

BLOOD BOWL™



LEAGUE RULES COMPENDIUM VOLUME I



A LEAGUE OF THEIR OWN

Expanded League Rules

Compiled by Dave Candlish

Blood Bowl is a game of two halves. The first is the bloody carnage that constitutes a 'match', and is the part of the game we all know and love. The second is league play. Some people prefer to keep the off-pitch events to a minimum so they can get back to playing games, whereas others take particular enjoyment from watching their team grow and develop. It is for this second group of gamers that this compendium is designed, and represents some of the most interesting and unusual articles used by players the world over to enhance their leagues.

Not all of these articles will be to everyone's liking, and many will not be compatible with each other at all. They are simply here, organised in one place to let you pick and choose from those that you think will improve your leagues. They are not "official", although many will have appeared in Blood Bowl magazines, and their use will be strictly confined to your own personal, informal leagues – don't expect to see any of them cropping up in tournaments!

What's more, this is not intended to be the last collection of it's type – as more and more ideas for league play are developed then likewise this compendium will grow to accommodate them. By all means send in any and all ideas you have for league house rules, but please try to keep the following guideline in mind.



This is for league expansion rules only – we don't need to know here how your league deals with Star Players, how it uses Illegal Procedure or other **gameplay** based house rules.

The expanded rules sets have been split into logical sections, allowing you to quickly find rules in areas that particularly interest you and also so you can compare different ideas for the same topic easily.





CONTENTS

The Field Of Screams	4
Lustrian Premier League Stadia	5
Freebooted Fan Weapons	21
Modified Fan Factor Table	22
Backroom Boys & Girls	23
Undead Apothecaries	24
Team Training	24
The Hospital	24
Riot Squad	25
Assistant Apothecaries	25
Personal Trainers	25
MBBL2 Assistant Coaches	26
MBBL2 Cheerleaders	26
MBBL2 Public Relations Agent	26
Personal & Team Apothecaries	27
Mixed Race Team Rules	29
A Brave New World	30
Salvaging Players from 'Dead' Teams	32
MBBL2 Mixed Race Team Rules	34
Miscellaneous	35
The Injured Reserve	36
Place Your Bets	36
Illegal Drugs	38
The Crush	41
Inter-match events	42
In It For The Money	43
The Body Shop	45





THE FIELD OF SCREAMS

This section covers a new area, undeveloped in the main rulebook – that of the stadiums where Blood Bowl is actually played and the effects of the screaming hordes of fans that turn up week in week out to cheer on their team!

Topics in this section

Lustrian Premier League Stadia by Phil Bowen

Freebooted Fan Weapons by Brice Terzaghi

Modified Fan Factor Table by Dave Candlish





Lustrian Premier League Stadia

By Phil Bowen

Amazonia Coliseum

No one other than the Amazons are allowed to set foot upon their island home in the Amazon river, so they have built the Coliseum on the river's bank in order to enjoy Bloodbowl matches between non-Amazon teams. Amazonia Coliseum sits beside the mainland trade station which is as close as any visitor will ever get to the Amazons' sacred home. Still, The Coliseum is smaller and less well appointed than the Sisterhood Sports Forum which stands on the island itself, and the followers of the Amazon-only matches in that complex and those who prefer the colourful outsider matches held at the Coliseum have developed quite a rivalry. The Coliseum features segregated seating areas, the lower bowl is accessible only from gates right on the river which only serves barges from the island, so the Amazons themselves are the exclusive spectators in the premium seats. The larger upper deck is accessed from the mainland and is filled with travelling fans.

Location: Port Amazonia

Surface: Grass

Capacity: 55,000

Amazonia Coliseum Weather Table

2 Sweltering Heat

It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.

3-4 Fog

A thick river fog descends upon the stadium. All attempts to pass the ball are at -1.

5-9 Nice

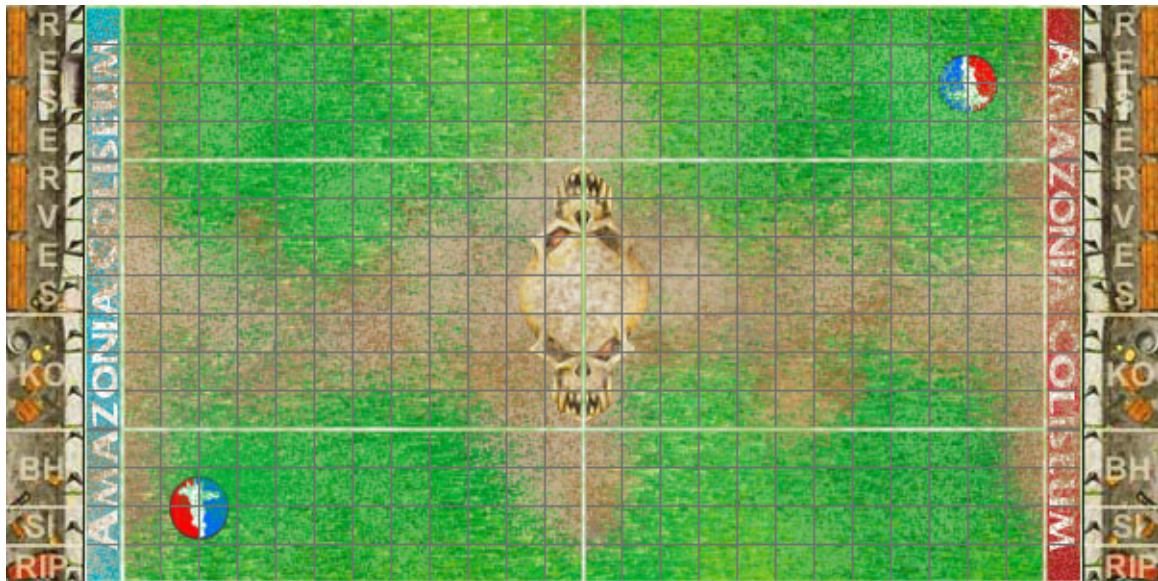
Perfect Blood Bowl Weather.

10-11 Pouring Rain

A steady, driving tropical rain settles in over the stadium. All attempts to catch, pick up, or receive a hand-off are at -1.

12 Monsoon

Torrential rains make play a little sloppy. Only Quick and Short passes may be attempted and all attempts to Go For It are at -1



The rain-soaked pitch of the Amazonia Coliseum.





Amazonia Coliseum Kick off Table	
11 Cat Fight! The game is held up by a massive catfight in the stands. Roll a d3, each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table.
12 Get the Ref! The fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 A Woman's Prerogative The fans inexplicably change allegiances mid-match - both teams switch their current fan factor values for the remainder of the match or until this result is rolled again.	53 No Men Allowed A group of humourless Amazon guards who are standing duty on this side of the river for the first time enforces the island law that no males may attend a civic event and manages to clear a few sections of bleachers before getting word that the boys are allowed to watch. Each team rolls a d6 and subtracts that number from their fan factor for the remainder of the game.
14-15 Perfect Defence The kicking team's coach may reorganize his players; in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Nagging Fans The fans behind the dugout just won't stop reminding the players of all their mistakes, and telling them how to play, and what to wear, and how poorly they get paid, etc... Each team rolls a d6 and adds their number of assistant coaches and cheerleaders, re-rolling any ties. The low rolling team is distracted from the game and loses a re-roll for the half.	55 Watch Me Impress These Chicks A player, who obviously has not been paying attention, decides to really give it his all this drive in an attempt to gain the attention of a couple of Amazons who have been highly indifferent to his flirtations. The team currently with the fewest re-rolls gains a bonus re-roll for this half. If both teams have the same number of re-rolls, flip a coin.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 Hey guys, those two chicks are totally making out! A sharp-eyed lineman catches a pair of Amazons getting frisky in the stands and, naturally, points it out to his buddies, who naturally drop what they're doing and watch as well. Needless to say it takes a minute or two to get everyone's mind back on the game. Clear the pitch and set up for the drive again as though a TD had just been scored.	62 Psycho Ref The Amazon ref is still fuming over something her domestic partner did a week ago and decides to lash out at the closest available target. Each team rolls 2d6 and adds the number of re-rolls they currently have, re-rolling any ties. The low rolling team has a randomly selected player ejected from the game for "looking at me like that, mister." Don't even bother trying to argue this one coach, she's nuts.
24-25 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	63-64 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
26 Foolish men and their silly games The Amazons in the crowd find the day's match to be a bit less than enthralling and begin to stream out of the stadium. The resulting drop in crowd noise has a detrimental effect on the enthusiasm of the players. Each team rolls 2d6 plus their number of cheerleaders, in the event of a tie, both teams are affected. The low scoring team loses a re-roll for the remainder of the game.	65 Throw a handbag/purse Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the purse. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and knock that player Stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





The Jolly Roger Stand

One of the more unusual venues you'll find, the Jolly Roger Stand is built upon a massive ocean-going barge. Usually found docked at the free port of Thunder Bay, it is the pride and joy of the infamous Orc pirate and fervent football fan 'Greenbeard'. On match day, the pirate ships of the fleet tie alongside, forming floating grandstands, and landlubber spectators crowd the dockside bleachers. The Jolly Roger's carnival atmosphere is occasionally broken by the exchange of broadsides between rival cheering sections, but all in all, it's just the sort of rowdy, devoted crowd football fans have come to expect in the New World.

Location: Thunder Bay

Surface: Wood

Capacity: 26,000

The Jolly Roger Stand Weather Table

2 Batten Down The Hatches

Hurricane! The rain is coming down in squalls. Only Quick Passes may be attempted and all attempts to Go For It on the slippery pitch fail on a 1 or a 2.

3-4 Swab The Decks

A bit of rain, matey, I've sailed through worse. All attempts to catch, pick up, or receive a hand-off are at -1.

5-9 Aye!

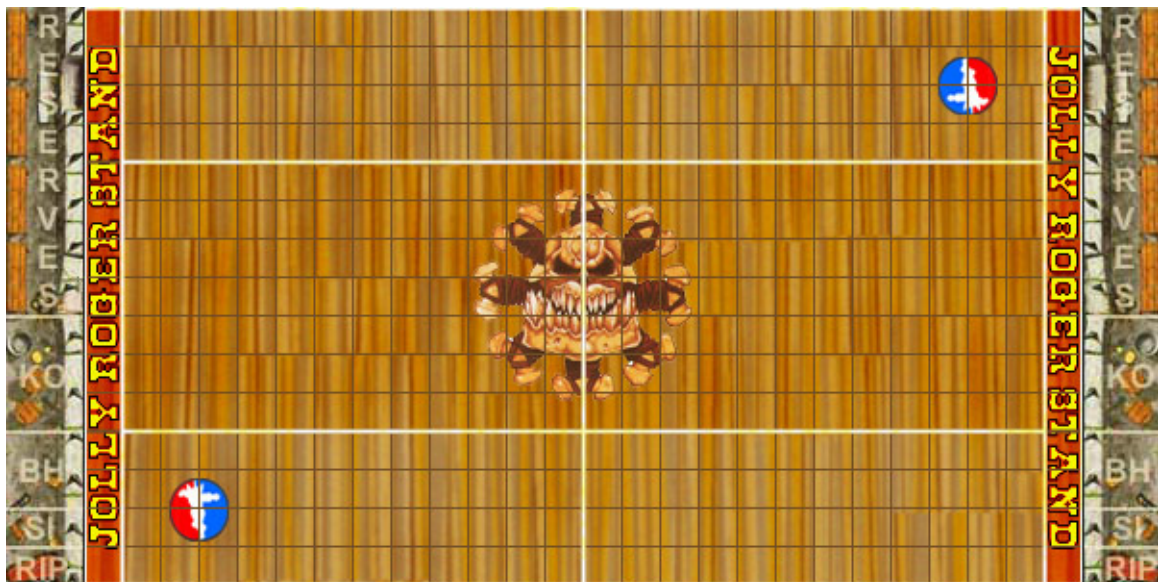
Perfect football weather:

10-11 Full Sail

Good winds for sailing, maybe not so good for football. All attempts to pass the ball are at -1.

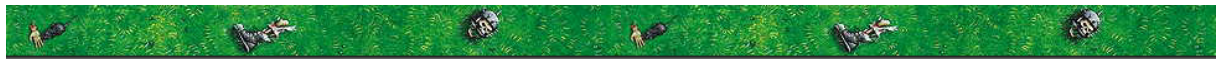
12 Horse Latitudes

It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.



Shiver me timbers! Don't play at The Jolly Roger Stand unless you've got your sea legs...





The Jolly Roger Stand Kick off Table	
11 Boarders! The game is held up by a boarding action. Roll a d3, each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table.
12 Get the Ref! The fans decide the referee has been bought and get revenge! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 The Big Musical Number The game is delayed while the ships' crews break into a spectacular song-and-dance routine celebrating the rough-and-tumble pirates' life. Clear the pitch and set up for the kick off again, as though a TD had just been scored.	53 Run Up The Skull And Crossbones! Well, what do you expect from a bunch of pirates? A gang of bloodthirsty salty-dogs has made off with the team's treasury. Each team rolls a d6 and adds their number of assistant coaches; a tie means both teams are affected. The low-rolling team has 10,000gcs stolen from their treasury. If the treasury is empty, there is no effect.
14-15 Perfect Defence The kicking team's coach may reorganize his players; in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Treasure Map One of the players traded his game-wage for an "authentic" treasure map and has gone in search of his fortune. Each team rolls a d6 and adds their number of Assistant Coaches, re-rolling any ties. The low-rolling side selects a random player from the field, that player sits out the remainder of the game while he is on his adventure. At the end of the game, roll a d6, if the result is a '6' the player has managed to come back with a chest of pirate gold, adding 1d6x10,000gcs to your treasury.	55 Polly Want A Cracker Coach might have thought getting a parrot for his shoulder was a good idea, but the constant squawking seems to be affecting his ability to call the game. Each team rolls a d6 and adds their current number of re-rolls, re-rolling any ties. The low-rolling team loses a team re-roll for the remainder of the half.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 Broadside! Rival cheering sections decide to settle once and for all which one is right... with cannons! Each team rolls a d6 and adds their number of cheerleaders, re-rolling any ties. The low-rolling side must reduce their fan factor by the score of a d6 for the remainder of the game.	62-63 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
24-25 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	64 Pitching Seas The seas are running pretty rough today, and the pitch takes a good roll just before the kick off. Roll a d6 for every player on the pitch, knocking any player who rolls a '1' down face-up.
26 And A Bottle of Rum The players get into the spirit of the match, literally, and are soon passing rum bottles about when coach isn't looking. Each team rolls a d6 and adds their number of assistant coaches. In the event of a tie, both teams are affected. The low-rolling team may not use any Team Re-Rolls this drive.	65 Throw A Rum Bottle! Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the rum bottle. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and place the affected player(s) stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





Naggrond Arena

The weather in Naggaroth is just terrible, so it's a good thing they play their football inside. Surprisingly, games in Naggrond Arena are usually pretty high on the list of road trips for football fans every season. Sure, the locals are evil, and you always run the risk of being kidnapped and sacrificed, but the nightlife in the pleasure district is worth the risk (especially if you can afford a bodyguard or seven). Most travelling teams arrange to arrive on match day lest their players be tempted to take a night on the town and show up for the match drunk, beaten, pierced, molested, branded, whipped, gagged, drugged, robbed, spanked, chained, tattooed, and naked... coaches insist they can have their fun after the game!

