

THE OFFICIAL BLOOD BOWL MAGAZINE

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New Amazons and a look at the Big Guys.



The backbone (excuse the pun), of the Red Death Cavaliers. From left to right: Wrag Bonesnapper (50 TDs in a season), the world famous Fhamkhet and Barrow Wight (Team Captain).



The Red Death Cavaliers.



Head Coach of da Teef Crushas.

Not players, but counters for da Teef Crushas. The captured Halfling is used as a turn counter, whilst the devilish Goblin is the score counter. The Squig is the team mascot.



Jim: Welcome sports fans to issue two of Blood Bowl Magazine, and another packed issue. After last issues new rules changes the coaches out there have had a lot to say.

Bob: Yes indeed Jim, last time NAF really threw the book at them. But it ain't over yet! Those rules scribes at NAF have been working overtime again to correct the mistakes and clarify the new rules from last time.

Jim: Yes sir-ee Bob, and NAF owe a big thank you to all those coaches that spotted loop-holes and typos in the new rules and got in touch. So thanks folks. Now let's kick-off...



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EXTRA TIME

4th Edition Follow-up

By Jervis Johnson

Boy oh boy, the 4th edition rules have certainly caused quite a stir and no mistake! Although I know that some of you are not absolutely sure that they take Blood Bowl in the right direction, just the fact that they have got people talking about and playing Blood Bowl again makes them a success, at least if you ask me.

This is not to say that the rules are perfect; as many of you have pointed out there are a number of glaring loopholes, especially with regard to some of the charts and tables, which would clearly have benefited from us having a bit longer to check them over and make sure they were right. I'm sorry about this and can only say 'mea culpa, mea culpa'. I was in such a hurry to get the rules out and get people playing with them that I went ahead and published them 'warts and all'.

On the other hand I have to say that a lot of the stuff I've seen written about the 4th edition rules were poorly informed 'knee-jerk' reactions of the worst sort. Come on guys, you really need to try out the new rules before you

decide whether you think they are good or bad for the game! Fortunately coaches who have actually given the new rules a go are starting to have their voices heard, and, low and behold, are reporting that the rules actually have very little direct effect on the way that a typical game of Blood Bowl unfolds, and what's more that they do actually seem to make the game even better! There are some problems of course (aren't there always), but as a designer it is constructive and informed criticism that I pay attention too, and that is now what I am starting to receive.

So, with the gaffs pointed out, and some useful insights coming in on the way that the new rules actually play, I am in a position to put together this follow-up article to the 4th edition rules from BBMag1. We're also going to be incorporating all of the changes below into a 'gold edition' version of the 4th Edition Rules article, which we'll be putting up as a PDF file that can be down-loaded for free from the Blood Bowl section of the GW web sites in the UK and USA.

APPEARANCE FEES

Of all of the things in the 4th edition rules it was the new appearance fees that caused the most consternation. I won't go into the ins and outs of the debate here as its far too boring, and will simply say that as far as I am concerned the appearance fee rules make Blood Bowl a much better and more closely balanced game than it was before, and that we will be using them in all of the 'official' leagues and events we run.

However, as there are clearly coaches out there who delight in building up super-teams before which even the Chaos All-Stars would quake in the steel-shod boots, I have come up with the following table which allows a league commissioner to vary the level of appearance fees depending on what sort of league he wants to run. There are three levels, named

'Monty Haul', 'Laissez-Faire' and 'Balanced' respectively.

Monty Haul leagues are run without appearance fees. Be warned that over the course of several seasons this will lead to the creation of 'super-teams' so powerful that starting teams will simply not be able or willing to play against them - just don't say I didn't warn you! (As an aside, the term comes from the name of a 50's chat show host notorious for giving away big prizes, and was coined in the 70's for D&D dungeons stuffed with huge hordes of gold and magic items.)

Laissez-Faire leagues do use appearance fees, but at a reduced level from that recommended in the 4th edition rules. A Laissez-faire league will allow for the creation of very tough teams that a starting team will simply not be able to beat, but will at least stop such games being complete walk-overs that result in the starters being butchered.

Balanced leagues use the appearance fee rules in their full glory. In such a league you can be sure that while highly experienced teams will have a big edge over starting teams, it will not be enough to guarantee victory. When combined with the 'premier-league' rules by Andy Hall that appear in this issue I honestly have to say that anybody starting a new league would be foolish to choose to run it other than as a balanced league. But hey, that's just my opinion!

Appearance Fee

SSP's Monty Haul Laissez-Faire Balanced

1000	500	1000
500	250	500
250	125	250
125	62	125

A NOTE ON DECLARING SKILL USAGE

Now that players can only use one skill during the course of an action a number of coaches seem to have got themselves tied up in terrible knots trying to decide when or if they must declare a skill is going to be used. Here is how it is meant to work:

Pick the player you want to take an action with. Point to the player and before moving them declare what action they will take. Carry out the action with the player. If you are going to do something which requires the use of a

skill, or which a skill will effect, then you must declare whether you will be using the skill before carrying that thing out, but after declaring the action. The only exception to this are skills which modify a dice roll or that allow a re-roll, which may decide to use after rolling the dice in question.



If you are using a skill when another player is taking an action then you need to declare it when the opposing player carries out the thing that the skill will effect, but before they do anything else. A little bit of leeway should be allowed here - you can't stop an opposing player from using a skill by simply moving on so quickly that the opposing coach doesn't get the chance to say he wants to use the skill! Again skills that cause re-rolls and modify dice rolls may be declared after the dice are rolled. If several players could effect a single dice roll then the coach whose turn is not taking place must declare skill usage first. (Note this is a change to what was written in BBmag1.) Here's a few examples:

You would declare the use of the *strip ball* skill just before an opponent was pushed back a square, but after seeing the result on the block dice.

You would declare the *Throw Team-Mate* skill before picking up the team-mate and making the pass, but after moving. You would declare that the team-mate had the *Right Stuff* skill after the player with *Throw Team-Mate* had declared his skill, but before the pass was made.

You would declare the use of the *Guard* skill after the block the player is going to assist has been declared, but before any assists are worked out.

You would declare the use of the *Diving Catch* skill after the ball had been thrown and scattered, but before it bounces.

You could declare the use of the *Claw* skill before or after making an armour roll.

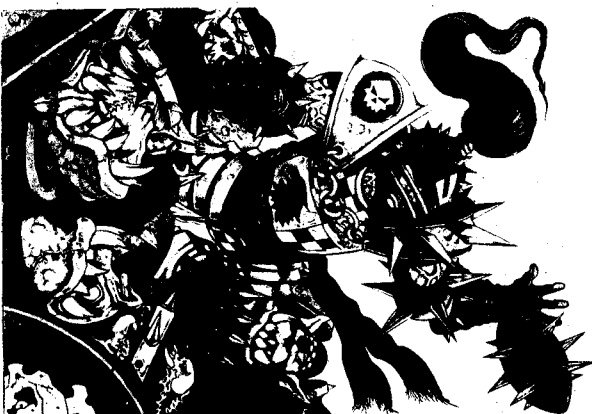
A player with horns would need to declare the use of the skill after moving at least one square as part of a *Blitz* action, but before making the block.



MORE ON TRAITS & SKILLS

Aside from the appearance fee rules it is traits which have caused the most discussion. Many coaches feel that the number of traits should be expanded, and in some cases I agree with them. Others argue that the restriction on not being able to learn traits makes it next to impossible to get hold of some of them, and I am forced to agree that I probably was a bit too harsh when I rules that they could not be 'learned' like skills.

Both of these questions forced me to ponder long and hard on what exactly a trait was. In the end I decided that what made a trait



different from a skill was that it was something that a player did over which he had little or no control, while a skill was something that he needed to choose to use. With this new definition in mind I decided that it probably would be OK for players to acquire traits in a similar way to that in which they acquire skills, and also that some things which are skills at the moment should become traits. The results of these nominations are covered by the two new rules below.

Acquiring Traits

When you make a roll on the Star Player table and you roll a double then you may choose to let the player acquire a trait rather than picking 'any skill' as is normally the case. However, when picking a trait the restrictions that apply to picking a skill DO apply. For example, if you rolled a double a Human Catcher could either take any skill or take either a General or an Agility trait. In addition the following restrictions apply to picking a new trait for a player:

- Physical abilities may still only be taken by players that can have mutations.
- Stunty may only be taken by players with a strength of 2 or less, and titchy may only be taken with a strength of 1.
- Daemonic traits may not be chosen, though we have included them in the table below for the sake of completeness.

Skills and Trait Table

The following table lists all of the skills and traits for the 4th edition Blood Bowl rules. The category each skill or trait belongs to is noted in brackets. Remember you must use a trait - you can't choose not to use it.

Skills		Traits	
Accurate (Passing)	Pass (General)	Always Hungry (General)	Stand Firm (Strength)
Block (General)	Pass Block (General)	Big Hand (Physical)	Strong Arm (Passing)
Break Tackle (Strength)	Piling On (Strength)	Bone-Head (Physical)	Stunty (Physical)
Catch (Agility)	Prehensile Tail (Physical)	Daemonic Aura (Daemonic)	Take Root (General)
Claw (Physical Ability)	Razor Sharp Claws (Physical)	Dauntless (General)	Titchy (Physical)
Dirty Player (General)	Right Stuff (Agility)	Extra Arms (Physical)	Thick Skull (Physical)
Diving Catch (Agility)	Safe Throw (Passing)	Foul Appearance (Physical)	Two Heads (Physical)
Diving Tackle (Agility)	Shadowing (General)	Frenzy (Physical)	Unstable (Daemonic)
Dodge (Agility)	Side Step (Agility)	Leader (General)	Very Long Legs (Physical)
Dump-Off (Passing)	Sprint (Agility)	Nerves of Steel (General)	Wild Animal (General)
Guard (Strength)	Strip Ball (General)	Off For A Bite (General)	
Hail Mary Pass (Passing)	Sure Feet (Agility)	Pro (General)	
Horns (Physical)	Sure Hands (General)	Stupid (General)	
Hypnotic Gaze (Physical)	Tackle (General)	Regeneration (Physical)	
Jump Up (Agility)	Tentacles (Physical)	Spikes (Physical)	
Kick (General)	Throw Team-Mate (Strength)	Split (Daemonic)	
Mighty Blow (Strength)			
Multiple Block (Strength)			



4th EDITION RULES CORRECTIONS

The fourth Edition rules article included more than its fair share of mistakes, which I've corrected below. We'll also be posting a free 'gold edition' of the rules on our Blood Bowl web sites which will include all of these corrections.

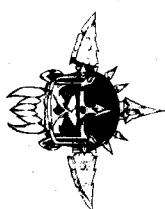
- The rules for picking up the ball on page 7 should say you may pick up the ball as part of a move, pass, foul or blitz action.
- It should be noted on page 10 that when you create a Big Guy team it may have from 8-12 players, rather than 11-16 as is normally the case for a starting team.
- Big Guy teams can have 0-12 players, not 0-2 as stated on page 10 & 38.
- The Diving tackle skill on page 11 should state it can be used against an opposing player that uses a move, pass, foul or blitz action to leave a square in the player's tackle zone.



- The Dauntless rule on page 12 refers to Frenzy in the first sentence. It should, of course, refer to Dauntless. Damn that cut and paste function!
- The Titchy rule on page 12 should note that Titchy players count as 'half a player towards the limit of 16 players allowed in a team.'
- IMPORTANT CHANGE:** Players with Frenzy must take a block or blitz action if they are standing up themselves and there is a standing opponent in an adjacent square. If armed with a secret weapon they may attack with that instead.
- Piling on must be declared before the armour roll is made, not after the roll as is normally the option (you must decide to pile on after the block rather than after the armour roll).
- IMPORTANT CHANGE:** A wizard that casts a Fireball, Zap!, or Lighting Bolt spell must do so at the start of the team turn of the team they support. This is a change from the rules in Death Zone which allow a spell to be cast at any time, see the special play rules later on for a more detailed explanation of when things

take that place at the start of the turn occur.

- The Hand Off rule should state that you may now take up to two Pass actions per turn, one that ends with a hand-off and one that ends with a pass.



- Bretanian Questing Knights should cost 150,000 gps.

- The Ball and Chain and Dwarf Death Roller secret weapons are no longer included on the secret weapons table. Instead they are added to the Goblin and Dwarf Team Lists as shown.

Add to the Dwarf team List:

Qty	Title	Cost	MV	ST	AG	AV
0-1	Death Roller	160K	4	7	1	10

Skills: Mighty Blow, Stand Firm, Multiple Block
Special: Death Roller (penalty roll 7+), may not earn SPPs

Add to the Goblin team List:

Qty	Title	Cost	MV	ST	AG	AV
0-1	Fanatic	60K	4	2	3	7

Special: Ball & Chain (penalty roll 8+), may not earn SPPs



ALLIED TEAMS TABLE

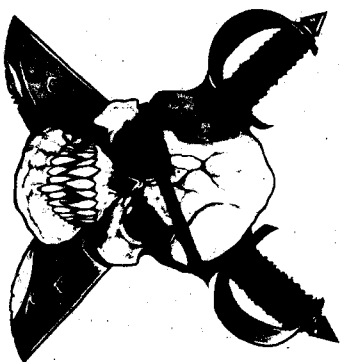
Team	May Ally With
AMAZON	Human, Unicorn
BRETONNIAN	Human
CHAOS	Chaos Dwarf, Dark Elf, Goblin, Orc, Skaven, Minotaur, Norse, Ogre, Vampire
CHAOS DWARF	Chaos, Goblin, Orc, Minotaur
DAEMONS	None
DARK ELF	Chaos, Minotaur
DWARF	Human, Norse, Ogre
GOBLIN	Skaven, Ogre, Orc
HALFLING	Amazon, Human, Ogre, Treeman, Wood Elf
HIGH ELF	Amazon, Human, Wood Elf
HUMAN	Amazonians, Dwarf, Halfling, High Elf, Norse, Ogre, Wood Elf
KHEMRI UNDEAD	Skaven
LIZARDMEN	High Elf, Human, Ogre
MINOTAURS	None
NORSE	Chaos Dwarf, Ogres, Human, Orc
OGRES	None
ORC	Chaos, Chaos Dwarf, Goblin, Norse, Ogre
SKAVEN	Goblin, Kherni
SNOTLINGS	None
TREEMEN	None
UNDEAD	Dark Elf, Vampire
VAMPIRE	Chaos, Dark Elf, Undead
WOOD ELF	Amazon, Halfling, High Elf, Human, Treeman
ANY OTHER	None

The Allied Team Table included a number of mistakes so we have printed an updated and corrected version on the left. Note that the entries on the table refer to the team list the ally can be chosen from. For example, if your team can take Goblin allies that it may include one player drawn from the Goblin team list (including a Troll, as these are now part of the Goblin List). Instead of picking a player from the team list you may take a Star Player belonging to a race included on the team list instead. For example, a team with Goblin allies could take a Goblin or Troll star player as an ally instead of picking a player from the Goblin team list.

