

DEATH ZONE™



PLAYBOOK

EAVY METAL™



GRIFF OBERWALD



FUNGUS THE LOON



ZUG



VARAG GHOUL-CHEWER



HIGH ELF LINEMAN



SKAVEN LINEMAN



GOBLIN



SKAVEN GUTTER RUNNER



MUMMY



SKELETON



GHoul



WIGHT



HEADSPLITTER



'RIPPER' BOLGROT



MORG 'N' THORG

CONTENTS

INTRODUCTION	2
COMPONENTS	2
MORE EXTRA RULES	3
SPECIAL PLAY CARDS	3
EXTRA COACHING STAFF	4
WIZARDS	4
FIREBALL SPELL	4
ZAPI SPELL	4
LIGHTNING BOLT SPELL	5
SPECIAL WIZARDS	5
DWARF ALCHEMISTS	5
HALFLING MASTER CHEFS	5
NECROMANCERS	5
APOTHECARIES	6



NEW STAR PLAYERS	6
NEW SECRET WEAPONS	7
BOMB	7
CHAOS DWARF BLUNDERBUSS	7
BALL & CHAIN	8
DWARF DEATH-ROLLER	9
POISONED DAGGER	9
SKILLS	10

BLOOD BOWL LEAGUES	14
STARTING THE LEAGUE	14
DEATH ZONE TEAM ROSTER	14
INJURIES	15
STAR PLAYER POINTS	15
STAR PLAYERS & STAR PLAYER POINTS	16
STAR PLAYER ROLLS	16
TEAM RATINGS	17
TREASURY	17
MATCH RECORDS	17
PLAYING LEAGUE MATCHES	18
PRE-MATCH SEQUENCE OF PLAY	18
POST-MATCH SEQUENCE OF PLAY	19
TOURNAMENTS	21
RUNNING A TOURNAMENT	21
THE GLITTERING PRIZES	22
THE SPIKE! MAGAZINE TROPHY	23
THE DUNGEONBOWL	23
THE CHAOS CUP	23
THE BLOOD BOWL	24
OTHER TOURNAMENTS	24
THE NEW TEAMS	25
UNDEAD TEAMS	25
CHAOS DWARF TEAMS	26
HALFLING TEAMS	27
GOBLIN TEAMS	28
CHAOS TEAMS	29
MINOTAUR PLAYERS	30
TROLL PLAYERS	30
WOOD ELF TEAMS	31
TREETMEN PLAYERS	31

- ★ GAME DESIGN: JERVIS JOHNSON
- ★ BOX COVER: DAVE GALLAGHER
- ★ RULEBOOK ART: WAYNE ENGLAND
- ★ COMPONENT ART: WAYNE ENGLAND

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 Game design consultant Bryan Ansell.

UNITED KINGDOM
 GAMES WORKSHOP LTD.
 CHEWTON STREET
 HILLTOP, EASTWOOD
 NOTTINGHAM NG16 3HY

UNITED STATES
 GAMES WORKSHOP INC.
 3431-C BENSON AVENUE
 BALTIMORE, MARYLAND
 21227 - 1072

INTRODUCTION

"Howdy there, sports fans! Jim Johnson here, welcoming you to Death Zone, the first supplement for Blood Bowl, the game of fantasy football. And, boy, are you guys and gals in for a treat! Isn't that right, Bob?"

"It sure is Jim. Because not only does Death Zone include a host of exciting new teams and Star Players for you to use, but it also includes a deck of over 100 Special Play cards that allow you to play all kinds of sneaky and underhand tricks on your opponent!"

"And that's not all, Bob, because Death Zone also includes all of the rules and information you need to set up your very own Blood Bowl League, just like the one run in the Warhammer Old World!"

"Wow, Jim. I bet the fans can hardly wait for us to tell them about all of this exciting stuff. When do we start?"

"Why, right now, Bob, right now..."



COMPONENTS

The Death Zone box should contain the following components:

1 Death Zone Playbook

18 Star Player cards

2 Leader Re-roll counters

116 Special Play cards split into 3 decks as follows:

44 Dirty Trick cards

45 Random Event cards

27 Magic Item cards

1 League reference sheet

1 League team roster pad

4 Trophies

4 plastic stands for the above

1 Lightning Bolt template

1 Fireball template

2 Zap! (Toad) counters

2 plastic stands for the above

★ **Star Player Cards:** Death Zone includes an additional 18 Star Player cards for you to use when you create a team. The rules for using Star Player cards are given on page 17 of the Blood Bowl Handbook.

★ **Special Play Cards:** These cards are used to incorporate all the wild and outrageous things that occur in a typical Blood Bowl match into the games that you play. There are 116 Special Play cards included with Death Zone, subdivided into three different decks: Dirty Tricks, Random Events and Magic Items.

