

The Rotters line up for action

BLOOD BOWL

MAGAZINE

BLOOD BOWL ★



Andy plays one too many games with the Rotters

This issue we have a very important announcement to make. We hinted that something big was coming on the back cover of issue 4 and now I can fully reveal that the biggest ever Blood Bowl Tournament will be held here at Warhammer World in Nottingham on the 1st and 2nd of March 2003! Coaches will be playing for the Blood Bowl – we are having a full-scale Blood Bowl trophy made, and the winner's team will go down in the game's history of winning it for that year. We expect this to be very popular event and not just with coaches in the UK! At last year's Resurrection event, we had coaches fly over from as far away as Australia and Canada, and I fully expect this Tournament to be no different. The event will also be NAF sanctioned with special privileges for NAF members at the event so if you're not a member yet go and join at www.BloodBowl.net. With only 150 places, tickets places will be hotly contested. They can only be purchased from UK Mail Order via the phone (0115 91 40000) on a first come first served basis. They go on sale at Bam GMT on Saturday 30th November, my advice, if you want one is to get up early that day!

In other news, the BBRC is currently in the middle of the 2002 rules review. This year the changes to the games system will be minimal compared to last year's overhaul. The experimental rules published in the Blood Bowl Annual will be up for review, we'll be deciding their status to whether they will become official or house.

With all this exciting stuff going on I must have neglected Blood Bowl magazine. Of course not! In fact I think this issue is the best so far, with the first in our series of famous teams – the Nurgle's Rotters detailed and Blood Bowl takes to the high seas in what must be the craziest set of house rules to date. See you next issue.

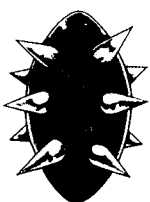
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'Tiddles' the Beast of Nurgle makes 'friends' with the Dwarfs



NEW RELEASES

Well no surprises what everyone will be talking about this issue, yep it's the Nurgle's Rotter.

The Rotters can be used in two ways. You can use them as alternative Chaos models using the Chaos team list in the handbook or, with your League Commissioners permission, you can use the Experimental rules which start over the page.

With this in mind the Rotters are available in two different ways. You can buy them as a 12 figure boxed team which contains all three of the Rotter models and a mix of Nurgle and Chaos Beastmen. You can also buy them as a separate blister. The Blister contains one Rotter and one Nurgle Beastman.



We've nicknamed this Rotter 'Hardy'

Which means this Rotter has been nicknamed 'Laurel'



Don't ask me what we call this Rotter!



The two Nurgle Beastmen

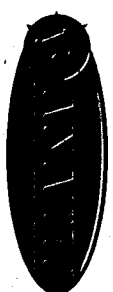
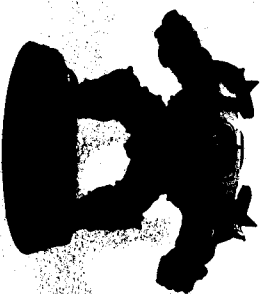
As part of the new Warhammer Chaos range a new Beast of Nurgle has been released and makes a great Nurgle big guy as detailed in the rules on page 6.



The Rotters and Beastmen were designed and sculpted by prolific designer Steve Buddle. Steve has done an excellent job in capturing their repulsive side whilst keeping the Blood Bowl comedy gore style.

Steve is already busy working on his next Blood Bowl project, a vampire team, so keep your eyes peeled in future issues.

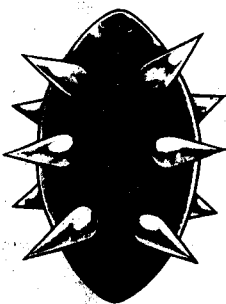
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Inquisitor
Daemondhos, Pariah, Daemond Hunter
Battlefleet Gothic
Hammer Class Ork Battlefleet
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The websites now contain an article archive. This will tell you rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the website for more details.

ROTTEN LUCK

Experimental rules for Nurgle's Rotters.

By Jervis Johnson, Mike Brunton and James Jamieson

"Well, Jim, the stadium is looking somewhat empty, with 55,067 no-shows and a total crowd for tonight's action-packed game of 171. This must be some kind of conference record eh, Jim? ... Jim? Jim? JIM? Wait for me! I don't want to catch it either!"

There is no argument that the Evil Gits are just that: evil, and gits. The Champions of Death are... for that matter, not very nice. Nobody can detract from the Chaos All-Stars' reputation for being unpleasant. But even they would admit that there is another team so unutterably rotten (indeed, rotten to the core), that it stands pustule and running sore above the rest.

My Lords, Ladies, Gentlemen, Yeomen, Freemen, Serfs, Peasants, Utter Scum, and Hallings, let me introduce the extremely offensive unit of NURGLE'S ROTTERS!!!

But who is Nurgle? And why the Rotters?

Well, sports fans, Nurgle is the Chaos god of Pestilence, a creature determined to see that disease, decay, and corruption destroy the world. Oddly, he does actually have followers, and many of these unnatural types are infected with a terrible disease called Nurgle's Rot. Sooner or later everybody with the Rot dies.

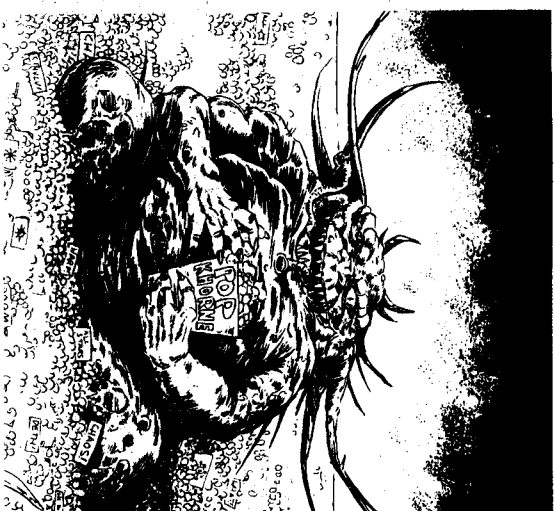
Unfortunately, (for everybody else) it can be several years, even decades, before victims and Nurgle worshippers pop their clogs. And while they are still alive, they are imbued with the power of Nurgle which makes them supernaturally strong and tough. Oh, and they also tend to be bit, well, infectious. Plus there's no cure...

Quite how or why, the followers of Nurgle first put a Blood Bowl team together is a mystery. What is even more mysterious to most observers is that the members of the Rotters team appear to have an even more infectious and degenerative case of Rot than everybody else.

The answer to these mysteries is simple. It is Nurgle's doing in his aspect as the Great Coach. Nurgle's Rotters not only win Blood Bowl games, they are recruiting agents for Nurgle! And their recruiting method is pretty effective: infecting the crowd and their opponents! As a result, it's not uncommon for opponents to refuse to take the field, and for those that do to never be the same again.

Over time, though, both players and fans have learned to take a few... precautions when attending a Rotters match. The down-wind half of the stadium at a Rotters match is usually reserved for the Rotters own fans (who are a pretty rotten lot themselves...), while outside the stadium hordes of travelling apothecaries and other quacks can be found selling cures guaranteed to stop the rot... some even work! Head coaches and players from teams opposing the Rotters have learned to take similar precautions.

The overall result is that few fans and hardly any players end up being infected with the Rot these days. But a few do, and these along with the Chaos Beastmen followers of Nurgle that join the team have proved just enough to keep the Rotters in business. It's just as well for the Rotters that they can pick up new recruits and players during a game. The ones they start with are already fairly rotten, and all the bumps and bashes of a typical game don't help. A Nurgle's Rotter can sometimes go to pieces, as the Rot really sets in...



FAMOUS ROTTER TEAMS

Although many assume that there is only one team of Rotters, this is not actually the case. Hard as it may be to believe, there are several Nurgle teams touring the Old World at the present time. Here are just three of the most infamous:

TEAM PROFILE: NURGLE'S ROTTERS

Team Colours: Green & purple

Owner: Father Nurgle

Head Coach: Captain Sven 'four-eyes' Eriksen

Players: Beastmen, Rotters and Beast of Nurgle

Nurgle's Rotters are a Chaos team made famous by the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. The team won many games by default as it was not uncommon for opponents to simply refuse to take the field against them. Unfortunately (well, unfortunately for the Rotters anyway), the team did not survive the collapse of the NAF in '88. Without a regular supply of victims to recruit they, quite literally, went to pieces. However, Spike Magazine recently identified an outbreak of an advanced and irreparable decomposition disease amongst some Blood Bowl players. This caused Chaos fans everywhere to scream in delight. "The Rotters are back!"

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

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

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

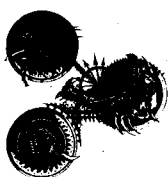
2488: The collapse of the NAF left the Rotters with a sparse fixture list, and surprisingly quickly they began to fall apart. The decimated team departed to take part in a match against the Arctic Cragspiders at the end of 2488, but never made it across the desolate and frozen iceflows to the Cragspiders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

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

Team Honours: Team Honours: Blood Bowl winners 2488 (VIII).