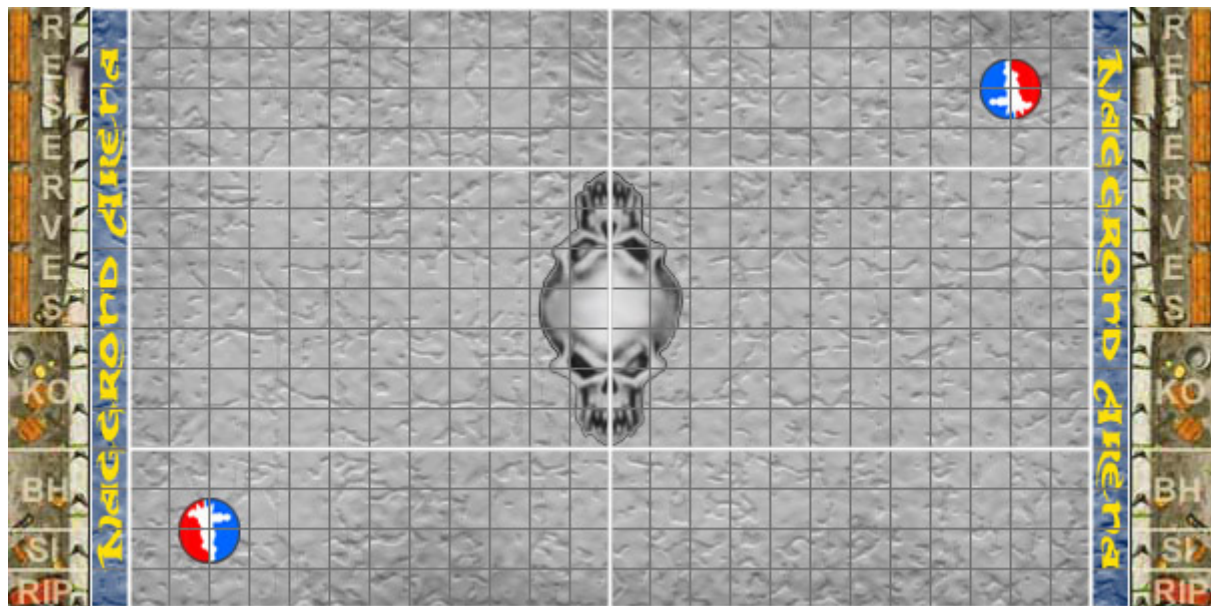
Location: Naggrond, Naggaroth

Surface: Astrogranite

Capacity: 95,000

Naggrond Arena Weather Table

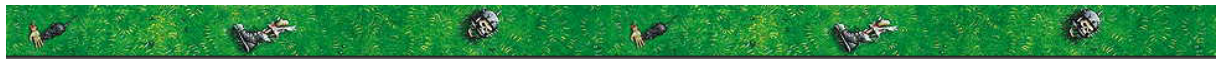
Naggrond Arena is a domed stadium. The weather is always "Nice" and does not change. Therefore, no rolls are required.





Naggrond Arena Kickoff Table	
11 Orgy! The game is held up by an orgy. Roll a d3, each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Fickle Fans Erratic local supporters suddenly switch their loyalties. The two teams switch their current fan factor scores for the remainder of the match (or until this result is rolled again).
12 Get the Ref! The fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 Kidnapped! Each team rolls 2d6 and adds their number of Assistant coaches, re-rolling any ties. A random member of the team (selected from players on the field and in the reserves box only) that loses the roll is kidnapped by witch cultists hiding in the shadows of the dugout while no one's looking. The player misses the remainder of the match, but does escape shortly before being sacrificed and is returned to the team at the end of the game.	53 Streaker! A stark naked (and quite comely) dark elf lass leaps onto the field and runs about, much to the delight of the fans, and getting a couple of players quite excited as well. A randomly selected player on the field from each team decides to catch the streaker and wind up fighting each other (and her) for the right. Both players roll a d6 and add their ST attribute. The winning player makes off to the reserves box with the streaker and the loser is placed in the KO'd box.
14-15 Perfect Defence The kicking team's coach may reorganize his players; in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Break for a Sacrifice! The witch cultists barge onto the field and delay the game while they perform one of their blood rites (it's a holiday, apparently, wait, that victim looks familiar, count the cheerleaders!). Clear the pitch and set up for the kick-off again, as though a TD had just been scored.	55 Turf Toe The player closest to the spot of the ball (if multiple players are equidistant, the kicking coach chooses) falls prey to the legendary turf monster while trying to get under the kick. Knock the player stunned immediately.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 OH my head! One of the players managed to sneak out for a bit of fun in the pleasure district last night and it just caught up with him. A randomly selected player on the losing team succumbs to the after-effects of his night of debauchery. The selected player is KO'd immediately. If the game is tied, both coaches roll a d6, the low roller's team is affected, in case of a tie on this roll both teams select a random player!	62 Assassin! A gambler has decided to improve his luck and has arranged for the assassination of a member of one of the teams. Each side rolls a d6 and adds their number of assistant coaches. A random member of the losing team is targeted for death. Place the selected player in the Injured box immediately.
24-25 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	63-64 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
26 Lights Out The massed positive emotions of the fans enjoying the match is playing havoc with the evil spell that has been placed upon the dome overhead to light the stadium below. For the duration of this drive, it is too dark to throw any ball further than short range.	65 Throw a dagger Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the dagger. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and place the affected player(s) stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





Skeggi Stadium

Built in the heart of Skeggi's bustling brewer district, Skeggi Stadium is not known for the quality of either its field, which is little more than packed sand with a few weeds growing on it, or the construction of its rough timber terraces, which collapse with some regularity. The Stadium is known for the action in the stands, which is often more violent than that on the pitch as these Norse fishermen get a bit rowdy with a few kegs in them, which is usually shortly before dawn, so by game time they're pretty well hammered and looking for a fight.

Location: Skeggi, Lustria

Surface: Packed Sand

Capacity: 37,000

Skeggi Stadium Weather Table

2 Torrential Rain

The rain is coming down in torrents. Only Quick Passes may be attempted and all attempts to Go For It on the soaked pitch fail on a 1 or a 2.

3-4 Pouring Rain

It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.

5-9 Nice

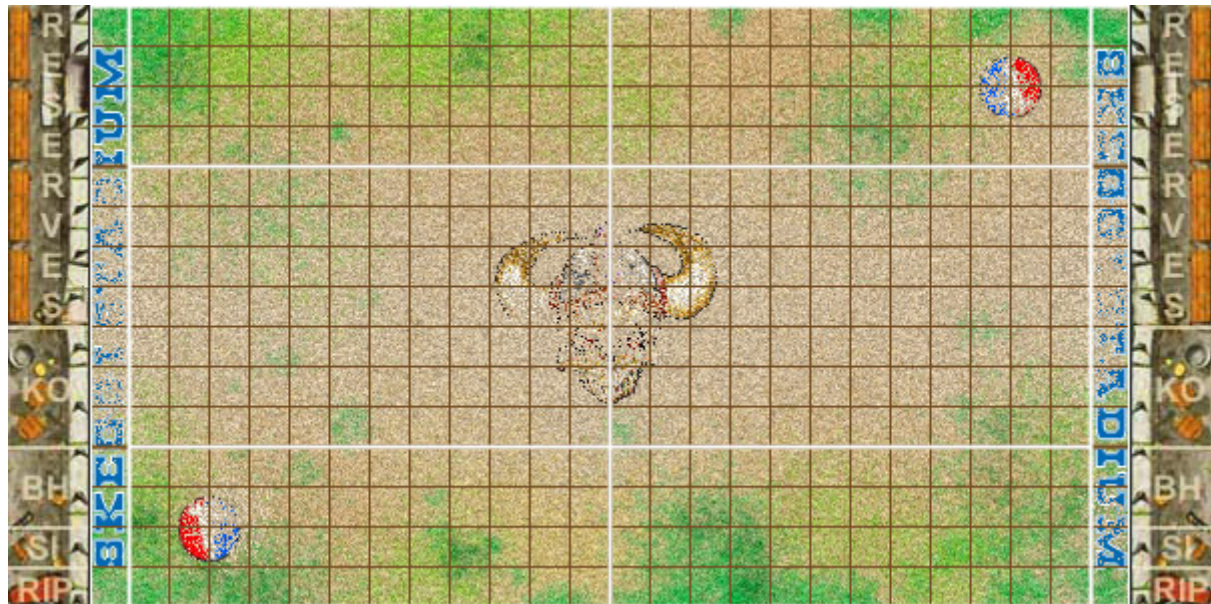
Perfect Football weather.

10-11 Blustery

All passing attempts are at -1.

12: Tropical Heat

The sea breeze falls off and the oppressive heat of Lustria sets in. It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.





Skeggi Stadium Kickoff Table	
11 Out of Beer! The game is held up by a beer riot. Roll a d3, and each team moves their Turn counter one space along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table (see above).
12 Get the Ref! The fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 What is that Smell? The winds change and a steady breeze blows into the stadium from the wharf, or the piss houses, or the pigpens, or any of the number of particularly noxious portions of the town chosen as "stinkiest place in Lustria" annually. Roll a d6 for each player on the pitch, any player who rolls a '1' is immediately stunned.	53 Epic Recap The stadium announcer, in typically long-winded Norse fashion, takes so long to describe the last play of the previous drive to the crowd that the next drive is delayed. Clear the pitch and set up for the kickoff again, as though a TD had just been scored.
14-15 Perfect Defence The kicking team's coach may reorganize his players, in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Kegger The fans in the front row share their kegs with the players in the dugout while the coaches aren't looking. Both teams roll 2d6 and add their number of assistant coaches. The low rolling side immediately moves all players currently in their reserves box to the KO'd box. In the event of a tie, both teams are affected.	55 It Ain't Over Until Brunhilda Sings Local tradition has it that the game ends with a Valkyrie chanting the toll of the game's dead... unfortunately she's running late, so the referees stall for time. Each team moves their turn marker back one square. If this result is rolled at the start of a half, it is ignored.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! One player on The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 Terrace Brawl Gangs of drunken fishermen decide to punch it up in the terraces. Each coach rolls 1d6 and adds their fan factor; the loser's Fan Factor is halved (round up) for the remainder of the match. In the event of a tie, reroll.	62 Bleacher Collapse One of the stands, built in hasty fashion from palm trunks and not up to the task of holding up either fans or beer in such large volumes, gives way in a thunderous crash. Each team rolls 1d6 and adds their number of cheerleaders, the low-rolling side loses a team reroll for the remainder of the match as their best cheering section is now being dug out from under the mess. In the event of a tie, both teams are affected.
24-25 Bad Kick: The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	63-64 Good Kick: The ball sails up in a perfect spiral; do not roll for scatter, although the ball will still bounce if there is no player to receive it.
26 Pirates! A crew of daring pirates robs the team boats docked at the wharf during the game and makes off with a portion of the team treasury. Each team rolls 2d6 and adds the number of assistant coaches they have. The low rolling team loses 10,000gcs from their treasury immediately. If the rolls are tied, both teams are robbed. If the robbed team's treasury is empty, then there is no effect.	65 Throw a Beer Stein Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the beer stein. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and place any affected player stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





Swamp Dome

The truth is that this miserable excuse for a stadium is not a dome at all, but the goblins that built it thought they would "fancy the place up a bit" with the name. No name, however, could ever make up for the fact that this stadium features the worst pitch in the league, terraces instead of bleachers, concessions which seem to only sell roasted rat, and the single worst odour any travelling fan has ever encounter outside of a Skeggi fish house. Still, the goblins do love a good match and when the crowd is that much into the game, you can overlook the occasional rogue alligator in the dugout.

Location: Mosquito Swamp

Surface: Mud

Capacity: 22,000

Swamp Dome Weather Table

2 Stifling Heat

It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a Touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.

3-4 Fog

A thick, greenish haze rolls in over the pitch, all attempts to pass the ball are at -1.