★ **League Reference Sheet:** The League reference sheet includes all the charts and tables that you will need to refer to when you set up and run a Blood Bowl league.

★ **League Team Roster Pad:** The team roster sheets included in Blood Bowl are perfectly adequate for one-off games. However, if you're running a team in a Blood Bowl league then you will need to use these larger roster sheets instead.

★ **Trophies & Stands:** Death Zone includes four trophies, one for each of the major tournaments that are run in the Old World. If you are taking part in a league then you will get a chance to win one or more of these trophies to put in pride of place on your mantelpiece. We've included a plastic base for each trophy so you can make them stand up.

MORE EXTRA RULES

Like the extra rules in the Blood Bowl Handbook, the following extra rules are optional. This means that both coaches have to agree which rules (if any) to use before the game starts, otherwise they are not allowed. This being said, the extra rules add so much mayhem and excitement to the game that I can't imagine why any right-thinking Blood Bowl coach would want to leave them out!

SPECIAL PLAY CARDS

Most Blood Bowl teams have a well deserved reputation for, erm, bending the rules of the game in their favour. In fact there only appears to be one team that follows all of the rules, all of the time – the much maligned Bright Crusaders – and most commentators are pretty sure that even they will wise up soon and learn to play dirty! This important aspect of Blood Bowl can now be incorporated into the game with the Special Play cards. There are 116 Special Play cards included with the game, sub-divided into three different decks: 44 Dirty Tricks, 27 Magic Items and 45 Random Events.



At the start of a game the three decks of cards should be shuffled and placed beside the game board. Starting with the home team, each coach rolls a dice to see how many Special Play cards he may take to use during the match.

D6 Roll	Number of Special Play Cards
1	1
2-5	2
6	3

Note that as the coaches roll separately to see how many cards they receive, they may get a different number of cards each.

It is up to each coach to decide which deck or combination of decks he draws his Special Play cards

from. The only restriction is that a coach may never take more than one Magic Item card, to represent the fact that magic items are rare and difficult to find.



For example, if a coach was allowed to take three cards, he could take all three from the Dirty Trick deck, or one each from the Dirty Trick, Random Event and Magic Item decks, or any other combination of the decks that he liked. However, the cards must be taken at random from the top of the shuffled decks – coaches are not allowed to pick exactly which card they get, only the deck the card comes from.

Special Play cards are kept secret from the opposing coach until they are used. Each card includes a full description of when it can be used and what effect it has on the game. A Special Play card may be used **once** per game and must then be discarded; you do not get Special Play cards back at half time in the same way as team re-rolls. Any cards that are not used during the match are lost and may not be retained for the next game.

★ ★ ★ Did you know...

As the game has developed, some of the 'woollier' areas of the rules have been revised, so there is now a rule to cover just about every circumstance that could ever crop up on the field before, during and after a game. The Official Rules of Blood Bowl come as a set of fourteen mammoth volumes, each a thousand or so pages long. However, as there are more and more rules, so there are more and more opportunities to break them, and although most referees would throw their arms up in horror at such a suggestion, it's the breaking of the rules that really makes the game fun!

EXTRA COACHING STAFF

The Blood Bowl Handbook allowed you to add head coaches, assistant coaches and cheerleaders to your team. The following new rules allow you to include two more important 'back-room boys': a team Apothecary and a team Wizard. Either may be hired for the team when it is created. Alternatively, if you are using the League rules described later on, they may be hired for a team after a match using the winnings from the game.

WIZARDS

Wizards, just like everybody else in the Old World, are keen sports fans and many are fanatically loyal in support of their chosen team. It is not surprising then that soon after the game was born Wizards started 'helping out' the team they supported with carefully selected spells. Soon games were awash with magic as rival Wizards battled to give their team the edge. Who could forget the infamous 2472 Quagmire Incident when rampant spellcasting caused the Bright Crusaders' entire stadium to sink into the earth?

In the end the Colleges of Magic were forced to step in and insist that only teams that had bought a special licence from the Colleges of Magic were allowed to have magical assistance. What's more, they limited this assistance to no more than one spell per match, and even this had to be chosen from a very limited selection and cast by an officially appointed Colleges of Magic team Wizard. Although unpopular at first, Wizards and fans alike soon realised that what they really wanted to see was a football match not a spellcasting contest, and soon the new rules were universally accepted.

Any team is allowed to include one Wizard as a member of their coaching staff – as long as they can afford to pay the exorbitant 150,000 gps hire fee to the College of Magic concerned. The Wizard must be represented by an appropriate, painted Citadel Miniature. A team is not allowed to have more than one Wizard.