The Secret Weapons Table included a number of mistakes, so we've printed an updated and corrected version below. In addition you can just cross out the 'Who Can Use Them?' on page 14 as it is no longer used - instead any player in a team may be given a secret weapon, including Big Guys and allies!

SECRET WEAPONS TABLE

Weapon	Cost	Teams used by	Penalty Roll
Blunderbuss	60,000	Amazon, Dark Elf, Goblin, Dwarf, Human, Orc, Chaos Dwarf, Undead, Norse, Skaven	8+
Blunderbuss	30,000	Chaos Dwarf, Human, Dwarf	10+
Bombs	10,000	Amazon, Dark Elf, Human, Chaos, Lizardmen, Skaven	10
Explosive	40,000	Goblin, Dwarf, Chaos Dwarf	8+
Stink	20,000	Goblin, Snotling	10+
Stink	20,000	Goblin	10



4th EDITION Q&A

Below are a number of questions that we've received about the 4th edition rules. I haven't printed all of the questions by any means, as a very large number were of the kind that go "I know that the rule says what it says, but can you just confirm that is what it is really meant to say". The answer to all such questions was YES, the 4th edition rules really do mean what they say, and should be used exactly as written except where modified with official corrections and such like.

I've also not printed some very picky questions where the answer is blindingly obvious, as I would expect two sensible coaches to be able to answer such questions for themselves. But enough banter, onto those Q&A.

Q: Do the new allied players rule supersede the rule from Death Zone page 28 "Orc teams may hire up to four Goblin players from the Goblin team list"?

A: No, goblin allies may be hired in addition to the 4 you can have anyway.

Q: Do non-goblin players still cost double to hire on a goblin team? Same goes for the halflings.

A: Yes, unless stated otherwise rules from Death Zone and BB Handbook remain the same.

Q: On BBMag1 page 6 "a turnover takes place if a player starts an action and fails to finish it still standing on the pitch". Does this supersede the DZ rules that state a turnover does not occur when a wizard's spell knocks a player over?

A: Yes it does (but see the changes to spell use in the corrections section).

Q: On BBMag1 page 8 it lists Undead as available allies for the Vampires. Can Undead players use the regeneration trait on a Vampire team?

A: No.

Q: Are mummies and skeletons generically considered Undead? In other words, can the Kherni Undead hire Rhamaket and Wishbone?

A: Yes.

Q: Dark Elf and Chaos teams can hire Vampire allies. However, the Undead may



only hire non-lord vampires. Should the non-lord rules apply to all teams that take Vampires as allies

A: Check 'Other Special Rules' for Vampire Teams on page 18 of BBMag1.

Q: What positions do the following star player positions fill (if any)?

A: Chaos Champion - Warrior
Vampire Count - Lord
Chaos Mutant - Warrior or beastman depending on model

Dwarf Dragon Slayer - Slayer
Bretonnian Grail Knight - Questing Knight
High Elf Dragon Prince - Dragon warrior
Lizardmen Temple Guard - Saurus



Q: In the sanctioned star player list, Dauntless is listed as a skill for several star players. Should this have been listed as a trait? Same goes for frenzy on the Norse team list.

A: Yep. Dauntless is a trait and so is frenzy. Sorry our fault.

Q: In the past you were only allowed two Big Guys on a team. Is this still the case?

A: No, the number allowed is limited by the number of allies you may take.

Q: Trolls on the Snottling team are only allowed strength skills, yet on BBMag1 page 15 it states "Big Guys are limited to taking Strength and General skills only". Can Snottling trolls take General skills? Same question applies to the rookie Kroxigor for the Lizardmen team.

A: Both may take strength and general skills.

Q: Does Daemonic Aura negate the +1 modifier for fouling?

A: Yes.

Q: Do freebooted star players charge an appearance fee?

A: Yes.

Q: Do Blue Horrors have the skills the Pink Horror they split from have? In other words, if a Pink Horror has gained the dodge skill and is damaged enough to split into 2 Blue Horrors, do the blue horrors have the dodge skill? Also, do star player points earned by the Blue Horrors apply back to the Pink Horror at the end of the match?

A: Good question. Skills belonging to a pink horror are not transferred to a blue horror if it splits. Any SPPs earned during the match are lost at the end of the match (those earned by the pink horror before the split still count). Pink horrors that split in the match may not be awarded an MVP.

Q: Stand Firm vs. Diving Tackle: If a player with stand firm fails a dodge roll, he is returned to the square that he was trying to leave. What happens if this square is now occupied by a player that attempted to diving tackle him?

A: He bumps the diving tackler back into the square he originally occupied.

Q: It is stated that you may not use a team re-roll to re-roll an armour roll or an injury roll. Is it allowed to use a leader or pro (skill) re-roll to re-roll these things?

A: No.

Q: p6, new turnover rule states that a TO occurs if: "a player starts an action and fails to finish it while standing on the pitch." Is this

only about removal from pitch (such as being sent off or going into the stands) - or is it also about not finishing an action? (i.e. not passing on a pass action, not fouling on a foul action, etc.)

A: The latter.

Q: p12 - daemonic aura and splits mentions that the player dies if he suffers "an injury". In 3rd ed. the term injury also included stun and KO results! Is the daemonic aura/splits reference actually to an injury roll of 10+ (which is called "an injury" on the injury table)?

A: Yes.

Q: We understand that re-rolls are not allowed for armour and injury rolls. Does this also include armour and injury rolls made when using a skill - like Dirty Player? Also, does one have to decide which part to add the +2 to, armour or injury, as we now have to do for Mighty Blow?

A: Yes to the first question, no to the second.

Q: In Death Zone it states that all teams in a league start with a team rating of 100. However in the fourth edition rules certain teams receive an extra starting re-roll. Does this extra re-roll add to the team rating or does it remain at 100 for all teams including the ones with the extra re-rolls.

A: The latter.

Q: Do "Lucky" Luc and the Daemons "suffer" from "double progression" like Big Guys?

A: Yes.

Q: Some secret weapons allow me to 'make an armour roll for the victim without having to roll the block dice. Can I use skills or traits that effect armour rolls, such as Mighty Blow or Razor Sharp claws to modify this dice roll?

A: No.

Q: Can I use my razor sharp claws skill when I assist another player making a block?

A: A number of skills and traits allow a player to modify an armour or injury roll. These skills may only be used if the player with the skill makes a foul, or if he blocks an opponent or is blocked by an opponent himself and the opposing player is knocked down.

DEATH ZONE IS BACK!

DEATH ZONE

£10

THIS BOOK CONTAINS
NEW TEAMS

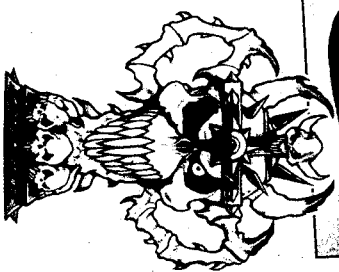
Team lists, background information and special rules are included for six new races, allowing players to field Goblins, Chaos, Undead, Wood Elf, Halfling and Chaos Dwarf teams.

BLOOD BOWL LEAGUES

The League rules allow players to coach their team to the top of the league, competing against other teams for the ultimate honour of winning the Blood Bowl trophy! Rules are included for training players, hiring new players, the team treasury, organising and running tournaments, hiring mercenary Freebooter players, and much more. Blood Bowl will never be the same again!

SPECIAL RULES

These allow coaches to add Apothecaries and Wizards to their teams, to heal injured people or blast the other team with magic spells!



The Death Zone rulebook was originally published as part of the Death Zone box set. The box set contained Star Player cards, Special Event cards, Dirty Tricks cards, Magic item cards and Magic spell templates. These are not included with this book. The rules for the cards have been replaced by new rules to be found in Blood Bowl Magazines issues 1 and 2. These can be found as downloadable files in the Blood Bowl section of our website.

www.games-workshop.com

4TH EDITION

SPECIAL PLAYS

by JERVIS JOHNSON

As almost all of you will know, the Death Zone supplement for the 3rd edition of Blood Bowl included 146 'Special Play Cards'. These cards allow for a wide range of wild and wacky events to happen during a game of Blood Bowl, and allowed me (as the games designer) to make sure that many of the things that are mentioned in the descriptive text could take place in a game.

Most coaches I know have a love/hate relationship with the special play cards; they like the fact that they add a lot of character, but are sometimes put off by the highly random element they add to the game. Some coaches simply won't use them, and indeed they were left out of the Italian language version of the game mainly because both the head of GW Italia and the Italian's chief games developer at that time would never allow the cards to be used in their own games (and there you were thinking that decision like this were based on careful market research!). Issues of game balance aside, it also has to be said that some of the cards throw up more than their fair share of rules questions, and this is another reason some coaches do like to use them.

Because of these things it was always my intention to give the special play cards a bit of a 'going over', even if it was only to deal with the more commonly asked questions. Or at least, that was the idea, until we decided to reprint Death Zone. As most of you will know, Blood Bowl is now back in print, and will remain available from Mail Order forever, or at least it will if I have anything to do with it! However, although Blood Bowl on its own is a great game, it is the league rules in 'Death Zone' that allow it to achieve its full potential, so I knew that I really needed to get them back in print too. The problem was that on the kind of print runs I'd be looking at for a 'Mail Order only' game, it was hard to see how we could justify reprinting a 'high spec' product like Death Zone. "Hmmm, I thought, 'perhaps I could just reprint the rulebook, and put the rest of the things from the box as PDF files on

our web site. Then people could download the cards if they wanted to use them, while I could get the rulebook (and those vitally important League rules) into general circulation". This was clearly a good plan, and so it's what we've decided to do.

Which brings me back to the Special Play Cards. Although we could have just bunged up PDFs of the old special play cards and told people to glue them to bits of cardboard and use them, I decided a better idea would be to come up with a system that did away with the need for cards altogether. I could then also sort out the 'cards' that caused rules problems, and do something to mitigate the highly random nature of the special play cards under the 3rd edition rules. This article is the result.

For the time being these rules are 'experimental', but they'll become 'new rules' as soon as we've ironed out the bugs over the next month or so, at which point they'll appear on the Blood Bowl web site so that coaches that pick up the Death Zone rulebook can use special plays in their games too. Enough background here are the new rules.

SPECIAL PLAYS

All kinds of extraordinary things can happen during a game of Blood Bowl; sometimes a coach will get hold of a magic item and will use it to gain an advantage during a match, or maybe he'll come up with a dirty trick to help him win a game, or maybe a totally unexpected random event (like the ball bursting) will disrupt the match. The 'special play' rules allow all these things and much more to happen during your games of Blood Bowl as well.

The use of special plays is entirely optional. It used during a one-off match then both coaches must agree to use them. In a league the League Commissioner needs to decide if he wants special plays to be used or not. If special plays are used then the work in the following manner.

PICKING SPECIAL PLAYS

If you are using special plays then at the start of the match, before anything else happens, each coach must find out if he can perform any special plays, and if he can then he needs to find out what the special plays are.

Each coach rolls a D6 to decide if they can use a special play. If the coach rolls a '6' he can use a special play that match, and on a roll of 1-5 he may not. In a league it is possible for a coach to receive bonus special plays, look up the difference between the two teams' team rating, on the Handicap table on page 19 of the Death Zone rulebook, to see how many bonus special plays the team with the lower rating receives.

Once you know how many special plays you have you must consult the special play tables on the following page to discover which special plays you actually have. There are four different special play tables, and you can choose which one(s) to roll on. You can divide the number of rolls you have as you wish between the different tables, using all of them on one table or splitting them up as you desire. The only restriction is that you may only roll once on the Magic Items table. Note that your roll a 'D66' on these tables, as described in the Death Zone rulebook.

There are four different methods of recording which special plays you receive. You can choose any of these methods, but whichever is picked must be used by both coaches. The four methods are:

Open: Just roll openly and write the result down. This means that the opposing coach will know what special plays you have.

Secret: Roll secretly and write the result down. This method is the most fun, but as it's possible to cheat should only be used for friendly matches and/or between coaches who are old buddies.

Half-Open: This method combines elements of both the above. Each coach secretly writes down what tables he will roll on, and draws a line by his choice in which to record the dice roll for that table. The paper is folded over so only the 'dice roll' line is showing, and then the dice rolls themselves are made openly. This sounds arcane, but is easy in practice. It means that while the opposing coach knows what your dice roll is, he doesn't know which table it applies to.

Cards: If you wish you can transfer the information on the following table to cards,

TABLE		ROLL
Magic Item		_____
Dirty Trick		_____
fold line		_____
fold over so only the roll is visible.		ROLL 32 61

and just pick cards from the appropriate decks. Coaches that have the special play cards from the boxed edition of Death Zone will find this especially easy to do, though they should make sure they update their cards to show any changes made on the following pages.

USING SPECIAL PLAYS

The following 'general rules' apply to all special plays:

- All special plays may be used once only! Once you've used them they are gone until you roll them up again in a later match.
- The special play descriptions below tell you when you can use a special play and what effect it has on the game.
- If a play is used 'at the start of a turn' then you need to declare it after the turn marker is moved but before anything else is done.
- Using a special play does not interfere with the ability to use team re-rolls or player skills during the same turn.
- Special plays may only be used against opposing players if they are standing on the pitch.
- Special plays that are 'used' by one of your players to effect an opposing player may only be used by one of your player's who is standing on the pitch.
- Players knocked over or off the pitch by a special play must make armour roll and/or injury rolls as normal.
- Special plays that say they inflict injuries do so automatically without any armour roll being made - simply roll straight away on the injury table. In addition the victim is knocked over.

