

# **BLOOD RULES: AUSSIE RULES-STYLE BLOOD BOWL**



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# **BLOOD RULES: AUSSIE RULES BLOOD BOWL**

By Scott Elaurant

## **Introduction**

These rules allow players with Games Workshop's Blood Bowl © game to play Australian Rules-style fantasy football game, using the same game equipment and miniatures.

Although players will find the strategies in this game quite different from Blood Bowl, the game mechanisms are deliberately kept as similar as possible. Unless these rules specifically state otherwise, Blood Bowl rules are used where relevant. For example, rules for player knock downs, armour, injury illegal procedures and re-rolls are all used.

### **Brutal Game History and Background**

Australian Rules Football or "Blood Rules", is a growing new code of football played in the Warhammer world. Unlike Blood Bowl, it is played mainly by kicking, with only limited throwing or holding of the ball.

Blood Rules originally started in the Old World city of Middenheim. From there it spread throughout the entire Warhammer world. It is claimed that at first players wore no armour, concentrated only on kicking the greatest score (which could exceed 100), and were even penalised for fouling opposing players. These may be only myths, but in any case they bear no relationship to the modern game fans love, where heavily armoured players try to kick the ball and their opponents out of the field.

There are now Blood Rules leagues playing in every land. There is also a league for games between national teams, called the Armageddon Football League, or AFL. The AFL overseas all leagues and games.

The finest players of each race are selected for their "national" or AFL teams, which are based on racial lines to maximise inter-team hatred. At first the AFL was only contested between Old World races. In recent years the competition has been expanded to include races from other lands, such as the West Coast Lizardmen, Adelaide High Elves, Sydney Skaven and Brisbane Norse.

The winners of the AFL each year are awarded a symbolic trophy. Called "the Rag", it is soaked in the blood of any player casualties. Competition is fierce to win "the Rag", which is hoisted as a pennant by the winning team at home games the next year.

There is also an important individual trophy, the Liber Tor'em Medal, awarded at the end of the season. It is given to the most violent player as voted by the leagues apothecaries. Only players who have caused a casualty are eligible for this prestigious honour.

### **Equipment Required**

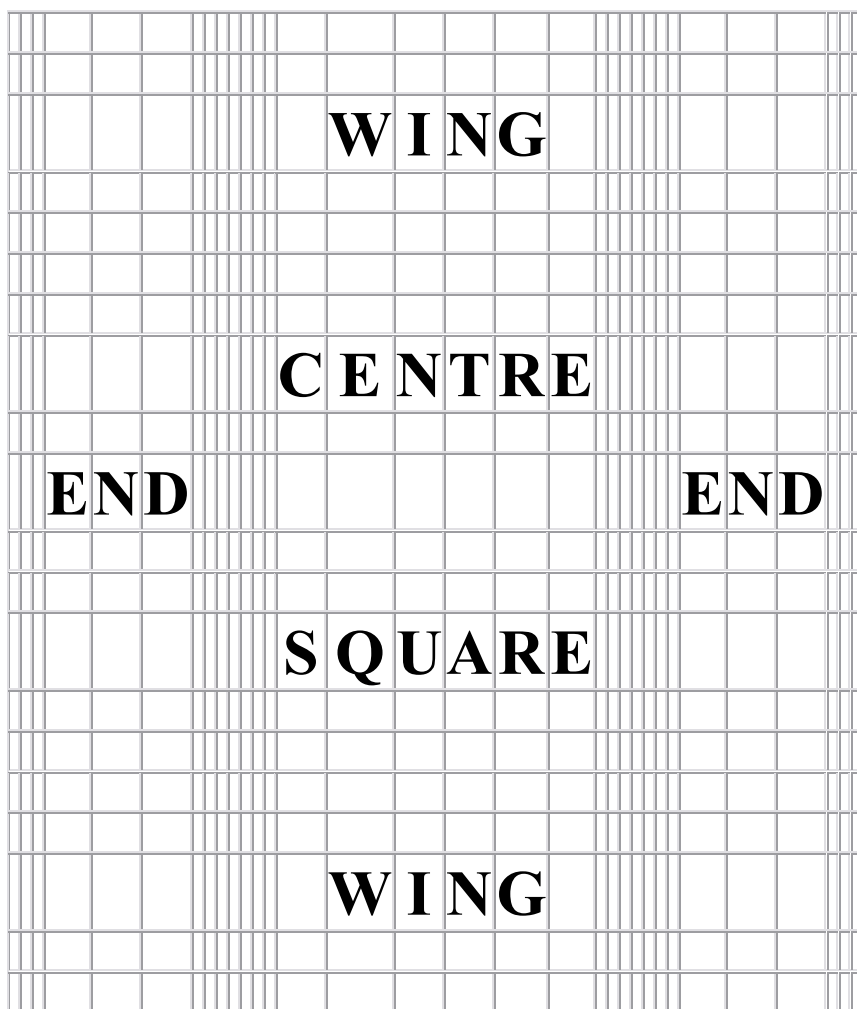
The game is played with the miniatures, dice and templates from the Blood Bowl © game. Larger teams (of up to 21) are required, and a larger, differently shaped board is used.