Once per game the Wizard is allowed to cast a spell. He is allowed to do this at any time, interrupting his opponent's turn if necessary. The Wizard may cast one of the following three spells: Lightning Bolt, Fireball or Zap!

Fireball Spell

In order to use this spell you will need the circular Fireball template. Take the template and place it anywhere over the playing field. Any model (from either team) that is fully or partially underneath the template may be hit by the fireball. Roll one dice for each model. If the dice roll beats the player's Agility then they are knocked over. If it is under their Agility they manage to dodge the fireball's blast.

Make an Armour roll for any player that is knocked over as if they had been knocked over by a player with the Mighty Blow skill. If a player on the moving team is knocked over by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

Zap! Spell

The Zap! spell is potentially the most devastating spell in a Wizard's repertoire, because it turns whoever it hits into a slimy toad! Unfortunately the spell is not all that reliable, and has a nasty habit of hitting the wrong target. The Zap! spell may be cast at any player on the field. The coach simply nominates the player that he wants the spell to hit, and rolls a dice. On a roll of 5 or 6 the nominated player is hit. On a roll of 1 to 4 the spell scatters a number of times equal to the dice roll (eg, if you rolled a 3 it would scatter three times). If the Zap! spell ends up in an occupied square then the player in that square is hit. If it ends up in an empty square then the spell has no effect.

A player who is hit by the Zap! spell is turned into a toad: replace their model with the Toad counter. If the player was holding the ball then they drop it and it will scatter one square (this counts as a turnover if it happens to a player from the moving team). The player will remain in toad form until a touchdown is scored or the half ends, whichever comes first.

While a player is a toad they have the special 'toad' characteristics printed below. A toad may never pick up the ball, and if they enter the square that the ball is in it will immediately scatter one square. Any injuries the player suffers while he is a toad *do* apply when the player reverts to normal.

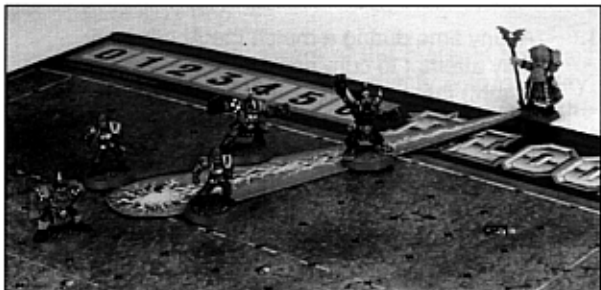
Title	MA	ST	AG	AV	Skills
Toad	3	1	4	4	Dodge, Leap, Stunty



The Reavers' Wizard hits the wrong target with a Zap! spell.

Lightning Bolt Spell

You will need the teardrop-shaped Lightning Bolt template for this spell. First of all take the Wizard model and place it anywhere next to the game board. The Wizard may not be placed on the board itself, but the edge of his base can be touching the edge of the board. The Lightning Bolt template is placed so that the narrow end is next to the Wizard, and the lightning bolt itself projects onto the playing field (see the photograph below).



The Lightning Bolt template in action.

Any model that lies fully or partially under the template may be hit by the lightning bolt. Starting with the model closest to the Wizard, roll two dice for each model under the template, and add the scores together. If the dice roll beats the target's Agility, then they have been hit by the bolt. If the dice roll is less than or equal to the target's Agility then the bolt misses, and a new dice roll must be made for the next model in the 'line of fire'. The first model to be hit absorbs the full brunt of the lightning bolt, and any models further on are not affected. Note that because the coach is rolling two dice he will probably hit the first target under the template – it isn't easy to dodge a lightning bolt!

A model hit by a lightning bolt is knocked over. Make an Armour roll for them as if they had been knocked over by a player with the Mighty Blow skill. If a player on the moving team is knocked over by a lightning bolt, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

SPECIAL WIZARDS

Some teams may not use ordinary Wizards, but have their own specialised type of Wizard (or equivalent) that they must use instead. These teams are Dwarf teams, who may only take an Alchemist; Halfling teams, who may only take a Master Chef; and Undead teams, who have to take a Necromancer. The special rules for these types of Wizard are described below.

★ ★ ★ Did you know...

Season tickets for Blood Bowl games can cost anything from 220 gold pieces for a ticket for the luxurious Emperor stadium in Aitdorf, to a huge basket of iced buns for the Halfling 'Low-Dome' stadium, to three chickens or a bag of rats for a lifetime ticket to games at the Lowdown Rats' home stadium!

Dwarf Alchemists

Dwarfs never employ Wizards. However, they are allowed to include an Alchemist on their team. Dwarfs are great practitioners of alchemy, smelting and mixing strange concoctions in the course of their studies to turn lead into gold. A Dwarf team which includes an Alchemist receives a number of gold pieces equal to the roll of one dice x 10,000 for every match that they play. The extra money is collected at the end of the match when the team collects its winnings.