DIRTY TRICK SPECIAL PLAYS TABLE

D66	Result	D66	Result	D66	Result	D66	Result
11	ASSASSIN: Use at the start of any of your turns. An opposing player of your choice is struck by a poison dart and is injured.	24	ROBBED: Use this play at the end of the match. You hire a famous burglar to steal the gate money for the match. You double the money you get for this game!	36	BLATANT FOUL: Use after you make a foul, before rolling any dice. The opposing player automatically suffers an injury, but your player is automatically sent off.	54	MY WATCH MUST OF STOPPED! Use at the end of either half after both teams have finished all their turns. You have bribed the ref to allow each team one more turn (move both turn markers back one space).
12	SPY: Use immediately after your opponent declares he is using a re-roll. The re-roll has no effect but still counts as the opposing team's re-roll for the turn.	25	BRIBE THE REF: Use at the start of any of your turns to move the IGMEYOY marker onto the opposing team.	41	BRIBE THE REF: You may use this special play to stop the referee sending off one of your players after they committed a foul.	55	BRIBE THE REF: Use before setting up your team after a kick-off. You may set up 12 players on the pitch.
13	SPY: Use immediately after your opponent declares he is using a re-roll. The re-roll has no effect but still counts as the opposing team's re-roll for the turn.	26	SPY: Use this play immediately after your opponent declares he is using a re-roll. The re-roll has no effect but still counts as the opposing team's re-roll for the turn.	42	BRIBE THE REF: You may use this special play to stop the referee sending off one of your players after they committed a foul.	56	ILLEGAL DRUGS: Declare this special play immediately (now!). You may choose one player in your team to have either +1 ST OR +1 AG for this match only.
14	DOUBLE-CROSS: Use when the opposing coach uses a Dirty Trick or Magic Item. He has been fooled by a con-man, and the special play does not work.	31	BRIBE THE REF: You may use this special play after the referee has awarded an illegal procedure against you, to cancel it out.	43	BRIBE THE REF: Use at the start of any of your turns to move the IGMEYOY marker onto the opposing team.	61	BAD PRESS: Declare this special play immediately (now!). Lbellous stories you have spread cuts the opposing teams fan factor in half (rounding up) or this match only.
15	LOW BLOW: Use before making a block (and only a block, not multiple blocks, secret weapons etc.) with one of your players. He kicks his opponent very hard right where it hurts, and counts as having double strength for this block only.	32	BANANA SKIN: Use this special play when an opposing player attempts to dodge out of a square. They count as having an agility of one for the dodge roll.	44	SPIKE! Use after you make a foul, before rolling the dice. The opposing player automatically suffers an injury, but your player is knocked over.	62	WOOPSI! Use after setting up after a kick-off. One of your players gets a sneaky block in while the referee isn't looking. An opposing player who is in the tackle zone of one of your players is knocked over.
16	CUSTARD PIE: Use at the start of any of your turns. One of your players thrusts a cleverly concealed custard pie in the face of an opposing player in an adjacent square. The flabbergasted opponent loses his tackle zone for the rest of your turn.	33	TRAMPOLINE TRAP: Use at the start of any of your turns. Pick an opposing player in your half of the pitch. They fall into the trap and bounce into a randomly selected adjacent square. Treat this exactly as if they had been pushed back and knocked over in the square they land in. If the square is occupied, then the player originally in the square is pushed back into any adjacent square.	45	MORLEY'S REVENGE: Declare this special play immediately (now!). The opposing team's drinks have been spiked with a powerful laxative. All players in the opposing team count as having the 'off for a bile' trait for this match only.	63	IGNORE RIVAL COACH: Declare this special play immediately (now!). You've bribed the ref to ignore the rival coach. They may not 'argue the call' with the referee for this match only.
21	STILETTO: Declare this special play immediately (now!). A player of your choice in your team counts as having razor sharp claws for this match only.	34	MICKY FINN: Declare this special play immediately (now!). Pick one member of the opposing team's coaching staff other than the head coach. The chosen coach may not be used until the next match the team plays.	46	SEWER MAP: Use at the start of one of your turns to move a players from your reserves box to any empty square on the pitch. The player may not move on the turn he appears.	64	GREASED SHOES: Use after setting up after a kick-off. Pick a player on the opposing team. You've paid someone to grease the bottom of their shoes and their agility is reduced to 1 until a touch down is scored or the half ends.
22	REFEREE!!!: Use at the start of any of the opponent's turn. Your players intimidate the referee and he calls an illegal procedure penalty against your opponent, just as if he had failed to move the turn marker.	35	OFF-SIDE TRAP: Use after you make a kick-off, before the opponent's first turn. One of your player's tricks an opponent into jumping off-side causing a turnover. The receiving team loses their first turn!	51	MICKY FINN: Declare this special play immediately (now!). Pick one player on the opposing team. The player may not be used until the next match the team plays.	65	STILETTO: Declare this special play immediately (now!). A player of your choice in your team counts as having razor sharp claws for this match only.
23	KNUCKLEDUSTERS: Declare this special play immediately (now!). A player of your choice in your team counts as having mighty blow for this match only.			52	TAKE A DIVE: Use this special play after an opposing player attempts to move an extra square. The player is knocked over but no roll is made for injury.	66	KNUCKLEDUSTERS: Declare this special play immediately (now!). A player of your choice in your team counts as having mighty blow for this match only.
				53	PIT TRAP: Use at the start of any of your turns. Pick an opposing player in your half of the pitch. They fall into the trap and are placed back in their own reserves box. No armour or injury roll is made.		



RANDOM EVENTS SPECIAL PLAYS TABLE

D66	Result	D66	Result	D66	Result	D66	Result
11	INSPIRATION: Declare this special play immediately (now!). You may give one player in your team an extra MVP. If the additional SPPs take them up a level you make the Star Player roll before the match starts.	24	THAT BOYS GOT TALENT!: Use this play at the end of the match. You may hire a talented fan as a new player for your team for free, if you have space for them.	41	INJURED IN PRACTICE: Declare this special play immediately (now!). One randomly selected opposing player is injured in practice and must miss the match. They recover in time for the next game.	54	HALL OF FAME! Use at the end of the match. The player in your team with the most SPPs is inducted into the NAF Hall Of Fame, increasing your teams Fan Factor by +1.
12	DOOM & GLOOM: Declare this special play immediately (now!). The opposing team is feeling uninspired and must cut the number of team re-rolls they have in half (rounding down) for this match only.	25	I AM THE GREATEST: Declare this special play immediately (now!). Two randomly selected opposing players refuse to be on the pitch at the same time for this match only.	42	A BETTER OFFER: Declare this special play immediately (now!). One randomly selected opposing player will leave the team unless they are paid D6x5,000 gps immediately.	55	CRAZY REF: Use if the opposing team try to 'Get The Ref'. The referee beats off the fans and chases them from the stadium, reducing the opposing teams fan factor to '0' for the rest of the match.
13	PLAYER STRIKE: Declare this special play immediately (now!). Players on the opposing team that receive appearance fees won't play unless they receive an extra +5,000 gps each for this match only.	26	DEMO GAME: Use this play at the end of the match. You receive an extra D6x10,000 gps for playing a demonstration game after the match.	43	BIASED REFEREE: Declare this special play immediately (now!). The opposing coach starts the match with the GMEYO counter.	56	MERCHANDISING: Use at the end of the match. Sale of doublet and hose in the team colours provides an extra D6x10,000 gps.
14	'FLU BUG: Declare this special play immediately (now!). D3 randomly selected players from the opposing team must miss this match because they have the 'flu.	31	BAD HABITS: Declare this special play immediately (now!). The opposing team has picked up some bad habits and must reduce the number of team re-rolls they have by one for this match only.	44	BURST BALL: Use at the start of any of your turns. The ball bursts and both coaches must move their turn markers one space along the turn record track to represent the time lost while it is replaced. Play then continues as normal	61	UNDER SCRUTINY: Declare this special play immediately (now!). Your opponent are under close scrutiny by NAF officials and may not foul or use secret weapons this match..
15	SNACK BREAK: Use at the start of any of your opponent's turns. Pick an opposing player within 2 squares of the sidelines and who isn't holding the ball. He grabs a snack and may not take an action this turn.	32	IT WASNT ME!: Declare this special play immediately (now!). One randomly selected opposing player is arrested for a minor crime and must miss the match. They escape in time for the next game.	45	HEROIC EFFORT: Use after one of your players has made a block to convert the result to an 'opponent knocked over' result no matter what was rolled.	62	WILL: Use at the end of the match. Your team is left D6x10,000 gps in the will of a dead fan.
16	THIS IS WILL HURT A BIT...: Use at the start of any of your turns. Drastic action allows you to cure a KO'd, Badly Hurt or Seriously Injured player and move them back to the reserves box.	33	PRESS GANG: Declare this special play immediately (now!). One randomly selected opposing player is press-ganged into the Empire's navy and must miss the match. They escape in time for the next game.	46	UNSPORTSMANLIKE CONDUCT: Use after the opposing team scores a touchdown. The player that scored is banned for the rest of the match for taunting the opposing fans.	63	DUH, WHERE AM I?: Use if an opposing player is knocked over but passes their armour roll. They count as having the 'bone-head' trait for the rest of the match.
21	GET 'EM LADS: Use at the start of any of your turns. For this turn only all your player's count plus one to their strength.	34	PEAKED: Declare this special play immediately (now!). One randomly selected opposing player has reached their peak and cannot earn any more SPPs ever again.	51	THE BIG MATCH: Declare this special play immediately (now!). The match is being televised by the Broadcast Networks and both teams double their winnings at the end of the match.	64	CHARITY MATCH: Use at the end of the match. You play a charity match for a local orphanage which increases your teams fan factor by +1.
22	A LARGE DONATION: Use at the end of the match, after receiving your money. If you wish you may donate half your winnings to a charity. If you do your fan factor goes up by +1.	35	SPECIAL OFFER: Use this play at the end of the match. You may hire a new player (including a star player) at half price. Use it now or lose it!	52	THE CHUCK: Use at the start of any of your turns. Your fans inspire the team with an awesome display of 'The Chuck'. Add +1 to your team re-rolls for this half only.	65	WOOF WOOF!: Play at the start of any of your opponent's turns if the ball is lying on the ground in an empty square. A dog runs off with it and you may move it to a new empty square within 206 squares of where it started.
23	AWAY FANS BANNED!: Declare this special play immediately (now!). No opposing fans are allowed to attend	36	THAT MAKES ME MAD!!!: Use after your opponent declares a foul. The player they were going to foul immediately stands up, and the	53	NUMBER ONE WITH A BULLET: Use at the end of the match. Your new team song proves a smash hit earning the team D6x10,000 gps.	66	SPONSORSHIP DEAL: Declare this special play immediately (now!). Your team is sponsored by Bloodwieser and receives an extra 10,000 gps after every match - but only if you say 'Make Mine A Blood' loudly at the start of every match!

MAGIC SPELLS SPECIAL PLAYS TABLE

D66	Result	D66	Result
11-12	KELHOFFERS MAGIC FOOT: Use when making a kick-off. It allows you to pick exactly where the ball lands in the opposing half – there is no scatter.	41-42	TIME WARP: Play at the start of any of your turns. One player of your choice can take two actions this turn. The actions must be taken one after the other.
13-14	SCUTT'S DELUGE OF DESPAIR: Use at the start of the opponent's turn. The opposing players have their movement halved (rounding down) for the rest of the turn.	43-44	GRASPING TENTACLES OF ALTANSON: Use at the start of any of your opponent's turns. One opposing player of your choice may not take an action this turn.
15-16	MIND BLOW: Use at the start of the opponent's turn. Nominate a player in the opposing team – they may not take an action that turn.	45-46	RAKARTH'S SPELL OF PETTY SPITE: Declare this special play immediately (now!). One opposing player of your choice counts as having the trait of your choice for this match only.
21-22	LABBATT'S FLYING FIST: Play at the start of any of your turns. One player of your choice is knocked over.	51-52	HAWKING'S CURSE: Declare this special play immediately (now!). One opposing player of your choice may not use any of his skills for this match only.
23-24	MAGIC SPONGE: Use after a touchdown is scored or a half ends to move any KO'd or Badly Hurt players back to the reserves box.	53-54	KNUTTS SPELL OF AWESOME STRENGTH: Use at the start of any of your turns. One player of your choice may add D6 points to their strength for this turn only.
25-26	RAKARTH'S BOUNGING LEAP: Use at the start of any of your turns to allow one player of your choice to move as if they had the Leap skill for this turn only.	55-56	MAGIC HAND OF JARK LONGARM: Use if one of your players attempts an interception. They automatically intercept the ball.
31-32	POTION OF LURVE: Declare this special play immediately (now!). Pick a player in the opposing team. They are so love-struck that they must miss the match.	61-62	EYE OF THE EAGLE: Use when one of your player passes the ball. The pass is automatically successful, there is no need to roll the dice.
33-34	MAGIC HELMET: Declare this special play immediately (now!). You can give one player in your team to have the magic helmet. Their AV is increased permanently by +1 up to a maximum of 10. Only one allowed per player!	63-64	SPEED OF LIGHT: Use just before a player on your team takes an action to add D6 to the player's movement for that turn only.
35-36	RAKARTH'S SPELL OF OBLITERATION: Play at the start of any of your turns. One player of your choice is knocked over.	65-66	THE SECRET WAY: Use at the start of any of your turns. Nominate a player and move them to any empty square on the pitch within D6 squares of where they started. The player may take an action as normal.

PRE-MATCH PREPERATIONS SPECIAL PLAYS TABLE

D66	Result	D66	Result
11-12	HIDE THE BALL: Use at the start of any of your turns. The player with the ball hides it up his jumper. For the rest of the turn he does not have to dodge to leave a tackle zone.	43-44	INTENSIVE TRAINING: Use at the start of any of your turns. It allows one player of your choice to use a skill of your choice for this turn only.
13-14	SIDE BET: Use at the end of the match. If you lose you gain an extra D6x10,000 gps.	45-46	BLITZKRIEG: Use at the start of any of your turns. It allows a second player to take a Blitz action this turn.
15-16	SNEAK PLAY: Use at the start of any of your turns. The player with the ball pretends to throw it to another player. For the rest of the turn he does not have to dodge to leave a tackle zone.	51-52	EXTRA TRAINING: Use once during the match in exactly the same manner as a team re-roll. You may use a team re-roll in the same turn.
21-22	EXTRA TRAINING: Use once during the match in exactly the same manner as a team re-roll. You may use a team re-roll in the same turn.	53-54	OPTION PLAY! Use at the start of any of your turns. It allows a second player to take a Blitz or a Pass action this turn (but not both!).
23-24	FAKE PLAY: Use when one of your players takes a pass action. They look one way and then pass the other. The player may ignore opposing tackle zones when he throws, and may not be intercepted.	55-56	RAZZLE DAZZLE: Play at the start of any of your turns. On a roll of 1-2 the razzle dazzle is an abject failure and you suffer a turn-over. On a roll of 3-6 it is a brilliant success and the opposing team miss their next turn.
25-26	ON-SIDE KICK: Use after both teams have set up after a kick-off but before the ball is placed. One player of your choice is allowed to move up to D6 squares, ignoring tackle zones as he does so.	61-62	INSPIRING TEAM TALK: Declare this immediately (now!). Following the coach's inspiring speech the boys are really 'up for it'. For this game you get one additional team re-roll for free.
31-32	HALF-TIME TEAM TALK: Play at half time. You receive an extra D3 extra re-roll counters for the second half.	63-64	TEAM ANTHEM: Declare this special play when you first set up your team. As your players enter the pitch from the tunnel they are met by a rousing chorus of "YOU'LL NEVER WALK AGAIN..." (or whatever the team's anthem is). This inspires the players and fans. Add one to your teams fan factor for this game only..
33-34	GRUDGE MATCH: Declare this special play immediately (now!). You may make any number of fouls each turn.	65-66	PRE-MATCH RITUAL: Declare after both teams have set up before the kick off. Whether it is the Darkside Cowboys "Rain of Blood" routine all the Gouged Eye "Merraka" dance your pre-match team ritual, performed in front of all the fans has had a demoralising effect on your opponents and they loose a team re-roll for this game.
35-36	THE OLD ONE-TWO: Use at the start of any of your turns. It allows an extra player to take a Pass action this turn.		
41-42	RAZZLE DAZZLE: Play at the start of any of your turns. On a roll of 1-2 the razzle dazzle is an abject failure and you suffer a turn-over. On a roll of 3-6 it is a brilliant success and the opposing team miss their next turn.		



