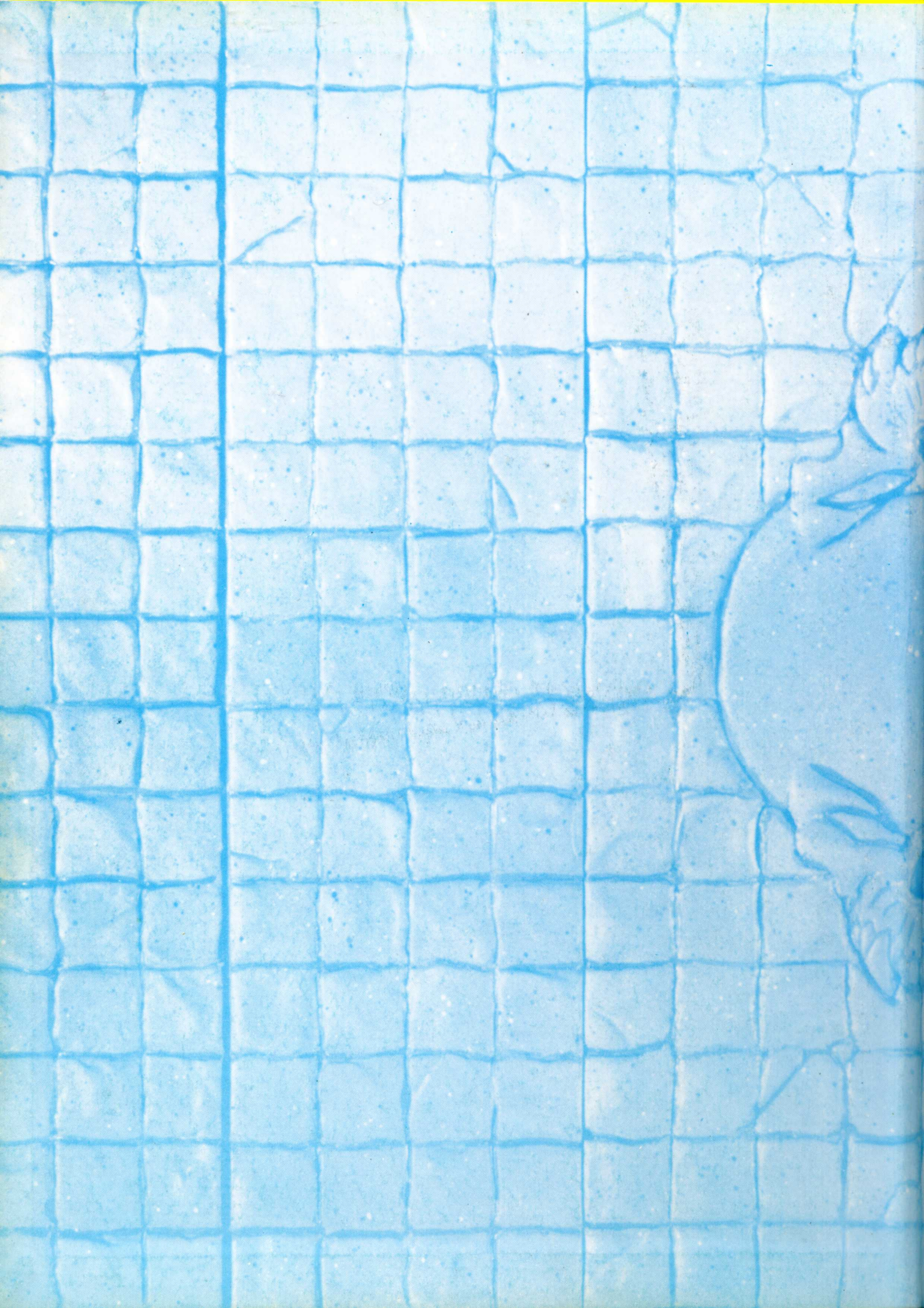
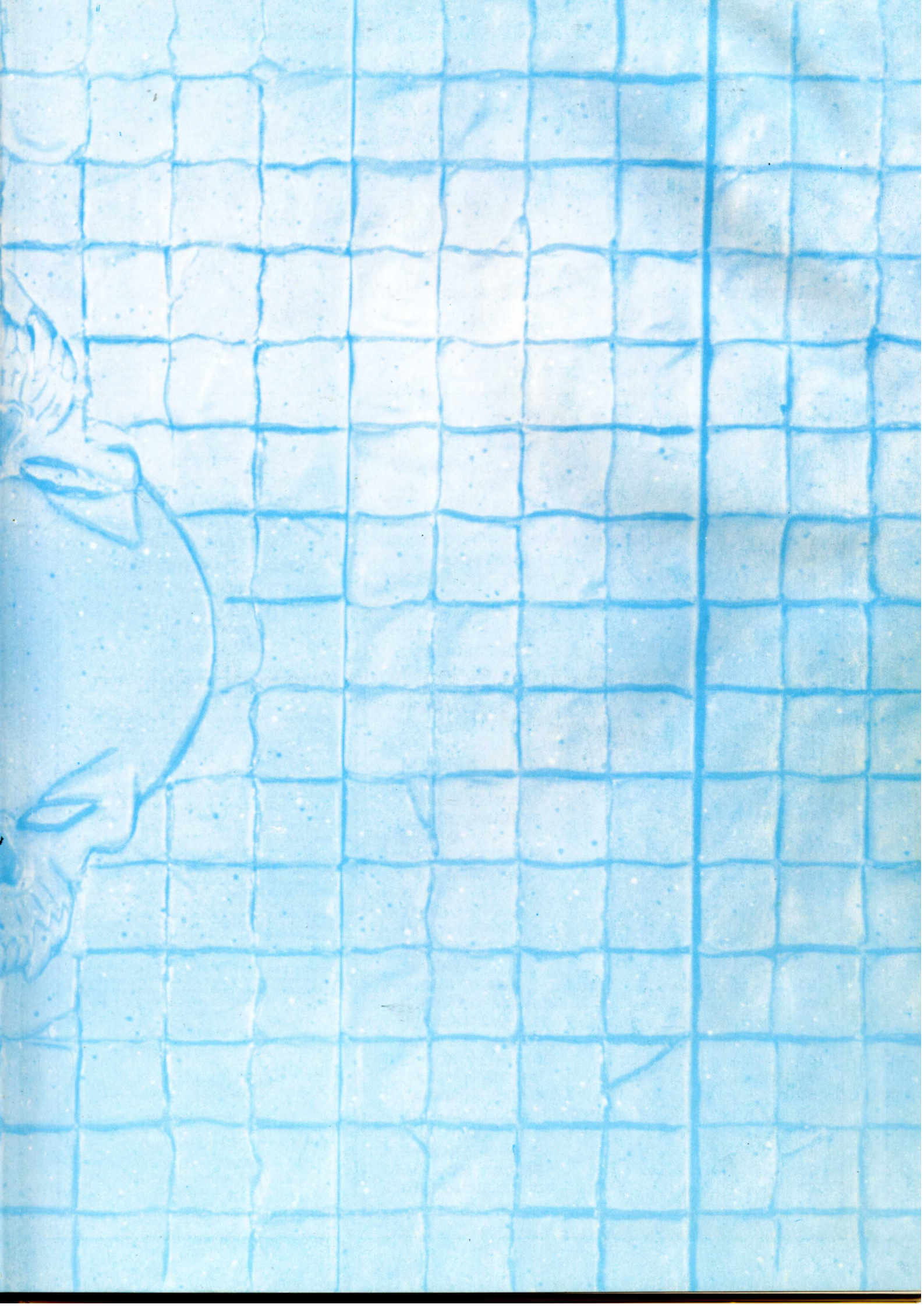
BLOOD BOWL™

STAR PLAYERS







BLOOD BOWL™

STAR PLAYERS

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BLOOD BOWL STAR PLAYERS

"Hi there, sportsfans! Jim Johnson here, your host for this pre-season game which will be the opening highlight of the Blood Bowl XXVIII campaign. Tonight, in a rare treat, the most famous players in the whole of the NAF get together in a charity game for the Retired Blood Bowlers Malevolent Fund - and have we got a game in store for you! All the great players are here for you to see in action, and you'll be able to make your own minds up as to who will be the dominant force this season. And I know Bob Bifford has some ideas of his own - hi, Bob!"

"Howdy, Jim, it's great to be back isn't it?"

"I know just what you mean, Bob."

"It seems like it was just last week that we were watching the final match in the 2487-88 season, that fantastic world title game between the Vynheim Valkyries and the Reikland Reavers for Blood Bowl XXVII!"

"It was only last week, Bob! You know these Blood Bowlers - they never get any rest!"

"That's right, Jim. Just as soon as the entrails and bones of one game are laid to rest, thoughts turn to the next. And, in this case, it's the great all-star game - the Hyperbowl! Provided both Conferences can field a team after a hard season, the best players of the AFC meet the best from the NFC in this pre-season extravaganza. So let's not waste any more time, and show you the teams for tonight's attraction.

"'The AFC will be playing in red, Jim, as befits their casualty rate throughout the season. And what a team they have been able to field! From the Reikland Reavers, last season's champions, there is star Blitzer and tonight's Captain, Griff Oberwald; their massive Blocker and defensive wall, Zug; sky-scraping Thrower, Jakob von Altdorf; the magnificent Catcher, 'Surehanded' Gregor Meissen; the tactical genius of Ritter von Baum and the all-purpose blocking of Ziggi Abschuss. That's some contribution from one team!



"But then there are their rivals from the Central Division, the Gouged Eye, who will supply the devastating running of Varag Ghoul-Chewer; the eye and hand of Harg Vainkill; the short running game of Krug Painspear; Rip Sorepain's staggering ability to get through to the Thrower; Urfrik Skullhack's flank attacks; Trok Elfsplitter's range with the boot and the downfield solidity of Hak Demoncutter.

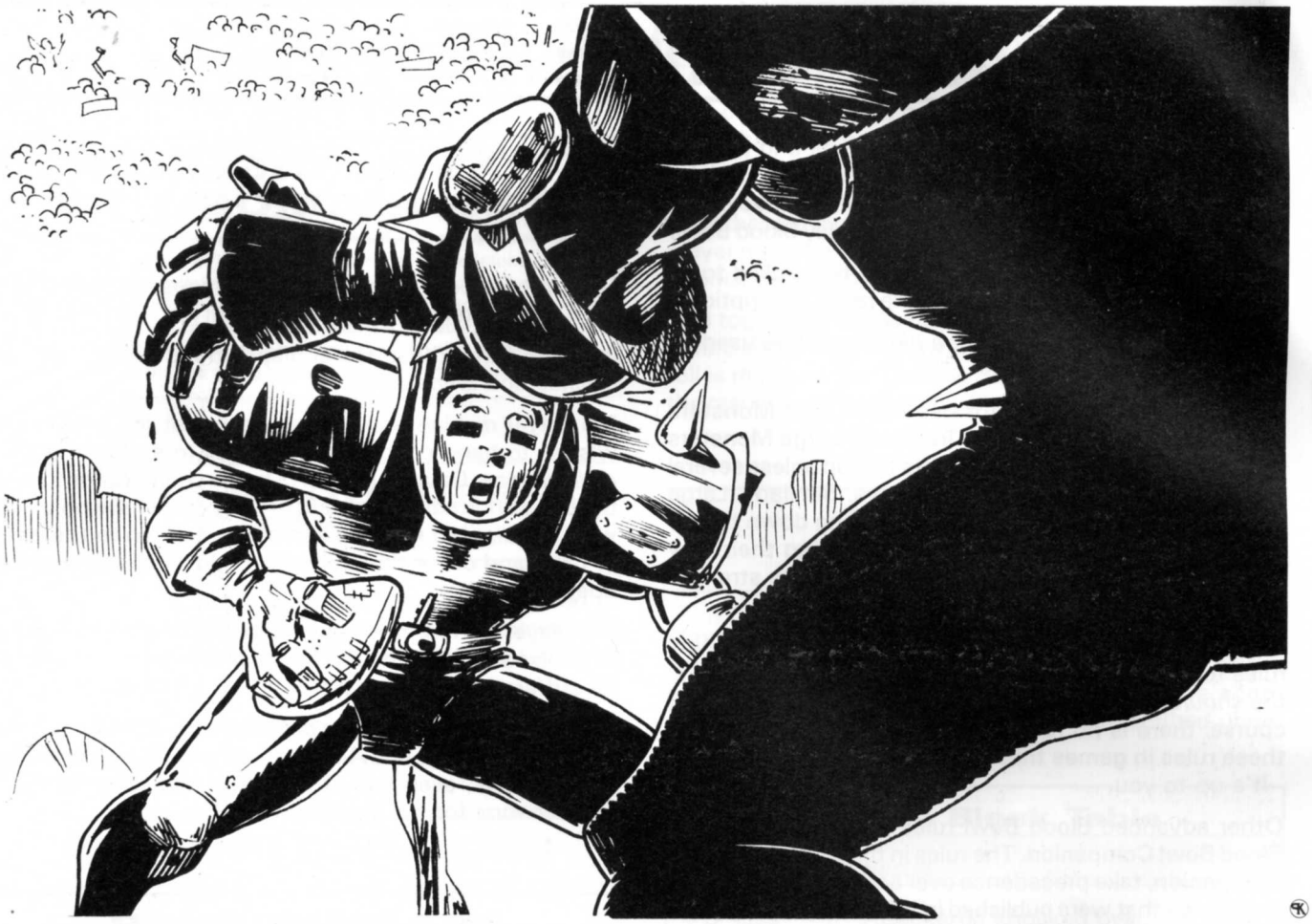
"And, also from the Central Division, there are three Creepers - the spiteful Goblin Catcher, Garbage Throttlesnot, the accurate Shaftsplitter Grim and venomous Skaven Blizter, Tendoncutter Jake. The Elfheim Eagles supply two more Throwers of incredible ability in Valen Swift and Soaren Hightower, plus their star Catchers, Ibrahim Golddawn and Highelm Lyrpadre, who seemed to be receiving an endless succession of long bombs from Hightower last season. Ramtut III will be out there for his zillionth game. Then add the might of Morg'th N'hthrog, the Ogre Blocker from the Chaos All-Stars plus the potentially unstoppable link-up of All-Stars von Hawkfire and Dirty Dan and you have a team which seems to be able to score anyhow from anywhere!."

"Whoo-ee, Bob. It seems almost unfair to put anyone into an arena against that lot. Have the NFC anything to offer against them? Well, they can look to the Dwarf Giants for four great players who will give them great options on the ground. Granite Rivalblade and 'Pick' Seamsunder are two Blockers who believe in making big holes for their runners, and Grimwold Grimbreath and Axebreaker Jones are going to be looking to start off the season with a few fatalities.

"Alternatively, watch for the glamorous style of the five Cowboys, including blitzing sensation Hubris Rakarth, who has vowed to finish the Reavers as a side to watch in this one game! Hawthorn Tullaris must be a safe bet to run up a lot of yards, and Moravis Curfew and Asperon Thorn are a throwing/catching combination who are hard to stop. Also, Odium Khan is one of the few players we can expect to break up the AFC's running game. I'm also a big fan of the Grasshugger's killer Halfling Ernald Spiritburner. It will be very interesting to see how he teams up with the Warhammerer's Thrower, Stuka Schmidtt, a Dwarf with a preference for throwing deep. Finally, under pressure, the NFC have Pierrot Rainforest of the Galadrieth Gladiators, a great open play Kicker."

"But you'd have to say that this is a game the AFC can't lose. They have players who can win the game single-handed, or even single-legged. I can't see this being anything else other than a massacre."

"OK. Let's go to the action. One thing; both teams have squads of more than 16 players for this one-off game, because it is recognised that half of them will not take the field with the other half. But, if there are a few casualties along the way, we'll see if this game keeps up its tradition of having as many fights between players on the same side as there are between opponents!



''The AFC won the toss, kept the coin and elected to start with the ball. Their starting line-up is based around their Reavers members, which has bitterly upset a few members of the Gouged Eye, who have started to roast an official. The NFC have the four Giants on the field, plus a few of the Freebooters they have been forced to pick to make up a team!''

''Wham! And there's an early sign of why the Reavers are the reigning Champions of the World! Griff Oberwald gets through the line to mess up Dwarf Warhammerer's lineman Mace Darklantern. That's one of his great skills, the ability to lay an opponent out with a block from the blind side. And you can see already what this has done upfield, where Surehands is now covered only by Avengers' blitzer Tom Ashfield. Can he get free?''

''It looks like it, Bob, because Jakob von Altdorf has fired off a long pass at the sideline... but has he over-cooked it? No! Great catch, on the fingertips, by Surehands. Does this man never drop the ball?''

''I think he has to be one of the best receivers in that kind of one-on-one situation, Jim. He's very safe, and that's why the Reavers take chances with the ball in the air.''

''It gives an added dimension to their game, Bob, that's for sure. But Surehands isn't going to make the End Zone on his own; he's bundled into touch by a strong tackle from Axebreaker Jones. Looks like the Axebreaker is trying to open his account for the season... ''

''The ball comes back in from the fans - and that's Ashfield with it. I wouldn't like to be in his boots, though, because here come the AFC front line, with Zug leading the charge!''

''Eeek! Well, that's Blood Bowl, sportsfans. Ashfield isn't in his own boots any more, as Zug shows his talent for turning an open field block into open heart surgery. But, one of the officials is signalling... ''

''I think they're going to have to call illegal weapon against Zug on that play, Jim. He may try to claim that it's a splint on an arm wound, but it looked like a halberd to me, and I think to the fans as well.''

''Yes, they're going wild here at the Hyperbowl! The referees and a contingent of Imperial Cavalry are trying to enforce the penalty against Zug who is racing into the End Zone with Ashfield's arm still holding the ball. The AFC are calling it a Touchdown, the Gouged Eye are racing onto the pitch saying it's their turn to play, the NFC players are assembling some kind of ballista in their Dug Out, and two Orcland cheerleaders are strangling Marauders kicker Punt O'Hamlet with armoured lingerie.''

''Well, I counted about ten things the referee is going to have to sort out on that play, Jim. For one, I don't think you can rule Zug in possession of the ball when it was Ashfield's hands on it, albeit at some distance from the rest of his body. And I think there's going to be a face-mashing call against Oberwald, an illegal use of stadium seating call against Axebreaker Jones and a restart anyway because I think that's Ramtut III being used to bandage members of the marching band who hadn't got off the pitch when the game started.''

''OK, Bob. Well, while we wait for the referee to sort this out, sportsfans, why not join us in perusing some of the facts and figures about these Star Players. We'll come back to the game just as soon as we can.''

''Uh... can you actually see the referee any more, Jim?''

''Nope, but that's Morg'th N'hthrog trying to get into his shirt, so I think we'll have a decision fairly soon anyway... ''

NEW GAME RULES

There are several new rules for the races and players described in *Blood Bowl Star Players*. Rules for a particular race are given with the other details of that race. The following rules apply to all the races that play Blood Bowl.

Racial *dislikes* and *animosities* should be applied to all Blood Bowl teams as described in the racial descriptions.

The rules for *leaping over prone players* can be used by any player.

The other new rules are for use with Large Monsters (Ogres, Trolls, Minotaurs and Treemen). Large Monsters are very difficult for ordinary players to stop unless several of them can gang up on the Big Guys. Similarly, Large Monsters are perfectly capable of bringing down two or three opponents with one block, or forcing their way through gaps in the opposing line using brute strength rather than agility.

To represent these special tactics, there are three new rules for use in any game that includes Large Monsters: the *shoulder charge*, *multiple blocks* and *ganging up*. Of course, there is no reason why you shouldn't also use these rules in games that don't include Large Monsters - it's up to you.

Other advanced Blood Bowl rules can be found in the **Blood Bowl Companion**. The rules in this book, and in the **Companion**, take precedence over earlier versions of the same rules that were published in *White Dwarf* magazine.



DID YOU KNOW...

The High Seas Surfriders of the Elven Kingdoms League take so long to get made up for a game that they only manage to attend every other one.

DICE CODES

The humble 6-sided dice is referred to as a D6.

If the 'D' is prefixed by a number, you should roll that many dice and add them together. For example 'roll 2D6' means roll two 6-sided dice and add the scores together.

Sometimes a dice score will be modified by +1, +2, -1 or -2. This is written as D6+1, 2D6-2 etc. You should add or subtract the appropriate amount from the total rolled. For example, 'roll 2D6-2' means roll two six-sided dice, add the scores together and then subtract 2.

There is one more dice code to remember - the D66. As you won't have a 66-sided dice (not many people do), you need to use two 6-sided dice. Roll one dice for the *tens* - so a score of 2 = 20, 4 = 40 etc. Roll the other dice for the *units* - so a score of 3 = 3, 5 = 5 etc. Then put the numbers together to get a score from 11 to 66. For example, the *tens* dice rolls 4 (equals 40) and the *units* dice rolls 1 (equals 1) - the total is 41.

RACIAL DISLIKES AND ANIMOSITIES

Many races despise players of other races, treating them with the contempt they surely deserve.

In Blood Bowl these racial dispositions are known as *dislikes* and *animosities*.

If a player *dislikes* another race he must roll a D6 if he wishes to hand off or throw the ball to a player of the *disliked* race. On a result of 1-3 he can hand off or throw the ball as normal. On a result of 4-6 he will have no truck with the *disliked* race; he can either hold on to the ball, or can hand off or throw it to a player of a race that he does not *dislike*.

If a player suffers from *animosity,* he may not be used in a mixed race team that includes a member of a race he suffers *animosity* towards.

Note that racial *dislikes* and *animosities* are different from the skills of *Dislike* and *Animosity* - these may be directed at any player, even one of the same race. See the *Skill Descriptions* for full details.

LEAPING OVER PRONE PLAYERS

Any player may try to *leap* over a prone player in an adjacent square.

A leap counts as having moved 3 squares in normal movement - so a player with a **MA** of 4 could move 1 square and then leap, or he could leap and then move 1 square.

Move the player to any square adjacent to the prone player and roll 2D6. Add the player's **AG** to this roll, and subtract -1 for each opposing *Tackle Zone* on the square the leaping player is leaping *from*. Then look up the result on the *Leaping Table*.

Leaping Table

2D6 Roll	*Result*
6 or less	**Oooops!** The player falls over in the square he is leaping *from*. He must make an *Armour* roll to avoid injury.
7-9	**Crash!** The player falls over in the square he is leaping *to*. He must make an *Armour* roll to avoid injury.
10 or more	**Perfect!** The player may carry on moving (assuming he has not already made his full move).

Dwarfs, Goblins, Halflings and Snotlings (being somewhat too short to make a career out of long-jumping) halve their **AG** when they try to make a leap, rounding fractions down.

NAF FACTS

As you know, attacking a fallen player is strictly prohibited (for all the difference it makes...). However, certain players with reputations for killing the opposition have become very frustrated at not being able to claim fallen Skeletons as *Kills For* and have taken to reducing the bones to powder as proof of the kill. Of course, it isn't always possible to tell Skeletons apart, so we can't tell if Tomolandry is still able to piece them together. As long as he keeps quiet on the subject, NAF statisticians are going to continue to be in confusion.

THE SHOULDER CHARGE

When making a *shoulder charge*, a player is allowed to make a block and then keep on moving. The player may still only make one block per turn, but the block may be made at any point in the player's move.

When making a shoulder charge, the player's **ST** is reduced by -1.

MULTIPLE BLOCKS

A player may block or shoulder charge more than one opponent at the same time. This is a tactic especially favoured by Large Monsters, who have the weight and strength to crash through a handful of opponents.

When making a *multiple block*, simply add all of the opponents' **STs** together before comparing them with the blocking player's **ST**. Only one roll is made on the *Multiple Block Table* (see below) and the result is applied equally to *all* of the players involved.

A player may attack more than one opponent when making a block or shoulder charge, as long as:

1. All of the opponents are adjacent to at least one other player in the group being blocked.
2. All of the opponents are adjacent to the player making the block.

GANGING UP

Two or more players may *gang up* to make a block (but *not* a shoulder charge). Move the first player to a position in which he could make a normal block and declare that you are going to gang up on the opponent. Then move the other players who are ganging up into position. Each player must be eligible to make a normal block if he is to be included in the gang.

Add together the **STs** of the players who are ganging up before comparing them with the opponent's **ST**. Only one roll is made on the *Multiple Block Table* (see below) and the result is applied equally to *all* of the players involved.

MULTIPLE BLOCK TABLE

Players making *multiple blocks* or *ganging up* on opponents should use the table below in place of the normal *Block Table*. Roll 2D6 and modify the score according to the players' Strengths as described under *Multiple Blocks* and *Ganging Up*.

Multiple Block Table

2D6 Roll	*Result*
4 or less	Attacker(s) knocked over.
5-7	Stand off - nothing happens.
8	All the players are knocked over.
9 or more	Defender(s) knocked over.

There are no *Stunned* results on this table. A multiple block is a huge free-for-all, and although everyone gets a bit roughed up, no-one gets hit hard enough to be stunned.

Players that are knocked over make an *Armour* roll to see if they are injured. Players who are knocked over but not injured are placed face down on the pitch as usual. When making a block against a player that has been knocked over, add +2 to the dice roll in addition to any other modifiers.

THE KICKING CONTROVERSY

Towards the end of last season, a few lesser teams began experimenting with a new tactic, in which the ball was thumped aimlessly towards the opposing End Zone. This new tactic has been called 'kicking', although it has nothing much in common with that wholesome part of the game by which an opponent can be disabled.

It appears to be an extension of what was called *Intentional Grounding* (or more usually, ''Lobbin' da ball away zoggin' quick'') which was banned in 2436. Several Throwers with less talented teams caught onto the idea simultaneously; under pressure, they would boot the ball anywhere and then hide from the posse of incoming Blockers. At first, NAF officials were unable to make a ruling, but - since it wasn't specifically throwing - they began to allow it. The major NAF sides caught on, and the first specialist Kickers began to appear.

The NAF is desperately trying to cope with this new aspect of the game, which threatens to remove the slaughter of unprotected Throwers from Blood Bowl. But many of the teams have signed Kickers for the new season. What will be the outcome of this change?

We'll come back to the Kicking Controversy in the **Blood Bowl Companion**, with full rules for introducing Kickers into your game. Some of the Star Player skills are only for Kickers - just note these down for now, ready for when you've got the Kicking rules.