Hall of Fame: Ivan Boulder crusher, 'Smelly' Pete, Goran 'The Terriace' Svengard, Tiddles (ex ship's cat, now Beast of Nurgle)

Spike Magazine Rating: 198 points




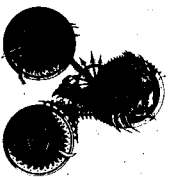
Nurgle's Rotters: The Rotters are the longest running and by far the most successful Nurgle team in the Old World, and being the only Nurgle team to ever win a major championship when they won Blood Bowl VIII. Their reputation is helped in part by the understandable reluctance of fans and commentators to get too close to the players. From a distance all Nurgle

Nurges' Barkers have given away fewer touchdowns than any other team in the history of Blood Bowl. I say that they have a great defensive strategy. It's more that their opponents almost never turn up for the game... who says Blood Bowl players are stupid???

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

NURGLE TEAMS

Nurgle teams are a form of Chaos team whose players worship the god Nurgle. Nurgle is the Chaos god of corruption and disease, and he rewards his players by granting them a rather unpleasant disease known as Nurgle's Rot. The fact that Nurgle teams smell awful is assumed rather than proven. True, they are all made up of semi-decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, they've inevitably caught one of Nurgle's nasty diseases, and usually die before they can suggest a new personal hygiene regime.

A black and white illustration of a character, likely a Nurgle team member, depicted as a mass of rotting flesh and decaying matter. The character is covered in numerous small, dark, fly-like insects. The figure is shown from a side profile, with its head tilted back and its body appearing as a grotesque, bloated mass of decay. The background is plain white.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Nurgle Beastmen	60k	6	3	3	8	Horns
0-6	Rotten	110k	5	4	3	9	Foul Appearances

Coaching Staff: Nurgle teams may not employ or use apothecaries, for obvious reasons! They may use other coaching staff or wizards that will work for Chaos. Big Guys and Star Players who play for Chaos will play for a Nurgle team as well.

NURGLE TEAM SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Nugle Beastmen	Y	N	Y	N	Y
Fotter	Y	N	Y	N	Y

strain of the Rot which has resulted in their players mutating in to mindless Nurgle Beasties or steaming piles of protoplasmic gloomp or extremely quickly it's not uncommon for all of the players on the Destroyers' to end up this way by the end of the match, which can make fielding a full team in the next match rather difficult to say the least ...

BEAST OF NURGLE

Nurgle teams may include a new type of Big Guy which are commonly referred to as Beasts of Nurgle or Nurgle Beasts. It has to be said that Beasts of Nurgle aren't all that much to look at. More like gigantic slimy snaily things that stars. Not nice at all. However they are prodigiously strong and tough, highly infectious, and they make nice team mascots too, so most Nurgle teams include at least one on their roster.

Title	Cost	MV	ST	AG	AV
Beast	160K	3	6	1	10

Skills & Traits: Foul Appearance, Mighty Blow, Regenerate, Stand Firm, Tentacles, Thick Skull

Racial Characteristics: Big Guy, Really Stupid

Allied Teams: Nurgle Teams

Allied Teams: Nurgle Teams

Special Rule: Beasts of Nurgle are highly infectious, and even the modern remedies used by Blood Bowl players taking on a Nurgle team won't always work against them. Because of this, whenever an opposing player is killed or fouled by a Beast of Nurgle and is killed, then it is assumed that rather than dying he has been infected with Nurgle's Rot. He is still treated as being killed (cross him off the opposing team roster) but the team that the Beast is playing for may add a new Rotter to their team for free after the game to represent the newly infected player joining their side. Note that the extra Rotter can only be taken if there is enough room for him in the team (ie. the team doesn't include 4 Rotters already).

Note: Because there is no specific Blood Bowl model for the Beast of Nurgle players are advised to use the Beast of Nurgle from the existing Warhammer range (pictured on the inside cover) which you can buy in a Games Workshop store or via Mail Order.

DESIGNER'S NOTES

Nugles's Rotters have a long and venerable history dating right back to the first edition of *Death Zone* published in 1987. *Death Zone* included numerous contributions by people other than myself, one of which was the rules for the Rotters, conceived by an extremely talented editor and designer called Mike Brunton. The Rotters survived into the 2nd edition of *Blood Bowl*, but were relished from the 3rd edition as we ran out of time to make them.

However many coaches, including myself, clearly remembered the Rotters very fondly, and people keep asking if we'd ever do rules for the Nurgles's Rotters team. Because of this I was more than happy to see James Jamieson's house rules for the Rotters appear in the pages of the Blood Bowl Compendium.

For a while that is how things remained, until last year when we were discussing what new team Fanatic should make for Blood Bowl. My first choice was a new Nurgie Potter's team, and because I'm the boss I got to have my own way (rank hath its privileges). We asked ace freelance designer Steve Buddle to produce the models for us, which he agreed to do and which can be seen in the photo's on the inside front cover.

With the models commissioned, it felt to me to come up with the new rules for the team. One thing I've learned, with Blood Bowl is that it's very easy to get carried away and generate lots of special rules when creating a new team, and the temptation with the Rotlers was to get carried away and go to this excess. However, in

my experience, this rarely results in a team that works well in a typical league, as special rules tend to throw up rules problems that can slow a game down to a crawl.

So I decided to keep any special rules to a near absolute minimum. As I was pondering this, I happened to re-read the section describing the Rotters in the *Blood Bowl* Handbook, where they appear as a 'Famous Chaos team'. It occurred to me that I could do a lot worse than simply treat the Rotters as a Chaos team that uses the new models Steve was making to replace or supplement the Chaos Warriors in the team line-up. This would avoid the dreaded 'rules creep syndrome', and would also allow us to include Rotter teams quickly and easily within the minimum of play-testing.

And that's pretty much what I've done. If you study the Nurgle team list above you will see that it is nearly identical to the Chaos team list including the Beast of Nurgle also allowed me to include rules for infecting players from other teams in a nice, simple to handle, kind of way. And that's all from me for this issue of Blood Bowl magazine. If you have any thoughts, comments or suggestions about the new Nurgle team please don't hesitate to write to me at Coach's Corner I'd love to hear from you.

A note about the models: Players are free to use the Frotter models in two ways. They can use them with the Experimental Rules supplied, use them with the Experimental Rules supplied (with permission from your League Commissioner) or you can use them as a Nurgle flavoured Chaos team using the official Chaos team rules from the handbook.

**DISEASED DESTROYERS
CHIEFLY LEADERS CHANT.**

Give us a Pa.
Give us another Pa.
Give us another Pa.
Do I again?
What does it say?
Papa Nurple, Papa Nurple!!
Papa Nurple, Papa Nurple!!
The boy in a red
Papa Nurple, Papa Nurple!
The boy gave you the Pa.
Papa Nurple, Papa Nurple!
he's surrounded by Nurple
Papa Nurple, Papa Nurple!
And soon you'll be purging
Etc, etc, etc...

THE BLOOD BOWL

A preview of the upcoming Tournament

Games Workshop is proud to announce 'The Blood Bowl', the ultimate Blood Bowl tournament and official highlight of the NAF season. The Tournament will be held here at Warhammer World in Nottingham on the 1st and 2nd of March 2003. Coaches will actually be playing for the Bloodweiser Blood Bowl Championship Winner's Cup – we are having a full-scale Blood Bowl trophy made, and the winner's team will go down in the game's history of winning it for that year. We expect this to be a very popular event and not just

with coaches in the UK, at last year's Resurrection event we had coaches fly over from as far away as Australia and Canada, and we fully expect this Tournament to be no different. The Tournament will also be NAF sanctioned, with special privileges for NAF members at the event, so if you're not a member yet, go join at www.bloodbowl.net.

With only 150 places, tickets will be hotly contested. They can only be purchased from Games Workshop on 0115 91 40000, on a first come first served basis (if calling from outside the UK ring ++44115 91

40000). They go on sale at 8am GMT on Saturday the 30th November, my advice, if you want one, is to get up early that day!

The weekend will involve six games of Blood Bowl, culminating in a final game between the top two players. The remaining competitors will play for the Warhammer World League Cup, the trophy first seen at Blood Bowl Resurrection.

Don't expect an early night on Saturday as the event will continue late into the evening with pub quizzes and outrageous games of Blood Bowl. Jervis and Andy will also be about for a chat and, of course, there will be copious quantities of ale available from Bugman's Bar. So if you're a Blood Bowl fanatic, you cannot afford to miss it!

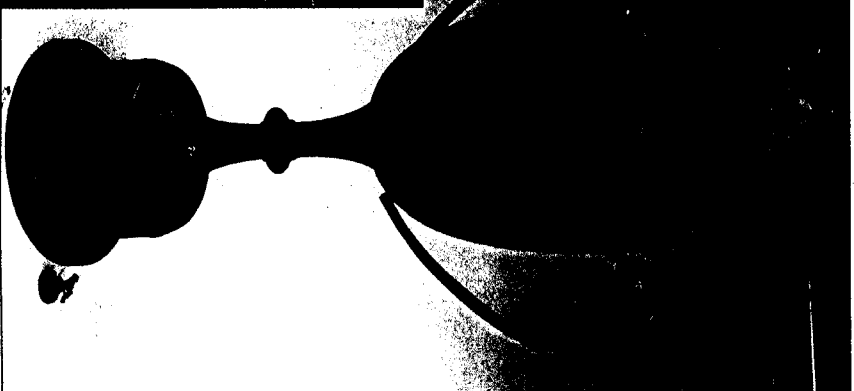
Tickets will cost £40, which includes entry to the Tournament, three meals and a special edition figure (for coaches that play all six games).