All of the teams are based on Blood Bowl teams allowing the same miniatures to be used. Of course, players may customise miniatures with more "soccer-like" poses.

## **Choosing a Team**

Coaches chose a race for their team, with the same choices as in Blood Bowl. They may pick starting teams worth 1,500,000GP. This includes fans, team rerolls and any extra management staff. Starting teams must contain at least 18 players. Blood Bowl Star players may not be used (after all, they play Blood Bowl, not Blood Rules!) However, each team may use star miniatures including Big Guy Ruckmen in their team. All players' positions in the team must be defined. Apart from Ruckman, they may be Defenders, Midfielders or Forwards.

## THE FIELD OF PLAY



**The game is played on a board which represents the field of play. The field/board is oval shaped, and larger than a Blood Bowl field. The exact size varies, but should be marked as follows:**

- The field is a tapered oval, 18 to 24 squares wide and 30 to 36 squares long;
- At each end there must be goal posts two squares wide, with two point posts two squares wide on either side, for a total goal area six squares wide;
- The Ends of the field are tapered, with boundaries extending diagonally from either side of the goal area to the side boundary. The length will vary depending on the field size;
- There is a Goal Square, two squares wide by two squares deep, in front of each goal;
- There is a Centre Circle; two squares wide by two squares deep in the middle of the ground;
- There is a Centre Square ten squares wide by ten squares deep in the middle of the ground;

- The area extending from either side of the Centre Square, to the side boundary is the Wing;

In Blood Rules each side defends the goal at one End of the field and scores by kicking the ball through the goal at the other End. Six points are scored for each kick through the centre goal. One point is scored for each time the ball crosses the goal line other than by being kicked, or is kicked through the point posts. At each start of play, players must be positioned as follows:

- Each side may set up their players in either half of the field,
- One player each must start in the Centre Circle. No other players tackle zones may touch it;
- Up to three players each may start in the Centre Square and three more on the Wing(s);
- Up to one player each may start in each Goal Square;

## GAME RULES

Unless stated otherwise, the game rules are the same as in Blood Bowl. The main differences are listed as follows:

### Game Length

Blood Rules is a faster paced game than Blood Bowl, but also longer. Each game consists of four quarters of 8 turns.

### The Centre Bash

At the start of each half, and after each goal, play is restarted with a “centre bash”. After rolling on the Kick-off table, the “receiving” team player in the centre square may attempt to Block the opposing player. If either player is knocked out of the square the other player may attempt to pick up the ball. If not the ball scatters from the centre square and play begins.

#### **Movement**

This is the same as in Blood Bowl, with the following change:

- A single player may not keep possession of the ball for an entire turn unless they make a “bounce” (Agility Roll; -1 in tackle zone). Failure causes a turnover.

#### **Blocking and Tackling**

In Blood Rules players may block and tackle just as in Blood Bowl. However, there are two critical differences:

- Players may only try to block a player who is in the same sector as the ball.

#### **Kicking and Passing**

In Blood Rules, Teams may make multiple passes or kicks in a turn, but only 1 by each player. Players may attempt to give the ball to another player in three different ways:

- A Hand Off (Hand Pass)
- A Pass (Hand Pass or Short Kick)
- A Long Kick (equivalent to Kick-off)

Players must state which option they are choosing BEFORE they measure range.

Hand Offs are performed as in Blood Bowl.

