

THE BRUTAL GAME: BLOOD BOWL SOCCER

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Introduction

These rules allow players with Games Workshop's Blood Bowl © game to play a soccer-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

The Brutal Game or "Blood Bowl Soccer" (BB Soccer), is the main code of football played in the Warhammer world. Unlike Blood Bowl, it is played with the feet, and no throwing or holding of the ball is allowed, (except by a teams Goaly).

The origins of BB Soccer are lost in time, but it is thought by sages that it may have evolved from an ancient game called "football" or Soccer. Some say that it was originally played by humans between each other. But these same sources also claim that it was not a violent game, and so are generally not regarded as reliable.

Whatever the origin, BB Soccer is the most popular game in the world, played by every race on every continent. In money, players and fans, it even surpasses Blood Bowl.

Each country has BB Soccer leagues open to club teams of any race. The finest players of each nation are selected for games between "national" teams. Games are controlled by BIFA, the Brutality In Football Association. BIFA is as powerful as it is corrupt. BIFA organises the famous Old World Cup, or "Cup of Death" every four years.

Equipment Required

The game is played with the miniatures, dice and templates from the Blood Bowl © game. The BB Soccer ball is round rather than the oval shaped ball used in Blood Ball.

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

In BB Soccer team coaches are called “managers”. Managers chose a race for their team, with the same choices as in Blood Bowl. They may pick starting teams worth 1,000,000GP. Like Blood Bowl, starting teams must consist of at least 11 players. This includes fans, team rerolls and any extra management staff.

The position each player plays in the game must be defined. At least one player on each team must be nominated as the Goaly. He is the only player allowed to pick up and throw the ball. The other players must be either Defenders, Midfielders or Strikers. The position does not greatly affect game play, but will affect the players starting location on the field, and what skills the players may acquire in league or tournament play.

The Field of Play

The game is played on a board which represents the field of play. The field/board is the same size as the Blood Bowl field, and marked with squares in the same manner. However, there are several differences with the Blood Bowl field. The field should be marked as follows:

- Each half is 15 squares wide and 11 squares deep, just as in Blood Bowl;
- mark a line across the field at half way;
- mark side and rear boundary lines;
- in Kick Bowl the end zone is out of play, except for the middle three squares, which are called the Goal;
- Mark the Penalty Zone, around the middle area seven squares wide and four squares deep in front of the goal.
- Mark the middle square on each side of half way, and adjacent square as the Centre Circle;
- Mark a Penalty Spot three squares in front of the middle of the goal mouth;
- The area between the Centre Circle and the Penalty Zone is called Midfield;

BB Soccer players are highly trained specialists who play in particular positions. At the start, the following restrictions are placed on players starting locations:

- All players start on their own half of the field.
- The Goaly starts in the Penalty Zone;
- Defenders start in the Penalty Zone or the areas to the side of it (behind midfield);
- Midfielders start in midfield;
- Strikers start in the area between Midfield and the half way line (including the Centre Circle).
- The side kicking off must have two players in the Centre Circle. These may be midfielders if there are not enough strikers on the field.

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GAME RULES

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

The Kick Off

The ball is placed by the kicking team in the Centre Circle. After the results of the Kick-Off table have been determined, the kicking team may run or pass the ball as they chose, and need not kick it into the opposing half.

The Round Ball

As stated, BB Soccer uses a round ball. (Warhammer canon-balls are suggested.) This tends to bounce more predictably than an oval ball. Whenever Managers must determine scatter of a ball, they roll for direction only once, and then the number of squares it will travel in that direction.

Movement

Only the Goaly may attempt to pick up the ball, and only in their own Penalty Zone. The Goaly may move with the ball in the Penalty Zone, but must drop it and attempt to dribble to move outside the Penalty Zone.

For other players, having possession of the ball means having it at their feet, not in their hands. Players do not need to roll Agility to “pick up” the ball, except for the Goaly if attempting a catch. A player in possession of the ball, may attempt to run with it by Dribbling. This is the same as running with the ball in Blood Bowl, with the following changes:

- Dribble Skill replaces Sure Hands;
- A player dribbling loses possession on any Push Back result if tackled, unless having the Dribble skill.