5-9 Nice

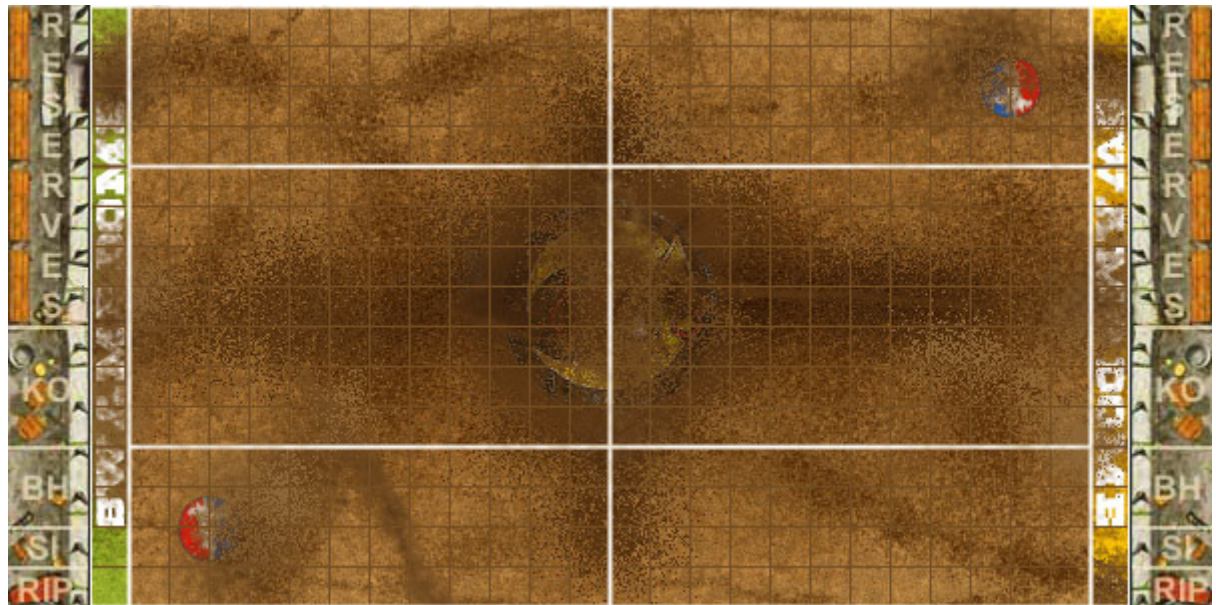
Perfect Bloodbowl Weather.

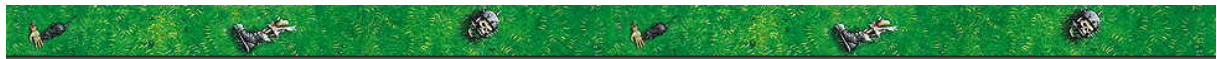
10-11 Pouring Rain

It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.

12 Swarm of Flies

Thick Clouds of insects make play sloppy at best. Only quick and short passes may be attempted and all attempts to Go For It fail on a 1-2.





Swamp Dome Kickoff Table	
11 Riot! The game is held up by a riot as the players take cover in the dugouts, but the referee chooses not to stop the clock. Roll a d3, each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table.
12 Get the Ref! The fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 Rogue Alligator! A hungry gator has found his way onto the pitch and decides to make a meal out of a player, Each coach rolls two dice and adds the number of team re-rolls they currently have; a player on the low scorer's team has been caught by the gator. A tie means that both teams are affected. Decide randomly which player in the other team was bit (players on the field and in the dugout are eligible) and place that player in the Injured box right away. No Armour roll is required.	53 The Chuck! Goblin fans are famous for showing their support by getting together and tossing one of their number as high as possible above the crowd over and over. While this demonstration of team bravado certainly gets the crowd worked up, it really never ends well for the little guys getting chucked. Both teams roll a d6 and add their fan factor and the number of cheerleaders they have, re-rolling any ties. The winner is so motivated by the reckless show of support that it gains a bonus Team Re-roll for this half.
14-15 Perfect Defence The kicking team's coach may reorganize his players; in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Terrace Brawl Rival supporter groups decide to punch it up in the terraces. Each coach rolls 1d6 and adds their fan factor; the loser's Fan Factor is halved (round up) for the remainder of the match. In the event of a tie, re-roll.	55 Pilfered Baggage A group of thieves (most likely related to the stadium owners if rumours are true) has stolen the moneyboxes from one of the teams' buses during the game. Each team rolls 2d6 and adds the number of assistant coaches they have. The low rolling team loses 10,000gcs from their treasury immediately. If the rolls are tied, both teams are robbed. If the robbed team's treasury is empty, then there is no effect.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 Woops! The player nearest the spot of the ball (in the case of multiple players equally close, the kicking player may pick one) slips in a patch of mud while attempting to receive the kickoff and is stunned.	62-63 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
24-25 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	64 What is that smell? A cloud of putrid swamp gas covers the stadium. Make a roll for every player on the field, on a '1' they are overwhelmed by the odour and are immediately Stunned.
26 Raining Frogs A goblin shaman in the stands with a debt to a bookmaker is trying to affect the outcome of the game by forcing the under with a rainstorm, but can't quite get the spell right. Both teams take cover in the dugouts until the amphibian deluge ends. The players must take cover in the tunnel until the deluge ends. Clear the pitch and set up for the kickoff again, as though a TD had just been scored.	65 Throw a Rock Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the rock. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and place the affected player stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





Tlaxtlan Bowl

A massive horseshoe stadium whose open end overlooks the temple pyramids from which it is said Sotek himself takes in the matches, The Tlaxtlan Bowl is one of the oldest stadiums in the entire world, predating the sport itself and originally being the site of public sacrificial rituals. Really, very little has changed.

Location: Tlaxtlan, Lustria

Surface: Stone

Capacity: 175,000

Tlaxtlan Bowl Weather Table

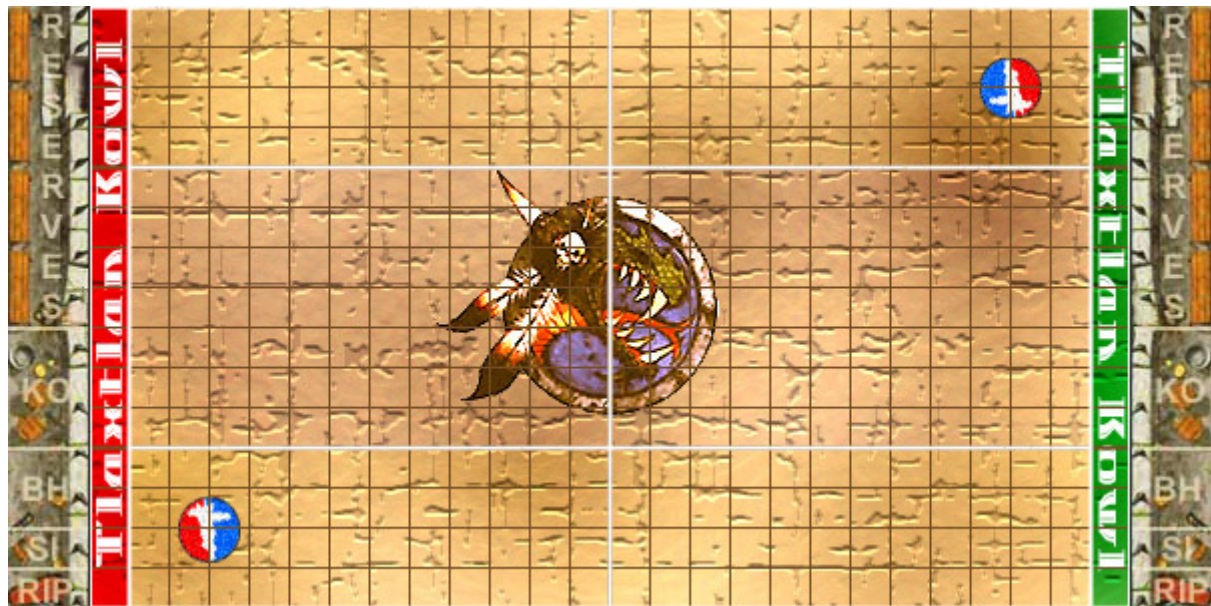
2 Tropical Heat: It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.

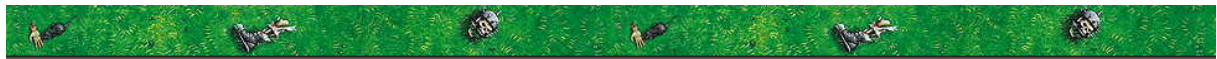
3-4 Very Sunny: A thick river fog descends upon the stadium. All attempts to pass the ball are at -1.

5-9 Nice: Perfect football Weather.

10-11 Pouring Rain: A steady, driving tropical rain settles in over the stadium. All attempts to catch, pick up, or receive a hand-off are at -1.

12 Monsoon: The rain is coming down in endless sheets. Only Quick Passes may be attempted and all attempts to Go For It on the soaked pitch fail on a 1 or a 2.





Tlaxtlan Bowl Kickoff Table	
11 Siesta The game is held up by a siesta. Roll a d3, and each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table (see above).
12 Get the Ref! The fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 Break for a Sacrifice! The Temple Priests barge onto the field and delay the game while they perform one of their blood rites (it's a holiday, apparently, wait, that victim looks familiar, count the cheerleaders!). Clear the pitch and set up for the kickoff again, as though a TD had just been scored.	53 Tequila! Some of the players have snuck a supply of the local rotgut into the dugout. Each team rolls 1d6 and adds their number of assistant coaches. The low-rolling team moves all players in their Reserves box to the KO'd box. In the event of a tie, both teams are affected.
14-15 Perfect Defence The kicking team's coach may reorganize his players, in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Dark Stranger A mysterious and flamboyant masked, black-clad figure has lured some of the cheerleaders away with him by means of his devilish Lustrian charm. Each team rolls a d6 and adds their number of cheerleaders, re-rolling any ties. The loser's cheerleading squad may not be used for the remainder of the game.	55 Lazy Timekeepers The clock officials, local lizards more concerned about staying in the shade than keeping accurate time, forget to start the clock. Each team moves their turn marker back one square. If this result is rolled on the opening kickoff of a half it is ignored.
21 The Gods are Appeased! The Gods, watching the game from the temple mounds, take favour with one team. Each team rolls a d6 and adds the number of cheerleaders they currently have, the high rolling team gains a bonus team re-roll for this half. In the event of a tie, both teams gain a re-roll.	56-61 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
22-23 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	62-63 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
24 Los Banditos! A group of desperate bandits robs the team busses during the game and makes off with a portion of the team treasury. Each team rolls 2d6 and adds the number of assistant coaches they have. The low rolling team loses 10,000gcs from their treasury immediately. If the rolls are tied, both teams are robbed. If the robbed team's treasury is empty, then there is no effect.	64 Ole! The overwhelming din of the hundred thousand wildly cheering fans packing the Bowl makes it impossible for the coaches to shout their plays onto the field. For the duration of this drive, neither team may use any Team re-rolls.
25-26 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	65 Throw an Artefact of the Elder Race Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the inscrutable ancient artefact of the Old Slann. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) place the injured player(s) stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





Ulthuan Sports Palace

Without a doubt this stadium well deserves the "palace" portion of its name. There are very few stadiums anywhere that can match the aesthetics and amenities of Ulthuan's premier pitch. The entire stadium is carved from pristine marble and the many arches and buttresses have a grace that defies the size of such a structure, an example of Elven architecture at its finest. The dressing rooms are particularly posh, with such touches as a velvet lounge, a full-length mirror, and a personal valet at every locker. What is most remarkable is that most otherwise-rugged footballers simply wonder why all stadiums' locker rooms can't live up to this standard.

Location: Lothren, Ulthuan

Surface: Grass

Capacity: 87,000

Lothren Sports Palace Weather Table

2-3: Very Sunny

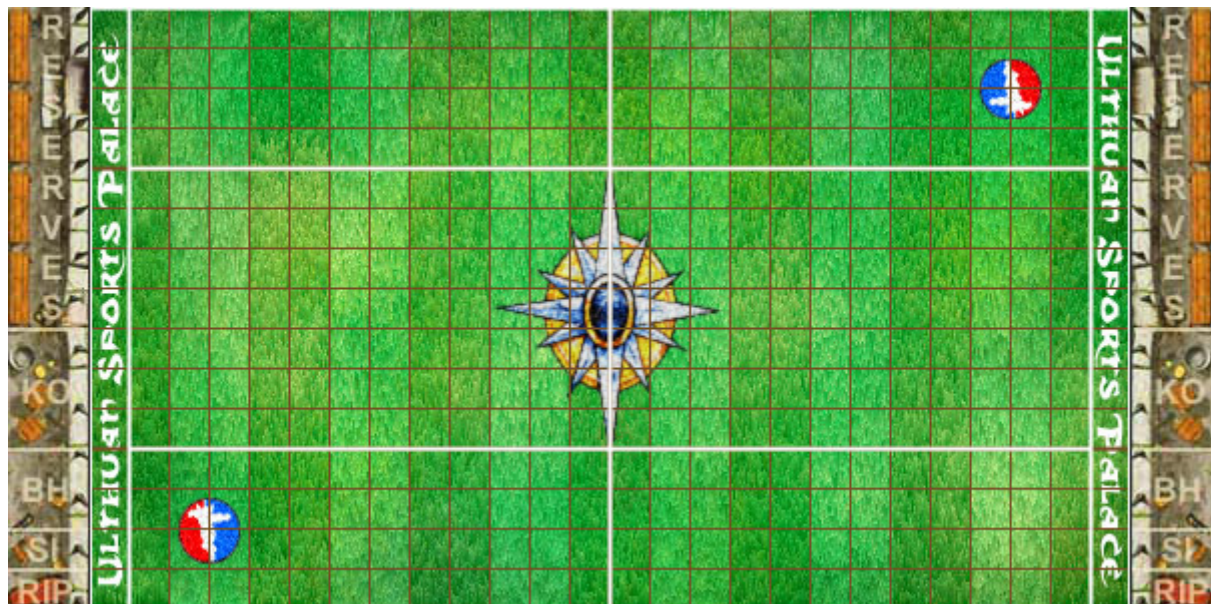
A beautiful day, but the glare of the glorious sun makes throwing a bit difficult. All attempts to pass the ball are at -1.

4-10: Nice

Perfect football weather.

11-12: Pouring Rain

A light shower brings sustaining water to the world and a refreshing cool-down, though the ball does become a little slippery. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.



The illustrious Lothren Sports Palace stadium in all its glory.