Passing is like Blood Bowl except that:

- Quick Passes may be Hand passes and use Sure Hands skill.
- No Hail Mary or Long Bomb length passes are permitted. Roll for scatter from the square at the end of long range;

Kicking is similar to Blood Bowl kick-offs.

- The player must not be in a Tackle Zone;
- Nominate a target square in any adjacent sector of the field (eg. Kick from an end to the Centre Square, or Wing to an end).
- Roll for length and direction of scatter;
- Unless the ball is caught, it is a turnover.

### **Shooting at Goal**

Shooting at goal is difficult and requires particular skill. A shot at goal may only be made from within the end containing that Goal. To shoot at goal:

- First decide which square of the goal will be the target;
- Measure range like a pass and make an Agility Roll to hit an accurate shot,
- -1 for each tackle zone;
- +/- range modifiers as for pass;
- +1 if “directly in front” between Centre Square and Goal Square;
- -1 if shot at more than 45° angle.
- If the shot is a fumble, it is a turnover and roll for scatter from the kicker;
- If the shot missed, it is a turnover and touch-back taken from the Goal Square.
- If the shot is accurate, a Goal is scored!

Note: If the ball ends in the goal after scatter from a long kick and it is not in the tackle zone of a defender, a Goal is also scored!

### **Conceding Points**

There may be situations when the ball may end up crossing the goal during the turn of the team defending that goal. In that case it is classified as a point, awarded to the team attacking that goal.

### **Intercepts and Marks**

All passes and kicks must be caught by their intended receiver. Passes (not long kicks) may be intercepted in the air as in Blood Bowl. If a player catches the ball, it is called a mark. Move other enemy players back one square so that the player taking the mark is not in a tackle zone and continue.

### **Out of Bounds**

Any time the ball is carried, knocked or passed out of bounds, it is treated similar to Blood Bowl. Any time it is kicked out of bounds it is treated as a touchback. The ball is immediately given to the opposing team. Whichever player is closest to the location is placed where the ball left the field of play with the ball. If the ball crossed the forward end boundary, the defending coach may give the ball to a player in the Goal Square.

### **PLAYER SKILLS**

Players may start with some of the following skills, or may gain them through experience. Roll a dice for each skill increase:

2-9 = General or Position skill

10 = Speed +1 or skill

11 = Agility +1 or skill

12 = Strength +1 or skill

Double - may chose skill from any position.

## **Permissible Skills:**

### **General Skills**

As in Blood Bowl;

### **Agility Skills**

As in Blood Bowl;

### **Strength Skills**

As in Blood Bowl;

Strong Mark – Use Strength instead of Agility for catch/intercept attempts.

### **Passing Skills**

Hail Mary Pass not permitted;

Shot – May re-roll failed shot attempt;

## **COMPETITION RULES:**

### **League Play**

The post-game sequence is just the same as in the Blood Bowl Death Zone supplement.

### **Players Gaining Experience**

Skill points are gained for the following:

- Player of the match (MVP) 5 points
- Scoring a goal 3 points
- Causing a casualty 2 points
- Contested Mark 1 point (interception or catch in tackle zone)

### **The Final Series**

The pinnacle of Blood Rules is the AFL Final series, held between the top eight league teams each year, with the final at the Middleheim Cauldron of Grimness (MCG). This is only open to national teams containing the best players of their race, with no allies except up to three Big-guys.

The format of the Finals Series is rigidly controlled by the AFL and is as follows: The 16 most successful national teams from each continent, compete in a season of home and away Blood Rules games. Teams score 2 points for winning each league game and 1 point for ties. The eight top teams enter the finals.

The Finals are a seeded knock-out format (e.g. 1 plays 8), with the highest ranked team playing at home, except for the final.

Players may create AFL finalist teams worth 2000000 with players able to have one or two skills each from prior experience in qualifying games. If creating a Finals team, each skill added to a player adds 10,000 to cost, or 20,000 for a Big-Guy. The type of skill must be rolled for as in Death Zone.

## **TEAM DESCRIPTIONS**

### **Team Names**

Nobody can remember where they came from, but each race in the Warhammer world calls their team by a particular name. Some say the names are due to associations with the team's style of play, but most think it is because of the smell and appearance of their fans.