STAR PLAYERS

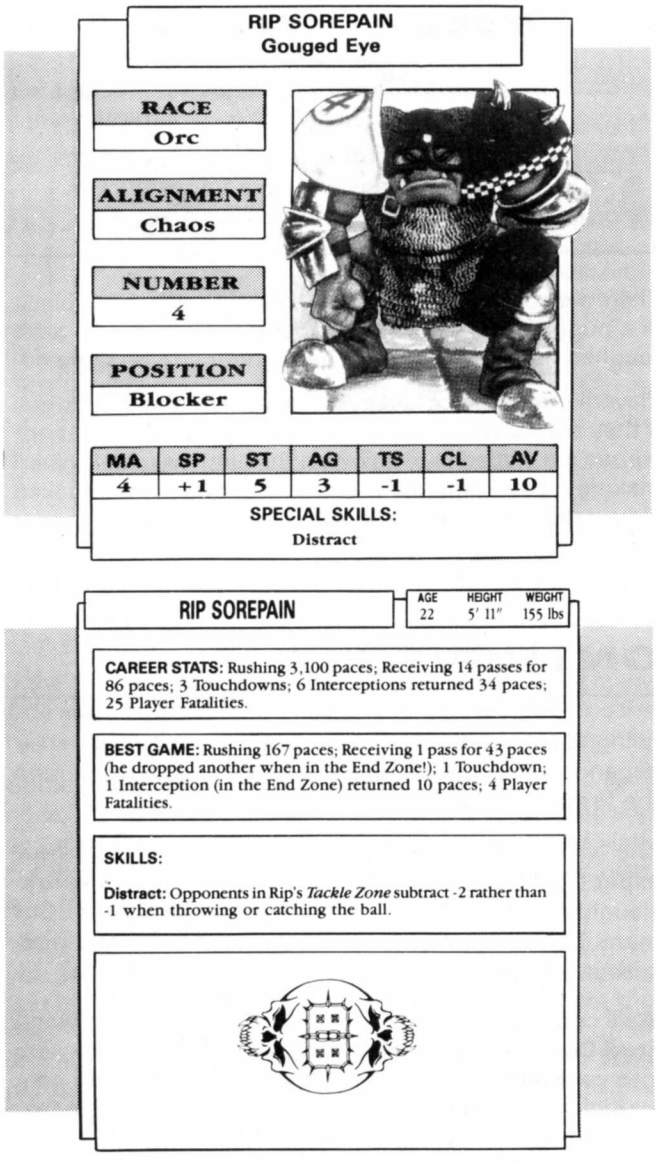
Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in a team. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the regular team.

Every team likes to include at least one or two of these valuable players; famous teams such as the Reikland Reavers or the Gouged Eye may have six or seven Star Players in the team, ensuring their continued success and domination of their league. As a coach, you should do your best to get as many Star Players in your team as you can, although even a couple of outstanding players can transform a mediocre team into a winner.

There are three ways of using Star Players in your game. Two use only pre-generated Star Players and are most suitable for one-off games. The third method allows you to create your own Star Players and is most suitable for campaign games (a campaign is a series of games using the same teams).



STAR PLAYER CARDS



This book includes 48 printed Star Player cards that should be cut out ready for use. There is also a sheet of blank Star Player cards which you can photocopy and use for any Star Players you generate for yourself (see *Campaign Games*).

Each Star Player card contains an illustration of the player and the following information:

FRONT

Name: The Star Player's name.

Team: The Star Player's team at the start of the 2488-89 season.

Race: The Star Player's race.

Alignment: This is either Good or Chaotic. The Star Player's alignment affects the type of teams that can use him.

Number: This shows the Star Player's number (1-16), so that you can pick him out during play. It is possible to end up with two Star Players each having the same number on your team, in which case one of the Star Players has to be given a different number. Note down the new number for the Star Player, with his name, on a piece of paper.

Position: The Star Player's position: Blitzer, Blocker, Catcher, Kicker, Lineman or Thrower.

Characteristics: The Star Player's characteristics which are normally different from those of a normal player of the same race.

Skills: This lists any special skills the Star Player may have.

BACK

Background: A brief description of the Star Player, giving his age, height and weight, plus figures for his career and best games to date.

Skills: This is a brief summary of how the Star Player's skills affect play. A full description of all skills is given in the *Skill Descriptions*.

USING THE STAR PLAYER CARDS

Star Players can be used with single race or mixed race teams. Even with a single race team, the Star Player may turn out to be a different race from the rest of the team. If you want to make sure that your team only has players of the one race, you'll have to create your own Star Players. Creating new Star Players can take some time and is therefore only recommended if you're playing a campaign - once you have created these new Star Players, of course, the cards may be used with the printed ones as described below. See *Campaign Games* for details of creating and using your own Star Players.

In this section, only pre-generated Star Player cards are used. There are two ways of using these cards: the *Random Method* and the *Bidding Method*. You should decide which method is going to be used before the match begins. Before using either method, you'll need to cut out the individual cards from the sheets at the back of the book. If you have already created your own Star Players you may add their cards to the pack. You may also use any of the Star Player cards printed in *White Dwarf* magazine.



RANDOM METHOD

Split the cards into two decks, one containing all the Star Players of Good alignment, the other containing all the Star Players of Chaotic alignment. The alignment of each player is given on the front of his card.

You should now decide upon the basic race of your team. The race of the team dictates which deck of cards you use:

Racial Alignment Table

Race	*Alignment*
Dwarf or Elf	Good
Orc	Chaotic
Dark Elf, Goblin, Skaven or Chaos tie	
Human, Halfling, Norse, Skeleton, Slann or Were	Neutral

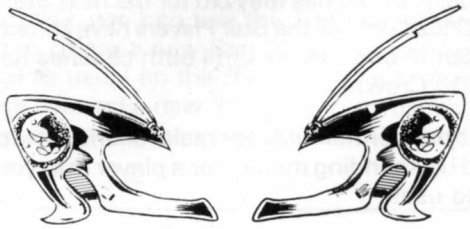
A team of Neutral alignment can choose cards from either deck, but all the cards must come from the same deck.

Each team can have from 1 to 6 Star Players. You can either roll one dice and use the score as the number of Star Players in each team, or each coach can roll separately for the number of Star Players in his team. The first method is fairer - the second is more fun!

Having worked out how many Star Players are in each team, give the two decks of Star Player cards a good shuffle. Deal out cards from the top of the appropriate deck until both teams have the correct number of Star Players. Since the cards have printing on both sides, you must shuffle and deal the cards without looking at them.

Place your Star Player cards in a row beside your Team Card. The Star Players on a team are not secret and the cards may be inspected by either coach at any time.

Each Star Player replaces one normal member of the team - the team has a maximum of 16 players as usual. You decide which players are replaced by Star Players and can create teams with unusual line-ups to suit your favourite tactics. Star Players are treated like any other player in the team, unless otherwise noted in a special skills description.



Example of the Random Method

I'm going to select Star Players for my team using the Random Method. I've decided to have a team that is made up mainly of Dark Elves, so all the Star Players will be Chaotic. I've decided I don't mind having a few players from other races, even though Dark Elves *dislike* most other races - except for those few to which they show *animosity*, of course!. I roll a dice and get a 4; this means I've got four Star Players in my team. I deal four Star Player cards from the Chaos deck.

I get Harg Vainkill, Duke Luther Von Hawkfire, Dirty Dan and Hawthorn Tullaris. Tullaris is no problem - he's a Dark Elf. Dirty Dan is a Goblin, so he *dislikes* all the Dark Elves and the Orc Vainkill. Guess he must think Von Hawkfire's a really neat guy. Von Hawkfire, being a Chaos Human, *dislikes* him, of course, and everyone else in the side. The Orc Harg Vainkill will quite happily play with anyone on this team - he doesn't care, provided he gets to throw those long balls. Despite the potential problems with these touchy stars, I like the players I've ended up with; two ace Throwers, a Blitzer and a Catcher.

BIDDING METHOD

This method allows coaches to bid against each other for Star Players, choosing which players they want and how much they are willing to bid for them.

First, decide on the basic race of your team. Each coach should then roll a D6 to find out how many Star Players are available. The total of the two rolls is the number of Star Player cards to be used.

Give the cards a good shuffle and then deal out the relevant number of cards from the top of the pack. The cards should be placed in a row beside the pitch.

Each coach has a *Treasury* of 25,000 Crowns with which to bid for Star Players. The player on the left of the row is the first to be bid for. The minimum bid is 5,000 Crowns, although you can decide to make 'No Bid' if you don't want that particular Star Player. Bids must be made in increments of 1,000 Crowns (5,000, 6,000, 7,000 and so on). Both coaches should secretly write down their bids on a piece of paper and then reveal them simultaneously.

The coach who has bid the most gets the Star Player card and must subtract the amount of the winning bid from his Treasury. If both coaches made 'No Bid', neither team gets the Star Player and the card is put to one side. If both coaches bid the same amount, a second round of bidding is undertaken. Bids are written down as before, but they must be *higher* than last time, unless 'No Bid' is made. This process may be continued for several rounds of bidding if both coaches keep raising their bids by the same amount.

Once the first Star Player has joined a team or been put to one side, the coaches may bid for the next Star Player. This continues until all the Star Players have joined a team or been put to one side, or until both coaches have less than 5,000 Crowns.

Note that the normal rules for racial *animosity* apply, so don't end up spending money for a player that you won't be able to use!

As with the Random Method, the coach chooses which normal player is replaced by a Star Player, and there can never be more than 16 players in the team.

Example of the Bidding Method

I'm bidding for Star Players against another coach who also wants Chaos players. We roll 2D6 and score 5 A pretty small number of Star Players, so getting the best may be crucial.

Drawing cards from the Chaos deck, we get Hak Demoncutter, the Orc Lineman; Morg'th N'throg, the Ogre Blocker; Hubris Rakarth, the Dark Elf Blitzer; Garbage Throttlesnot, the Goblin Catcher; and Ramtut III, the Mummy Blitzer.

My basic team is Dark Elf, so I want Rakarth more than any of the other players. As the other three would suffer racial *dislike* to the rest of the team (and the Dark Elves will *dislike* them in return), I'd like Morg'th N'throg as well. My opponent, running Chaos Humans, is bound to want Morg'th N'throg too, and there's going to be competition for Throttlesnot's catching ability.

We have to bid for the Star Players in the order they were drawn, so we bid for Demoncutter first. As usual, we both start with a Treasury of 25,000 Crowns. I don't bid for the Orc; my opponent bids the minimum 5,000 Crowns and takes Hak Demoncutter as his first Star Player.

Now for the big competition - at least I have the most money left now. We both start off with bids of 6,000. I increase mine to 9,000, and he doesn't increase his at all. I get Morg'th N'throg, but it has cost me.

I then get Hubris for 5,000 (my opponent doesn't want the Dark Elf and doesn't make a bid) and end up with just 11,000 left against 15,000 with two players still to bid for.

I bid the lot for Throttlesnot and my opponent bids just 10,000 (saving the minimum 5,000 for his last bid). I get Throttlesnot, and he gets Ramtut III.

FREEBOOTER CARDS



If you have any of the Freebooter cards printed in *White Dwarf* magazine, you may add them to the decks of Star Player cards included in this book.

The Neutral alignment isn't used for Star Players, so the following Freebooters should be given new alignments if they are used as Star Players:

Name	*New Alignment*
Borg'th N'Hthrog	Chaotic
Spikey Norman	Chaotic
Siggi 'The Boot' Schuster	Chaotic
'Big' Gunn Schonn	Good

The other Freebooters keep their original alignments when used as Star Players.

CAMPAIGN GAMES

A Blood Bowl campaign is a series of games in which the same teams play a number of matches. Using these simple campaign rules, you can watch the progress of your team over the course of several games. You can play a campaign with only two teams, or you can involve several teams and set up your own league and knock-out competitions, playing for the Blood Bowl Trophy or the Chaos Cup. The Full Campaign System in the **Blood Bowl Companion** adds a wealth of detail to a campaign - but it also requires more work by the players. It is a good idea to try running a simple campaign with these rules before you undertake anything more ambitious.

CAMPAIGN TEAMS

You may choose any race for your team, or choose to field a mixed race team. For the first game in a campaign you should pick Star Players using the Random Method. Campaign teams *always* start off with 2 Star Players. Once you have started the campaign, the team may be able to recruit new Star Players after each game - and, of course, there is always the chance that it loses Star Players due to injury.



After each game, you may make one roll on the *New Star Player Table*. The chance of getting a new Star Player depends on the number of Star Players already in the team, and the result of your last game. Consult the relevant row and column of the *New Star Player Table*, and then roll 2D6. If you roll a number equal to or greater than the number listed, your team gets another Star Player.

A team can never have more than 8 Star Players. A result of 'No' means that there is no chance of getting a new Star Player. You can only make one roll on this table after each game.

New Star Player Table

No. of Star Players In Team	*Won Last Game*	*Drew Last Game*	*Lost Last Game*
0	5	7	8
1	6	8	9
2	7	9	10
3	8	10	11
4	9	11	12
5	10	12	No
6	11	No	No
7	12	No	No
8	No	No	No

If your team is allowed a new Star player, take the Star Player deck with the same alignment as the team, shuffle it and draw one card. This is the Star Player who is added to the team. Neutral teams can have a Star Player drawn from either deck.

Alternatively, you can use the *Star Player Generation System* to create a new Star Player for your team. You must roll as usual on the *New Star Player Table* to see if you are allowed a new Star Player. As usual, no team may generate more than one new Star Player after each game.

THE CAMPAIGN ROSTER

So that you can keep a record of how well (or poorly) your team has done in a campaign, as well as keep track of the Star Players on your team, we have included a *Campaign Roster* at the back of the book. The information you should enter on the Campaign Roster is:

Team: The name of your team.

Coach: Your own name.

Basic Race: The basic race of your team.



The Players: Record the name and number of any Star Players in the team. The *Veteran, Experienced, Rookie* and *Experience Points* columns are only used with the *Full Campaign System* in the **Blood Bowl Companion**. Record any injuries suffered by Star Players in the *Injuries column.*

Match Record: Keep a record of the matches played by your team. You should record the name of your opponents, the result of the game (**W** for won, **D** for drawn, **L** for lost), the final score, and the numbers of any Star Players that were injured.

Notes: You should keep a note of any other interesting information about your team. For example, you might want to make up a chant for your Cheerleaders, design a helmet logo, keep a record of incidents that from various games...

Team Treasury, Fame, Team Rerolls, Apothecary, Fans, Cheerleaders: These sections are only used with the campaign rules given in the **Blood Bowl Companion**.

INJURIES

Normal players who are injured during a game are replaced by fit players in time for the next game, but Star Players may carry the effects of their injuries with them.

At the end of every game you should roll on the *Star Players' Injury Table* for every injured Star Player to find out exactly what sort of damage has occurred. This may affect the player's performance in subsequent games.

Star Players' Injury Table

D66 Roll	*Injury*	*Games Missed*	*Permanent Effects*
11-12	Concussion	1	None
13-14	Broken Ribs	1	None
15-16	Groin Strain	1	None
21-22	Knee	1	Roll a D6 before each game; on a roll of 1 the Knee injury has recurred and the player must miss the match
23-24	Pinched Nerve	1D3	Every time the player is Stunned or KO'd roll a D6; on a roll of 1, the Pinched Nerve recurs and the player must miss the rest of the match
25-26	Serious Concussion	1D3	**AV** is reduced by -1 for the rest of the season (also see *Punch Drunk*)
31-32	Gouged Eye	1D6-3	**TS** and **CL** -1
33-34	Broken Jaw	1D6	None
35-36	Fractured Arm	1D6	None
41-42	Fractured Leg	1D6	None
43-44	Damaged Back	1D6+2	**AV** -1
45-46	Smashed Hand	1D6+2	**CI** -1
51-52	Broken Arm	1D6+2	The player cannot throw the ball further than *Long* range.
53-54	Broken Leg	1D6+2	**SP** -1
55-56	Smashed Ankle	2D6	**MA** -1
61	Smashed Hip	2D6	**AG** -1; the player may no longer Sprint
62	Smashed Collar Bone	2D6	**ST** and **TS** -1; the player may not throw the ball further than *Long* range
63	Fractured Skull	2D6	If the player is KO'd, roll a D6; on a roll of4-6, the player suffers a Concussion and must be placed in the Injured box of the Dug-Out (also see *Punch Drunk*)
64	Broken Neck	4D6	All characteristics are reduced by -1
65	Shattered Knee	4D6	**MA** and **AG** -1, the player may no longer Sprint, and *Dodge* skill is reduced to level 0
66	Roll Twice		



Record how many games the Star Player must miss in the Notes box on the Team Roster. Until a Star Player recovers from an injury, his place is taken by a normal player of the appropriate type.

If a Star Player is killed, his card should be returned to the Star Player deck, and his place taken by a normal player.

If a Star Player suffers an injury that has a permanent effect, you will need to use one of the blank Star Player cards to record the player's new characteristics and/or disabilities. Record any disabilities in the Skills section of the card. The permanent effects of an injury can never reduce a characteristic to less than 1, with the exception of **TS** and **CL** which can be reduced to minus figures by injuries.

You may always choose to retire a Star Player that has been injured. Simply return the Star Player card to the deck and cross the player off the Team Roster. The Star Player's place in the team is taken by a normal player, not another Star Player.

PUNCH DRUNK



The cumulative effect of frequent smashing blows to the head reduces some players to mere vegetables. Any player who has suffered *Serious Concussion* or a *Fractured Skull* should roll a D6; on a roll of 1-2 the player becomes *Punch Drunk* and suffers permanently from his disabilities.

Punch Drunk players are easily confused, and sometimes even forget which team they are playing for. To represent this, for each punch Drunk Player, once per game at the start of a turn of his choice, the opposing coach may roll a D6 and consult the *Punch Drunk Table*.

Punch Drunk Table

D6	*Result*
1-2	**Urrrm...** The player gets bored and decides to sit down for a while. Place the player face down as if he had been *Knocked Over*, but do not make an *Armour* roll to see if the player is injured. If the player is carrying the ball, he drops it - the ball scatters from the player's square. He may stand up in his next Team Turn as usual.
3-4	**I don't understand...** The player can't remember why he is playing the game and wanders off to ask the coach. Place the player in the Stunned box of the Dug-Out. It will take until the next Touchdown is scored for the coach to remind the player exactly what the game's all about.
5-6	**Do I know you?** The player gets totally confused and decides he is playing for the other side. Treat him as a member of the other team until a Touchdown is scored or he is injured. If injured, the player goes to his own team's Dug-Out. The other team may still have 11 of their own players on the field while using the Punch Drunk player.



STAR PLAYER GENERATION SYSTEM

Generating Star Players is quite a lengthy process. If you are only playing a one-off game, it is best to use pre-generated Star Players. Once you have created your own Star Players, of course, they can be added to the printed Star Player cards for one-off games.

Blank Star Player Cards

Six blank cards are provided at the end of the book - you may photocopy this page for your own personal use.

While generating your Star Player it is best to note down the information on a piece of paper. Once you have finished, you can write the details on the blank Star Player card. It is a good idea to do this in pencil as the information may change due to injury.

Race and Position

The first thing you must discover about your new Star Player is his race and the position he plays. If you have a single race team and you don't want any players of another race you can simply decide that your new Star Player is the same race as the rest of the team. If you have a mixed race team, or you don't mind having Star Players of a different race, you should roll for the race of your new Star Player. The *Race Table* that you use for your new player depends on the basic race of your team:

Racial Alignment Table

Race	*Alignment*
Dwarf or Elf	Good
Dark Elf, Goblin, Orc, Skaven or Chaotic	Chaotic
Human, Halfling, Norse, Skeleton, Slann or Were	Neutral

Good and Chaotic teams roll on the appropriate *Race Table*. Neutral teams can choose to roll on either the *Good Team Race Table* or the *Chaos Team Race Table* but must decide which they are going to use before rolling.

Good Team Race Table

D66 Roll	*Race*
11-21	Basic Race
22-31	Dwarf
32-36	Elf
41-45	Halfling
46-55	Human
56-63	Slann
64-65	Were
66	Treeman Blocker (counts as 2 players)

Chaotic Team Race Table

D66 Roll	*Race*
11-16	Goblin
21-23	Chaos Dwarf
24	Chaos Dwarf Mutant
25-31	Chaos Human
32	Chaos Human Mutant
33-41	Dark Elf
42-45	Goblin
46-54	Orc
55-61	Skaven
62	Skaven Mutant
63-64	Snotling
65-66	Large Monster (roll on the table below)

Large Monster Table

D66 Roll	*Race**
11-34	Ogre Blocker
35-46	Ogre Blitzer
51-63	Troll
64-65	Minotaur Blocker
66	Minotaur Blitzer

* All Large Monsters count as 2 players.

STAR PLAYER POSITIONS

Unless the new Star Players is a large monster (in which case the *Large Monster Table* specifies his position), roll a D66 and consult the *Star Player Position*.

Star Player Position Table

D66 Roll	Human* or Orc	Dwarf**	Elf	Dark Elf or Skaven	Goblin or Halfling	Slann
11-26	Lineman	Blocker	Catcher	Lineman	Lineman	Lineman
31-42	Blocker	Lineman	Lineman	Catcher	Lineman	Lineman
43-46	Blitzer	Lineman	Lineman	Lineman	Catcher	Catcher
51-54	Catcher	Blitzer	Lineman	Blitzer	Catcher	Catcher
55-62	Thrower	Blitzer	Thrower	Thrower	Catcher	Blitzer
63-66	Choose	Choose	Choose	Choose	Choose	Choose

* Including Norse and Chaotic Humans. ** Including Chaotic Dwarfs.

A result of *Choose* means you can pick the position, provided it is one normally available to that race.

Snotlings and Weres are always Lineman. Skeletons are never Star Players.

Star Player Points

Having discovered the race and position of the new Star Player, you must now find out how good he is. This is measured in *Star Player Points* (**SPPs**) - the more **SPPs** the better. Each Star Player Point allows one roll on the *Star Player Skill Tables*. Roll a D66 to find out how many **SPPs** the Star Player has.

Star Player Points Table	
D66 Roll	*SPPs*
11	1
12-16	2
21-46	3
51-56	4
61-63	5
64-65	6
66	7

Halve the number of **SPPs** for Goblin and Halfling Star Players (rounding up). Snotling Star Players only ever have 1 Star Player Point.

Star Player Skills

For each Star Player Point the player has you may roll once on the *Skill Table* for the player's position, or roll once on the *Any Player Skill Table*.

If the skill is followed by an asterisk (*), you must immediately roll on the *Skill Level Table* to find out the level of the Star Player's skill. You may choose to spend some of the player's **SPPs** *before* you roll on the *Skill Level Table* - each **SPP** spent in this way adds +1 to the level of the skill. If the player already has a level with the skill, add that level to the new level. All skills have their maximum level listed; if that is exceeded by the skill level rolled, the extra levels are lost.

If a skill that does not have a level is rolled twice (or more) the second roll is ignored.

No characteristic may be increased by more than 2 points. If this is exceeded, the extra points are lost.



Example of Using Star Player Points

I have decided to generate a Star Player for my Dark Elf team. I'm not worried if he's not a Dark Elf, so the first job is to find out his race from the *Chaotic Team Race Table*. I roll a D66, getting a 6 followed by a 4. A score of 64, giving me a Skaven. Well, he'll *dislike* my Dark Elves (and they'll *dislike* him), but that's OK.

Next, I roll a D66 for his position on the *Star Player Position Table*, getting a 2 on both rolls. A score of 22 means he's a Blocker.

Next, his *Star Player Points*. This time I roll a 2 then a 3 on the D66 - just 3 **SPPs**.

I decide to make all three rolls for his skills on the *Blocker Table*. I get *Distract* (score of 23) and *Block* (score of 12) on the first two rolls, then stop to see what level the *Block* skill is by rolling on the *Skill Level Table*. A score of 35 means it is level 1. The last skill roll is 44 giving the player **ST** +1. That's great news - he'll be a real tank of a Blocker with the extra **ST** and the *Block* skill. Now, he just needs a name and a chance to show what he can do!



STAR PLAYER SKILL TABLES

If the skill is followed by an asterisk (*), roll on the *Skill Level Table* to find out the level of the skill. If the player already has the skill, add the new level. No skill may be increased to more than the *maximum level*; extra levels above the maximum are ignored. Duplicate rolls without a level are wasted.

Any Player Skill Table

D66 Roll	*Skill*	*Max. Level*
11-16	Self Control	-
21-23	Dislike[1]	-
24-26	Itchy Feet	-
31-36	Loyal	-
41-56	Luck*	4
61-63	Random[2]	-
64-66	Very Intelligent	-

[1] You must roll on the *Race Tables* (see above) to see which race is the object of the Star Player's *Dislike*. Roll a D6; on a result of 1-4, roll on the *Race Table* of the Star Player's own alignment. If the player already suffers racial *dislike* towards this race, change this skill to *Animosity*. if he already suffers racial *animosity* towards the race rolled, change this skill to *Hatred*.

[2] The player gets a skill from one of the other *Skill Tables*. Roll a D6 to see which *Skill Table* to use:

D6 Roll	*Skill Table*
1	Blitzer
2	Blocker
3	Catcher
4	Kicker
5	Lineman
6	~~Kicker~~ Thrower

Blitzer Skill Table

D66 Roll	*Skill*	*Max. Level*
11-12	**AG** +1	-
13-21	Block*	10
22	Catch*	4
23	**CL** +1	-
24-26	Dodge*	10
31-32	Heroic Leap*	-
33-34	Leap*	4
35-41	Mighty Blow*	4
42-44	Nerves of Steel	-
45-46	**SP** +1	-
51-53	**ST** +1	-
54-56	Sure Hands	4
61-63	Thick Skull	-
64-66	Toughness*	4

Blocker Skill Table

D66 Roll	*Skill*	*Max. Level*
11-21	Block*	10
22-25	Distract-	
26-36	Mighty Blow*	4
41-44	**ST** +1	-
45-52	Strip Ball	4
53-61	Thick Skull	-
62-66	Toughness*	4

Catcher Skill Table

D66 Roll	*Skill*	*Max. Level*
11-13	**AG** +1	-
14-23	Catch*	4
24-26	**CL** +1	-
31-35	Dodge*	10
36-41	Heroic Leap*	-
42-43	Intercept*	4
44-46	Jump Up	-
51-53	Leap*	4
54-55	**MA** +1	-
56-62	Nerves of Steel	-
63-64	**SP** +1	-
65-66	Sure Hands	4

Kicker Skill Table

D66 Roll	*Skill*	*Max. Level*
11-26	Kick*	4
31-36	Long Kick*	4
41-46	Mighty Kick*	4
51-56	Nerves of Steel	-
61-66	Up & Under	-

Lineman Skill Table

Linemen may use one of their Star Player Points to make a roll on any other table of their choice. Other **SPPs** must be spent on rolls on this table or the *Any Player Skill Table* as usual.