Lothren Sports Palace Kickoff Table	
11 Fashion Show! A Fashion Show holds up the game. Roll a d3, each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table.
12 Fire the Ref! The fans decide the referee has been bought and insist that the fool be let go immediately! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 Broken Mirror! Some clumsy oaf broke one of the dugout mirrors; you know what that means... Both teams roll 2d6 and add their current number of re-rolls remaining, re-rolling any ties. The low rolling team loses a team re-roll for the remainder of the game.	53 We'll have none of that! Stadium security is cracking down on hooliganism and other un-elven behaviour in the visiting stands and the ruffians are being tossed out before they can get any good brawls going. Both teams roll a d6 and add their number of cheerleaders, with the team that is currently losing (if it is not a tie) taking an additional -2 to their roll. The loser's fan factor is cut in half (round up) for the remainder of the game (in the event of a tie, both teams are penalized).
14-15 Perfect Defence The kicking team's coach may reorganize his players; in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Can you believe what he is wearing? The hecklers in the stands ridicule a player so severely for a fashion faux pas that he is reluctant to take the field and face more criticism. Each team rolls a d6 and adds their number of cheerleaders; a random member of the losing team refuses to participate in this drive and retires to the Reserves box. In the event of a tie, re-roll until one team wins. The sulking player may be used Normally in the next drive, as the fans will have turned their Attention to the ridiculous hair-do of some travelling fan from Altdorf in section 23G.	55 Have you ever-considered ruffles? Each team rolls 1d6 and adds the number of assistant coaches they have, re-rolling any ties. The winning team has been convinced by an up-and-coming designer to let him make a few little changes to the design of their kit. The team feels so confident in their swanky new duds that they gain a team re-roll for this half.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 Greenskeepers! Prior to the kick, the game official has noticed a patch of grass on the pitch that has been damaged by some reckless tackling. The game is brought to a halt while an army of greenskeepers works feverishly to repair the damage. Clear the pitch and set up for the kickoff again, as though a TD had just been scored.	62 Streaker! An elf lad is so proud of his all-over tan he decides to show it off to the whole stadium. A couple of players, confused by their strange desire to look at him, decide to just beat the hell out of the guy, and proceed to fight for the honour. Each team selects a random player on the pitch and rolls a d6 plus the player's ST attribute, the winner hauls the elf off to the reserves box to work out his frustrations, the loser is placed in the KO'd box straight away.
24-25 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	63-64 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
26 Let me get that for you sir Just as a player is about to take the pitch, one of the dugout hairdressers notices that all of this running and tackling has mussed his hair a bit. The overzealous hairdresser and his fourteen assistants converge on the unsuspecting player and by the time he beats them off, the drive has completed. Each team rolls 1d6 and adds their number of assistant coaches; the low roller must select a random player on the field and return him to the reserves box.	65 Throw a hairbrush Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the hairbrush. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and place the affected player(s) stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt.





Vlad von Carstein Memorial Park

A huge and imposing edifice of weathered marble rising from a featureless grey plain, Memorial Park is the premier football venue on the Vampire Coast, though it is only the most diehard (literally!) fan who seems to make the trip to "The Boneyard" to watch their club play. Treasurers fear not, though, the local necromancers have a knack for making sure the stands are always full, a few thousand paying fans are relatively easy to raise for dark wizards who have no problem digging up whole armies when required.

Location: The Vampire Coast

Surface: Crushed Bone

Capacity: 76,000

Memorial Park Weather Table

2-3 Eerie Mist

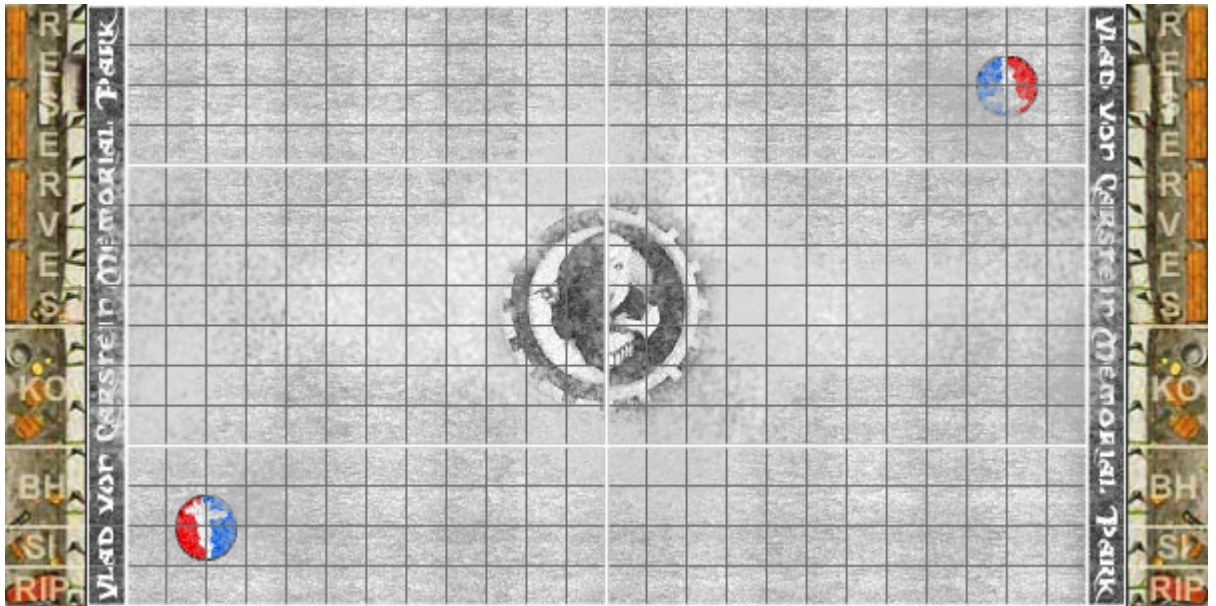
The stadium is shrouded in a macabre mist, making the ball a little slippery. All attempts to catch, hand-off, or pick up the ball are at -1.

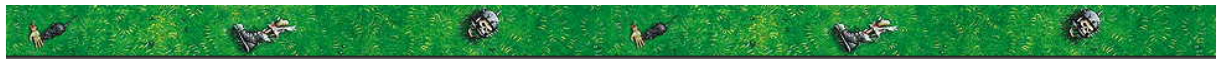
4-10 Calm, Too calm

Other than that, It's perfect football weather.

11-12 A Moonless Night

Thick clouds drift in front of the moon, plunging the stadium into an unholy darkness. All attempts to pass the ball are at -1.





Memorial Park Kickoff Table	
11 Black Rite A Black Rite holds up the game. Roll a d3, each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.	46 Changing Weather Make a new roll on the Weather table.
12 Get the Ref! The fans decide the referee has been bought and get revenge! His replacement is so intimidated that for the rest of the half he will not award penalties against either team, even if he spots them making a foul.	51-52 Quick Snap! The offence starts their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
13 Dead Crowd Not surprisingly, the zombies filling the stands can't seem to follow the match and just sit there rotting. The eerie quiet unnerves the players sufficiently to make it impossible for either team to use any Team Re-rolls for the duration of this drive.	53 Wake The Dead Wandering mobs of the Undead, attracted by the liveliness of the game, shuffle into the stadium and form a quite boisterous (if creepy) cheering section. Each team rolls a d6 and adds their number of cheerleaders, re-rolling any ties. The high rolling team gains a d6 temporary bonus to their Fan Factor for the remainder of the match.
14-15 Perfect Defence The kicking team's coach may reorganize his players; in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.	54 Brilliant Coaching Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
16 Funeral The game is delayed while the referee oversees an impromptu funeral for the lucky winner of the "Get Buried at the Boneyard" contest (he'll have that surprised look on his face for eternity). Clear the pitch and set up for the kickoff again, as though a TD had just been scored.	55 Don't go in the basement! All we heard was the screaming. Each team rolls a d6 and adds their number of assistant coaches, re-rolling ties. The low-rolling team must move all players currently in their reserves box to the KO'd box.
21-22 Cheering Fans Each coach rolls a dice and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll this half.	56-61 Blitz! The kicking team gets a bonus team turn and may move one player before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker.
23 Bloodsucker A hungry vampire has decided to make a snack out of an unsuspecting player. Each coach rolls a d6 and adds their number of assistant coaches, re-rolling any ties. The low-rolling team places a randomly selected player on the pitch into the KO'd box.	62-63 Good Kick The ball sails up in a perfect spiral, do not roll for scatter, although the ball will still bounce if there is no player to receive it.
24-25 Bad Kick The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.	64 Creepy Hand The player nearest the spot of the ball (in the case of multiple players equally close, the kicking player may pick one) is tripped while attempting to receive the kickoff and is stunned by a skeletal hand that has broken through the surface of the pitch.
26 Ghosts A gang of mischievous ghosts, sensing the presence of the living, decides to frighten the players. Each coach rolls a d6 and moves that many players into the reserves box where they cower in fear until the ghosts depart at the end of the drive.	65 Throw a Skull Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the skull. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and place the affected player(s) stunned immediately.
31-45 Nothing Remarkably, the drive begins normally.	66 Pitch Invasion The fans storm the pitch. Each coach rolls a dice and for each of that many of their players, rolls an additional d6 to see how badly they fared in the skirmish. On a 1-3 the player is Stunned, on a 5-6 they are KO'd, and on a 6, they are Badly Hurt. Once all players' injuries are completed, proceed with the drive (do not set up again).





Freebooted Fan Weapons

By Brice Terzaghi (adapted for LRB)

It's possible to supply some of your more psychotic fans with a variety of concealed weapons to help them "assist" players who fall into the crowd to make it "safely" back to the dugout. When purchasing these weapons you may only freeboot them at a cost of \$50,000 per match. Once you have paid your money, roll a d6.

D6 roll	Outcome
1	Instead of lethal weapons your suppliers delivered a load of foam "fingers". This actually helps protect any players attacked by the crowd! Any crowd action that requires an injury roll subtracts 1 from the dice roll (e.g. a roll of 8 becomes 7 – Stunned)
2-6	A variety of daggers, spiked maces and other pointy weapons are distributed liberally amongst your fans. Any crowd action that requires an injury roll adds +1 to the dice roll (such as Pitch Invasions or blocks into the crowd).

The effects of the fan weapons are cumulative – if both players equip their fans like this then the modifiers can be up to +/-2.



Modified Fan Factor Table

By Dave Candlish

Every team playing Blood Bowl in the Old World has a following of some sort. Teams languishing at the wrong end of the league tables will probably only be watched by die hard local supporters, grimly aware that the best they can expect from their team is not to finish bottom, whereas high-profile teams often have a huge following of fanatical supporters, but who only watch them when they're winning. Success demands success, and a bad run of form can often see a team lose many of it's fans, only for more to return when winning ways resume. The current Fan Factor system can be immensely frustrating for teams that win or lose by a great deal. Although simple and easy to use in it's present form, and therefore fine for single games or small leagues, for larger leagues that include teams of many different ratings as well as featuring numerous tournaments throughout the season, it simply does not take account of the many possible game factors. The following system has been used in a good few of the leagues I have ran, and has generally proven to be popular (particularly the glamour tie aspect!)

Ditching the old "roll a D6" system, the new system adopts a roll of 2D6 after the match, then the application of modifiers based on how the match turned out. Roll 2d6, and then apply any modifiers relevant from the tables below.

Modifiers	
Won the match	+1
Lost the match	-1
Scored 2+ TDs	+1
Scored 4+ TDs	+2
Each TD scored >4	+1
Caused 2+ CAS	+1
Caused 4+ CAS	+2
Each CAS caused >4	+1
Conceded 2+ TDs	-1
Conceded 4+ TDs	-2
Each TD conceded > 4	-1
Conceded 2+ CAS	-1
Conceded 4+ CAS	-2
Each CAS conceded > 4	-1
Semi final*	+1
Final*	+2
For every 10 FF	-1

Opponent Team Rating	Modifier
<-101+	-4
-100 to -76	-3
-75 to -51	-2
-50 to -26	-1
-25 to -11	0
-10 to +10	0
10 to 25	0
26 to 50	+1
51 to 75	+2
76 to 100	+3
>101+	+4

* - If playing a team with a TR 51 or greater than your own, add +1 to the modifier (glamour tie)

Now look up the result on the following chart.

Final Dice Score	Result
Less than HALF your current FF	-2 FF
Less than your current FF	-1 FF
Equal to your current FF	-
More than your current FF	+1FF
More than DOUBLE your current FF	+2FF

However, a natural roll of double 1 ALWAYS causes a loss of 2 fan factor, and a natural double 6 ALWAYS results in an increase of 2 fan factor.





BACKROOM BOYS & GIRLS

Many people feel that the assistant coach is a woefully underdeveloped part of the game – these rules expand on roles of the “back-room boys”, including Apothecaries & Wizards.

Topics in this section

Undead Apothecaries by Phil Bowen

Team Training by Dave Candlish

The Hospital by TBB Khar-Peth

Riot Squad by TBB Los_locos

Assistant Apothecaries by TBB Los-locos

Personal Trainers originally published in BB Compendium #1

MBBL2 Assistant Coaches by Dr. Martyn Quick

MBBL2 Cheerleaders by Dr. Martyn Quick

MBBL2 Public Relations Agent by Dr. Martyn Quick

Personal & Team Apothecaries by Matt Brown, originally published in Citadel Journal #18





Undead Apothecaries

By Phil Bowen

The Undead have no use for apothecaries, they are, after all, already dead! However, they are known to hire Necromancers to look after their team who serve a very similar role. A Necromancer, while his methods are very different from an apothecary, functions in a similar manner. Rather than rolling once per game to heal an injury taken on the field, the Necromancer allows a regeneration test to be re-rolled. They may also tend to niggling injuries in the same fashion as apothecaries. Alternatively, the Necromancers may be used to allow a player on an Undead team without the Regenerate trait (ghouls, thralls, etc.) a roll to regenerate. Using this ability counts as the necromancer's action for the game, and cannot be used if this or any other ability has already been used.



Team Training

By Dave Candlish

It's been a long time since Blood Bowl players simply turned up at the stadium on a Saturday afternoon, and now all professional players, whether they like it or not, have to train!