The packed gaming hall at Resurrection last year.

Plans are already in progress for the Saturday evening's entertainment, although Andy's suggestion of everyone playing a real life game of Blood Bowl was deemed an Health & Safety nightmare!

Here's a sneak preview of the Blood Bowl trophy. It doesn't look much at the moment but Mark Bedford has been ordering bucket loads of Green Stuff to transform this humble cup into the Bloodweiser Winner's Trophy.



THEY WILL COME FROM
ALL OVER THE GLOBE...
TO PARTICIPATE...

TO BE THE ONE...

TO LIFT THE CUP...

THIS SPRING...
BE THE CHAMPION

SECRET WEAPONS

Experimental rules by John Lewis

"Welcome again to Monday Night Blood Bowl! We've certainly got an exciting night of action lined up for you. Long time rivals, Dem Rotten Gits are facing off against the Karak-Kadrin Kingsmen. Goblins versus Dwarves in what will likely be a bloody game, right Jim?"

"That's right Bob! This rivalry goes back three years in the now infamous Deathroller Massacre Match which left 18 Rotten Gits dead or injured. We're still trying to figure out how they got 18 players on the pitch for that one drive. Never the less, each year since that event the two teams have tried desperately to out do the other on the pitch with the use of secret weapons. What are we likely to see out there tonight, Bob?"

"Unfortunately I couldn't get into the Goblin locker-room, Jim. It's a real shame too, because I could hear some kind of springy, clanging noise from inside. But it's no secret what the Kingsmen will be bringing onto the field."

"That's for sure Jim! We're just minutes away from the start of another fantastic night of Monday Night Blood Bowl. Stay with us."

Desperate coaches will always use any advantage to win games, but increasingly they are willing to employ all manner of secret weapons to give their team an edge. Dwarf and Goblin teams, in particular, have been turning to the use of illegal items on the pitch in the hopes that they will ensure victory. Often the players are caught red handed (with a

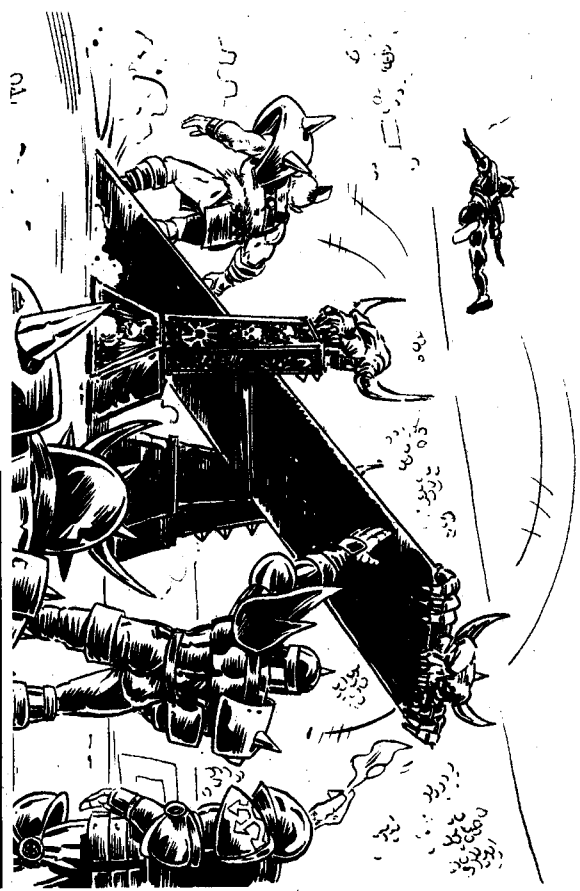


chainsaw, it's hard to hide the red hands) and are removed from the game by the referee.

To help fight this increasing scourge, referees are not only issuing game suspensions when they catch players with extra equipment but have taken to confiscating the item as well! This can be quite profitable for some referees, who often sell it back to the very team they confiscated it from after the match.

The first step in purchasing a secret weapon is picking the player on your team who will use it. Some Secret Weapons will change the stats of the player whilst he is using it on the pitch, so it's important to pick carefully!

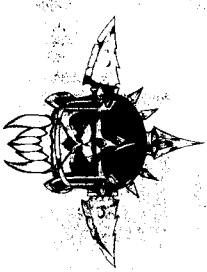
To purchase a Secret Weapon, simply check to see if your race is allowed to use the item, pick a player on your team roster and deduct the cost from your treasury (adding it to the cost of the player). Any player position can use a secret weapon, but you must have an official GW miniature modelled with the Secret Weapon. There is no limit to the number of Secret Weapons that a team can have on their roster, however there is a limit of one Secret Weapon on the pitch at one time. (with the exception of Goblins who can have two Secret Weapons on the pitch at once!).



The Penalty roll works as listed in the Blood Bowl Handbook, but if the player is ever sent off, then there is a second roll to check for item confiscation. The opposing coach makes a roll to determine if the Ref will keep the Secret Weapon. On a 4+, the Ref has confiscated the item and the player must remove the item from his roster and lower his cost back to its original value.

Star Players who have been freebooted and who use Secret Weapons will never take to the pitch without it. However, normal roster players who use Secret Weapons are allowed to leave them in the dugout it, and only if, the coach has a model for that player which does not show the weapon on it. Obviously if the player has not brought the weapon on the pitch, then there is no Penalty roll made after that drive.

If a player who was given a Secret Weapons is removed from the roster for any reason, the Secret Weapon is also removed from the roster. You may never trade a Secret Weapon between players.



Example:
Coach Chip Organbustler is going up against a powerhouse team and decides it's time for him to add a Secret Weapon to his roster. After checking over the choices, he realizes that the only secret weapon that the Orc team can get is the Chainsaw. He deducts 30,000 from his treasury and adds Chainsaw to his Experienced Blitzer's skill list. He figures that since the experienced Blitzer has already gained +1 AG, it will be easier for him to start the Chainsaw. He also adds the 30,000 to the cost of the Blitzer.

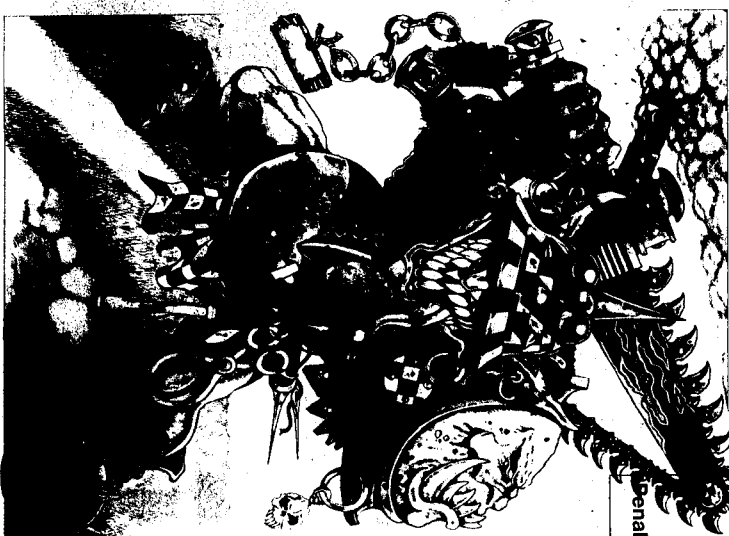
Second Example:
The coach of the Green Machine Goblin team decides he wants to get a Ball & Chain on his team. They select Dwight T. Boogie who has previously gained a couple of skills as the lucky player.

Dwight T. Boogie 6 2 3 7 Flight Stuff, Dodge, Stunty, Diving Catch, Side Step

After paying for the Secret Weapon, they send him out on the pitch with his new weapon. When using the Ball and Chain his statistics would change based on the rules for the Ball and Chain (Special: MA=4, Ignore all Skills and Traits)
Dwight T. Boogie 4 2 3 7 Flight Stuff, Dodge, Stunty, Diving Catch, Side Step, Ball & Chain

SPECIAL WEAPONS

Ball and Chain	Poison Dagger:
Cost: 10,000	Cost: 30,000
Races: Goblin	Races: Dark Elves, Skaven
Special: MA=4, Ignore all Skills and Traits.	Penalty Roll: 10+
Penalty Roll: 8+	
Chainsaw	Bombs
Cost: 30,000	Cost: 20,000
Races: Goblin, Chaos Dwarf, Chaos Dwarf, Human, Orc	Races: Goblins, Dwarf, Chaos Dwarf
Penalty Roll: 8+	Penalty Roll: 8+
Blunderbuss	Pogo Stick
Cost: 20,000	Cost: 10,000
Races: Dwarf, Chaos Dwarf	Races: Goblin
Penalty Roll: 10+	Special: Remove all Racial Characteristics.
	Penalty Roll: 10+
	Deathroller
	Cost: 80,000
	Races: Dwarf
	Special: Ignore all Skills and Traits. Add Multi-Block, Mighty Blow, ST=7, AG=1, MA=4, AV=10.
	Penalty Roll: 7+



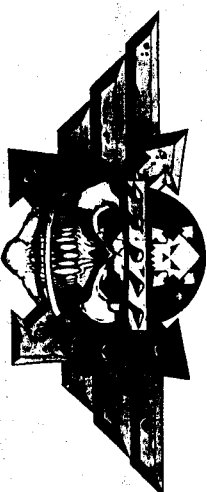
***Did You Know?