D66 Roll	*Skill*	*Max. Level*
11-14	Dirty Tackle*	4
15-22	Distract	-
23-32	Intercept*	4
33-36	Jump Up	-
41-44	Strip Ball	4
45-54	Tackle*	10
55-62	Thick Skull	-
63-66	Toughness*	4

Thrower Skill Table

D66 Roll	*Skill*	*Max. Level*
11-13	Dodge*	10
14-23	Long Throw	-
24-33	Nerves of Steel	-
34-43	Safe Throw*	4
44-46	Spell-Caster*	4
51-53	Thick Skull	-
54-63	**TS** +1	-
64-66	Toughness*	4

Skill Level Table

D66 Roll	*Level*
11-46	1
51-63	2
64-66	3

SKILLS

Many players are described as having one or more *skills*. These are special abilities that modify the players' performance, usually by altering dice rolls. Each skill has a *level*. The higher the level, the more expert the player. The range of levels for each skill is given in the *Skill Descriptions*.

For example, all Elves have *Intercept (level 1)* allowing them to convert *Missed* throws into *Interceptions*. Although it is possible for Star Players to have this skill up to *level 4*, normal Elf players have the skill automatically only at *level 1*.

A full description of each skill is given in the *Skill Descriptions* and a quick reference sheet is included at the end of the book. You'll need to refer to this sheet quite a lot during your first few games - but don't worry, the effects of all the skills will quickly become familiar.

Some of the skills described below can only be used wih the advanced rules given in the **Blood Bowl Companion**. These are marked with an asterisk (*) after the skill name. If you aren't using the advanced rules you can simply ignore these skills.

SKILL DESCRIPTIONS

ANIMOSITY:
The player will not play in a team that contains a member of any race he suffers *Animosity* towards.

BLOCK (Levels 1-10):
The player may add +1 to any *Block* roll made against an opponent without *Block* skill or with *Block* skill at a lower level.

Any opponent making a block against a player with this skill must subtract -1 from his *Block* roll unless he has *Block* skill at the same or a higher level.

The *Block* roll is only adjusted by +1 or -1 whatever the *level* of the skill.

A group of players involved in a *Multiple Block* or who have *Ganged Up* on another player should add the level of their *Block* skills together before comparing levels with their opponent.



CATCH (Levels 1-4):
If a ball thrown to the player is *Missed*, roll a D6 and add the player's *level* with this skill to the roll. If the total is 7 or more, the result is treated as *Caught* instead of *Missed*.

A player with this skill may only try to convert a *Missed* throw *after* any opponents with *Intercept* skill have tried and failed to intercept the ball.

DIRTY TACKLE (Levels 1-4):
If the player successfully tackles an opponent, subtract the player's *Dirty Tackle* level from the opponent's **AV** when the opponent makes his *Armour* roll.

If the *Armour* roll is failed, add half the player's *Dirty Tackle* level to the opponent's *Injury* roll (ie add +1 to the *Injury* roll for *Dirty Tackle* at levels 1 and 2, and +2 at levels 3 and 4).

A successful tackle is defined as any tackle made by (but not against) the player which results in his opponent being knocked over - this includes the *Both Players Knocked Over* result.

DISLIKE:
If the player wishes to hand off or throw the ball to a member of a race he *dislikes*, he must roll a D6. On a result of 1-3 he can make the hand off or throw as normal. On a result of 4-6 he will have no truck with the despised player. He may hang on to the ball or he can try to hand off or throw the ball to another player.

DODGE (Levels 1-10):
Any opponent making a tackle on the player must subtract -1 from his *Tackle* roll, unless the opponent has *Tackle* skill at a level equal to or higher than the player's *Dodge* level. The *Tackle* roll is only adjusted by +1 or -1 whatever the *level* of the skill.

Dodge skill may also be used if the player is being blocked. The opponent making the block must subtract −1 from his *Block* roll unless he has *Block* skill at the same or a higher level than the defender's *Dodge* skill. When using this skill against a block, a result of 2 on the *Block Table* means the attacker has been *Knocked Over* rather than *Stunned*.

A player cannot use both *Block* and *Dodge* skills at the same time.

DISTRACT:
Any opponent trying to throw or catch the ball while in the player's *Tackle Zone* must subtract -2 from his dice roll instead of -1.

HATRED:
The player may add +1 to any *Block* roll made against an opponent of a hated race. If the opponent fails his *Armour* roll, also add +1 to his *Injury* roll.

If the player ends his move next to a *hated* opponent, he must make a block against the *hated* opponent. If he ends next to several *hated* opponents, he must block against one of these opponents.

The player will not play in a team that contains a member of any race he suffers *Hatred* towards.

HEROIC LEAP:
The player may make a *Heroic Leap* to score a Touchdown. The *Heroic Leap* is made instead of *Sprinting*. Move the player up to 3 squares - he may move through occupied squares and opposing *Tackle Zones*. The move must end in an empty square in the opposing side's End Zone. Then roll a D6, adding +1 to the score for each occupied square the player moved through. If he rolls 1-3 the player has scored a Touchdown. On a result of 4 or more the player has been KO'd (as the *Injury Table* result) and is removed from play - a Touchdown has not been scored and the ball scatters from the square the player was jumping to.

INTERCEPT (Levels 1-4):
The player can convert *Missed* throws by the opposing team into *Interceptions*. The player can only use this skill if he is in a position to intercept the throw. To find out if a *Missed* throw is intercepted, roll a D6 and add the player's *Intercept* level to the score. If the total is 7 or more, treat the result as an *Interception* instead of *Missed*.

The *Intercept* skill takes precedence over the *Catch* skill. A throw that it is intercepted using this skill cannot be converted to a catch by an opponent.

ITCHY FEET:
If you are playing a campaign, a player with *Itchy Feet* may not be retained for the next game. The skill has no effect during a game.

JUMP UP:
The player may stand up at the start of the turn after he was knocked over - in other words he can stand up a turn early.





*** KICK (Levels 1-4):**
Add the player's *Kick* level to any roll he makes on the *Kicking Table*.

LEAP (Levels 1-4):
Add the player's *Leap* level to the dice roll when he attempts to leap over prone players.

*** LONG KICK: (Levels 1-4)**
The player may add his *Long Kick* level to the range he kicks the ball. For example, a player with *Long Kick (level 3)* could kick the ball up to 23 squares.

*** LONG THROW:**
The player may throw the ball up to 18 squares. When counting the range, count the target square but do not count the square ocupied by the throwing player. Use the shortest route but don't miss out any squares. Always use the *Long Bomb!* row of the *Throwing Table* to see if the throw is caught or intercepted.

If you are using this skill, you must also use the new rules for *Throwing* included in the **Blood Bowl Companion**.

*** LOYAL:**
The player cannot be bribed. In addition, subtract -1 from any *Disenchantment* roll the player makes.

LUCK (Levels 1-4):
The player gets 1 reroll per match for each *Luck* level.

This skill may be used to force a reroll of any dice throw that directly affected the player. The player's *Luck* can be used to affect a dice roll made by either coach, causing the first roll to be ignored and the dice to be thrown again. The new result *must* be accepted unless the opposing coach also has a reroll option and can force a second reroll. A dice roll may only be rerolled once by *each* coach.

It is often worth saving rerolls to give the player a chance to avoid a result of *Killed* on the *Injury Table*.

*** MIGHTY KICK (Levels 1-4):**
The player adds his *Mighty Kick* level to any roll he makes on the *Booting Table*.

MIGHTY BLOW (Levels 1-4):
If the player successfully blocks an opponent, his *Mighty Blow* level is subtracted from his opponent's **AV**.

If the opponent fails his *Armour* roll, add half the player's *Mighty Blow* level to the roll on the *Injury Table* (ie add +1 to the *Injury* roll for *Dirty Tackle* at levels 1 and 2, and +2 at levels 3 and 4).

A successful block is defined as any block made by (but not against) the player which results in his opponent being knocked over - this includes the *Both Players Knocked Over* result.

A group of players involved in a *Multiple Block* or who have *Ganged Up* on another player use the highest *Mighty Blow* level of all the players in the group. They do *not* total the skill levels of all the players involved.

NERVES OF STEEL:
The player ignores opponents' *Tackle Zones* when throwing, kicking or catching the ball. In other words, the roll is *not* modified by -1 for each opponent exerting a *Tackle Zone* on the player.

RIGHT STUFF:
The player may be thrown by any creature on the same team with the *Throw Team-Mate* skill.

Full details of throwing team-mates can be found in the *Large Monsters* rules.

SAFE THROW (Levels 1-4):
If the player's throw is intercepted, he can try to change the result of the throw to *Missed*. Roll a D6 and add the player's *Safe Throw* level to the roll. If the total is 7 or more, the throw is treated as *Missed*.

The *Safe Throw* skill takes precedence over both the *Intercept* and *Catch* skills.

SELF CONTROL:
The player ignores all racial *dislikes, animosities* or *hatreds*. For example, a Dark Elf with *Self Control* skill could ignore its *dislike* of all other races.

*** SPELLCASTER (Levels 1-4):**
The player is a wizard. Add the player's *Spellcaster* level to the number of spells the team has at the start of the game.

*** STRIP BALL (Levels 1-4:**
Add the player's *Strip Ball* level to the dice roll when he tries to strip the ball from an opponent.





*** SURE HANDS (Levels 1-4):**
Add the player's *Sure Hands* level to the dice roll if an opponent tries to strip the ball from him.

TACKLE (Levels 1-10):
The player may add +1 to any *Tackle* roll made against an opponent without *Tackle* skill or with *Tackle* skill at a lower level.

The *Tackle* roll is only adjusted by +1 or -1 whatever the *level* of the skill.

THICK SKULL:
If the player is stunned, place him in the Reserve box instead of the Stunned box in the Dug-Out. The player can rejoin the game at the start of the next Team Turn. If the player is KO'd place him in the Stunned box instead of the KO box.

A player who is injured is still placed in the Injured box.

TOUGHNESS (Levels 1-14):
Subtract the player's *Toughness* level from any *Injury Table* roll he makes. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification *always* results in the player being killed.

THROW TEAM-MATE
The player may attempt to throw any Goblins, Halflings or Snotlings on his team. Only players with the *Right Stuff* skill always agree to be thrown, other players will dodge out of the way on a D6 roll of 1-4.

Full details of throwing team-mates can be found in the *Large Monsters* rules.

*** UP AND UNDER:**
The player can kick the ball so that it hangs in the air for a long time. Work out where the ball will end up as usual, then roll a D6. On a result of 1-3 the ball lands at the end of the next Team Turn (ie during the opposing side's next turn). On a result of 4-6 it lands at the end of the Team Turn after next (ie at the end of the kicking team's next turn).

*** VERY INTELLIGENT**
The player is very bright (for a Blood Bowl player) and can hold any number of spells.

BLOOD BOWL TEAMS

Just about all the races of the Known World play Blood Bowl, though some of them have yet to make it as professionals (there's no record of a Giant Leech on the astrogranite, for example, although rumour has it that Giant Frogs are taking part in a few of the smaller Lustrian leagues!). The most common Blood Bowl races are described on the following pages, with details of player characteristics, typical teams and special rules.

For each race there is a list of the different types of player found in its teams. This is the typical team of that race and gives a balanced set of players appropriate to the individual strengths and weaknesses of the race.

The typcial teams listed will provide you with a good range of skills for most games. However, if you have some unusual favourite plays or sneaky new tactics, or if you just fancy a different line-up, there is no reason why you can't play with any collection of players you like. If you want to have half a dozen Throwers in your Dwarf team, then feel free to do so - of course, without Catchers you might get rather a lot of missed and intercepted passes, but that's up to you.

Some races are not allowed players in certain positions (no Dwarf Catchers, for example) - apart from that, there are no restrictions on the type of line-up you use. Experiment with your teams, and see what sort of winning combinations you can come up with. Just make sure that you get the agreement of your opponent before fielding an unusual team.

HUMANS AND ORCS

Humans and Orcs are pretty well-matched as Blood Bowl players. They are the two races on which the main rules are based - there are therefore no special player characteristics or different rules for Humans and Orcs.

The only new rules required for these two races are their racial *dislikes* and *animosities*. Like most of those who play the greatest of all games, Humans and Orcs are sometimes a bit fussy about who joins their teams, quibbling over old feuds and enmities remembered from ancient wars.

Human Racial Dislikes and Animosities

Humans *dislike* Chaos Humans, Chaos Dwarfs, Dark Elves and all Goblinoids (Goblins, Hobgoblins, Orcs and Snotlings).

Note that there are separate sections for some different types of Humans. Norse, Werewolves and Chaos Humans all have their own special rules, including their own racial *dislikes* and *animosities*.

Orc Racial Dislikes and Animosities

Orcs *dislike* Humans and Treemen.

They suffer *animosity* towards Dwarfs, Elves and Norse, races against whom the Orcs have fought many wars, the memory of which still fires them up into paroxysms of violent fury (much to the delight of the fans).



DWARFS



Dwarfs were one of the very first races to play Blood Bowl. Many Dwarf teams can trace their history to the early years of the game. Since it was a Dwarf, now immortalised by the name Roze-El, who first discovered Nuffle's sacred laws and brought the game into being, certain Dwarf teams believe they have a lasting right to alter the laws as they choose. The Dwarf Warhammerers, for example, frequently bend the rules of the game, and then claim Roze-El authorised their illicit amendments.

Dwarfs tend to use a running game, grinding their opponents into the ground as they go. There are, however, so many Dwarf teams around, it is possible to find one to suit any taste. The Dwarf Warhammerers have a reputation for flamboyant illegallity. The Dwarf Giants work on the principle of high casualty rates opening up the game. On the other hand, Durum's Destroyers have built up a good passing game, thanks to the inspired leadership of Bran 'Long Bomb' Ironson.

DWARF PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blitzer	3	+3	4	3	-1	+1	10
Blocker	3	+1	5	2	-1	-1	10
Kicker	3	+2	4	2	-1	0	10
Lineman	3	+2	4	2	-1	0	10
Thrower	3	+2	3	3	+1	0	9

Dwarf Teams

A typical Dwarf team has 4 Blitzers, 6 Blockers and 6 Linemen. If you want to include Dwarf Throwers, 1 or 2 Blitzers may be replaced by Throwers.

Dwarfs may never be Catchers.

If you use the rules for Kickers (see the **Blood Bowl Companion**) up to 2 Dwarf Kickers may be included, replacing Linemen on a 1 for 1 basis.

Famous Dwarf Teams

Dwarf Giants (NFC North), Worlds Edge Wanderers (NFC West), Dwarf Anvils (Worlds Edge Superleague), Dwarf Warhammerers (NFC East), Durum's Destroyers (Albion's Northen Premier League).

SPECIAL RULES

Throwing

Dwarf teams are not renowned for their passing game. Their height makes it easy for opponents to intercept their passes, and makes it difficult for them to pick off badly thrown balls.

To reflect this, when a Dwarf throws the ball, use the *Dwarf Throwing Table* instead of the normal *Throwing Table*.

Dwarf Throwing Table

Range	*Interception*	*Missed*	*Caught*
Quick Pass	2-3	4-5	6-12
Short Pass	2-4	5-6	7-12
Long Pass	2-5	6-7	8-12
Long Bomb!	2-6	7-8	9-12

Interceptions

When a Dwarf tries to intercept a throw, roll 1D6. On a result of 3-6, the Dwarf manages to intercept the ball as normal. On a result of 1 or 2, the Dwarf can't jump high enough to catch the ball, and the result is treated as a *Missed* throw. The ball is *Missed* even if there is another player eligible to intercept the ball.

Injuries

Dwarfs are naturally very tough. They recover from being KO'd faster than most other races. To represent this, Dwarfs treat KO'd results from the *Injury Table* as Stunned.

Racial Dislikes and Animosities

Dwarfs *dislike* Elves. They suffer *animosity* towards all Goblinoids (Orcs, Goblins, Hobgoblins and Snotlings).



ELVES

When Blood Bowl was first played, Elves disdained the game. They believed there was no more to Blood Bowl than two teams of uncivilised yobs pummelling each other senseless in a display of mindless violence. They apparently preferred to recite lyric poetry in the safety of their leafy glades. It didn't take them long, however, to realise that there is nothing to beat seeing your team wipe out the opposition and win a hard-fought Blood Bowl game!

Elf teams, of which there are now quite a few in the NAF, are renowned for their passing game. All the most famous Elf players are either Throwers or Catchers, though there have been several quite effective Elf Blitzers in recent times.

Elf teams seem to have so many advantages when it comes to winning the game (as opposed to slaughtering the opposition, which isn't *always* the same thing...): their fine Throwers and Catchers, their elegant fast-running Blitzers - these seem to be the epitome of the more graceful side of the game. But before you spend your last copper penny betting on the Eagles or the Gladiators for this year's Blood Bowl, think about some of the ways these teams lost games last year. Remember Winsom Anglepoise refusing to catch a dirty ball in the End Zone against the Cowboys? Remember the Eagles not turning up for the Crusaders game when the Bright lads wore new uniforms? Remember the Avengers leaving nine players on the bench who wouldn't play in the rain against the Hobgoblin Team?

Still, it's a miracle the Elves play the game at all, so we must be thankful. After all, the Elves find such close proximity to other teams so galling...



NAF FACTS

Elves pride themselves on doing everything to perfection. They also believe in acknowledging their achievements. Therefore, Elves make more awards to more players than any other race. It is possible to win *Most Aesthetic Pass, Best Victory Celebration in the End Zone, Best Dressed Hair (post-game)* and *Best Post-Match Party* awards, while statistical records include *Most Kills From A Single Blow, Longest Range Kill, Heaviest Match Programme* and the *Elf Lord's Commendation for Most Spectacular Offensive Magic* - an award which was won last year by the hurricane-summoning Gladiators Magical Co-Ordinator Stormbrew Highcloud.

Despite the Elven reputation for cleanliness and refinement, no-one can criticise their team spirit or accuse them of an unsportsmanlike attitude, as the chant of the Galadrieth Gladiators so amply proves;

We take the field in red and blue,
Our banner sword and rose.
We run the ball, we run at you,
We break your arms and toes.

We step on hands, we step on heads,
We never break our stride.
We play so hard you wish you're dead,
Or wish you'd joined our side.

ELF PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blitzer	4	+3	4	3	+1	+1	9
Catcher	4	+4	2	4	0	+2	8
Kicker	4	+3	3	3	+1	+1	8
Lineman	4	+3	3	3	+1	+1	8
Thrower	4	+3	3	3	+2	0	8

Elf Teams

Most Elf teams have 6 Catchers, 2 Throwers and 8 Linemen. A few teams replace 1 or 2 of their Catchers with Blitzers.

Elves may never be Blockers.

If you are using the rules for Kickers (see the **Blood Bowl Companion**), up to 2 Elf Kickers may be included, replacing Linemen on a 1 for 1 basis.

Famous Elf Teams

Elfheim Eagles (AFC West), Bil Bali Archers (Skull North Albion League), Codillian Clarions (Mid-Estalian League), Laurelorn Paladins (Elven Kingdoms League), Athelorn Avengers (NFC Central), Galadrieth Gladiators (NFC West).



SPECIAL RULES

Injuries

Most Elf players are not really cut out for the battering of a solid block or hard tackle - it messes up their hair, it gets their outfit all dirty, and, oh, those unsightly bruises! The Elves' distaste for direct physical contact is partially reflected in their low AV. In addition, Elf players take longer to recover from Stunned and KO'd results than players belonging to other races.

After a Touchdown is scored, roll 1D6 for each Elf player in the Stunned box of the Dug-Out. On a result of 3-6, they are moved to the Reserves box as normal, but on a result of 1 or 2, they have to stay where they are.

KO'd Elves are always moved to the Stunned box after a Touchdown is scored, they are never moved straight to the Reserves box.

Elf Blitzers

In recent times Elf teams have started to include some suprisingly effective Blitzers in their line-ups. These players actually seem to like the idea of a good fist-fight. Many Elfs blame this worrying development on the desensitising effect of Cabalvision on the minds of the young.

Elf Blitzers are much tougher than their team-mates. They need to spend far less time in the Dug-Out after an injury, and ignore the special Elf *Injury* rules above.

Interceptions

As well as being skilled in passing plays, Elves are highly effective at intercepting the ball. Therefore, all Elf players get the skill of *Intercept* (level 1) for free.

Racial Dislikes and Animosities

Elves are proud and aloof, having a well-deserved reputation for not getting on with other races.

Elves suffer *animosity* towards Ogres, Trolls, Minotaurs and all Goblinoids (Orcs, Goblins, Hobgoblins and Snotlings).

They *dislike* all other races.



DID YOU KNOW...

A look at the win bonuses of the Elfheim Eagles vs Nurgle's Rotters Blood Bowl XX game shows the different motivations of Blood Bowl super-stars. The Nurgle boys were on 1,000 Crowns a mutation, plus exposure to the disease of their choice, while each Eagle was given a five-year dry-cleaning contract, an exclusive designer hair-style, and a monogrammed mirror.

DARK ELVES



Over five thousand years ago, the Elf Kingdoms underwent a costly civil war brought about by a group of renegades known as the Dark Elves. Greedy for worldly power, the Dark Elves forsook their traditional deities to worship the darker gods of evil magic. The war lasted for seven centuries and resulted in the banishment of the Dark Elves from the Elf Kingdoms. Embittered by their enforced exile, the Dark Elves became even more decadent and are now counted amongst the most useful of all servants of Chaos, still concentrating their considerable and malevolent powers against their kin above all others.

And, by Nuffle, can they play Blood Bowl!

Dark Elf teams use similar tactics to their Elven cousins, being equally suited to a throwing game. But sheer spite makes the Dark Elves enjoy the running game, particularly when a team includes a remarkable running player like Jeremiah Kool. In fact, it is hard to believe that the Flashing Blade won't be tempted out of retirement - if not by the Darkside Cowboys, then by some other team.

Examine the record of this most famous all-round star player. Brought in after the fiasco game against the Werebears in 2473, Jeremiah started as a Catcher, taking 80 catches for over 1000 paces in each season. He then switched to the other end of the pass, where he made an even greater mark, none less so than in 2481 when he made 160 passes for 2122 paces - a record Harg Vain-Kill finally beat last season. He also managed 1600 paces rushing in 2484, and set an all-time Player Fatalities record of 16 - wiping out a whole team in 2478 (and can you remember who, Trivia fans?). The Flashing Blade's career passing record of 32,407 paces is one of those 'eternal' records no-one expects to see broken. But, even that is not the end of the Kool story, since he is now Offensive Magic Co-Ordinator, developing ever-more-sneaky ways for the Cowboys to win!

DARK ELF PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blitzer	4	+3	4	3	+1	+1	9
Catcher	4	+4	2	4	0	+2	8
Kicker	4	+3	3	3	+1	+1	8
Lineman	4	+3	3	3	+1	+1	8
Thrower	4	+3	3	3	+2	0	8

Dark Elf Teams

A standard Dark Elf team is made up of 2 Blitzers, 4 Catchers, 2 Throwers and 8 Linemen.

Dark Elves may never be Blockers.

If you are using Kickers (see the **Blood Bowl Companion**), up to 2 Kickers can be included in the team, replacing Linemen on a 1 for 1 basis.

Famous Dark Elf Teams

Darkside Cowboys (NFC Central), Naggaroth Nightwings (AFC Central), Dark Renegades (AFC West), Khain's Killers (AFC East), The Albion Assassins (Barfleys Albion League).

Darkside Cowboys Cheerleaders Chant

Have you thought
How bad luck
Always comes in threes?
First your face,
Then your arms,
Woops! There go your knees!

NAF FACTS

Never mind tempting Jeremiah Kool out of retirement - have you heard of the new Dark Elf sensation, Meriann Lightning? Various teams have been queuing up to pay a fortune to the Naggaroth Nightwings after Lightning was the only player to come through the door in this year's Crush!

Despite the many offers he has received, it seems no other teams have yet been able to tempt Meriann away from the Nightwings. He just couldn't refuse Naggaroth's guarantee of two *Fatalities* every match - even if this means the Naggaroth Cheerleaders become a little short staffed.

SPECIAL RULES

Interceptions

As well as being skilled in passing plays, Dark Elves are highly effective at intercepting the ball. Therefore, all Dark Elf players get the skill of *Intercept* (level 1).

The Sun

Dark Elves, more than any other race, find it unpleasant to play under the direct rays of the sun. Most of their own stadiums are built underground, and they try to intimidate lesser opponents into playing night games.

The Dark Elves' passing game is badly affected on sunny days. If a Dark Elf team is playing away from home, the opposing coach should roll a D6 to see what the weather is like at the start of the game.

The Sun Table

1D6 Roll	*Result*
1 or less	**Very Sunny:** Dark Elves subtract -2 from rolls on the *Throwing Table*. When rolling on the *Sun Table* after the next Touchdown, subtract -1.
2	**Sunny:** Dark Elves subtract -1 from from rolls on the *Throwing Table*.
3-5	**Overcast:** No effect.
6 or more	**Storm Clouds Gathering:** Add +1 to the next roll on the *Sun Table*.

Further rolls should be made after each Touchdown.

Racial Dislikes and Animosities

Dark Elves are arrogant, cruel and xenophobic, making it difficult for them to play in mixed race teams. Dark Elves suffer *animosity* towards Dwarfs, Elves and Treemen.

They *dislike* all other races.





Dark Renegades Cheerleaders Song
Verses 1-3 of 210

Fire off a long pass,
Give the Gods a thrill,
Let loose your arrows lads,
Kill, kill, kill.

Crush the defence, boys
Never mind the ball,
Catch the Stunties from behind,
Maul, Maul, Maul.

Call an elemental, coach,
To blow the foe away,
Leave their bones upon the pitch,
Slay, slay, slay.

NAF FACTS

Can It Be True?

That a game is still going on a decade after the Kick-Off in the Underworld League (West) between The Frozen Phantoms and the Dark Elf side White Bay Arrows. Following a three day effort to get 90,000 frenzied Arrows fans into a cave barely large enough for the pitch, the game started with the usual problem for the ethereal Phantoms - they couldn't touch the ball. However, their spellcasting coach has reputedly made all the Arrows and their supporters ethereal too! Thus far, no-one has scored, no-one has been hurt, no-one has even made contact with anyone else... in fact, the ball deflated after the first year... The game will pause to celebrate its tenth anniversary later this season.

GOBLINS



Goblins are cruel, callous and uncouth, with a juvenile sense of humour and a wicked imagination dedicated to discovering news ways of hurting others without getting hurt themselves. This of course makes them natural Blood Bowl favourites with the fans, especially fans of their own race.

Goblin fans have a bad reputation throughout the Known World for turning up hours before the match, getting mindlessly drunk, starting fights and singing lewd and insulting songs at the tops of their voices. Subsequently, they are banned from attending games in many Kingdoms. This doesn't always bother them, since it was fairly normal for them to miss the actual game while they were getting mindlessly drunk, starting fights...

The game plan of a Goblin team owes more to hope than potential. Let's look at their good point: Goblins make superb Catchers, darting into clear spaces where their lack of height isn't a problem. A former Orcidas Player of the Year was the Goblin Catcher Spite Venomsnaggler, who took 70 catches for 1018 paces in 2482 with the Mongrel Horde.