Each assistant coach allows a head coach to boost the performance of one of his players, increasing their skill temporarily. You may roll on the training table for every assistant coach a team has:

D6 roll	Result
1 – 5	No effect
6	Special coaching

For every 6 rolled, then a random player in the team can choose any skill they are normally eligible for to use in the NEXT MATCH ONLY. It is possible for one player to receive several special coaching sessions, but for every extra coaching session greater than one, roll a D6 - on a 4+ the training has worn them out and they must miss the next match, but will recover completely for the next one but they do **not** gain the special skills on their return. If a player who has received special coaching earns enough SPPs to gain a skill roll, and a new skill is rolled, then the skill chosen MUST be the one taken for the special coaching. Rolling a double still allows the player to take a trait or a different type of skill - it is only skills they are normally entitled to that must be the same as that chosen as a result of the coaching. Rolling an improved statistic has the same effect - modify the player's profile accordingly.



The Hospital

By TBB Khar-Peth (adapted)

Although often set up to treat the sick and wounded pouring in from the battlefields of the Old World, these rudimentary hospitals are ideal for treating some of the injuries suffered out on the Blood Bowl field! Sending a player to hospital offers the chance of curing some of those old niggling injuries, but it is an expensive process and not one to be undertaken likely.

Once per league season, any player may opt to visit the hospital instead of participating in a match. The cost for treatment is \$50,000 and must be paid up front. After paying the surgeon's fees roll a d6.

D6 roll	Outcome
1	Your player is informed his injuries have progressed to the stage where it would be dangerous for him to continue, and he is forced into an early retirement. The player must be retired now, although you can take him on as an assistant coach if you wish.
2	No effect – sadly the injury is untreatable using current medical techniques. Try again next season.
3-6	Success! Remove one niggling injury from the player's profile permanently.





Riot Squad

By TBB Los_Locos (adapted for LRB)

The Riot Squad is a small squad of heavily armed men-of-arms to be used against the less severe crowd disturbances. They help the Team Apothecary to get through to a player during Pitch Invasion or if the player has been pushed off the pitch. You may buy a Riot Squad after a match and they cost \$50,000 – note them down on your team roster and they **do** count towards your Team Rating. In the event of a Pitch Invasion or one of your players is pushed into the crowd, they form an escort around your apothecary allowing him to reach the player in distress. Roll a d6 and consult the following table.

D6 roll	Outcome
1	The angry mob tear your Riot Squad AND your apothecary limb from limb – remove both from your team roster.
2	The apothecary manages to reach and treat the injured player, but the Riot Squad suffer heavy casualties and are forced to retire – remove the Riot Squad from your roster.
3-6	The Riot Squad's imposing presence and big sticks let the apothecary get through to the player, but the Riot Squad are worn out by the effort and cannot be used any more this match.

Note that to use a Riot Squad you must have a suitable band of hardy warriors to represent them – three or four warriors from the Warhammer range would be perfect!



Assistant Apothecaries

By TBB Los_Locos (adapted for LRB)

A team may have up to 5 Assistant Apothecaries at a cost of \$20,000 each. The Assistants help the Apothecary and cannot function without him. When the 'senior' Apothecary fails his action, the teams coach rolls d6 and adds any number of Assistants up to the limit of 5. If the result is 7 or more the Assistants have been helpful and the Apothecary can re-roll his failed action. Each Assistant may only be used once per match.



Personal Trainers

Published in BB Compendium #1 © Games Workshop

Blood Bowl is a merciless sport that chews players up, and then spits them out when they lose their touch. There are thousands of these ex-players touring the Old World trying to scrape a living and many of these work for teams as personal trainers, teaching particularly clueless players about aspects of the game they were good at once.

Personal Trainers may be hired during the purchases segment of the Post-Match sequence or as a freebooter. Each personal trainer must be allocated to a specific player, and cost \$60,000 to hire (\$30,000 if freebooted), which should be added to the player's value. A player may only have one Personal Trainer. Each trainer is an expert in a certain area chosen from the following list: Passing, Agility, Strength, and General. Write down next to the player who has been given the Personal Trainer what type he is. For example: write Personal Trainer (Passing).

Each time a roll on the Star Player table indicates the player with the trainer is eligible for a new skill roll a D6. Normal players will succeed with the special training on a 2+, whereas players with Take Root, Bonehead or Wild Animal will succeed on a 3+. Players with Really Stupid will only succeed on a 5+. Failure means the player just didn't catch on to his new training, he was too uncaring, too stupid, or didn't practice enough.

On a roll which succeeds, however, the player may act like he has normal skill access to the category of the personal trainer in addition to his normal skill access categories. For example, a Chaos Warrior with a Passing trainer would be able to take skill like Pass on a normal skill roll and Strong Arm on doubles.





Note that you may not retire one of your players and call him a Personal Trainer. They become Assistant Coaches. Personal Trainers DO NOT count as Assistant Coaches. A team may have up to 3 Personal Trainers, but there is no restriction on the areas in which these trainers are expert. If a player dies or is retired then his personal trainer leaves the team, and may not be transferred from one player to another.



MBBL2 Assistant Coaches

By Dr. Martyn Quick (adapted for LRB)

During the pre-game sequence, roll a d6 for every 2 Assistant Coaches that you have. If at least one 6 is rolled, then your team may roll once on the handicap table. This represent the extra training that your team receives from having all those assistant coaches, or a devious scheme concocted by the coaching staff to give your team an extra edge. For every three 6s you roll, you may opt to choose one handicap table result rather than rolling randomly.



MBBL2 Cheerleaders

By Dr. Martyn Quick (adapted for LRB)

During the pre-game sequence, roll a d6 for every two cheerleaders you have. For every roll of a six, you temporarily increase your fan factor by 1 point for this match only. Note that this precedes the Gate roll, and you use the adjusted Fan Factor level when determining the crowd attendance. For every 6 rolled after the first three, add 2 to your fan factor for this match.



MBBL2 Public Relations Agent

By Dr. Martyn Quick (adapted for LRB)

During the POST game sequence, you can spend \$100,000 to hire a highly trained Public Relations Agent who will hype your team and generate renewed interest. This will allow you to add 1 to your fan factor permanently. This change is immediate and then the Agent moves on. You can only hire one Agent to work for you during each Post Game.





Personal & Team Apothecaries

By Matt Brown, © Games Workshop (Citadel Journal #18)

The Team Apothecary

The team roster box that you normally tick to indicate that the team has an Apothecary is now used to keep track of the Apothecary's ability level. Every \$50,000 spent on your Apothecary will raise him one level in ability. Each level brings with it an extra skill that he will be able to use during a match. There are five levels of ability with level 1 being the lowest and 5 being the highest.

Level	Abilities
1	The Apothecary may attempt to cure one injury by rolling a 2+ on a D6 or he may allow a player with a niggling injury to start the match. This level is the standard Team Apothecary from the Death Zone Playbook, when you spend the base \$50,000 for an Apothecary simply write a 1 in the box on the team roster.
2	The Apothecary may do both of the abilities described in Level 1 in the same match, i.e. he can cure a niggling injury and still attempt to heal an injury during the match.
3	Whenever you fail the roll to return a KO'd player back to the game (see page 15, Restarting the Match in the Blood Bowl Rulebook), you may roll a dice - on a 1-5 the player remains in the KO'd box, but on a 6 he can actually return to the game. This does not count as a team re-roll and is the only Apothecary ability that is not limited to one use per match
4	The Apothecary may reduce one just received 'Serious Injury' to 'Badly Hurt'. This ability can only be used once per match, though it may be used after failing the standard attempt to heal an injury. You may use the level 1 ability BEFORE, but not AFTER using the level 4 ability.
5	The Apothecary may attempt to reduce one just received 'Death' on a player to 'Seriously Injured' by roll a D6. On a 1-3, the player remains quite dead but on a 4-6, he miraculously recovers, albeit in a 'Seriously Injured-Miss Next Game' state. This ability may only be used once per match, though it may be used after a standard healing attempt has failed. However, this ability may NOT be combined with the Level 4 ability to reduce a player from 'Dead' to 'Badly Hurt'. You may use the level 1 ability BEFORE, but not AFTER using the level 5 ability.

For team rating purposes, a Level 1 Apothecary is 5 points, Level 2 - 10 points, Level 3 - 15 points, Level 4 - 20 points, and Level 5 - 25 points.

Personal Apothecaries

Personal Apothecaries may be hired by your team in addition to the Team Apothecary. A Personal Apothecary has the abilities of a Level 1 Apothecary, so in other words the standard Apothecary rules from the Living Rulebook, and may never improve beyond Level 1. If your team could not hire Team Apothecaries then you may not hire Personal Apothecaries either.

Personal Apothecaries are hired to look after a specific player on the team. They can only be used to cure an injury (or heal niggles) on that one player they are assigned to. Obviously, Personal Apothecaries are usually hired to watch over the best rookie and star players to ensure that the team's stars are always on top form. Unfortunately, they know this and they command a high price!

To hire a Personal Apothecary you must first be able to afford him. A Personal Apothecary costs exactly the same as the player you wish him to look after and the cost is added to that of the player - effectively doubling that player's value (for team rating purposes). To indicate that a player has a Personal Apothecary, write it in the player's skill box on the Team Roster (much like you would a Personal Trainer). MBBL2 rule change from the original Citadel Journal article: In addition to costing the same as the player add an additional 20k to the cost of Personal Apothecary for EACH star player roll that the player has made to date. Also ANY player in the MBBL2 may have a personal apothecary even for teams that cannot normally have a team apothecary.

The Personal Apothecary, like all coaching staff, must be represented by an appropriate figure. If for any reason, a player with a Personal Apothecary is removed from the team roster (retirement, sacking, or most likely, death) the Personal Apothecary will also leave.





You may only ever have a maximum of three Personal Apothecaries on the team at any one time. If you have three Apothecaries and wish to give a different player his own personal doctor, you must first sack one of the existing ones and pay for a new one. They may never be transferred. After you have sacked a Personal Apothecary remember to reduce the player's cost back to its original total.

You may still use your Team Apothecary on a player who has his own Personal Apothecary. This is where the added protection really lies - if the Personal Apothecary fails, the Team Apothecary can still attempt to heal a player with his, possibly better, abilities.





MIXED RACE TEAM RULES

Perhaps the most controversial optional league rules, allied or mixed-race teams have provoked endless discussion in the online Blood Bowl community. You either love them or hate them...

Topics in this section:

A Brave New World by Dave Candlish

Salvaging Players from 'Dead' Teams by Andrew O'Brien

MBBL2 Mixed Race Team Rules by Andy Hall





A Brave New World

By Dave Candlish

Throughout the Old World, countless races are forever locked in dispute, negotiation and warfare. Alliances are formed and broken, age old feuds are passed down from generation to generation, bitter enemies unite to fight a common foe - such is the way of things in the Old World. Without exception, every intelligent race has developed an instinct for survival, as well as an inherent mistrust for the peoples of other races. However, no one can fight all the time, and every living creature in the Old World is united by something that transcends gender, colour, and race - a shared passion if you will. Even the most acrimonious of conflicts is dropped in the face of this overriding love...

The love of Blood Bowl!

Recent developments

Initially, centuries of warfare, discrimination and propaganda had isolated each race. This had the effect of limiting each team to only fielding players from it's own species. It wasn't until the unprecedented transfer, by the High Elf team the Felwithe Falcons, when coach Solusek Ro recognised the skill and prowess of the Dwarf Trollslayer Krud Ironballs, and signed him for the Elf team. Admittedly, it cost a great deal more in wages & signing fees than a Dwarf team would have been forced to pay, and for the first few months droves of fans left the team in disgust. It wasn't until a local derby against their long time rivals the Greuinen Giants that saw Krud single-handedly kill two of the opposing team and throw the winning touchdown pass that the fans finally began to look beyond the fact a Dwarf was their best player, and at their position in the league table! This fact did not go unnoticed by the other teams, and a wave of inter-species signings quickly followed. Overnight the game was changed, and with the sport's growing popularity came a slew of sponsorship deals, media interest, and a re-organisation of the game as a whole. However, it soon became apparent that the different characters of each team that had made Blood Bowl so appealing were lost due to an overriding "blandness" - this came to a head when, in the 2600/01 season, a notoriously dirty Dark Elf team known as the Chel'See Blues fielded a roster without containing a single Dark Elf player. At this point, the highly respected Bossman brothers, one-time players and now Nuffle officials, stepped in to sort things out. While they acknowledged that the fielding of non-domestic players could provide previously unavailable skills, adding speed, strength and glamour to a club, as well as apparently reducing the racism between old enemies, such things needed to be moderated. The brothers, John & Marc, drafted a set of guidelines governing the hiring, fees and usage of these "foreign" players, and were universally approved, much to the cheating Chel'See Blues despair!

Gone are the days where each team is restricted to players from it's own species only. Now it is possible for Dwarfs to utilise lightning fast Gutter Runners, or Wood Elves to use the prodigious talents of Chaos Warriors. Racial hatred has been forgotten and, for Blood Bowl matches at least, a new age of (relative) racial harmony is dawning! Well, until the end of the match at least!

Procedure

1. Player Eligibility
2. Approaches
3. Personal Terms
4. Roster Updates
5. Celebrity Sulk
6. Modelling the Player





Ground Rules

Within a league, it is now possible for each team to field a MAXIMUM of two players that are not from their species. This transcends any racial differences, and even allows bitter enemies to join forces in the quest for glory! However, it is not possible to simply acquire players from anywhere - a foreign player may be acquired from another league team only. After every match, a coach is allowed to negotiate the purchase of a basic player (NOT Big Guys or pre-defined Star Players) with a rival coach. For example, it is possible for a Human team to attempt to purchase a Beastman or Chaos Warrior from a Chaos Team, but it is NEVER possible for the Human team to buy a Minotaur or Lord Borak - the Minotaur is too stupid to realise how things in Blood Bowl have changed, and most established Star Players are far too proud and haughty to play for anyone else. Note that this only applies to the standard Star Players, not to players that have acquired new skills - this is covered later. Also, to prevent abuse of the system, all transfers must be cleared with the League Commissioner, who has the right to veto the deal if it appears to be out of the spirit of the game (cheating, basically!) It is the responsibility of every coach to keep a written log of all incoming & outgoing transfers, and this must be available for inspection by the league commissioner at any time - failure to do so will result in a hefty fine (decided by the roll of 2D6 x \$10,000).