Krazy Snotcheez had a pogo stick surgically implanted in both his legs in a desperate bid to keep his Secret Weapons from being confiscated. It worked! Unable to remove the Pogo Sticks, the refs could only expel him from the game. Unfortunately, Krazy has gone missing after falling into a trampoline trap that someone had carelessly left on the field. Several fans have reported seeing him fall into the trap, hearing a loud springing noise and seeing the poor git being thrown skyward. He was never seen again!



***Did You Know?

Karthon Drezlebeard was the inventor of the first (and only) Deathroller with a reverse gear? Karthon was fond of backing up after rolling over a prone opponent 'just to be sure'. The Deathroller was dismantled after it got stuck in reverse and backed into the dugout for the team that Karthon was playing for, killing the apothecary and several cheerleaders.



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MORLDS EDGE SUPERLEAGUE

House Rules by Jim Mawby

The ring of tankards crashing together, the heady smell of gold, and the hearty singing deep in the heart of the mountain; Blood Bowl has infiltrated even the impenetrable fortress of Karaz-a-Karak. Hold on to your ale...

This is a set of guidelines intended to help anyone wanting to run an entirely Dwarf Blood Bowl league, including team lists for the different realms based on existing rules and suggestions for specific Dwarf awards to offer in the league.

Dwarfs have always revelled in the opportunity for social drinking, loud singing, bitter rivalry, and, perhaps more than they would like to admit, not a little mindless violence. What follows is a set of variations on the Dwarf team lists designed to reflect the strengths of the various strongholds.

Although their resources are pooled in times of war, secrets are heavily guarded – and none more so than the specialties of Dwarf Blood Bowl teams. Note that if you use these team lists, certain Dwarf players are only available to certain realms, unlike the generic team list. It is suggested that these variations are only used in a Dwarf-only league



THE REALM OF KARAZ-A-KARAK (EVERPEAK)

The seat of Dwarven high kings since time immemorial, Karaz-a-Karak is as proud on the astragranite as it is on the battlefield. Its resplendent warriors are indomitable and their legendary fortitude is embodied in their powerful Blitzers and stalwart Longbeards. Eschewing the less armoured positions, teams from Karaz-a-Karak rely, perhaps predictably, on defence

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
-----	-------	------	----	----	----	----	-----------------

0-6	Blitzers	80K	5	3	3	9	Block, Thick Skull
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0-12	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull
------	------------	-----	---	---	---	---	----------------------------

Special Rules:

Any player from the legendary stronghold of Karaz-a-Karak may take Stand Firm as a general skill.

THE REALM OF KARAK EIGHT PEAKS

Karak Eight Peaks is the true frontier of the Dwarf realms; although its higher levels are well fortified, much of it remains occupied by foul and evil invaders. The Dwarfs of Karak Eight Peaks make frequent forays into the darkness, and their tunnel runners are among the most proficient in all the Realms. They also make for great Blood Bowl players! Combined with battle-worn Longbeards, who blanch at nothing, these skilled Runners have managed to do the impossible on more than one occasion – put together a dwarven throwing team

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
-----	-------	------	----	----	----	----	-----------------

0-6	Runners	80K	6	3	3	8	Sure Hands, Thick Skull
-----	---------	-----	---	---	---	---	-------------------------

0-12	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull
------	------------	-----	---	---	---	---	----------------------------

Special Rules:

Any player who has witnessed the underground horrors of the lower levels of Eight Peaks may take Nerves of Steel as a general skill.

The Dwarfs have a lot of respect for resilience, and their appreciation of Blood Bowl is no different. For that reason, as well as awarding traditional prizes for winning and scoring, a few additional suggested awards follow. Most Dwarven leagues give cash awards for most casualties (single game/single season) on an individual and team basis, as well as most touchdowns (similar split). In addition, there are some peculiarly Dwarven awards offered, that although require (in some cases considerable) additional book-keeping, if you're prepared to do it, can make the whole league more exciting:

TEAM AWARDS

The Golden Fortress: This solid gold trophy (exquisitely wrought in the shape of a mountain stronghold) is awarded to the team who has the least touchdowns scored against them in a season. If there is a tie, no team is awarded, unless all of the tying teams have a record of 'zero touchdowns against' over the season, in which case all of them receive a Golden Fortress. The intimidating effect this trophy has on opponents means that the holding team can, once a game, choose the result Perfect Defence on the Kick-off table instead of rolling.

The Steel Anvil: The Steel Anvil is awarded to the team that has suffered the least number of casualties over the season. Traditionally, it is too heavy for one Dwarf to lift alone, symbolising the strength of unity. The toughest team in the league is always a big hit with the fans, so any team that holds the Steel Anvil has its FF increased by one for the next season. If the team is from Karaz-a-Karak, the increase is permanent.

★ ★ ★ Did you know...



In 2470, following years of disenchantment, several of the teams competing in the Dwarf 'Stuntie' Cup competition threatened to leave the leagues they were competing in and form a league of their own. The increase in the throwing game was threatening to end whatever chance of success they ever had.

The resulting Worlds Edge Superleague is a Dwarfs-only league, now trimmed to 12 second rate teams playing a 22-match season. Curiously, the throwing game dominates! Those Worlds Edge fans just love to see the ball hanging up there while 22 players scramble for the honour of being the one it lands on!

Bugman's Banner: Bugman's Brewery often offers a sponsorship deal to the team that has suffered the most (and is therefore in most need of a barrel of Bugman's!). This award is presented to the team that suffered the most deaths over the course of a season. While the team holds Bugman's Banner (for all of next season), their winnings are increased by 10,000 gp a game due to the Bugman's Alliance that comes with it. If two or more teams are tied for the award, no award is given (this stuff is pretty exclusive you know!).

THE REALM OF KARAK AZUL (IRON PEAK)

Karak Azul hides the mythical rune forges of the Dwarfs, where magical runic weapons and armour are manufactured and distributed in times of great need. However, the forges are never cold, and often a 'spare' rune item finds its way into the hands of the more sport-minded dwellers of Iron Peak. Typically, a Karak Azul team has few specialists, but all are armoured to the teeth, and they seem able to draw on a more diverse range of players, through family favours, outstanding titles, and occasionally, outright bribing.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-2	Runners	80K	6	3	3	8	Sure Hands, Thick Skull
0-2	Blitzers	80K	5	3	3	9	Block, Thick Skull
0-12	Longbeards	80K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Runners and Blitzers from the rune forges of Iron Peak may take a Magic Helmet (inscribed with the Rune of Iron: +1 AV) in place of a general skill when they take a skill advance. Longbeards may take one on a skill roll of a double.

INDIVIDUAL AWARDS

The Glass Jaw Award: Although this is presented here as an award, it is not one any Dwarf wishes to win, and even the fans don't speak of it. It is claimed by the player who fails the most Thick Skull rolls over the course of a season. The player in question, overcome with shame, immediately renounces his status and becomes a Troll Slayer. The player's AV is reduced by -1, but he gains the traits of Frenzy and Dauntless (obviously, if a Slayer wins the award, it has no effect). A player turned Slayer may either be retained by the original team (unless the team is from Karaz-a-Karak), or else sold to a Slayer team in the league. If more than one player has the worst record,

then honour is saved, and nobody is forced to become a Slayer.

The Iron Jaw Award: The opposite of the previous award, the Iron Jaw award is one of the most talked about awards among Dwarf leagues. It is awarded to the player who passes the most 'Thick Skull' rolls over the course of the season. The prestige of this award means that it carries no further cash reward, however the player has taken so many knocks 'on the chin' that his Thick Skull becomes a Very Thick Skull – and he only fails Thick Skull rolls on a 1. If the award is tied by each enjoys the benefits.



THE REALM OF ZHUFBAR (HOME OF THE DWARF ENGINEERS GUILD)

The Dwarf Guild of Engineers is rumoured to have a secret brotherhood devoted solely to the more creative (destructive?) side of Blood Bowl. Whether such reports are accurate or not, the formidable weapons of war that are brought to bear by Zhufbar teams are enough to make even an Everpeak defence think twice.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Zhufbar teams can take up to two of the following secret weapons in addition to the Death Roller (see Star Players below). The Secret Weapons must be bought when a player is bought, and cannot be given to a player later.