Race	Team Name	Land	Race	Team Name	Land
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Amazons	Freemantle	Lustria	High Elves	Adelaide	Ulthuan
Bretonnian	Essendon	Old World	Human	Hawthorn	Old World
Chaos	Collingwood	Old World	Lizardmen	West Coast	Lustria
Chaos Dwarf	Richmond	Old World	Norse	Brisbane	Norsca
Dark Elves	Port Adelaide	Naggaroth	Orcs	West Bulldogs	Old World
Dwarves	Melbourne	Old World	Skaven	Sydney	Dark Lands
Goblins	St Kilda	Old World	Undead	Geelong	Old World
Halfling	Carlton	Old World	Wood Elves	Kangaroos	Old World

### Amazons (Freemantle)

When they first began playing Blood Rules opponents jeeringly referred to the amazons as a bunch of girls, but nobody is laughing now. Their AFL team, called Freemantle, is one of the newest teams in the competition, but it is starting to make an impression. Amazons combination of athleticism and aggression make them highly competitive.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	50,000	6	3	3	7	Dodge
0-3	Catchers	70,000	6	3	3	7	Dodge, Catch
0-3	Throwers	70,000	6	3	3	7	Dodge, Pass
0-6	Blitzers	70,000	6	3	3	7	Dodge, Block

Team rerolls : 40,000

### Bretonnia (Essendon)

Bretonnia were one of the first races to take up Blood Rules and their AFL team has won the Rag many times over its long history. Bretonnians have long enjoyed playing Blood Rules, and their realm and grail knights, such as Sir James and Sir Matthew, seem to play with an almost aristocratic grace. The AFL team is called Essendon, and remains one of the strongest in the Old World, although some say it is ageing and past its peak.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Men at arms	50,000	6	3	3	8	
0-3	Squires	70,000	6	3	3	8	Pass, Sure Hands
0-3	Realm Knights	90,000	7	3	3	8	Nerves of Steel, Dodge
0-3	Grail Knight	120,000	6	3	3	9	Block, Leader, Stand Firm

Team rerolls : 60,000

### Chaos (Collingwood)

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

Chaos AFL team is called Collingwood. They have produced a wealth of talented players over the years but have not shown the consistency needed to win the Rag until recently.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-18	Beastmen	60,000	6	3	3	8	Horns
0-6	Chaos Warrior	100,000	5	4	3	9	

Team rerolls : 70,000

### **Chaos Dwarf (Richmond)**

Chaos Dwarf teams are the twisted descendants of Dwarf explorers who have been terribly affected by the influence of Chaos, turning them into evil, self- centred creatures. In one way, however, they haven't changed at all - they still love playing Blood Rules! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks. Their AFL team is called Richmond and they are noted for producing formidable forwards.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Hobgoblins	40,000	6	3	3	7	
0-8	Chaos Dwarf	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-3	Bull centaur	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull

Team rerolls : 50,000

### **Dark Elf (Port Adelaide)**

While once Dark and High Elves played together on Adelaide teams, the betrayal of High Elves by Dark Elves means inevitably, that they also have separate Blood Rules teams as well. Dark Elves have only recently entered a team in the AFL although they are rapidly growing in strength. The team is called Port Adelaide, to mock High Elf pretensions of being a maritime power. Games between Adelaide and Port Adelaide are especially vicious local derbies. Dark Elves are just as good Blood Rules players as High Elves, combining agility and amazing athletic ability with low cunning and evil temperament. Although best suited to the passing game, sheer spite makes the Dark Elves enjoy the running game, especially when a side recruits a remarkable Blitzzer like McLeod. They are noted for vicious fouls.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	70,000	6	3	4	8	
0-3	Thrower	90,000	6	3	4	8	Pass
0-3	Blitzer	100,000	7	3	4	8	Block
0-3	Witch Elf	110,000	7	3	4	7	Frenzy, Dodge, Jump Up

Team rerolls : 50,000

### **Dwarf (Melbourne)**

One of the original Blood Rules teams, Dwarfs have won the Rag many times, though not in recent years. Dwarfs seem to be ideal Blood Rules players, being short, tough, well-armoured, and having this stubborn knack of refusing to die! Most successful Dwarven teams work to the principle that if they can take out all of the other team's potential scorers, and wear down the rest, then there won't be anybody left to stop them scoring the winning goals! Their AFL team is called Melbourne, which they regard as the centre of the whole Warhammer world.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Long Beard	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-3	Runner	80,000	6	3	3	8	Sure Hands, Thick Skull
0-3	Blitzer	80,000	5	3	3	9	Block, Thick Skull
0-3	Troll Slayer	90,000	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull

