their players takes an Action.</p> <p>Pick a player on your team. For the remained of the game, any rolls on the Injury table against that player are treated as Stunned results.</p> <p align="center">Miscellaneous Mayhem</p>	<p align="center">MAGIC SPONGE (2)</p> <p>The local wizards guild is a fan of your team and has provided a magic sponge that offers possible healing magic to one lucky player.</p> <p>Play after a drive has ended.</p> <p>Roll a D6. On a 1, the sponge’s magic fails. On a 2 or more, you may move one player in the Dead and Injured box to the Reserves box.</p> <p align="center">Miscellaneous Mayhem</p>	<p align="center">BAD HABITS (3)</p> <p>The opposing players have picked up some really bad habits and it is starting to ruin their ability to work together as a team.</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>Roll a D3. Your opponent loses that many team re-rolls for the first half of this game.</p> <p align="center">Miscellaneous Mayhem</p>
<p align="center">GET’EM LADS! (4)</p> <p>Your team is inspired to make a major push to break through the opposing team after one of their own go down.</p> <p>Play at the start of any of your turns, before any of your players takes an Action. You can only play this if one of your players suffered an injury in your opponent’s previous turn.</p> <p>For this turn, each of your players gains +1 ST.</p> <p align="center">Miscellaneous Mayhem</p>	<p align="center">RAKARTH’S CURSE (5)</p> <p>Your team has bribed an old witch to curse one of the opposing players.</p> <p>Play at the start of any of your opponent’s turns, before any of their players takes an Action.</p> <p>Pick an opposing player. For the remained of this game, your opponent cannot re-roll any dice rolls for that player, whether through team re-rolls or skill re-rolls.</p> <p align="center">Miscellaneous Mayhem</p>	<p align="center">BLACKMAIL (6)</p> <p>You have the goods on one of the opposing players, and have chosen now to call in your favour.</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick an opposing player who is not carrying the ball. For this turn only, you may treat that player as a member of your team. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling their own team.</p> <p align="center">Miscellaneous Mayhem</p>

<p style="text-align: center;">EGO TRIP (7)</p> <p>One player from the opposing team has developed a real swelled head from recent successes and is demanding super star treatment.</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Choose one opposing player. For the remainder of this game, that player must take their Action first every turn or not take an Action at all.</p> <p style="text-align: center;">Miscellaneous Mayhem</p>	<p style="text-align: center;">KNUCLEDUSTERS (8)</p> <p>A player from your team slips a pair of magical one-shot knuckledusters to make sure that an especially hated opponent goes down this turn.</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team. For this turn, you can convert any and all Block dice you roll for that player to 'Defender Down' results.</p> <p style="text-align: center;">Miscellaneous Mayhem</p>	<p style="text-align: center;">MINE (9)</p> <p>Your team trapped the pitch with a disguised mine and the opposing team has just set it off.</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>An opposing player of your choice has stepped on a mine. Roll a D6 for them, and for each standing player (from either team) that is adjacent to them. If a dice scores 4 or more, the player you are rolling for is Knocked Down. Make an Armour roll for each player who is Knocked Down, adding +1 to the result of any Injury rolls. If one of your players is Knocked Down, you do not suffer a turnover unless they were carrying the ball.</p> <p style="text-align: center;">Miscellaneous Mayhem</p>
<p style="text-align: center;">KID GLOVES (10)</p> <p>One player from the opposing team is the subject of a NAF enquiry. The player decides to go easy this game to reduce the chances of unwanted further scrutiny.</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Pick an opposing player. For the remainder of the game, that player cannot Foul, and cannot give assists to blocks or fouls.</p> <p style="text-align: center;">Miscellaneous Mayhem</p>	<p style="text-align: center;">PAMPERED PLAYERS (11)</p> <p>"You have to give it to Blitzmania, it's injected a whole heap of gold into the sport. I've never seen players that are so well looked after!"</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>For the duration of the game, your players will recover from being Knocked Out on a roll of 2 or more. However, if you roll a 1, roll again. On a 1, 2 or 3, the player kicks up a fuss and refuses to play for the rest of the match!</p> <p style="text-align: center;">Miscellaneous Mayhem Blitzmania</p>	<p style="text-align: center;">HEEL TURN (12) - Blitzmania</p> <p>"Blitzmania's seeing more and more dirty play. I don't wanna sound old-fashioned, but you wouldn't see this in the big leagues..."</p> <p>Play this card in one of the following ways:</p> <ol style="list-style-type: none"> 1) Play after making an Armour roll for an enemy player to add 2 to the result of the roll. 2) Play at the start of any of your turns to move a player in your Reserves box to any square in your End Zone that is not in an enemy tackle zone. 3) Play when your opponent declares they will use a team re-roll to prevent them from using it. The re-roll is still spent. <p style="text-align: center;">Miscellaneous Mayhem Blitzmania</p>
<p style="text-align: center;">IT'S ALL TO PLAY FOR (13)</p> <p>"The referee is invoking the newly-drafted last minute equaliser rule. The Blitzmania commission is taking liberties again, I guess..."</p> <p>Play at the start of your fifth, sixth, seventh or eighth turn in the second half, before any of your players takes an Action.</p> <p>If your score is lower than your opponent's, your next touchdown will score enough points to equalise the scores.</p> <p style="text-align: center;">Miscellaneous Mayhem Blitzmania</p>	<p style="text-align: center;">THE EARLY BIRD (14)</p> <p>"Talk about keen! They say this player trains every morning from sunrise, and is always first in line for the latest kit. What a hero!"</p> <p>Play immediately before the first kick-off.</p> <p>Pick a player on your team - that player gains the Pro skill for the first half of this match. At the end of the first half, roll a D6 if the player is still on the pitch or in Reserve. On a result of 1, 2 or 3, the player is so exhausted from all the extra training that they are Knocked Out! They cannot recover in time for the next drive, but you can roll for all subsequent drives normally.</p> <p style="text-align: center;">Miscellaneous Mayhem Web Exclusive</p>	<p style="text-align: center;">GO FULL BEARD (15)</p> <p>"By the twice-blessed tankard of Josef Bugman, they just cracked open a cask of Full Beard! It's about to get messy..."</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Put this card face-up on the sideline area of your Dugout to show that your team has taken a drink of Full Beard XXXX. At the start of any of your turns, you can discard the card. For the rest of that turn, all players on your team have the Mighty Blow and Thick Skull skills. At the end of the turn, D6 of your players on the pitch (chosen randomly) feel the need for a lie down, and are Placed Prone. If you have not used the card by the end of the drive, it is discarded.</p> <p style="text-align: center;">Miscellaneous Mayhem Warhammer Open Promo</p>

<p>GASSY ERUPTION (16)</p> <p>“WE CAN ASSURE YOU THAT FULL BEARD ALE DOES NOT NORMALLY HAVE THAT EFFECT!”</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team. That player snuck in a quick tankard of the sabotaged Full Beard before the kick-off, and is paying the (rather explosive) price! Each player adjacent to them, friend or foe, is immediately pushed back as though the player had made a block against them and got a Pushback result. You can choose the order in which they are pushed back, and the squares they are pushed back to. The player cannot follow up, and players that are pushed back cannot use Sidestep or Stand Firm.</p> <p>Miscellaneous Mayhem Warhammer World Exclusive</p>	<p>TRAP DOOR MAN (17)</p> <p>“KNOCK KNOCK WHO’S THERE?”</p> <p>Play this one time card after your turn has ended.</p> <p>Roll a D6. On a roll of 1 to 4 a player in your reserve box climbs through the trap door on your side of the pitch. On a roll of 5 or 6 a player from your reserves climbs through the trap door on your opponent’s side of the pitch. If for some reason the pitch doesn’t have trap doors, use the sweet spot. If for some reason the trap door or the sweet spot is covered, then the player can not sneak onto the pitch. This card allows you to exceed 11 players on the pitch for the remaining turns of this drive.</p> <p>Miscellaneous Mayhem LVO</p>	<p>BET THE HOUSE (18)</p> <p>“SO WHAT ARE YOU WILLING TO BET TO GET THAT ALL IMPORTANT EDGE THEN COACH?”</p> <p>Play this card prior to the start of each half before rolling on the kick off table.</p> <p>The coach with this card has the option to gamble a Team re-roll from their overall total and rolls a D6. On a roll of 1 to 3, the coach has lost and the gambled re-roll is lost for the rest of this half. On a roll of 4 or 5, the coach gets their re-roll back with a bonus re-roll as well. If they roll a 6 then the coach gains back the gambled re-roll and also 2 additional re-rolls for this half.</p> <p>Miscellaneous Mayhem LVO</p>
<p>NUFFLES BLESSINGS (19)</p> <p>“I’VE SEEN SOME CRAZY THINGS ON THE PITCH BUT A TROLL WHO IS NOT HUNGRY...!?!?”</p> <p>Play immediately before the first Kick Off.</p> <p>The card lasts the entire game on a single player and removes the negative effects of the extra-ordinary skills of Bonehead, Wild Animal, Really Stupid, Blood Lust, Always Hungry, Decay and Take Root. In addition, the blessed player may not use any re-rolls for the entire game. I.e. an Ogre no longer suffers from Bonehead but when making a Block roll it cannot attempt to use a team-reroll or their Pro or Leader skill if they should have these skills.</p> <p>Miscellaneous Mayhem LVO</p>		

Special Play Cards - Magical Memorabilia (10)

<p>GRUK THE BEAR'S GAUNTLETS (1)</p> <p>"A lot of players want to wear these, simply so they can say they've killed someone with their 'bear' hands."</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from your team to wear the gauntlets. For the rest of the drive, that player has +1 ST. After the drive ends, the player is so drained that they have -1 ST for the rest of the game.</p> <p>Magical Memorabilia</p>	<p>SKROT'S STICKY SLOP (2)</p> <p>"One of the cheatingest players in the Orcland Raiders (and that's saying something), 'Stikka' Skrot used to smear this gloopy paste on his hands before every match."</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from your team to smear their hands with the slop. For the rest of the game, this player has the Catch and Sure Hands skills, but cannot make Pass or Hand-off Actions.</p> <p>Magical Memorabilia</p>	<p>AGRABLAG'S BALL OF PAIN (3)</p> <p>"Agrablag the Ruinous fashioned this deadly ball for the Chaos All-Stars, so they could dissuade their opponents from trying to score."</p> <p>Play at the start of a drive in which you are kicking, before the kick-off.</p> <p>Until the end of this drive, if a player attempts to pick up or catch the ball (not including interceptions) and fails, they are treated as being attacked with the Stab skill.</p> <p>Magical Memorabilia</p>
<p>BOB'S BIFFIN' HELMET (4)</p> <p>"The refs gave up trying to make Bob Bifford wear a helmet once he'd pointed out that they never survived his first headbutt. I'm not sure whether he was talking about the headgear or the match officials..."</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from your team to wear the helmet. The first time that player makes a Block or Blitz Action, they gain +1 ST and the Mighty Blow skill for the duration of that Action.</p> <p>Magical Memorabilia</p>	<p>VON WILKING'S BOOTS (6)</p> <p>"Johann Von Wilkins was long held as one of the strongest kickers around, until a troll ate his legs. That's what you call an occupational hazard!"</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from your team to wear the boots. For the rest of the game, that player has the Kick skill, with the additional effect that you can re-roll the D8 when the ball scatters on kick-off, so long as this player is the one kicking.</p> <p>Magical Memorabilia</p>	<p>ZUG'S JERSEY, 2492 (7)</p> <p>"Zug wore this for a full season without washing it. Maybe some of his ruggedness rubbed off!"</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from yo team to wear the jersey. For the rest of the game, Armour rolls made against that player cannot be modified in any way (i.e. Claw, Mighty Blow, foul assists, and so on) - only count the exact total of the two dice rolled and the player's actual AV, as shown on the roster.</p> <p>Magical Memorabilia</p>
<p>ZUG'S JERSEY, 2492 (7)</p> <p>"Zug wore this for a full season without washing it. Maybe some of his ruggedness rubbed off!"</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from yo team to wear the jersey. For the rest of the game, Armour rolls made against that player cannot be modified in any way (i.e. Claw, Mighty Blow, foul assists, and so on) - only count the exact total of the two dice rolled and the player's actual AV, as shown on the roster.</p> <p>Magical Memorabilia</p>	<p>LUTHOR'S DAZZLING WRISTGUARDS (8)</p> <p>"They say that Count Luthor's Wardrobe was almost as beguiling as he was... and he even charmed himself a few times!"</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from your team to wear the wristguards. For the rest of the game, they have the Bonehead, Hypnotic Gaze and Sidestep skills.</p> <p>Magical Memorabilia</p>	<p>SPRANLEY'S CUP (9)</p> <p>"Some players insist on wearing extra padding around their most delicate areas. Burbo Spranley went even further, commissioning this enchanted wonder after one too many run-ins with a goblin's hobnail boots."</p> <p>Play at the start of any drive, while setting up your team.</p> <p>Pick a player from yo team to wear the enchanted cup. For the rest of the game, fouls cannot be made against the player, and Injury rolls made against them cannot be modified or re-rolled in any way (e.g., Niggling Injuries, Dirty Player, Mighty Blow, etc).</p> <p>Magical Memorabilia</p>

HIGHTOWER'S LUCKY SOCK (10)

“Superstitious Elven Catcher Soaren Hightower was so convinced of this sock’s good fortune that he actually wore it two games in a row!”

Play at the start of any drive, while setting up your team.

Pick a player from your team to wear the lucky sock. The first time a successful Armour roll is made against that player, they are placed Prone without an Injury roll.

Magical Memorabilia

Special Play Cards - Heroic Feats (16)

CATCHER'S INSTINCTS (1)

“It’s like he knew where the ball was going before it even went there!”

Play during any kick-off where you are receiving, after the ball has scattered and ended in an unoccupied square in your half.

Pick one of your players on the pitch that is not on the line of scrimmage, and move them to the same square as the ball. Roll to see if they catch the ball, with an additional +1 modifier.

Heroic Feats

MIGHTY LEAP (2)

“I haven’t seen a jump like that since before Spring-heeled Skrog had the accident!”

Play at the start of any of your turns, before any of your players takes an Action.

Pick a player on your team that has ST 4 or less. Until the end of your turn, that player has the Leap skill. When they use it, add 1 to the D6 roll.

Heroic Feats

UP LIKE A SHOT (3)

“He barely even hit the ground, and he’s already up!”

Play at the start of any of your turns, before any of your players takes an Action.

Pick a player on your team that is Prone, and stand them up. This does not count as their Action for the turn.

Heroic Feats

PERFECT THROW (4)

“Magic, skill or plain old dumb luck? You decide!”

Play when one of your players throws the ball, before making the Throw roll.

Do not apply any modifiers to the dice roll based on the distance between the thrower and the target.

Heroic Feats

DIE HARD (5)

“That player just took a beating, but that’s not gonna stop him!”

Play at the start of any of your turns, before any of your players take an Action.

Pick a player on your team that is Stunned, and turn them over so they are Prone.

Heroic Feats

FANCY FOOTWORK (6)

“Hey, where’s he going?”

Play at the start of any of your turns, before any of your players takes an Action.

Pick a player on your team. Until the end of the turn, their MA is reduced by 2 but you can add 1 to the result of any Dodge rolls for them.

Heroic Feats

UNLIKELY INTERCEPTION (7)

“What just happened? Get a wizard in there, we need to see that again!”

Play when one of your players attempts to make an interception, before rolling the dice.

Regardless of the player’s Agility or any modifiers, the interception will succeed on a roll of 3+.

Heroic Feats

INCH-PERFECT KICK (8)

“Come along, now. That’s just showing off!”

Play after all players have been set up for a kick-off, immediately after the ball is placed.

Instead of scattering the ball normally, scatter it three times (one square each) using the Throw-in template instead of the Scatter template. Each time, you can choose the template’s facing. The ball will still bounce three times if it is not caught.