Of the current Goblin players with star potential, Garbage Throttlesnot of the Underworld Creepers is a talent tipped for the top - and he has an incredible two-figure salary to match. Like most Goblins, he hardly ever fumbles a pass; this is, pundits claim, a racial trait since Goblins hardly ever drop anything they steal when they go raiding.

In complete contrast, the noble art of throwing has never manifested itself in any green, scabby hands. Many Goblin Catchers - 'Handy' Slitsides, for example - have spent whole games waiting for one of their comrades to send something over the top. And Venomsnaggler took 3 catches in 17 games in 2481 while still with the Evil Gits.

For a player like Throttlesnot, the answer was to line up with a mixed race team which might include a 'chukka'. ''I kooda wayted me 'ole life fer a pass from wun of der boyz'', he explained.

This isn't a problem for most Goblin-only teams. ''Da fite'z da fing,'' they claim, arguing that the ball is only ever an incidental consideration in most games they play. 18 of the 22 points the Evil Gits scored last season were run in while there were 4 or less opponents on the field. And, let it not be forgotten, a Goblin still holds the *Most Opponents Killed After The Final Whistle* record (Deaf Mace-head Magee - 4 Bright Crusaders killed, 2468). The only thing that Goblins like more than a fight is a dirty fight with the odds stacked heavily in their favour - and there aren't many races that fight dirtier than Goblins.

NAF FACTS

True connoisseurs of the running game will be devastated to learn that 'Speccy' McGroan has been cut from the team by the Evil Gits for the 2488-89 season.

'Speccy' who achieved a life-time best of 9 fumbles against the Creeveland Crescents last year, was one of those truly incompetent cretins Blood Bowl needs if it is to retain its prime-time status. 'Speccy' set up some fantastic scrambles for the ball with over 30 fumbles last year.

Asked about the cut, Evil Gits coach Bargull Whipdeath said ''e diserfed it, so i cutz 'im from 'ere to 'ere''.

This might just be jovial banter, however, since it is understood by this reporter that the Middenheim Marauders have paid 20,000 Crowns for 'Speccy'... to play for the Chaos All-Stars.

GOBLIN PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Lineman	4	+2	3	3	0	-1	8
Catcher	4	+3	2	4	0	+1	7

Goblin Teams

Most Goblin teams have 4 Catchers and 12 Linemen.

Goblins may never be Blitzers, Blockers, Kickers or Throwers.

Famous Goblin Teams

We don't want to be disparaging about this, but how anyone can take this sport seriously and then ask us to name *Famous Goblin Teams*. Oh, yes, the Evil Gits may have made it to Blood Bowl VIII and beat the Reavers, but we all know there was a players' strike for most of that year, and only two Reavers showed up for the final! And they still scored twice! And don't tell us how they were Orcidas Team of the Year in 2485 because you can still see where they etched their name on the trophy with a dagger point (something which cost them three casualties!). There will never, ever, ever, ever be a famous Goblin team and that's that!

SPECIAL RULES

Throwing

When a Goblin throws the ball, use the *Goblin Throwing Table* instead of the normal *Throwing Table*.

Goblin Throwing Table

Range	*Interception*	*Missed*	*Caught*
Quick Pass	2-3	4-5	6-12
Short Pass	2-4	5-6	7-12
Long Pass	2-5	6-7	8-12
Long Bomb!	2-6	7-8	9-12

Interceptions

Whenever a Goblin is used to intercept a throw, roll 1D6. On a result of 3-6 the Goblin manages to intercept the ball as normal. On a result of 1 or 2, however, the Goblin is not able to jump high enough to catch the ball, and the result is treated as a *Missed* throw. The ball is *Missed* even if there is another player eligible to intercept the ball.

The Right Stuff

All Goblin Catchers have the *Right Stuff* skill, allowing them to thrown by Large Monsters (see *Large Monsters* section for details).

Racial Dislikes and Animosities

Goblins *dislike* Dark Elves, whom have no sense of humour, and Orcs, who tend to bully the Gobbos before, during and after the match.

They suffer *animosity* towards Dwarfs and Elves.

Lowdown Rats Play Book

Wen weez got da ball:
Wun. *Pick it up.*
Too. *Stop fitein' each uvver - jus' wun of yers pick it up!*
A few. *Effribody run towardz da uvver teem.*
Too on boaf 'ands. *'It 'em.*
Boaf 'ands, boaf feet an' yer noze. *Keep 'ittin' 'em.*
Lotz. *If da Ref blowz 'is whissle, 'it 'im.*
Lotz 'n' lotz. *If dere'z no-wun to 'it, see if yooz got da ball.*
Too zoggin' many. *If yooz got it, get wun of dem tuchdurn fings.*

Resse... risv... gettin' da ball wen da uvvers 'as gotted it:
Wun. *Effribody run towardz da uvver teem.*
Too. *'It 'em.*
A few. *Keeps 'ittin' 'em.*
A few an' unnuver wun. *If da Ref blowz 'is whissle, 'it 'im.*
Lotz. *If dere'z no-wun to 'it, chekk to see if yooz got da ball.*
Lotz 'n' lotz. *If yooz got it, get wun of dem tuchdurn fings.*

Speshul Playz:
Crump dere frowerz
Fump dere kacherz
Keep well cleer of geezers in lotza armar
Kill dem zoggin' noisi 'Umans in da crowd an' nick all dere stuff



HALFLINGS

The technical deficiency of Halfling teams is legendary, to the point where few people can see any point in having a Halfling as part of a team at all. They're too short to throw or catch, they run at half-pace, and the whole team can spend all afternoon trying to block an Ogre and still leave him wondering if he has indigestion.

Tactically, they present even more problems. How can you rely on a Catcher who might slip off the field for a hot dog? Or a Lineman who won't get out of the Dug-Out because he's still eating an iced bun?

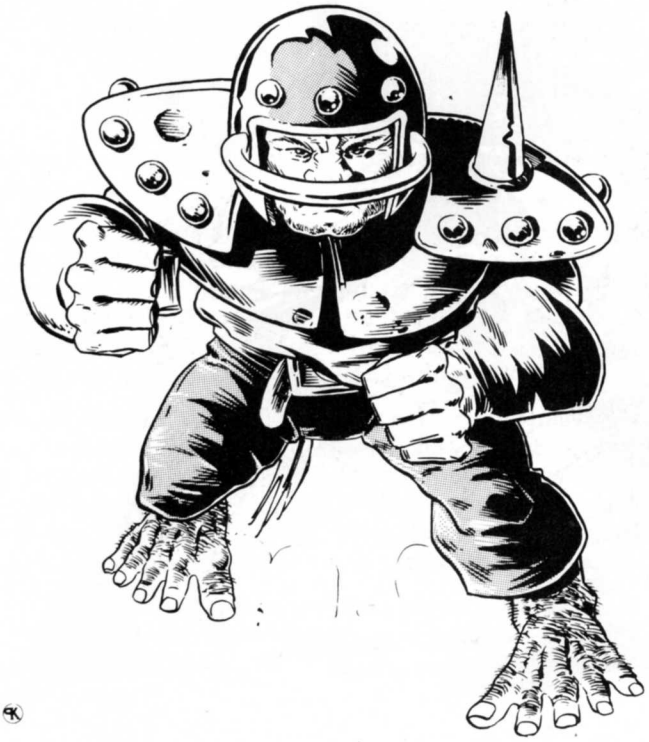
For years now, Halflings have only been accepted by all-Halfling teams. Most Halfling coaches, aware they are short of material, try to make up for quality with quantity. If you can get six Catchers in your opponent's End Zone, and then - miracle of miracles - manage to end up with the ball, one or two of them might not be jelly by the time you throw the thing...

But why, in Nuffle's sacred name, do they bother?

On average, a Halfling team loses 2.2 players every game. Their three NAF teams won a combined 12 of 36 games - mostly against Goblin or absent opposition. The history of the game is littered with Halfling teams which were consumed in one game - but another always seems to spring up in its place. Why?

Truth is, Halflings can't get enough of Blood Bowl, and it's all to do with sponsorship, big food corporations and money. Oh, and eating, looking at it from the Halfing standpoint.

The raisin d'eater of any Halfling team is its sponsor. The deal is that the sponsor gets to have his products stuffed with obvious joy down the throats of the ever-hungry team in front of thousands of fans and zillions of Cabalvision viewers. Some Halfling teams have even given the ball to the opposition to run in while they scamper off for a post-Touchdown snack.



So, who are the great Halfling players? You might be forgiven for naming Bartweed Crumbleberry with his 26 catching Touchdowns, or the redoubtable Hogstone Bluejelly with 1900 paces rushing and *11 Player Fatalities*. But for Halflings the heroes are players such as Fergus Harbuckle with a record-breaking *113 Snacks Consumed on the Field*, or Hamshaw Whitecake with his phenomenal records of *18 Sittings Before the Kick-Off* and *1000 Snacks in a Season*.

NAF FACTS

It has often been asked, what do sponsors gain from deals with Blood Bowl teams? At its simplest, a sponsorship deal may just entitle the sponsors to free tickets to their team's games - and they can be as valuable as diamonds if that team makes the play-offs. In other cases, sponsors pin their hopes on getting extra business through being associated with a successful team - that was certainly what Wolf Runner Coaches hoped for when they signed a big deal with the Icecastle Wolves (and what a disappointment they must have had...).

But most sponsors are just fans of the world's greatest game. As one businessman put it: ''When you've been killing the opposition all week in the office, it's good to look forward to a night of entertainment you can take the whole family to''. That's why the big-money sponsors will pay thousands of Crowns, just as the Metalworkers Guild did to the Dwarf Warhammerers this season. As one spokeman put it: ''Maybe we're just as crazy as they are!''

HALFLING PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Lineman	3	+3	2	4	-1	-1	7
Catcher	3	+4	2	5	-1	+1	7

Halfling Teams

A typical Halfling team is made up of 6 Catchers and 10 Linemen

Halflings may never be Blitzers, Blockers, Throwers or Kickers.

Famous Halfling Teams

Greenfield Grasshuggers (NFC Central), Bluebay Crammers (NFC East), Stunted Stoutfellows (AFC West), Shiretown Stuffers (eaten at Blood Bowl VII by the Chaos All-Stars), Pinkfoot Panthers (disappeared on tour, 2422), Marienburg Fishers (out to lunch, 2477-88), Nippon Nibblers (All-Nippon Eating Champions, 2460-73, 2475-86, 2488)

SPECIAL RULES

Throwing

When a Halfling throws the ball, use the *Halfling Throwing Table* instead of the normal *Throwing Table*.

Halfling Throwing Table

Range	*Interception*	*Missed*	*Caught*
Quick Pass	2-3	4-6	7-12
Short Pass	2-4	5-7	8-12
Long Pass	2-5	6-8	9-12
Long Bomb!	2-6	7-9	10-12

Interceptions

Whenever a Halfling tries to intercept a throw, roll 1D6. On a result of 3-6, the Halfling manages to intercept the ball as normal. On a result of 1 or 2, the Halfling is not able to jump high enough, and the result is treated as a *Missed* throw. The ball is *Missed* even if there is another player eligible to intercept the ball.

Food

There is a good chance that any Halfling standing at the sideline will become overcome with the temptation to buy a tasty snack from one of the hundreds of vendors who throng every Halfling arena. Before you can move a Halfing standing next to a sideline, roll 1D6. On a result of 1-4 the Halfling moves as normal. On a result of 5 or 6 the Halfling may not move - he's eating a hot dog instead! Halflings in an opposing player's *Tackle Zone* may ignore this rule - they've got more important things to worry about.

At the start of the match, and when restarting play after a Touchdown has been scored, roll 3D6. The total indicates the number of players available - the remainder are finishing off a quick snack. If a full squad of 11 is not available, you may bring on 1 player per turn until there are 11 players on the pitch. You may choose which of the players in the Reserves box to field.

Racial Dislikes and Animosities

Halflings don't *dislike* any races - they'll play with anyone as long as they get fed.

NAF FACTS

What chance do the Halflings stand of ever fielding a Blood Bowl side? What chance do they stand of ever even winning their division?

To understand the answer, you need to understand how the NAF League organises the fixtures schedule. The 40 teams are grouped in their two conferences and eight divisions, but they can play any other NAF team during the season. So long as they complete exactly 16 fixtures (by complete we just mean arrange... at least twenty games a season are forfeited when one team doesn't turn up), each team can play anyone it likes so long as it plays each team in its division at least once (that's each *other* team, Hobgoblin fans!) and doesn't play any team more than twice. Actually, this last rule is often waived. As the Dwarf Giants would put it, ''when we get to them for the third time, they ain't the same team.''

Fixtures are organised at a pre-season meeting of the owners. Each brings 16 team socks (or other apparel, in the case of Halflings) to be exchanged for the other team's socks in a frantic meeting. As you might expect, ambitious teams try to arrange a fixture schedule against the weakest opponents possible, which makes the Hobgoblin Team, the Rats and the three Halfling teams very popular. Another consideration is the attractiveness of the opposition; a game against the Cowboys always draws the fans! Bribes, violence and magic are used to influence the swapping of these socks, and the meeting often lasts for several days until any manager can leave with his sixteen opponents mapped out!

After years of receiving weighty bribes (some of which couldn't be eaten), last season the Stunted Stoutfellows managed to get themselves a fixture list which included three games against the Hobgoblin Team, two against the Scarcrag Snivellers and one against the Rats. They won 5 games - matching the club record - and came fourth in their divison! Scale that up three or four times, and you can see how they could become a mighty force in the AFC West in three or four decades.



SKELETONS

Even Tomolandry, famous coach of the Champions of Death, admits you can't expect a lot of a Skeleton. They aren't fast, they throw poorly, and they are habitually carried off the field in batches of threes and fours. But, with just a small dab of the magic sponge, the Undying Coach can have the whole squad back in rattling good form. The longer the game goes on, the more likely it is that the opposition will be bone-tired.

But, you ask, if Skeleton players are so useful, why aren't there more of them in the NAF? Why are the Champions of Death the only team to make a feature of them?

Other teams have found their own methods of introducing durability into their squads. Armour, a strong pool of reserves, fast-recovery magic - these have all been preferred to the high art of Necromancy. It has also been historically the case that all attempts to mix dead and un-dead players in a team have been failures. The Streissen Vampires attempted it for a while; living players were only awarded their team 'bite' after serving for two seasons. But jealousy soon raises its head in such teams; the deaders don't like the way the girls only throw themselves at the players with hair, lips and skin, and the live'uns get fed up with dead players leaving their teeth in the drinking water!



NAF FACTS

It's an unfortunate part of the game, but there has been a trend recently for teams to abuse the rules concerning *Violence Towards A Player Who Is Injured*. As you know, attacking a fallen player is strictly prohibited (for all the difference it makes...). However, certain players with reputations for killing the opposition have become very frustrated at not being able to claim fallen Skeletons as *Kills For* and have taken to reducing the bones to powder as proof of the kill. Grimwold Grimbreath was sent off last year for spending twenty minutes atomising a Champions' Lineman (which led to him increasing his *Referees Killed* tally by 3 in protest). Of course, it isn't always possible to tell Skeletons apart, so we can't tell if Tomolandry is still able to piece them together or not. As long as he keeps quiet on the subject, NAF statisticians are going to continue to be in confusion.

SKELETON PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Lineman	3	+2	3	2	-1	-1	7
Thrower	3	+2	3	3	0	0	7
Catcher	4	+3	2	3	-1	0	7



DID YOU KNOW...

Now It Can Be Revealed

The Dwarf Warhammerers secret weapon against the Cowboys last year was - a searchlight! They stored so much magical energy in their orange squash tub it leaked out and lit up the stadium like day! The unexpected light destroyed the Cowboy's throwing game, and even Moravis Curfew couldn't connect with star Catcher Asperon Thorn. The Warhammerers made an incredible 15 interceptions and ran away with the game, inflicting a crushing 3-0 defeat on the Cowboys.

Skeleton Teams

Skeleton teams are generally made up of 4 Catchers, 2 Throwers and 10 Linemen.

Skeletons may never be Blitzers, Blockers or Kickers.

Famous Skeleton Teams

Well... the point we tried to make just now is that they aren't exactly thick on the ground. The Champions have pretty well cornered the market. What we can tell you is that there are some great Champions of Death teams which used to be famous other teams... Before the practice was banned, Tomolandry regularly raided the graveyards of the Dwarf Giants, and his Blood Bowl VI winning team of 2466 bore a stunning similarity to the victorious Blood Bowl V winners, Middenheim Marauders, who were mysteriously killed in a flying carpet crash.

SPECIAL RULES

Injuries

As they are already Undead, Skeletons are rather difficult to kill or injure. Those little niggling injuries like lost heads and caved in ribs which have other coaches out scouting for new talents are merely sticking-plaster trifles to Tomolandry. *KO'd, Stunned, Serious Injury* and *Dead* results on the *Injury Table* represent various levels of damage to the Skeleton. A Skeleton who has been stunned may have had his head bone disconnected from his neck bone, for example, while a dead Skeleton is a heap of separated bones.

When Skeletons are injured, place them in the appropriate box of the Dug-Out. However, the Skeleton's coach may then move one player one box towards the Reserves box at the start of each of the Skeleton Team Turns. After a Touchdown is scored, the Skeleton's coach may move all of the players two boxes towards the Reserves box. In other words, all the Injured players are moved to the Stunned box, and all other players are put in the Reserves box. Dead Skeletons have to miss the rest of the game as usual - though they'll probably be back next week!

Kicking the Ball

After a Skeleton kicks the ball (including Kick-Offs), roll 1D6. On a result of 5 or 6, the force of the kick has disconnected the Skeleton's foot bone from his leg bone, and the injured player must retire to the Stunned box in the Dug-Out.

Racial Dislikes and Animosities

Skeletons suffer *animosity* towards all living creatures, and may only play in teams made up exclusively of Undead.

MUMMIES

Mummies are embalmed corpses brought back to un-life by the black magic of Necromancers. The ancient tombs of Araby are often raided by talent scouts looking for new (or old, depending on your point of view) players.

Skeleton teams can include 1 or 2 Mummies. Each Mummy takes the place of 3 Skeleton Linemen. This means a team with 1 Mummy has 13 other players, and a team with 2 Mummies will have 4 Catchers, 2 Throwers and only 4 Linemen.

MUMMY PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Mummy	3	0	6	1	-1	-1	11

SPECIAL RULES

Skills

Mummies always have the skills of *Mighty Blow* (level 2) and *Toughness* (level 3).

Tomb Rot

Mummies are all infected with a nasty disease called Tomb Rot. Any player wishing to tackle or block a Mummy must roll a D6 to overcome fear of the infection. On a result of 1-4, the player may attack as normal. On a result of 5 or 6, he refuses to get that close.

Any player, other than another Undead player, that is injured by a Mummy (ie suffers a *Serious Injury* result on the *Injury Table*) must roll a D6. On a roll of 1-4, he contracts Tomb Rot. The infected player must miss the next D3 games while he undergoes treatment for the disease. These missed games are in addition to any he must miss due to the normal effects of his injuries.

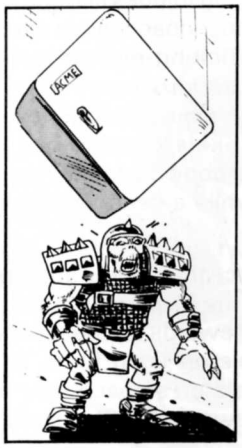
Racial Dislikes and Animosities

Mummies *dislike* all living creatures.



SKAVEN





DID YOU KNOW...

The Skaven Scramblers are the only team ever to have retained the Blood Bowl trophy (well, if you discount the Severed Heads who just refused to give it back). In 2477, they beat the Marauders 3-1 in a game that lasted nine hours! Whew! A year later, they were champions again, beating the Gouged Eye 3-2. An NAF commission ruled out the possibility that the Scramblers had spent all year at the stadium, rigging it for the game, while a team of substitutes set about qualifying, but the pitch did show some peculiarities on the day - mainly a pronounced slope towards the Eye's End Zone and an abnormal number of bottomless shafts...

Skaven society is highly stratified and bound up in complex rituals, but on the Blood Bowl pitch all barriers drop away as every player gives his all for his team's complete and utter victory. The game has become very popular in all fields of Skaven society - the Skaven love any opportunity for mindless violence. In fact, it has been very difficult to persuade them that there is any other purpose to the game once they are on the field - or even when they are just spectating in the stands! Some of the great all-time Player Death and Crowd Death records have occured in games in which the Skaven have appeared.

True to their warped nature they have adapted the game to their own special ways. A new Clan has been formed to govern and control the game - the Clan Rigens. The Clan Rigens consists of over 20 teams. The most famous - and the only NAF team - are the Skaven Scramblers, twice winners of the Blood Bowl trophy. Several other teams have achieved successes in other, lesser leagues and competitions, and there are mixed teams with a large proportion of Skaven competing at various levels. Of course, the Skaven's close association with Chaotic Warpstone and the resulting mutations has helped with this success, but even the basic Skaven player has a lot going for him. It's only a matter of time before a Skaven team makes it to the top again.

SKAVEN PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Lineman	5	+1	3	3	0	-1	8
Blitzer	5	+2	4	3	0	-1	9
Catcher	5	+3	2	4	0	+1	7
Thrower	5	+1	3	3	+1	-1	8

Skaven Teams

Most Skaven teams have 2 Blitzers, 4 Catchers, 2 Throwers and 8 Linemen.

Skaven teams never have Blockers or Kickers.

They can replace 1 or 2 of their Catchers with Mutants (see below).

Famous Skaven Teams

Skaven Scramblers (NFC East), Fifth Column Tunnellers (touring side), Warpfire Warriors (World's Edge League - currently suspended for non-payment of dues).

SPECIAL RULES

Mutants

Following their long association with Warpstone, Skaven are often favoured with the Mark of Chaos - strange mutations which show the approval of the Chaos Powers (long suspected of being great Blood Bowl fans!). Skaven teams are allowed to include up to 2 Mutants instead of Catchers. If Mutants are chosen for the team they must be used - they cannot be replaced with Catchers after you have rolled on the *Mutation Table*. In addition, Mutant players must be placed on the pitch if at all possible, and may only be placed in the Dug-Out if they are Stunned, KO'd, Injured or Killed.

Mutants start off with the same characteristics as Linemen. For each Mutant in the team, roll a D66 and consult the *Mutation Table* (see the *Mutants* section). Record the result beside the players number on a piece of paper, and make a note of any changes to the player's characteristics or other special rules.

Racial Dislikes and Animosities

Skaven suffer *animosity* towards Dwarfs and Elves.

They *dislike* all other races.

SLANN

The Slann are an ancient race who once roamed the stuff of Chaos in their marvelous silver spaceships. But no longer - the Slann have long since degenerated and the technological marvels they once produced are now a thing of the past. So low have they sunk into barbarity that they even (shudder) play Blood Bowl. How uncivilised can you get?!

In fact, there are only a few Slann teams around. Those that do exist are reasonably good, their only weakness being the Slann's poor throwing and kicking ability. Most famous of all Slann players is Lottabottol of the Lustria Croakers, whose record number of interceptions has led to him being nicknamed 'The Leaper'. Fond memories are also held of the Croakers' astonishing Catcher, Quetzal Leap, who seemed to be able to take the ball wherever it was thrown!

But there is little to marvel at in the Slann game beyond an ability to outjump Storm Giants. Their arrogance makes them pick the hardest games, nearly always including the Cowboys, the Reavers, the Raiders and the Chaos All-Stars in their itinerary. This, and their position in one of the toughest divisions in the NAF - NFC West - makes their chances of success always slight, though Lustrians recall with relish their appearance in Blood Bowl XIX at the beginning of the rise to power of the Reikland Reavers. Twice halted at the one pace line, their aerial game finally came to grief with the loss of one Catcher after another.

Or, as they put it at the time: ''We croaked!''



SLANN PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Lineman	4	+2	3	3	-1	0	9
Blitzer	4	+3	3	3	-1	0	9
Catcher	4	+3	2	4	-1	+1	8

Slann Teams

A typical Slann team will be made up of 2 Blitzers, 4 Catchers and 10 Linemen.

Slann may never be Blockers, Throwers or Kickers.

NAF FACTS

The Lustria Croakers are, once again, this seasons most sponsored team. Quite apart from their multi-million deal with Croak-a-Cooler, they have contracts with several running shoe manufacturers, a major car recovery company (whose catch phrase is ''we found a wreck and toad it away') and the publishers of the banned book Fly Catcher is making the best-seller lists everywhere.

SPECIAL RULES

Skills

The Slann have very developed and powerful leg muscles. They can jump quite amazing distances when they have to. All Slann players have the skills of *Leap* (level 2) and *Intercept* (level 2). In addition, Slann Blitzers always have the skill of *Heroic Leap*.

Racial Dislikes and Animosities

The Slann suffer *animosity* towards all other races.

Lustria Croakers Team Chant:

You think you're smart,
You think you're wizz,
Well just remember
whose planet this is.

NORSE TEAMS

No-one can claim that they actually enjoy playing against a Norse team... particularly away from home. Norse teams have the reputation as being the meanest with hospitality off the pitch and the greatest providers of hospitalisation on it. They also have a reputation for rule-bending which rivals the Dwarf Warhammerers.

But, worse of all, there is their legendary ferocity. The average Norseman is a homicidal lunatic at the best of times, largely brought about by a life of melancholy solitude for half of every year and vast quantities of stomach-stripping drink. But the Norse who takes up Blood Bowl is a truly unedifying specimen... they train Blockers by having them head butt ice floes, and they tackle Polar Bears from the age of three.

And plenty of Norsemen have taken up the sport. Think about it from their point of view; the winter night is drawing in, and all you have to look forward to is another epic tale from the bard about guys hacking each other to bits over a reindeer and then going to Valhalla and hacking each other to bits for even less cause. Then you hear that the Artic Cragspiders are playing five successive away games in far-off and glamourous places like Lustria, the Elven Kingdoms and the Worlds Edge Mountains. What are you going to do?

You're going to make ready your travelling gear (a change of clothing for the huskies and a beer barrel) and report for squad duty.



The bulk of the players from a touring side will have been year-round regulars, whom the opposition will have seen on duty on their ice-floe pitches in the depths of winter (if they were stupid enough to be landed with such a fixture). Away games against Norse teams really are the lowest of the low. The crowds are small, stationed some way off on other ice floes (which occasionally tip under the weight of beer barrels); the cheerleaders brandish fathom-long spears and look like Blitzers themselves; the running game along the sidelines becomes a little more risky when even a slight brush from a three hundred pound Beserker might spiral your man out into the ocean; and the passing game has its own hazard - the fact that the ball usually comes down weighing three times as much as it did when thrown.

So, if they get their fixture list right, teams like the Asgard Ravens and the Arctic Cragspiders can look forward to three or four 'wins' each season when the opposing side don't appear, preferring stay at home in front of the fire.