Allowed Secret Weapons: Chainsaw (8+): Cost 60,000 gp.
Explosive Bombs (8+): Cost 40,000 gp
Blunderbuss (10+): Cost 40,000 gp

THE REALM OF KARAK KADRIN (SLAYER KEEP)

The infamous keep of Karak Kadrin throws itself as readily into the Blood Bowl fray as it does into any other. Reveling in the mayhem and potential for death, these oathbreakers seek to bring glory to their keep where their own is irredeemable. Often, the fury of the slayers infects the other members of these unpredictable teams, and the result can make for chaotic matches – and so, of course, Dwarf leagues are rarely without a slayer team or two.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Troll Slayers	90K	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull
0-12	Longbeards	70K	4	3	2	9	Block, Tackle, Thick Skull

Special Rules: Any Longbeards from Slayer Keep may take Frenzy as a general skill.

STAR PLAYERS

The Star Players have returned to the realms to pit themselves against the only opponents worthy of respect – their kinsfolk. If you choose to use Star Players in your Dwarf league, it is suggested that you restrict them as follows:

Star Player	Cost	MA	ST	AG	AV	Skills & Traits
Dwarf Deathroller	80K	4	7	1	10	Mighty Blow, Stand Firm, Multiple Block, Death Roller (8+)
Allowed Realms:	Znuthar only					
Star Player	Cost	MA	ST	AG	AV	Skills & Traits
Grim Ironjaw	75K	5	4	3	8	Block, Mighty Blow, Frenzy, Dauntless, Thick Skull
Allowed Realms:	Karaz Kadrin only					



GRUDGEBEARING

Grudgebearing is a special effect that should only be used in Dwarf-only leagues; it requires a lot of additional book keeping, but can be great fun to play, and helps to develop the special atmosphere of Dwarf games. Dwarfs are famous for their ability to bear grudges, often over centuries and generations. In Blood Bowl, it can be very dangerous to injure a Dwarf, especially if he comes back to the astrogranite for a later fixture!

To represent the Dwarf propensity for grudgebearing, make a note whenever one of your players is Badly Hurt or Seriously Injured by an opponent. Don't forget to record the

name of the opponent (and which team he is in). In the future, your player counts as having the Mighty Blow skill against this opponent (only). This effect lasts until you have Badly Hurt or Seriously Injured the player in question (of course, then he will bear a grudge against your player). It is possible to bear several grudges against different players, but you may only bear a single grudge against a single player, and the effect is removed as soon as you inflict an injury on him. Of course, if he later makes good on his grudge, you will bear a grudge again as usual!

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COACH'S CORNER

Blood Bowl coaches are a noisy lot and this page is here for them to rant, shout, applaud or praise. As long as you have an opinion we will print it. Send them to Fanatic@games-workshop.co.uk (with Coach's Corner in the subject line) or write to: Coach's Corner, Fanatic, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, United Kingdom.

STARS IN THEIR EYES

Greetings,
In Citadel Journal 49, Andy posed a question on the Validity of Star Players under the current rules.

I feel Star Players still have an important place in Blood Bowl. Many Star Players provide teams with difficult or impossible skills to acquire. For example, Varag Ghoul-Chewer has Jump Up, a trait that is not available to Orc players.

Star Players also provide coaches with another valuable resource, reliable Big Guys. With all of the debating and arguing over Big Guy traits being to restrictive (namely wild animal), it seems that coaches have forgotten that they can freebooter big guys Star Players without these negative traits (Headsplitter anyone?). Additionally, Big Guy Star Players can also use team re-rolls making them an even greater value.

Many coaches have voiced concerns that Star Players are powerful to the point of being "broken". Under the core 3rd edition rules, one might be inclined to agree. Under the current Living Rules, however, Star Players are an expensive proposition. Having Star Players only available as freebooters only balances them out quite nicely. How many coaches are going to spend 90k on Giff for a match they are confident they are going to win? On the other hand, for must win matches, Giff is a great value at 90k.

My final reason for wanting Star Players to remain is more of an aesthetic one. I feel that the Star Player minis are some of the nicest looking models around. Given the current mandate of "a rule for every miniature" in Blood Bowl, I would hate to see these minis phased out due to Star Players being removed from the rules. In fact I would love to see the 2nd edition Star Players added to the Living

rules. I must confess, I have a sentimental place in my heart for the 2nd edition models.

yours,

Marcus Ervin

Thanks for your well-thought out response Marcus. Your reply has got me thinking how many people use Star Players in their teams because they are a good value 'skills package' and how many more people use Star Players because of aesthetics? More coaches views please.

MORE DISGRUNTLED DWARFS

Dear Andy,

I have to agree with Jason Homes' letter in issue 4.

The Dwarfs are a great team unless you are trying to use tactics that are clearly not suited to the players. I've been a Dwarf coach since the release of third edition and have won many games and even a few leagues with them.

The secret to playing with a Dwarf side is to quite simply keep possession of the ball. A Dwarf team will score one more touchdown than his opponent, two if he's really good. Don't try and compete with 'finesse' teams - it just won't work.

Anyway, thanks Jason, many Dwarf coaches agree with your sentiments.

Many thanks,

Jeff Tyms

Dwarf coaches should check out the Worlds Edge Super League on page 14 if you haven't already.

Is there any coaches who would like to take an opposite view on the Dwarfs? I must admit I haven't had one supporting the letter in issue 3 yet, so if your out there let me know.

NOT QUITE SO UNDEAD

Hello,

Cheers for the new experimental rules for the Necromantic Undead, but I do have a comment for when they are reviewed.

The old rules for Undead meant that not having an apothecary wasn't a drawback, even when regenerate became a 4+ roll.

But now, the majority of the necromantic players can't regenerate, but can't use an apothecary either - so meaning a lot of the new (expensive) players can't be saved.

Perhaps an idea would be to let the new Undead have an apothecary, but not let him be used on players with regenerate.

Just a thought!

Andrew Gferson

Just a thought, but a good one. This is definitely a weakness in the new test necromantic roster so I would play it how Andrew suggested.

A MINOR QUIBBLE

Greetings,

I have a minor quibble. It seems that fast and agile teams (Wood Elves, High Elves, etc) might be even better under the new 2002 edition rules than previously. With the changes to use of skills like Mighty Blow, Dirty Player and Stand Firm (i.e. harder for 'strong' teams to actually inflict injury on these teams).

In my experience these teams generally perform very well in a league, especially if they can keep injuries to a minimum early in the season. Later in the season, the across the board high movement and agility of

players on the roster means these teams can quite easily ensure that skills are distributed evenly across the entire team, meaning the loss of any one player is easily covered. My preferred team, Dwarfs, generally does not have this luxury, with Runners earning the lions share of SPPs through touch downs and completed passes, and therefore being especially hard to cover if out injured. Any chance of future rules editions allowing Dwarfs to take 0-4 runners?

All the best

Justin Rorke

Ahh another Dwarf coach and one that's having a go at Elf teams, things are going back to normal! Would giving Dwarfs access to even more runners change the whole ethics of the Dwarf team?

YOU DID!

Dear Fanatic Crew,

I don't know about fellow readers but when I buy my Blood Bowl Magazine the first pages I turn to is the Spikel section at the back.

I'm sure I'm not the only one who finds this best article in the magazine, its very funny especially the very 'naughty' theme that's hidden in the text, coincidence? I think not!

Thanks for the laughs, Borak kills me everytime!

Cheers,

Justin Moore

'Naughty Theme' - I have no idea what you mean!

ENDZONE HOGGERS

Hey guys!

You say in your introduction that you can use Coach's Corner to rant, so I'm going to rant! Don't you just hate Blood Bowl coaches who get their Catcher or Blitzers to a space before the endzone and then just leaves him there while his other players beat your team up. I think it's totally unrealistic and like expecting a footballer to stand a few yards from the goal-mouth while his team mates go kicking everybody else in the shins. I reckon this shouldn't be allowed.

It seems to happen to me a lot and yet my mates never have this problem, I think there should be some kind of rule to stop this endzone hogging. I bet I'm not the only one who this happens to, please sort it out as soon as possible.

Thanks.

David Judd

Okay... firstly I think your example is flawed. Football happens in real time, and Blood Bowl, by necessity of being a board game, is a turn based meaning just because it's happening on the board does not mean that's how it would actually happen if Blood Bowl was real.

The fact that it does not happen to your mates should give you a clue that it is not necessarily a problem with the rules but maybe your tactics and strategy, ask your mates how they avoid the situation and then implement it yourself.

(I get letters like these everyday!)
Until next issue...

ALL AT SEA: BLOOD BOWL ON BOATS

Part 1
by Carl & Matt Brown

Even Blood Bowl teams need a day off to relax and recover, so what could be better than a trip to the seaside? Well, a trip to the seaside with Blood Bowl in it, that's what! Those players just can't get enough, as any coach of a Khemri team will testify, and so presented here for your Blood Bowl team's entertainment are rules for playing Blood Bowl on the deck of a ship, but first how it all started...

"Hi there folks, Bob Bobson here. Jim has sadly been taken ill - I told him not to eat all those shrimps but would he listen? - Anyway, that means we can't bring you our invaluable insight into today's match but I assure you normal service will resume. Just as soon as I throttle the little jerk, I bet he knew I had some great sailor jokes lined up... roll film!"