Team rerolls : 40,000

### Goblins (St Kilda)

Though once a strong team in the AFL competition, Goblins have achieved little at the highest level, not winning the Rag in decades. A Goblin team's game plan owes much more to hope than potential. Goblins can make quite good strikers because they are small and agile, but the art of the throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote to say the least. Still, this seems to bother Goblins players, and occasionally the use of a particularly devious secret weapon will even allow a Goblin team to win a match.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-25	Goblin	40,000	6	2	3	7	Pass, Dodge, Stunt

Team rerolls : 60,000

### Halflings (Carlton)

It is hard to believe that past Halfling teams have won almost as many Rags as the Essendon Bretonnians. In recent years they have fallen to a shadow of their former selves, and now rely desperately on their Treeman ruckman. The technical deficiency of Halfling teams is legendary. They're too short to pass or head, they run at half pace, and the whole team can spend all afternoon trying to block an Ogre without any chance of success. Halfling Managers try to make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's Goal Square and, by some miracle, manage to end up with the ball, then there is a small chance that one or two of them won't be jelly by the time you kick the thing...

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-24	Halfling	30,000	5	2	3	6	Pass, Dodge, Stunt

### High Elves (Adelaide)

High Elves have a fine tradition in Blood Rules. In fact for many years they considered their own competition superior to all others and so refrained from joining the AFL. In the few years since they joined the AFL though, the High Elves have already won the Rag twice. More than most

teams, High Elves rely on the accuracy of their Phoenix Warriors and the icy calm of their Lion Warriors. The unglamorous linemen simply hold off the other side's more homicidal players until the pass is delivered - and they don't appreciate it if this takes too long... The AFL team is called Adelaide, and some in the Old World fear they will dominate the league over time.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	70,000	6	3	4	8	
0-3	Phoenix Warrior	80,000	6	3	4	8	Pass
0-3	Lion Warrior	90,000	8	3	4	7	Catch
0-3	Dragon Warrior	100000	7	3	4	8	Block

Team rerolls : 50,000

### Humans (Hawthorn)

Humans have won the Rag many times in the past, but not in recent years. Despite the AFL Finals being played on their home soil, they have struggled to win the highest level matches. Although human teams do not have the individual strengths or outstanding abilities available to other teams, they do not suffer from any outstanding weaknesses either. This makes human teams extremely flexible, equally at home running the ball, passing it, and pounding the opposition into the turf instead! The AFL team is called Hawthorn, and had many past stars.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	50,000	6	3	3	8	
0-3	Catcher	70,000	8	2	3	7	Catch, Dodge
0-3	Thrower	70,000	6	3	3	8	Sure hands, Pass
0-6	Blitzer	90,000	7	3	3	8	Block

Team Rerolls: 50,000

### Lizardmen (West Coast Evil)

The Mage-Prests foretold Blood Rules thousands of years before the western continent of Lustria was discovered by the explorer and Blood Rules enthusiast Barry Cab-El. So it is no surprise that Lizardmen play it. Providing a unique blend of dexterity and strength, a Lizard team can last the distance against a power team such as Orcs, while still being able to pull off the running plays. Local club competitions were weak for years, but many Saurus players were stars in clubs throughout the Old World. Now their AFL side has won the Rag twice in the past decade.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunt
0-9	Saurus	80,000	6	4	1	9	

Team rerolls : 60,000

### Norse (Brisbane)

The Norse have been a new and growing force in Blood Rules, and their AFL side Brisbane has just won the Rag for the first time. Even coach Leif Matthewson is nicknamed “lethal”. Norse teams have a well deserved reputation for ferocity both on and off the playing field. The Norse that takes up Kick Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing field, and beer, women and bloody carnage while on it! They are tough tacklers.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	50,000	6	3	3	7	Block
0-3	Catch	70,000	6	3	3	7	Block, Catch
0-3	Throw	70,000	6	3	3	7	Block, Pass
0-6	Blitz	90,000	6	3	3	7	Block, Jump Up, Frenzy