Blocking and Tackling

In Kick Bowl 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 possession of the ball.
- Players may never block the Goaly.

Passing

In BB Soccer, passes represent kicking the ball (except for the Goaly who throws it). Pass accuracy is determined the same as in Blood Bowl. The pass does not have to be caught, although the Goaly may attempt to do so. The ball may be passed more than once in a team's turn, and at any point during a players movement.

Passing requires an Agility roll with the same modifiers for passing in Blood Bowl. Failure means rolling for scatter at the end of the move and end of the players turn. The ball scatters one square for each range band of the pass. A short pass will scatter one square, a medium pass two squares, and so on. A fumble means the kick missed the ball completely and scattering occurs from the location of the passing player.

Passes are subject to Interception just as in Blood Bowl. Since the Goaly may try to catch the ball, he is not subject to the -2 penalty for making an interception if in a position to do so.

(Long) Kicks

This represents a longer kick than a pass. A player not in a tackle zone, or a Goaly carrying the ball may use a Long Kick. This has a similar range to the kick-off in Blood Bowl. If the Kick is made from a Penalty Zone the ball may be placed in any Midfield location. If the Kick is made from outside the Penalty Zone it may be placed anywhere.

Roll a die for range and direction of scatter of the kick as in Blood Bowl. Players with the Kick skill may halve the scatter distance. Long Kicks are very high and not subject to Interception. Unless the ball ends with a friendly player, the team's turn is ended.

Shooting at Goal

Shooting at goal is difficult and requires particular skill. The procedure is like trying to make an accurate pass into one of the goal squares. A shot at goal may only be made from within the Penalty Zone, or from a free kick outside it. To shoot at goal:

- First decide which square of the goal will be the target;
- Make an Agility Roll to hit an accurate shot, -1 for tackle zones, and -1 for each range band over Short.
- If the shot missed, it is a Goal Kick.
- If the shot is accurate, check the path from the shooter to the target square:
- If any part of the path passes over the rear boundary, it is a Goal Kick.
- If the path passes through any player, it may be blocked. Roll to intercept.
- If the shot passes through or adjacent to the Goaly, a save is attempted;
- If the shot is accurate and not saved or blocked, a Goal is scored!
- If the ball ends in the goal after scatter from a block or save, a Goal is scored!
- After, the team scored against kicks off.

Goal Saves

Shots at Goal are fast and hard to stop. A Goaly may make an Agility roll to save a shot which passes through or adjacent to their Square. The score is -1 for each tackle zone and +1 if trying to save in an adjacent square. Success means the ball is caught.

Own Goals

There may be situations when the ball may end up in the goal during the turn of the team defending that goal. In that case it is classified as an own goal, awarded against the last defending player who touched it.

Intercepts and Catches

Passes may be intercepted in the air as in Blood Bowl. However, the intercept must be done with the head and so the critical factor is height. Roll against the intercepting players Stength, not Agility

A Goaly may attempt to catch the ball if a pass is adjacent to him. Catches occur before any adjacent player may intercept.

Out of Bounds

Any time the ball is carried, passed or kicked out of bounds, it is treated similar to 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 opposing rear boundary, the opposing Manager may always opt to give the ball to their Goaly, in their Penalty Zone.

Off Side

Any time a player without the ball is in the opposing teams half, and closer to the rear boundary than any defender (except the Goaly), they are offside. Treat the same as a touchback if that player's team has the ball.

Corner Kicks

If the ball crossed the rear out of bounds, but having last touched a defender, a corner kick is awarded. The other team may move any player to the corner square on the rear boundary. Other players may then be moved if the Manager wishes. The player taking the corner must then pass or kick the ball from that corner. Players from the team in possession cannot be off-side in the turn of a corner-kick. Defenders may not be within two squares of the corner.

Fouls and Penalties

Downed players may be fouled just as in BloodBowl. However, a player sent off for a foul may not be brought back on or substituted later. In addition, if a player is caught for a foul a free kick is awarded.