A LEAGUE OF THEIR OWN

by ANDY HALL

Experimental Rules for increased team management and revenue of teams with a rating over 300.



rookie coach would not enjoy the game. "So what" I here you say, you've worked on the team it should be able to pulverise a rookie team into the dirt. Well I'm going to play devils advocate and disagree. Now before you fling the magazine down in disgust let me explain, I still believe premier teams should have an advantage just not the large one they have in third edition. Premier teams should also play other premier teams and not rookie teams. This is why Jervis has placed the appearance fees in fourth edition. After all Griff Oberwald would not be caught dead playing an unknown team such as the Elthart Pheasants unless he is significantly financed, by the same token he would only play for the Pheasants if they pay in spades for his mighty talent.

As a team becomes more experienced it inevitably wins more games, this in turn leads to more fans, better players and the general growth of the team. Once a team reaches a team rating of 300 or so it becomes what we call a Premier team. These are teams that are veterans of three or four league seasons where each player has gained more skills than you can shake a stick at. While surfing the net I've noticed that a lot Blood Bowl coaches really enjoy this aspect of the game and become very attached to the team they have been playing with and nurturing over months or even years.

The trouble with these "Premier Teams" is that in being so powerful it becomes very hard for lesser teams to beat them. Think of it like Manchester United playing the local pub side (see rules for Blood Bowl pub teams on page 23), we all know who the winner would be and taking it back into the Blood Bowl context the

Jervis and I have been discussing this and believe placing Premier Teams into a "Premier League" would solve the problem of constantly having rookie teams being slaughtered. So how do you do this? Well I'm going to leave this fairly open and let the league commissioner decide how exactly the league is run, because all commissioners run theirs differently. I have added my thoughts on how to run one and do it in conjunction with an open league at the end of this article but this is just my personal view and is in no way the official or only method of running a premier league. What I am going to do is provide some experimental rules for use in the pre and post match sequence that reflects a premier team's status. Before I move on I just want to reiterate that the most important word in the last sentence was experimental. These rules haven't been play-tested to the appropriate standard yet so what I need from you guys is feedback to let me know if they work and what needs tweaking if anything. Remember you could be the one helping Blood Bowl become a better game. To save any possible confusion I'll type it now, the Balanced Appearance Fees still apply and must be used for these rules to work.

SPONSORSHIP

Teams that play in the Premier Leagues are often approached by organisations, the colleges of magic and guilds for sponsorship. As soon as your team enters a Premier League then you will be awarded a sponsorship deal. The standard rate is 400,000 gp's but as the head coach you may haggle to get a better price. Sponsorship must be sorted and witnessed by the League Commissioner. You may accept the standard rate of 400,000 gp's or you can haggle by rolling the D6 and multiplying the number by 100,000 - giving you a sponsorship deal of between 100,000 and 600,000. You may renew your contract every league season in the same manner. If your commissioner does not run seasons then you may renew every 15 games. Below is a list of typical team sponsors, you can of course think of your own. I leave it up to the league commissioner's discretion of whether the sponsor's logo should be shown on the team's strip!

Typical Sponsors: Bloodweiser, Necromancer's Broadcasting Circle, Orcidas, Association of Broadcasting Conjurers, Bugmans, Mountain Brew, Talismans "R" Us, Wreckers Guild, Dungeon Keepers Guild, The Ilthamar Reproduction Company and many more....

WINNINGS

Premier Teams charge a lot more to see their matches. When rolling to determine Winnings a Premier Team rolls 2d6 instead of the normal 1D6.



PREMIER TEAM SEASONAL EVENTS TABLE

When you have sorted out the sponsorship you may, with the League Commissioners consent, roll on the below table. This rule is entirely optional; it is up to the commissioner if they wish to include this table in your league. In the Post-Match sequence (just before the fan-factor) roll a D6 on a roll of 6 you must roll on the following table.

2D6 Event

2 One of your players has publicly denounced you and you're coaching methods. He also stated he no longer wants to play for your team. You have no choice but to sack him. Randomly determine which player it is and strike him off your roster as if he had been killed.

3 Your Star Player is the target of an assassination attempt. Who has placed the bounty remains a mystery (or maybe you know). Make an armour roll on the player with the highest SPP's. If you fail the armour roll then the assassination has been successful, remove the player from your team roster as he has been killed!

4 Coaches and Team owners are notoriously bad at the team finances; luckily the bigger teams can afford scribes and other accountants to keep the cash flow balanced. This does not always stop the more reckless head coaches heading in to the old Worlds many gambling dens to flitter away the team's new found wealth. On your next game you may bet some or all of your entire team treasury on winning the game. If you win then you double your original stake, if you lose then the money is lost (and bankruptcy beckons).

5 Your fans really hate one of your players. Randomly determine one of your players. Whenever you play him you must minus your fan factor by one. This is not a permanent decrease and only applies when the player is on the pitch.

6 Boozy Night out. One of your players has got into a tavern brawl and is now injured. Randomly pick a player then roll on the serious injury table and apply the result.

7 You may place a transfer bid in for another player in the team you have just played. The player must be able to play on your side (i.e. be of the same race as your team or through the ally rules). Your bid must be at least 5000gp higher than his price on his current team's roster. If the owning team wishes they may place

a counter bid to stop the player leaving. If the poaching team wins they must pay the owning team the stated bid. If the owning team wins they remove the amount bid from the teams treasury.

- 8 Stadium grants. The NAF has given you a grant to upgrade your facilities and stadium. Add d6 x 10,000 to your treasury.

- 9 The pre-season training has been even more rigorous than normal; you may gain an extra re-roll.

- 10 Bribe match. An anonymous source has approached you and offered you 80,000 if you lose your next match. If you lose you gain an extra 80,000 as well as your usual winnings. However you will permanently lose 1 off your fan factor.

- 11 You have approached the Assassin's guild to "even up the sides" a little. Choose a team in your league (must be a premier team). That team's player with the highest SPP must roll equal to or under his armour or else he has been assassinated! (Just like option 3). The price is 40,000 whether the Assassin succeeds or not.

- 12 Team shop. Being the enterprising coach you have set up a store where eager fans can buy the team strip and other merchandise. Add D6 x 10,000 to your treasury.

SELF PEAKING

This is not my rule but was sent in by Martin Leakes of the Blood Bowl mailing list and Jervis and I really like it. See his letter on page 40. Simply put - coaches are allowed to "peak" their players during the post match sequence, right after calculating SPP's and rolling for new skills. That player may not earn any more Star Player Points.

PLAYING NON-PREMIER TEAMS

Even if you start a premier league there will still be times, like cup matches and pre-season friendlies, when a Premier team will play a normal league team. Add the following rules when a game like this takes place.

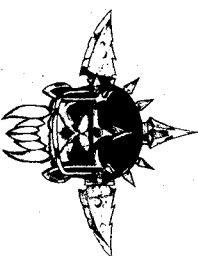
- Premier teams will not train as hard knowing they will be playing a "lowly" normal side so they must -1 team re-roll from there total for this match.
- The Premier teams fans are less likely to be interested in a match against a non-premier team therefore the premier team's fan factor is automatically reduced by 1 (after you roll on the fan factor table at the end of the game). Ignore this rule if the game is a semi-final or final of a tournament.
- The normal league side gets +1 to the fan factor roll for playing against a premier team.
- The premier teams playing at your home stadium are always a sell out. The normal league team may roll 2d6 for winnings like the premier team does.

STARTING A PREMIER LEAGUE

The reason Jervis came up with the open league system is quite simply because coaches can be unpredictable. As many commissioners know when you first set up a league you will get many players clamouring to play but after a few games interest begins to wane in some coaches especially the ones who are not doing very well.

However, coaches of premier teams are a different breed. They have put in the time, effort and dedication to create these powerful teams. It is fair to say that premier team coaches also play on a regular basis. This and the fact that premier leagues will usually be smaller than the regular league means you can add a lot more structure than the open system.

For the first season decide which teams will be upgraded to premier status, which will usually be all teams with a rating over 300, but there is nothing stopping you having a formal qualifying tournament. The system I am going to describe below will work for Premier leagues with teams of between 4 and 15, the more teams you have the longer the season.



Teams should play one "home" and one "away" game against each other. The formula and league table is a very simplified version of what the football leagues use over here in the UK. I find it best to keep things simple, however there is nothing stopping you adding whatever statistics you wish to record such as aggregates, MVPS etc.

You get 3 points for a win, 1 for a draw and none for a loss. Probably the most difficult bit will be sorting out a league timetable and getting players to stick with it but as I said earlier the reason this system should work with Premier Teams rather than the general Blood Bowl playing public is that the coaches are more dedicated. I thought about including bizarre charts and flow diagrams to show you how to set up a timetable but decided the best cause of action is to let the player's arrange

games amongst themselves as long as they follow the below guidelines. Leaving scheduling open will also add some flexibility (even the most enthusiastic coach might not be able to make every game) but the League Commissioner must be ready to keep the games up to date and come down like a ton of bricks if games have been missed.

- You must play each team twice in the season.
- You have a week to play each game.
- One Team as nominated by the league Commissioner will be on a bye and not play that week. (This is if there are an odd number of teams in your league.)
- The League Commissioner is final arbiter in case of any scheduling disputes.
- Cup matches are a separate entity to the league and, although you can gain experience and winnings from them as normal they do not affect your standing in the league.

RUNNING A PREMIER LEAGUE

Below is an example of how to run your league. If (like me) you find it quite complicated to keep the league table up to date then a good hint is to set yourself up an spread sheet that will do all the working out for you.

Week 1

Score:

Reavers Vs Marauders All-Stars Vs Rats

3 1 1 0

Bye: Gladiators

Team	Played	Wins	Loses	Draws	TD's	Pts
Reavers	1	1	0	0	3	3
All-Stars	1	1	0	0	1	3
Marauders	1	0	1	0	1	0
Rats	1	0	1	0	0	0
Gladiators	0	0	0	0	0	0

As we can see from the first game the Reavers have had a good start beating the Marauders 3-1. The Gladiators have a bye this week so did not play. Although both the All-Stars and the Reavers have 3 points the Reavers have scored more touchdowns and are therefore at the top of the table.



RELEGATION

With an on going open league running beside

your premier league you can quite easily find a promotion/relegation system. As the season

progresses the teams in a open league will

promoted to the status of premier teams. This

also means some premier teams will have to come down. This is good because it gives players something to play for even if they are not doing particularly well: the threat of relegation will mean every game and touch-down counts. And for the winners of young normal league there is the promise of increased income and standing as a premier team.

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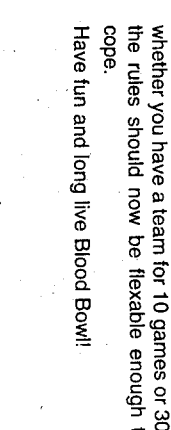
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CONCLUSION

round it up. he

appearance fees (that would defeat the object of the exercise) and the fact that the players above are not meant to counterbalance the income so coaches who wish to play that income-hard player in the important league clincher can. I've come down quite hard on premier teams playing normal teams but this is to encourage teams to play at their level and not just play lower teams to quickly increase

As I mentioned earlier, the league system is just my suggestion from many years of Blood Bowl experience on how you could run a league. The rules presented at the beginning of this article can be used in any League system.



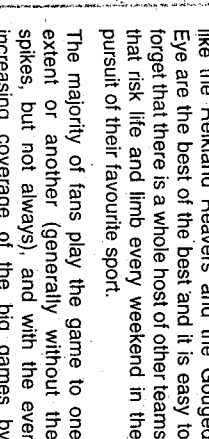
Cabalvision, mo

are starting to develop.

What follows are rules for running one such league, Human Pub Teams.

CREATING A TEAM

There are numerous pubs, taverns, inns and drinking holes scattered across the cities of men. Many of them have their regulars and it is these die-hards that make up the teams. Unfortunately these same men are not the most athletic specimens of the human race.



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Fans

You may purchase fan factor as normal, however when you roll the dice to work out the gate, you don't multiply the result - the number the dice add up to is how many fans actually turn up. E.g. FF3, dice results are a 3, 4 and a 1 which totalled gives you 8. Yep that's 8 adoring fans (wives, girlfriends, drunk asleep under tree, pet dogs etc.)

Cheerleaders

You can purchase cheerleaders in the normal way, however they do operate in a slightly different manner. If you get the cheering fans result on the kick-off table you only add the number of cheerleaders you have to the dice roll if the game is a currently a draw, or you are leading. If you are losing, then you subtract the number of cheerleaders you have from the roll. They suddenly start to heckle and berate the players from the sidelines, turning into what could only be called 'jeer-leaders'.

No Deaths

The players don't die in pub leagues; the landlords would be losing their most valued patrons. Treat any dead results as seriously injured.

The money 'rolled up' after every match is actually a measure of the enthusiasm that the game has generated among the team and patrons of their drinking establishment. But it's spent in exactly the same manner as regular Blood Bowl winnings.

SPP's, skills etc. are treated exactly like a regular Blood Bowl side.

General notes

You will soon find that while running a team in this league you don't seem to ever make much 'money' and your team doesn't grow very quickly. Most matches are played with teams who are missing players, and are not very good at doing, well, anything really. But that's the whole point! This league really is just for fun, don't take it too seriously - I feel it makes you appreciate your 'real' team more after you've played with the pub teams.

A good game to play for some real comedy is a seasoned regular Blood Bowl team against a seasoned pub team. And if you've ever watched Sunday league football, top of the division Vs bottom, you'll know what I mean.

I'll leave you with one tactic I believe sums up how to use a Pub team - go for it. So what if you need two sixes to complete the pass, just think of the fun and chaos that follows if you fail - your opponent's team is just as bad as yours.

GOBLIN TRIBAL LEAGUES

When Goblin teams play on the Blood Bowl Open Circuit their matches usually turn out to be little more than a chance for the opposition to test their star players and let their rookies rack up a few casualties.

The Goblins don't have a particularly thorough understanding of the finer points of the game, such as scoring, and this can have a detrimental effect on their chances of victory. They do, however, have an incredibly well developed talent for destruction aided by their infamous weapons. The origins of this dangerous characteristic can be seen in their local tribe leagues.