'Clunk, whirr...'

It is largely thanks to the explorers, traders and seafarers of the Old World that Blood Bowl spread like a plague around the world, to the distant continents of Ulthuan, Lustria and beyond. And like the actual plague they

carried before it, Blood Bowl caught on just as rapidly. Except this time everyone had a good laugh at the suffering caused even despite the fact that body parts fell off even quicker.

Unfortunately, the lifestyle offered to most seafarers meant there was little time for them to actually enjoy a game of Blood Bowl themselves. It was a rare turn of fortune to arrive in port on the day of a game and have enough shore leave if any to spend. Even then the cost of a ticket on gameday, if a ticket could be found at all, was certain to be astronomical - in line with the NAF black market price guide. So crews had no choice but to devise a similar game of their own to

play across the deck whilst in port and in a shorter space of time than it takes a captain to lose a leg, a hand and an eye and acquire a parrot shaped growth on his shoulder, the game took off. Captains proud of their crew were soon arranging matches and laying wagers against their rivals. Blood Bowl on ships was here!

A Life on the Open Wave...

Soon enough, the crews of merchant vessels, fishing fleets, coastal guard and warships alike were forming teams of their own, each eager to prove their superiority over the other. In fact the game became so popular that it was not uncommon for such crews to issue challenges to each other whilst out at sea, instantly weigh anchor and play it out.

Both crews and captain took great pride in these victories but having to practice and sometimes play on stormy waters did present unique problems. The kick off and passing game was the first to suffer due to the extreme gales encountered when out at sea and the deeps claimed many an able crewman too proud to let a wild pass go.

This was a major setback, with the Elven communities suffering particularly so - the cost of replacement balls could really cut into the journey's profit margins, and one Orc historian points out that Elves have never had an abundance of balls.

Furthermore, crewmen who had previously thought they could play the flanks soon found sea spray across the deck, though manageable under normal circumstances, became for all but the most fleet of foot the prelude to a quick shove and watery plunge.

The High Elf lords of Ulthuan called for a complete ban on Blood Bowl, which they assured everyone had nothing to do with the fact that they had lost every game and been stung several times on large wagers. Unfortunately they were not alone. Entire merchant companies could find themselves on the verge of bankruptcy because of one over exuberant tackle and good captains and navigators were hard to find these days, particularly when they were swimming about in the middle of the ocean. The major companies called a group meeting for all the sea-going peoples to discuss the fate of Blood Bowl. Was the plug about to be pulled? Would Blood Bowl go the way many a stubborn High Elf crewman had gone before, and sink without trace?

★ ★ ★ Did you know...

Blood Bowl at sea almost didn't make it? The first 'All-at-Sea' League was abandoned amid rumour of sieze and corruption. Suspicions were raised at NAF headquarters when early match reports contained such phrases as 'The game was won by a bunch of professional divers, and the rigging was plain for all to see...'

Well, as we all know you just can't keep a good thing down, not on a heaving sea at any rate!

Swing Low, Sweet Halibut...

Being the rebellious and adventurous lot they are, the ships crews and captains were of course horrified at this, and quickly called a union meeting to put their side of the argument to their masters.

They liked the game, crew morale was at a record high and desertion during the Open Tournaments was at a record low.

The arguments between the unions and the companies raged for months. Eventually, an Elf captain fresh from a business trip to Cathay stepped forward with a proposal. If the ships would abide by a set of rules amendments he had written for his own crew, would the companies then allow them to continue playing? Both sides agreed on principle and so the Elf sent for his papers.

To avoid the loss of valuable footbolls he had outlawed all but the safest of underarm passes and the kick-off had been replaced with a declared snap from the line of scrimmage. After much bargaining and bartering over finer details, the crews and companies finally agreed to this new version. The Elven captain signed his papers and handed them over. For want of a better title to the new game - and lacking the imagination to come up with one - his signed name became synonymous with the amended rules that were now to result in a sweeping, running style of play. So was born the golden age of Captain R'Hugbi (although since its introduction the mainlanders have turned to calling it Rigger after the crewmen they see playing it).

Incidentally, R'Hugbi also suffered a dark age soon after when a number of captains discovered (shortly before capsizing) the companies had drafted crewmen purely for their R'Hugbi abilities rather than proven mariners to cash in on large wagers. Once



Hitting the deck - a Blood Bowl pitch at sea

★ ★ ★ *Did you know...*

In 2467, Chiqui Phugqa, the legendary Skink scoring-maestro, became the first player to switch codes and join The Blue Men instead of signing what had been seen as an inevitable renewal of his contract with Sotek's Word. Fearful of a precedent setting competition for players between the two codes, and also concerned by potential legal wrangles over image rights and eligibility for the burgeoning number of tournaments, the NAF briefly attempted to consolidate the two codes into parallel divisions of the same rankings system. This was quickly abandoned after the tragic events of the 2471 4-leet Under Invitational, where the defending Sotek's word employed the rather dubious tactic of leaping overboard in an attempt to swim toward the opponent's endzone unmolested. This resulted in the drowning of no less than eight members of the opposing Moot Mighties (finally confirming the rumour that Halfings can't swim) and the bloating to death a ninth who found himself marooned for three days in the ship's galley.



more the companies and unions clashed. Both sides made strong arguments about the legality of hiring second rate crews in favour of first rate R'Hugbi. Resolute against professional R'Hugbi crews, the unions declared that no sane captain would knowingly set sail with ex-Blood Bowl players as crew. The company counter-argued by asking to see a sane captain.

Company leaders further claimed it was owner's privilege to jeopardise the safety of the crew, citing the fact that no one had ever complained before. The Union protested that companies could claim back the value of a lost cargo on insurance but crewmen couldn't claim back a lost life. Not on their salaries at least – life insurance premiums offered by the Necromancers guild were beyond anything a mariner would see, no matter how many lifetimes he would be given to pay it in. The costs for being winched from the bottom of the ocean alone would literally cost an arm and a leg – and few veteran mariners had many of those to spare.

Unable to come to any agreement the two factions went their separate ways. Union led (viz. poor) companies refusing to hire professional players and professional led companies having little choice left other than to hire all-pro crews.

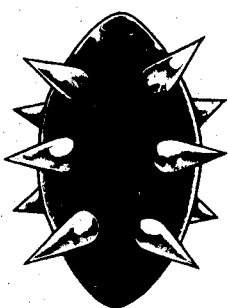
So it is the state of R'Hugbi today. Whilst union matches are by far the more exciting to behold, they are also rare. Ostensibly, they remain mercantile companies with matches arranged haphazardly between individual captains.

Professional R'Hugbi is the one of which most people are aware as it is played at port according to a preset schedule of meetings by a fixed number of teams. These companies soon gave up their dwindling mercantile concerns (due to the fact that no trader was willing to hire a crew that would lose its ship in a bathtub) and instead they play in front of paying crowds for the league trophy, and from time to time supplement their income by playing host to visiting Blood Bowl teams.

Although a far cry from Blood Bowl, R'Hugbi is on the up and some mariner teams have even had minor success on the Blood Bowl field. No doubt it is only a matter of time before we see a professional mariners team enter into one of the Open tournaments, or will a Blood Bowl team take a shot at the R'Hugbi League first...?

Set Sail for Blood Bowl – The Rules

Presented here are rules allowing you to play games of Blood Bowl on the deck of a ship. Fortunately no one would dream of making Blood Bowl players learn a new set of regulations – not since Zug showed them what he could do with a telepath directory (similar to our telephone directories, except they list the thought 'frequencies' of known psychics and spellcasters everywhere – Chaos is ex-directory), so unless stated otherwise all the normal rules for Blood Bowl apply.

**Kick Off**

As mentioned in the introduction, the kick-off was the first thing to suffer aboard a ship and, even when docked in the limited safety of a port, the mast, sails, rigging and strong sea breezes still interfered with the path of the ball so much that even visiting Blood Bowl teams were forced to adopt the R'Hugbi snap when playing aboard a ship.

Instead of kicking the ball, a player on the line of scrimmage (R'Hugbi – Scrummage) is encouraged to shout out "HIT!" three times, and on the third "HIT!" pitch the ball back to a teammate, indicating the start of the game.

Of course, players on the line of scrimmage are not renowned for their hand-eye



coordination and let's face it, if you were stood on the front line facing your opponent's most vicious, homicidal players AND holding the one thing they all want to get their hands on (apart from your wobbly bits), you wouldn't much care where the ball ends up either – just so long as it was far away from your internal organs. Else it may very well be one of them in a few seconds time.

This means that, despite being kept low to the ground, the resulting snap is just as wayward and unpredictable as a Blood Bowl kick so use the kicking rules as normal with the single exception that the Kick skill cannot be used (for obvious reasons).

However, playing at sea (albeit in a port) throws up its own fair share of unusual events so instead of rolling on the Kick Off table, roll on the following Snap table instead.