Heroic Feats

<p style="text-align: center;">PUNT (9)</p> <p>“I guess he didn’t want the ball after all.”</p> <p>Play at the end of any of your turns, as long as one of your players is holding the ball.</p> <p>Place the ball in any square you want, then scatter it three times, in the same way as an inaccurate pass (it can only be caught in the final square). If it is not caught, it will bounce as normal.</p> <p style="text-align: center;">Heroic Feats</p>	<p style="text-align: center;">SPECTACULAR CATCH (10)</p> <p>“Hey, where did he learn to catch like that all of a sudden?”</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team. Until the end of your turn, that player has the Catch and Diving Catch skills.</p> <p style="text-align: center;">Heroic Feats</p>	<p style="text-align: center;">BURST OF SPEED (11)</p> <p>“Somebody’s had their wheaten bricks this morning!”</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team. Until the end of your turn, they add 1 to their MA and also have the Sprint skill.</p> <p style="text-align: center;">Heroic Feats</p>
<p style="text-align: center;">GO THE EXTRA MILE (12)</p> <p>“He’s moving like a halfling at a half-time buffet!”</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team. Until the end of your turn, that player can Go For it any number of times. Each attempt after the second (or third, if they have the Sprint skill) has a cumulative -1 modifier to the dice roll to see whether they fall.</p> <p style="text-align: center;">Heroic Feats</p>	<p style="text-align: center;">IN THE ZONE (13)</p> <p>“Did you see the look in that player’s eye? Nothing’s going to get in his way!”</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team. Until the end of your turn, that player does not suffer penalties to any dice rolls as a result of enemy tackle zones.</p> <p style="text-align: center;">Heroic Feats</p>	<p style="text-align: center;">STAR ASCENDANT (14)</p> <p>“That player’s going places... if they don’t get him first!”</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>Pick one of your players on the pitch. If they are on the pitch at the end of the second half, they get a bonus MVP award - this even counts in friendly games where no MVP is normally awarded! If you draw this card when playing a non-league game, discard it and draw another.</p> <p style="text-align: center;">Heroic Feats</p>
<p style="text-align: center;">SUICIDE BLITZ (15)</p> <p>“The ball’s barely left the ground, but that maniac’s already punching!”</p> <p>Play after a kick-off to your opponent has been fully resolved (including ball landing), but before their turn begins.</p> <p>Pick a player on your team - they cannot be holding the ball. They can immediately take a Blitz Action. For the duration of the Action they have the No Hands skill.</p> <p style="text-align: center;">Heroic Feats</p>	<p style="text-align: center;">GOLDEN BOY (16)</p> <p>“I met him once. Nice guy!”</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>Pick a player on your team. While that player is on the pitch, you have a FAME of +2 - this does not affect your opponent’s FAME and does not affect any rolls made in the post-match sequence..</p> <p style="text-align: center;">Heroic Feats</p>	

Special Play Cards - Benefits of Training (16)

<p>LAST SECOND SUBSTITUTION (1)</p> <p>"Technically that's against the rules, but who's counting!"</p> <p>Play at the start of a drive in which you are kicking, before the kick-off.</p> <p>You can switch one of your players on the pitch with a player in the Reserves box of your Dugout.</p> <p>Benefits of Training</p>	<p>DOWN THE CHAIN (2)</p> <p>"The ball is changing hands again... and again... and again!"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>If a player that has not yet taken an Action successfully receives the ball from a hand-off, they can immediately take another Hand-off Action - this is their Action for the turn. This can happen multiple times.</p> <p>Benefits of Training</p>	<p>LATERAL PASS (3)</p> <p>"Uh, aren't they meant to move the ball up the field?"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>You can make two Pass Actions this turn, as long as the target square for at least one of them is closer to your own End Zone than the throwing player.</p> <p>Benefits of Training</p>
<p>PROMO TOUR (4)</p> <p>"Just when you think we've seen enough hardback team biographies for one year..."</p> <p>Play at the start of the game, before working out how many fans are supporting your team.</p> <p>Roll 3D6 instead of 2D6 to see how many fans turn up to support your team. When working out your winnings at the end of the match, add an additional D3 to your roll.</p> <p>Benefits of Training</p>	<p>SWITCHEROO (5)</p> <p>"Looks like they're taking a page out of the book of sneaky plays!"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick one of your players who is not carrying the ball. They can immediately switch places with an adjacent player from your team who is also not carrying the ball. You do not need to make any Dodge rolls for either player.</p> <p>Benefits of Training</p>	<p>STANDING OFFENCE (6)</p> <p>"Ouch! Talk about bringing the pain!"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>For this turn, you cannot make any Blitz or Pass Actions. However, each player in your team has the Mighty Blow skill until the end of the turn.</p> <p>Benefits of Training</p>
<p>ROUND THE CLOCK TRAINING (7)</p> <p>"Talk about dedication. I hear they even missed the pre-match party!"</p> <p>Play this card instead of using a team re-roll.</p> <p>You can re-roll the dice, as though you had spent a team re-roll. Once the Action has been resolved, roll a D6. On a 1-4, this card is discarded. On a 5-6, you can keep it and use it again.</p> <p>Benefits of Training</p>	<p>KINGMAKER PLAY (8)</p> <p>"Now that's teamwork - staying out of the way so one guy can grab the glory."</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player on your team and make an Action with them. Each time you make a dice roll for that player this turn, you can choose the result instead of rolling (make any Armour rolls and Injury rolls as normal). However, you suffer a turnover immediately after that player finishes their Action.</p> <p>Benefits of Training</p>	<p>ENDURANCE TRAINING (9)</p> <p>"It's not often you see players so keen to get back into the action!"</p> <p>Play at the start of a drive, before rolling to see whether any of your players recover from being KO'd.</p> <p>Instead of rolling for a player to recover from being KO'd, you can declare that they will automatically recover. You can do this for any of your KO'd players. Each player who recovers in this way is set up Stunned. After you have set up your team, roll a D6 for each Stunned player. On a 4+, they are turned to Prone instead.</p> <p>Benefits of Training</p>

<p>DOGGED DEFENCE (10)</p> <p>"They're on the ground but they're still fighting!"</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Until the start of your turn, all of your players who are Prone (not Stunned) have tackle zones as though they were standing. They still count as Prone in all other regards.</p> <p>Benefits of Training</p>	<p>OFF-COLOUR CHANT (11)</p> <p>"...we'd like to apologise to our viewers at home. It seems the team have been teaching their crowd some choice new words!"</p> <p>Play at the start of the game, immediately before the first kick-off.</p> <p>Roll a D6 before each kick-off that happens during the match, and add your FAME. On a 6 or more, your opponent loses a team re-roll.</p> <p>Benefits of Training</p>	<p>QUICK FLICK (12)</p> <p>"The ball's clear, and it's away!"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>If the first Pass Action your team takes this turn is a Quick Pass, your team may take a second Pass Action this turn.</p> <p>Benefits of Training</p>
<p>TEAM TALK (13)</p> <p>"Looks like the head coach is giving his players a friendly pep talk. Are those thumbscrews I can see?"</p> <p>Play after a drive has ended.</p> <p>You immediately regain a team re-roll. Then roll a D3. If the result is higher than the number of team re-rolls you have left, you gain another.</p> <p>Benefits of Training</p>	<p>FAKE FUMBLE (14)</p> <p>"It almost looks like they have no idea what they're doing!"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>For the whole of this turn, if any of your players fail a catch, pick up attempt or fumble a throw, their Action ends immediately but you do not suffer a turnover. A player who fails a catch cannot make any further Actions in the turn.</p> <p>Benefits of Training</p>	<p>ALL-OUT BLITZ (15)</p> <p>"Like I always said - the best defence is hitting the other team until they stop moving!"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Your team can make two Blitz Actions this turn.</p> <p>Benefits of Training</p>
<p>QUICK SAVE (16)</p> <p>"They think it's all over... but maybe it's not!"</p> <p>Play when you suffer a turnover.</p> <p>One player on your team that has not already acted this turn can make an Action before your turn ends. If they do something that would cause a turnover, their Action ends immediately.</p> <p>Benefits of Training</p>		



Special Play Cards - Dirty Tricks (10)

<p>RUNE OF UNWILLING FLIGHT (1)</p> <p>"Hmm! Of all the traps I've seen hidden in the grass, that's certainly original!"</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Pick an opposing player. Using all the rules for the Throw Team-mate skill, the player is automatically thrown (i.e., cannot be fumbled) to a target square that is D6 squares away in a random direction from their own square - use the Scatter template. The player will need to make a Landing roll as normal if they land on the pitch.</p> <p style="text-align: center;">Dirty Tricks</p>	<p>FOULEST OF FOULS (2)</p> <p>"And that, boys and girls, is the sound of sixty thousand fans wincing in usion."</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>If you make a Foul Action this turn, the Armour roll automatically succeeds, and counts as not rolling doubles. A double on the Injury roll will result in the fouling player being sent off as normal (and quite right, too!).</p> <p style="text-align: center;">Dirty Tricks</p>	<p>HIDDEN BLADE (3)</p> <p>"How he got that past the kit check, I honestly do not know. Someone check the ref's bank balance..."</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player from your team. For the rest of the drive, that player has the Dirty Player and Stab skills.</p> <p style="text-align: center;">Dirty Tricks</p>
<p>SPOT THE SNEAK (4)</p> <p>"Where did he come from?"</p> <p>Play at the start of any of your turns, before any of your players takes an Action.</p> <p>Pick a player in your Reserves box and roll a D6. On a 4 or less, set them up anywhere in your End Zone. On a 5-6, you can either set them up in your End Zone or in an unoccupied trapdoor square in either half. The player can act this turn, but can only make a Move Action. This can take your team to 12 players for the remainder of this drive.</p> <p style="text-align: center;">Dirty Tricks</p>	<p>TRIPPING HAZARD (5)</p> <p>"Someone call the groundskeeper, I spy a tripwire!"</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Pick a player on the opposing team. That player is immediately placed Prone - no Armour roll is made. If they were carrying the ball, it bounces as normal but they do not suffer a turnover.</p> <p style="text-align: center;">Dirty Tricks</p>	<p>LOOK, A DISTRACTION! (6)</p> <p>"It's always a shame to see a player refusing to take the game seriously..."</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Pick a player from your team. For this turn, that player has the Disturbing Presence skill, and any players who start their Action within three squares of the player have the Bone-head skill for the turn (lost tackle zones from failed Bone-head rolls return at the end of this turn).</p> <p style="text-align: center;">Dirty Tricks</p>
<p>SLIPPERY SHOES (7)</p> <p>"Oh dear. If I'm not mistaken, somewhere in this stadium there's a half-empty pot of Daisy Palmer's slow-acting shoe grease."</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>For the duration of this turn, each time a player Goes For It, they will trip on a roll of 1, 2 or 3.</p> <p style="text-align: center;">Dirty Tricks</p>	<p>PRE-MATCH ESPIONAGE (8)</p> <p>"You'd almost think they'd swiped a copy of the other team's playbook."</p> <p>Play at the start of any of your opponent's turns, before any of their players takes an Action.</p> <p>Pick a player on your team. Until the end of the turn, that player has the Pass Block and Shadowing skills.</p> <p style="text-align: center;">Dirty Tricks</p>	<p>SPIKED SPORTS DRINK (9)</p> <p>"Our sponsors would like us to clarify that Crimson Minotaur is perfectly safe to consume. Spontaneous mutations are a feature, not a side effect!"</p> <p>Play after all players have been set up for a kick-off, but before the ball is placed.</p> <p>Pick an opposing player and roll a D6. On a 1, they go into a frenzy and gain the Jump Up and No Hands skills until the end of the drive. On a 2, nothing happens. On a 3 or more, they feel awfully drowsy, and gain the Really Stupid skill until the end of the drive.</p> <p style="text-align: center;">Dirty Tricks</p>

<p>DIRTY BLOCK (10)</p> <p>"There's a lot of regulations governing blocks. I think that one broke them all!"</p> <p>Play at the end of any of your turns, before the start of your opponent's turn.</p> <p>Pick a player from your team who did not take an Action during the turn. They are placed Prone. Then pick a standing opposing player that is adjacent to them - that player is Stunned.</p> <p>Dirty Tricks</p>	<p>0-2 BLOODWEISER KEG (1) 50'000 GP</p> <p>Nothing says "Get back in the game" like a frosty Bloodweiser Magic Ale served straight from the keg.</p> <p>For each Bloodweiser Keg you purchase, you can add 1 to the result of all dice rolls you make during this match to see whether one of your players recovers from being KO'd.</p> <p>Inducements</p>	<p>0-2 WANDERING APOTHECARY (2) 100'000 GP</p> <p>Used once during the match when a player suffers a Casualty or KO. If the player was KO'd leave him on the pitch Stunned or in the Reserves box if not on the pitch. Otherwise immediately after the player suffers the Casualty, you can use the Apothecary to make your opponent roll again on the Casualty table and then you choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll!) the Apothecary has managed to patch him up and pump him full of painkillers so that the player may be moved into the Reserves box.</p> <p>Inducements</p>														
<p>0-1 IGOR (3) 100'000 GP</p> <p>Any team that cannot purchase a permanent Apothecary can hire an Igor.</p> <p>An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, rewrapping funeral wraps and so on. He can really get the boys shambling back to the pitch.</p> <p>An Igor may only be used once per a game to re-roll one failed Regeneration roll for a player.</p> <p>Inducements</p>	<p>0-4 EXTRA TEAM TRAINING (4) 100'000 GP</p> <p>Getting all of your players in the same place is hard enough on match day, but if you flash some cash then you can probably organise a training session.</p> <p>Add an extra team re-roll for each half of this match</p> <p>Inducements</p>	<p>0-3 BRIBES (5) 100'000 GP 50'000 GP (Goblins)</p> <p>If you're planning to misbehave, you'd better slide the ref a bag of gold or two before the match.</p> <p>Each bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.</p> <p>Inducements</p>														
<p>0-5 SPECIAL PLAY (6)</p> <table border="1"> <thead> <tr> <th>Deck</th> <th>Cost</th> </tr> </thead> <tbody> <tr> <td>Miscellaneous Mayhem</td> <td>200'000</td> </tr> <tr> <td>Heroic Feats</td> <td>100'000</td> </tr> <tr> <td>Magical Memorabilia</td> <td>100'000</td> </tr> <tr> <td>Benefits of Training</td> <td>100'000</td> </tr> <tr> <td>Dirty Tricks</td> <td>50'000</td> </tr> <tr> <td>Random Events</td> <td>50'000</td> </tr> </tbody> </table> <p>There are all sorts of ways an enterprising coach can prepare for a gruelling match. Everything from praying for assistance to booby-trapping the pitch - if you can think of it, it's been done.</p> <p>Draw and keep an additional Special Play card in the Pre-match sequence.</p> <p>Inducements</p>	Deck	Cost	Miscellaneous Mayhem	200'000	Heroic Feats	100'000	Magical Memorabilia	100'000	Benefits of Training	100'000	Dirty Tricks	50'000	Random Events	50'000	<p>0-1 Wizard, 150,000 GP (7)</p> <p>Used once per game, at the start of their own turn before any player performs an Action OR immediately after their own team's turn has ended even if it ended with a turnover. Choose either Fireball or Lightning Bolt.</p> <p>Fireball: Choose any square. Roll a dice for each standing adjacent player (from either team) that is adjacent or in the square. On a 4+, the player is Knocked Down. Make an Armour roll (and possible Injury as well) using Mighty Blow. The moving team only suffers a turnover if the moving team's player was knocked down while carrying the ball.</p> <p>Lightning Bolt: Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.</p> <p>Inducements</p>	<p>0-1 HALFLING MASTER CHEF (8) 300'000 GP 100'000 GP (Halflings)</p> <p>Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dug-out that they lose a Team Re-roll (but only if they have any left to lose).</p> <p>Inducements</p>
Deck	Cost															
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<p>0-1 INTERFERENCE (9) 30'000 GP</p> <p>If you're up against it, there's nothing wrong with enlisting fans to help.</p> <p>Once during the game, before your opponent makes a dice roll for a player that is within two squares of the sidelines, you can declare Interference to give them an additional -1 modifier to the dice roll.</p> <p>Winterbowl Inducements</p>	<p>0-1 REVITALISING TONIC (10) 30'000 GP</p> <p>Once per match you can force the tonic down a KO'd player's throat at the start of a drive instead of rolling to see whether the player recover as normal. Roll a D6. On a 2 or more, the player recovers, but on a 1 the player remain KO'd.</p> <p>Winterbowl Inducements</p>	<p>0-1 WEATHER MAGE (11) 40'000 GP</p> <p>Using magic to influence the weather is certainly frowned upon...</p> <p>You can use your Weather Mage once per game at the start of either team's turn (before any player takes an Action). Roll on the Weather table, adding or subtracting up to 3 from the result. The resulting effects last until the end of the turn, replacing the existing weather conditions until then.</p> <p>Winterbowl Inducements</p>										
<p>0-1 MASTER OF BALLISTICS (12) 30'000 GP</p> <p>Roll a D6 when the team kicks the ball at the start of a drive:</p> <p>1-2: Scatters as normal. 3-4: The ball scatters one less square than normal. 5-6: After rolling for scatter, the kicking team's coach can choose to increase or decrease the result of either the D6 or the D8 by up to two. They cannot change it to an impossible result - the lowest possible result is 1 and the highest is 6 (for the D6) and 8 (for the D8).</p> <p>Inducements Humans</p>	<p>0-1 WAAAGH! DRUMMER (13) 30'000 GP</p> <p>At the start of each drive, after the kick-off has been resolved but before the receiving team begins their turn, roll 3D6. For each dice that scores a 6, the team with the Waaagh! Drummer can pick an opposing player and move them D3 squares straight towards their own End Zone. Dodge rolls do not need to be made for this move. If a player's path is blocked by another player, they stop moving. If they move into a square with the ball, they must attempt to pick it up.</p> <p>Inducements Orcs</p>	<p>0-1 RUNESMITH (14) 30'000 GP</p> <p>At the start of a drive after setting your team up, you can pick one of your players on the pitch to receive a rune on 3+. Then the Runesmith cannot be used again for the rest of the match. If the roll failed, the rune does not work, but the Runesmith can be used again in a later drive. Star Players, being very protective of their kit, cannot be affected by runes. Each rune lasts until the end of the drive.</p> <p>Rune of Might: +1 ST Rune of Fury: Dauntless, Mighty Blow, Frenzy Rune of Speed: +2 MA Rune of Iron: +1 AV and Stand Firm Rune of Impact: Juggernaut and Horns</p> <p>Inducements Dwarves</p>										
<p>0-1 WARLOCK ENGINEER (15) 120'000 GP</p> <p>Used once per game, at the start of the turn, or immediately after the turn as ended (even if it ended in a turnover). Pick a square adjacent to the sidelines. The lightning moves in a straight line towards the opposite side line, hitting the first player in its path from either team. Make an Armour Roll for that player. If the roll fails, the player is unaffected and the bolt carries on moving towards the opposite sidelines, striking the next player in its path. Make an Armour Roll for that player in the same way. Keep doing this until an Armour Roll succeeds or the bolt moves off the pitch.</p> <p>When an Armour Roll succeeds, the player that the roll was made for is Knocked Down, and an Injury Roll is made for them. Then, warp lightning arcs to each standing player that is adjacent. Roll a D6 for each: on a 4+ they are also Knocked Down. Note that the lightning does not carry on arcing!</p> <p>Inducements Skaven</p>	<p>0-1 HORATIO X. SCOTTENHEIM (16) 80'000 GOLD PIECES</p> <p>Used once per half at the start of his team's turn (before any player performs an Action), or immediately after his team's turn has ended (even if it ended with a turnover). Choose a target anywhere on the pitch, then roll for scatter and move the target square D3 squares in that direction. Roll one dice to hit each standing player (from either team) that is either in the target square or adjacent to it. On a 4+, the target is Knocked Down. Make an Armour roll (and possible Injury roll) for each player Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on Horatio's team is knocked down by a fireball, they do not suffer a turnover unless that player was carrying the ball at the time.</p> <p>Inducements</p>	<p>0-1 KARI COLDSTEEL (17) 50'000 GOLD PIECES</p> <p>Kari counts as 3 Cheerleaders. In addition, if her team cannot set up 11 players at the start of a drive, Kari may decide to show 'em how it's done! Her team's coach can choose to remove her from the sidelines area and set her up as part of the team. If they do so, she counts as part of the team for the duration of the drive, instead of counting as 3 Cheerleaders. When the drive ends, the ref sends her to the dungeons and she has no further effect on the game.</p> <table border="1" data-bbox="1034 1899 1469 2011"> <tr> <td>MA</td> <td>ST</td> <td>AG</td> <td>AV</td> <td>Skills</td> </tr> <tr> <td>6</td> <td>2</td> <td>3</td> <td>7</td> <td>Loner, Block, Dauntless, Frenzy</td> </tr> </table> <p>Inducements Amazon, Dwarf, Human and Norse</p>	MA	ST	AG	AV	Skills	6	2	3	7	Loner, Block, Dauntless, Frenzy
MA	ST	AG	AV	Skills								
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<p>0-1 FINK DA FIXER (18) 50'000 GP</p> <p>Fink counts as 3 Assistant Coaches. In addition, Bribes can be re-rolled. Finally, argue the call succeeds on a 5+, not 6. However, if an attempt to argue the call fails, Fink is sent to the dungeon along with the Head Coach and has no further effect on the game.</p> <p>Inducements Ogre, Orc, Goblin and Underworld Denizens</p>	<p>0-1 GALANDRIL SILVERWATER (19) 50'000 GP</p> <p>Each time the number of Cheerleaders is used, the team counts as having twice as many as normal. If it does not have any, it counts as having one. In addition, each time a player on Galandril's team scores a touchdown, intercepts the ball or inflicts a Casualty, roll a D6. On a 6, the team gains an additional team re-roll.</p> <p>Inducements Elven Union, High Elf and Wood Elf teams</p>	<p>0-1 PAPA SKULLBONES (20) 80'000 GP</p> <p>Used at the start of each drive, immediately before the kick-off. Pick a player on the pitch and on his team (not a Star Player), then roll a D8. New skills are kept until the end of the drive, if they already have the skill, it has no additional effect. Each player can only be chosen once per game.</p> <p>1: Knocked Out. 2: Pick a random player on the same team, (excluding players not on the pitch and players whom a roll on this table has previously been made) and roll again. 3: Big Hand and Very Long Legs. 4: Tentacles and Prehensile Tail. 5: Disturbing Presence and Foul Appearance. 6: Extra Arms and Two Heads. 7: Claws and Horns. 8: Pick one of the above results.</p> <p>Inducements Chaos Chosen, Chaos Renegades and Nurgle</p>
<p>0-1 KROT SHOCKWHISKER (21) 80'000 GP</p> <p>At the start of any drive, immediately before his team sets up, pick a player from the Dead & Injured box (not dead and not a Star Player) and roll a D6. Note that any permanent injury which put a player in the Dead & Injured box still applies.</p> <p>1: Roll for Casualty. Miss Next Game results don't stack. 2-3: No effect. 4-5: Return to the Reserves box. Can be set up as normal. Gain Really Stupid skill for this drive. If they already have it, apply a -1 modifier to any Really Stupid rolls until the end of the drive. At the end of the drive, they are returned to the Dead & Injured box if they are not already there. 6: As 4-5, but without Really Stupid.</p> <p>Inducements Skaven and Underworld Denizens</p>		