Player Eligibility

When buying a player from another team, the target player must be on the target coach's roster and MUST have played at least one league match - "playing a match" does NOT include sitting in the dugout for the entire match, the player MUST have been on the pitch for at least one team turn (even if they were knocked out immediately!) This is to prevent sneaky coaches from buying players and selling them on to other coaches at will for mutual benefit. After all, a player is not going to be noticed or desired unless they have been seen in action. This also means that when a league is first created, each team may only play their first match using the standard rosters. Also, although it is possible to buy players of the same race, it is not possible to do so if this takes the buying team over the limit for players of that type. For example, the human team, the Moanchester Devils, have a woefully poor forward line, consisting of four blitzers. They cannot buy another human blitzer unless one of their existing ones is retired or killed. They can, however, attempt to buy a Blitzer from a different species, like an Orc.

Approaches

To buy a foreign player, the buying coach must make an APPROACH to the other coach. You are only allowed to make ONE approach after a league match (not tournaments - the players are cup-tied!), although it can be made to any coach that has played a match, not just the coach you have played against. When making an approach, the buying coach offers a sum of money AT LEAST equal to the starting value of the player, i.e. you cannot buy a Human Blitzer for \$10,000, and the minimum bid amount is \$90,000!! The selling coach then decides if he wants to sell for that price. If not, the approaching coach can bid a different price for the player. It is up to the two coaches to agree a price for the player. If no price is agreed, the approach fails and the failing team is not allowed to try to buy a foreign player until they play another match. The selling coach CAN make an approach for a player if they want - there is no limit on how many approaches a coach can receive, nor is there a limit on how many players may be sold from a team at one time - provided they have all played in a match of course!

Personal Terms

If a fee IS agreed on, roll a D6. On a 1, the player does not agree personal terms and the transfer crumbles. It is possible to attempt a transfer for the same player again, but only after the buying coach has played a match (1 approach at a time remember!). On a roll of 2-6 the transfer is successful.

Roster Updates

The selling coach removes the player from their roster and adds the fee paid to their treasury.

The buying coach removes the fee paid from the treasury and adds the player to their roster - to maintain the team rating the new players value is set to the transfer fee. Note: there must be a free roster slot for the new player, and the roster size is still 16. Also, the fee money MUST be available in the treasury. You are not allowed to make part-payments, offer cash and other players/coaches/cheerleaders/re-rolls - each transfer MUST use CASH only!! This eliminates the headache of complex deals and teams getting into debt!





Celebrity Sulk

Transferred players are well aware of their status as celebrities, and try to cash in on it at any opportunity. Because of this, at the start of every match roll a D6 for each foreign player. On a 1 or 2, the player demands an extra fee for appearing in this match - roll a further D6 and multiply by \$10,000 (yes \$10K!!) - this is the fee needed. If the owning coach is willing to pay, subtract the amount from their treasury and the player can be used as normal. If not, the player is in a sulk and refuses to even attend the match. DO NOT place the player in the dugout.

Fielding the Player

To field the player in a match, a suitable painted figure must be available. If your friend is willing, you may borrow his model for the game. However, if for any reason an appropriate model is NOT available, the player is assumed to be sunning themselves on the beaches of Estalia and misses the match - it isn't necessary for the owner to paint a tan on their model though! Note, you have to have the correct model - you can't use a Halfling and pretend it's a Wardancer! By far the best idea, however, is to purchase the model you need from Mail Order and paint them up in your team colours - ordering on Veteran's nights in your local store is free postage to the shop if you are a member, and well worth it for small orders like this! To encourage this, a coach who buys a model to represent the transferred player can ignore the Celebrity Sulk ruling - the buying team has shown such great enthusiasm for the new player and gone to great lengths to make them feel at home they are thrilled to be playing for them!

Further Transfers

It is possible to transfer players that have earned star player points, provided all of the conditions are met - i.e. no big guys, roster limits etc. Obviously these players are much more valuable and are likely to be more expensive. Also, selling such a gifted player can prove to be a really upset to the fans, many of which have extensive poster collections! If a player with 16 or more SPP is sold, roll a D6 - on a 1 the selling team loses 1 FF. Buying of players with skills is dangerous, and can make the powerful teams stronger and consign the poorer teams to the bottom of the league - such is Blood Bowl, however, and many a lower placed team has made a mint selling their rising starlet to the top teams, then buying cheaper, older players who can't keep the pace anymore! Note that the minimum bid for a player is ALWAYS the starting value, and does not have to be the previous purchase price; selling below what you paid is bad business though! To maintain team ratings, no matter the previous costs of a player, the most recent price paid is used on the team roster. It is possible to retire a transferred player, and doing so has the same effect as a normal player retirement. However, it is much more profitable to sell the older, less reliable players on to lower rated teams!

Some transfer market facts: (all true, from an actual league!)

Did you know?

- The most expensive player on record is Wagner Lindeberg, an awesome Human thrower, transferred from the "Altdorf Angels" (Human) to "The Dead Beats" (Undead) for a whopping \$380,000!! One match later, however, following a game between the two teams that resulted in the death of both The Dead Beat's star Mummies, he was transferred back to the Angels for \$220,000 to allow the purchase of replacement Mummies!
- The commonly accepted worst transfer ever was the Wood Elf Catcher "Jared Featherfoot" from the South Glade Wanderers (Wood Elf) to the Northern Scourges (Chaos) - following his high profile move, despite once having the surest feet in the game he never managed to "Go for it" successfully again!
- The record for the most number of clubs any player has played for is held by Grisk "Horny" Gutwreck, a Beastman famed for hardly ever looking straight ahead, preferring instead to run wildly around the pitch butting everything he could!! In total, he was transferred a total of 24 times! In the end he finished his career at the "Groggs Bakery" Halfling part-time team, old age and injury having reduced his strength to a third of its original level. He now spends his days creating novelty iced "horned" cakes which go down a storm at home games!!



Salvaging Players from 'Dead' Teams

By Andrew O'Brien (adapted)

What happens to a team when it disbands? It disappears when the debt collecting trolls get called in. However, what about the players who have gained so much from their time with that team – they don't disappear! What better way to have cheap star player who can still gain skills than plundering the locker room of a defunct team?

This rule lets other coaches bid for players on a team that has disbanded, allowing skilful players to be salvaged. Please note that this system could be open to abuse by unscrupulous coaches who simply drop a team as soon as they get a decent star player, just to help out a friend – league commissioners beware! Also, it may work best in a mixed race team environment.





For example a Dark Elf team just disbanded and they happened to have a Witch Elf who has a ST of 4 and 2 extra skills. She is an undeniably good player, and many coaches will be interested in acquiring her talents! To calculate her minimum bid value, take the basic price of such a player and apply the following based on the NEW stats and skills of the player.

Movement

MA	\$
-2	-\$30,000
-1	-\$10,000
0	-
+1	+\$20,000
+2	+\$40,000

Strength (For every point of ST of 4 and above add an extra \$10,000 and for ST6 and above add \$20,000)

ST	\$
-2	-\$40,000
-1	-\$20,000
0	-
+1	+\$30,000
+2	+\$60,000

Agility

AG	\$
-2	-\$40,000
-1	-\$20,000
0	-
+1	+\$30,000
+2	+\$60,000

Skills

MA	\$
'Regular' skills	+\$10,000
'Double' Skills	+\$30,000

Bidding

Sometimes, there may be more than one prospective team and in these cases you start a bidding war. Each coach must state the amount they are prepared to bid to the league commissioner and the other coaches try to out do this amount. If neither team can afford to bid, roll a D6. On a score of 1 – 3 the player becomes disillusioned with Blood Bowl and leaves the sport forever to join the army. On a 4+, the player gets a job as a commentator for Cabalvision but is ready to come out of an early retirement – if the price is right! For this result the commissioner should record the player's stats and add them to the permanent transfer list.



MBBL2 Mixed Race Team Rules

By Andy Hall (modified after League testing by Tom Anders)

- You may have only lineman allies on your team. A lineman is any roster position with 8 or more players allowed for the team.... if two positions have 8 or more players then both positions are considered lineman (ie Zombies and Skeletons on Undead teams).
- You may NOT have two or more allies from the same allied race on your team.
- Allies players can NEVER use Team re-rolls. They can however use Leader or Trophy re-rolls.
- No team may every have as any ally a player listed as another team's Big Guy per the LRB2.0 rules.
- Chaos and Skaven players used as allies by teams that do not have normal access to Physical mutations may not gain Physical skills on doubles as they are assumed to not be favoured by the Chaos Gods or close enough to a steady supply of Warpstone.
- Allies do not costs double the amount when purchased for Halfling & Goblin teams.

The following chart shows what races are allowed to ally with other races.

Race	May ally with
Amazon	Human, Wood Elf
Chaos	Norse, Orc, Goblin, Chaos Dwarf, Dark Elf
Dark Elf	Chaos
Dwarf	Human, Norse
Goblin	Orc, Skaven, Chaos
Halfling	Human, Wood Elf
High Elf	Human, Amazon, Wood Elf
Human	Amazon, Dwarf, Halfling, High Elf, Norse, Wood Elf
Khemri	Necromantic
Lizardmen	Amazon, Orc
Necromantic	Khemri
Ogre	None
Orc	Chaos, Goblin
Skaven	Goblin
Undead	None
Wood Elf	Amazon



MISCELLANEOUS

This section deals with the odds and ends that don't quite fit into the other categories.

Topics in this section:

The Injured Reserve by The Lustrian Premier League

Place Your Bets by Scott O'Neill & Anthony Watts

Illegal Drugs by Mats Berglund

Salvaging Players from 'Dead' Teams by Andrew O'Brien

The Crush by Jervis Johnson, updated by Anthony Watts & Kolja Eppert

Inter-match Events by Stephen Hutton

In it for the Money by Dave Candlish

The Body Shop by Tom Anders





The Injured Reserve

By Phil Bowen

Bloodbowl is rough game, and players get banged up. To help keep teams at fighting strength the league allows up to 2 players to be designated as being on Injured Reserve. A player on IR does not count toward his team's roster limit of 16, nor does he count against the team's limit on position or special players, though he does still figure into the team rating. Players may be called up from or sent down to IR between games freely, though the team must comply with all roster rules before it can play another game.



Place Your Bets

By Scott O'Neill & Anthony Watts

Let's face it - sometimes life can be tough for your average Blood Bowl coach. You've got salaries to pay, linemen with broken legs, and you've been thinking about trying to recruit a big name Star Player for your next match. How's a coach supposed to pay for all this? Maybe a trip to a bookie can solve your problems...

Betting on Blood Bowl happens all the time, but when Coaches in the league place bets the NAF tends to frown on it (and send over a group of thugs with big, nasty clubs and bad tempers). Thanks to greed and free enterprise, however, a coach can always find a sneaky Hobgoblin or sly Dark Elf bookie that is willing to 'hold your money for you'.

First off, here are a few things you should keep in mind:



Betting should only take place on League Nights (this assumes that you get together in a big room with other fanatics to play Blood Bowl). If you play scheduled games for a fixed 'season' then betting on games can be done via email or phone or whatever other method seems appropriate. You might have to tweak this rule to fit your league.



The minimum bet a coach can make is 10,000gc and the maximum bet is 50,000gc. Any less and it's not worth the risk and hassle to the bookie. Any more and he might not be able to cover a big payout.

Did you know?

The late Coach and team owner Scar Whitefur of the Grieve Bay Packrats was convicted of points shaving in EVERY game played by his team in the '98 season. When irate bookies lynched the devious Skaven coach for trying to cheat them, the Packrats went into receivership and wound up owned by Slippery McCool, the Hobgoblin master bookie. The Packrats went undefeated the next season only to lose as the heavy favourites in the Blood Bowl. McCool disappeared soon after and has not been heard from since.

Placing The Bet

Making bets in Blood Bowl is easy. After the "Hire Freebooters, Wizards and Star Players" stage in the Pre-Game Sequence, add another step called "Place Your Bets!". When players come to this stage in the game, they announce to all the coaches within earshot that they are now accepting bets on their game. All interested parties should fill out a slip of paper with details of their bet (Coach Name, Winning Team, Losing Team, Win Margin (if applicable) and Bet Amount). Fold the slip and give it to the coaches who announced the bet. Illegible or contradictory details will result in a 'spoiled bet slip' and an automatic loss of stake, so write clearly! Deduct the bet amount immediately from the coach's treasury (unless they're using a loan shark for the coin, see below). The slips of paper should *immediately* be placed underneath the playing board to protect them from sneaky gits and prying eyes. Next, play the game!

Resolving Bets

After you are done giving your opponent a good thrashing (or whining like a like a newborn Snotling, whichever applies), it's time for the payout. Insert another step in the Post-Game Sequence before "Collect Winnings" called "Make Pay-Outs". At this time you can look at all the bets that are stored underneath the board and work out how much everyone gets (or has to fork over). Those who placed the bets should make adjustments to their treasuries immediately. For record keeping/auditing purposes, the teams playing the game should note what bets were made and won for their game in the 'notes' section of their team roster.





How the Betting Works

Now pay attention. If you want to win lots of dough, you have to know how to pick 'em! Start with the TR of the team you're picking to win. Subtract the TR of the team you're picking to lose. This produces a number that will be positive if your chosen team is favoured to win, or negative if they're favoured to lose. Then apply said number to the table of bookmaker's odds.

TR Comparison Table

Win TR - Lose TR	-201 or more	-101 to -200	-51 to -100	-21 to -50	-20 to +20	+21 to +50	+51 to +100	+101 to +200	+201 or more
Winnings	Bet +200%	Bet +175%	Bet +150%	Bet +125%	Bet +100%	Bet +75%	Bet +50%	Bet +25%	Bet +10%

If you bet successfully on a team that's heavily favoured to win, (i.e. picking a 320 TR Orc team to beat a rookie Halfling team with 100 TR) you get your money back plus 10%. If you picked the Halflings to win in the same situation (and they accomplished some sort of miracle), you'd triple your money.