The team that suffered the foul may have a free-kick. Place a player at the spot of the foul with the ball. Defenders may not be within two squares of the free kick. The player may then move as normal. If a team has the ball, a Free Kick is voluntary.

If a player is caught committing a foul, or is knocked over by an opposing player, while in their own Penalty Zone, a Penalty Kick is awarded against that player's team. The opposing team may place any player at the Penalty Spot, and the Goaly is placed on the row in front of the goal. Other players must be moved outside the Penalty Zone.

To take the penalty, the kicking player rolls against Agility with no modifiers. If the kick is successful, there is no save and a goal is scored. If the kick is not accurate, the goaly may attempt to save, and a goal will be scored if the save fails, or not if it succeeds. A fumble (1) means a miss, and possession to the defending team.

Injuries and Replacements

Player casualties may be relaced from the bench, at the next break in play. Substitutions for non-casualties may also be made at breaks. Breaks include Kick-offs, Goal kicks, out-of-bounds, Penalty and Corner kicks. A maximum of three replacements per game are permitted.

Sudden Death

In "knock-out" competitions, games need to be played until there is a winner. "Sudden Death" rules apply if tied at full time. Restart, rolling to see which team kicks off. The first side to score a goal or cause a casualty wins. There are no restrictions on fouls, although Penalties may still be given.

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 are available to all players;

Strength Skills are available to Defenders;

Passing Skills are available to Midfielders;

Agility Skills are available to Strikers;

General Skills

Dribble – replaces Sure Hands; like Dodge

Free Kick - may re-roll failed free-kick;

Penalty Kick - may re-roll missed penalty;

Goaly Skills

Catch - as in Blood Bowl;

Diving Save - may move 1 square before attempting save; player is down after save;

Kick – as Kick in Blood Bowl;

Save - may re-roll failed attempt to save;

Sure Hands – only the goaly may have this skill, as other players can't pick up the ball.

Defenders Skills

As in Blood Bowl;

Midfielders Skills

As in Blood Bowl;

Strong Leg replaces Strong Arm;

Strikers Skills

Shoot – Replaces catch. May re-roll failed shot attempt;

Strong Shot - roll against Strength to shoot;

Diving Header – may move 1 square to meet pass and immediately shoots at goal.

Since team mates may not be thrown, Throw Team mate skill is replaced by Kick, and Right Stuff is replaced by Pass.

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

- Scoring an own goal -3 points
- Causing a casualty 2 points
- Assist (last pass before goal) 1 point
- Corner kick taken 1 point
- Saved a shot (Goaly) 1 point

A new skill is gained when a player has accumulated 6, 11, 26, 51, 101 ... experience points.

The Old World Cup

The pinnacle of Kick Bowl is the Old World Cup, held every four years at Gristly Stadium in Altdorf. This competition is only open to national teams containing the best players of their race, with no allies.

The format of the Old World Cup is rigidly controlled by BIFA and is always the same. The 30 most successful national teams from each continent, plus the home team and previous champion, compete in two stages. The 32 teams are split into eight groups of four to play each other in the first round. The two teams from each group with the most points (win=3, draw=1) then enter the second round, which is a knock-out format. The winners are Old World Champions.

Old World Cup teams play up to 7 games, and have squads of 22 players (increase numbers of the cheapest player type by 50%). The team budget is 2500000. Players are allowed to start with prior experience and skills gained in qualifying games. Each 5 experience points or part thereof adds 10,000 to a players cost. Experience can be used for appropriate skills but not Stat gains.

National Teams

For reasons lost in history, the nations of the Warhammer World often refer to their teams by a particular team name. A list of the most successful national teams which have competed in the Old World Cup, together with their team name, is shown in the table:

Land	Race	Team Name
Norsca	Norse	Sweden
Old World	Bretonnian	France
Old World	Dwarves	Italy
Old World	Human	England
Old World	Halfling	Ireland
Old World	Orc	Germany
Old World	Skaven	Holland
Old World	Wood Elves	Brazil
Old World	Undead	Russia
Old World	Chaos	Spain
Old World	Chaos	Portugal
Ulthuan	High Elves	Argentina
Naggaroth	Dark Elves	Uruguay
Naggaroth	Dark Elves	Columbia
South Lands	Chaos Dwarf	Cameroon
Lustria	Lizardmen	Senegal
Lustria	Lizardmen	Nigeria