Team rerolls : 60,000

### Orcs (Western Bulldogs)

Orcs have been playing Blood Rules since it was invented, and the AFL team called the Western Bulldogs is a feared opponent. The cry of their fans “Go the Orcies” is hated throughout the Old World. Orcs are proud of the fact that the Liber Tor'em medal for most violent player is named after one of their past stars. Orc teams are tough and hard-hitting, grinding down the opposition's line to create gaps for their excellent Orc Blitzers to exploit.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	50,000	5	3	3	9	
0-3	Thrower	70,000	5	3	3	8	Pass, Sure Hands
0-6	Black Orc	80,000	4	4	2	9	
0-6	Blitzer	80,000	6	3	3	9	Block

Team rerolls : 60,000

### Skaven (Sydney)

They may not be all that strong, they certainly aren't tough, but boy oh boy are Skaven fast! Only Elves beat the Skaven for skill, and nobody beats them for speed. Many an opponent has been left in the starting blocks as fast-moving Skaven players scamper through a gap in the line and run in for a lightning fast goal. Skaven were originally an Old World team, but relocated to the DarK Lands when the vermin were driven out by Emporer Kennet. Skaven have twice played in the AFL final in recent years, but have not won the tournament despite a wealth of talented players. The Skaven AFL team is called Sydney, and their rat-ogre blocker, “Plugger” was one of the greatest stars ever.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	50,000	7	3	3	7	
0-3	Throwers	70,000	7	3	3	7	Sure Hands, Pass
0-6	Gutter Runners	80,000	9	2	4	7	Dodge
0-3	Storm Vermin	90,000	7	3	3	8	Block

Team Rerolls: 60,000

## Undead (Geelong)

The Undead have never won the Rag, although their AFL team, called Geelong, is always a feared opponent! The Undead are slow and some say unimaginative players, but they carry out orders like Zombies! And of course, Undead never stop playing... the greatest Undead star Gary Abhore retired a decade ago, yet even now a player of that name is again playing in the team.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Skeletons	30,000	5	3	2	7	Regenerate
0-12	Zombies	30,000	4	3	2	8	Regenerate
0-4	Ghouls	70,000	7	3	3	7	Dodge
0-4	Wights	90,000	6	3	3	8	Block, Regenerate
0-2	Mummies	100,000	3	5	1	9	Mighty Blow, Regenerate

Team rerolls : 70,000

## Wood Elf (Kangaroos)

One of the last of the Old World races to take up Blood Rules, the Wood Elves have won the Rag several times. For Wood Elves scoring goals is everything, even more so than High Elves, and all of their effort goes into being an expert at passing or kicking. No Wood Elf worth his salt is going to be weighed down by extra armour and be forced to lurk about and attempt to knock opposing players over. Instead they rely on their natural athletic ability to keep them out of trouble, which is normally enough - it takes a very agile or lucky opponent to lay a hand on a Wood Elf! The AFL team, North Melbourne, is also called the Kangaroos.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Line	70,000	7	3	4	7	
0-3	Passer	90,000	7	3	4	7	Pass
0-6	Catcher	90,000	9	2	4	7	Catch, Dodge
0-3	Wardancer	120000	8	3	4	7	Block, Dodge, Leap

Team Rerolls: 50,000

## Big Guy Ruckmen

Teams may have up to two Big Guys, especially to fill the critical ruck (Centre Bash) positions.

Team	TITLE	COST	MA	ST	AG	AV	Skills
Lizardmen	Kroxigor	130,000	6	5	1	9	Prehensile Tail, Thick Skull, Bone Head
Chaos, Norse Chaos Dwarf	Minotaur	110,000	5	5	2	8	Mighty Blow, Frenzy, Horns, Thick Skull, Wild Animal
Chaos, Dwarf Goblin, Orc Halfling Human Norse	Ogre	120,000	5	5	2	9	Mighty Blow, Thick Skull, Bone Head, Throw team-mate

Skaven	Rat Ogre	130,000	6	5	3	8	Mighty Blow, Frenzy, Prehensile Tail, Wild Animal
Wood Elf, Halfling	Treeman	110,000	2	6	1	9	Mighty Blow, Stand Firm, Thick Skull, Take Root, Throw Team-mate
Chaos, Chaos Dwarf, Goblin, Orc	Trolls	100,000	4	5	1	9	Mighty Blow, Always Hungry, Really Stupid, Throw Team-mate, Regenerate