NORSE PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blitzer	4	+3	4	3	0	0	9
Blocker	4	+1	4	2	-1	-1	10
Lineman	4	+2	3	3	0	0	9
~~**Lineman**~~ Catcher	4	+~~2~~4	~~3~~2	~~3~~4	0	~~0~~+2	~~9~~8
Thrower	4	+3	3	3	+1	0	8
Berserker	4	+2	3	3	0	0	8

See below for the special rules for Berserkers who have gone Berserk.

Norse Teams

Norse teams are usually made up of 2 Berserkers, 2 Blitzers, 2 Blockers, 2 Throwers and 8 Linemen.

If you are using the rules for Kickers (see the **Blood Bowl Companion**), Norse teams may replace 1 or 2 Linemen with Kickers on a one-for-one basis.

Famous Norse Teams

Vynheim Valkyries (NFC North), Arctic Cragspiders (AFC North), Asgard Ravens (NFC North).

NAF FACTS

Last season's record for the *Best Individual Single Game Catching (paces)* was made at the Vynheim Valkyries' Longship Stadium. Unfortunately for the Valkyries, the record was made by the albino Osgar Vilechuck, star Catcher of the visiting Gouged Eye, with an amazing 241 paces (the NAF record). Vilechuck caught 6 bombs of 30 or more paces in this outstanding performance, particularaly impressive as the Longship Stadium was knee-deep in snow.

Valkyries' coach Mad Jake McDead disputed the record, complaining that his players couldn't see the albino Orc after he stripped off his uniform! The record stands but, alas, Vilechuck got frost bite waiting for a seventh bomb and caught only 1 more ball all season.

SPECIAL RULES

Berserkers

Once per game each Berserker may go Berserk as long as the player does nothing else for the whole turn and is not in any opponent's *Tackle Zone.* Note down that the player has gone Berserk on a piece of paper, or replace the playing piece with a Berserker from the Citadel Miniatures range. Berserk players use the special Berserker characteristics below.

Berserkers

	MA	SP	ST	AG	TS	CL	AV
Normal	4	+2	3	3	0	0	8
Berserk	4	+2	5	2	NA	NA	10

Note that the Berserker has an increased AV because he can ignore injuries that would stop a lesser man.

NAF FACTS

One of the best sequences of victories in the history of the Asgard Ravens came during the players' strike of 2477. The Ravens won 5 out of 5 during this period. The owners had tried to draft in extra players, but failed, and were forced to field the Valhalla Chorus - the team's Cheerleaders. As a member of the Lowdown Rats put it: ''We don' mind geddin' a beatin' sumtimz, but dose wimmin was danjerus!''

NAF FACTS

In 2435, the Dwarf Giants lost 9 great players when they first lit a fire in the Dug-Out to get warm, which melted that side of the pitch, and then performed a victorious 'high five' in the End Zone after scoring, which tipped the floe over.

Norse stadia are now subject to mandatory safety checks.

Skills

A Berserk player has the skill of *Mighty Blow* (level 2).

Holding the Ball

Berserk players may never hold the ball. If the ball ends up in a Berserk player's square, roll for Scatter to see where it ends up.

When a Berserk player is moved, he must try to move next to the closest opponent and make a block against him. The Berserk rage stops when a Touchdown is scored.

Racial Dislikes and Animosities

Norse players *dislike* Elves.

They suffer *animosity* towards Goblinoids (Orcs, Goblins, Hobgoblins and Snotlings) and Dark Elves.



WEREWOLVES

Werewolves are creatures with their souls in conflict. Their bodies have been warped by the touch of Chaos, their violent natures locked into a rigid monthly cycle by the forces of Law. They are driven wild by the conflicting urges of their opposed natures, and only find relief for their inner tensions in crazed outbursts of terrible violence. So the best thing for them is to pop off and play a nice game of Blood Bowl.

Originally, Were players were drafted into other teams, to provide a little extra bite. Attempts to form all-Werewolf teams have never been particularly successful, due to the unstable nature of the players and the threat to livestock. If the game drags on too far into the evening, the players are prone to fetch the ball rather than run with it, or dig a hole and bury the referee. Their performance also depends on the nature of the opposition. They seem to perform brilliantly against Skeleton teams, for example, but have terrible trouble keeping their minds on the game when playing Treemen. One famous Werewolf player of recent times was 'Rover' McKarloff, who used to shave his palms for better ball control.

However, the Kishargo Werebears showed what can be done with a talented squad and a season of obedience training. Now, there are many clubs in national and regional leagues, and the Westside Werewolves give the Elfheim Eagles a tough ride in the AFC West.





The biggest problem for Werewolf teams is their lack of specialist players. They spend so much time howling and writhing as they undergo their transformations that they just don't have a chance to practice throwing, catching, kicking or other tricky plays. They make up for this by perfecting their gnawing, goring and clawing - skills they feel are far more useful than any amount of flashy ball control once they're on the pitch and in the thick of it.

WEREWOLF PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Lineman	4	+2	3	3	0	0	8
Wolf Form	4	+3	4	4	-2	-1	9

Werewolf Teams

Werewolf teams are always made up of 16 Linemen. These may be in normal Human form, or may change to Wolf form during the game (see *Special Rules*).

There are no Werewolf Blitzers, Blockers, Catchers, Kickers or Throwers.

NAF FACTS

Which kind of Weres make the best Blood Bowl players? This argument has been raging for quite a while, and we're not about to disagree with anyone who holds a strong opinion about it once a month... Strangely, given that they are by far the most numerous type, if you were to say Werewolves you might be barking up the wrong tree. Though good all-rounders, they can't beat Werecats for speed, or Werebears for strength. Very few Weres make good Throwers, since they invariably chase after the ball and bring it back once its thrown; similarly, there have been few good Catchers, except those who have had their teeth removed.

SPECIAL RULES

Transformation

Each Werewolf must enter the field in Human form (including returning after injury), but may change to Wolf form at any time.

A metamorphosing player falls to the ground at the start of the Werewolf turn. He stays there, writhing, until the end of the next Werewolf turn, when he rises (following the normal rules) in a new form. While changing, the Werewolf is considered to be prone. Werewolves may not transform while in the Dug-Out - they must be on the pitch.

Representing Werewolf Teams

Werewolf players need to be represented by 2 playing pieces, one showing them in Human form and one showing them in Wolf form. Citadel Miniatures produce several Werewolf figures in their range of fantasy miniatures, any of which are suitable to represent a player in Wolf form.

It is just about possible to keep track of the state of each player on a piece of paper, but it almost always leads to confusion during the game. Use two different playing pieces if at all possible.

Skills

In Wolf form, were players have the skills of *Mighty Blow* (level 1) and *Toughness* (level 1).

Woof Woof

The following rules apply when the player is in Wolf form:

Werewolves hate everything alive. A Werewolf must make a block if he ends his move adjacent to an opponent. The Werewolf coach may choose which opponent to block if there are several possibilities.

If there is a Skeleton on the pitch, a Werewolf must always try to move next to the closest Skeleton and make a block. If a Werewolf causes a Serious Injury or Killed result to a Skeleton, the Skeleton may not be repaired - the Werewolf has run off with one or two vital bones. The Werewolf is also removed from the pitch, and is placed in its Reserves box in the Dug-Out (this represents the Werewolf rushing off to bury the bone). The Werewolf may be substituted by another player (if one is available), or may be used as a substitute for a different Werewolf player if one is injured in a future turn.

If a Werewolf starts a move adjacent to a Treeman, roll a D6 to see if the player gets, erm, distracted... On a result of 1 or 2 the Werewolf may not do anything else that turn.

Racial Dislikes and Animosities

While in Human form Werewolves do not have any *dislikes* or *animosities*.

In Wolf form they *dislike* all other creatures, including other Werewolves!

NAF FACTS

The Old Faith's Weather Forcasting Sub-Committee voted the Chaos All-Stars the *Best Excuse for Errors in Forecasting* after the All-Stars' match at Vynheim had to be postponed when the temperature reached 95° and the pitch melted. The All-Stars claimed it had nothing to do with them but there were doubts - despite the forecast for sub-zero temperatures and heavy snow, the Chaos lads turned up in shorts and shades!



CHAOS HUMANS



Champions of Chaos are Humans who have sold their souls in return for super-human strength and courage. As servants of the Powers of Chaos, successful warriors may be gifted by their Dark Lords with strange (and sometimes unwelcome) rewards. A Champion of Chaos enjoys a phenomenal rise to glory, followed, more often than not, by a swift collapse into bestiality and madness.

However, they can become true Champions of Chaos, initiates must prove their dedication to their chosen Chaos Power - and what better way than to play in a Blood Bowl team where every victory is devoted to the Dark Lords themselves. As every fanatical servant of Chaos knows, there are no truer words than those spoken by Ruddy Chitterlings "It matters not who won or lost, but how you caused the pain!"

CHAOS HUMAN CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blitzer	4	+3	4	3	0	0	9
Blocker	4	+1	4	2	-1	-1	10
Catcher	4	+4	2	4	0	+1	8
Kicker	4	+2	3	3	0	0	9
Lineman	4	+2	3	3	0	0	9
Thrower	4	+3	3	3	+1	0	8

Chaos Human Teams

Chaos Human teams usually have 2 Blitzers, 4 Blockers, 2 Catchers, 2 Throwers and 6 Linemen.

If you are using the rules for Kickers (see the **Blood Bowl Companion**), they may replace 1 or 2 of their Linemen with Kickers on a one-for-one basis.

Any 2 players may be replaced with Mutants (see below).

SPECIAL RULES

Mutants

Like true Champions of Chaos, Chaotic players are often favoured with the Mark of Chaos. Their bodies are twisted as a result of their devotion to the Dark Powers. These mutations are often advantageous to their Blood Bowl careers, though a few Chaos players are almost more of a liability than an asset.

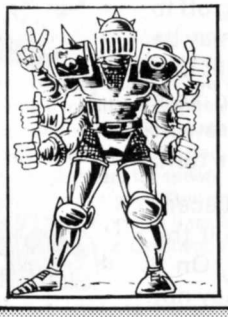
Up to 2 Chaotic players in a team may be Mutants, replacing normal members of the team. Mutant players must be placed on the pitch if at all possible, and may only be placed in the Dug-Out if they are Stunned, KO'd, Injured or Killed.

Mutants start off with the same characteristics as Linemen. For each Mutant in the team, roll a D66 and consult the *Mutation Table* (see the *Mutants* section). Record the result beside the players number on a piece of paper, and make a note of any changes to the player's characteristics or other special rules.

Racial Dislikes and Animosities

Chaotic Humans suffer *animosity* towards Dwarfs and Elves.

They *dislike* all other races apart from Ogres, Trolls and Minotaurs.



DID YOU KNOW...

The Chaos All-Stars caused one rule change which was to their advantage. They had the rule about bringing weapons onto the pitch reworded so that they weren't called 'arms'. Eight-limbed 'Spider' Smith was then allowed to play.

CHAOS DWARFS

Over 150 years ago, a major Incursion of Chaos swept through the north, tainting the land and corrupting thousands of living creatures. Thus was the race of Chaos Dwarfs born. Since then, the Chaos Dwarfs have multiplied and grown strong, building an empire in the northern part of the World's Edge Mountains. The ruthless and cruel Chaos Dwarfs have already swamped a large number of Dwarf settlements in the north and now threaten the main Dwarf domain to the south. In one way, however, they haven't changed at all - they still love playing Blood Bowl!

NAF FACTS

'Dapper' Dagger Longshanks claimed to be the only Chaos Dwarf in history to like Elves. He even hired an Elven marching band to play at his testimonial, though these - tragically - disappeared on the way there. Shortly afterwards, 'Dapper' began his retirement, opening a musical instruments hire shop. Who says the bad guys never change...

CHAOS DWARF TEAMS

Chaos Dwarfs have the same characteristics as normal Dwarfs.

Their teams have the same line-up (and may include Chaos Dwarf Firethrowers if the Coach wishes), except 1 or 2 of the players may be replaced by Mutants.

Chaos Dwarf Mutants should be generated according to the rules in the *Mutants* section.

Famous Chaos Dwarf Teams

Scarfaced Scavengers and Black Death (both in the World's Edge Superleague).

Racial Dislikes and Animosities

Chaos Dwarfs *dislike* Humans, Dark Elves and all Goblinoids (Orcs, Goblins, Hobgoblins and Snotlings).

They suffer *animosity* towards Dwarfs, Elves and Treemen.



DID YOU KNOW...

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

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



MUTANTS

Throughout the civilized world, the Incursions of Chaos are feared and reviled for the death and terror they bring, and for the plague and famine they leave in their wake. Grown men quake in fear, women and children hide, and the soldiers of the Old World don their armour, grasp their weapons and prepare to face the horror that is Chaos.

It is only in the Blood Bowl arena that the appearance of Chaos is met with a mighty cheer as the fans get ready to feast their eyes on unbelievable new plays, orgies of bloodletting and, of course, the latest mutations of their favourite players.

Many of the all-time Chaos greats were Mutants, players with more than their fair share of limbs, eyes, heads or other bodily organs. Past masters include Margoth Doomgrin, whose head bore an uncanny resemblance to a ball - his final decapitation was messy but allowed the Gouged Eye to run in two Touchdowns with a single play; Gaxov the Eye whose hypnotic gaze proved his downfall when he caught sight of himself in the Eagles' sideline dressing mirror and spent the rest of the game rooted to the spot; and Ruddog Ironhead who was the All-Stars leading Blitzer for three seasons until his mechanical limbs seized up during a stormy game with the Valkyries.

MUTANT PLAYER CHARACTERISTICS

A Mutant always has the same basic characteristics as a Lineman of the relevant race. These characteristics may be changed by the effects of his mutations.

MUTANT	MA	SP	ST	AG	TS	CL	AV
Dwarf	3	+2	4	2	-1	0	10
Human	4	+2	3	3	0	0	9
Skaven	5	+1	3	3	0	-1	8

Chaos Dwarf, Chaos Human and Skaven teams may replace up to two of their players with Mutants.

MUTATIONS

For each Mutant, roll a D66 to find out how many mutations the player has:

D66	*Number of Mutations*
11-16	1 mutation
21-46	2 mutations
51-65	3 mutations
66	4 mutations

Roll a D66 and consult the *Mutation Table* for each of these mutations. If you roll the same mutation twice, roll again until you get a different mutation.

SPECIAL MUTATIONS

HYPNOTIC GAZE

The Mutant may use his gaze to transfix a single opponent in an adjacent square instead of making a block. Roll a D6. On a roll of 1-3, the attack fails and nothing happens. On a roll of 4 or more, the opponent will remain motionless and can do nothing at all as long as the Mutant continues the gaze. If the victim is blocked by another player, he is automatically knocked over and must make an *Armour* roll to avoid injury. If the Mutant is blocked the gaze is broken, no matter what the result of the block, and the victim returns to normal.

MACE TAIL

The Mutant has a long, powerful tail covered with lumps and spikes which he can use to attack opponents behind him. This attack may be made instead of a tackle, or in addition to a block. The attack can only be made against opponents in the Mutant's rear three squares (ie the square directly behind him, and one square to the side of that). Both coaches roll on a D6 and add their player's **AG**. If the score for the Mutant is higher, he has battered his opponent to the ground. The opponent is knocked over and must make an *Armour* roll with a -1 penalty to his **AV**; if he is injured, add +1 to the *Injury* roll.

SPONTANEOUS COMBUSTION

The opposing coach may roll during the match to see whether this explosive mutation manifests itself and the Mutant self-destructs. Once a *Spontaneous Combustion* roll has been made, the opposing coach must wait until after a Touchdown has been scored before he can roll again. Within these restrictions, the roll may be made at any time, holding up the Mutant's team's turn if necessary.

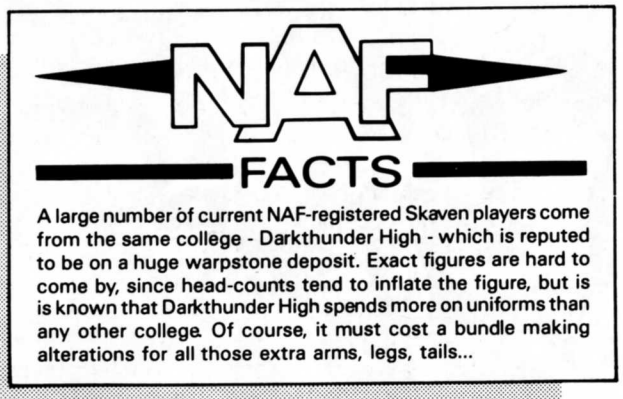
To make a *Spontaneous Combustion* roll, the opposing coach rolls a D6. On a roll of 1-4 nothing happens and the Mutant continues to play as normal. On a roll of 5 or more the Mutant blows up! The Mutant is instantly killed; any players in adjacent squares are knocked over and must make an *Armour* roll to avoid injury. If the Mutant was holding the ball, it is destroyed along with the Mutant and the game must be restarted just as if a Touchdown had been scored. The team that scored the last Touchdown starts with the new ball. If the Mutant blows up in the Dug-Out, all the other players in the Reserves box must make an *Armour* roll to avoid injury.

TEMPORAL INSTABILITY

The Mutant suffers from a weird affliction that results in him occasionally slipping into an alternate dimension and then reappearing a second or two later, having moved several feet in a random direction. The Mutant's coach must roll a D6 for the Mutant at the start of each of his turns. On a roll of 1-5 nothing happens. On a roll of 6, the Mutant slips into a different dimension. The coach then makes a *Scatter* roll, moving the Mutant to an adjacent square just as if he was a loose ball. If the square the Mutant reappears in is already occupied, both players are instantly killed. If the Mutant is carrying the ball and he reappears in the End Zone, he scores a Touchdown.

MUTATION TABLE

D66	Mutation
11	**Carapace:** horny plates protect the Mutant's body. His **AV** is increased by +2, but he may never sprint.
12	**Eye Stalks:** the Mutant's eyesight is improved. He gets the skill of *Catch* (level 2) and his **CL** is increased by +1.
13-14	**Four Arms:** the Mutant now has twice as many limbs to manipulate the ball. He gets the skill of *Catch* (level 2) and his **AG** and **CL** are increased by +1.
15-16	**Hideous Appearance:** the Mutant is ugly beyond belief. Opponents must roll 5 or more on a D6 to block or tackle the Mutant - on a roll of 1-4, they won't go near the hideous creature.
21-22	**Hopper:** the Mutant has incredibly strong legs and walks with a spring in his step. He gets the skills of *Leap* (level 2) and *Heroic Leap*.
23	**Hypnotic Gaze:** the Mutant has a commanding gaze that can transfix opponents. See *Special Mutations*.
24	**Leprous Flesh:** skin and flesh hang from the Mutant in sickening folds. Opponents are so disgusted they must roll 4 or more on a D6 to block or tackle the Mutant - on a roll of 1-3 they won't go near the Mutant.
25-26	**Long Arms:** the Mutant has abnormally long arms, giving him an enviable reach. He gets the skills of *Catch* (level 2) and *Intercept* (level 2).
31-32	**Long Legs:** the Mutant stands tall on powerful legs. His **MA** is increased by +1.
33	**Mace Tail:** the Mutant has a knobbed tail able to batter opponents behind him. See *Special Mutations*.
34-35	**Mechanical Arms:** the Mutant's arms have been replaced by cybernetic metal limbs. He gets the skills of *Long Throw* and *Mighty Blow* (level 2).
36-41	**Mechanical Eye:** the Mutant has a strange crystal and steel contraption in the place of one eye. His **TS** is increased by +1.
42	**Mechanical Legs:** iron sinews and creaking cogs replace the Mutant's lower limbs. His **MA** is increased by +1 and he gets the skills of *Leap* (level 4), *Heroic Leap* and *Long Kick* (level 4).
43	**Noisome Stench:** the Mutant smells significantly worse than a Troll with halitosis. All opponents in the Mutant's *Tackle Zone* suffer a -1 to any *Block* or *Tackle* rolls - this penalty is suffered even if the opposing player is not attacking the Mutant.
44	**Obese:** the Mutant is extremely fat and his excess layers of lard make running a little troublesome. His **MA** and **AG** are reduced by -1 and he may never sprint. However, his **ST** is increased by +2 and he gets the skill of *Toughness* (level 2).
45-46	**Razor Sharp Claws:** the Mutant's fingers end in long, sharp talons. Reduce opponents' **AV** by -1 if they are blocked or tackled by the Mutant, and add +1 to their *Injury* rolls.
51	**Regeneration:** the Mutant just won't lie down and die. If he is killed or suffers serious injury, roll a D6 after each Touchdown. On a roll of 5 or 6 the Mutant has regenerated and may be placed in the Reserves box of the Dug-Out.
52	**Scaly:** iron-hard scales completely cover the Mutant. His **AV** is increased by +1.
53	**Spontaneous Combustion:** the Mutant has a rather explosive personality. See *Special Mutations*.
54-55	**Stupidity:** the Mutant has suffered one too many blows to the head. Treat him as permanently *Punch Drunk* (see the *Injury* rules).
56	**Tail:** the Mutant has a prehensile tail which he can use to trip opponents. He gets the skill of *Tackle* (level 3).
61	**Temporal Instability:** the Mutant occasionally slips into another dimension for a few seconds. See *Special Mutations*.
62-63	**Tentacles:** the Mutant's arms have become suckered tentacles. He gets the skill of *Tackle* (level 3).
64	**Three Legs:** the Mutant has an extra leg. He is treated as a Kicker and gets the skill of *Kick* (level 3). However, his **MA** is reduced by -1 and he may never sprint.
65-66	**Two Heads:** the Mutant can see where he's coming and going at the same time. He gets the skill of *Catch* (level 2) and his **CL** is increased by +1.



If the Mutant gains a skill which he already possesses at a higher level, there is no benefit from the mutation. His skill level remains the same as it was before - it is not reduced to the level given by the mutation.

No characteristic may be increased by more than two points. If a Mutant receives a mutation that increases his characteristic beyond this limit (eg in conjunction with a skill or another mutation), the extra increase is ignored and no additional benefit is gained.

Record the results from the *Mutation Table* beside the Mutant's number on a piece of paper. Note down any special rules and any changes to the Mutant's characteristics.

MIXED RACE TEAMS

There are several mixed race teams in the NAF, though they rarely do very well - too many of the players dislike their team-mates! You can use a mixed race team if you wish, though it does take a bit more work to set up than normal.

There are two methods of generating mixed race teams: the *Random Method* and the *Free Choice Method*.

RANDOM METHOD

Before generating any players, you must decide on the basic race of your team. The basic race of the team determines its alignment:

Racial Alignment Table

Race	*Alignment*
Dwarf or Elf	Good
Dark Elf, Goblin, Orc, Skaven or Chaotic	Chaotic
Human, Halfling, Norse, Skeleton, Slann or Were	Neutral

Having decided the basic race and alignment, roll a D66 and consult the appropriate *Race Table* below for each player in the team.

Good Team Race Table

D66 Roll	*Race*
11-21	Basic Race
22-31	Dwarf
32-36	Elf
41-45	Halfling
46-55	Human
56-63	~~Slann~~ Norse
64-65	Were
66	Treeman Blocker (counts as 2 players)

Chaotic Team Race Table

D66 Roll	*Race*
11-16	Basic Race
21-23	Chaos Dwarf
24	Chaos Dwarf Mutant
25-31	Chaos Human
32	Chaos Human Mutant
33-41	Dark Elf
42-45	Goblin
46-54	Orc
55-61	Skaven
62	Skaven Mutant
63-64	Snotling
65-66	Large Monster (roll on table below)

Large Monster Table

D36 Roll	*Race*
11-34	Ogre Blocker
35-46	Ogre Blitzer
51-63	Troll
64-65	Minotaur Blocker
66	Minotaur Blitzer

All Large Monsters count as 2 players. For example, a team with 2 Ogres can only have 12 other players.

You may choose the position for each player (within the limitations given in *Player Positions*) unless it is specified on the *Race Table*. The rules for Treemen, Ogres, Trolls and Minotaurs are given in the *Large Monsters* section.

Example: I'm going to roll up a team of good guys, based on Elves. Rolling on the *Good Team Race Table*, I get the following team: 6 Elves, 5 Humans, 2 Halflings, 1 Dwarf and a Treeman Blocker (as the Treeman is a Large Monster and counts as 2 players, I'm only allowed 15 players in the squad). The Elves will *dislike* everyone except the Treeman, and the Dwarf will *dislike* the Elves right back. I'm just going to have to cope with that.

As for positions, I shall want the Dwarf to be a Blocker, my Catchers will be Elves and the Halfling; my Blitzers will be Elves and my Linemen Humans.



FREE CHOICE METHOD

With this method, you are allowed much more control over the races in your team. You should pick the basic race for the team as if using the *Random Method*, but may then pick one or two other races, known as *secondary* and *tertiary races*, within the following restrictions:

1. All the races must be of the same alignment.
2. Large Monsters may only be picked as a secondary or tertiary race.
3. Mutant Chaos Thugs may be picked, but only as a tertiary race.
4. A tertiary race does not have to be chosen.

Once you have chosen your secondary and tertiary races, roll a D6 for each of them to find out how many players of that race are included in the team.

Secondary and Tertiary Races

Roll	*Secondary Race*	*Tertiary Race*
1	2	0
2	3	0
3	4	1
4	4	1
5	5	2
6	6	2

Make separate dice rolls for players from the secondary and tertiary races. The remainder of the squad is made up by players of the basic race. Each Large Monster counts as 2 players towards the squad's complement of 16 players.

The coach may decide on each player's position (within the limitations given in *Player Positions*) with the exception of Minotaurs and Ogres. For each Minotaur and Ogre in the team, roll 1D6 and consult the following table.

Minotaur and Ogre Position

D6 Roll	*Position*
1-4	Blocker
5-6	Blitzer



Example: *I could have selected my Good team by this method. If the basic team was made up of Elves, and my rolls for secondary and tertiary races were 2 and 4, three players would have been from my secondary race and one from the tertiary. Rolling on the Good Team Race Table, I discover these to be 3 Humans and 2 Dwarfs. The other 11 players will be Elves.*

PLAYER POSITIONS

Mixed race teams can have up to 2 Blitzers, 4 Blockers, 4 Catchers, 2 Throwers and 16 Linemen.

If the Kicking rules are being used (see the **Blood Bowl Companion**), up to 2 Kickers can be included, replacing Linemen on a one-for-one basis.

A player may not play in a postion not allowed to their race. Within these restrictions, you can choose where each player will play.

Representing a Mixed Race Team

It is best if each player is represented by a Citadel Miniature of the appropriate race and position. If this is not posssible, record each player's race and number on a piece of paper.

It is a good idea to give players of the same race consecutive numbers. For example, a team with 12 Goblins and 4 Skaven could have the Goblins numbered 1-12, and the Skaven 13-16.

Halflings and Special Rules

Halflings in mixed race teams are not allowed to eat in the Dug-Out. You don't have to see how many Halflings are available at the start of the match or after a Touchdown is scored. You must still check to see if they grab a snack when they are next to the sideline.