Lustria	Undead	USA
Dark Lands	Goblins	Japan
Dark Lands	Goblins	Korea
Dark Lands	Halflings	Australia

TEAM DESCRIPTIONS

Brettonnia (France)

Brettonnia took a long time to achieve the success its talent seemed to merit, but recently won the Old World Cup for the first time. Bretonnians have long enjoyed playing the Brutal Game, combining agility and amazing athletic ability with low cunning and evil temperament. The national team is called Les Bleus, and famous club sides include , the, and the.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Men at arms	50,000	6	3	3	8	
0-2	Squires	70,000	6	3	3	8	Pass, Dribble
0-2	Realm Knights	90,000	7	3	3	8	Nerves of Steel, Dodge
0-2	Grail Knight	120,000	6	3	3	9	Block, Leader, Stand Firm

Team rerolls : 60,000

Chaos Warriors (Spain and Portugal)

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. There are two national Chaos teams, Spain and Portugal. They have produced a wealth of talented players over the years but are unpredictable, and have not yet shown the consistency needed to win an Old World Cup. There are talented Chaos club teams, like Ethereal Madrid and BloodSport Lisbon.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Beastmen	60,000	6	3	3	8	Horns
0-4	Chaos Warrior	100,000	5	4	3	9	

Team rerolls : 70,000

Chaos Dwarf (Cameroon)

Cameroon teams are the twisted descendants of Latin 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 Kick Bowl! Cameroons are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Kick Bowl teams. They are noted for producing formidable strikers.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Hobgoblins	40,000	6	3	3	7	
0-6	Chaos Dwarf	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-2	Bull centaur	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull

Team rerolls : 50,000

Dark Elf (Uruguay and Columbia)

Dark Elves won two of the Old World Cups, although they have not enjoyed success in recent years. Uruguayans are generally quite superb Brutal Game players, 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 throws up a remarkable Blitzer like Recoba. They are noted for ferocious tackling.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Line	70,000	6	3	4	8	
0-2	Thrower	90,000	6	3	4	8	Pass
0-2	Blitzer	100,000	7	3	4	8	Block
0-2	Witch Elf	110,000	7	3	4	7	Frenzy, Dodge, Jump Up

Team rerolls : 50,000

Dwarf (Italy)

One of the original Brutal Game teams, Dwarfs have won the Old World Cup three times. Dwarfs seem to be ideal Brutal Game 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!

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Long Beard	70,000	4	3	2	9	Block, Tackle, Thick Skull
0-2	Runner	80,000	6	3	3	8	Dribble, Thick Skull
0-2	Blitzer	80,000	5	3	3	9	Block, Thick Skull
0-2	Troll Slayer	90,000	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull

Team rerolls : 40,000

Goblins (Mexico and Australia)

Though the strongest teams in their regional competitions, Goblins have achieved little at the highest level, never winning the Old World Cup. 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
0-16	Goblin	40,000	6	2	3	7	Pass, Dodge, Stunt

Team rerolls : 60,000

Halflings (Ireland)

Halflings have never won the Old World Cup. In fact, until recently neither team had ever won a game in the finals! 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 Penalty Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one or two of them won't be jelly by the time you kick the thing...

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-16	Halfling	30,000	5	2	3	6	Pass, Dodge, Stunt

High Elves (Argentina)

High Elves have a fine record international record, having won the Old World Cup three times. 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 national team is called Argentina, and famous club sides include River Plate Avelorn and Caledon Juniors.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Line	70,000	6	3	4	8	
0-2	Phoenix Warrior	80,000	6	3	4	8	Pass
0-2	Lion Warrior	90,000	8	3	4	7	Shoot
0-2	Dragon Warrior	100,000	7	3	4	8	Block

Team rerolls : 50,000

Humans (England)

Humans have won the Old World Cup only once, despite the tournament being played on their home soil, and have struggled to reach 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 national team is called England, and famous club sides include Middleheim United, the Nuln Gunners, and the Marienburg Reds