To better represent the nefarious nature (and low understanding of the rules) of your average bunch of goblins use the following rules to run an all Goblin Blood Bowl league.



CREATING A TEAM

1. Total money available to create the team is: 750,000 (as with all little leagues the Gold Piece value is actually a measure of commitment to the team).
2. Maximum number of players in squad: 16.
3. May hire 0-16 Goblins.
4. No wizards, monsters or Star Players (except as mentioned in 5. below).
5. May use 0-4 Goblin 'secret weapons'.

Special Plays

Can only choose from Dirty Tricks for Special Plays. All 'Bribe the Ref' special plays are treated as re-roll counters - the Ref turns a blind eye to whatever the player was doing.

Fouls and Penalty Rolls

The matches have goblin referees whose grasp of the rules is extremely loose. Therefore no player is ever penalised for making a foul. You can make as many fouls as you like in a turn (only one per player - it still counts as an action). In addition players are not sent off for using secret weapons.

Dodgy Playing Surface

Goblin playing fields are not exactly 'match-fit', in fact they are downright awful. To represent



the boggy, hazard strewn surface that play takes place on, any player 'Going For It' falls over on a 1-3 on a D6.

What's this for?

The goblins know they have to stop the opposition getting past them and they know they have to get past their opposition, it's just the actual reason for this that they fail to grasp. Goblins play in the spirit of the game rather than to the 'Official' rules and due to this they tend to forget the importance of the ball. Therefore a touchdown is scored whenever a goblin gets into the opposition's end zone - regardless of whether he is carrying the ball or not. Not only that, but play doesn't stop when a team scores, it carries on until the end of the half. The scores are totalled up at the end of each half - counting each player that is standing in the opposition's end zone as a 'touchdown'.

Substitutes / Reinforcements

When a goblin team is down to less than 11 players on the field he may bring players from his reserves box to bring the team up to full strength (or as near as possible). On the turn he comes onto the field the entering player may only make a move action. He enters anywhere along his own end zone.

Touchdown & SPP's

The Goblin who 'scores' gets 3 SPP's for scoring a TD with or without the ball.

Post match

SPP's, advance rolls, skills and injuries are treated exactly as 'regular' matches. Winnings are rolled up as usual, the actual figure representing the level of extra enthusiasm produced for the team to 'spend' on new additions.

General Notes

You'll soon find this game produces some very interesting tactics. You can go for the 'everybody run for the endzone' approach or the 'take 'em out first' approach - they both result in some very entertaining games, especially with so many players trying not to get pushed off the field too early by lurking in end zones. The casualties will probably be very high, in fact there may even be occasions when the match has to be abandoned due to one side running out of players. In these circumstances the score stands at whatever it was when the last player became incapacitated.

Don't worry too much about the strange score lines that seem to crop up either, this is a goblin tribal league - winning is not as important as what you do to the other players. Even if you don't fancy playing this sort of league it's a very entertaining 'one-off' game, it can actually get quite tense at times.

TOURNAMENTS

A PRACTICAL GUIDE

by MATTHEW BROWN



"Well hi there sports fans, I'm Bob Bobson and welcome to another thrilling match, tonight's game pits the sparkling talents of the Galadrieth Gladiators against the Snottingham Snot Sniffles!"

"That's a Snottling team folks!"

"I think that's self explanatory, Jim."

Although pounding an opposing team into the ground and scoring dazzling touchdowns is great fun, its nothing compared to the glory of winning a major tournament trophy. Contrary to popular belief the main driving force behind most Blood Bowl teams is in fact the acquisition of trophies and not as Chaos teams would have us believe the chance for bloodshed and mass carnage (though the carnage is tempting).

But how do you go about organizing such a tournament? Well the easiest option is to simply volunteer your team into somebody else's! Unfortunately that's not always possible and if not, then you'll just have to start a tournament yourself.

Having considered for a moment all the things that a tournament entails though you may feel a little daunted by the task, so for all you budding commissioners out there, here are some hints in organising your very first Blood Bowl tournament...

"Don't start that again Bob!"

"I don't know what you're talking about Jim. Well folks, we would be about to kick off but for some reason the coach of the Snots has left his whole team at home..."

"Maybe he wants to win today, Bob!"

"... And we've just had word that the Gladiator head coach can't make it because he's taking his pet cat to the vet!"

"Well, this is a disaster Bob, now what will we do?"

"Let's just hope the commissioner can get things back on track soon... come back after these words from our sponsors!"

"Why would they do that Bob?"

"Don't you start, Jim!"

"We haven't got a game, have we?"

"Shutup."

"Have we?"

"Shutup."

COACHES

The number of coaches who wish to take part has a big effect on the best way to run your tournament. Just a few teams best suits a league format in the true sense of the word. I.e. every team plays every other team at least once with their results/position being shown on a league table, with the winner being the team at the top after all the matches have been played.

Lots of coaches are more suited to the knockout tournament style of play. The reasons for this are simply down to practicalities.

Example 1 - A Few Teams

If you had 4 teams entered and decided to play a knockout tournament there would only be 3 games (they would first pair off, and the winners would play a final), not exactly an epic is it? And certainly not deserving of a trophy. Setting the 4 teams in a league format,

however will result in each team playing 3 matches, 6 matches if they play each other twice ('home' and 'away' games if you like). This sounds a much better idea and winning it will feel much more deserving of a prize.

Example 2 - Many Teams

Now lets suppose 16 teams enter your tournament. If they play a straight league format you'll have to get through 120 matches! (and that's just playing each other once!). In the simplest form of knockout 'cup' tournaments however you'll have four rounds for a total of 15 games (the 16 teams pair off to produce 8 winners, who then pair off to produce 4 winners, who then pair off to produce 2 finalists, who will then play it out for the trophy). What you choose to do with the teams that get knocked out early on is down to you, you could put them into a league of their own (or just organise some 'friendlies' for them, especially if they could do with the practice!).

This doesn't mean to say you can't have large numbers of teams in a tournament, in fact I have a league tournament underway now with 16 competing teams (see later how it is organized).

Before you launch yourselves into any games, you should first work out the best way in which to run your tournament, 'knockout' or 'league'. This article is concerned mainly with the league format, but those of you running 'cup' tournaments will still find some useful advice here, as it applies in much the same way.

The first rule of 'commissioning' as we have now established is Plan Ahead. You need to know in total how many matches your tournament will be. Knowing this and how often you will meet, you can now estimate how long it will take to complete all of these matches.

TIME AND TIDE...

Lets continue then from our first example of 4 teams entered into a league tournament. All teams playing each other once would work out at 6 matches, or three 'meetings' assuming of course that each team is coached by a different person.

The meetings / fixtures would be:

Meeting 1 - teams 1 v 2 and 3 v 4

Meeting 2 - teams 1 v 3 and 2 v 4

Finally, Meeting 3 - teams 1 v 4 and 2 v 3.

In this case you could (should even) repeat



the whole process once or twice to make for a longer tournament, three meetings doesn't sound a lot does it? But it's a good start to discovering for yourself the practicalities behind running a tournament. There is nothing like practice to discover the potential difficulties that may arise (and what to do about them). If you work or go to school during the week the four of you can still get together over weekends to play, and if everyone is available for each weekend this 'sample' league would be complete in three weeks (one meeting per weekend) or six weeks for the more sensible doubled (repeated) fixture list.

Taking all the variables into account (holidays, illnesses, unscheduled appointments) any tournament is likely to take 50%-100% longer to complete than originally forecast.

LARGER NUMBERS

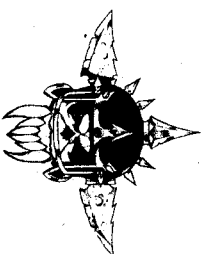
Lots of coaches wishing to play can be dealt with in three ways. One is to take on those you can cope with and turn the rest away - not recommended if your friends are very sensitive (or dangerously violent!).

In fact it is much better to ask individuals if they would like to take part in your planned tournament, don't just announce it to all present. This enables you to 'hand-pick' the people you can trust to turn up (and the number of teams you want), rather than be forced into the awkward situation of turning people away who you just know won't show nearly as much enthusiasm in four weeks time!

For your very first tournament I would also recommend keeping the number of coaches to a minimum of good friends who will all be more understanding if things don't go to plan or if cancellations have to be made (leagues that I have conducted have included my two brothers and two other friends).

The other two methods of dealing with an abundance of teams are to go ahead and play with them! Team-heavy tournaments can be dealt with in several ways. There is either the already explained 'cup' style tournament where teams knock each other out of the running (so not too many worries as far as coaches pulling out go, if they're in it they can still win it) or you can split the teams into two or more divisions and run each division in an identical league format as explained above, with the sole exception that the winners of each division go on to play in a tournament finale for the trophy in much the same way as the real NFL in America.

Splitting the teams into two or more smaller divisions also reduces the number of matches you need to play and therefore reduces the length of time the league will take to complete. Additionally having fewer league games keeps each team in with the chance of coming top of their group for longer, thereby reducing the risk of 'pull-outs' (for pull-outs see below).



Example 3

Eight coaches enter a team each. You decide to split them into two groups of four and run each league as explained in example 1. Split into two groups of four (playing divisional rivals twice) makes for a total of 24 games plus one for the final. Although not a great deal of difference over time from the 28 games you would have to play if all eight teams played (playing each other once) in a single league there will be a big difference in league quality. More teams will stand a chance of winning the trophy for longer whereas in a single division of eight the teams even mid-table will feel out of the running before the league is even half complete and naturally risk losing enthusiasm for the league, and may even pull out.

Whether you choose to run both divisional meetings on the same weekend or alternate weekends is down to you. Separating the divisional meetings will double the time span of your league but does make the book keeping less stressful (would you rather be checking 4 team rosters after a meeting or 8?

It's also much, much easier to get four people in one place than eight).

Always remember that with so many people you need to be flexible. There will be occasions when coaches can't make it, so extra meetings (or weekday fixtures if you can organise it) will be required on occasion to keep the matches in order.

So let us assume that you are running the divisions on alternate weekends, with each team playing each other team in its division twice, to make for 6 games per team. This will mean your league, barring mishaps, will last for 12 weeks (that's 3 months!). Now this will be very tiring for you. Whereas the coaches are only playing a game once a fortnight you have had to keep 'commissioning' every weekend. Of course there is nothing stopping you as commissioner in calling a break, but don't call too many, as the league will lose its sparkle, seem to last for ages and risk becoming a chore.

At long last the leagues will be complete and it is time for the final. You should organise this on a day when all players who wish to witness the final can be present, and the winner will be able to lift the trophy aloft before his fellow coaches.

Separating the coaches does have one drawback, if they do not mix frequently they may resent any team from an unseen league taking the trophy that 'they' (their own division) have all fought for.

There are three solutions to linking split divisions and these are:

Present updates of the action from the other division at your meetings, this way if your players don't mix often they will have a good idea of, and a feeling for, the other teams present in the tournament. That way when you announce the eventual final everyone will be intrigued, and by then some teams may even have acquired a reputation!

A second method of keeping coaches aware of the other division is by having 'outside' match-ups i.e. instead of restricting the matches to their own division, each team instead plays a game or two against teams from the other division. As this increases fixtures it is recommended you only do this if each team plays the opponents in their own division once, so keeping the number of matches down. It would also be recommended that these 'outside' match-ups be between equally-matched teams.

The final, third way to mix the coaches of your divisions without having inter-divisional matches (and coupled with method one is to me the ideal solution) is to simply organise your meetings so that a match from both divisions is played at each. This way all the coaches will meet and see the other coaches/teams at least once and be constantly aware that theirs is not the only division playing for the trophy, but that it will be played for between two divisional champions.



NOT ENOUGH PLAYERS

What do you do if you have only one regular opponent? Well each coach can take control of more than one team.

The advantage in having just one or two other coaches is that you need to cater for fewer people, and so lessen the risk of coaches being unavailable (or other coaches being disappointed because of another's lack of commitment). Conversely you cannot get through fixtures rapidly due to the fact that you have to play them all yourselves, there'll be no doubling up like in the above examples where there were 4 or more coaches available for each meeting.

You'll have to keep the number of fixtures down simply due to the time it will take to complete them all, but you must have more than a few teams because a league fought between just 2 or 3 would seem silly.

So to keep things exciting let's say that each player (two of you) decides to create three teams each for a total of six teams. Two divisions of three would again be silly, but can you complete one division of 6 teams just by yourselves? Lets find out.

Firstly, how many games are there going to be? If each team plays each other team once that's 5 games per team, which means 15 games for you to play in total (30 matches/two teams at each) so if you get together each weekend to play one game you'll complete your league in 15 weeks (approx 4 months). This may seem a lot but as you only have to rely on one another you can easily arrange to play the games at the drop of a hat, and each extra match during the week would cut down the projected completion date by one whole week. And if you fancy a one-off final type

finish you could quite easily play an extra match at the end for the Championship Title between the two top placed teams.

Conflicts Of Interest

Doesn't this mean I'll be playing against my own teams? Well yes and no. In such fixtures where two of your teams face each other your opponent will play one of them for you. Before the league begins, you should designate an order of preference. Your favourite team will be your number one and you will always coach this team. Whenever two of your teams meet you will always take control of your most favoured (from the prearranged order of preference) and your opponent will control the other for this fixture, and vice versa.

If you find over time your favourite team languishing at the bottom of the league and your other team battling for the title it is quite reasonable for you to wish to change preferences (especially if your opponent would realistically prefer that team to lose). This is where a small league fought between reliable friends benefits once more, a good friend will be quite happy to allow you to play the other team instead, it keeps the match and the league exciting which was after all the whole point of playing in the first place.

A person's favourite team will usually be his best team so there is little worry of opponents 'throwing the game' against you as this would mean handing a win to a top team and thereby making it harder for their own teams to win the league. The prearranged orders of preference thereby ensure all games are kept competitive.

For example my brother has three teams in the ABL (Ard BloodBowl League). In order of preference they are a human side, a High Elf side and a Dwarf side. When these meet he always plays the humans, and I (or my other brother) will play the Dwarfs for him. If he should wish to play the Dwarfs instead in one of these meetings that is OK, by us, they are his teams after all.

What about injuries, Star Player Rolls and so on? Well the way we find works best in this case is to simply play the match and let the owner of the team only make decisions that have important long reaching consequences (such as whether to use the apothecary to stop a bad injury or save it for a better player) but as far as what goes on in the actual game the 'owner' has no say. The moment the game has finished the team reverts to the rightful owner for the purposes of Star Player rolls and

what to do with the winnings etc. You're all intelligent people, you'll know what's right.

Obviously you will always control your own teams when they face your opponent's teams!