★ ★ ★ *Did you know...*

Blood Bowl now has a large undersea following? Although difficult to substantiate, it is rumoured that shipwrecks carrying rules were discovered by the various denizens of the deep and now serve as shrines to the sport. The crew of one such ship, *The Bluemen*, have become two-time winners of the Triton-Bowl at Titanic Stadium, and could make it three in a row if they can pull off an upset against the highly fancied See-Aoii Sirens whom it is thought lost their star mermaid recently when she fell in love with a mortal man, grew a pair of legs, and shocked all by literally walking away from the game.

SNAP TABLE (Roll 2D6)

2 THAR SHE BLOWS! Just as the third "HIT" is called, a legendary searunner is woken from his sleep and rises from the deep to see what all the commotion is. Whilst the crew fight the thing off the game gets underway but it still manages to wrap a few tentacles around some of the players on the field, pulling them into the water. Both players roll 1D6 to see how many tentacles attack the opposing team. Randomise each attack amongst the on-field players, each hit moves the player 4 spaces towards the nearest board edge (opponent's choice if equal), or as close to it if the fourth space is occupied (ignore intervening obstacles/players, etc). The same player can be dragged more than once and the movement can take a player Overboard.

3 MUTINY! The ship's captain has removed the Ref from office, appealed at his complete lack of command over the players, and replaced him with a man made of sterner stuff, i.e. himself. Despite possessing balls a harpoon couldn't dent (the sea air must do something to the piskin), he doesn't know the first thing about Blood Bowl meaning that for the rest of the half no players will be sent off for committing a foul. At the end of the half, normal service resumes as game officials ply him with copious amounts of rum and set him in his cabin away from all the loud noises and excitement.

4 WALK THE PLANK. "Argh, you be a traitorous dog and that be no lie!" The ship's captain has a slight difference of opinion with one of the staff. Both teams roll 2D6 and add the number of coaches to the roll (count both Head and Assistant). The side that scores the lowest (both if tie) is forced to choose one member of his staff (Wizard, apothecary, coach, etc) to walk the plank and may therefore not make use of him for the rest of this match.

5 YO-HO-HO AND A BOTTLE O' RUM. The captain leads everyone in the singing of an uplifting sea-shanty. Both coaches roll 2D6, adding their Fan Factor and Cheerleaders to the score. The side with the highest total (re-roll ties) gets a bonus re-roll for this half.

6 SEASICK. Some of the players start succumbing to the sickly swaying of the sea and miss this drive due to a sudden bout of nausea. Roll one dice for each player on the field; on a score of 1 the player is unable to join this drive and must be left in the Reserves box. Both coaches may make substitutions for sick players and reset their teams before the Snap takes place.

7 SEA WEATHER. The weather seems to be changing. Make a new roll on the Sea Weather table and apply the new result for the rest of the match or until you roll this result again.

8 QUICK SNAP. Exactly the same result as Quick Snap explained on the Kick-off table.

9 SHE CANNY TAK NE MOOWRRRI! The ship's Chief Artisan takes a breather from patching up the hull to make a status report to the captain. Unfortunately, due to his thick accent, no one can understand a word he's saying and so just continue on with the game. Throwing his arms up in disbelief the artisan rejoins the crew below deck to continue with repairs. Roll 2D6 and compare the score with the number of Holoed tokens in play; if the score is less than the number of Holoed tokens the ship has started sinking. Place the Wave marker on the sinking space of the Wave template. From now on a wave automatically strikes the ship at the start of every team turn until sufficient repairs are made (i.e. another status report scores equal to or over the number of Holoed tokens in play) at which point the Wave marker goes back to the receiving team's turn tracker as before.

10 RAID THE HOLD! The receiving team call a classic take play and smash their way into the ship's hold before snapping the ball. Before anyone realises what's happening, the team grabs 1D6 x 10,000 gold pieces worth of booty to add to its team treasury. Unfortunately, this play allows the defending team to act before the receiving team have reset, so the defending team get a free turn as explained in BLITZ! on the Kick-off Table.

11 ROCI! A monstrous seabird searching for a tasty morsel with which to feed its ravenous offspring spies the ship from upon high and descends, giant talons outstretched, and attempts to pluck one of the players from the field. Both coaches roll a dice (re-roll ties). One randomly chosen player from the team that scored the lowest suffers the attack. Roll for injury straight away. In addition to and regardless of result, if you score a double on the injury roll, the player struggled free only to drop into the ocean (see Man Overboard).

12 BOARDING ACTION. The fans overwhelm the officials with a direct assault on the ship and amidst the chaos and confusion their team sneaks its entire squad onto the field. Both coaches roll 2D6 and add their Fan Factor to the score. Both teams may set up again, with the highest scoring coach (both if tied) being allowed to field their entire squad without penalty. By the time a touchdown is scored or the half ends, some semblance of order has been re-established and the teams must set up normally.



Sea Weather

The weather has always had some small part to play in games of Blood Bowl and matches at sea are no exception. In fact the weather at sea can have a much greater effect on the game than usual. When playing games on the deck of a boat you should substitute all rolls on the normal Weather table with rolls on the Sea Weather table below. As before, each weather condition remains in play until cancelled and replaced by a different weather condition.

SEA WEATHER (Roll 2D6)

2-3 HOWLING GALES. Strong winds whip up the sea and buffet the ship, making passing difficult. Players attempting to pass the ball are limited to Quick and Short range and Wave hits will move players 3 spaces instead of 2.

4 DEAD CALM. The ocean is unusually still with little or no breeze. Waves that hit the ship will only move players 1 space instead of two (see Waves below).

5-9 NICE. Perfect Blood Bowl weather, fancy an ice cream!

10-11 RAIN. Heavy rain makes the ball difficult to hold and the deck slippery. This causes a -1 modifier on all attempts to Pass, Catch, and Pick Up the ball. In addition, players attempting to move extra squares will slip and fall on a roll of 1-2.

12 RAGING STORM. A terrible storm has hit. Rain lashes down and giant waves smash against the ship sending sea spray across the deck. There is a -1 modifier on all attempts to Pick Up, Catch and Pass the ball, and players attempting to move extra squares will slip and fall on a 1-2. In addition, players attempting to pass the ball are limited to Quick and Short range, and any missed pass scatters 6 spaces instead of 3. A Wave hit will move players 3 spaces.

WAVES

The main concern for Blood Bowl teams yet to find their sea legs is the constant rocking and rolling motion produced on the deck by the ocean. Even when in dock, the sea can still produce the odd wave large enough to send the novice sailor reeling across deck and, much to the delight of the crowd, over the railings to a watery end.

To represent this in game terms, a special marker and template is used. At the start of

each drive place the marker named 'the Wave marker', onto the receiving team's Turn tracker. Make the template as shown in the diagram, it's very simple.

Roll a D6

North Endzone

1	
2-3	Pitch Sinking
4-5	
6	

South Endzone

Place the template at the side of the pitch with the 1 & 6 directions pointing toward (in line with) the endzones. When asked to consult the template, throw a D6. The template is not moved, so if you were sat at the 'southern' endzone a throw of 2-3 would always point to the sideline on your left.

To determine whether or not a wave hits the ship follow this procedure:

When the coach in possession of the Wave marker moves the Turn tracker to begin his turn he must then, before everything else, throw the Scatter dice - his opponent may call an illegal procedure penalty against him if he does not (that's why the marker goes on your turn tracker, it's a reminder).

If the score on the Scatter dice matches the down number shown under the Wave marker (i.e. the current down), a massive wave has hit the ship and sent all the players scrambling uncontrollably across the deck. Otherwise nothing happens, you keep the marker, and continue your turn as normal.

If a wave has hit, you need to determine the direction in which the players are sent staggering. Roll one dice and refer to your Wave template.

All players on the pitch, including prone, are instantly moved 2 spaces (unless weather dictates otherwise) in the direction shown on your template. If the ball is loose, it also moves.

A player or loose ball stops moving instantly if this move would take it into an immovable object (mast, cannon, etc) or another player.

Any players that move off the pitch plunge into the sea below, though due to the ship's railings a loose ball will stop in its last square and not roll off the ship in this way. If the ball carrier falls off the pitch, a new ball is thrown down immediately.

Should a player in possession of the ball move into (or through) his opponent's endzone as a result of a wave, he scores a touchdown as normal. Just remember to adjust your Turn tracker accordingly if this happens in your opponent's turn.

Once the wave is resolved, pass the Wave marker to your opponent's Turn tracker and complete your turn (what's left of it).

Regardless of the damage done by the wave, you do not suffer a Turnover and the movement caused is free and has no effect on your player's choice of action.

Note - It is not possible to move everything at once with just one pair of hands, so when you move the players you should start from one endzone (or sideline) and work toward the other, moving the players along each row one by one, nearest to the indicated edge first. This saves confusion as to which players have moved and which have not, and makes sure you avoid unrealistic collisions - remember, in reality they are all stumbling at the same time.

Example: A wave has just hit, moving the players 2 spaces left.