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Line	50,000	6	3	3	8	
0-2	Catcher	70,000	8	2	3	7	Shoot, Dodge
0-2	Thrower	70,000	6	3	3	8	Dribble, Pass
0-4	Blitzer	90,000	7	3	3	8	Block

Lizardmen (Nigeria and Senegal)

The Mage-Prests foretold the Brutal Game thousands of years before it was discovered by the Italian Roze-El. So it is no surprise that Lizardmen play it. Providing a unique blend of dexterity and strength, a Nigerian 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 are weak, but many Saurus players are stars in leagues throughout the Old World.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Skinks	60,000	8	2	3	7	Dodge, Stunty
0-6	Saurus	80,000	6	4	1	9	

*Team rerolls : 60,000

Norse (Sweden)

The Norse have been a runner up in one final but never won the Old World Cup. 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 very tough tacklers.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Line Any Posn	50,000	6	3	3	7	Block
0-2	Catch Striker	70,000	6	3	3	7	Block, Shoot
0-2	Throw Midfield	70,000	6	3	3	7	Block, Pass
0-4	Blitz Defender	90,000	6	3	3	7	Block, Jump Up, Frenzy

Team rerolls : 60,000

Orcs (Germany)

It seems as though the Gods have smiled on the Orcs, for the Orc national team has won the Old World Cup three times and is a perennial finalist. This is despite often having players criticised for lacking in skill. Orcs have been playing the Brutal Game since it was invented, and the national team called Germany is a feared opponent. Orc teams such as Bayern Munching, Borussia Gouged Eye and Hamburger Severed Heads are amongst the best in BIFA. 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
0-12	Line	50,000	5	3	3	9	
0-2	Thrower	70,000	5	3	3	8	Pass, Dribble

0-4	Black Orc	80,000	4	4	2	9	
0-4	Blitzer	80,000	6	3	3	9	Block

Team rerolls : 60,000

Skaven (Holland)

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 have twice played in the Old World Cup final, but have never won the tournament despite a wealth of talented players. The Skaven national team is, not surprisingly, called the Netherlands, "the Low Country" or Holland. Famous Skaven club sides include Anthrax Altdorf and PS Vermin.

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Line	50,000	7	3	3	7	
0-2	Throwers	70,000	7	3	3	7	Dribble, Pass
0-4	Gutter Runners	80,000	9	2	4	7	Dodge
0-2	Storm Vermin	90,000	7	3	3	8	Block

Undead (Russia, Bulgaria, Rumania)

The Undead have never won the Old World Cup, although their national team is always a feared opponent! The Undead are slow and some say unimaginative players, but they carry out orders like Zombies! There are several Undead National sides, all with similar styles of play, called Russia, Bulgaria and Rumania. Undead Club sides have been quite successful, particularly Dynamo Kislev, and Red Goblet Belgrade.

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 (Brazil)

The home of the "Brutal Game", Brazil has won the Old World Cup four times. For Wood Elves scoring goals is everything, even more so than their High Elf cousins, and all of their effort goes into being an expert at passing or striking. 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!

QTY	TITLE	COST	MA	ST	AG	AV	Skills
0-12	Line	70,000	7	3	4	7	

0-2	Passer	90,000	7	3	4	7	Pass
0-4	Catcher	90,000	9	2	4	7	Shoot, Dodge
0-2	Wardancer	120000	8	3	4	7	Block, Dodge, Leap

The Legends

These players have carved out epic chapters in the history of the Brutal Game. At National level BIFA insists that Legendary Players only play for their own nation. At Club Level, Star Players are available to a variety of teams. Thus Roger the Killer can play for a Bretonnian club team, and the Chaos Dwarves national team, but cannot play on the national Chaos team. Team re-rolls can only be used on players of the same race.