'PULL-OUTS'

This is the biggest threat to the league format tournaments, and its chances of happening increase with the number of matches a team has to play. Well, if your team has played 6 games, lost all six and has no chance of victory you aren't going to be too enthusiastic about playing another 4 matches (turning up for four more weekends) are you? It is understandable that a coach may pull out. Also the longer your league takes to complete the more opportunities there will be for a coach to be unavailable for a match (prolonging the league even more) or coaches simply becoming bored and pulling out – especially if their only team is now clearly out of the running!

But what can you do when a coach pulls out and stubbornly refuses to continue (apart from not bothering with them next time)?

One solution is to keep an exact copy of each Team Roster and to have someone (yourself if need be, bearing in mind that the remaining coaches may all have a vested interest in the outcome) play in that coach's stead for any outstanding fixtures. Furthermore, keeping exact copies of the Team Rosters allows you as the commissioner to keep a sharp eye on the way in which players have totalled their team rating, or any other sneaky tactic an unscrupulous coach may have tried to pull. Of course knowing that you are keeping track of all changes will stop them trying anything full stop, or you will at least be able to put it right instantly and make them feel really, really bad about it. (Who said coaches were the only sneaky ones?)

If the league has not long started and more teams have yet to play against the pulled out team than those that have already done so, it may be better to simply disregard previous results involving that team and to ignore future fixtures that would have involved that team. Though coaches may at first mean that they got a good result against them, once you have explained the fact that no-one is going to get any result from that fixture AND their teams are therefore the only ones that will have been able to benefit from playing in that match (winnings, SPPs) they should soon change their tune. If the other coaches complain about

this, then simply explain that they haven't had to waste their time playing against someone who has let you all down (and probably wasn't much fun to face), and in any case take a look at some of the crazy stories in the rulebooks... Blood Bowl isn't fair!

A coach may have had to pull out through no fault of his own and for some reason be unable to continue. Additionally this team may have stood a good chance of victory, but surely you still want a coach who lasts the course to win the actual trophy. In this case it may be better to thank and congratulate the 'retired' coach/team for their efforts but discount the results that the team and those that faced it had and adjust the league table accordingly. Future fixtures with that team should again be ignored. If they were very close or could not be caught it wouldn't be unjustified to award the coach an honorary victory, and then play on.

Most 'pull-outs' though are simply down to a mix of bad manners and bad results, and so taking over the team for its last few matches shouldn't pose too much of a threat to the trophy. This is the course of action I would recommend if you were near to completing your league. If you have not kept ongoing records of the Team Rosters even the most stubborn of ex-coaches should still allow you to make a copy of the most recent version (in fact he might be so disgusted with his team that he is glad to see the back of it!) but do so quickly as it would not be unusual for the team sheet to find its way into a rubbish bin or worse!

Avoiding Players Pulling Out

The best medicine of all is prevention and there are a few tricks that commissioners can use to avoid a pull out ever occurring.

The first few have been mentioned already, split large leagues into divisions of shorter, sharper seasons thus making for smaller, more manageable leagues without turning away coaches. And as every game will now count, players are less likely to become disenchanted until the league is near completion by which time they are more likely to finish it off for completion sake. Only when an end is not visible will a coach who has definitely lost pull out.

Keep to a few good friends for the many reasons already mentioned throughout the article. Allowing your few friends to coach more than one team will also keep them interested for longer; their first team may have



lost all, but their second may still be in with a chance.

LITTLE EXTRAS

To make a league extra special all good league commissioners should keep track of a few interesting stats. Additionally if you are to make an award to the teams with the most 'whists' or the least number of 'thingums' at the end of the tournament your coaches will have extra incentive to continue playing even though they're now out of the main title race.

It is a good idea to keep track of things you would associate with losing as well as winning so that coaches can even take some pride in being bad.

Those added extras that I keep track of are Touchdown scorers and dead players. Additionally I have decided this time around to make an award to the teams that come bottom of each league too. Why you ask? Well, in game terms it gives the worst teams a much-needed boost to compete next time around and in BloodBowl terms it's explained as a bribe to make the highly embarrassed players turn up again!

Prizes

As added incentive some commissioners consider asking each player before the league starts to chip in towards a real prize for the eventual winner, I do not recommend doing so as it can make the league rather serious and could ruin the enjoyment of it for some if not all, especially if you have a few rather avaricious pals who for a Games Workshop voucher would stoop to all manner of lows! Furthermore coaches who want to play with 'silly' teams (halflings for example – no disrespect intended) or in the spirit of fun may be turned off by the idea because they know full well that they are not likely to win it.

Of course as you are the commissioner you can always award a 'booby' prize to the coach/team that was the most fun to watch and play against. That's down to you. I just stick with the honour and glory of winning the

league itself (and add to a Hall of Fame list the names of teams that win the trophies).

If you have access to computers/design software you could always create certificates to award to the teams and there's nothing stopping you from scratch building a trophy, out of bits n' bobs.

COMMISSIONER'S DUTIES

As commissioner it is your duty to make sure things happen. Here is a checklist (or an attempt at one) to help you make sure you've done everything you can (no pressure then!).

- Create a 'meeting' schedule or fixture list, and make sure the coaches have a copy of it. Keep the coaches up to date with any necessary changes and ask that they let you know as soon as they can if they discover they have to cancel - so as to give you chance to let the other people concerned know.
- Make sure anyway that the Coaches know their game is coming soon, remind them to be there (it's handy to have all the coaches' phone numbers) and make sure everyone knows where there is (you may have played at several locations i.e. pals house, your house etc and you don't want players turning up at different locations).
- Keep a record of Team Rosters for reasons explained.
- Finally, give each coach a checklist (including all coaches' phone numbers) of things they should do bring to each meeting i.e. their BloodBowl game, their complete team, dice, team Roster (though you should have a copy too), to let you (and your opponent) know of potential cancellations.

WINNINGS

As a last piece of advice, don't put too much emphasis on tournament winnings. The team that wins the tournament will usually have been the best team already, and handing them a massive paycheck will only serve to put them streets ahead of their rivals. It is much better to simply award the trophy, a nominal amount of gold pieces (no more than say 100,000 gps for the winner) and enter their name into a Hall of Fame along with the team MVP.

This way the trophy will become a much-coveted prize (as it should be) and not a big, unnecessary payout.

Happy Blood Bowling!

NUFFLE NEWS

THE 'GW-HQ-BB' LEAGUE

by ROB MURPHY

Jim: Well Bob, tonight we have a special treat. Over the past months the Games Workshop Headquarters Blood Bowl league has been racing along, with hundreds of games being played. Tonight we talk to the league commissioner, Rob Murphy.

Bob: Rob's also the coach of the league winning Red Death Cavaliers, so he should have lots of good advice to budding young coaches out there. Without further ado, over to Rob...

Jim & Bob. So, how long have you been playing Blood Bowl?

Rob Murphy. I guess since it first came out, I don't remember exactly when this was as most of the 1980's and 1990's were a blur of gaming for me, but I do remember the first time my team ran onto the pitch we were using card miniatures rather than metal.

J&B. What made you volunteer to run the Games Workshop Head Office League?

RM. Basically because I love Blood Bowl. There has been the odd league and cup held here over the years, but I wanted it to be more regular, and more official. But mainly it was because I needed an excuse to play non-stop Blood Bowl for 8 weeks at a time!

J&B. How did you go about setting it up?

RM. That was the easy bit. Firstly, there is already a hard-core of Blood Bowl fanatics here at head office, so it was just a case of getting everyone really excited about a league, which was easy too.

J&B. What made it official?

RM. Luckily, Fanatic Press were already setting up events around the world known as 'Rogue Trader' tournaments. I simply persuaded them to make this one of them.

J&B. How many teams did you have in the league?

RM. We have actually had 2 leagues already, the first league, known as Autumn 2000, had over 50 teams competing. The second league, called (you guessed it) Winter 2000, had over 40, which was amazing seeing as how we are actually a business here, and everyone was very busy getting ready for Christmas. I think

this just showed how popular Blood Bowl is, so many people making that extra effort to find time to play. I think the spring 2001 league (catchy name, huh?) will again at least top the 50 mark.

J&B. How many games were played?

RM. The 1st league had nearly 300 (yes 300!) games, the 2nd almost 200. It was staggering. Most of the games were played in Bugmans Bar, our on-site pub, and Blood Bowl became a regular feature of lunchtimes and after work.

J&B. How did you find time to organise all those games?

RM. Mainly by not telling my boss how much work was involved (sorry boss). I guess I am quite obsessive really. I used to come into work at least an hour early every morning to sort out all the league tables and cup stuff.

J&B. Did you also play in the league?

RM. Yes...quite awkward this one, especially when I ended up becoming League Champion.

J&B. Were there any 'complaints' about this?

RM. I have to say yes.

J&B. How did you resolve them?

RM. Firstly, believe it or not, I am terribly honest. It would have been very easy as Head Commissioner to 'incorporate' rules/decisions into the league that suited my team. But I simply didn't. I had two Assistant Commissioners who checked everything I did, and if a decision every arose that either affected my type of team (Undead) in general, or my actual team in particular, I insisted they made the rulings/decisions. Winning the

league in such an emphatic manner as I did made things even more difficult. But I remained consistent in all my judgements throughout the season, which I believe was the most important thing to do.

J&B. Did you make any big mistakes during the leagues?

RM. Yes, but it ended up being wonderful! Let me explain. The first cup competition of the season is the Spike! Magazine Trophy. The winner received all the standard prizes as dictated in the Death Zone supplement, but I wanted to give the winner (not me, incidentally) something unique. So, I allowed him to spend his money on a 'non-standard' Star Player, one of the boys from the 'big leagues'. I got this list from the old Blood Bowl computer game, and the winner chose a player called 'Michaelangelo Von Hiebert', a strength 8 half man/half ogre with a bucket full of skills. What happened next was unbelievable, the outcry amongst the other coaches was astonishing, and there were heated debates and arguments roaring for weeks afterwards. But rather than spoil the league, what in actual fact it did was to get people passionately talking about Blood Bowl, I reckon this 'mistake' probably gained us half a dozen or more players. I think the lesson I learned was that by causing some controversy in the league, it only enhances it. A trick I used again in the 2nd league.

J&B. Why, what happened controversially in the 2nd league?

RM. I quit! Five or six weeks into the league, because of growing work commitments etc. less people were playing Blood Bowl. So I tried to cause some controversy by withdrawing as Head Commissioner under a

cloud of controversy. It worked, in fact it worked almost too well as my acrimonious resignation actually upset some people. But whatever people thought about my walking-out, it caused so much angry debate amongst the head coaches; it spurred the league on through those final weeks. (I guess I should also apologise to those head coaches in the league who took umbrage, I'm afraid you were tricked!)

J&B. Did you make up any new rules?

RM. Yes, quite a few. The one thing I don't think works very well with Blood Bowl leagues is when teams become very, very hard. Once teams reach the 250+ rating, they become so hard, they are not much fun to play against, especially for new teams. Despite the Special Play Card handicap system, big hard teams (on average) usually beat the living daylight's out of new or low 100 rating teams. What generally happens is you end up with a 'clique' of super-hard teams who win everything because no one else can 'break-in'. In actual fact, no one wants to play against these teams with their new shiny team, because they don't want to be mauled. So I had to come up with some rules to 'peak' teams, to keep the league as exciting and inviting for the guys at the bottom, as well as the guys at the top.

The major rule I invented was the 'appearance fee' rule for all players who top 51 SPP's. This meant that once you players started to get really good, they would start to demand an 'appearance fee' for playing. If they did not receive this money, they would not play. This meant you either kept on losing your best players (who went off to play for the big boys in the premier leagues), or you end up paying out so much money each match, you



The Red Death Cavaliers. Autumn 2000 Champions and winners of the Winter 2000 Spike! trophy.

The Red Death Cavaliers, a quick note by their head coach.

Obviously, as you can see, there were a couple of teams who dominated the first 2 leagues, here is a bit of a profile on mine.

The Red Death Cavaliers have been around for a very long time. I have never played any other team, and can't ever see a reason to change now. Over the years I have learned how to play Undead well, I guess that's the only real secret of success I have; practice, practice and more practice. A far as I am concerned, Undead teams have 2 parts: a rock-hard front line that doesn't move very far, but tends to send a lot of the opposition to their dug-outs. And secondly, one or two quick agile players to run or throw around the carnage in front of them. It works.

During season 1, I played 25 games and only lost two, and one of those was the Blood Bowl Cup Final. During that fun time, I racked up nearly 100 Touch Downs, and injured 80 opponents.

inevitably end up not being able to afford anything else (see BBMag1 for full details). I have to say it worked wonderfully.

J&B. What competitions did you run during the league?

RM. We had 3 main ones.

The NAF League Championship

Autumn 2000 Champions – Red Death Cavaliers (me).

Winter 2000 Champions – Middelheim Manglers (Mark Edwards).

The Spike! Magazine Trophy

Autumn 2000 Champions – Heanor Hawks (Bob Surgery).

Winter 2000 Champions – Red Death Cavaliers (me).

The Blood Bowl Cup

Autumn 2000 Champions – The Re-Possessed (Chris Surgery).

Winter 2000 Champions – Middelheim Manglers (Mark Edwards).

J&B. How did you calculate the league table?

RM. Remember I said I was a bit obsessive, well I'm also a bit of a number cruncher (that's sort of what I do for Games Workshop), but I'll try to explain. The difficult thing in calculating the league table was to have it fit in with my overall number 1 priority which was to allow players to play as many or as few games as they wish. Obviously, there are lots of people here at Games Workshop who have lots of free time and can play a dozen or more games a week, whereas, there are also lots of old married men, like me, who can just about squeeze in a couple of games per week. Therefore, simply giving points for a win would not be fair.

So, I developed a scoring system which was based on win percentage, plus some benefits for goal difference and casualties scored. It worked like this.

Score = number of games won divided by games played, plus 1 point per goal difference (either way) x 100, plus 1 point for every 5 casualties scored.

E.g. (are you all still with me, or even awake?)

Team 1 played 10 games, won 9, therefore 90 points. Scored 32 TD's, conceded 14 TD's, therefore 18 points. Inflicted 21 casualties, therefore 4 points.

Total score = 112 points

Team 2 played 29 games, won 19, therefore 66 points scored 41 TD's, conceded 43 TD's, therefore -2 points inflicted 24 casualties, therefore 4 points.

Total score = 68 points

So as you can see in this example, Team 1 are undoubtedly the best Blood Bowl players, winning 9 out of there 10 games, and finishing higher than Team 2 who may have won more, but not as a percentage.

For those really sad enough to want to know the formula:

Score = ((games won/games played x 100) + (TD's for - TD's against) + (round down (casualties/5)))

J&B. What's new for your next league?