<p>EXTRA SPIKY BALLS (1) When thrown, thrown in or kicked off, it will not bounce if it lands in an unoccupied square. In addition, if the result of a roll to pick up, catch or intercept the ball is a 1 (after re-rolls, but before any modifiers are applied), the player making the attempt is treated as being attacked with the Stab skill.</p> <p>General rules for all Special Balls:</p> <ul style="list-style-type: none"> -Once per game. -When kicking. -A second ball is always normal. -Kickin player may not be set up on Line of Scrimmage or wide zones. -Kicking player is sent off if the kick-off result is a double. <p style="text-align: center;">Special Balls</p>	<p>LIMPIN' SQUIG (2) At the start of each team's turn, the Limpin' Squig will make a break for freedom. If it is being carried by a player, that player's coach must roll a D6. On a roll of 1, the squig breaks free and bounces one square in a random direction, following all the rules for bouncing balls. Note that this does not cause a turnover. If the squig is not being carried by a player at the end of a turn, it hops 3 times, resolving each in the same way as a bouncing ball. If it hops into a player's square and they fail to catch it, it bounces once, then stops.</p> <p style="text-align: center;">Special Balls Orcs</p>	<p>WARPSTONE BRAZIER (3) When attempting to pick up, catch or intercept and the D6 roll is a 1 (after re-rolls, but before any modifiers are applied), roll a D6 for the player. If a player is granted a duplicate skill it had no additional effect. The skill only lasts until the end of the drive, or until they are (un)lucky enough to receive another spontaneous mutation from the warpstone brazier.</p> <p>1: The player is Knocked Down. Add 1 to the result of the Armour Roll. 2: Gain No Hands. 3: Gain Bone-head. 4: Gain Thick Skull and -2 MA (minimum of 1). 5: Gain Foul Appearance. 6: +1 AV (max 10).</p> <p style="text-align: center;">Special Balls Skaven</p>
<p>MASTER-HEWN BALL (4) Only scatters D3 when kicked. Not affected by the gentle gust of wind on a 'Changing Weather' result. When passing, long bombs cannot be attempted, and the Hail Mary Pass skill cannot be used. Long passes have an additional -1 modifier.</p> <p>Whenever the Master-Hewn Ball is thrown, thrown in or kicked off, it will not bounce if it lands in an unoccupied square. If it lands in a square with a prone or stunned player, make an armour roll for that player before the ball bounces. If they are removed from play as a result, the ball does not bounce.</p> <p>If a player attempts to catch a thrown Master-Hewn Ball and fails, roll a D6 after the ball has bounced away. If the result is equal to or higher than the player's ST, they are knocked down.</p> <p style="text-align: center;">Special Balls Dwarf</p>	<p>SHADY SPECIAL (5) The art of getting a ball to deflate in midair during the kick-off was pioneered by devious gobbo kicker Grom Shady, and is a common sight when Goblins come up against show-offs who love passing.</p> <p>Any attempts to throw a Shady Special have an additional -2 modifier. In addition, as there's very little chance of a Ref proving that the sabotage was deliberate (and not the result of shoddy kit maintenance expected of a Goblin team), the kicker can't be sent off for employing a Shady Special.</p> <p style="text-align: center;">Special Balls Goblin</p>	<p>EXPLODIN' BALL (6) Place a marker on the score track to represent the length of the fuse. At the end of each player's turn, roll a D6: 1: Fuse goes out, ball is now normal. 2-5: Move the marker one space towards 0. 6: Move the marker two spaces towards 0.</p> <p>If it moves into the 0 space, it explodes. The ball carrier is knocked down. Any adjacent player not standing takes an Armour roll. Any standing adjacent players are knocked down on a 4+. A replacement ball scatters 3 times from the Explodin' Ball's square - a player cannot attempt to catch it until all three scatters have been completed.</p> <p style="text-align: center;">Special Balls Goblin</p>
<p>SNOTLING BALL-SUIT (7) Once per turn, the ball can move D3 squares (it cannot Go For It) as if it were a player on the team. Use the throw-in template for direction, ignoring tackle zones. If the ball is being carried by an opposing player, that player can take an Agility test with a +1 modifier to prevent the ball from moving. Otherwise the ball bounces once, using up one square of its movement, and can then carry on moving. If the ball moves into a standing player's square, that player must attempt to catch it, as though it were a bouncing ball. Goblin players, who are adept at catching runaway Snotlings, get a +1 bonus to this roll.</p> <p style="text-align: center;">Special Balls Goblin</p>		

<p>TRUNDLEFOOT TRIPLETS (1) If a double is not rolled during a foul, roll a D6. On a 1, the fouling player is sent off as if rolling a double. On a 6, the target of the foul is sent off instead! In either case, a Bribe can be used or argue the call can be attempted.</p> <p>In addition, each coach rolls a D6 immediately before setting their team up at the start of a drive, but after rolling for KO'd players. On a roll of 1, a random player from their team (not KO'd or injured players) cannot be set up this drive.</p> <p>If a Get the Ref result is rolled on the Kick-off table, the triplets are replaced with a standard referee for the rest of the match in addition to receiving the Bribes.</p> <p style="text-align: center;">Referees</p>	<p>RANULF 'RED' HOKULI (2) If a double is not rolled during a foul, roll a D6. On a 1-2, choose one of the following:</p> <ul style="list-style-type: none"> -Use a Bribe. -Sent off, causing a turnover. -Make an Injury roll for the fouling player, adding 2 to the result. The team suffers a turnover. <p>Head Coaches cannot argue the call. Get the Ref still applies.</p> <p style="text-align: center;">Referees</p>	<p>GOBLIN REFEREE (3) The Ref starts next to the sidelines. When a player commits a foul and is not sent off, the Ref moves on step up on that team's Score Track (starting on 1). Subsequent fouls where players are not sent off moves the Ref further steps up. After the Ref has moved, the fouling team's coach rolls a D6. If the result not higher than the number the Ref is standing on (after moving), the player suffers the consequences. If an opponent commits a foul, the Ref moves down one step or, if the Ref was on number 1, put him back where he started, next to the pitch. If a player on the team that the Ref is keeping an eye on is sent off, or if that team uses a Bribe to prevent a player being sent off, he calms down and is returned to where he started, next to the pitch.</p> <p style="text-align: center;">Consequences: Place the player Prone and make an injury roll.</p> <p style="text-align: center;">Referees</p>
<p>HALFLING REFEREE (4) The Ref starts next to the sidelines. When a player commits a foul and is not sent off, the Ref moves on step up on that team's Score Track (starting on 1). Subsequent fouls where players are not sent off moves the Ref further steps up. After the Ref has moved, the fouling team's coach rolls a D6. If the result is not higher than the number the Ref is standing on (after moving), the player suffers the consequences. If an opponent commits a foul, the Ref moves down one step or, if the Ref was on number 1, put him back where he started, next to the pitch. If a player on the team that the Ref is keeping an eye on is sent off, or if that team uses a Bribe to prevent a player being sent off, he calms down and is returned to where he started, next to the pitch.</p> <p style="text-align: center;">Consequences: The team loses a Team Re-roll, or if they do not have any, the other team gains one instead.</p> <p style="text-align: center;">Referees</p>	<p>THORON KORENSSON (5) If a double is not rolled during a foul, roll a D6. On a 1-2, the player is sent off. If a Bribe is used or a coach argues the call to prevent the player from being sent off, and the result is a 1, the player is sent off, as well as another randomly determined player on the same team and on the pitch. The coach can attempt to argue the call or use a Bribe again to save the second player, but the same rule applies - Korensson can keep it going all night!</p> <p>If a Get the Ref is rolled on the Kick-off table, roll again. If the re-rolled result is another Get the Ref, Korensson is replaced with a standard referee for the rest of the match. Each team gets a Bribe as normal.</p> <p style="text-align: center;">Referees</p>	<p>JORM THE OGRE (6) If a double is not rolled during a foul, roll a D6. On a 1 (or 1-2 if the fouling player's team has the highest score), pick a random player on the fouling player's team who is on the pitch and roll an Armour roll (and potentially an Injury roll) using Mighty Blow skill. If the player does not remain standing, the team suffers a turnover.</p> <p>If a Get the Ref result is rolled on the Kick-off table, its normal effects do not take place. Instead, modify FAME as follows:</p> <ul style="list-style-type: none"> -If no team has FAME, randomize one team to get +1 FAME. -If one team has FAME, roll a D6: 1: -1 FAME and +1 FAME to the opponent. 2-3: -1 FAME. <p style="text-align: center;">Referees</p>
		

<p>UNUSUAL PLAYING SURFACE (1) STADIUM</p> <hr/> <p>Ankle-Deep Water</p> <p>If a player is Knocked Down while Going For It or Dodging, subtract 1 from the Armor Roll. In addition, when a player recovers from being Stunned, roll a D6. On a 1, they remain Stunned for another turn.</p>	<p>UNUSUAL PLAYING SURFACE (2) STADIUM</p> <hr/> <p>Sloping Pitch</p> <p>At the start of each drive, randomize towards which team's End Zone the pitch is sloping. At half-time, the teams change sides and the pitch slopes the opposite way. Whenever the ball bounces, do not use the Scatter template, instead use the Throw-in template oriented directly down the slope. In addition, players can Go For It one additional time, as long as it takes them downwards.</p>	<p>UNUSUAL PLAYING SURFACE (3) STADIUM</p> <hr/> <p>Ice</p> <p>After the ball bounces, it moves one more square in the same direction. Also, whenever a player is Knocked Down, they slide one square in a random direction. If they would slide into an occupied square, they do not move. If they slide off the pitch, make an Injury roll as normal. If they slide into the square with the ball, the ball bounces.</p>
<p>UNUSUAL PLAYING SURFACE (4) STADIUM</p> <hr/> <p>Astrogranite</p> <p>Add 1 to all Armour rolls. If a player fails a GFI, roll a D6. On a 4+, the player stays standing and there is no turnover, but they cannot attempt to Go For It again this Action.</p>	<p>UNUSUAL PLAYING SURFACE (5) STADIUM</p> <hr/> <p>Uneven Footing</p> <p>All players have -1 MA (to a minimum of 3). However, players can Go For It one more time than normal.</p>	<p>UNUSUAL PLAYING SURFACE (6) STADIUM</p> <hr/> <p>Solid Stone</p> <p>If the ball bounces into an unoccupied square, it will bounce one more time. In addition, add 1 to all Injury rolls.</p>
<p>ROUGH & READY STADIUM (1) STADIUM</p> <hr/> <p>Apathetic Officials</p> <p>Each team gets a bonus Bribe in each half of the game.</p>	<p>ROUGH & READY STADIUM (2) STADIUM</p> <hr/> <p>Appalling Stands</p> <p>After each drive, each coach rolls a D6. On a roll of 1, apply -1 FAME (this can take it into negative figures). The team's winnings at the end of the match cannot go below 0!</p>	<p>ROUGH & READY STADIUM (3) STADIUM</p> <hr/> <p>Uncovered Trapdoors</p> <p>If a player moves into a Trapdoor square (voluntarily or otherwise), they are counted as having been pushed into the crowd. If the ball bounces into a Trapdoor square, it scatters D6 in a random direction.</p>

<p>ROUGH & READY STADIUM (4) STADIUM</p> <hr/> <p>Unclear Markings</p> <p>The kicking team can choose to move the line of scrimmage can be moved one square forward or back. This creates a temporary halfway line for setting up both teams this kick-off and is also used for the purposes of touchback. In addition, the limit of two players per wide zone during setup does not apply for either team.</p>	<p>ROUGH & READY STADIUM (5) STADIUM</p> <hr/> <p>Desperate for Exposure</p> <p>Each team receives an additional D6 x 10'000 after the match (both teams receive the same amount).</p>	<p>ROUGH & READY STADIUM (6) STADIUM</p> <hr/> <p>Poorly Built Dungeons</p> <p>At the start of a drive, players that has been sent off return on a 5+.</p>
<p>LUXURY STADIUM (1) STADIUM</p> <hr/> <p>Integrated Merchandise Stalls</p> <p>Each coach add an extra D3 x 10'000 to their total winnings.</p>	<p>LUXURY STADIUM (2) STADIUM</p> <hr/> <p>Reputation for Spectacle</p> <p>Each coach receives an extra 2D6 x 10'000 for inducements (the same amount goes to both teams).</p>	<p>LUXURY STADIUM (3) STADIUM</p> <hr/> <p>Broadcast Studio</p> <p>Star Players are 50'000 cheaper (minimum 10'000). Add 3 to the result of each coach's dice roll when determining changes to Fan Factor.</p>
<p>LUXURY STADIUM (4) STADIUM</p> <hr/> <p>On-site Apothecaries</p> <p>Each team receives +1 Apothecary (or a re-roll if the team is forbidden from using an Apothecary).</p>	<p>LUXURY STADIUM (5) STADIUM</p> <hr/> <p>Enclosed Pitch</p> <p>Players cannot be pushed into the crowd. Instead, the player is Knocked Down in the square they were pushed from. Make an Armour Roll. In addition, the ball moves only D3 instead of 2D6 when scattering back into the pitch.</p>	<p>LUXURY STADIUM (6) STADIUM</p> <hr/> <p>Deluxe Seating</p> <p>At the start of each drive after the first, each coach rolls a D3 and adds their FAME. If the result is higher than the number of team re-rolls they currently have, they gain a bonus team re-roll.</p>