Team	Name	COST	MA	ST	AG	AV	Skills
Breton Midfield	Sir Platini	160,000	7	3	5	9	Dribble, Pass, Nerves Of Steel, Dodge, Block
Dwarf Goaly	StrongArm HeadZ'off	170,000	5	4	3	9	Block, Frenzy, Dauntless, Catch, Save, Kick
ChaosDw Centaur	Roger the Killer	170,000	6	4	3	9	Sprint, Sure Feet, Thick Skull, Break tackle, Shoot
High Elf Midfield	Maradona	180,000	7	4	4	8	Block, Dodge, Pass, Dribble, Shoot, Dirty Player, Sure Feet
Human Midfielder	Boss Charlton	170,000	7	4	4	8	Block, Pass, Dribble, Leader, Free Kick
Orc Midfield	The Kaiser	180,000	7	4	4	9	Block, Dodge, Pass, Nerves of Steel, Dribble, Leader,
Black Orc Striker	Gerd the Bomber	180,000	4	5	3	9	Block, Break Tackle, Shoot, Diving Header, NervesOfSteel
Skaven Midfield	Johan the Cruel	180,000	9	3	5	7	Dodge, Sure Feet, Dribble, Pass, Shoot, Leader
Undead Goaly	Lev Slashin'	170,000	6	4	4	9	Block, Regenerate, Save, Diving Save, Catch, Kick
Wood Elf Striker	Melee	190,000	8	3	5	8	Block, Dodge, Leap, Dribble, Diving Header, Shoot FreeKick

Old World Cup XVIII Stars

For those fans wanting to try out the current action, here are statistics for the stars of the current play-offs, live from Middenheim!

Team	Name	COST	MA	ST	AG	AV	Skills
Breton	Sir Desailly	150,000	6	4	3	9	Block, Leader, Pass, Stand Firm
Breton	Sir Zidane	150,000	7	3	4	9	Dribble, Pass, Nerves Of Steel, Dodge, Block, Shoot

Chaos (Spain)	Lord Raul	130,000	5	4	3	9	Sure Feet, Shoot, Dribble
Chaos (Portugal)	Lord Figo	130,000	5	4	3	9	Dribble, Shoot, Dodge
Chaos (Portugal)	Ruthless Costa	130,000	5	4	3	9	Pass, Dribble, Block
Cameroon	Bull Centaur Mbomba	150,000	6	4	3	9	Sprint, Sure Feet, Thick skull, Shoot
Dark Elf (Uruguay)	Blitzer Recoba	120,000	7	3	4	8	Block, Dodge, Pass
Dwarf Italy	Runner Vieri	120,000	6	4	3	8	Break Tackle, Shoot
Dwarf Italy	Slayer Totti	130,000	5	3	3	8	Block, Frenzy, Dauntless, Thick Skull, Dribble, Pass
Goblin (Mexico)	Blanco	70,000	6	2	4	7	Pass, Dodge, Stunty, Shoot
Goblin (Australia)	Viduka	90,000	6	4	3	7	Pass, Dodge, Stunty, Shoot
Ireland	Treeman Nial	120,000	4	5	2	9	Diving Header, Shoot
High Elf	Prince Veron	140,000	7	4	4	8	Block, Pass, Leader
Human	Micheal the Swift	110,000	8	2	4	7	Shoot, Dodge, Sure Feet, Sprint
Human	Griff Beckham	130,000	7	3	4	8	Block, Pass, Free Kick
Lizardmen (Nigeria)	Saurus Kanu	120,000	6	4	2	9	Shoot, Break Tackle
Lizardmen (Senegal)	Diouf the Skink	130,000	8	3	4	7	Dribble, Sure Feet, Shoot
Orc	Blitzer Close	120,000	6	3	4	9	Block, Shoot, Diving Header
Orc	BlckOrc Kahn	140,000	4	4	4	9	Save, Kick
Skaven	Bergkamp	100,000	7	3	4	7	Dribble, Pass, Shoot
Skaven	Van Nistleroy	120,000	9	3	4	7	Dodge, Shoot
Wood Elf	Roberto Carlos	130,000	6	4	4	8	Block, Pass, Free Kick
Wood Elf	Rivaldo	140,000	9	3	4	7	Shoot, Dodge, Pass, Dirty Player
Wood Elf	Ronaldo	150,000	8	3	5	7	Block, Dodge, Leap, Shoot

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