Optional 'point spread'

If you think your pick can win by more than 1 TD, you can increase your winnings. It also means that your chosen team can win and you'll still lose money to the bookie because they didn't win by *enough*.

If you choose a team to win by 2TDs or more: multiply winnings by 1.25

If you choose a team to win by 3 TDs or more: multiply winnings by 1.5

If you choose a team to win by 4 TDs or more: multiply winnings by 2

If you bet the point spread, you have to win the original bet AND the spread to collect!

Examples

Coach Waaaghtz picks the Crookback Plague over Da Shotz, with a bet of 20,000. The Plague is TR 150, and Da Shotz are TR 201. If the Plague wins, Coach Waaaghtz will receive $(\$20,000 + 150\% \text{ of } \$20,000) = \$50,000$. If Coach Waaaghtz made the same bet, but he also successfully wagered that the Plague would win by 3 TDs, he would win $\$50,000 * 1.5 = \$75,000$.

Coach Oi Neill picks the Da Zoggin Nutterz over The Everpeak Monarchs, with a bet of \$50,000. Da Nutterz are hardened veterans with TR 401 and the Monarchs are a rookie team with TR 100. After Da Nutterz are through eviscerating the Monarchs, Oi Neill will win $(\$50,000 + 10\% \text{ of } \$50,000) = \$55,000$. You don't win much for betting on obvious games.

A rookie coach bets the Khal-Gar Stampeters can beat Sylvain Tempest. It's a longshot, but he thinks the Stampeters are gonna be lucky tonight, so he picks them to win by 2 TDs. He puts down \$20,000 on the game, and the Stampeters win 1-0! Alas, they didn't win by 2 TDs, so the payout is zero. Better luck next time!

Betting on your own game

You can bet on the outcome of your own game, in the same manner as described. HOWEVER, despite the heavy kickbacks from the gambling commission, the commissioner's office is always under heavy pressure (and threat of beatings) to eliminate fixed games. Therefore, any time a coach bets on the outcome of one of his own games, roll 1d6 before the coach can collect his winnings in the 'Make Pay Outs' phase.

If the coach picked his own team to win:

1 - The league confiscates the gambling winnings!

2-6 - Keep your gambling winnings as normal.

If the coach picked the OTHER team to win:

1-2 - The league confiscates the gambling winnings!

3-6 - Keep your gambling winnings as normal.



Spot me £50 'til Friday? I'm good for it.

If you are desperate for cash, you can attempt to bet on credit, but if you don't pay him back he is going to take payment in other, more exciting ways... To bet on credit, roll 1d6 in the 'Place Bets' phase at the beginning of the game and subtract 1 from the roll. This is the amount x 10,000 the bookie is willing to front you (if you roll a 1, obviously the bookie isn't willing to lend you any cash!). Then place your bet as normal. Just make sure you don't lose. If you lose the bet, you must pay the loan back by the Collect Winnings phase of your next game (of the current game if the credit-betting coach is playing in it). If you can't afford it and fail to pay (or choose not to pay), roll 1d6.

- 1** - The bookie sends his boys out to give you a 'friendly reminder'. A randomly selected player on your team suffers a Serious Injury (roll on the Serious Injury table) and will miss the next game.
- 2-5** - You manage to avoid the bookie this week. You may wait one more game, and then roll again on this table if you don't pay him off.
- 6** - The bookie is in a good mood! You may pay him after your next game, + \$5,000 interest.

If you win, you may repay the loan shark and keep the rest for yourself. Of course, you can always choose to stiff the bookie, in which case you would use the chart above just as if you lost a game.



Illegal Drugs

By Mats Berglund

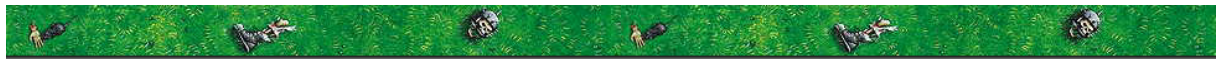
In the late 2480's, when Blood Bowl and the (original) NAF were flourishing, huge amounts of money were involved in the game. Blood Bowl was a lucrative business for winning teams whereas losing streaks often resulted in lack of funds and disbanded teams. Many players at this time were paid for their efforts on the pitch and some players realised that if they cheated and improved their performance, they could become very rich.

The dark elf blitzer Jarom Jaeger is believed to be the first player who turned to illegal performance-enhancing drugs. His team, the 'Mistmoor Thorax Thorns' won three games in a row and clenched the last play off position despite an average season, purely based on the performances of Jaeger (who after inflicting eleven casualties was rewarded with the princely sum of \$55,000). Unfortunately, the Thorns never advanced further as Jarom Jaeger was found dead in his luxurious inn guest room just before a crucial game against the Reikland Reavers. The Thorns stood no chance without their star blitzer.

The following season several players began using illegal drugs. After the Skaven gutter runner K'nikh Verminov who, after scoring five touchdowns in one game, was exposed as a cheat, the NAF began drug-testing players while at the same time coaches enlisted alchemists to produce designer drugs which were harder to detect. Players were even paid to take drugs, or simply just drugged by their teams and the game reached its highest "standard" ever!

A few seasons later, the inevitable side effects started appearing. Former star Blood Bowl players collapsed at ceremonies and Cabalvision shows, but it wasn't until commentator and ex-player Hans Düggdorf died during a live transmission of a charity game between The Darkside Cowboys and The Chaos Allstars that players realised the risks involved and refused to continue taking drugs. A few continued but were hunted down by NAF officials or revealed by teammates and press-ganged as galley slaves. Several years on and some players have begun using steroids and other illegal drugs once again. Whether it is the promise of fabulous wealth or simply their psychotic nature, performance enhancing drug use is increasing...





There are two types of illegal drugs, steroids (a.k.a. 'Giant-juice') or amphetamines (a.k.a. 'Elf blood'). Coaches can try and purchase any amount of illegal drugs before a game. Each 'hit' costs \$50,000 and lasts for one match only. For each hit you wish to purchase roll on the following chart.

D6 roll	Result
1	Duff batch – you get load of baking soda laced with talcum powder. At least your team's groin pads won't chafe!
2-3	Amphetamines – give one player +1 MA & +1 AG
4-5	Steroids – give one player +1 ST & +1 AV
6	Pure batch! You get a batch combining both types of drug (but with both side effects – use at your peril!)

Drug use is not without it's side effects, and players generally feel some kind of bad effect following the match, often with recurring symptoms. After the match, roll on the following table for every player who used illegal drugs – remember to roll for each type for pure batches!

D6 roll	Steroid side effects	Amphetamine side effects
1	Nothing – aside from a headache you were lucky this time.	Nothing – aside from a headache you were lucky this time.
2	Torn muscles. Miss the next match recovering.	Chronic exhaustion. Miss the next match recovering.
3	Abnormal hair growth. Miss the next match shaving it off.	High blood pressure. Miss the next match relaxing on an Estalian beach.
4	Recurring migraines. The player picks up a niggling injury.	Heart murmur. The player picks up a niggling injury.
5	Shrunken testicles. With his manliness reduced, the player loses strength (-1ST)	Chronic asthma. He just can't keep up anymore (-1MA)
6	Psychosis! Unable to tell friend from foe, the player descends into madness. Gains 'Wild Animal' characteristic.	Pickled brain. Umm...errr...what's going on? Gains 'Really Stupid' characteristic.

The NAF are currently unaware of the recent upsurge in drug use and most players manage to slip by unnoticed. However, old regulations still mean that the NAF are obliged to test high performing players. If a player uses illegal drugs and gains enough SPPs to earn a skill roll then if the skill roll results in a statistic increase (a roll of 10 or above) then the NAF has discovered the cheater! The owning coach must immediately pay a fine of d6 x original player's cost or the player is forced to retire through shame – they may **not** be taken as an assistant coach either!

Some types of player react in an 'unusual' manner to drugs and are unable to use them:

Undead

Undead players, with the exception of Ghouls, are completely unaffected by any type of drug so there is little point in buying them!

Minotaurs

People only generally try to give Minotaurs drugs once! These drugs are deadly to minotaurs, who can generally smell even minute quantities. Many coaches have tried spiking their food or drink only to be ton limb from limb by the enraged beast!

Trolls

Drugs act as a 'downer' on a troll – they become depressed, start crying and eventually refuse to play at all.

Ogres/Rat Ogres



The mighty metabolism of an ogre doesn't react well to drugs – either their muscles swell until they burst out of the skin, or their hearts explode!

Treemen

Bizarrely, drugs act as some kind of turbo fertilizer. For the first few hours the Treeman gets stronger and stronger, until their roots develop to the point where they take root once and for all!



**Kroxigor**

Immediately after taking drugs, this giant lizard becomes hyperactive and runs around madly until eventually crashing through walls and bashing it





The Crush

By Jervis Johnson, updated by Anthony Watts and Kolja Eppert

One of the most fascinating things in any team sport is the way that the teams change year by year. This is as true for Blood Bowl as any other sport, and fans will often discuss if their present team was as good as those in previous years. Unfortunately, Blood Bowl fans being what they are, these 'discussions' can easily get out of hand and more often than not end up in a huge brawl – the most infamous example of this thing being the Gouged Eye civil war of 2482, which was sparked off by a particularly violent argument as to which was the best out of the 2461 and 2473 Gouged Eye teams!

What is the Crush?

The Crush is a set of rules a Commissioner can use at the end of the season to prune back some of the more developed teams and set everyone back to a more even playing field. It represents the things that happen leading up to a new season and includes players leaving the team in search of more money, training camp for rookies and veterans alike, and their fickle nature of your team's fans! There is also a phase that allows you to buy up players that have left other teams and works great in larger leagues. What might be an undesirable player to you might be great for someone else if he gets him cheap! Because of this any player that leaves the team may be replaced for free with a new player of exactly the same type, but without any Star Player Points, extra skills or characteristic increases. For example, if your Star Blitzer decided to leave, he will be replaced with a free 'rookie' blitzer from your team list.

Including the Crush in a league

Free Agency: Each coach must roll a D6 for each of the players in his team who has 31 or more Star Player points. On a 4+ the player decides to leave the team. If the player has any Niggling Injuries, add +1 to the roll for each injury.

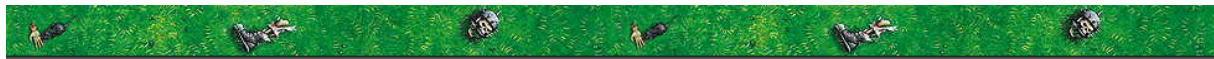
A player who has decided to leave can be persuaded to stay by being paid a retainer. Roll a D6 and multiply the result by 10,000 – this is the number of gold pieces that must be paid out immediately from the team treasury in order to keep the player on the team. Players that leave the team may not be kept on as Assistant Coaches. If a player leaves the team, then their details should be crossed off the team roster. However, his details should first be recorded elsewhere as there is a chance that he may be bought up by another team!

Fortunately for the Blood Bowl coach who finds that most of his players have left the team, finding replacements at the Crush is extremely easy! Any player that leaves the team may be replaced for free with a new player of the same position, but without any Star Player points, extra skills or characteristic increases. For example, if your Star Blitzer decided to leave, he will be replaced with a free "rookie" blitzer from your team list.

Fan Support: During the regular season, support from a franchise's fans can go up or down. However, during the off-season some fans lose interest or end up joining the army!

Take half of all your Fan Factor above 10 and divide in half (rounding up). This is the amount of FF your team loses before the beginning of the next season.





Inter-match events

By Stephen Hutton (adapted)

This table lets league commissioners roll to see what off-pitch events can help or hinder all teams in the league over the coming weeks. The league commissioner can roll on this table as often as they like, but a guideline of once ever few 'real-life' weeks, or after every team has played a certain number of games. Roll a d66 and consult the chart below.