<p style="text-align: center;">LOCAL CROWD (1) STADIUM</p> <hr style="border: 1px solid blue;"/> <p style="text-align: center;">Ale-fuelled Maniacs</p> <p>Before rolling on the Kick-off table, roll a D6. If the result is a 1 (for the first half) or 1-2 (for the second half), do not roll on the Kick-off table. Instead, roll another D6: 1= Get the ref, 2-3 = Riot, 4-5 = Throw a Rock, 6 = Pitch Invasion</p>	<p style="text-align: center;">LOCAL CROWD (2) STADIUM</p> <hr style="border: 1px solid blue;"/> <p style="text-align: center;">Boisterous Rabble</p> <p>Each coach gets +1 FAME (maximum 2). Add +1 to Injury rolls when a player is pushed into the crowd.</p>	<p style="text-align: center;">LOCAL CROWD (3) STADIUM</p> <hr style="border: 1px solid blue;"/> <p style="text-align: center;">Know-it-all Hecklers</p> <p>If a player is fouled off the pitch and the fouling player is not sent off as a result, roll a D6. On a 1-3, the player is sent off as though they had rolled a double on the Armour roll or Injury roll.</p>
<p style="text-align: center;">LOCAL CROWD (4) STADIUM</p> <hr style="border: 1px solid blue;"/> <p style="text-align: center;">Bunch of Pacifists</p> <p>If a player is Stunned, Knocked Out or Injured by a result of the Kick-off table, roll a D6. On a 4+, the result is ignored. If a player is pushed into the crowd, on a 4+ they are placed straight into their Reserves box.</p>	<p style="text-align: center;">LOCAL CROWD (5) STADIUM</p> <hr style="border: 1px solid blue;"/> <p style="text-align: center;">Fair Weather Fans</p> <p>At the start of each drive after the first, roll a D6. On 1-2, a large number of fans have left. Each player's FAME is reduced by 1 - this can take it into negative figures (team's winning at the end of the match cannot go below 0). In addition, if the ball leaves play, roll a D6 subtracting 1 for each time a large number of fans have left. On a 4+, the ball is thrown back as normal. Otherwise it is not thrown back in until the end of the next turn (from the square it left play).</p>	<p style="text-align: center;">LOCAL CROWD (6) STADIUM</p> <hr style="border: 1px solid blue;"/> <p style="text-align: center;">Solemn and Silent</p> <p>During the match, each team's FAME is counted as 0 (it is used as normal during Post-match sequence). Cheerleaders have no effect on Kick-off table results. If a player is pushed into the crowd (after the pushing player have decided to follow up or not), the pushed player is returned to the pitch in a square adjacent to the sidelines and as close as possible to the square they left. If they were Knocked Down during the push, they are Placed Prone and an Armour roll is made for them as normal. Otherwise, they return to play standing.,</p>

OPTIONAL LEAGUE RULES FROM LRB6

Awarding the Most Valuable Player during the Post-Game

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

- 1) One player from each team, chosen by his coach, is awarded a Most Valuable Player award at the end of the match.

Spiralling Expense Modifications

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

Excluding or Changing Inducements in League Play

A commissioner is allowed to remove any specific inducement(s) from the list of allowed inducements that he feels does not work for his league environment, such as Wizards.

Commissioners may also choose to use a different system for inducements than the one presented in this rulebook.

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

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

Additional Cash for Short Term Leagues

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

Special Play Cards

The seven Special Play Card decks (from LRB6) are for commissioners to use to add some unexpected and fun elements to the game to whatever degree is desired.

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

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

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

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

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

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

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

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

LRB6 MISCELLANEOUS MAYHEM DECK
(50'000 gold pieces to randomly draw one card from these 13 cards)

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

LRB6 TEAM PLAYS DECK
(50'000 gold pieces to randomly draw one card from these 13 cards)

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

LRB6 MAGIC ITEMS DECK (50'000 gold pieces to randomly draw one card from these 13 cards)	
<p>2 ♦: BEGUILING BRACERS The player has come across the bracers of Count Luthor to use for the match. They are so good that they even distract the player wearing them sometimes.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>Choose one player on your team. That player gains the skills Hypnotic Gaze, Side Step, and Bone-head for the remainder of this game.</p>	<p>9 ♦: LUCKY CHARM The player has acquired some lucky charms from a Halfling in a green coat before the game.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>A player of your choice may ignore the first time his armour is broken, and just be Placed Prone. Any roll that ignores armour, such as the crowd or throw a rock, is not affected by a lucky charm.</p>
<p>3 ♦: BELT OF INVULNERABILITY Your player really has found a way to become a man of steel.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Armour rolls made against a player of your choice may not be modified or re-rolled by any positive modifiers for the remainder of this game. This includes (but is not limited to) Claw, Mighty Blow, Dirty Player, Piling On, fouling assists and Chainsaw attacks.</p>	<p>10 ♦: MAGIC GLOVES OF JARK LONGARM Your team is featured in Spike! magazine and the magazine gives you these gloves for your upcoming game.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>A player of your choice gains the Pass Block skill, and an additional +1 modifier to all interception rolls until the drive ends.</p>
<p>4 ♦: FAWNDOUGH'S HEADBAND One of the great passers of all time has loaned your player his headband for this game, but you had better make sure you get it back before he notices it missing!</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>A player of your choice gains Pass and Accurate for this turn, but an additional +1 modifier on any interception rolls against him is applied as well.</p>	<p>J ♦: GOOD OLD MAGIC CODPIECE Mother always said "never play without your codpiece". After years of being passed from one generation to the next, the magic is still working.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>A player of your choice may not be fouled for this game and injury rolls against this player cannot be modified or re-rolled by anything including (but not limited to) Dirty Player, Mighty Blow, Piling On, and Stunty.</p>
<p>5 ♦: FORCE SHIELD Your player paid top gold for a Ring of Invincibility, but it's not all that was advertised.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Choose the player on your team holding the ball. That player gains the Sure Hands and Fend skills until he no longer has the ball.</p>	<p>Q ♦: RABBIT'S FOOT One player finds himself a lucky rabbit's foot after the pre-game meal of, well, rabbit.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>A player of your choice without Loner gains the Pro skill for the remainder of this game.</p>
<p>6 ♦: GIKTA'S STRENGTH OF DA BEAR A scroll found in the house of a retired legendary coach contains a spell of Bear strength.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>A player of your choice on your team gains +1 Strength until the drive ends. After this the player has -1 Strength for the remainder of this game.</p>	<p>K ♦: RING OF TELEPORTATION Where'd he go? The player uses a teleportation ring to get out of a tight spot.</p> <p>Play after your turn has ended (unless your turn ending would end the half).</p> <p>One player on your team of your choice can be moved D6 squares in a single direction of your choice (note: you must move the full D6 squares and must choose the direction before rolling the D6). Treat this movement as if the player had been thrown with the Throw Team-Mate skill but without the 3 scatters to determine the landing square. The landing roll from the teleportation is automatically successful unless he has bounced off another player.</p>
<p>7 ♦: GLOVES OF HOLDING A player puts a magic salve, Grisnick's Stickum, onto his gloves before the drive.</p> <p>Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.</p> <p>A player of your choice on your team gains the Catch and Sure Hands skills, but may not take Pass or Hand-off Actions for the remainder of this game.</p>	<p>A ♦: WAND OF SMASHING Stick! Smash!</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>Choose one player on your team. That player gains +1 strength and the Mighty Blow skill for this turn.</p>
<p>8 ♦: INERTIA DAMPNER The player has come across a magic amulet that slows the speed of any large objects that happen to intersect with his location.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Choose one player on your team. For the remainder of this drive, any opponent moving one square or more first and then blitzing this player suffers a -1 modifier to his Strength (minimum Strength of 1) for the block attempt.</p>	

LRB6 DIRTY TRICKS DECK
(50'000 gold pieces to randomly draw one card from these 13 cards)

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

LRB6 GOOD KARMA DECK
(100'000 gold pieces to randomly draw one card from these 26 cards)

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

LRB6 GOOD KARMA DECK (continued)
 (100'000 gold pieces to randomly draw one card from these 26 cards)

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

LRB6 RANDOM EVENTS DECK (200'000 gold pieces to randomly draw one card from these 18 cards)	
<p>2 ♣: BAD HABITS The opposing team has picked up some really bad habits and it's starting to change their ability to work together as a team.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>The opposing team loses D3 team re-rolls for this game only.</p>	<p>9 ♣: GIMME THAT! One player from your team has been waiting all season to show what he can do – and he wants the ball NOW!</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>For the remainder of this game, one player of your choice from your team gains the Dauntless, Juggernaut, and Strip Ball skills.</p>
<p>3 ♣: BALLISTA Your team has cunningly concealed a massive ballista along the sidelines allowing you to fire it at an unsuspecting opposing player at just the right moment.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>The Ballista works exactly like a Wizard's Lightning Bolt spell.</p>	<p>10 ♣: IRON MAN One player from your team has dedicated the match to his recently departed mum and is determined to play for the whole game, no matter what the cost.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>For the remainder of this game, any event that results in an Injury roll against a selected player from your team is treated as if a Stunned result was rolled without actually rolling to see an injury result.</p>
<p>4 ♣: BLACKMAIL You have the goods on one of the opposing players, and you have chosen now to call in your favour.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>You may treat a chosen opposing player, other than the ball carrier, as a member of your team for this turn only. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling his own team.</p>	<p>J ♣: KID GLOVES One player from the opposing team has the NAF questioning his tactics on how he has been racking up those injuries. He decides to go easy this game to reduce the scrutiny on him.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>For the remainder of this game, all armour breaks against your team by a selected opposing player from fouling or blocking will be treated as Stunned results without this player actually rolling to see an injury result.</p>
<p>5 ♣: BUZZING One player from your team accidentally drank some Mad Cap Mushroom laced coffee before this drive.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>For the remainder of this game, one player of your choice from your team not holding the ball gains +1 to his AG and the Jump Up, No Hands and Frenzy skills.</p>	<p>Q ♣: KNUCKLEDUSTERS A player from your team slips on a pair of magical one-shot knuckledusters because he is going to make sure that the opponent he has his eye on goes down this turn.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>For this turn, one player of your choice from your team can convert any and all Block dice he rolls to 'Defender Down' results.</p>
<p>6 ♣: DUH, WHERE AM I? One player from the opposing team was out all night on a bender and is really not ready for this game.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>For the remainder of this game, one selected opposing player gains the Really Stupid skill.</p>	<p>K ♣ : MAGIC SPONGE The local wizard's guild is fans of your team and has provided your team with a magic sponge that offers possible healing magic to one lucky player.</p> <p>Play after a drive has ended.</p> <p>Roll a D6. On a 1, the sponge's magic fails. On a 2+, you may heal one player in the Dead and Injured box to move him to Reserves.</p>
<p>7 ♣: EGO TRIP One player from the opposing team has developed a real swelled head from his success and is demanding super star treatment.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Choose one opposing player. For the remainder of this game, that player must be activated first every turn or not be activated at all.</p>	<p>A ♣: MINE Your team trapped the pitch with a disguised mine and the opposing team has just set it off.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>Mine works exactly like a Wizard's Fireball spell except that the centre square must have an opposing player in it for this card to be played.</p>
<p>8 ♣: ZAP! An underhanded mage you have bribed turns an opponent into a frog.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>Roll a D6. On a 1, the spell has FIZZLED and this card has no effect. On a 2+, one targeted player is treated as having ONLY the following characteristics and skills for the remainder of the drive (MA: 4; ST: 1; AG: 4; AV: 4; Dodge, Leap, No Hands, Stunty, Titchy). If he was carrying the ball it will bounce once from his square. His characteristics/skills will return to normal at the end of the drive, but any injury he suffers as a frog is permanent.</p>	<p>2 ♣: NOT-SO-SECRET WEAPON You bribe the Groundsman to drive his "other" machine onto the pitch to help your team out.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>Place a miniature to represent the Groundsman in any square on the pitch adjacent to the sidelines but not in an end zone. The Groundsman has all the stats and skills of a rookie Dwarf Deathroller. You may treat this player as a normal member of your team and it may take you above 11 players on the pitch for this drive. The Groundsman will only play this drive before he returns his equipment to the garage.</p>

LRB6 RANDOM EVENTS DECK (continued)
(200'000 gold pieces to randomly draw one card from these 18 cards)

<p>3 ♣: ORCIDAS SPONSORSHIP One player from your team has been selected to help field-test the latest innovation in Blood Bowl footwear. The air-elemental filled soles make the player especially light on their feet.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>For the remainder of this game, one player of your choice from your team gains +1 MA and the Sprint and Sure Feet skills.</p>	<p>5 ♠: TACKLING MACHINE One player from your team has been told "win or else" by the Goblin bookies to make good on his gambling debts and he is determined to get his team the win even if he needs to take down every opposing player himself.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>For the remainder of this game, one player of your choice from your team gains the Diving Tackle, Jump Up, Tackle, and Wrestle skills.</p>
<p>4 ♣: RAKARTH'S CURSE OF PETTY SPITE Your team has bribed an old witch to curse one of the opposing players.</p> <p>Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.</p> <p>For the remainder of this game, one selected opposing player may not re-roll any dice roll either through team or skill re-rolls.</p>	<p>6 ♠: GET 'EM LADS! Your team makes a major push to break through the opposing team after seeing one of their own go down.</p> <p>Play at the beginning of your turn, before any player takes an Action as long as your team suffered any injuries (including Stunned) during the opposition's previous turn.</p> <p>For this turn, each of your players gains +1 ST.</p>

LRB6 DESPERATE MEASURES DECK
(400'000 gold pieces to randomly draw one card from these 8 cards)

<p>2 ♥: ASSASSIN Your team hires a trained assassin to dope a vital player from your opponent's team to force him to miss the game.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>Pick a player on the opposing team. He must miss this game.</p>	<p>6 ♥: I AM THE GREATEST Egos on the opposing team are running very high for this match and the head coach is unable to override his team's prima donnas.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>For each drive, only one of the two players with the highest Team Value or Inducement Cost on the opposing team eligible to be set-up for that drive (ie not Sent Off or in the KO'd or Dead & Injured box) may be placed on the pitch.</p>
<p>3 ♥: DOOM AND GLOOM Due to some cunningly planted rumours and smear campaigns, the opposing team comes into the game with some serious morale issues.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>Roll a D6 for each re-roll the opposing team has; for each result other than 1, the opposing team loses a re-roll for the match.</p>	<p>7 ♥: MINDBLOW Your team has employed a powerful telepath and has chosen this moment to utilise her talent. Her mental scream temporarily stuns the opposing team into inactivity.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>Roll a D6 for each opposing player on the pitch. On a 2+, that player is treated as if he had failed a Bone-head roll previously. This effect only last until the end of your turn after which the Bone-head effect is removed without the player needing to start his next action to cancel it.</p>
<p>4 ♥: DA FREIGHT TRAIN You've bribed star Borg 'Freight Train' Gorthag and he comes flying onto the pitch to assist your team.</p> <p>Play at the beginning of your turn before any player takes an Action.</p> <p>Place a miniature to represent Borg in any square adjacent to the sidelines but not in an end zone. Borg's characteristics/skills are MA 6;ST 5;AG 2;AV 9 with Loner, Mighty Blow, Thick Skull, Break Tackle, Juggernaut, and Strip Ball. You may treat this player as a normal member of your team, he may take an Action as normal the turn he is placed on the pitch, and it may take you above 11 players on the pitch for this drive. Borg will leave your team at the end of the current half.</p>	<p>8 ♥: COME ON BOYS! Your players show great discipline in the face of misfortune against a tough opponent.</p> <p>Play after your turn has ended, but before your opponent's turn begins.</p> <p>If your turn just ended from a turnover, your team does not actually suffer a turnover from that failed roll. The Action of the player causing the turnover is ended, but any player on your team who has not yet declared an Action may continue their turn as if the turnover did not occur. Any further turnovers this turn simply end the Action of the player committing the turnover instead of ending the turn.</p>
<p>5 ♥: MORLEY'S REVENGE The opposing team's drinks have been spiked with a powerful laxative, which makes several players have trouble getting out of the locker room facilities for each drive.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>Randomly select three opposing players. For the remainder of this game, each one must roll a D6 before every kick-off. On a roll of 1-3, he may not take part in this drive. On a roll of 4-6, he may be set up normally.</p>	<p>9 ♥: MYSTERIOUS OLD MEDICINE MAN A small, wrinkled, cackling man comes to the team offering them some of his latest brewed snake oil which he claims will "cure all that ails you". Surprisingly it works... too bad he vanished without a trace after selling it to you.</p> <p>Play during the pre-game after all inducements are purchased.</p> <p>Your team may subtract 1 from all Injury rolls against its players this game. If this takes the result below 2, the player is treated as Prone not Stunned. Rolls on the Casualty table against your team are not affected by this effect.</p>

HALL OF FAME

The Bright Crusaders (Humans)

Pious Followers of Nuffle:

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

The Orcland Raiders (Orcs)

Dirty Ploys:

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

D6	Result
1	Caught Out! The other team caught one of the lads sniffing around their dugout, and weren't too happy! A random Raiders player is Knocked Out.
2-5	Distracting Antics: The Raiders do their best to disrupt the other team. Roll a D6. On a 4 or more, the other team loses a team re-roll.
6	Mysterious Disappearance... A random opposing player doesn't turn up for the drive. Roll a D6 again. On a 1-5 they cannot be set up this drive, and must be put in the Reserves box. On a 6, they miss the rest of the match!

The Ref don't mind::

The first time in each half that an Orcland Raiders player makes a foul and the Armour roll and/or Injury roll is a double, the referee looks the other way and the player is not sent off.