RM. Well, we will fully incorporate the new rules from BBMag1. Also, I really wanted to

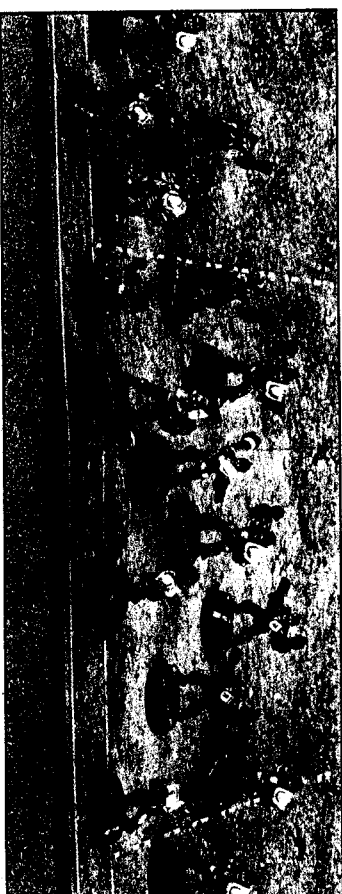
change the first cup of the season (Spike! Magazine Trophy at the moment) each time, a few of us are desperately trying to find some old Warhammer Quest floor plans and put together a few Dungeon Bowl pitches, but we'll see.

J&B. Finally Rob, what tips do you have for anyone wanting to run a successful league?

RM. Two things. First, you must put the effort into keeping all the results, league and cups up to date. This does take time, as I said earlier, I reckon I put at least one full hour per day into organising the league. All this information should be communicated out to all the head coaches. I did this by a daily e-mail to everyone, and by a weekly 'Fanzone' I wrote called 'Nuffie News'. (See below).

Secondly, as the league commissioner, your word must be final. Even if some people don't agree (and there will always be some players who don't agree with a particular ruling), you must enforce your decisions. Consistency is just as important, i.e. all your decisions and rulings must be in line with the basic rules you have laid down, and once they are in place, you shouldn't change them.

Basically, put the effort in, ensure people abide by your decisions, and you will have a successful and enjoyable league. So go on, do it...



The Middelheim Manglers. Winter 2000 League Champions and holders of the Blood Bowl Cup.

Nuffie New

'Baby' Blood Bowl Champions

Red Death Cavaliers

The 'Crunch' Match

Red Death Cavaliers v. Middelheim Manglers. A crucial match in the championship. The Red Death Cavaliers won 100-0, a record for the Blood Bowl.

Four TD's, 6 goals, and 100 casualties. The Red Death Cavaliers were the champions of the Blood Bowl.

Pre-Season Mayhem. The Red Death Cavaliers were the champions of the Blood Bowl.

Spike! Magazine Trophy Round 1

The Full Draw

The Draw. The Red Death Cavaliers were the champions of the Blood Bowl.

Yes, week 1 was BLOODY.

Nuffie News

70 Games and 110 Casualties.....

Yes, week 1 was BLOODY

Jervis Kicks off

Tuesday night saw the big kick-off of the season. The Red Death Cavaliers were the champions of the Blood Bowl.

Yes, week 1 was BLOODY.

The Red Death Cavaliers were the champions of the Blood Bowl.

Yes, week 1 was BLOODY.

WHAT A HOWLER!!

JOSH ALEXANDER'S CONVERTED WEREWOLF TEAM

Josh is such a big Blood Bowl fan that he has converted his own unique team. The Baskerville Howlers are his own creation - Werewolves. Whilst not part of the 'official' Blood Bowl game Josh uses them in his own league, with the agreement of his league commissioner.



One thing that has struck me in my years as a Blood Bowl coach is the lack of conversions done by other players. In Warhammer or 40K armies, conversions are fairly common, but unique Blood Bowl teams are few and far between. I want to show the Blood Bowl community that even though a particular region or race may not be represented in the rules or miniatures line, they can be used in the game with the existing rules and some creative modeling.

Before we get started, you will need a sharp hobby knife, a jeweler's saw (essentially a fine-bladed hacksaw), wire clippers, and modelling putty. The saw is the best investment you can make if you plan on doing many conversions, because it is farsuperior (and far safer) than trying to hack away parts with a hobby knife.

There are several ways to make your teams more personalized without building a team from scratch. By repositioning the heads and arms of your figures, you can create a sense of dynamism without doing anything drastic. Simple head swaps can make a team seem like it hails from a particular region, especially for the plastic human team included in the Blood Bowl boxed set. By using the Middenheim sprues from the Mordheim mercenaries, you can swap the humans' helmeted heads with the longhaired and bearded ones from the Middenheim sprue. Also, the gauntleted forearms can be substituted for the humans' gloves, further helping the 'Middenheim look'. Your team can be Tilean, Sylvanian, or from any other region with simple blitz swaps from other models.



A Howlers Blitzzer and Lineman, ready for walkies!

The plastic Orcs are a little harder to customize effectively, but with a little trouble they can look as good as your new human team. By sawing away an Orc's face, it can be replaced with a head from the new Warhammer Orc regiment boxset, making each figure different. Also, adding extra armor plates and shoulder pads help them to look more ragtag and Orky. If you or one of your friends has an Orc army for Warhammer or 40K, chances are you have



Thor Doomhowl (he used to be a Werewolf, but he's alright noooooowl!).

access to plenty of spare heads and arms to do these easy conversions. In this way, your old plastic Orc Blood Bowl team can look like the great new line of Orc miniatures.

WOLVES... WHERE?

I thought a werewolf team would be interesting, ever since the Wilhelm Charney star player came out. I use the rules for Norse teams, as werewolves are obviously tougher than your average human. I didn't think catchers really fit my idea of what a werewolf team would be like, so left them out. My lineup includes 6 line wolves, 2 throwers, and 4 blitzers. I also made a big guy werewolf (who I named Thor Doomhowl), he uses the same stats as Moryn Thorg. He's a very impressive figure, and really drives home the idea of a huge, savage werewolf tearing his way through the opponent's line.

It was surprisingly easy to convert models for my werewolf team. All I needed was a box of plastic 40K Orcs, the appropriate number of plastic dire wolf head sprues, and some 'Green Stuff'.

I used Space Orcs for the bodies of my models, as they have a slightly more uniform appearance and the sprues included armoured shoulder pads that fit the look of

Blood Bowl. They are large and hunched over, making them compatible with the no-necked dire wolf heads. I simply clipped off the Orc weapons, and sawed off the neck protrusions so that the Orc torso is flat. On the wolf heads, I sawed off the flat protrusion on the back so that it is completely flat. When I glued the heads to the bodies I made sure they lined up perfectly. I put a little Green Stuff into the gap between the back of the head and the shoulders, and added some furry texture with a handy pointed object (a knife or toothpick will do). For an even more 'wooly' appearance, I drilled out a small hole in the figures backside and glue on the wolf tail that comes on the same sprue as the head. At this point, my werewolf lineman was complete

The basic construction of a blitzzer is exactly like that of a lineman. The only difference was that I added the armour plates to their shoulders and used Green Stuff to bulk up the musculature of their arms (they're supposed to be the big ones, after all).

The throwers look basically like a lineman, but I made footballs for them to hold out of Green Stuff. This is surprisingly easy, and can be done even by a sculpting novice by rolling a small ball of Green Stuff.

Thor Doomhowl was made by removing the head and tail from the Mordheim Rat Ogre, adding a wolf head, and filling in the gaps as above.

As a bonus, after the werewolves were finished I had all of the Orc heads left over to use to convert my plastic Orc team!

It is easier than you might think to make great, unique models for your Blood Bowl teams. Just use the vast amount of stories and history of the Warhammer world as inspiration, and experiment. Blood Bowl teams can hail from anywhere, so there's no reason they can't be as varied as the people who coach them. Anything is possible with a hobby saw and some glue!

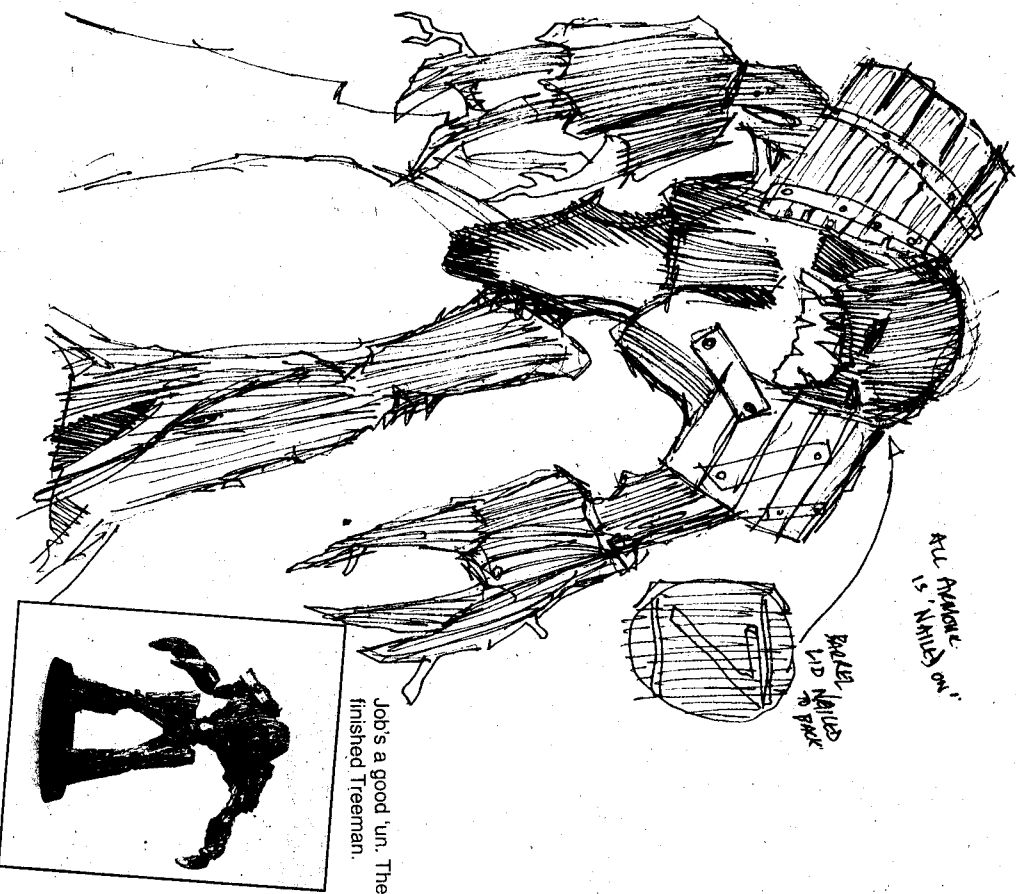
*** Did you know...

Most lycanthropes can shapeshift back and forth between their human and wolf forms with the phases of the moon, but only have a little control over their transformations. However, the longer they spend in wolf form, the harder it becomes for them to shift back. Consequently, most of the Baskerville Howlers have been in their wolf forms for six seasons back to back!

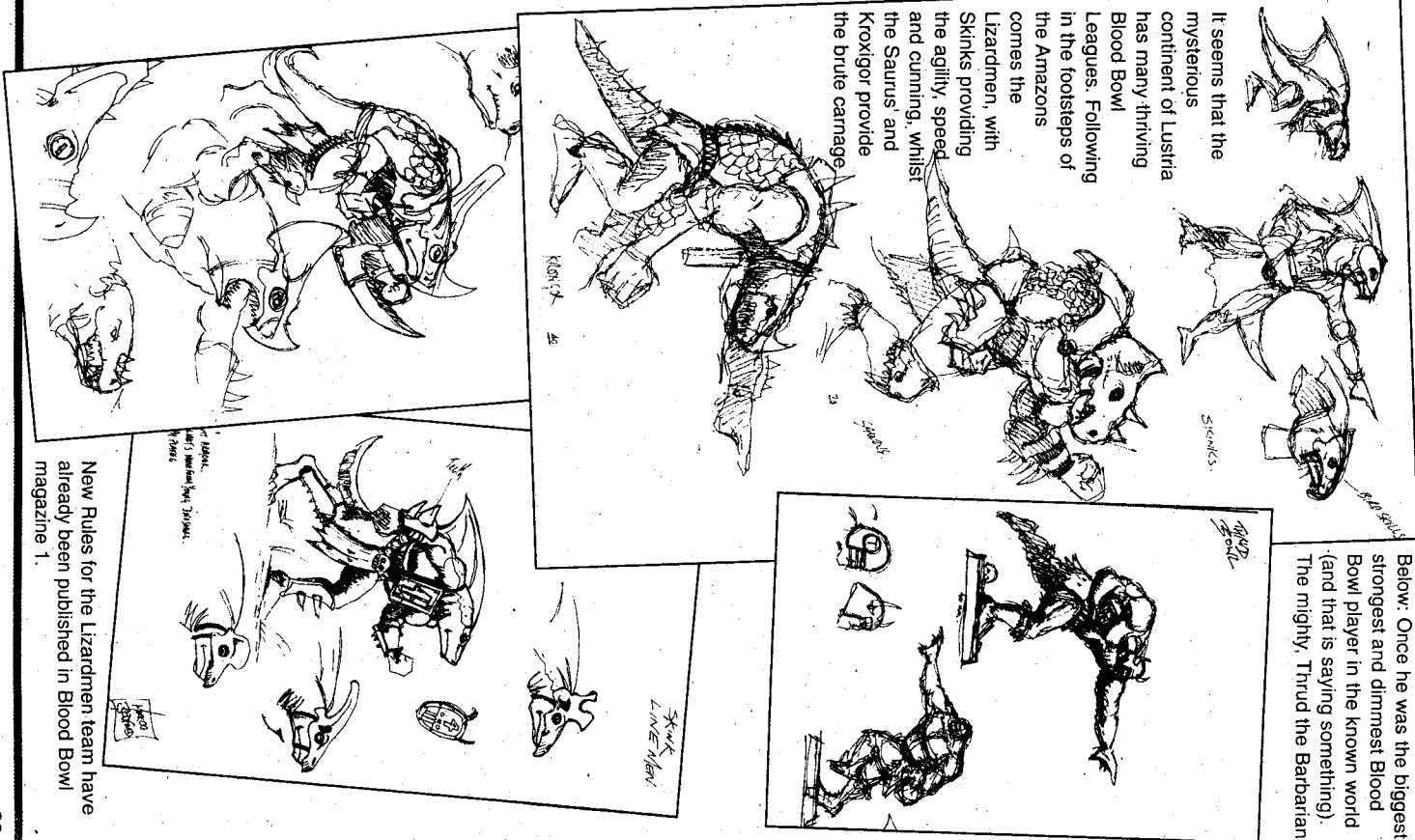
THE BEDFORD FILES

Pages from the sketch book of Mark Bedford

Recently Games Workshop miniature designer Mark Bedford has been doing some sculpting for Fanatic. The first of Mark's new Blood Bowl miniatures is the Treeman, which is already sculpted, cast and on sale. Following soon will be his Lizardman team, complete with Kroxigor, and a new star player, Thrud - a mighty (and pin headed!) barbarian legend, who some of you may remember from the dim and distant past. Before getting down to business with the 'GreenStuff' Mark always sketches out his ideas. So here is a sneak preview of what's coming soon for Blood Bowl.