All other special rules for a race apply normally to players in a mixed race team.



LARGE MONSTERS



The catch-all category *Large Monsters* covers several races, all of whom are prodigiously large, tough and, in most cases, stupid. Now, being large, tough and stupid makes you pretty much the perfect Blood Bowl player, so Large Monsters are not an uncommon sight in Blood Bowl arenas around the world.

Amongst the fans, the Big Guys have always been firm favourites and are guaranteed to draw large crowds. These factors make Large Monsters popular with coaches and stadium owners alike, so they overlook some of the monsters' rather anti-social habits (such as eating the team's mascot just before Kick-Off, then eating the opposing team's mascot, then ripping the heads off a few spectators to practise throwing...).

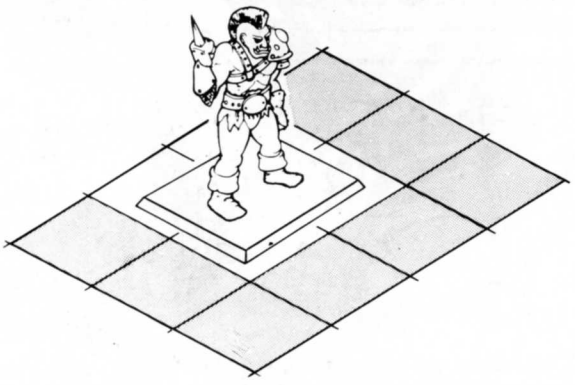
Large Monsters and Teams

Large Monsters may be included in any team that does not suffer *animosity* towards them.

Each Large Monster counts as 2 ordinary players with regard to team size and the number of players on the pitch. This obviously means that a maximum of 5 Large Monsters can be on the pitch at any time. The Oldheim Ogres, for example, are made up of 6 Ogre players and 4 Goblins. Each Ogre counts as two normal players, so the 6 Ogres count as 12 ordinary players. Adding the 4 Goblins gives you the equivalent of a full team of 16 players. Their typical line-up is to field 5 Ogres (the equivalent of 10 ordinary players) and 1 Goblin.

LARGE MONSTERS AND MOVEMENT

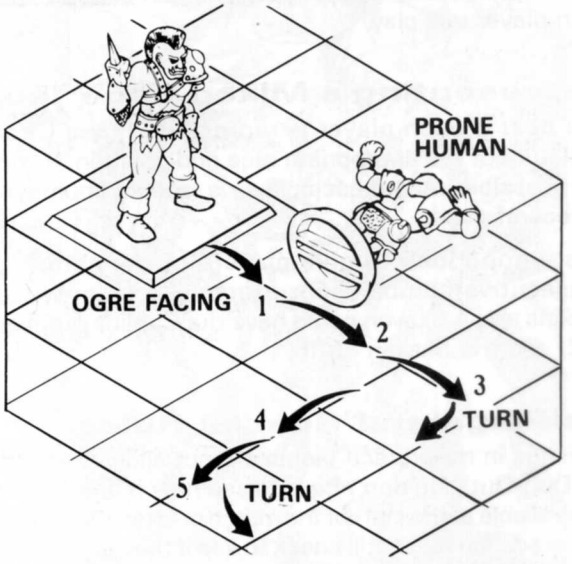
Large Monsters occupy 4 squares on the pitch. Unlike normal players, Large Monsters have a *facing*, dictated by the direction their model is facing on the pitch. In addition, Large Monsters only have a *Tackle Zone* to their front and side, *not* to their rear.



Large Monster Facing: the toned area shows the Ogre's *Tackle Zone* to the front and sides.

Large Monsters may only move straight ahead. They must change their facing to move in a different direction. It does not cost the Large Monster any of his move to change facing, and he may change his facing any number of times during a move. A large Monster cannot change facing unless moving - his facing, therefore, cannot be changed during the other team's turn. A Large Monster may be faced in any direction when he stands up.

Unlike other players, Large Monsters may move through squares occupied by *prone* (not upright) players, as they are able to step over the fallen bodies. They may not move in this way if they would *finish* their move in a square with a prone player, and they may not move through squares occupied by a prone Large Monster.



Large Monster Movement: the Ogre moves 5 squares, making two 90° turns - while moving, he steps over the prone Human with no penalty.

THROWING TEAM-MATES



Large Monsters with the *Throw Team-Mate* skill are allowed to throw small players on their team instead of the ball. The only creatures a Large Monster is allowed to throw are Halflings, Goblins or Snotlings - no other race will do. The two players must be in adjacent squares, and both must be standing.

If the creature that is going to be thrown does *not* have the *Right Stuff* skill, you must first roll a D6. On a result of 1-4 the little creature has very sensibly decided he doesn't want to be thrown and has dodged out of the way - the Large Monster may try to grab a different small player instead, provided the players are in adjacent squares.

On a result of 5 or 6 he may be thrown as described below. Creatures with the *Right Stuff* skill *always* agree to be thrown.

Players may *not* be thrown at opponents. Measure the range as normal, then increase it by one range band (a *Quick Pass* counts as a *Short Pass*, for example) - this means it is impossible to throw a *Long Bomb* when throwing a team-mate.

Roll 2D6, modifying the score as with a normal throw - except that the **CL** of the creature being thrown is used in place of that of the receiver. If a *Caught* result is rolled, the thrown player lands perfectly, and is placed upright on the target square. The thrown player may not move or throw the ball this turn. If a *Missed* or *Interception* is rolled, the throw has gone all wrong: the player who was thrown must roll on the *Injury Table*, and is placed in the appropriate box of the Dug-Out. If the injured player was carrying the ball, it will scatter *twice* from the target square.

NAF FACTS

Snotlings aren't unaware that the other races mock their prowess at Blood Bowl. Mostly they don't care much: ''Dey gets crumped jus' as bad we duz - an' dey gots furder ta fall!'' But some Snotlings do show a pride in their work, and do anything they can to improve their play. Smeggy 'The Glider' Marshjuice had a tailor rig his uniform so that it had wings under the arms, and he managed to take the ball 156 paces in 8 carries against the Scarcrag Snivellers.

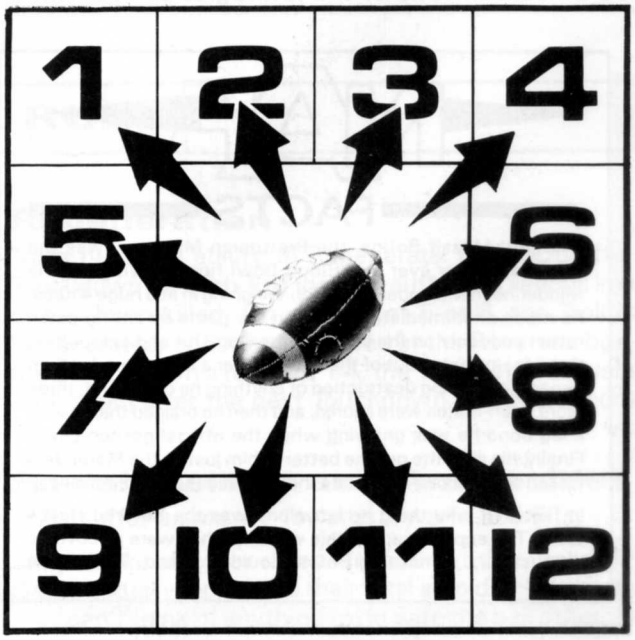
Sadly, an Elementalist in the pay of the Gaadrieth GLadiators ended a promising career when he called up a strong wind and sent Smeggy on a tour of all the arenas in Norsca!

OTHER SPECIAL RULES

Scattering

If the ball scatters from a Large Monster's square, use the *Large Monster Scatter Template* shown on the left. Photocopy this, stick to a piece of card and cut out ready to use.

There are 12 squares the ball can scatter to. To generate a number from 1-12, roll a D6 twice. If the first roll is 1-3, read the second roll as normal, giving a result of 1-6. If the first roll is 4-6, add 6 to the second roll, giving a result of 7-12. Alternatively, you can buy a 12-sided dice from your local games shop.



Interceptions

A Large Monster is only eligible to intercept a throw if part of the Range Ruler passes over the Large Monster's *model*. Just passing over the base is not good enough.

Touchdowns

Large Monsters score a Touchdown if any part of their base enters the opponent's End Zone - as long as they are holding the football, of course.

OGRES



Ogres are by far the most common Large Monster seen on the Blood Bowl pitch, and there have been a great number of famous Ogre players over the years, including many who hold All-Time records, particularly in the *Player Fatalities* and *Halfling-Eating* categories.

Most famous of all, of course, is Morg'th N'hthrog of the Chaos All-Stars, the first Ogre to become a team captain and the only player to be elected to the Hall of Fame before retirement. Rumour has it that he may be the first player ever to win the Blood Bowl trophy without the rest of his team, given the - uh - influence he seems to be able to exert over officials.

Teams throughout the NAF are licking their lips at the thought that Morg'th N'hthrog's kid brother, Grunn'k M'mthrog will be available through the Crush for the 1990-91 season. One of the few Ogres to ever win a scholarship (many believe that the Norse Midgard College faked his test results), Grunn'k has been setting them alight in college Blood Bowl this last year. By 'them' we mean other players, officials and colleges, of course!

Ogres are principally useful for attacking plays; they are fearsome Blockers, and some make frighteningly efficient Blitzers. A straight-arm jab from an Ogre has been likened to being run over by a coach and horses at a gallop. However, their bulk does count against them in the tackle, where they are easily tripped when runing, and their poor coordination makes their catching poor.

But these small disadvantages are easily over-looked by keen Blood Bowl fans. Ogres are most often the first players to land a blow, and quite often the last. They have great staying power, a tremendous appetite for the game, and their height makes them popular with Goblin and Snotling fans, who love to see the Big 'Uns get their come-uppance.

So - what price the Oldheim Ogres this year? Well, they might be worth a copper penny or two, given that they have imported some Human throwing, kicking and catching skills. But it's a safer bet that the Ogres will be involved in the shortest game of the season when they play the Hogoblin team. Can they beat last season's 90 seconds? The fans sure hope so!



DID YOU KNOW...

Despite the interest of NAF teams, Morg'th N'hthrog's kid brother, Grunn'k M'mthrog, might not be destined for the astrogranite at all, as many other lucrative areas of employment are open to him. It is rumoured that the Necromancer's Broadcasting Circle Cabalvision Guild want to sign him up as a commentator in a bid to win the franchise back from their rivals. In addition to having a complete knowledge of how to truly splatter an opponent, Grunn'k's massive bulk is said to block the other mage's transmissions!

NAF FACTS

'Hungry' Massif Bofine, the Brettonian Minotaur, was the heaviest player ever in a Blood Bowl final, playing for the Middenheim Marauders in 2469. Weighing in at a huge 410lbs, he made an immediate impact on the game by sitting down rather suddenly on the bench in the Dug-Out and catapulting three team-mates out of the arena. After a slow start, he then began a sweeping destruction of anything he could find; three more team-mates were injured, and then he brained the ref with a leg bone he was gnawing when the official got too close. Finally, his appetite got the better of him just as the Marauders looked set to score, and he ate the ball - and the player holding it.

In fact, the only thing he left alone was the Severed Heads team. The explanation for this was that they were all covered in mustard - something Bofine couldn't stand. The Heads won 3-0.

OGRE PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blocker	5	+1	7	2	-1	-1	11
Blitzer	5	+2	7	3	-1	0	11

SPECIAL RULES

Skills

All Ogres have the skills of *Throw Team-Mate, Mighty Blow* (level 2) and *Toughness* (level 2).

TROLLS

Trolls are large creatures of vaguely Human appearance. Very vaguely. They are incredibly strong and unthinkingly ferocious, but their gross stupidity tends to limit their effectiveness on the pitch. They usually play in mixed race teams alongside Goblins and Snotlings, these being the only two races desperate enough to allow Trolls into the team. Troll players of any note have been few and far between, mainly because they find it so difficult to remember to turn up for more than two games in a row.

But when a Troll, by accident or design, starts rumbling the right way (with or without the ball for company), the fans jump up in their seats and throw their hands in the air (those Laurelorn Lepers fans love their Blood Bowl!).



You need an efficient, well-drilled defence to stop a Troll in full flight - or you can cheat, of course (and who can forget the Dwarf Warhammerers Acid Net play, or the 300,000 Gold Crowns bill they had for repairing the pitch!).

NAF FACTS

Most Officials Killed In One Game (unofficial estimate): 89. In the furore after a disallowed Grim Axebreakers Touchdown in a pre-season friendly against Real Tobaro in the Estalian League, Vizgrak Pigczit, an import from Kislev's Praag Changelings, ate all nine referees on duty. He then ate the NAF Referees Inspectorate, everyone in the NAF Hospitality Marquee and then the official statistician. That ended his official run at 45, just two short of Vurner Vinkler's all-time record, but he is known to have caught at least another four dozen from the Annual Referees Outing before they left the stadium disguised as priestesses.

Zkurf Manglemann holds the *Spike!* magazine Gold Commendation for the *Most Unfairly Disallowed Touchdown*. Cut into 4 pieces by an illegal tackle by Ivan 'The Scythe' Deathshead of the Champions, Green Face Blocker Manglemann still carried the ball into the End Zone, hopping on one leg and holding the ball in his teeth. However, because the two arms blocked opponents downfield, and the other leg kicked a referee to death, the TD was over-ruled. Why? The refs said it was because Green Face had too many players on the field!

TROLL PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blocker	4	+1	7	2	-2	-2	10

SPECIAL RULES

Skills

Trolls have the *Mighty Blow* (level 2) and *Toughness* (level 1) skills.

Din Dins!

When a Troll is about to throw a team-mate, roll a D6. On a result of 2-6, the Troll throws his accomplice as normal. On a result of 1, however, the Troll is unable to overcome his natural greed and eats the other player instead of throwing him.

If the unfortunate player is holding the ball, the Troll will eat that as well - play will have to be restarted with the new ball going to the side that started with it after the last Touchdown.

Regeneration

Trolls have the ability to Regenerate. Roll a D6 after a Touchdown for each Troll that has suffered a serious injury or has been killed. On a result of 5 or 6, the Troll has Regenerated, and may be placed in the Reserves box of the Dug-Out. On a result of 1-4, the Troll is still recovering - roll again after the next Touchdown has been scored.

Racial Dislikes and Animosities

Trolls suffer *animosity* towards Dwarfs and Elfs.

They *dislike* all other races - including other Trolls! This *dislike* actually represents their total stupidity - quite often they can't think of anything to do with the ball other than to hang on to it.

MINOTAURS



Who was the most famous, most feared Blood Bowl player in the time before there were such things as sponsors, Blood Bowls or Conferences? Incontestably, it was that great Minotaur star, Mad Bull Chainspleen. No-one should forget Mad Bull, because his activities changed the way the game is played forever.

Before Mad Bull, team spirit was a rarely encountered thing; if a comrade went down, you ignored him, even if the opposition attempted to turn him into fertiliser. Games were sudden, primitive, violent things, often reduced to a case of 6 or 7 a side after the first Touchdown. Skill rarely came through - no-one had enough practice to hone their talents.

But Bull changed everything. Don't misunderstand, he didn't consciously change anything - but after the 2419 season, things were never the same.

The 2419 season was special because it was his most successful for *Player Fatalities*. An average two a game went down (both gravitationally and culinarily). At the same time, the Champions of Death seemed to grow in stature from a middling side to an unbeatable mega-team. The word went out - Bull wasn't just eating the players for pleasure, he was taking the bones of players he'd devoured to the Champions!

This was too much for some of the long-term professionals who had 10 or 11 games under their belt. They started freezing Bull out of the game; making strenuous efforts to block him away from fallen comrades, even at the cost of leaving other opponents unattended. Although there were some problems, these teams noticed that the new tactic preserved players for longer, and that they became better at the game. Suddenly, games became more daring, as Star Players evolved, showed their skills, and were protected by lesser lights.

The memories of Mad Bull aside, there are many good reasons for fielding Minotaurs. They are huge, bull-headed creatures of Chaos who delight in violence and have an insatiable appetite for raw flesh. Their enormous strength, minimal intelligence and vicious, depraved mentality makes them perfect Blood Bowl players.

Fortunately for most other players, few coaches allow Minotaurs in their team. This is mainly because of their disconcerting habit of going Berserk before, during and after the match and attacking anyone and anything that gets in their way: friends, foes - even the coach!

MINOTAUR PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Blocker	5	+1	7	2	-1	-1	11
Blitzer	5	+1	7	3	-1	-1	11

SPECIAL RULES

Skills

All Minotaurs have the skills of *Mighty Blow* (level 2) and *Toughness* (level 2).

Blood Greed

Minotaurs suffer from a rather anti-social habit known as *Blood-Greed*. If a Minotaur kills an opponent (ie the opponent rolls a 12 or more on the *Injury Table*), he starts to feast on the dead body, dropping the ball if he was carrying it (the ball scatters from the Minotaur's square). The Minotaur remains on the pitch, but can do nothing until the next Touchdown is scored.

Minotaurs consider it the height of bad manners to disturb anyone while they are eating, and tend to overlook the fact that their timing and menu might be considered inappropriate by others. Minotaurs go *Berserk* if anyone tries to make a block against them while they are feasting.

A Berserk Minotaur must always be moved directly towards the nearest player on the pitch (friendly or enemy) and must make a block against the player if he can. If two or more players are the same distance from the Berserk Minotaur, the Minotaur's coach can decide which player is attacked.

A Berserk Minotaur returns to normal after a Touchdown is scored.

Racial Dislikes and Animosities

Minotaurs suffer *animosity* towards Dwarfs and Elfs.

SNOTLINGS

Snotlings are not, of course, Large Monsters. They are very small monsters. They are included here because they are almost only ever used in teams that also contain a Large Monster.

As befits a race whose members act like crazed five-year-old football hooligans (don't you hate five-year-old footballs?), Snotlings love Blood Bowl and turn up in vast numbers to see their favourite teams play. More than that, they love Blood Bowl games that mix plenty of Big Guys being torn to pieces with a great deal of passing. The slaughter gives them the satisfaction of watching 'Biguns' get beat up; the passing game is often all they can see when sitting behind Ogres in the Stands!

They will do just about anything to take part in a game. Sadly, very few teams let them join since they are, without exception, quite the worst Blood Bowl players in the Known World. Let's face it - would you use a player who needs the help of four or five mates to have an even chance of beating up a Halfling? You think it's a coincidence that the Moot Halfling League has a Snotling team in, so none of the all-Halfling teams ever has to come last?

Still, Snotlings have occasionally been given a chance to play ever since a rather bright Ogre realised that he could throw a Snotling even further than a Goblin. He grabbed the wrong player by mistake (actually the Snotling wasn't even a player, but was standing too close to the sidelines) and heaved him into the End Zone of a neighbouring pitch. This play caught on, and suddenly everyone wanted a Snotling in their team!

Of course, their enthusiasm for the game does shorten their life span. For one thing, Snotlings who get lobbed all over the Blood Bowl field are bound to come a cropper sooner or later. You always get some wag on the other team with a baseball bat ready to swat the little guy back again. Even if you land safely, there is the well-observed fact that you're behind enemy lines, alone, with the ball... Snotlings are much more safe in the Stands, where the worst that can happen is that a Giant will think they're seat cushions.



SNOTLING PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Snotlings	3	+3	0*	3	NA	-1	5

* If Snotlings Gang Up on another player, count each Snotling as having **ST** of ½ (round down if this gives you an odd ½).

SPECIAL RULES

Skills

Snotlings always have the *Right Stuff* skill, enabling them to be thrown by Large Monsters.

Mixed Race Teams and Snotlings

Up to 8 Snotlings may be included in a team. They replace any other players on a 2 for 1 basis.

Snotling Models

Citadel's Snotlings are usually put on large 40mm monster bases in groups of nine. For **Blood Bowl**, you will have to put your Snotlings on individual bases. If you haven't got any spare bases, a small lump of plasticene can be used instead. Snotlings use the normal movement rules, *not* the Large Monster movement rules.

Throwing Snotlings

Because Snotlings are so small they can be thrown further than other players. The range is not increased by one range band and they may thrown all the way to *Long Bomb!* range (see *Throwing Team-Mates*).

Snotlings and the Ball

A Snotling carrying the ball may not sprint, block or tackle - he has enough trouble just holding on to the ball.

Snotlings may never throw the football and can never make an Interception. Being of somewhat diminished stature, Snotlings find it difficult to catch a thrown ball and often end up being flattened by it. When a Snotling tries to catch a ball, roll a D6. On a result of 1-3, the Snotling has been Knocked Over and must make an *Armour* roll to avoid injury. The ball scatters out of the Snotling player's square. On a result of 4-6, the Snotling catches the ball as normal.

Snotling Teams

Players who have tired of the delights of fielding Halfling teams can go for a real challenge and use a team made up of 16 Snotlings. They'll never win a game, of course, but can claim a huge moral victory if they even manage to score a Touchdown!

Racial Dislikes and Animosities

Snotlings suffer *animosity* towards Dwarfs and Elves.

TREEMEN



Treemen are generally reclusive creatures who do not mix with other races. However, it has been known for very young Treemen (mere striplings under 250 years old) to take part in games of Blood Bowl with Good teams. In such saplings, the chance to take a bough as a Blood Bowl champion makes the sap rise and they can't leaf the game alone.

Treemen are incredibly strong and tough and have the ability to take root, making them almost impossible to knock over. On the other hand, they are painfully slow-moving and it is not uncommon for a Treeman to spend the whole match waiting for an opponent to get within branch-reach.

There haven't been many truly great Treemen in the history of Blood Bowl - a notable exception is Longbark Earthroot. Longbark had a short but glorious career with the Galadrieth Gladiators, time and again taking up his favourite position in the End Zone to wait for those long passes that came bombing in. Alas, Longbark's Blood Bowl days were brought to a close in a notorious midsummer game against the Lowdown Rats. The little guys surrounded the rooted Treeman and set light to his kindling - dried out from the summer heat, Longbark flared up and was reduced to a blackened stump before the Gladiators could come to his rescue.

Current favourite with the fans is Greybranch Oakwillow, playing for the Bluebay Crammers, though Greybranch is still trying to live down the shame of the day he took root in midfield only to find himself unexpected host to a flock of twittering starlings. Unable to see through the cloud of fluttering birds, Greybranch missed three interceptions and a certain Touchdown before he could pull himself free.

His game has recently improved, however. In a match against the Oldheim Ogres, he caught both the flying Snotling Trashcar Daggerplague *and* the ball with the same play. The ball was returned 65 paces for a Touchdown; Trashcar was dropped after only 35 paces to become fertiliser.

TREEMAN PLAYER CHARACTERISTICS

	MA	SP	ST	AG	TS	CL	AV
Treemen	3	0	8	2	-1	0	11

SPECIAL RULES

Skills

All Treemen have the skills of *Throw Team-Mate, Mighty Blow* (level 2) and *Toughness* (level 3).

Taking Root

Treemen have developed an unusual special play in which they literally root themselves to a spot, giving them great resistance to even the most vicious blocks. At the start of any turn a Treeman may choose to take root - note down that the Treeman has done so on a piece of paper.

A Treeman who has taken root cannot move, but can never be knocked over. However, he must still make an *Armour* roll to avoid injury if he suffers a *Knocked Over* result on the *Block Table*.

All Treemen who have taken root return to normal after a Touchdown is scored, but they may take root again later in the game.

Racial Dislikes and Animosities

Treemen *dislike* all Chaotic creatures (Orcs, Goblins, Hobgoblins, Dark Elves, Skaven, Chaos Humans, Chaos Dwarfs and other Large Monsters).



DID YOU KNOW...

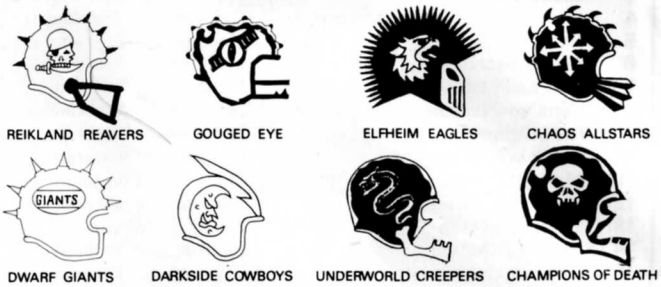
In Albion, Treemen hold a special place in the defence-orientated local leagues. In fact, it is not unusual for teams to have names which show just how close to their Treemen roots they are. There's Knotinthem Forest, Shuffling Woodsday and Ashton Villains. Certain Chaotic teams are so opposed to that style of play, that their names carry anti-Treeman sentiments, such as Burn Lea and Rotsdale.

FAMOUS TEAMS

There are 40 teams competing in the NAF for the chance of winning the ultimate prize, the Blood Bowl itself. At the end of each season there's always a chance that some teams will drop out of the league (usually because they've simply run out of players), and their places will be taken by up and coming new teams. Who can forget, for example, the Shiretown Stuffers - the doughty little fellows made it all the way to the Blood Bowl final, only to be eaten by the Chaos All-Stars before they could score a single Touchdown.

But some of the teams just seem to go on and on, featuring strongly in the league year in, year out. It doesn't seem to matter how many injuries or deaths these teams suffer - at the start of each new season, they're ready with another squad of skilled, if slightly deranged, players.

And who could doubt that among these old hands, the eight teams described on the following pages are among the greatest? (Actually, many people have suggested that the Underworld Creepers barely rate as a 'great' team, but if popularity is anything to go by the Creepers have got to be up there with the best of them.)



TEAM REROLLS

To represent the skill, experience and luck of different teams (not to mention their ability to get away with blatant cheating), the coach has the option to roll certain dice results more than once. These are known as rerolls. Some Star Players get rerolls due to their *Luck*. In the same way, whole teams may benefit from rerolls - these are known as *team rerolls*.

A team reroll may be used by the coach to reroll a dice at any time in the game. The coach can even force his opponent to reroll a dice, and the opposing coach has no choice but to throw the dice again. The result of the second roll must be accepted, unless the opposing coach also has a reroll option which he can use to force a third roll of the dice. In any case, no dice roll may be rerolled more than once by *each* coach.

Each of the famous teams listed on the next few pages has a number of *team rerolls* given to it - well, except for the Creepers, who don't get any. This is the maximum number of rerolls that can be made during a game (although only one reroll can be used at a time).

Team rerolls can be used for any dice roll, affecting any player on the field. Player rerolls gained by Star Players are in addition to team rerolls, but can only be used for dice rolls that directly affect the player with the *Luck* skill.

Rookies, Veterans, Fans and Cheerleaders

The **Blood Bowl Companion** includes rules for Veteran, Experienced and Rookie players, and for Fans and Cheerleaders; if you don't have the **Companion**, you can use the following rules to represent their effect on a team (but don't use these rules as well as those in the **Companion**).