The Greenboyz (Goblins)

Getting Away with Murder.

Thanks to any number of bribes, wheedling pleas and threats, the Greenboyz' Secret Weapons don't count as Secret Weapons.

Gotta Love 'Em:

Regardless of the number of fans that turn up to watch the Greenboyz, their FAME bonus is always +2. Their opponent's FAME is calculated normally, meaning that both players could have a positive FAME..

The Warpfire Wanderers (Skaven)

Warpstone-fuelled Rampage:

Immediately before setting up the team at the start of each drive, roll a D6 and consult the table below to see the current effect of the team's warpstone addiction.

D6	Result
1	Painful Comedown. Roll a D6 for each player on the team. On a roll of 1, they cannot be set up this drive. On a roll of 2, they can be set up as part of the drive, but must be Placed Prone.
2-3	Blind to Fear: Each player on the team gains the Dauntless skill for the duration of this drive.
4-5	Warpstone Frenzy: Each player on the team gains the Sprint and Frenzy skills for the duration of this drive. At the end of the drive, roll a dice for each player on the team. On a roll of 1, they are Knocked Out.
6	Temporary Mutation. Pick a random player on the team. For the duration of this drive, they gain any one Mutation skill, chosen by the team's coach.

The Chaos All-Stars (Chaos Renegades)

The Ballista in his Prime:

While Morg 'n' Thorg is on the pitch standing, all Chaos All-Stars players within three squares of him (other than Bork Bulge-Belly, Troll) count as having the Pro skill, and are unaffected by the Animosity skill. Note that Morg himself is unaffected by this rule.

The Underworld Creepers (Underworld Denizens)

Fistfights in the Dugout.

If the Underworld Creepers' score is lower than their opponent's at the end of any of their turns, roll a D6 and add the difference in scores, for example, if the score is 3-1, add 2 to the result. On a result of 5 or more, a fight breaks out in their Dugout! Roll a dice for each player in the Reserves box; on a 1, 2 or 3, they are Knocked Out. The fans love these scrapes - it's half the reason the Creepers have any fans at all - and their cheering drives the rest of the team to play even harder. For each player who is Knocked Out, the team gains a bonus team re-roll.

The Celestial Comets (Elven Union)

Hidden Teleporters.

Beneath each of the pitch's trapdoors is a hidden portal sconce, which the Comets players can use to traverse the playing field.

Once per turn, a player from the Celestial Comets can make a Teleport Action. This is identical to a Move Action, with the following addition. If the player moves into one of the Trapdoor squares, they immediately move to the other Trapdoor square - this does not cost a point of MA. If the other Trapdoor square is occupied, the player occupying it is Pushed in a random direction (determined using the Scatter template) before the teleporting player moves into the square.

In order to ensure fair play, the portal sconces have been enchanted to prevent the ball being carried through them. As such, if a player with the ball uses a Teleport Action to move between trapdoors, the ball is left behind in the Trapdoor square they moved from, bouncing once and causing a turnover (the player's move stops as soon as they enter the other Trapdoor square).

Note that the Trapdoor squares are otherwise treated as normal - the teleportation only happens when a player from the Celestial Comets makes a Teleport Action (such as Uncovered Trapdoors stadium Attribute which can be found in the Stadiums section), this is ignored when a player moves onto the trapdoor while making a Teleport Action.

The Grudge Bearers (Dwarf)

The Book of Grudges.

Dwarfs are noted for their ability to recall the precise details of each and every time the smallest slight has been visited against them, but the Grudge Bearers make their kin look absent-minded by comparison. The team's coaching staff maintain a meticulously kept *Book of Grudges*, and woe betide any player who gives them an excuse to write a new entry.

The coach of the Grudge Bearers should have a pen and paper handy to record grudges as they happen. If any of the events in the list that follows happens, the name and number of the player responsible should be noted down - a short account of the event and promise of vengeance is not necessary, but is definitely encouraged, as is eyeballing the opposing coach while muttering solemn oaths... An player can be recorded in the *Book of Grudges* more than once!

If an enemy player/coach:

- Blocks a Grudge Bearers player, resulting in a Casualty.
- Pushes a Grudge Bearers player into the crowd, or pushes a player who pushes a Grudge Bearers player into the crowd.
- Fouls a grudge Bearers player, regardless of the outcome.
- Plays a Dirty Trick Special Play card (one random enemy player on the pitch is deemed responsible).
- Scores a touchdown, and their resulting score is higher than the Grudge Bearer' score.
- With the Secret Weapon skill is set up at the start of a drive.
- Uses the Stab skill.

Grudge Bearers players have the Dauntless and Mighty Blow skills when involved in a Block with a player whose name is listed one or more times in the *Book of Grudges*. If they are KO'd or sent to the Dead & Injured box, their name and number are stricken from the *Book of Grudges*. If their name appears in the *Book of Grudges* more than once, only one instance of it is stricken off. If the last instance of a player's name and number are stricken off then there is no longer a grudge recorded against them.

Also, at the start of each drive, the Grudge Bearers player rolls a D6. If the result is equal to or less than the number of names in the *Book of Grudges* (counting players once for each time they appear), the Grudge Bearers gain an extra team re-roll.

Designer's Note:

Needless to say, the Grudge Bearers are a team for those coaches who have a penchant for paperwork. Keeping track of the Book of Grudges will require a keen attention to detail... it's not for everyone, but it's a great chance to really embody the character of this team of bookworms!

STAR PLAYERS

Name	Team/Skills	Cost	MA	ST	AG	AV	
Barik Farblast Skills	Dwarf Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	60'000	6	3	3	8	
Bertha Bigfist Skills	Amazon, Halfling or Ogre Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate	290'000	6	5	2	9	
Bilerot Vomitflesh Skills	Chaos, Nurgle Loner, Dirty Player, Disturbing Presence, Foul Appearance	180'000	4	5	2	9	
Brick Far'th & Grotty Brick Far'th Skills Grotty Skills	Chaos, Nurgle or Ogre (Note: you must have 2 slots open on your roster to induce this duo which counts only as one Star Player inducement) Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate Loner, Dodge, Right Stuff, Stunty	290'000		5	5	2	9
Bo Gallanté Skills	High Elf Loner, Dodge, Sidestep, Sprint, Sure Feet	160'000	8	3	4	7	
Bomber Dribblesnot Skills	Goblin, Ogre or Orc Loner, Accurate, Bombardier, Dodge, Right Stuff, Secret Weapon, Stunty	60'000	6	2	3	7	
Boomer Eziasson Skills	Dwarf or Norse Loner, Accurate, Block, Bombardier, Secret Weapon, Thick Skull	60'000	4	3	2	9	
Buboe Festerspit Skills	Skaven: Clan Pestilence Loner, Disturbing Presence, Frenzy, Horns, Mighty Blow, Prehensile Tail, Regeneration	350'000	6	5	4	9	
Count Luthor Von Drakenborg Skills	Necromantic, Undead or Vampire Loner, Block, Hypnotic Gaze, Regeneration, Side Step	390'000	6	5	4	9	
Crazy Igor Skills	Vampire Loner, Dauntless, Regeneration, Thick Skull (Note: Crazy Igor can be bitten by a Vampire on your teams as if he was a Thrall)	120'000	6	3	3	8	
Deeproot Strongbranch Skills	Halfling Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate	300'000	2	7	1	10	
Dolfar Longstride Skills	Elf, High Elf or Wood Elf Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block	150'000	7	3	4	7	
Eldril Sidewinder Skills	Dark Elf, Elf, High Elf or Wood Elf Loner, catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block	200'000	8	3	4	7	
Fezglitch Skills	Skaven Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	100'000	4	7	3	7	
Flint Churnblade Skills	Dwarf Loner, Block, Chainsaw, Secret Weapon, Thick Skull	130'000	5	3	2	8	
Frank N. Stein Skills	Human, Necromantic, Undead Loner, Break Tackle, Mighty Blow, Regeneration, Stand Firm, Thick Skull	210'000	4	5	1	9	
Fungus The Loon Skills	Goblin Loner, Ball / Chain, Mighty Blow, No Hands, Secret Weapon, Stunty	80'000	4	7	3	7	
Glart Smashrip Skills	Skaven, Underworld Denizens Loner, Block, Claw, Grab, Juggernaut, Stand Firm	190'000	5	4	2	8	
Glart Smashrip Jr. Skills	Skaven Loner, Block, Claw, Juggernaut	210'000	7	4	3	8	
Grak & Crumbleberry Grak Skills Crumbleberry Skills	Any team (Note: you must have 2 slots open on your roster to induce this duo which counts only as one Star Player inducement) Loner, Bone-Head, Kick Team-Mate, Mighty Blow, Thick Skull Loner, Dodge, Right Stuff, Stunty, Sure Hands	300'000		5	5	2	9
Grashnak Blackhoof Skills	Chaos, Chaos Dwarf or Nurgle Loner, Frenzy, Horns, Mighty Blow, Thick Skull	310'000	6	6	2	8	
Griff Oberwald Skills	Human Loner, Block, Dodge, Fend, Sprint, Sure Feet	320'000	7	4	4	8	

Name	Team/Skills	Cost	MA	ST	AG	AV
Grim Ironjaw Skills	Dwarf Loner, Block, Dauntless, Frenzy, Multiple Block, Thick Skull	220'000	5	4	3	8
Grobrik Orcbiter Skills	Dwarf, Dwarf Slayer Team Loner, Block, Dauntless, Juggernaut, Mighty Blow, Thick Skull	250'000	4	5	3	8
Grut Gitgobbla Skills	Orc Frenzy, Juggernaut, Claws, Block	200'000	6	4	3	8
Guffle Pushmaw Skills	Chaos Renegades, Nurgle Loner, Monstrous Mouth, Nurgle's Rot	210'000	5	3	4	9
Hack Enslash Skills	Khemri, Necromantic or Undead Loner, Chainsaw, Regeneration, Secret Weapon, Side Step	120'000	6	3	2	7
Hakflem Skuttlespike Skills	Skaven Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads	200'000	9	3	4	7
Headsplitter Skills	Skaven Loner, Frenzy, Mighty Blow, Prehensile Tail	340'000	6	6	3	8
Heinrich Von Duisgart Skills	Human Block, Dirty Player, Filthy Rich	140'000	7	3	3	8
Helmut Wulf Skills	Amazon, Chaos Renegades, Human, Lizardmen, Norse or Vampire Loner, Chainsaw, Secret Weapon, Stand Firm	110'000	6	3	3	8
Hemlock Skills	Lizardmen Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty	170'000	8	2	3	7
Horkon Heartripper Skills	Dark Elf Loner, Dodge, Leap, Multiple Block, Shadowing, Stab	210'000	7	3	4	7
Hthark the Unstoppable Skills	Chaos Dwarf Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull	330'000	6	5	2	9
Hubris Rakarth Skills	Dark Elf or Elf Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball	260'000	6	5	2	9
Humerus Carpal Skills	Khemri Loner, Catch, Dodge, Regeneration, Nerves of Steel	130'000	7	2	3	7
Icepelt Hammerblow Skills	Norse Loner, Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull	330'000	5	6	1	8
Ithaca Benoin Skills	Dark Elf or Khemri Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands	220'000	7	3	3	7
J Earlice Skills	Necromantic, Undead or Vampire Loner, Catch, Diving Catch, Dodge, Sprint	180'000	8	3	3	7
Jordell Freshbreeze Skills	Elf or Wood Elf Loner, Block, Diving Catch, Dodge, Leap, Side Step	260'000	8	3	5	7
Karla von Kill Skills	Amazon, Halfling, Human or Norse Loner, Block, Dauntless, Dodge, Jump Up	220'000	6	4	3	8
Kreek Rustgouger Skills	Skaven or Underworld Denizens Loner, Ball & Chain, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon	130'000	5	7	2	9
Lewdgrip Whiparm Skills	Chaos or Nurgle Loner, Pass, Strong Arm, Sure Hands, Tentacles	150'000	6	3	3	9
Lord Borak the Despoiler Skills	Chaos or Nurgle Loner, Block, Dirty Player, Mighty Blow	300'000	5	5	3	9
Lottabottol Skills	Lizardmen Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs	220'000	8	3	3	8
Madcap Miggz Skills	Goblin or Underworld Denizens Loner, Break Tackle, Claws, Leap, No Hands, Very Long Legs, Wild Animal	170'000	6	4	3	8
Max Spleenripper Skills	Chaos or Nurgle Loner, Chainsaw, Secret Weapon	130'000	5	4	3	8
Mighty Zug Skills	Human Loner, Block, Mighty Blow	260'000	4	5	2	9
Morg 'n' Thorg Skills	Any team except Khemri, Necromantic and Undead Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate	430'000	6	6	3	10
Nobbla Blackwart Skills	Chaos Dwarf, Goblin or Ogre Loner, Block, Dodge, Chainsaw, Secret Weapon, Stunty	130'000	6	2	3	7
Prince Moranion Skills	Elf or High Elf Loner, Block, Dauntless, Tackle, Wrestle	230'000	7	4	4	8
Puggy Baconbreath Skills	Halfling or Human Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty	140'000	5	3	3	6
Quetzal Leap Skills	Lizardmen Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs	250'000	8	2	4	7

Name	Team/Skills	Cost	MA	ST	AG	AV
Ramtut III Skills	Khemri, Necromantic or Undead Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle	380'000	5	6	1	9
Rashnak Backstabber Skills	Chaos Dwarf Loner, Dodge, Side Step, Sneaky Git, Stab	200'000	7	3	3	7
Rasta Tailspike Skills	Skaven Loner, Catch, Extra Arms	110'000	8	3	3	7
Ripper Bolgrot Skills	Goblin or Orc Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate	270'000	4	6	1	9
Roxanna Darknail Skills	Amazon or Dark Elf Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap	250'000	8	3	5	7
Scrappa Sorehead Skills	Goblin, Ogre or Orc Loner, Dirty Player, Dodge, Leap, right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	150'000	7	2	3	7
Setekh Skills	Khemri, Necromantic or Undead Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	220'000	6	4	2	8
Slibli Skills	Lizardmen Loner, Block, Grab, Guard, Stand Firm	250'000	6	4	2	8
Sinnedbad Skills	Khemri or Undead Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab	80'000	6	3	2	7
Skitter Stab-Stab Skills	Skaven Loner, Dodge, Prehensile Tail, Shadowing, Stab	160'000	9	2	4	7
Soaren Hightower Skills	High Elf Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm	180'000	6	3	4	8
The Swift Twins	Elf, High Elf or Wood Elf Swift Reaction: While one of the twins is in the Dead & Injured box, the other Swift Twin loses the Loner skill.	390'000				
Lucien Skills	Loner, Block, Mighty Blow, Tackle		7	3	4	8
Valen Skills	Loner, Accurate, Nerves of Steel, Pass, Safe Throw, Sure Hands		7	3	5	7
Ugroth Bolgrot Skills	Orc Loner, Chainsaw, Secret Weapon	100'000	5	3	3	9
Varag Ghoul-Chewer Skills	Orc Loner, Block, Jump Up, Mighty Blow, Thick Skull	290'000	6	4	3	9
Wilhelm Chaney Skills	Necromantic, Norse or Vampire Loner, Catch, Claws, Frenzy, Regeneration, Wrestle	240'000	8	4	3	8
Willow Rosebark Skills	Amazon, Halfling, Wood Elf Loner, Dauntless, Side Step, Thick Skull	150'000	5	4	3	8
Zara the Slayer Skills	Amazon, Dwarf, Halfling, High Elf, Human, Norse or Wood Elf Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes	270'000	6	4	3	8
Zzharg Madeye Skills	Chaos Dwarf Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull	90'000	4	4	3	9

WHITE DWARF AND BLACK GOBBO

Special Rules

These rules are optional and can be agreed upon by both players. If a match takes place between a Dwarf, Halfling, Human or Norse team and a Chaos Renegade, Goblin, Orc or Underworld Denizen team, there is a chance that Grombrindal and the Black Gobbo will turn up to play.

When the coaches roll to see how many fans turn up at the start of the match, if either coach rolls 10 or more (before adding their Fan Factor or any other modifiers), the legendary rivals turn up and join their respective teams! Note that they never turn up individually - if one team has one of them, their opponent always has the other.

Grombrindal and the Black Gobbo do not add to their team's Team Value, and they do not cost any gold to hire. If either team already has a full roster of 16 players, the coach must choose one player to sit the game out - in effect they are replaced by Grombrindal or the Black Gobbo for the duration of this match.

Name	Team/Skills	Cost	MA	ST	AG	AV
The White Dwarf	Dwarf, Halfling, Human, Norse	-	5	3	3	9
Skills	Loner, Block, Dauntless, Mighty Blow, Stand Firm, Thick Skull					
The Black Gobbo	Chaos Renegade, Goblin, Orc, Underworld Denizens	-	6	2	3	8
Skills	Loner, Bombardier, Disturbing Presence, Dodge, Side Step, Sneaky Git, Stab, Stunty					

Grombrindal

Cometh the Hour, Cometh the Dwarf:

Grombrindal's reputation is almost mythological. Tales abound of his shrewd tactical advice on the field of battle, on the Blood Bowl pitch this translates to a mastery of team strategies and the ability to draw the very best out of the players around him. Once per turn, when another player on Grombrindal's team who is within 3 squares of him is chosen to make an action, their coach can declare that they will benefit from the White Dwarf's wisdom. That player gains one of the following skills until the end of their action: Break Tackle, Dauntless, Mighty Blow, Sure Feet, Sure Hands, Tackle.

Ancient Grudge:

If Grombrindal throws a block against the Black Gobbo, his coach can re-roll the Block dice without spending a Team Re-roll.