d66 Roll	Event
11	War! War has broken out in the region. Three random players from each team must miss the next game after they are press-ganged by the nearest recruiting station. If this takes a team to 3 players eligible for the next match or less then you may hire enough linemen for free (your fans pull together to help out) for the next game only to fill the missing players' shoes while they are away. These substitute players leave when the regular players return to their day jobs. When the players return, roll a d6 for each one. On a 1, the player was killed in the wars, but on a 2 – 6 result that player immediately gains the equivalent number of extra SPPs by virtue of the fact they are now hardened fighters.
12	Young Guns. A recent surge in popularity for Blood Bowl sweeps the Old World – each team may add one lineman to their roster free of charge (although their Team Rating will increase by the relevant amount).
13	Rivalry! After libellous comments exchanged in Spike! Magazine, two star players have now developed an insane hatred of each other. Pick a player from ANY team at random, then another – note that they could be from the same team. Whenever these two players face each other on the pitch they must block or blitz their arch-nemesis if possible, and must be moved first (as if they had Wild Animal). Once a successful Injury roll is made by one player on their enemy, the rivalry ends as the dominant player proves his superiority.
14	Nothing. A quiet week... Enjoy it while it lasts.
15	Nurgle's Rot. A plague has hit the region and all apothecaries have been drafted in to help combat the epidemic. No apothecaries can be used by any team until another roll is made on this table. Any Nurgle's Rotters team gains a free Beastman as the number of plague victims mounts.
16	Nothing. A quiet week... Enjoy it while it lasts.
21	Greedy Gits. Star players around the world suddenly decide they are underpaid. The player with the most SPPs demands a bonus or he'll leave. Each coach must pay half of the player's basic cost, rounded up, otherwise he quits on the spot!
22	Freak cold spell. An unusual cold spell sweeps the world. Until a new roll is made on this table, the weather will always be blizzard and any 'Changing Weather' rolls on the Kick Off table are ignored.
23	Nothing. A quiet week... Enjoy it while it lasts.
24	It's bad news for the beautiful game, Jim. Popularity wanes for Blood Bowl, and there is a shortage of skilled players. The only new players that may be purchased by a team are linemen. This effect lasts until another roll is made on this table, a Tournament Final takes place, or the Gate for any league match exceeds 150,000 fans.
25	Nothing. A quiet week... Enjoy it while it lasts.
26	Recession. Incomes are down, and tax rates are up. Until another event is rolled on this table, all match attendances are halved (to the nearest 1,000) as fans sell their season tickets to stay above the breadline.
31	More Blood 'n' Guts! Fans across the world decide the game is getting too 'soft'. For the next match any team plays, if no players are seriously injured or killed by their team (by any means) then the fans demand their money back and the team loses its winnings. This goes on for as many matches as it takes until a gory casualty is caused!
32	Legendary team on tour. A major team is in the region and looking for some practice games in the run-up for one of the Majors. Any team may accept the offer and they will gain d6 x \$10,000 and +1 Fan Factor. However, roll a dice. On a roll of 4+, one randomly determined player was injured in the 'friendly' – immediately determine whether the player was Badly Hurt, Seriously Injured or Killed!
33	Nothing. A quiet week... Enjoy it while it lasts.
34	Old Pro. An ageing professional takes pity on the underdogs and offers his services for free. For the next match only, the team in the league with the lowest Team Rating may hire any official Star Player (e.g. Griff Oberwald) that they are normally allowed to have (including Thrudd the Barbarian).
35	Nothing. A quiet week... Enjoy it while it lasts.
36	I've had enough. Many players get fed up with the continual pounding they receive every week and decide to quit. Roll a dice for any player with a niggling injury, adding +1 for each niggle they have. On a score of 7+ they hang up their boots for good, although the owning coach can add an assistant coach as normal.
41	Too much ego The team with the highest team rating is having problems getting it's players to work together, and unless they pay an amount equivalent to a normal re-roll, they refuse to train together. Discard a re-roll if this happens.
42	Discontentment The fans think the team are simply content playing for draws, or sitting on any lead they have and not scoring enough touchdowns. From the next match onwards, until the team wins the fans demand their money back and the team gets no match winnings.
43	Nothing. A quiet week... Enjoy it while it lasts.
44	The Big Time. The player in the league with the most SPPs is offered a contract with a major league team, and accepts immediately. The major team buys the player out of their contract at twice the player's base price, and the player is removed from the roster. If two players have the same number of SPPs, pick one at random.
45	Nothing. A quiet week... Enjoy it while it lasts.





46	Hard graft. The team with the lowest team rating decide to give 110%, working extra hard in training. They may immediately purchase a re-roll at the normal price, rather than paying double. The chance is lost if not taken now.
51	Heatwave! Until the next event is rolled on this table, every weather result is automatically "Sweltering Heat", even if re-rolled.
52	Nothing. A quiet week... Enjoy it while it lasts.
53	Nothing. A quiet week... Enjoy it while it lasts.
54	Medical Students. A local school of medicine ask if they can send a team of trainee apothecaries to help out at the next match. For the next match only, every coach (bar Undead) has the option of using a trainee apothecary to heal an injured player (like a normal apothecary). However, roll a dice when trying to heal the player. On a roll of 4+ the injury is healed successfully. On a 2-3, the trainee can do nothing and the injury stands (your regular apothecary cannot be used). On a 1, the trainee botches the job and the injury is made worse – move the band up by one (Stunned -> KO, KO-> BH, BH -> SI, SI->RIP!). If any trainee tries to heal a RIP result, or causes it, and the player dies then the entire trainee team leaves the match in shock.
55	Legend! A old Star Player watched the match, and was impressed with the talent he saw on display. For every player that gets enough SPPs to gain a skill, the owning coach may pay \$20,000 in expenses to have the old-timer offer some advice. If they do this, the player counts as having rolled a double for their SPP roll. Note the \$20,000 must be paid for EVERY player who wants to try this.
56	Give the Young 'Un a go. A promising youth player impresses you and you decide to give him a try out in the first team. You may add one rookie player to your team for the next match only, from any position. This can even take you over your normal limit for that position, e.g. 5 blitzers, and above the 16 player limit but the player and any SPPs they earn are discarded after the match. The newbie CAN gain the MVP award, but if he does it is lost!
61	Nothing. A quiet week... Enjoy it while it lasts.
62	Legendary Healer. A travelling apothecary claims to be able to cure even the most serious of injuries. An attempt costs \$50,000, and if you decide to try roll a d6. On a roll of 1-3, the attempt fails and the money is lost. On a 4+, you can remove a niggling injury or statistic decrease of your choice from any player.
63	Shoddy Armour. The local blacksmith you use to repair armour between matches has let you down, and you are forced to use partially damaged items until the blacksmith sorts his act out. For the next match only, any armour rolls that are a natural double (before modification) count as beating the armour value – roll for injury as normal. If any player is injured (BH, SI or Death), the blacksmith is forced to pay compensation of \$10,000 to the owning team (even if healed by an apothecary).
64	Nothing. A quiet week... Enjoy it while it lasts.
65	Referee's conference. A contingent of some of the toughest, most seasoned referees in the Old World are attending matches all over the old world in an attempt to stamp out abuse towards referees and other players. For the next match, no teams may "Get The Ref" and any coach attempting to argue the call is automatically sent off. Also, players are sent off on an initial roll of a 4+, with subsequent tests at 2+.
66	Magic Potions. A wandering caravan of gypsies offers to sell you a magic potion or two. Two potion types are available at \$50,000 or \$100,000. If you choose to buy a \$50,000 potion roll a d6. On a 1-2, the potion is a dud and does nothing. On 3-4, add +1MA and +1AG to any player on your team for the next match only. On a 5-6, add +1ST and +1AV to any player for the next match only. If you purchase the \$100,000 potion, roll a d6. On a 1-3, the potion has no effect. On a 4, one player gains a permanent +1MA increase. On a 5, one player gains a permanent +1ST increase and on a 6 one player gains a permanent +1AG increase. Note that no statistic can be increased by more than 2 points above the starting characteristic.



In It For The Money

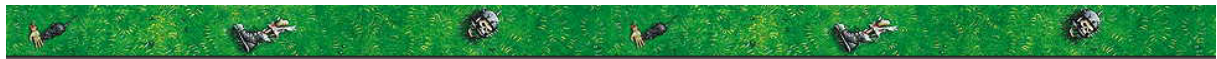
By Dave Candlish

The game of Blood Bowl has come a long way from its battlefield origins. Almost every civilized (and un-civilized!) race in the Old World now fields a number of teams, all competing for the chance to win the Blood Bowl itself. However, the path to glory is difficult at best and only the strongest, fastest and richest teams stand a realistic chance of lifting the hallowed trophy. All the major teams are now huge organisations in their own right, with a host of supporting staff that outnumber the players many times! With the first of the permanent stadiums, such as the colossal Emperor stadium in Altdorf came the first sponsorship deals from a large company – the Bloodweiser Corporation. This was quickly followed by a slew of competitors attempting to cash in on this untapped market. Soon, stadiums were overflowing with all manner of advertisements, peddlers and entrepreneurs. Colourful boards were erected around the pitch, advertising everything from the latest Imperial Steam-powered "horseless cart", to new and improved Dwarven runes. The terraces became home to an army of refreshment vendors, selling dodgy hotdogs, Goblin mushrooms and of course Bloodweiser & Bugman's beers. Quite quickly, these practices started to overshadow the games themselves, so the clubs stepped in to limit their activities and make a fast buck at the same time!

Introduction

Although the normal rules are fine for one-off games and small to medium sized leagues, I didn't feel they were detailed enough for longer term, larger leagues. Once the team ratings pass 200, and especially if you use rules allowing the transfers of players, the costs for running a powerful team are so prohibitive it is a real struggle to





progress. In an effort to enhance this aspect of the game, as well as to flesh out other areas that are a little "simplistic" I devised these rules. They have been play tested extensively, and although they work particularly well with the other house rules I developed, they can make a colourful, fun addition to any league! The first section deals with sponsorship, and how it can be implemented in the game. Beware when using these rules, however, as it can lead to a great deal of extra money created, and without extra ways of spending it, such as transferring star players, it can upset the game balance. You have been warned! The second expands on a woefully underdeveloped concept in Blood Bowl – that of the role of assistant coaches! I think that their effect on a team should be much greater than simply having a minor effect on one roll on the kick off table that only has a 1-in-12 chance of occurring!

Sponsorship & merchandise!

Buying the best players in the league and replacing casualties is expensive! Luckily, Blood Bowl has attracted the attention of big business and sponsorship deals are now commonplace for most teams.

Types of sponsorship & merchandise

ADVERTISING

This takes the form of wooden boards arranged around the player field, advertising everything from the latest horse-drawn coach, to Cabalvision products. However, by far the most common type of advertising is for BEER, with Bugman's Brewery generally having a hefty presence at every match!

TEAM MERCHANDISE

It only took one clever person to realise that 20,000 screaming fans each wearing a team shirt costing \$10 = a lot of cash!! Most clubs now produce replica kits that are always in high demand by the fans. However, some of the bigger clubs have started to milk this, releasing a new strip every season. The Moanchester Devils even went so far as to release THREE different strips in one season! Sadly, their gullible fans lapped it up, providing a hefty windfall for the overrated team.

PAY-PER-VIEW CABALVISION

Sometimes it simply isn't physically possible to fit any more stands into a stadium, and for a long time ardent fans were extremely unhappy at missing their team play. It didn't take long for Cabalvision to acquire the screening rights, and now the big matches are often shown live on Pay-Per-View crystal ball!!

Effects of sponsorship & merchandise

ADVERTISING

Each advertising board a team has adds \$10,000 to the match winnings at the end of the game. Each board must be represented by an appropriate, painted model - cutting out a piece of cardboard, folding it into an advertising board and painting it in with a suitable advert is fine! Each board needs to be placed on the edge of the field or the benefit cannot be gained. Also, multiple boards from the same company cannot be used, so if two teams try to use a "Bugman's Beer" board, both are lost for that game (deciding which boards are duplicated is up to the League Commissioner or an appointed deputy). Any boards that cannot fit around the pitch are ignored for that game. Each coach takes turns in placing a board until all are placed, with the highest team rating going first.

TEAM MERCHANDISE

The effect of thousands of fans all wearing the club colours is a great inspiration for the team. Should you roll this result on the sponsorship table, you may add a screaming fan to your team record. This MUST be represented by an appropriate, painted miniature, but NOT a cheerleader - you will need to convert another figure and paint them in the correct colours! Also, the initial cash boost from selling hundreds of team articles provides D3 x \$10,000. Any "screaming fan" counts as an extra cheerleader or fan factor for the purposes of the Kick Off table only. No change is made to the roster, nor does it impact match winnings. Make a note of how many screaming fans you have though!

PAY-PER-VIEW CABALVISION

If the combined team rating for both teams in a match is greater than or equal to 300, both coaches roll 2D6 in the Treasury phase and pick the highest result. If the game is a tournament semi final, they may add +1 to the highest result. However, Pay-per-view Cabalvision CANNOT be used for a Major Tournament Final, as the rights for the Majors cannot be bought - roll for Treasury as normal.

How to gain sponsorship/merchandise





Sponsorship Table

D6 roll	Result
1 – 4	No effect
5	Advertising board
6	Team Merchandise

Fan Factor

Every time a team's fan factor is increased, roll on the sponsorship table. Each time it decreases roll a D6 for every screaming fan and advertising board - on a 4+ they are lost.

4+ TD/CAS

If a team scores 4 or more touchdowns or injures 4 or more players then roll on the sponsorship table. Scoring 4 and injuring 4 DOES allow 2 rolls.

Team Rating

Reaching the following team ratings gives a club the relevant bonus. The bonus may only be gained once, however, and if the rating goes below and then back over the value the benefit is not gained a 2nd time.

150 - Advertising board
200 - Screaming fan
250 - Board + fan



The Body Shop

By Tom Anders

In the 2nd edition of Blood Bowl, there are rules for cyborg enhancements for Chaos team players. Cyber enhanced players do not count towards a team's secret weapons allowance, but a team may not have more than 3 cyber enhanced players as after that point the NAF officials decide that the team has pushed it too far and come in with bolt cutters to "clean" the team's players up. The following cyber enhancements can be given to any player that the Body Shop will work on for the listed prices (only one player may visit the body shop after each game):

<i>Cyborg Eye</i>	Player gains the Accurate skill.	Cost \$20,000
<i>Cyborg Arm</i>	Player gains Hail Mary Pass and Mighty Blow skills.	Cost \$30,000
<i>Cyborg Legs</i>	Player gains +1 to his MA, and the Leap, Kick and the coach's choice of (Pass Block, Diving Catch, or Diving Tackle)	Cost \$60,000

There are also discounts available at the Body Shop for cyber enhancements purchased at the same time.

Cyborg Eye and Arm @ \$40,000
Cyborg Eye and Legs @ \$70,000
Cyborg Arm and Leg @ \$80,000
Cyborg Eye, Arm, and Legs @ \$90,000

Players with the Big Guy or Stunty or characteristics must pay an extra \$10k for each enhancement purchased over the normal rates. The increased fees are because of the difficulty to create and expensive involved in creating miniature or oversized gears and parts for the cyber enhancements. However, the procedure to add cyber enhancements is not without its risks. After payment is made for the operation, roll 2D6 (the League Commissioner makes this roll). On a 2, the player dies during the operation with no apothecary roll or rerolls allowed. If EITHER dice is a 1, the player had severe complications from the surgery. The cyborg parts are successfully installed, but the player permanently losses -1ST and misses the next game from the difficult recovery –again, no apothecary roll or rerolls allowed. Any other roll indicates a successful operation, and the player will ready to crack some heads with his new enhancements for the next game. Occasionally the referees will decide that the cyber enhancements bend/break too many of the NAF rules and will eject the player (much like a secret weapon player). The player gains a penalty roll that will be rolled for at the end of any drive that they were on the pitch just like a player with a secret weapon. If a player has more than one cyborg body part, use the penalty roll that is most likely to get the player ejected.

Cyborg part	Penalty Roll
Cyborg Eyes	10+
Cyborg Arms	9+
Cyborg Legs	8+