It seems that the mysterious continent of Lustria has many thriving Blood Bowl Leagues. Following in the footsteps of the Amazons comes the Lizardmen, with Skinks providing the agility, speed and cunning, whilst the Saurus' and Kroxigor provide the brute carnage.



Below: Once he was the biggest, strongest and dimmest Blood Bowl player in the known world (and that is saying something). The mighty, Thrud the Barbarian.

New Rules for the Lizardmen team have already been published in Blood Bowl magazine 1.

LETTERS

Hello,

Thanks for finally getting BB1 into print. The consensus among experienced players here (Guildford) is that the rules are excellent. Only Beards will be disappointed. The game seems quicker and the matches closer. The new skill rule and the changed hand-off rule seem to have given a chance for blocking sides to actually win matches.

I have a few constructive (I hope) comments for future BB production and rules.

i) Production is the Achilles heel of Blood Bowl. A year ago, I wanted to introduce two good friends to the game. I couldn't because Death Zone was out of production. A year later, it still is. Not only are these friends lost to Blood Bowl, but to the whole range of Games Workshop products. Please get Death Z one and Blood Bowl back into production and on the shelves as soon as possible.

ii) A longer shot, this, but consider replacing the square grid system with little spots in the middle of the current squares. This would look cleaner (because less obtrusive), improve the appearance of the pitch markings (e.g. touch lines), and eliminate arguments over throwing ranges (because passing would be spot to spot).

iii) One of the Amazon linewomen is nearly identical to one of the blitzers. Please could you try and make sure this doesn't happen again - it's very confusing during play.

iv) As a playing suggestion, we (my son Carl and I) find it highly convenient in play to turn figurines 90 degrees when they have completed an action. This is just to speed up play, so that you and your opponent don't have to remember which players have taken actions. At the end of the turn, we just turn the players back to face the front again. It is particularly useful in a scrum, where it is easy to lose track. If you like this suggestion, you may want to let the fans know about it.

Best regards
Paul Deacon

Hi,

Since there are now Khemri teams, which of course I will build, please can you answer the following question?

Any chance of getting Tomb Guardian models for the new Khemri team? Thanks

Mark Pitman

Well Mark you'll be glad to know that we hope to add a Khemri team to Blood Bowl soon. We can't say when, but yes, they are in our plans.

Hi,

My name is Martin Laertes, and I'm posting on the Blood Bowl mailing list as "league commissioner". I'm writing to you in the hope that you will take the time to read through these thoughts on 4th ed. Bloodbowl. When I first saw the "1 skill" rule, and the "appearance fees" rule, I didn't like them individually - but once I combined the 2, they suddenly made perfect sense.

In my opinion they deal with a number of problems with the old system.

The fact that the Team Rating system gets weird once you reach 300+

The fact that the handicap table does not provide sufficient help when a rookie team meets a 300+ team.

The fact that a lot of problems arose when combining skills.

The problem with star players completely dominating the game.

The problem with the endless cash produced, once you reach a certain point.

Very importantly: The problem with introducing rookies in mid-season.

My analysis of the situation is that most teams will try to reach 3 skill rolls with most of their players - and probably have 2 four-skill players on their roster. 50K in appearance fees per game should be just about manageable. In other words, the power level of teams is reduced significantly.

Furthermore, teams with amazing growth potential (such as vampires, big guys and to

some extent elves) will be toned down a bit - which is also very good for balance.

All well and good.

On the mailing list, however, a few concerns have been raised.

Coaches miss the ability to build their way to power.

Some coaches also believe that since gaining 51 spp's will mean "death" for most players, the appearance fee rule will produce some very weird/artificial blood bowl. Simply put, once a player hits 26 spps - coaches will be trying all kinds of crazy antics to stop him from earning more spp's.

The way I see it, both of these could be dealt with a very simple rule-amendment. (I'm not suggesting a major change - I very much like the results produced by the rules).

This amendment could be called "self peaking" or "free peaking". Simply put - coaches are allowed to "peak" their players during the post match sequence, right after calculating spp's and rolling for new skills.

This would allow coaches to build towards something, even though the power level would be much much lower than in 3rd edition - and it would stop coaches from doing silly things like refusing to score, and from fearing the random (and "fatal") MVP's. It would stop the concerns that teams are being punished for playing too well - and that teams with only a few scoring players (such as undead) will be destroyed by their own success.

I think this would be a very beneficial rule, and have no bad repercussions, as rookie teams can still take on 3-skill-teams without being trounced like they used to. I hope that you will take this idea into consideration - especially as there has been some concern with the new rules.

Martin

Martin is just one of the many who responded to the 4th edition rules. Like most, after initial reservations those who actually played with the new rules liked them. Only super teams really suffer, and that's a good thing!

LETTERS

e-mail us at:
fanatic@games-workshop.co.uk

Hello,

I'm a 36 year old league commissioner for a small Blood Bowl League (7-8 players, aged between 20 and 40 years) here in the southern part of Germany. The only thing most of us never liked was the problem with the possible abuse of fouling.

You addressed this problem a long time ago with the IGMEOD rule, but it seemed to be too extreme in my opinion. So we developed our house rule for electing fouling players and we call it the "Fouler's Opponent Rolls Referee on Sliding Scale" short: FORRSS.

Fouling is done the same way as before. Instead of being sent off on doubles the coach of the fouled player is allowed to make a "Referee-Roll" with 1D6 after the foul has happened. On a roll of six the player gets ejected. Every other result means, the Ref didn't notice the foul.

The Referee-sliding scale then comes in to play. The sliding scale looks something like (2-3-4-5-6-5-4-3-2) and is placed beside the game board and a Referee-Token (a painted referee-model) on the "6" at the start of each half of the game. Because the opponent is doing the roll two things should be mentioned: First, this roll can not be re-rolled as it is not made by the active player, second, high numbers mean better results.

After each Referee-Roll, the Referee-token is moved one step into the direction of the fouling team, showing that he is watching their actions more than before. So after the first foul, the Referee is standing on the "5", in the half of the more violent team instead of the "6" in the middle and if the same team commits another foul, the Referee-Roll will be successful for the opponent on a "5-+". This also means, the Ref-Token will move further for each foul up to the "2-+" point, as a Ref-Roll of "1" always means that the Ref didn't see the foul.

If the opposing team commits a foul, the Ref-Token is moved a step in their direction again. The Referee-token is only reset to the middle of the scale after each half.

Wolfgang

LETTERS

LETTERS

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Journal



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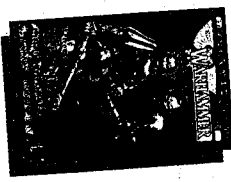


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THE DUGOUT

The purpose of this section of Blood Bowl magazine is to keep you up to date with what is going on with Blood Bowl. Basically, what we'll be doing is publishing 'new rules' (NR), 'experimental rules' (ER) and 'unofficial house rules' (UHR) in Blood Bowl magazine. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to new rules status in future issues of Blood Bowl magazine. Unofficial House Rules are rules, which we are not considering adding to Blood Bowl. For example the 'Forest Folk' article. If you wish to play a game using Gnomes, then feel free, we just won't be including them as part of the official game.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Blood Bowl magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules, unofficial house rules and errata that currently apply to Blood Bowl's game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original/updated article was published. If that source is no longer available, you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Blood Bowl, and when we do this section will refer you to the relevant supplement.

NEW RULES

4th Edition - New Regulations	BBMAG 1
4th Edition Team Lists	BBMAG 1
4th Edition Star Players	BBMAG 1
Extra Time	BBMAG 2

EXPERIMENTAL RULES

Premier Leagues	BBMAG 2
Little Leagues	BBMAG 2
4th Edition Special Plays	BBMAG 2

UNOFFICIAL HOUSE RULES

The following rules have appeared in various magazines. League commissioners should feel free to pick and choose which (if any) they would like to use in their own league.

Cheerleaders	JNL 32 / COMP 3
Coaching	JNL 10
The Crush	COMP 1
Desperate Measures	JNL 14 / COMP 1
Forest Folk	JNL 17 / COMP 1
Inter-Match Events	JNL 27 / COMP 2
A Load of Balls	JNL 15 / COMP 1
New Goblin Weapons	COMP 2
Nugles Rotters	JNL 18 / COMP 1
Out On The Town	COMP 2
Penalty Shoot Outs	JNL 31
Pogo Troll	JNL 36
Refs	JNL 12 / COMP 1
Reserves & Transfers	COMP 1
Stadiums 1	JNL 21 / COMP 1
Stadiums 2	JNL 24 / COMP 1
Squigs	JNL 11 / COMP 1
Titan League	JNL 19 / COMP 1
Wizards & Weapons	COMP 1
Deathbowl	JNL 31 / COMP 3
Weird Spin on an Old Banana	COMP 3
Unsportsmanlike Conduct	COMP 3



BLOOD BOWL

Hot from the Forges

The Amazon Team is increased with the supporting roll of the Head Coach and a new Cheerleader. Also this issue we take a look at those monoliths of the Blood Bowl playing field - the Big Guys.

New Releases



NEW - Amazon Head Coach
FBBM013 - £2



NEW - Amazon Cheerleader B
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Cheerleaders



DARK ELF CHEERLEADER
099903502



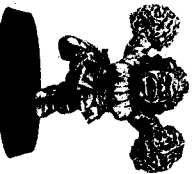
ELF CHEERLEADER - AS FEATURING ON
THIS ISSUES COVER!!
099903501



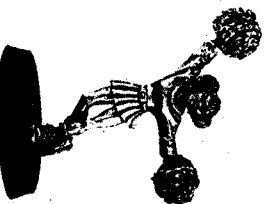
ORC CHEERLEADER
099903503



CHAOS CHEERLEADER
099903505



DWARF CHEERLEADER
099903508



HUMAN CHEERLEADER
099903504

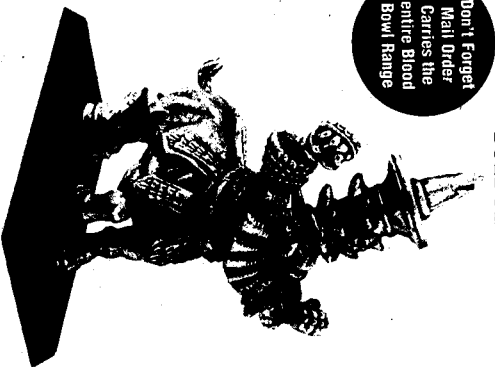
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Cheerleaders
are
£2 each

Buy a squad of 6 Cheerleaders for £10!!!

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BULL CENTAUR

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Hinrik the Unstoppable - £8

Big Guys

MINOTAUR



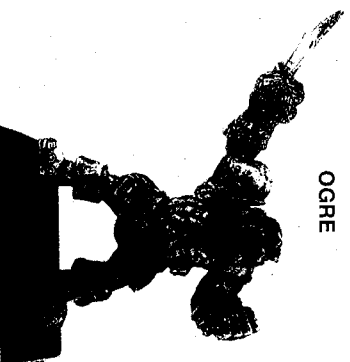
Grashnak Blackhoof - £8

TROLL

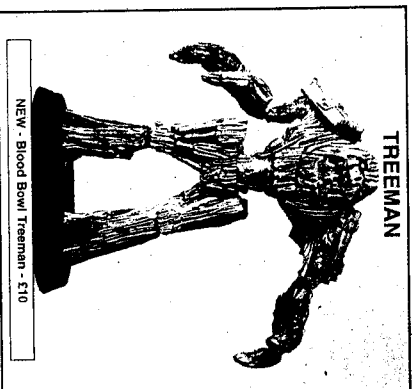


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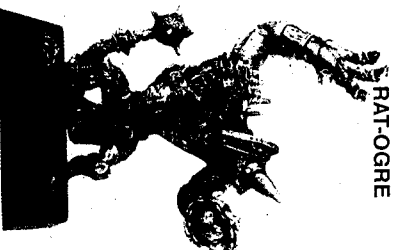


Morg'n'Thor - £8



NEW - Blood Bowl Treeman - £10

TREEMAN



RAT-OGRE

Headsplitter - £8

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Complete Blood Bowl Catalogue

We now present every Blood Bowl product and miniature we can get our grubby hands on.

Rules

Blood Bowl boxed game \$40
Death Zone rulebook \$10
Blood Bowl Magazine 1 \$3.50

Compendiums

Blood Bowl Compendium 1 Sold Out
Blood Bowl Compendium 2 \$4
Blood Bowl Compendium 3 \$2.75

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99903703 Lineman 3 \$2
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99903705 Catcher 2 \$2
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These models can be used for High Elf and Wood Elf teams.

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073301/1A Elf Lineman 1 \$2
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073301/1B Elf Lineman 2 \$2
073301/2B Elf Catcher 2 \$2
073301/3B Elf Thrower 2 \$2
073301/4B Elf Blitzer 2 \$2
073301/5B Elf Kicker 2 \$2
073301/2C Elf Catcher 3 \$2
073301/1C Elf Lineman 3 \$2
073301/6 Elf Cheerleader \$2
073387/10 Eldril Sideshower \$2

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099901201 Wood Elf Lineman 1 \$2
099901202 Wood Elf Lineman 2 \$2
099901203 Wood Elf Thrower 1 \$2
099901204 Wood Elf Catcher 1 \$2
099901205 Wood Elf Catcher 2 \$2
099901206 Wood Elf Wardsancer 1 \$2
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Dark Elves

099900201 Dark Elf Thrower \$2
099900203 Dark Elf Blitzer 1 \$2
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099900205 Witch Elf 1 \$2
099900206 Witch Elf 2 \$2
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099900208 Dark Elf Lineman 2 \$2
099900208 Dark Elf Lineman 3 \$2

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073351/1A Dark Elf Blitzer 1 \$2
073351/2A Dark Elf Thrower 1 \$2
073351/3A Dark Elf Kicker 1 \$2
073351/4A Dark Elf Lineman 1 \$2
073351/2B Dark Elf Thrower 2 \$2
073351/4B Dark Elf Catcher 2 \$2
073351/3B Dark Elf Lineman 2 \$2
073351/1B Dark Elf Blitzer 2 \$2
073351/5B Dark Elf Blitzer 3 \$2
073351/1C Dark Elf Thrower 3 \$2
073351/2C Dark Elf Lineman 3 \$2
073351/3C Dark Elf Lineman 3 \$2
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0733242A	Gobbo Catcher 2	£2
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0733242C	Gobbo Catcher 3	£2
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099902805	Grashnak's Arm	£2
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(These can be used instead of or in addition to the standard models)

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The Baskerville Howlers, including Star Player, and champion stick retriever, Thor Doomhowl.



Da Teel Grushas.



The Mordenheim Manglers