The Black Gobbo

Sneakiest of the Lot:

The Black Gobbo is legendarily devious, as evidenced by his countless elaborate schemes to undermine the White Dwarf. Before he even thinks about setting foot on the pitch it's a given that he will have already established a web of bribery, hostage-taking and other sneakiness that ensures the cooperation of the match officials. If the Black Gobbo makes a Foul action, this is not counted as the one Foul action that the team can make in a turn (in other words, another player on the team can still make a Foul action). Also, whenever a player from the Black Gobbo's team is sent off for Fouling (including the Black Gobbo himself), roll a D6. On a result of 3 or more, they are not sent off. On a 1 or 2, the coach can attempt to use a Bribe or argue the call as normal. If the Black Gobbo is sent off or suffers a Casualty this rule has no further effect.

Get da Git:

If the Black Gobbo uses the Stab skill against Grombrindal, his coach can choose to re-roll the Armour roll.

SKILL DESCRIPTIONS

General	Agility	Strength	Passing	Mutation
Block Dauntless Dirty Player Fend Frenzy Kick Kick-off Return Pass Block Pro Shadowing Strip Ball Sure Hands Tackle Wrestle	Catch Diving Catch Diving Tackle Dodge Jump Up Leap Side Step Sneaky Git Sprint Sure Feet	Break Tackle Grab Guard Juggernaut Mighty Blow Multiple Block Piling On (Optional) Stand Firm Strong Arm Thick Skull	Accurate Dump-off Hail Mary Pass Leader Nerves Of Steel Pass Safe Throw	Big Hand Claw/Claws Disturbing Presence Extra Arms Foul Appearance Horns Prehensive Tail Tentacles Two Heads Very Long Legs
ExtraOrdinary				
Always Hungry Animosity Ball & Chain Blood Lust Bombardier Bone-head	Chainsaw Decay Fan Favourite Filthy Rich Hypnotic Gaze Kick Team-Mate	Monstrous Mouth Loner No Hands Nurgle's rot Really Stupid Regeneration	Right Stuff Secret Weapon Stab Stakes Stunty Swoop	Take Root Throw Team-Mate Timmm-ber! Titchy Weeping Dagger Wild Animal

Accurate (Passing)

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

Always Hungry (Extraordinary)

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

Animosity (Extraordinary)

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

Ball & Chain (Extraordinary)

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

Big Hand (Mutation)

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

Block (General)

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

Blood Lust (Extraordinary)

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

Bombardier (Extraordinary)

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

Bone-head (Extraordinary)

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

Break Tackle (Strength)

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

Catch (Agility)

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

Chainsaw (Extraordinary)

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

Claw / Claws (Mutation)

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

Dauntless (General)

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

Decay (Extraordinary)

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

Dirty Player (General)

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

Disturbing Presence (Mutation)

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

Diving Catch (Agility)

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

Diving Tackle (Agility)

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

Dodge (Agility)

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

Dump-Off (Passing)

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

Extra Arms (Mutation)

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

Fan Favourite (Extraordinary)

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

Fend (General)

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

Filthy Rich (Extraordinary)

This player has access to more money than you'd care to think about, and they've got no qualms with using it to their advantage. If a player with this skill is sent off by the referee (for fouling or anything else), roll a D6. On a result of 2 or more, they are not sent off. If a rule is in effect which prevents Bribes from being used, this rule has no effect.

Foul Appearance (Mutation)

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

Frenzy (General)

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

Grab (Strength)

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

Guard (Strength)

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

Hail Mary Pass (Passing)

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

Horns (Mutation)

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

Hypnotic Gaze (Extraordinary)

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

Juggernaut (Strength)

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

Jump Up (Agility)

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

Kick (General)

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

Kick Team-Mate (Extraordinary)

When a player with this skill makes a Blitz Action, they can kick an adjacent team-mate (who must have the Right Stuff skill) instead of throwing a block. No Block roll is made; instead, the target player is kicked as though they were a ball! The coach declares whether they will roll a D6 for a short kick or 2D6 for a riskier long kick. If they rolled 2D6 and scored a double, the kicker has been a little too enthusiastic; make an Injury roll for the target player, treating Stunned results as KO'd (if they were carrying the ball, it bounces from the square they were in).

Otherwise, the kicked player is moved (in a straight line) directly away from the kicking player's square a number of squares equal to the total that was rolled on the dice. Then they scatter three times. The kicked player does not count as entering any square they move through except the one they end up in after scattering.

If the kicked player moves off the pitch, they land among the crowd (never a pleasant fate!) and are sent to the KO'd box of the team's Dugout. If they were carrying the ball it will be thrown back on as normal, starting from the last square the player moved through before leaving play.

If the final square they scatter into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being kicked will scatter one more square. If this moves them onto another player, continue to scatter them until they end up in an empty square or off the pitch. Note that only the first player they land on is Knocked Down.

Then see the Right Stuff entry to determine how gracefully the player lands – where that skill refers to thrown players, it should be read as also referring to kicked players. If the player moved 6, 7 or 8 squares (before scattering), the Landing roll has a -1 modifier; if they moved 9 or more (before scattering), the Landing roll has a -2 modifier.

Kick-Off Return (General)

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

Leader (Passing)

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

Leap (Agility)

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

Loner (Extraordinary)

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

Mighty Blow (Strength)

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

Multiple Block (Strength)

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

Monstrous Mouth (Extraordinary)

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

Nerves of Steel (Passing)

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

No Hands (Extraordinary)

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

Nurgle's Rot (Extraordinary)

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

Pass (Passing)

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

Pass Block (General)

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

Piling On (Strength)

The player may use this skill after they have made a block as part a Block or Blitz action, but only if they are currently standing adjacent to the victim and the victim was Knocked Down. You can use a team re-roll to re-roll the Armour roll or Injury roll. Then the Piling On player is Placed Prone in their own square - no Armour roll is made for them, and this does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills. **If a player with the Loner skill wishes to use Piling On, roll a D6. On a 1-3, the team re-roll is spent, but they remain standing and cannot re-roll the Armour or Injury roll.**

Prehensile Tail (Mutation)

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

Pro (General)

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

Really Stupid (Extraordinary)

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

Regeneration (Extraordinary)

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

Right Stuff (Extraordinary)

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

Safe Throw (Passing)

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

Secret Weapon (Extraordinary)

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

Shadowing (General)

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

Side Step (Agility)

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

Sneaky Git (Agility)

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

Sprint (Agility)

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

Stab (Extraordinary)

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

Stakes (Extraordinary)

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

Stand Firm (Strength)

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

Strip Ball (General)

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

Strong Arm (Strength)

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

Stunty (Extraordinary)

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

Sure Feet (Agility)

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

Sure Hands (General)

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

Swoop (Extraordinary)

The player is equipped with a rudimentary set of wings, either natural or engineered, allowing them to glide through the air (rather than plummeting gracelessly) if they are thrown by a team-mate. If a player with Swoop is thrown by a player with the Throw Team-mate skill, the Throw-in template is used instead of the Scatter template to see where they land. Each time the player scatters, their coach places the Throw-in template over the player facing up or down the pitch or towards either sideline. Then they roll a D6 and move the player one square in the indicated direction. In addition, when rolling to see whether the player lands on their feet (as per the Right Stuff skill), add 1 to the result. When a player with both the Swoop and Stunty skills dodges, they do not ignore any modifiers for enemy tackle zones on the square they are moving to - the presence of a large pair of wings negates any benefit they would gain from being small and slippery.

Tackle (General)

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

Take Root (Extraordinary)

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

Tentacles (Mutation)

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

Thick Skull (Strength)

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

Throw Team-Mate (Extraordinary)

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

Timmm-ber! (Extraordinary)

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

Titchy (Extraordinary)

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

Two Heads (Mutation)

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

Weeping Dagger (Extraordinary)

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

Very Long Legs (Mutation)

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

Wild Animal (Extraordinary)

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

Wrestle (General)

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

TEAM ROSTERS

The following pages list the 23 official races for the game. In addition there are Slann (LRB6), Savage Orcs (My Dugout App), Human Nobility (My Dugout App), Dwarf Slayer Hold (My Dugout App), Skaven Vermin Pestilent (My Dugout App) and Bretonnia (Cyanide's digital BB2). Qty indicates the number of that position that you may have on your team. Double indicates the additional skill categories to those in the Normal column available to choose a skill from on a double skill roll. For the Normal and Double column, G = General skills, A = Agility skills, S = Strength skills, P = Passing skills, and M = Mutation skills.

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

AMAZON TEAMS

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

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

0-8 Re-rolls: 60'000 gold pieces each

Star Players: Helmut Wulf (110k), Willow Rosebark (150k), Grak and Crumbleberry (210k), **Karla von Kill (220k)**, Roxanna Darknail (250k), Bertha Bigfist (290k), Zara the Slayer (270k), Morg 'n' Thorg (430k)



BRETONNIA TEAMS

In the fair land of Bretonnia, arrogant Bretonnian nobles and their yeomen are questing for the Holy Grail, the Bloodweiser trophy. Convinced of their own skills, the young knights fill out their teams with lineman levy drafted from the many local and incompetent all-peasant teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	40'000	6	3	2	7	Fend	G	ASP
0-4	Blockers	70'000	6	3	3	8	Wrestle	GS	AP
0-4	Blitzers	110'000	7	3	3	8	Block, Catch, Dauntless	GAP	S

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Dolfar Longstride (150k), Willow Rosebark (150k), Grak and Crumbleberry (210k), Mighty Zug (260k), Zara the Slayer (270k), Griff Oberwald (320k), Morg 'n' Thorg (430k)



CHAOS CHOSEN TEAMS

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

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

0-8 Re-rolls: 60'000 gold pieces each

Star Players: Max Spleenripper (130k), Lewdgrip Whiparm (150k), **Grak and Crumbleberry (210k)**, Brick Far'th & Grotty (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg 'n' Thorg (430k)



CHAOS DWARF TEAMS

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



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

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Zzharg Madeye (90k), Nobbla Blackwart (130k), Rashnak Backstabber (200k), **Grak and Crumbleberry (210k)**, Grashnak Blackhoof (310k), Hthark the Unstoppable (330k), Morg 'n' Thorg (430k)

DARK ELF TEAMS

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



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

0-8 Re-rolls: 60'000 gold pieces each

Star Players: Eldril Sidewinder (200k), Horkon Heartripper (210k), **Grak and Crumbleberry (210k)**, Ithaca Benoin (220k), Roxanna Darknail (250k), Hubris Rakarth (260k), Morg 'n' Thorg (430k)

DWARF TEAMS

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



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

0-8 Re-rolls: 50'000 gold pieces each

Star Players: Barik Farblast (60k), Boomer Eziasson (60k), Flint Churnblade (130k), **Grak and Crumbleberry (210k)**, Grim Ironjaw (220k), **Grobrik Orbiter (250k)**, Zara the Slayer (270k), Morg 'n' Thorg (430k)

DWARF SLAYER HOLD TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Beast Slayers	60'000	6	3	3	7	Dauntless, Thick Skull	GS	AP
0-4	Troll Slayers	90'000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-2	Skaven Slayers	70'000	5	3	2	9	Break Tackle, Frenzy, Nerves of Steel, Thick Skull	GP	AS
0-2	Dragon Slayers	170'000	5	4	3	9	Block, Juggernaut, Dauntless, Stand Firm, Thick Skull	GS	AP

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Barik Farblast (60k), Boomer Eziasson (60k), Flint Churnblade (130k), Grak and Crumbleberry (210k), Grim Ironjaw (220k), Grobrik Orbiter (250k), Zara the Slayer (270k), Morg 'n' Thorg (430k)

Inducement: 0-1 Runesmith (30k)



ELF UNION TEAMS

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

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

0-8 Re-rolls: 50'000 gold pieces each

Star Players: Dolfar Longstride (150k), Eldril Sidewinder (200k), Grak and Crumbleberry (210k), Prince Moranion (230k), Hubris Rakarth (260k), Jordell Freshbreeze (260k), The Swift Twins (390k), Morg 'n' Thorg (430k)



GOBLIN TEAMS

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

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40'000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bomma	40'000	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40'000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70'000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Doom Diver	60'000	6	2	3	7	Right Stuff, Stunty, Swoop	A	GSP
0-1	Pogoer	70'000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	'Ooligan	70'000	6	2	3	7	Disturbing Presence, Dodge, Fan Favourite, Right Stuff, Stunty	A	GSP
0-2	Trolls	110'000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-rolls: 60'000 gold pieces each

Star Players: Bomber Dribblesnot (60k), Fungus the Loon (80k), Nobbla Blackwart (130k), Scrappa Sorehead (150k), Madcap Miggz (170k), Grak and Crumbleberry (210k), Ripper (270k), Morg 'n' Thorg (430k)

Inducements: Bribe (50k)



HALFLING TEAMS

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

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



0-8 Re-rolls: 60'000 gold pieces each

Star Players: Puggy Baconbreath (140k), Willow Rosebark (150k), **Grak and Crumbleberry (210k)**, **Karla von Kill (220k)**, Deeproot Strongbranch (300k), Bertha Bigfist (290k), Zara the Slayer (270k), Morg 'n' Thorg (430k)

Inducements: Halfling Master Chef (150k)

HIGH ELF TEAMS

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

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



0-8 Re-rolls: 50'000 gold pieces each

Star Players: Dolfar Longstride (150k), **Bo Gallanté (160k)**, Soaren Hightower (180k), Eldril Sidewinder (200k), **Grak and Crumbleberry (210k)**, Prince Moranion (230k), Zara the Slayer (270k), **The Swift Twins (390k)**, Morg 'n' Thorg (430k)

HUMAN TEAMS

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

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



0-8 Re-rolls: 50'000 gold pieces each

Star Players: Helmut Wulf (110k), Puggy Baconbreath (140k), **Heinrich von Duisgart (140k)**, **Grak and Crumbleberry (210k)**, **Karla von Kill (220k)**, Mighty Zug (260k), Zara the Slayer (270k), Griff Oberwald (320k), Morg 'n' Thorg (430k)

Inducements: **Master of Ballistics (30k)**

HUMAN NOBILITY TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Retainers	70'000	6	3	3	8	Fend	GA	SP
0-4	Throwers	70'000	6	3	3	8	Pass	GP	AS
0-4	Body Guards	90'000	6	3	3	8	Block, Guard	GS	AP
0-2	Princelings	110'000	7	3	3	7	Catch, Dodge, Pro	GAP	S
0-2	Ogres	140'000	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP



0-8 Re-rolls: 60'000 gold pieces each

Star Players: Helmut Wulf (110k), Puggy Baconbreath (140k), **Heinrich von Duisgart (140k)**, **Grak and Crumbleberry (210k)**, **Karla von Kill (220k)**, Mighty Zug (260k), Zara the Slayer (270k), Griff Oberwald (320k), Morg 'n' Thorg (430k)

Inducements: 0-1 Master of Ballistics (30k)

KHEMRI TEAMS

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

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

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Sinnedbad (80k), Hack Enslash (120k), Humerus Carpal (130k), **Grak and Crumbleberry (210k)**, Ithaca Benoin (220k), Setekh (220k), Ramtut III (380k)

**KHORNE TEAMS**

Khorne is known to be the most violent of the Chaos Gods and Khorne Blood Bowl teams reflect perfectly the nature of their master. These players are the biggest psychopaths on the field and people often wonder if they play the game or are just there to beat and kill their opponents in order to gather more casualties for Their master, the Lord of Skulls.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Pit Fighters	60'000	6	3	3	8	Frenzy	GP	AS
0-4	Bloodletters	80'000	6	3	3	7	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Heralds	90'000	6	3	3	8	Frenzy, Horns, Juggernaut	GS	AP
0-4	Bloodthirster	180'000	6	5	1	9	Loner, Claw, Frenzy, Horns, Juggernaut, Regeneration, Wild Animal	S	GAP

0-8 Re-rolls: 70'000 gold pieces each

Star Players: **Grak and Crumbleberry (210k)**, Grashnak Blackhoof (310k), Morg 'n' Thorg (430k)

**LIZARDMEN TEAMS**

The Mage-Priests foretold the game of Blood Bowl thousands of years before it was discovered by the Dwarf Roze-El. So it is no surprise that the Lizardmen play Blood Bowl. Providing an odd blend of dexterity and strength, the Lustrian team can almost last the distance against a power team such as Chaos, while remaining able to pull off the running plays of the Skaven.