Subtract the number of Rookies from the number of Veterans in the team, and divide this total by two (rounding any fractions down). The result should be added to the number of rerolls the team gets. For example, the Giants have six Veterans and only one Rookie - this means they get an extra two rerolls (6 minus 1 equals 5; 5 divided by 2 is 2½, which is rounded to 2).

If there are more Rookies than Veterans in the team, the result will be a negative number. In this case, the *opposing* teams get the relevant number of rerolls! For example, the Creepers have three Veterans and five Rookies: 3 minus 5 is -2, divided by 2 equals -1; this means their opponents get an extra team reroll (the Creepers just don't seem to have the breaks going their way).

Each coach should also add his Fans' *Chant*, *Hooligans* and *Loyalty* factors to his Cheerleaders' *Cheering Ability*. The team with the highest total receives one extra team reroll. For example, the Reavers are playing the Gouged Eye: the Reavers have *Chant* 3, *Hooligans* 1 and *Cheering Ability* 8 for a total of 12; the Eye have *Chant* 2, *Hooligans* 4, *Loyalty* 2 and *Cheering Ability* 8 for a total of 16 - the Eye gains an extra team reroll.

Campaigns

If you use these famous teams to play several games as part of a league (known as a *campaign*), you may need to replace injured or dead players. This means that the number of Rookies and Veterans can change from game to game. Full campaign rules are given in the **Blood Bowl Companion**, but the following quick system can be used if you don't have the **Companion**.

1. All new players recruited (other than Star Players, ofcourse) are Rookies.
2. Rookies become Experienced players if they complete two consecutive games without being injured.
3. Experienced players become Veterans if they complete four consecutive games without being injured.

You will need to recalculate your team rerolls every time the number of Rookies and Veterans in your team changes.

The more games you can play without losing players, the more skilled your team will become and the more rerolls you'll get.

REIKLAND REAVERS

Coach: Helmut Zwimmer **Basic Race:** Human

No.	Name	Position	Experience
1	Griff Oberwald	Blitzer	Star Player
2	Zug	Blocker	Star Player
3	Jacob von Altdorf	Thrower	Star Player
4	'Surehanded' Gregor Meissen	Catcher	Star Player
5	Ritter von Baum	Lineman	Star Player
6	Ziggi Abschuss	Lineman	Star Player
7	Ivan Kellhoofer	Kicker	Veteran
8	Hans von Broken	Lineman	Veteran
9	Fat Mittbrot	Thrower	Veteran
10	Pieter von Gullet	Blocker	Veteran
11	Matthias Meier	Blitzer	Veteran
12	'Fast' Ben Jansen	Catcher	Veteran
13	Luigi di Passella	Kicker	Veteran
14	Helmut Rokstein	Blocker	Veteran
15	Gerhard Linebreaker	Lineman	Veteran
16	Jean-Paul Mussen	Lineman	Veteran

Fame: 24 **Team Rerolls:** 10

The Fans: *Chant 3; Hooligans 1; Loyalty 0.*

Cheerleaders: The Reavettes *Cheering Ability 8*

Team Sponsors: Four Seasons Coaching Lines.

What are we to add to the thousands of words that have been written and spoken about the top-scoring team of the pre-season pro-am tournaments, the Blood Bowl champions of two of the last three seasons, the AFC Champions of three of the last five years, and the perennial winners of the AFC Central. What can we possibly expect of this year that doesn't involve them winning and winning and winning again?

Well, it has to be said that they're not the young lions of the NAF anymore. Griff and his team have fought several hard campaigns together, and this is the same squad that started the tough '85 season, several rookies having been lost through injury. For my money, they are bound to have to blood more new talent this year, or find some excellent Freebooter assistance. Already we have heard that Jacob von Altdorf and Luigi di Passella may not start the season with niggling injuries.



DID YOU KNOW...

The Reikland Reavers are reputed to have the most aggresive marketing departments in the NAF? They regularly mail 1,000,000 copies of their newsletter, which - amongst other things - offers its readers prizes, such as a night out with Zug or a collection of Griff Oberwald's stitches. The hardest thing in the world is to stop them sending you stuff! The Reavers Digest is one heck of a fan newsletter, sure enough.

But we have to add that this is the team everyone else has to beat. The Reavers have a tough schedule, and face better than average competition from an improving Gouged Eye. Their game against the Eye, in the second half of the season, comes just before games against the Champions and the All-Stars, and this will be the key point of their season.

Rumours abound, of course, that the Griswell family, who own the Reavers and have done so for generations, are looking to sell out following some lean times in their meat pie empire. Have the fillings started to drop out of the bottom for the Griswells? It seems unlikely they can have a shortage of goods, given the meat Zug created with some of his blocks last year, but perhaps the days of the open cheque book are over.

So, if you've got the odd twenty or twenty-five million to spend, would you invest in the Reavers?

I've got a feeling that dark times are around the corner for Reikland. Their fans are used to success, but they bring very few benefits to the side in terms of knobbling opponents, out-shouting their cheerleaders or intimidating referees. If the results did start to slide, what price Helmut Zwimmer's job?

So, a watershed season for the Reavers. Can they stick to a winning formula, or is the chemistry about to fall apart? Watch this space!



THE GOUGED EYE



Coach: Gort Severlimb

Basic Race: Orc

No.	Name	Position	Experience
1	Varag Ghoul-Chewer	Blitzer	Star Player
2	Harg Vainkill	Thrower	Star Player
3	Krug Painspear	Blitzer	Star Player
4	Rip Sorepain	Blocker	Star Player
5	Urfrik Skullhack	Blocker	Star Player
6	Hak Demoncutter	Lineman	Star Player
7	Trok Elfsplitter	Kicker	Veteran
8	Gort Skullhack	Catcher	Veteran
9	Izzi the Frog	Catcher	Experienced
10	Da Rock	Blocker	Veteran
11	Burnstuntie Joy	Lineman	Veteran
12	Gurk Halftoad	Lineman	Veteran
13	K K Klannerman	Lineman	Experienced
14	Ugly Rackspite	Lineman	Experienced
15	Cannonball Bennie	Thrower	Veteran
16	Igor Blazetown	Blocker	Experienced

Fame: 11

Team Rerolls: 5

The Fans: *Chant 2; Hooligans 4; Loyalty 2*

Cheerleaders: The Pockettes

Cheering Ability 8

Team Sponsors: Booty from Orcish raids.

Coming out of the Reavers' shadow, watch the Gouged Eye this year. Forget their consistent failure to qualify for the later stages of the Championship; this is a team that is going to be able to boast ''we'z kill'd summa dem'' about any team which makes it to the Blood Bowl Final. This year, the Eye want blood! Their limited goodwill has been sapped by close-season rumours of internal division. Coach Gort Severlimb announced ''We'z only lost a few'n'a cuppal of boyz in traynin' dis yeer; datz better'n yushul.'' Was this a sign that the Eye weren't up to their normal tough-tackling game? We took the answer as 'no' when Severlimb made an NBC forecaster eat his crystal ball. He'll be able to see where he's coming from in future.

Last season, the Eye shocked many people with the breadth and accuracy of their passing game. Harg Vainkill's transfer from the Ironcrag Decimators made the Eye's first season with him as starting thrower a strong improvement on the previous half-dozen. The fans came back, there were some key pitch invasions that swung the tide in a few games, and the old attitude returned. I've never seen so many referees with shoe-laces to tie as I saw this season when the Gouged Eye were trying one of their special plays.

But it was always going to take more than just calling for the heavy roller while the game was still in progress to make the Eye a formidable force. Harg Vainkill has opened up their game, although he is still dependent on some lesser lights to be under the bombs he fires! Skullhack lacks a bit of pace for my liking, and Izzi the Frog's vaunted jumping talents aren't so special. But defences are having to play with a bit more depth these days, which is leaving more room up front for class runners like Varag Ghoul-Chewer.

Varag Ghoul-Chewer is the most complete Blitzer any Orc team has ever had, and he's a great captain, able to keep the unpredictable Eye players in line. More of the violence is conducted on the pitch (or at least in the opposition dressing room where it has a chance of affecting the result) and less of it is directed at getting the last bit of fluid out of an already pulped opponent. Varag's motto is that his team should keep breaking legs until there are only enough left for the Orcs to count. A few teams have come to realise just how low numeracy is among the Gouged Eye players!

The Chaos Cup is still a better bet for the Eye than the Blood Bowl, since it is unlikely that they can make enough from their tougher games to challenge the Reavers; some say the Nightwings might be a safer wager in that department. The Chaos Cup is just the sort of trophy the Eye likes to see in the chief's hut; it slavers at all his best jokes, belches in unison and doesn't need dusting. Look out Chaos - the Eye will be after this bauble again!

ELFHEIM EAGLES

Coach: Perellian Ashblade **Basic Race:** Elf

No.	Name	Position	Experience
1	Valen Swift	Thrower	Star Player
2	Soaren Hightower	Thrower	Star Player
3	Ibrahim Golddawn	Catcher	Star Player
4	Highelm Lyrpadre	Catcher	Star Player
5	Fanafriel Cleardawn	Catcher	Veteran
6	Cathdrien Waterfall	Catcher	Veteran
7	Pinedweller Cumulus	Catcher	Experienced
8	Ffarren Branchstrength	Blitzer	Experienced
9	Kerredith Morr	Kicker	Veteran
10	Opaldawn Mardiell	Kicker	Experienced
11	Tall Erreden	Lineman	Veteran
12	Sussurrus Morr	Lineman	Veteran
13	Fennel Tallelm	Lineman	Veteran
14	Oakwarmth Salladrien	Lineman	Veteran
15	Kaprica Rootstem	Lineman	Experienced
16	Ullerien Morr	Lineman	Experienced

Fame: 15 **Team Rerolls:** 8

The Fans: *Chant 4; Hooligans 1; Loyalty 3*

Cheerleaders: The Eaglets *Cheering Ability 9*

Team Sponsors: Star Insurance Guild, Nuln.

There is a spirit of confidence growing at beautiful Vale Stadium, Laurelorn. Amidst the vines rising up the columns of the main stands, and the sun-ripened marigolds in the borders by the Dug-outs, the bones of last season have been swept away, to make room for the challenge of the new. The investigation into that classic demolition job in Blood Bowl XX has been forgotten; the NAF have found - to their cost - evidence of any malpractice in that famous final disappearing as fast as the Elves can get to it. The Elves never attempted to use the magic that won them that game again, so NAF observers have reported that the sudden transformation of the Nurgle's Rotters team into no worse than college students was the work of Fate.

With the stigma of their sole championship removed, the Eagles are said to be very keen to have another try. And, to their credit, they have built up a team like the classic 2479-80 team, founded on the solid passing game for which the Eagles are famous.

Make no mistake, the Eagles are interested in more than the sales of team posters, mirrors and hair gel; they want their purple and orange to be the style of 2489, and that requires a Blood Bowl win. So, they have groomed the very best squad they could; combining the elegance of good play with a strong sense of mayhem and the right designer labels.

The Eagles' game depends upon their ability to move the ball rapidly from player to player before some noisome Orc arrives like a battering ram. To this end, they have found themselves two top-rate Throwers in a league that rarely sees one in each team. Valen Swift, the articulate team captain and fashion advisor (his brother is captain of the Galadrieth Gladiators) has been joined by Soaren Hightower, whose disguised pass has become such a brilliant attack form. Is he using magic to make the ball partially invisible? Few seem prepared to condemn him out of hand, but there were a number of instances last season when lesser teams intercepted pigeons while the Eagles ran in scores.

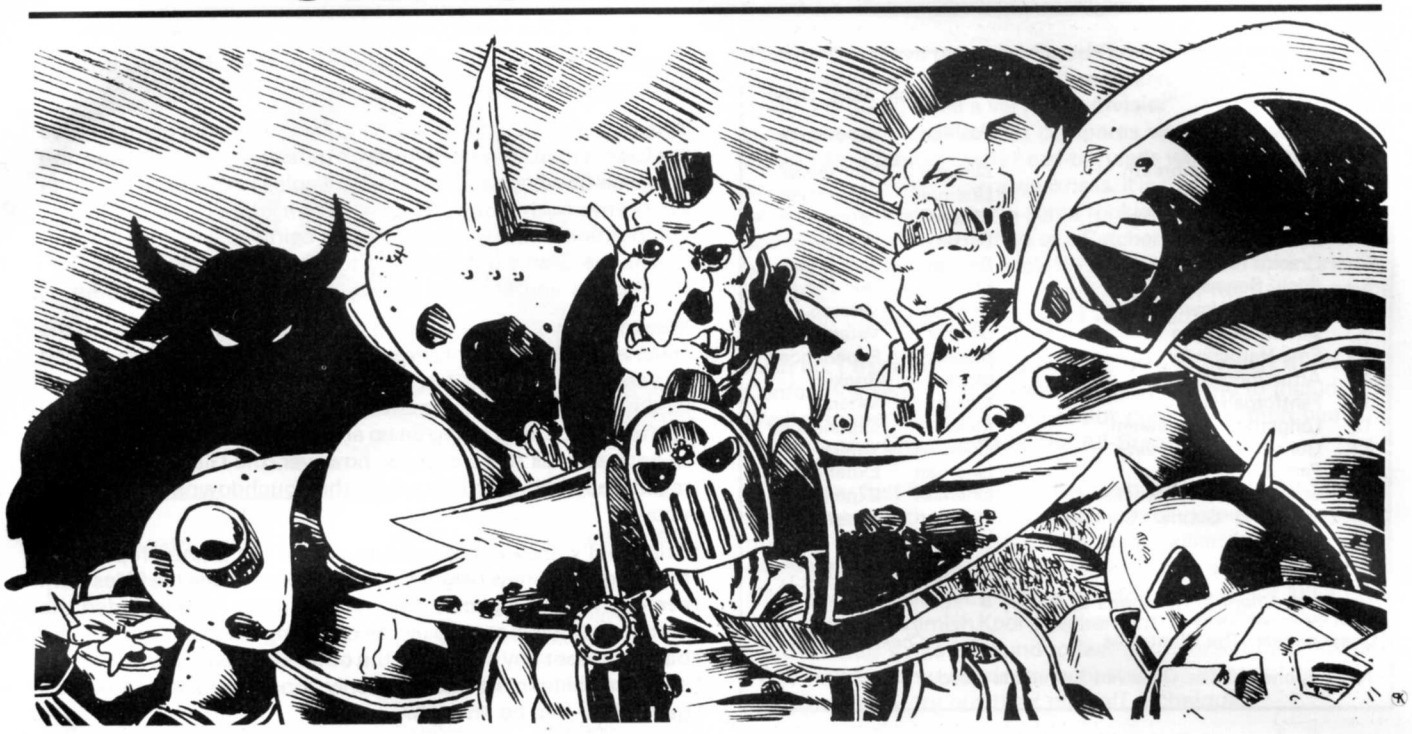
The Eagles have a solid pool of catchers, undoubtedly the best of whom is Ibrahim Golddawn from the University of Kayro in Arabia, a surprise graduate of the 2486 Crush (not a normal Elf recruiting technique). Expect him to have a brilliant season. Also, there is Highelm Lyrpadre, who seems to have a telepathic link with Hightower, and picks up some outrageously long passes.

But what the Eagles have realised this year, as have all the classic Elf teams throughout the history of the game, is that the pretty play can only begin when there are fewer than 11 homicidal maniacs on the pitch whose view of the game is at odds with yours. If you field 2 Throwers and 3-4 Catchers, you are demanding a great deal of your heavier troops. Orcish teams in particular have given up ever hoping to catch the ''pransin' little gits who don' stand'n'fite'' and have settled for trying to get to Swift and Hightower before they can dance off the pitch to the applause of endeared fashion-watchers.

So, although we can expect to see Golddawn operating behind the lines from the word go, don't expect the Eagles to miss any opportunity to crump unwary opponents who expect only minimal opposition from Elves. And watch out for Ffarren Branchstrength, who might just be the Eagles' ace if he can average a little better than the 120 paces a game he achieved in 248788.



CHAOS ALL-STARS



Coach: Unknown... **Basic Race:** Mixed Chaotic

No.	Name	Position	Experience
1	Morg'th N'hthrog	Ogre Blocker	Star Player
2	Duke Luthor Von Hawkfire	Human Thrower	Star Player
3	Garak Grigolson	Human Blitzer	Veteran
4	Laxon Hrull	Dark Elf Catcher	Veteran
5	Dirty Dan	Goblin Catcher	Star Player
6	'Constrictor' Atlanson	Human Mutant (*Tentacle*)	Veteran
7	Bork Bulge-Belly	Troll Blocker	Veteran
8	Zy-Nox	Minotaur Blitzer	Veteran
9	'Snake' Sanders	Human Mutant (*Hypnotic Gaze*)	Veteran
10	Sark Four-Eyes	Skaven Mutant (*Two Heads*)	Veteran
11	Kefft the Despised	Human Thrower	Veteran
12	Jurgen Demonfeeder	Human Blitzer	Veteran
13	'Acid-scarred' Max	Human Lineman	Veteran

Fame: 14 **Team Rerolls:** 5

The Fans: *Chant 3; Hooligans 3; Loyalty 3*

Cheerleaders: The Chaotics *Cheering Ability 7*

Team Sponsors: None.

Special Rules: The Chaos All-Stars may ignore the rule that all of their Mutant players must start on the pitch. Instead, their coach can treat them just like other players. All of the players in the Chaos All-Stars can ignore the rules for racial *dislikes*, and can hand-off or throw the ball to any other member of the team.

The Chaos All-Stars are a problem side. There isn't much about them that conforms to normal, gratuitous Blood Bowl behaviour. It's hard to fathom their motivations, it's hard to put your finger on their playing style, and it's utterly impossible to find their stadium. But they're there, alright!

It isn't difficult to feel sorry for the other teams in the AFC East, who know they can never predict what the All-Stars might achieve. The All-Stars have - sometimes - an array of talented players and a capacity for fouling up other team's plays that borders on the - um - chaotic. They don't cheat; they just allow the normal aberrations of Uncertainty to work in their favour from time to time.

It isn't impossible to bounce this back at them: when they turned the ball into a kitten during an AFC semi-final, the Reavers quickly found another twelve small kittens, and lobbed them all into the End Zone. Not only did the ball-kitten turn back into a ball, but so did one of the other felines, so the Reavers had scored twice (Trivia fans should note - the other balls turned into a cow, a harpsichord, a children's slide, a goat, an unpublished work by Wilhelm Rattlespear, a gooey green thing, two ironing boards, a tax inspector and an elephant that took out an All-Star looking for an interception).

The big problem for the All-Stars is that the NAF seem determined to impose a greater level of order on the game than they can cope with. One NAF ruling, for example, insists that the Palace of Eternal Suffering must appear in a time and space reachable by normal physical travelling methods a week before the game, and that its playing surface must be similar to that of at least one of the other Blood Bowl teams (brought in after the infamous Mulligatawny Soup game against the Nuln Nibblers). The rules of physics, mathematics and historicity must not be tampered with during a game, nor may the All-Stars use magic outside of the official NAF spell repertoire.

This blatant holding back of the art of the game is decried by many, but it has been necessary to maintain any kind of balance. Since the late 2460s, the All-Stars have been languishing, unable to repeat their classic Blood Bowl win in 2467. They fare much better in the Chaos Cup, where the rules are more flexible, and where the Cup itself has played for them on at least three occasions.

Can the All-Stars buck the trend and beat the rationalists at their own game? It's not impossible. Their 13-thing squad for the coming season includes some rare (impossible, some would say) talents, none more so than the awesome Morg'th N'hthrog, who hopes to improve on his total of 1,378 blocks thrown last season (which includes 480 spectators blocked when he brought the house down at Middenheim). Watch out too for Duke Luthor von Hawkfire who tosses a mean ball (cow, harpsichord, children's slide, goat, unpublished work by Wilhelm Rattlespear, gooey green thing...), and who hopes to regain his Imperial Women's Institute *Nastiest Man* award after a disappointingly nice year last season.

DWARF GIANTS

Coach: Gudrun Wolfric **Basic Race:** Dwarf

No.	Name	Position	Experience
1	Grimwold Grimbreath	Blitzer	Star Player
2	Axebreaker Jones	Lineman	Star Player
3	Icesplitter Wyrdhelm	Blitzer	Veteran
4	Kurt Livingrock	Blitzer	Veteran
5	Granite Rivalblade	Blocker	Star Player
6	'Pick' Seamsunder	Blocker	Star Player
7	Rockrider Howitzer	Blocker	Veteran
8	Dimitri Coaleyes	Blocker	Veteran
9	Fritz Herbgrinder	Blocker	Experienced
10	Artur Tunnelflame	Blocker	Rookie
11	Flintforge Hammer	Kicker	Veteran
12	Longstrider Anvilsteam	Kicker	Experienced
13	Gunner Diamondvein	Lineman	Veteran
14	Partizan Helmut	Lineman	Experienced
15	Stoneshape Peakbreaker	Lineman	Experienced
16	Ferdinand 'Gunner' Gunnarson	Lineman	Experienced

Fame: 10 **Team Rerolls:** 4

The Fans: *Chant 2; Hooligans 2; Loyalty 4*

Cheerleaders: The Giantettes *Cheering Ability 4*

Team Sponsors: The Dwarven Architects Guild.

One of the few predictions that can be safely made this year is that the Dwarf Giants will not be breaking the record for *passing attempts*... Almost as likely is the predicted success of their running game, with a good chance of several individual, team and all-time records being broken, along with a few heads, limbs and hearts. As owner Thorn Durinsgold III would put it, ''we're going to crunch anybody who gets in our way!'' Even apart from the owner's tactical appreciation of his team's methods, there are other factors that point to this being a potentially classic year for the Giants.

Last season, team captain Grimwold Grimbreath managed a potent 94 fatalities, and he was followed by Axebreaker Jones (36) and 'Pick' Seamsunder (24) as the Giants regularly slew up to 10 a side, including wipe-outs against the Blueberry Crammers, the Lowdown Rats and the Hobgoblin Team. When just 2 Ravens scuttled away from their last game, it seemed incredible that the Giants hadn't won their division, but the Valkyries had beaten them by 2 wins.

This failure to qualify for the NFC Championship games made the Giants mad. They look back on defeats by the Valkyries, the Darkside Cowboys and the Elfheim Eagles with bad blood; three Elf teams had robbed them of their chance of top flight competition. Pundits see the gap as being as wide this season, unless the Giants get past two tough opening games away to the Raiders and at home to arch-rivals the Warhammerers.

Weakness against the passing game has been a feature of the Dwarven game for centuries. For the Giants, a team dedicated to a centre-field massacre, the problem is even worse. You can't expect even a modest Linedwarf to cover his End Zone when there's a good fight going on up ahead - they all want their share of scalps. In all three defeats, however, the Giants had barely registered their first kills when the Touchdowns rained from above.

Grimwold's answer has been to extend the Giants' reputation for slaughter to new heights, hoping to discourage the Elves from even coming to a game! New tactical ploys have included the extra wide sweep to mop up the opposing Dug-Out, burying the ball to prevent any chance of the other side gaining possession, and some hidden firearms - the only 'long' element in the Dwarf game. Will this be enough?

Many think this is the Giants' year. The Valkyries can't expect to triumph as easily as last year, and the breakthrough of Granite Rivalblade and Seamsunder as potential Dwarf All-Star players (yes, BB-fans, this famous challenge side is to be resurrected for an end of season game) must mean the Giants start with an enormous advantage. Expect them to wipe out the Stoutfellows and the Snivellers at home, and to bulldoze several arenas on their travels.

And there's another promise to be aware of. Grimwold has set this year as his target for taking Engel von Evilstein's *Season Player Fatalities* record - 259. That's a staggering 13 kills a game by one Dwarf. Is it possible (remember, von Evilstein had the advantage of killing the Shiretown Stuffers three times over through rematches)? If it isn't, then watch out for the *Civilian* record or the *Own Team* record... Grimbreath doesn't take failure too well!



DARKSIDE COWBOYS



Coach: Luxen Tuentir **Basic Race:** Dark Elf

No.	Name	Position	Experience
1	Hubris Rakarth	Blitzer	Star Player
2	Hawthorn Tullaris	Blitzer	Star Player
3	Moravis Curfew	Thrower	Star Player
4	Ithaca Benoin	Thrower	Experienced
5	Asperon Thorn	Catcher	Star Player
6	Autavic Hellebronn	Catcher	Veteran
7	Luxen 'The Net' Lion	Catcher	Veteran
8	Elon Surespite	Catcher	Rookie
9	Venom of Praetta	Kicker	Veteran
10	Isiah Sulphuret	Kicker	Experienced
11	Odium Khan	Lineman	Star Player
12	Eli Dwarfmalice	Lineman	Veteran
13	Rancour Orvarrin	Lineman	Veteran
14	Malachi Pique	Lineman	Experienced
15	Elijah Doom	Lineman	Experienced
16	Jeremiah Malice	Lineman	Rookie

Fame: 14 **Team Rerolls:** 6

The Fans: *Chant 4; Hooligans 3; Loyalty 2*

Cheerleaders: The Shadows *Cheering Ability 10*

Team Sponsors: Imperial Clothiers Guild.

Any other team which lost Jeremiah Kool from the active list would surely face a season of retrenchment. But not the Cowboys. Even while Jeremiah was setting all-time *Individual Single Game Player Fatalities* and *Individual Career Passing* (paces) records not to mention club records for *Single Game Passing* (paces), *Single Game Passing* (number), *Season Player Fatalities* and *All-Time Career Passing* (number) - they were grooming his successor. And, sure enough, Hubris Rakarth came good just in time to take over as captain, having set an NAF *Individual Season Interceptions* record in 2485 along the way (plus club *Interceptions Leading to Touchdowns* and *Tackles That Injured* records).

Rakarth insists that comparisons are pointless. As a Blitzer, his is a different skill to the long arm of the great Kool. Rakarth likes to play from deep, hence the interceptions. He is, foremost, a defensive player who makes the crowd gasp with shattering tackles to halt breakthroughs or which send Catchers into the fifth tier from the back of the stands. ''There's only one way to make the ball come loose in a tackle,'' he says. ''Rip his arms off!''

The Cowboys are a dangerous team with him in the side. They are an even more complete team for the blossoming of Hawthorn Tullaris, who provides more attacking blitz options, and Moravis Curfew, who was taught by Kool himself. Expect to see Curfew and Asperon Thorn connect at least three times a game when the Cowboys are on song.

Are the Cowboys potential Blood Bowl Champions? They last won in 2480-81, and this squad compares favourably. The NFC Central is going to be a very easy division for them to win, and they have a fixture list that compares well with last season's if they come through early head-to-heads with the Valkyries and the All-Stars. If they have a weakness, it is that unfortunate losses have caused them to bring some rookies in (remember the sad end to Nathan Greyfire's days as a Catcher when he was squished by the Mjolnir brothers' Double Whammy tackle?). Their Linemen look short of staying power, and Curfew may not have the time to weigh up the throw that Kool once had.