Before

		E	H	S					
			O	B					
		G	D						

wave direction

After

		H	S						
			O	B					
		D							

Cannon

By moving the models row by row, working from the nearest edge (so the left) first. We first see the Elf falls off the ship, then the Human moves and lastly the Skaven. The next row sees the Orc stopped by a cannon, and then the Beastman stopped by the Orc. The next row is empty, and the final row sees a Goblin fall off the edge followed by a Dwarf that just has enough room to stay on.

As you can see, as long as you move the models by one whole row at a time, nearest table edge first, you will have no trouble. You can remind yourself which row you're currently moving by briefly transferring the Wave marker to the board.

Well that's it for this issue. Next time we'll introduce rules for men overboard, masts and cannons! We'll also be showing you how to make your own deck-pitch.



BLOOD BOWL NEWS AND VIEWS

The Blood Bowl play-offs are just a few months away and the older teams are already worried about the constant influx of new and younger teams. Should we be worried? Well, yes! The last time we upset the older teams I was dragged off to the Slaaneshi realm where they did terrible, terrible things to me. Even writing this brings back memories... no, not the food-blender again... arrgh... mummy, where's my teddy?

Pierce'd Organ, the Elf-Eater

FAN-SCARY FOOTBALL UPDATE

with Matee 'not gloss' Browney

Well, what a remarkable week this was folks, and your entries just keep on flooding in. We announce the winner of the 'All-You-Can-Eat' at Bill's Place food emporium, and this was the week that saw the biggest points loss in any one week and also the biggest gain!

So, let's start with the loo-sees!

Well folks, most teams usually gain at least a few points even on the worst of weeks - after all, you do get points for appearances - but it seems even the Spikel! Fan-scary League is not immune to the great god Nuffie's warped sense of play that makes Blood Bowl the crazy spectacle it is today.

Spikel! reader Shortstuff McScurry and his team, the Scurrying Shortstuffers, managed to lose a horrendous 176 points this week. Well folks, upon further inspection it came as no real surprise as he will insist on picking an all-Halfling team. And of course it could have been much worse, some of them almost made it to the field!

But even that loss didn't compare to the unthinkable lows reached by Lord Jinx the Doomed's team, the Vaults. He was the unfortunate soul (possession of soul unconfirmed at time of going to press, but we believe he has several) to be the only entrant ever in the history of Spikel! Fan-scary Blood Bowl League to have every single player on his fictional squad killed in the same week!

Just what are those odds?

Just take a look at the list of casualties: Jock Henderson (thrown): exploding balls, Larus 'wizard-hater': Makkleheimer: zapped, Fognut the Strange: squashed by pig, Spikel! the poison spikel: McSpike of the Spikers: spikel, Dakud Hagblac: scored against All-Stars, (Suicide), Elron Scyth: industrial strength custard pie, (congealed), Madcap Sorenson: eaten by Morg's McMurry Burger, Al-Abdul Abdullah (League of Araby): death by a thousand kickers, Fingers Smithely: interception - unanticipated, with face. The Incredible



Rumour Control

Hear it in Spike! first

We are the eyes and ears of the sport

untold numbers of souls is to be commended," commented Cheates spokesperson Gronk Grotlobber yesterday.

NAF to extend CabatVision Contract with CBS

A contract extension is in the works for CabatVision network Crystal Ball Service reported the Aldorf Herald yesterday. The NAF is apparently very pleased with improvements to CBS's broadcasts lately, and cites ex-Blood Boulder Gregor Meissan's addition to the CBS Wellenag Night Blood Bowl's line-up as the primary reason for improved ratings.

Count Luthor carries on counting

From our contacts in the Necromancers' Broadcasting Circle, we've learned that Count Luthor will be making daily appearances on long-running kids' show ses-til-me Street. The Count will be teaching youngsters how to count by a variety of methods, including how many vtrgin's necks he can bite in an hour and how many torturous screams he can raise from a filthy peasant. Count Luthor would like to stress that despite some rumours he's not made of felt or a puppet.

Nike Three-born spotted

Despite the huge sum of money offered for Three-born's head, the disgraced ex-commissioner has managed to stay hidden since the collapse. That is until now - if you believe the rumours! Some say he was spotted at a Grassbugger's game wearing a red rain mack, as ever we'll keep our eyes peeled if he turns up again.

now be paid an extra... err, because scribes will now be paid.

This means the highest mover for this week is Mr K-F of Aldorf with +248 points.

TOP MOVERS

Dark Kindred: 1,678,429
Aldorf Academics: 248
Griff n' Chums: 162
Morg United: 160
A. Trolls Team: 62 & Prize Draw!

BIG LOSERS

Despoilers: Dead, but not buried
Scurrying Shortstuffs: -178
Dungeadz: +12
Bobson's Brilliance: +16

And finally... the winner drawn from the hat for last month's prize draw was Mr. A. Troll and he won the AllYou-Can-Eat at Bill's Place. Our humble apologies go out to Bill and his grieving family. As is the wont of trolls throughout the Old World, Mr Troll took things a little more literal than anticipated and upon reaching the said establishment went on to eat the entire place, including fittings, fixtures, Bill, clientele too slow to escape (see Lord Jinx' casualties box), the upper stories and the floorboards. Everything strangely, except the burgers.

We caught up with Mr Troll (when it was deemed safe to approach) and asked about this. He said, "Wot, dem fings? I is not a flippin' Cannibal".

We pressed, are you then not a fan of fast food? "Wot, wiv dese legs? Nah! I prefer me grub on der plate, good n' propa".

Let's move onto the big climbers of the week, in particular the biggest gain in Fan-Scary history. And that goes to none other than Duke Luthor von Hawkfire himself for his team, the Dark Kindred. Duke Luthor is just one of many celebrities entered in this season's Fan-Scary league and he managed to clock up an unprecedented 1,678,429 points!

But before you tear up your Made-Up team sheet, screaming, "Aaagh, its all over!" ...you will be relieved to hear that, sadly, Duke Luthor and his team has had to be ejected from the Fan-Scary league. Apparently, in his attempt to ensure victory with such a score, he paid off a number of Spike! scribes to have them place every single Blood Bowl player from the Official Spike! list onto his team. The deed was only discovered the following morning when several scribes failed to show up to work, and had left "Glad you're not here" Lustria Holiday's postcards on their desks. We are assured by the Management that this will not happen again, as scribes will

Winner of this month's prize draw, Mr A Troll

*** Did you Know...

The Drakwald Evergreens were probably the only reasonably successful Treeman team in the NAF's existence. The team would literally turn the pitch into a thick forest during a game and quite happily let the opposing players stumble and trip their way through the Evergreens' half, only to have a crafty vine whip the ball away when they were just a few yards from the endzone.

However, disaster struck in the 2482 season. It had been a long dry summer and during a rare game against the Lowdown Rats, a sneaky Goblin set team captain, Sirpiling Goldie's branches on fire using a large magnifying glass, stolen from a Celestial Wizard. The whole team was turned into charcoal in the biggest forest fire of the decade.

**Spike! Magazine's very own Agony Uncle
answers your queries**

My Skaven team is getting beaten down – my poor rats keep dying or have to retire due to niggling injuries and now I hardly have any players left. However, the rats must keep winning games against my pathetic league opponents, even in their weakened state! What can I do to ensure their continued dominance of the league?

I like to mess with my team's head once in a while to make them think they are better players than they really are. For example, if I know one of my players is going to be blocked, say a Gutter Runner by a mob of Amazons, I will tell him "Don't worry!" gave you a magic potion in your sleep that will make you impervious to attacks! Then, at the end of the drive I'll say "Ha ha! I didn't give you a potion after all. I just gave you the little boost you needed to believe in yourself." This sort of motivational talk can make a player rise above his abilities and achieve things he could not normally do. Some might call this "cheating," but if no one finds out until afterwards, it can't hurt them, can it?

*But nothing attached to your locker means
it's called a "locker" only as far as the snafus
involving the name
goes.*

When the first case of cholera on the coast of India was reported, the Government of India sent a telegram to the Government of Madras, asking for information regarding the disease. The Government of Madras replied that the disease had not yet appeared in the Madras Presidency, but that it was necessary to be on the watch for it.

Mummies can seem to know everything sometimes but they can actually be very easily fooled with a little work. My favourite trick was to say I was staying at a friend's house while I would go partying at my local pub into the wee hours of the morning. It usually worked until I came home the next day stinking of smoke and ale. Man, you don't want to get my Mummy angry though, there is nothing worse than baring those unimpressive eyes staring at you when you know you're done something wrong.

What is the proper way to tie a tie?

1. Start with wide end of the tie on your right and extending a foot below the narrow end.
2. Cross the wide end over the narrow end and bring up through the loop.
3. Bring the wide end down around behind the narrow end and up on your right.
4. Here put it *down* through the loop and *around* across the narrow end.
5. Then and pass up through the loop and

5. Then end pass up through the loop and

G. Pulli

111777

2. *King William*

What should I do

Let me help you in this.

British

Feeling so overwhelmed by the number of apps, find your way to the app pages at www.fox.com/askfordbreak or the Foxper app. You can ask your own smart questions to the Ask Ford Break app and see all the feedback and answers from the other people who use the app. And don't forget to visit Ask Ford Break online at <http://www.fox.com/askfordbreak>.