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

0-8 Re-rolls: 60'000 gold pieces each

Star Players: Helmut Wulf (110k), Hemlock (170k), **Grak and Crumbleberry (210k)**, Lottabottol (220k), Quetzal Leap (250k), Slibli (250k), Morg 'n' Thorg (430k)

**NECROMANTIC TEAMS**

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

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

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Hack Enslash (120k), J Earlice (180k), **Grak and Crumbleberry (210k)**, Setekh (220k), Wilhelm Chaney (240k), Ramtut III (380k), Count Luthor von Drakenborg (390k)



NORSE TEAMS

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

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



0-8 Re-rolls: 60'000 gold pieces each

Star Players: Boomer Eziasson (60k), Helmut Wulf (110k), **Grak and Crumbleberry (210k)**, **Karla von Kill (220k)**, Wilhelm Chaney (240k), Zara the Slayer (270k), Icepelt Hammerblow (330k), Morg 'n' Thorg (430k)

NURGLE TEAMS

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

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



0-8 Re-rolls: 70'000 gold pieces each

Star Players: Max Spleenripper (130k), Lewdgrip Whiparm (150k), **Guffle Pushmaw (210k)**, **Grak and Crumbleberry (210k)**, Brick Far'th & Grotty (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg 'n' Thorg (430k)

OGRE TEAMS

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

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



0-8 Re-rolls: 70'000 gold pieces each

Star Players: Bomber Dribblesnot (60k), Nobbla Blackwart (130k), Scrappa Sorehead (150k), **Grak and Crumbleberry (210k)**, Bertha Bigfist (290k), Brick Far'th & Grotty (290k), Morg 'n' Thorg (430k)

ORC TEAMS

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

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



0-8 Re-rolls: 60'000 gold pieces each

Star Players: Bomber Dribblesnot (60k), Ugroth Bolgrot (100k), Scrappa Sorehead (150k), **Grut Gitgobbla (200k)**, **Grak and Crumbleberry (210k)**, Ripper (270k), Varag Ghou-Chewer (290k), Morg 'n' Thorg (430k)

Inducements: **Whaaagh! Drummer (50k)**

SAVAGE ORC TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60'000	5	3	3	8	Frenzy	S	GAP
0-2	Throwers	70'000	5	3	3	8	Frenzy, Nerves of Steel, Pass	GP	AS
0-4	Brutes	80'000	4	4	2	8	Thick Skull	S	GAP
0-4	Blitzers	90'000	6	3	3	8	Frenzy, Block	GS	AP
0-1	Swamp Troll	130'000	5	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP



0-8 Re-rolls: 50'000 gold pieces each

Star Players: Bomber Dribblesnot (60k), Ugroth Bolgrot (100k), Scrappa Sorehead (150k), **Grut Gitgobbla (200k)**, **Grak and Crumbleberry (210k)**, Ripper (270k), Varag Ghou-Chewer (290k), Morg 'n' Thorg (430k)

Inducements: 0-1 **Whaaagh! Drummer (50k)**

SKAVEN TEAMS

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

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



0-8 Re-rolls: 60'000 gold pieces each

Star Players: Fezglitch (100k), **Kreek Rustouger (130k)**, Skitter Stab-Stab (160k), **Grak and Crumbleberry (210k)**, **Glart Smashrip (190k)**, Glart Smashrip Jr. (210k), Hakflem Skuttlespike (200k), Headsplitter (340k), Morg 'n' Thorg (430k)

SKAVEN: PESTILENT VERMIN TEAM

Spread glorious contagion with the new Pestilent Vermin team.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Novitiates	50'000	6	3	3	7	Disturbing Presence	GM	ASP
0-4	Pox-flingers	50'000	6	3	3	7	Bombardier, Pass, Secret Weapon	GP	ASM
0-2	Poison-keepers	100'000	8	3	4	7	Dodge, Stab	GA	SPM
0-2	Cardinals	80'000	6	3	3	8	Block, Horns	GS	APM
0-1	Rat Ogre	150'000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM



0-8 Re-rolls: 70'000 gold pieces each

Star Players: Fezglitch (100k), **Kreek Rustouger (130k)**, Skitter Stab-Stab (160k), **Grak and Crumbleberry (210k)**, **Glart Smashrip (190k)**, **Glart Smashrip Jr. (210k)**, Hakflem Skuttlespike (200k), Headsplitter (340k), **Buboe Festerspit (350k)**, Morg 'n' Thorg (430k)

Inducement: 0-1 **Warlock Engineer (120k)**

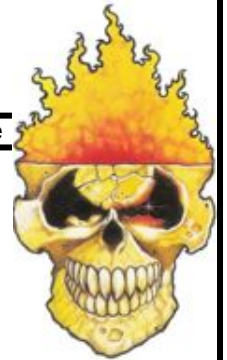
UNDEAD TEAMS

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

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

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Sinnedbad (80k), Hack Enslash (120k), J Earlice (180k), **Grak and Crumbleberry (210k)**, Setekh (220k), Ramtut III (380k), Count Luthor von Drakenborg (390k)



VAMPIRE TEAMS

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

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

0-8 Re-rolls: 70'000 gold pieces each

Star Players: Helmut Wulf (110k), Crazy Igor (120k), J Earlice (180k), **Grak and Crumbleberry (210k)**, Wilhelm Chaney (240k), Count Luthor von Drakenborg (390k), Morg 'n' Thorg (430k)



WOOD ELF TEAMS

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

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

0-8 Re-rolls: 50'000 gold pieces each

Star Players: Willow Rosebark (150k), Dolfar Longstride (150k), Eldril Sidewinder (200k), **Grak and Crumbleberry (210k)**, Jordell Freshbreeze (260k), Zara the Slayer (270k), **The Swift Twins (390k)**, Morg 'n' Thorg (430k)



CHAOS RENEGADES

Chaos Renegade teams are a mix of evil and chaotic races. Human Marauders are young on the path of Chaos and full of potential, but must be guided to fill the needs of the team. With such a mix of races animosity can easily become a problem and it is rare to see a well organized and effective Chaos Renegade team.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Human Renegade	50'000	6	3	3	8	None	GSPM	A
0-1	Goblin Renegade	40'000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Orc Renegade	50'000	5	3	3	9	Animosity	GM	ASP
0-1	Skaven Renegade	50'000	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf Renegade	70'000	6	3	4	8	Animosity	GAM	SP
0-1	Chaos Troll	110'000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Chaos Ogre	140'000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150'000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM



0-8 Re-rolls: 70'000 gold pieces each

Star Players: Bomber Dribblesnot (60k), Zzharg Madeye (60k), Ugroth Bolgrot (100k), **Helmut Wulf (110k)**, Crazy Igor (130k), Lewdgrip Whiparm (150k), **Guffle Pushmaw (210k)**, **Grak and Crumbleberry (210k)**, Morg 'n' Thorg (450k)

SLANN TEAMS

The Slann are ancient race of space travellers stranded on the Blood Bowl world many ages ago. After realizing that rescue was never coming they settled down and began ordering Lizardmen around. While most Slann prefer to become fat and lazy while attended to by their throngs of Lizardmen servants, a few of younger and more energetic members enjoy travelling to the Old World and playing Blood Bowl. While the Slann have no passing game to speak of, their ability to leap, dive, and intercept are second to none.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	60'000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-4	Catchers	80'000	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-4	Blitzers	110'000	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140'000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP



0-8 Re-rolls: 50'000 gold pieces each

Star Players: Helmut Wulf (110k), Hemlock (170k), **Grak and Crumbleberry (210k)**, Lottabottol (220k), Quetzal Leap (250k), Slibli (250k), Morg 'n' Thorg (430k)

UNDERWORLD TEAMS

On occasion Skaven and Goblins living in the tunnels and mountains of the Old World join together to form Blood Bowl teams. These teams often have very poor records as they spend most of their time in-fighting and blaming each other for their failures. The one advantage they do have, however, is that all their players sleep, eat, and breath and occasionally bathe in Warpstone. While this kills off most of the potential players before they ever join a team, the ones that do survive often develop fascinating mutations.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Underworld Goblins	40'000	6	2	3	7	Right Stuff, Dodge, Stunty	AM	GSP
0-2	Skaven Linemen	50'000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70'000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90'000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110'000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	SM	GAP



0-8 Re-rolls: 70'000 gold pieces each

Star Players: Bomber Dribblesnot (60k), Fezglitch (80k), **Kreek Rustouger (130k)**, Nobbla Blackwart (130k), Skitter Stat-Stab (160k), **Madcap Miggz (170k)**, **Glart Smashrip (190k)**, Glart Smashrup Jr. (200k), **Grak and Crumbleberry (210k)**, Morg 'n' Thorg (430k)

FREQUENTLY ASKED QUESTIONS

Skills

Q. Can you use the Pass skill to re-roll a fumbled Hail Mary Pass?

A. Yes.

Q. Do tackle zones or Disturbing Presence affect a Hail Mary Pass roll?

A. No, nothing modifies a Hail Mary Pass roll – it always succeeds on a 2+ and fails on a 1.

Q. Do I have to make another Dauntless or Foul Appearance roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block?

A. Yes, you must make a second roll for both of these skills, regardless of what you rolled for either before the first block.

Q. If I re-roll a block that my player throws, do I need to re-roll Dauntless or Foul Appearance as well?

A. No, a re-roll affects only one result. The Dauntless or Foul Appearance roll is a separate result from the block.

Q. If I have a player with Pass Block, and they blitz or block an opponent with Dump-Off, can my player use Pass Block to move after the opponent declares their use of Dump-Off?

A. No, once a block is declared as part of a Block or Blitz Action, you must attempt to complete it before moving again.

Q. Can my player use Stab instead of throwing a block after failing a Dauntless roll?

A. No – once you roll the dice to use Dauntless, you have actually already declared you are throwing a block and as such you cannot switch to using Stab instead.

Q. Can my player use Stab with Multiple Block?

A. Yes, they can use Stab to replace either one or both of the blocks when using the Multiple Block skill.

Q. When do I declare the second opponent for a Multiple Block?

A. You may declare the second opponent after the first block has been completed.

Q. If a player has MA 1 or MA 2, can they still move 3 squares when using the Pass Block skill?

A. Yes, Pass Block allows you to move up to 3 squares, and no more, even if your MA is less than 3.

Q. Can a player using the Pass Block skill Go For It (GFI) or stand up from being Prone? Which skills can a player use during the movement part of a Pass Block?

A. A player cannot GFI during a Pass Block which means that Sure Feet and Sprint cannot be used. In addition, a player can only stand up at the beginning of an Action; since Pass Block is NOT an Action, they cannot stand up or use Jump Up when using the Pass Block skill. Other movement skills such as Break Tackle, Dodge, Leap, Stunty and Titchy can be used in conjunction with Pass Block.

Q. Can a player use Pass Block when an opposing player tries to throw a team-mate holding the ball?

A. No

Q. Can a player attempt to intercept a pass that is made using the Dump-Off skill?

A. Yes.

Q. Can one of my players use the Pro skill during my opponent's turn, and if so, can they use a team re-roll to re-roll the Pro roll?

A. They can use the Pro skill during your opponent's turn, but if they do, they cannot use a team re-roll to re-roll the Pro roll (as team re-rolls can only be used in your own turn).

Q. If my player with Strip Ball pushes an opposing player with the ball into my end zone, do they score a Touchdown?

A. No, as stated in the rules, a player has to be standing and holding a ball to score. With Strip Ball, they drop the ball, so this is not the case.

Q. If my player with Frenzy makes a block against an opponent holding the ball, pushing them into my end zone, do they score a touchdown, and if so, does my player still make a second block against them?

A. In this case they would score a Touchdown, as they are standing and holding the ball. However, the Touchdown ends the drive, so the second block is not made.

Q. Can a player Go For It (GFI) in order to Leap?

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

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

A. No, but your opponent will be sure to remind you if you forget! It's worth noting that wilfully forgetting to do this in order to gain an advantage is just bad sportsmanship, and Nuffle loves nothing more than cursing the dice rolls of such unscrupulous players.

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

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

Q. The Animosity skill refers to "any players on their team of a different race", but Star Players don't have a race listed. How does the skill interact with Star Players?

A. Players with Animosity never hate Star Players, regardless of their race. Their fame and celebrity is more than enough to make up for any ill will.

Kick-offs, Throw-ins and Passing

Q. In the description of the plastic range ruler, it says “if the receiving player overlaps a boundary line between two ranges on the ruler, use the longer of the two choices”, but this seems to disagree with another text, which says “if the line between two passing ranges crosses any part of the receiving player’s square, the higher range should be used”. Which one matters – the player, or the player’s square?

A. As is always the case in Blood Bowl, it’s the square that matters – the player is always assumed to completely occupy their square, without overlapping. The description of the plastic range ruler is an overview of how the component works, but the rules for throwing the ball is a more detailed (and more specific) wording.

Q. When I use the throw-in template, does the square where the Blood Bowl logo is centred count as the first square of the distance that the ball is thrown, or is it placed there and then moved 2D6 squares?

A. The square with the Blood Bowl logo over it counts as the first square of the ball’s movement. So, if the result of the 2D6 roll was a 2, the ball would be placed in the square with the Blood Bowl logo over it, then move one square in the relevant direction.

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

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

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

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

Q. What is the full Passing sequence when using all of the extra rules, skills etc.?

A. Here it is.

1. Declare a Pass Action, move the player if desired, and then start the throw.
2. Declare the target of the pass and determine the range modifier.
3. Opposing players with the Pass Block skill can move if any are eligible to do so.
4. Check for interceptors and roll for possible interception.
5. Make the throw roll, applying any modifiers.
6. If the pass was fumbled, stop here and resolve the fumble. Otherwise, continue.
7. If the throw is Accurate, go to step 8. Otherwise, scatter the ball three times. (Note the ball does not hit the ground until after the third scatter – it does not count as moving into the first two squares.
8. If the ball lands in a square occupied by a standing player, make the Catch roll, applying any modifiers. Otherwise, the ball bounces.

Fouls

Q. If one of my fouling players is sent off because I roll a double on the Armour roll, but the Armour roll beats the target’s AV, do I still make the Injury roll, or does the Turnover prevent this happening?

A. The Injury roll is still made, as it’s a direct consequence of the successful Armour roll. If the Injury roll is still a double... well, they clearly deserved to get sent off, being as blatant as that.

Q. If a player is sent off, can you both Argue the Call and use a Bribe? If so, in which order do you do them?

A. You can do both, in an order of your choice. For example, you could attempt to Argue the Call, fail, then use a Bribe as a backup option (in which case your Head Coach would still be ejected, but your player could be spared by the Bribe). Alternatively, you could attempt to use a Bribe, fail, then Argue the Call. It’s your choice!

Q. If a Head Coach successfully argues a call and a fouling player is sent to the Reserves box rather than being sent off, does the team still suffer a Turnover?

A. Yes, it does.

Special Play Cards

Q. Does the Magic Sponge special play card negate the effects of the Casualty roll for the player it is used on?

A. No – it gives the player a very temporary reprieve from their symptoms, but they’ll still be feeling it later! For example, if a player suffers an Injury and the roll on the Casualty table is 57 (Broken Neck), and the Magic Sponge is then used to move them to the Reserves box, they still have -1 AG, and will still need to miss their next game. The sponge just gets them well enough to quit whining and get back on the field. If they suffer another injury, the results of the second Casualty roll apply as well – note, however, that a second “miss next game” result is not cumulative – there is only one “next game” to miss, after all.

Q. If a Special Play Card says it can be played at the beginning of my turn can I play that at the beginning of a Blitz result on the Kick-Off Table?

A. Yes

Q. Should players each have their own decks of Special Play Cards, or should they share a single set of decks?

A. It works either way, but we recommend that coaches draw from a single set of decks - in other words, there should only be one Miscellaneous Mayhem deck, one Random Events deck and so on. This prevents duplicate cards coming into play, which could cause some confusion!

Q. Is there a minimum size for a Special Play Cards deck?

A. As we’ve released exclusive individual cards (such as the Early Bird card that went out to people that pre-ordered the boxed game, or the cards that were available as part of the Blitzmania global league) it might be the case that you only have one or two cards for a particular deck. We recommend that coaches don’t use a Special Play Cards deck with fewer than 8 cards in it. If one coach has some exclusives and the other coach has the rest of the deck there’s no harm in combining them (and giving them a good shuffle, of course) as long as each coach gets their own cards back at the end of the game.

League Play – Friendly Games

Q. Like, what gives with Friendly Games, eh? Eh?

A. Put very simply, a Friendly is a game that is played either against a team that is not in your league division, or against a team in your division who you’ve already played twice. The only differences between a Friendly game and a Competition Match are. 1) There is no MVP awarded after a Friendly, 2) League points are not awarded after a Friendly, and 3) In a Friendly, the roll to determine the team’s Winnings uses a D3, not a D6. That’s it! You still record casualties and touchdowns, inducements still work the same, Injuries still apply as normal, and so on.

Q. In a Friendly game, do Deaths and other Casualty Table injuries count permanently on a team or do the players just go into the Dead and Injured box and not return for this game?
A. They do indeed count permanently – it might be a ‘friendly’, but this is still Blood Bowl!

Q. Are Star Player Points accrued in Friendly games?
A. They are! Players can earn Star Player Points in any league game, not just Competition Matches. However, note that the MVP award only applies in Competition Matches.

Q. If a player has to Miss the Next Game, can a Friendly game count as the game they have to miss?
A. Whatever the team’s next game is – Friendly or Competition – the player will miss it. Then, the game after that, they’re available again.

Q. Do you roll for Fan Factor after a Friendly game?
A. Yes.

Q. How does re-drafting work, exactly?
A. When re-drafting a team, all of the rules for drafting a team apply, unless there’s specifically an exception. Only your Fan Factor carries over; you need to re-hire coaching staff, re-buy re-rolls (at the cost shown on your team list, not the doubled cost you would play mid-league) and so on. Your team needs to have at least 11 players and no more than 16. It is, in essence, a brand new team that a) just happens to share a name with your previous season’s team, b) has the same Fan Factor as your previous season’s team, c) carries over the gold from your previous season’s roster, including any funds raised during downtime, and d) can buy back players from your previous season’s roster.

Q. Do casualties caused by fouls, the crowd, chainsaws and so forth count when your team raises funds during downtime?
A. No, just the casualties you’ve recorded on your team roster during the Update Team Stats phase of the Post-Match Sequence – in other words, only casualties that award Star Player Points.

League Play – Star Player Points & Improvements

Q. If an Injury roll for a player with the Stunty skill scores a 9 (counting as a Casualty instead of a Knockout), does this count as a Casualty for the purposes of earning Star Player points?
A. Yes.

Q. If a Casualty roll is re-rolled using an Apothecary, and the player is returned to the Reserves box, does this still count as a Casualty for the purposes of earning Star Player points?
A. Yes.