Even so, I think we have to expect them to be part of an NFC Conference semi-final line-up that is only likely to include the Warhammerers as a challenge. But could they then beat the Reavers, the Champions or the All-Stars?

In the very first Blood Bowl, the Cowboys beat the All-Stars by turning many of their leading players into slugs, and then insisting that the ground be sprayed with insect killer. However, other shape-change magic led to them being first suspended by the NAF, and then subjected to a barrage of contract killings by jealous rivals. Jeremiah Kool's 'retirement' to the Offensive Magic Co-Ordinator's role is bound to lead to more subtle chicanery. Watch out for some wierdness in the last few games of the regular season as they try out their play-off techniques.

The last word has to come from Hubris Rakarth. As the new glamour boy of the Cowboys, what did he think his chances were, as a Blitzer, in keeping his good looks for as long as Jeremiah Kool? The answer was sharp and to the point - a broken bottle followed by ''Better than yours, stupid!'' Yep, those Cowboys are ready for the new season!



UNDERWORLD CREEPERS

Coach: Lance Fleshbarb **Basic Race:** Mixed

No.	Name	Position	Experience
	Goblins		
1	Garbage Throttlesnot	Catcher	Star Player
2	Spike Skinelf	Catcher	Veteran
3	'Slasher' Bowelgrim	Catcher	Experienced
4	Fester Rustblade	Catcher	Rookie
5	Stickpig Maim	Lineman	Veteran
6	'Ace' Fireblade	Lineman	Experienced
7	Lickfester Midden	Lineman	Experienced
8	Piles Openwound	Lineman	Experienced
9	Notchblade Abcess	Lineman	Rookie
10	Wildman Teethgarland	Lineman	Rookie
	Skaven		
11	Split Tendoncutter	Blitzer	Star Player
12	'Fast Draw' O'Gore	Blitzer	Experienced
13	Shaftsplitter Grim	Thrower	Veteran
14	Firespitter Cleave	Thrower	Rookie
15	'Race' O'Bunyon	Mutant (*3 Legs*)	Experienced
16	'Fat' Brainsplatter	Mutant (*Obese*)	Rookie

Fame: -4 **Team Rerolls:** 0

The Fans: *Chant 1; Hooligans 4; Loyalty 1*

Cheerleaders: The Graves *Cheering Ability 1*

Team Sponsors: Imperial Mines.

Special Rules: The Creepers are renowned for the fights that break out in their own Dug-Out. Roll 1D6 after a Touchdown is scored, adding +1 if the Creepers are losing. On a roll of 6 or more, a fight has broken out and one fit player (chosen at random) has been injured. Roll on the *Injury Table* to find out what happened to the player in the brawl.

One of the wildest predictions for the new season coming up. The Underworld Creepers will give the Reavers and the Gouged Eye the shock of their lives this season. How come? Because they are going to finish with a winning record, and be up there pressing for an AFC play-off space.

There's no need to take my temperature or reach for the medical dictionary. This prediction is based on two certain factors. First, this team is the best - I mean the best - Goblin/Skaven hook-up ever. They have three players who would grace any team in the NAF, and only a few who would just make messes on the carpet. Second, they have cunningly arranged their fixture list through some massive manipulation of the Sock Exchange. They have four soft openers (two against the Ravens, then on to the Werewolves and Albion) and a third game against the Ravens, plus others against the Berserkers, the Stoutfellows and the Killers for later.

OK, picking up 8 wins isn't going to make them play-off hopefuls. But, say they manage to beat the Eye and the Nightwings too (they've managed both in the last few season), and say they manage another win against the Crescents or the Gladiators. Suddenly, they look serious contenders.

It'll be some season if they pull it off, and the Creepers fans will go wild if they can achieve it. It might be more sensible to see the Creepers as potential Chaos Cup winners (they last held it it 2484). But everyone expects the Reavers to get through easily, and the Creepers like the position of being under-dogs. ''Yer, s'grate,'' said a spokesman, ''Means we can bites dere bellies...''

Players to watch for include new catching sensation Garbage Throttlesnot, a Goblin who can keep his mind on the ball. He should be able to find some good positions downfield, using his famed 'knee-capping' technique for opening up the defensive secondary. Armed with the job of finding him afterwards is Skaven Thrower Shaftsplitter Grim, a 'chukka' who has got used to running over the years, since his offensive line is not only offensive, but pretty useless too. But, even more exciting, there is Blitz sensation Split Tendoncutter, a Skaven capable of some horrible challenges and who boasts that only Ramtut III went past him all last season... and he did it in two halves...

There are plenty of rookie players, of course, as befits a team who lost 7 players as part of Grimwold Grimbreath's assault on the *Player Fatalities* record. But they have quickly learned to be fast on their feet and at grovelling when superior lines overwhelm them. Skaven ingenuity with hidden weaponry also stands them in good stead. Provided the same squad is there in the latter part of the season, this could be the dark horse in the AFC.



THE CHAMPIONS OF DEATH



Coach: Tomolandry the Undying **Basic Race:** Undead

No.	Name	Position	Experience
1	Ramtut the Third	Mummy	Star Player
2	Throttlegrim the Elder	Mummy	Veteran
3	Brittle Snaparm	Thrower	Experienced
4	Quietus Hades	Thrower	Experienced
5	Rigor Mortis	Catcher	Experienced
6	Cain	Catcher	Experienced
7	Ivan the Revived	Lineman	Experienced
8	Toxix	Lineman	Experienced
9	Carcass Bloodletter	Lineman	Experienced
10	Harry Obitu	Lineman	Experienced
11	Styff Simeon	Lineman	Rookie
12	Splinter Marrowblade	Lineman	Rookie

Fame: 13 **Team Rerolls:** 5

The Fans: *Chant 1; Hooligans 1; Loyalty 4*

Cheerleaders: Dem Bonez *Cheering Ability 8*

Team Sponsors: The Temple of Morr.

Special Rules: Tomolandry is possibly the greatest Necromancer the Known World has ever seen, and the Skeletons and Mummies in his team are just that little bit better than those used by less skilful Undead coaches. To represent this, use the following characteristics for the team's Skeletons:

Skeleton Player Characteristics

	MA	SP	ST	AG	TS	CL	AV
Lineman	3	+2	4	3	-1	-1	8
Thrower	3	+2	3	3	+1	0	7
Catcher	4	+4	2	4	-1	+1	7

In addition, Tomolandry may repair players at twice the normal rate (ie, he may move one player two boxes or two players one box each).

Sadly, Tomolandry doesn't seem to have dug up anything special for the Dug-Out this season. This is the same Champions team that was comfortably better than the rest of the division but still got roasted by the Eagles' passing game. I suppose it is too much to ask for a little originality from Tomolandry after all these centuries, but the Champions could stand being (and smelling) a little fresher.

So why talk of them as potential Blood Bowl winners? Well, much the same as last season, and the season before that (etc), the Champions offer two star qualities. First, the durability required of a 16-game regular season. Of course, the 'Bones Boys' get smashed up more often than the average (sometimes more than the Grasshuggers!), but they rarely miss a game, even if they play it missing a few other bits and pieces. Recent experimentation with joining together the best parts of different players has been abandoned, and this means a return to fast repair work on the better players. Second, experience. The average Blood Bowl player survives 4.4 games. The average length of service for non-rookie players this season is 24 games. Ramtut III has played at least 20,000 according to some research; nothing surprises this guy. Of course, he can be pretty hard to motivate too, but show him a healthy-looking life-form, and he is ready to rumble (and he leads the NAF in *Cheerleader Fatalities*).

The two new signings Tomolandry has made include one rarity; a player offered a contract while still alive. Tomolandry doesn't usually attend the Crush, but he was in hospitality when Bluchen University Hikeman Trophy winner Fritz Grunhof staggered out of The Crush into the arms of Grimjacks coach Heinrich Muller. He made the foolish exclamation that he'd rather play for the Champions and Tomolandry signed him up. Spark was surprised at the offer, even more surprised at the poison, and has carried that same slightly bewildered look into pre-season training.

You can usually tell after three or four games if this is going to be the Champions' year. If the casualty rate creeps up to a player a game amongst the leading sides, throw some money at the Champions. Of course, the leaders can always hire Freebooters, but once that Death Rattle starts rolling through a side, you get the itch that the 'No-Skins' have got the edge on them.

STAR PLAYER GENERATION - SUMMARY SHEET

Blank Star Player Cards: Six blank cards are provided at the end of the book - you may photocopy this page for your own personal use. While generating your Star Player it is best to note down the information on a piece of paper. Once you have finished, you can write the details on the blank Star Player card. It is a good idea to do this in pencil as the information may change due to injury.

Generating a Star Player: You must determine the Star Player's race, position and number of skills. Follow the numbered sections in order, rolling on the tables as indicated.

1. Race and Position: If you have a single race team and you don't want any players of another race you can simply decide that your new Star Player is the same race as the rest of the team. If you have a mixed race team, or you don't mind having Star Players of a different race, you should roll for the race of your new Star Player. The *Race Table* that you use for your new player depends on the basic race of your team:

Racial Alignment Table

Race	*Alignment*
Dwarf or Elf	Good
Dark Elf, Goblin, Orc, Skaven or Chaotic	Chaotic
Human, Halfling, Norse, Skeleton, Slann or Were	Neutral

Good and Chaotic teams roll on the appropriate *Race Table*. Neutral teams can choose to roll on either the *Good Team Race Table* or the *Chaotic Team Race Table*.

Good Team Race Table

D66 Roll	*Race*
11-21	Basic Race
22-31	Dwarf
32-36	Elf
41-45	Halfling
46-55	Human
56-63	Slann
64-65	Were
66	Treeman Blocker (counts as 2 players)

Chaotic Team Race Table

D66 Roll	*Race*
11-16	Goblin
21-23	Chaos Dwarf
24	Chaos Dwarf Mutant
25-31	Chaos Human
32	Chaos Human Mutant
33-41	Dark Elf
42-45	Goblin
46-54	Orc
55-61	Skaven
62-66	Skaven Mutant
63-64	Snotling
65-66	Large Monster (counts as 2 players) - roll on the table below

Large Monster Table

D66 Roll	*Race**
11-34	Ogre Blocker
35-46	Ogre Blitzer
51-63	Troll
64-65	Minotaur Blocker
66	Minotaur Blitzer

2. Position: Unless the new Star Player is a Large Monster, roll to discover his position.

Star Player Position Table

D66 Roll	*Human* or Orc*	*Dwarf**	*Elf*	*Dark Elf or Skaven*	*Goblin or Halfling*	*Slann*
11-26	Lineman	Blocker	Catcher	Lineman	Lineman	Lineman
31-42	Blocker	Lineman	Lineman	Catcher	Lineman	Lineman
43-46	Blitzer	Lineman	Lineman	Lineman	Catcher	Catcher
51-54	Catcher	Blitzer	Lineman	Blitzer	Catcher	Catcher
55-62	Thrower	Blitzer	Thrower	Thrower	Catcher	Blitzer
63-66	Choose	Choose	Choose	Choose	Choose	Choose

* Including Norse and Chaotic Humans. ** Including Chaotic Dwarfs.

A result of *Choose* means you can pick the position, provided it is one normally available to that race. Snotlings and Weres are always Lineman. Skeletons are never Star Players.

3. Star Player Points: Each Star Player Point allows one roll on the *Star Player Skill Tables*. Roll a D66 to find out how many **SPPs** the Star Player has. halve the number of **SPPs** for Goblin and Halfling Star Players (rounding up). Snotling Star Players only have 1 **SPP**.

4. Skills: Roll once on the *Star Players Skill Tables* for each **SPP**. The Star Player may roll on the *Any Player Skill Table* and on the table appropriate to his position (eg Catchers roll on the *Catcher Skill Table*.)

Star Player Points Table

D66 Roll	*SPPs*
11	1
12-16	2
21-46	3
51-56	4
61-63	5
64-65	6
66	7

STAR PLAYER SKILL TABLES

If the skill is followed by an asterisk (*), roll on the *Skill Level Table* to find out the level of the skill. If the player already has the skill, add the new level. No skill may be increased to more than the *maximum level*; extra levels above the maximum are ignored. Duplicate rolls without a level are wasted.

Any Player Skill Table

D66 Roll	Skill	Max. Level
11-16	Self Control	-
21-23	Dislike[1]	-
24-26	Itchy Feet	-
31-36	Loyal	-
41-56	Luck*	4
61-63	Random[2]	-
64-66	Very Intelligent	-

[1] You must roll on the *Race Tables* (see above) to see which race is the object of the Star Player's *Dislike*. Roll a D6; on a result of 1-4, roll on the *Race Table* of the Star Player's own alignment. If the player already suffers racial *dislike* towards this race, change this skill to *Animosity*. if he already suffers racial *animosity* towards the race rolled, change this skill to *Hatred*.

[2] The player gets a skill from one of the other *Skill Tables*. Roll a D6 to see which *Skill Table* to use:

D6 Roll	Skill Table
1	Blitzer
2	Blocker
3	Catcher
4	Kicker
5	Lineman
6	Kicker

Blitzer Skill Table

D66 Roll	Skill	Max. Level
11-12	**AG** +1	-
13-21	Block*	10
22	Catch*	4
23	**CL** +1	-
24-26	Dodge*	10
31-32	Heroic Leap*	-
33-34	Leap*	4
35-41	Mighty Blow*	4
42-44	Nerves of Steel	-
45-46	**SP** +1	-
51-53	**ST** +1	-
54-56	Sure Hands	4
61-63	Thick Skull	-
64-66	Toughness*	4

Blocker Skill Table

D66 Roll	Skill	Max. Level
11-21	Block*	10
22-25	Distract-	
26-36	Mighty Blow*	4
41-44	**ST** +1	-
45-52	Strip Ball	4
53-61	Thick Skull	-
62-66	Toughness*	4

Catcher Skill Table

D66 Roll	Skill	Max. Level
11-13	**AG** +1	-
14-23	Catch*	4
24-26	**CL** +1	-
31-35	Dodge*	10
36-41	Heroic Leap*	-
42-43	Intercept*	4
44-46	Jump Up	-
51-53	Leap*	4
54-55	**MA** +1	-
56-62	Nerves of Steel	-
63-64	**SP** +1	-
65-66	Sure Hands	4

Kicker Skill Table

D66 Roll	Skill	Max. Level
11-26	Kick*	4
31-36	Long Kick*	4
41-46	Mighty Kick*	4
51-56	Nerves of Steel	-
61-66	Up & Under	-

Lineman Skill Table

Linemen may use one of their Star Player Points to make a roll on any other table of their choice. Other **SPPs** must be spent on rolls on this table or the *Any Player Skill Table* as usual.

D66 Roll	Skill	Max. Level
11-14	Dirty Tackle*	4
15-22	Distract	-
23-32	Intercept*	4
33-36	Jump Up	-
41-44	Strip Ball	4
45-54	Tackle*	10
55-62	Thick Skull	-
63-66	Toughness*	4

Thrower Skill Table

D66 Roll	Skill	Max. Level
11-13	Dodge*	10
14-23	Long Throw	-
24-33	Nerves of Steel	-
34-43	Safe Throw*	4
44-46	Spell-Caster*	4
51-53	Thick Skull	-
54-63	**TS** +1	-
64-66	Toughness*	4

Skill Level Table

D66 Roll	Level
11-46	1
51-63	2
64-66	3

SKILL REFERENCE SHEETS

Some of the skills described below can only be used wih the advanced rules given in the **Blood Bowl Companion**. These are marked with an asterisk (*) after the skill name.

ANIMOSITY:
The player will not play in a team that contains a member of any race he suffers *Animosity* towards.

BLOCK (Levels 1-10):
The player may add +1 to any *Block* roll made against an opponent without *Block* skill or with *Block* skill at a lower level.

Any opponent making a block against a player with this skill must subtract -1 from his *Block* roll unless he has *Block* skill at the same or a higher level.

The *Block* roll is only adjusted by +1 or -1 whatever the *level* of the skill.

A group of players involved in a *Multiple Block* or who have *Ganged Up* on another player should add the level of their *Block* skills together before comparing levels with their opponent.

CATCH (Levels 1-4):
If a ball thrown to the player is *Missed*, roll a D6 and add the player's *level* with this skill to the roll. If the total is 7 or more, the result is treated as *Caught* instead of *Missed*.

A player with this skill may only try to convert a *Missed* throw *after* any opponents with *Intercept* skill have tried and failed to intercept the ball.

DIRTY TACKLE (Levels 1-4):
If the player successfully tackles an opponent, subtract the player's *Dirty Tackle* level from the opponent's **AV** when the opponent makes his *Armour* roll.

If the *Armour* roll is failed, add half the player's *Dirty Tackle* level to the opponent's *Injury* roll (ie add +1 to the *Injury* roll for *Dirty Tackle* at levels 1 and 2, and +2 at levels 3 and 4).

A successful tackle is defined as any tackle made by (but not against) the player which results in his opponent being knocked over - this includes the *Both Players Knocked Over* result.

DISLIKE:
If the player wishes to hand off or throw the ball to a member of a race he *dislikes*, he must roll a D6. On a result of 1-3 he can make the hand off or throw as normal. On a result of 4-6 he will have no truck with the despised player. He may hang on to the ball or he can try to hand off or throw the ball to another player.

DODGE (Levels 1-10):
Any opponent making a tackle on the player must subtract -1 from his *Tackle* roll, unless the opponent has *Tackle* skill at a level equal to or higher than the player's *Dodge* level. The *Tackle* roll is only adjusted by +1 or -1 whatever the *level* of the skill.

Dodge skill may also be used if the player is being blocked. The opponent making the block must subtract −1 from his *Block* roll unless he has *Block* skill at the same or a higher level than the defender's *Dodge* skill. When using this skill against a block, a result of 2 on the *Block Table* means the attacker has been *Knocked Over* rather than *Stunned*.

A player cannot use both *Block* and *Dodge* skills at the same time.

DISTRACT:
Any opponent trying to throw or catch the ball while in the player's *Tackle Zone* must subtract -2 from his dice roll instead of -1.

HATRED:
The player may add +1 to any *Block* roll made against an opponent of a hated race. If the opponent fails his *Armour* roll, also add +1 to his *Injury* roll.

If the player ends his move next to a *hated* opponent, he must make a block against the *hated* opponent.

If he ends next to several *hated* opponents, he must block against one of these opponents.

The player will not play in a team that contains a member of any race he suffers *Hatred* towards.

HEROIC LEAP:
The player may make a *Heroic Leap* to score a Touchdown.

The *Heroic Leap* is made instead of *Sprinting*. Move the player up to 3 squares - he may move through occupied squares and opposing *Tackle Zones*. The move must end in an empty square in the opposing side's End Zone.

Then roll a D6, adding +1 to the score for each occupied square the player moved through. If he rolls 1-3 the player has scored a Touchdown. On a result of 4 or more the player has been KO'd (as the *Injury Table* result) and is removed from play - a Touchdown has not been scored and the ball scatters from the square the player was jumping to.

INTERCEPT (Levels 1-4):
The player can convert *Missed* throws by the opposing team into *Interceptions*.

The player can only use this skill if he is in a position to intercept the throw. To find out if a *Missed* throw is intercepted, roll a D6 and add the player's *Intercept* level to the score. If the total is 7 or more, treat the result as an *Interception* instead of *Missed*.

The *Intercept* skill takes precedence over the *Catch* skill. A throw that it is intercepted using this skill cannot be converted to a catch by an opponent.

ITCHY FEET:
If you are playing a campaign, a player with *Itchy Feet* may not be retained for the next game. The skill has no effect during a game.

JUMP UP:
The player may stand up at the start of the turn after he was knocked over - in other words he can stand up a turn early.

*** KICK (Levels 1-4):**
Add the player's *Kick* level to any roll he makes on the *Kicking Table*.

LEAP (Levels 1-4):
Add the player's *Leap* level to the dice roll when he attempts to leap over prone players.

SKILL REFERENCE SHEETS

*** LONG KICK: (Levels 1-4)**
The player may add his *Long Kick* level to the range he kicks the ball. For example, a player with *Long Kick (level 3)* could kick the ball up to 23 squares.

*** LONG THROW:**
The player may throw the ball up to 18 squares. When counting the range, count the target square but do not count the square ocupied by the throwing player. Use the shortest route but don't miss out any squares. Always use the *Long Bomb!* row of the *Throwing Table* to see if the throw is caught or intercepted.

If you are using this skill, you must also use the new rules for *Throwing* included in the **Blood Bowl Companion**.

*** LOYAL:**
The player cannot be bribed. In addition, subtract -1 from any *Disenchantment* roll the player makes.

LUCK (Levels 1-4):
The player gets 1 reroll per match for each *Luck* level.

This skill may be used to force a reroll of any dice throw that directly affected the player. The player's *Luck* can be used to affect a dice roll made by either coach, causing the first roll to be ignored and the dice to be thrown again. The new result *must* be accepted unless the opposing coach also has a reroll option and can force a second reroll. A dice roll may only be rerolled once by *each* coach.

It is often worth saving rerolls to give the player a chance to avoid a result of *Killed* on the *Injury Table*.

*** MIGHTY KICK (Levels 1-4):**
The player adds his *Mighty Kick* level to any roll he makes on the *Booting Table*.

MIGHTY BLOW (Levels 1-4):
If the player successfully blocks an opponent, his *Mighty Blow* level is subtracted from his opponent's **AV**.

If the opponent fails his *Armour* roll, add half the player's *Mighty Blow* level to the roll on the *Injury Table* (ie add +1 to the *Injury* roll for *Dirty Tackle* at levels 1 and 2, and +2 at levels 3 and 4).

A successful block is defined as any block made by (but not against) the player which results in his opponent being knocked over - this includes the *Both Players Knocked Over* result.

A group of players involved in a *Multiple Block* or who have *Ganged Up* on another player use the highest *Mighty Blow* level of all the players in the group. They do *not* total the skill levels of all the players involved.

NERVES OF STEEL:
The player ignores opponents' *Tackle Zones* when throwing, kicking or catching the ball. In other words, the roll is *not* modified by -1 for each opponent exerting a *Tackle Zone* on the player.

RIGHT STUFF:
The player may be thrown by any creature on the same team with the *Throw Team-Mate* skill.

Full details of throwing team-mates can be found in the *Large Monsters* rules.

SAFE THROW (Levels 1-4):
If the player's throw is intercepted, he can try to change the result of the throw to *Missed*. Roll a D6 and add the player's *Safe Throw* level to the roll. If the total is 7 or more, the throw is treated as *Missed*.

The *Safe Throw* skill takes precedence over both the *Intercept* and *Catch* skills.

SELF CONTROL:
The player ignores all racial *dislikes, animosities* or *hatreds*. For example, a Dark Elf with *Self Control* skill could ignore its *dislike* of all other races.

*** SPELLCASTER (Levels 1-4):**
The player is a wizard. Add the player's *Spellcaster* level to the number of spells the team has at the start of the game.

*** STRIP BALL (Levels 1-4:**
Add the player's *Strip Ball* level to the dice roll when he tries to strip the ball from an opponent.

*** SURE HANDS (Levels 1-4):**
Add the player's *Sure Hands* level to the dice roll if an opponent tries to strip the ball from him.

TACKLE (Levels 1-10):
The player may add +1 to any *Tackle* roll made against an opponent without *Tackle* skill or with *Tackle* skill at a lower level.

The *Tackle* roll is only adjusted by +1 or -1 whatever the *level* of the skill.

THICK SKULL:
If the player is stunned, place him in the Reserve box instead of the Stunned box in the Dug-Out. The player can rejoin the game at the start of the next Team Turn. If the player is KO'd place him in the Stunned box instead of the KO box.

A player who is injured is still placed in the Injured box.

TOUGHNESS (Levels 1-14):
Subtract the player's *Toughness* level from any *Injury Table* roll he makes. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification *always* results in the player being killed.

THROW TEAM-MATE
The player may attempt to throw any Goblins, Halflings or Snotlings on his team. Only players with the *Right Stuff* skill always agree to be thrown, other players will dodge out of the way on a D6 roll of 1-4.

Full details of throwing team-mates can be found in the *Large Monsters* rules.

*** UP AND UNDER:**
The player can kick the ball so that it hangs in the air for a long time. Work out where the ball will end up as usual, then roll a D6. On a result of 1-3 the ball lands at the end of the next Team Turn (ie during the opposing side's next turn). On a result of 4-6 it lands at the end of the Team Turn after next (ie at the end of the kicking team's next turn).

*** VERY INTELLIGENT**
The player is very bright (for a Blood Bowl player) and can hold any number of spells.

CAMPAIGN ROSTER

TEAM	COACH	BASIC RACE

NO.	NAME OF PLAYER	POSITION	STAR PLAYER	VETERAN	EXPERIENCED	ROOKIE	EXPERIENCE POINTS	INJURIES

NOTES

MATCH RECORD CHART

RESULT	OPPONENTS	SCORE	INJURIES

CHEERLEADERS	
NAME	CHEERING ABILITY

TEAM RE-ROLLS

FANS		
CHANT	HOOLIGANS	LOYALTY

FAME

APOTHECARY	
NAME	ABILITY
POSITIONS	

TEAM TREASURY

Permission is granted to photocopy for own use

CAMPAIGN ROSTER

STAR PLAYERS

RACE

ALIGNMENT

NUMBER

POSITION

MA	SP	ST	AG	TS	CL	AV

SPECIAL SKILLS

RACE

ALIGNMENT

NUMBER

POSITION

MA	SP	ST	AG	TS	CL	AV

SPECIAL SKILLS

RACE

ALIGNMENT

NUMBER

POSITION

MA	SP	ST	AG	TS	CL	AV

SPECIAL SKILLS

RACE

ALIGNMENT

NUMBER

POSITION

MA	SP	ST	AG	TS	CL	AV

SPECIAL SKILLS

RACE

ALIGNMENT

NUMBER

POSITION

MA	SP	ST	AG	TS	CL	AV

SPECIAL SKILLS

RACE

ALIGNMENT

NUMBER

POSITION

MA	SP	ST	AG	TS	CL	AV

SPECIAL SKILLS

STAR PLAYERS

AGE HEIGHT WEIGHT

CAREER STATS:

BEST GAME:

SKILLS:

AGE HEIGHT WEIGHT

CAREER STATS:

BEST GAME:

SKILLS:

AGE HEIGHT WEIGHT

CAREER STATS:

BEST GAME:

SKILLS:

AGE HEIGHT WEIGHT

CAREER STATS:

BEST GAME:

SKILLS:

AGE HEIGHT WEIGHT

CAREER STATS:

BEST GAME:

SKILLS:

AGE HEIGHT WEIGHT

CAREER STATS:

BEST GAME:

SKILLS:





A team's Star Players are its finest asset - astrogranite heroes who can make a good team great, and a great team unbeatable.

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Star Players is not a complete game. Possession of Blood Bowl is essential to use the contents of this supplement.

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