Q. If one of a player’s characteristics is increased two points (through Improvement rolls), but they suffer an injury which reduces the characteristic by one, can a further improvement roll increase it by one again?
A. Yes – the number of improvements and/or injuries does not matter, the only rule is that the characteristic cannot go higher than two points above its starting value (or to a value greater than 10).

Everything Else

Q. When choosing Inducements in the pre-match sequence, who chooses first if the two teams have the same Team Value?
A. The coaches should each roll a D6, re-rolling ties. The winner chooses whether they will choose Inducements first or second.

Q. If I’m converting my team out of other kits, what size base should [insert player] be on?
A. It’s your call! Many coaches put their Big Guys (ogres, trolls and so on) on 40mm round bases, but there’s no need to. It doesn’t matter how big or small a Blood Bowl player (or their base) is, they still occupy precisely one square.

Q. Suppose my opponent pushes back one player into a second player. Who decides where the second player ends up?
A. The coach of the moving team decides all pushback directions unless the pushed player has the Side Step skill. If the player has Side Step, their coach decides where they are pushed to. (Note. Grab cannot be used on secondary (or more!) push backs to cancel out Side Step.)

Q. Can a player intentionally throw or hand-off the ball into the crowd, or move into the crowd?
A. No – however, a player moving randomly (such as a player with the Ball & Chain skill) can move into the crowd, which would cause them to get beaten up as normal.

Q. What is the best way to remember that a player has taken their Action?
A. Our best recommendation would be to start your turn with all your players facing towards your opponent’s end zone. After taking an Action with a player either turn the player to face your end zone or one of the sidelines or place some type of marker next to them to signify that they are done for this turn.

Q. Can a Special Play Card (or anything else, for that matter) give a player a skill a second time if he already has it?
A. No. Having a skill is binary – either a player has it, or does not. If a player receives a skill a second time, for any reason, there is no additional effect.

Q. The Skavenblight Scramblers boxed set contains a team list which is different from the one in Death Zone Season One – for a start, there’s no rat ogre! Which is correct?
A. They’re both correct, but they’re intended to be used differently. The team list in the Scramblers box gives you a team with a value of 1,000,000 gold pieces, allowing you to use the contents of the box against the Human or Orc team from Blood Bowl). As the Scramblers box doesn’t contain a rat ogre, neither does the team list! The list in Death Zone is more comprehensive, and lets you gather your own collection of motley rat-things into a team.

WEATHER TABLE

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

2D6	Referee
2-3	Trundlefoot Triplets
4-6	Ranulf 'Red' Hokuli
6	Goblin referee
7	Standard referee
8	Halfling referee
9-10	Thoron Korensson
11-12	Jorm the Ogre

Stadium Table

2D6	Result
2-3	Unusual Playing Surface
4-5	Rough & Ready
6-8	Standard, no Attributes
9-10	Luxury Stadium
11-12	Local Crowd

WINTER WEATHER TABLE

- 2D6 Result
- 2 *Howling Winds:* The fans are shivering in the stands as a ferocious gale blows steadily down the pitch. Any pass attempts have an additional -1 modifier. Each player rolls a D6 (re-rolling ties) – the wind is blowing down the pitch towards the losing player's End Zone. Whenever the ball scatters for a kick-off or inaccurate pass, it will be blown down the pitch. Before making the Scatter roll, place the Throw-in template over the ball so that the 3-4 result is pointing in the same direction as the wind, then roll a D6 and move the ball one space in the corresponding direction. Repeat this a second time, then scatter the ball as normal.
- 3 *Freezing:* A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). Whenever a player is Knocked Down, add 1 to the result of the Armour roll.
- 4-10 *Brisk:* It's rather chilly, but it is as close to perfect Blood Bowl weather as you can hope for at this time of year! This counts as a 'Nice' result for purposes of the Changing Weather result on the Kick-off table.
- 11 *Heavy Snow:* Visibility is low, it's slippery underfoot and it's impossible to spot tripping hazards, making it very difficult indeed to block effectively. Whenever a player makes a Blitz Action, their ST is reduced by 1 for the duration of that Action.
- 12 *Blizzard:* Between the snow, the wind and the icy ground, it is a miracle the game's still in progress! Any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, and only Quick or Short Passes can be attempted.

ANY TEAM: EXTRA SPIKY BALLS

Sure, a lot of Blood Bowl balls have spikes, but this one takes things to the extreme! Whenever an Extra Spiky Ball is thrown, thrown in or kicked off, it will not bounce if it lands in an unoccupied square. In addition, if the result of a roll to pick up, catch or intercept the ball is a 1 (after re-rolls, but before any modifiers are applied), the player making the attempt is treated as being attacked with the Stab skill.

SKAVEN TEAMS: WARPSTONE BRAZIER

Filled with chunks of raw steaming Warpstone, there's no way this 'ball' could be mistaken for one that meets regulations. Hey, when the Skaven cheat, they don't muck about.

Whenever a player attempts to pick up, catch or intercept a Warpstone Brazier and the D6 roll is a 1 (after re-rolls, but before any modifiers are applied), the player suffers a temporary physical mutation! Roll a D6 on the table below to see what happens - if a player is granted a duplicate skill it had no additional effect. The skill only lasts until the end of the drive, or until they are (un)lucky enough to receive another spontaneous mutation from the warpstone brazier.

D6	Result
1	Spontaneous Combustion. The player is Knocked Down. Add 1 to the result of the Armour Roll.
2	Temporal Instability. The player moves out of phase with reality, gaining the No Hands skill.
3	Shrunken head. The only thing worse than a tiny head is the realisation that your helmet no longer fits. The player gains the Bone-head skill.
4	Massively Obese. The player expands in size until they are a hulking mass of flesh. The player's MA is reduced by 2, to a minimum of 1, but they gain the Thick Skull skill.
5	Leprous Flesh. Skin and flesh hang from the player in sickening folds. The player gains the Foul Appearance skill.
6	Thorny Carapace. The player's body sprouts a thick, spiked shell. The player's AV is increased by one, to a maximum of 10.

SUBTERRANEAN STADIUM CONDITIONS TABLE

- 2D6 Result
- 2 *Bubbling up from Below:* The players are aghast as viscous liquid begins to seep up through the cracks in the floor. Whether this is a natural phenomenon the result of sabotage or a dire warning that stadiums have no place being built above sewage pipes, it's definitely not pleasant. All players on the pitch subtract 1 from their MA, but can attempt to Go For It one more time when they move (three times, or four times if they have the Sprint skill).
- 3 *Gloomy:* The torches are in need of replacing, and the shadows are growing long. Long Passes and Long Bombs have an extra -1 modifier (making them -2 and -3 respectively). In addition, players attempting to Go For It for a second time during an Action (or third time, if they have the Sprint skill) will trip and be Knocked Down on a roll of 1 or 2 instead of just on a roll of a 1.
- 4-10 *Nice Enough:* You might be missing the light of the sun, but the conditions are as good as you could hope for. This counts as a 'Nice' result for purposes of the Changing Weather result on the Kick-off table.
- 11 *Thermal Geysers:* Vapour begins to whistle up from the cracks in the ground, followed by the forceful gouts of roiling steam. If a player on your team is Knocked Down (not just placed Prone), roll a D6. On a roll of 1, they crack open a thermal geyser and are shot into the air. Scatter them D3 squares in a random direction (ignoring any squares they pass through). If they land in an occupied square, move them one more space in the direction of scatter until they land in an unoccupied square or leave the pitch. When making the Injury roll for a player who has been shot into the air, add 2 to the result.
- 12 *Seismic Activity:* Uh oh... was that a tremor? Roll a D6 at the end of each turn, adding 1 to the result for each player on the pitch with a Strength 5 or more. If the result is 6 or more, rocks tumble down from up above. Each coach rolls a D6. The one who scores the lowest picks one of their players at random, that player is Knocked Down by a falling rock and the other coach makes an Injury roll for them. If both coaches roll the same, a random player on each team is struck by a falling rock!

ORC TEAMS: LIMPIN' SQUIG

Squigs have long been used as a ball in the Orc leagues, but lopping one of their legs off to stop them running away so easily is a recent innovation.

At the start of each team's turn, the Limpin' Squig will make a break for freedom. If it is being carried by a player, that player's coach must roll a D6. On a roll of 1, the squig breaks free and bounces one square in a random direction, following all the rules for bouncing balls. Note that this does not cause a turnover. If the squig is not being carried by a player at the end of a turn, it hops 3 times, resolving each in the same way as a bouncing ball. If it hops into a player's square and they fail to catch it, it bounces once, then stops.

DWAR TEAMS: MASTER-HEWN BALL

What's wrong with a little ornamentation? Oh, it feels a little weightier than normal, does it? That must be the gemstones! The centre definitely isn't lined with iron. Not at all!

When the Master-Hewn ball is kicked off, it only scatters D3 squares rather than D6. In addition, it is not affected by the gentle gust of wind on a 'Changing Weather' result on the Kick-off table. When passing a Master-Hewn ball, long bombs cannot be attempted, and the Hail Mary Pass skill cannot be used. In addition, long passes have an additional -1 modifier.

Whenever the Master-Hewn Ball is thrown, thrown in or kicked off, it will not bounce if it lands in an unoccupied square. If it lands in a square with a prone or stunned player, make an armour roll for that player before the ball bounces. If they are removed from play as a result, the ball does not bounce.

If a player attempts to catch a thrown Master-Hewn Ball and fails, roll a D6 after the ball has bounced away. If the result is equal to or higher than the player's ST, they are knocked down.

VARIANT ONE - THE POINTS SYSTEM

Highest Team Value	Points per coach
Up to 1'290'000 gp	2
1'300'000 gp to 1'790'000 gp	3
1'800'000 gp to 2'90'000 gp	4
2'300'000 gp or higher	5

Deck	Points per card
Miscellaneous Mayhem	4
Benefits of Training	2
Heroic Feats	2
Magical Memorabilia	2
Dirty Tricks	1
Random Events	1

Once a coach has finished drawing their cards, they can return any of them (not including any purchased through Inducements) to the bottom of its deck, and draw a replacement from the top of the same deck.

VARIANT THREE - ONE DECK ONLY

Randomize one coach to choose a single deck to draw from.

Highest Team Value	Cards per coach
Up to 1'290'000 gp	2
1'300'000 gp to 1'790'000 gp	3
1'800'000 gp to 2'90'000 gp	4
2'300'000 gp or higher	5

Once a coach has drawn all of their cards, they can choose one card to discard, returning it to the bottom of the deck and drawing a replacement from the top of the deck.

★ CASUALTY TABLE ★

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

★ IMPROVEMENT ROLL TABLE ★

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

VARIANT TWO - THE CARD DRAFT

At the start of the match (before the kick-off in a one-off game or at the relevant step of the Pre-match sequence in League play), the coaches each roll a D6. The coach who rolls the highest (re-roll ties) picks one of the available Special Play decks, draws two cards from it face-down and gives one to their opponent (without looking at it). The other coach then does the same, they can choose the same Special Play deck or a different Special Play deck. The cards a coach draws in this way will form a starting deck. Repeat this until each coach has a number of cards in their starting deck determined as follows:

Highest Team Value	Cards in each starting deck
Up to 1'290'000 gp	2
1'300'000 gp to 1'790'000 gp	3
1'800'000 gp to 2'90'000 gp	4
2'300'000 gp or higher	5

Once each coach has compiled their starting deck, they can look through them. Each coach chooses one card to keep and places it face-down in front of them, then gives the remainder of their starting deck to the other coach. Repeat this until each coach has only one card left - this card is discarded back to its deck. The cards that a coach has kept are their Special Play cards for the match.

VARIANT FOUR - ROUND ROBIN

Use either the rules in the rulebook or Death Zone Season 11 but with the following limitation:

Each player can only draw one card more from a single deck than they already have from any other deck.

Deck	Cost
Miscellaneous Mayhem	200'000
Heroic Feats	100'000
Magical Memorabilia	100'000
Benefits of Training	100'000
Dirty Tricks	50'000
Random Events	50'000

★ STAR PLAYER POINTS TABLE ★

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

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

★ VALUE MODIFIERS TABLE ★

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

UPKEEP ROSTERED STAR PLAYERS

Cost (gp)	Upkeep (gp)
Up to 100'000	20'000
110'000 to 150'000	30'000
160'000 to 200'000	40'000
210'000 to 300'000	50'000
310'000 and above	60'000

Rostered Star Players always count as having the Fan Favourite skill

- 2 Get the Ref: The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way. Each team receives 1 additional Bribe to use during this game. A Bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.
- 3 Riot: The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.
- 4 Perfect Defence: The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
- 5 High Kick: The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
- 6 Cheering Fans: Each coach rolls a D3 and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.
- 7 *Changing Weather:* Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
- 8 *Brilliant Coaching:* Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
- 9 *Quick Snap!* The offence start their drive a fraction before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
- 10 *Blitz!* The defence start their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
- 11 Throw a Rock: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 *Pitch Invasion:* Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

Expensive Mistakes

D6	100'000 to 190'000	200'000 to 290'000	300'000 to 390'000	400'000 to 490'000	500'00+
1	Minor Incident	Minor Incident	Catastrophe	Catastrophe	Catastrophe
2	Minor Incident	Minor Incident	Major Incident	Catastrophe	Catastrophe
3	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Catastrophe
4	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident
6	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident

- Crisis Averted:** Thanks to some careful management your team behaves itself for once!
- Minor Incident:** The team gets up to some mischief, and you lose D3 x 10'000 gold pieces.
- Major Incident:** Half the gold in your Treasury (rounding up) is lost to an unfortunate mishap.
- Catastrophe:** Your Treasury is emptied, except for 2D6 x 10'000 gold pieces which you sensibly squirted away for just such an occurrence.

BLITZMANIA KICK-OFF TABLE

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| <p>2 UM... WHERE'S THE REF: Both teams are lined up, waiting for the whistle to blow, when they realise that the Refs nowhere to be seen! Looks like it's time for some Blitzmania-style anarchy. For the duration of this drive, any number of players can make a Foul action each turn. In addition, players cannot be sent off for Fouling, using Secret Weapons, or anything else.</p> <p>3 BREAKING SCANDAL: A wave of excited conversation ripples through the crowd... a fresh scandal has come to light, and the new vendors outside the stadium have got all the juicy gossip! Each player rolls a D3 and reduces their FAME by that much for the rest of the match, as fans stampede out of the stadium - and yes, FAME can go into negative figures. In addition, each player rolls a D6 for each of their players that is within 2 squares of the sidelines. On a roll of 1 or 2, they are Knocked Down by errant fans.</p> <p>4 BOLSTER THE LINE: From the Dugout, the offence looks pretty weak -- and the benched players decide to do something about it! The receiving player rolls a D6 for each player in their Reserves box. On a result of 4, 5 or 6, that player can be set up in their team's End Zone.</p> <p>5 ROGUE BALL: One of the fans has not only brought their replica Blood Bowl ball to the game, they've decided to fling it onto the pitch just as the real ball's in the air! The kicking team's coach places a second ball anywhere in the receiving team's half -- this will scatter in the same way as the first ball, once the first ball's scatter has been resolved. Players may not pick-up, catch or intercept a ball if they are already carrying one. A ball bouncing into the square with the other ball will bounce again. After each player has had one turn, pick one ball at random; that ball (revealed as the replica) bursts, and is removed from play.</p> <p>6 BLOODTHIRSTY FANS: Goaded on by the screaming fans, one player snaps and starts the violence a moment early! Each coach rolls a D3 and adds their FAME and the number of cheerleaders on their team to the score. Re-roll ties. A random player on the team with the highest score is driven to an act of bloodlust, and can immediately make a Blitz action.</p> <p>7 CHANGING WEATHER: Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.</p> | <p>8 QUESTIONABLE COACHING: Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The coach of the team with the lowest total has upset one of the players with a last-minute call, and they head back to the Dugout to set things straight -- missing the drive in the process! One randomly determined player from that team (or both teams in case of a tie) that is on the pitch is placed in the Reserves box.</p> <p>9 VIOLENT OUTBURST: The offense has been worked into a frenzy before lining up for the kick-off. Every player on the receiving team that is adjacent to one (and only one) enemy player can immediately make a bonus Block action. Team re-rolls cannot be made during these actions, and if a player on the receiving team is Knocked Down, the bonus actions come to an end and no more Blocks can be thrown.</p> <p>10 SNEAKY SPRINT: One player on the defense makes use of a distraction in the crowd to dash into the other team's half. A random player on the kicking team who is not on the line of scrimmage, and is not in an enemy player's tackle zone is removed from play. The kicking team's coach can then set them up anywhere in the receiving team's half, in a square that does not contain another player or the ball; they then move D6 squares in a random direction (determined using the scatter template) stopping before they would move into an occupied square or the square containing the ball.</p> <p>11 PELTED BY THE CROWD: A recent scandal has cast one of the teams in a poor light, and the fans have decided that this is the moment to show their disapproval. Each coach rolls a D6 and adds their FAME the roll. The team that rolls lower (both teams in case of a tie) is pelted by rotten vegetables, promotional merchandise and smaller members of the crowd. Roll a D6 for each player on the team; on a roll of 1, they are Placed Prone.</p> <p>12 BIG MONEY IN THE HOUSE: Some of Blitzmania's most lucrative sponsors have turned up to watch the drive, encouraging the players to give it their absolute best. Roll a D6 -- each team gains that many bonus team re-rolls (up to a maximum of 8). In addition, during this drive, teams can use more than one team re-roll in a turn (a roll can still never be re-rolled more than once). Any of these bonus re-rolls that have not been used by the end of the drive are lost.</p> |
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