Halfling Master Chefs

Halfling teams do not have Wizards as such. Instead, their team may include a Master Chef on the roster, who happens to be a wizard in the kitchen! The quality of the Master Chef's cooking generally serves to inspire the Halflings on the team to perform exceptionally well, because they won't get fed after the match if they play badly!

The effect of this extra stimulation is represented by allowing Halfling teams that include a Master Chef to take a number of extra Team Re-roll counters at the start of each half. Roll a dice and halve the score, rounding down (ie, 1 = 0; 2-3 = 1; 4-5 = 2; 6 = 3). The result is the number of extra counters the team gets for the half. In addition, the fabulous cooking smells emanating from the Halfling team's Dugout can prove very distracting for the players in the opposing team. To represent this, the opposing coach must reduce the number of Team Re-roll counters he has by a number equal to the re-rolls that the Halfling team gained. So, for example, if the Halfling team gained two re-rolls, then their opponents would lose two! A team may never have the number of re-rolls it has reduced to less than 0 in this way.

Necromancers

Necromancy is the magic of the dead and of the Undead, and Necromancers can cast evil and unnatural spells that will bring the dead to life. All Undead teams must have a Necromancer as their head coach – after all, it is the Necromancer's spells that created the team in the first place and they wouldn't exist without him! All Undead teams are assumed to have a Necromancer for free, and do not have to pay to hire one.

In addition to his abilities as a head coach (see page 26 of the Blood Bowl rules), the Necromancer may cast a Raise the Dead spell once per match. This spell may only be cast if a player from the opposing team is killed during the match. It allows the Necromancer to raise the player from the dead, and add him to the Undead team as a new Zombie player!

The spell may only be cast on players of roughly human size (ie, not on large monsters like Ogres or Trolls, or small players like Halflings or Goblins). The new player has standard Zombie characteristics no matter what his skills or abilities in life, and may only be added to the Undead team if it has fewer than 16 players at the time. If the Undead player has a spare Zombie model available then the new player may be placed in the Reserves box of the Undead team's Dugout and used immediately – much to the consternation of his former team-mates!

APOTHECARIES

An Apothecary is a healer wise in the ways of medicine and magic who looks after the injured players in a Blood Bowl team – and so has a strenuous and full-time job!



Another job well done...

It costs 50,000 gps to hire an Apothecary for your team, and he must be represented by an appropriate, painted, Citadel Miniature. Almost any of the Citadel Wizard models for Warhammer will make suitable Apothecary models, and Orc teams are very well catered for by the Painboy models in the Warhammer 40,000 range. A team may not have more than one Apothecary.

Once per match, the team Apothecary may perform one of the following actions:

1. At any time during a match the Apothecary may attempt to cure any one injury (including death!) that has been suffered by a player in his team. Roll a dice. On a roll of 1 the Apothecary fails and the player suffers the injury anyway. On a roll of 2-6 the Apothecary succeeds in healing the player; leave the player on the field, face-up.
2. Alternatively, an Apothecary may be used at the start of the match, to allow one player who is missing the match due to niggling injury (see page 14) to take part in the game after all. No dice roll is required if the Apothecary is used in this way; he is automatically successful.

NEW STAR PLAYERS

Death Zone includes an additional 18 Star Player cards for coaches to use. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the regular team. Star Players will only play for certain teams, and you may only buy a Star Player for your team if it is one of the ones he will play for. Record the information from the Star Player card onto your team roster. Star Players count as one of the 16 players allowed in the team and, apart from their special skills, are treated exactly like a normal player once the match is underway.

A team may not include more than four Star Players. In order to keep track of the number of Star Players in the team, record the words STAR PLAYER in the 'position' box on the team roster, rather than the position listed on the Star Player card (if there is one). For example, Griff Oberwald would have STAR PLAYER recorded as his position on the team roster, rather than BLITZER. Note that this means it might be possible for a team to end up with more of a certain type of player than they are normally allowed. A Human team, for example, could end up with five or more Blitzers – the four normal Blitzers allowed on the team plus up to four Star Player Blitzers.

While on the subject of Star Players, there is a minor correction that should be made to Morg 'n' Thorg's Star Player card in Blood Bowl, which states that he will play for ANY team. This is a little bit of an exaggeration, even

for a player of Morg's mercenary inclinations. The card should be modified so that it says he will only play for Chaos, Goblin, Human and Orc teams.

★ ★ ★ The Star Players included with Death Zone only represent the tip of a very large iceberg, and there are dozens, even hundreds, of other Star Players that play Blood Bowl on a regular basis. Obviously it is impossible for us to provide a Star Player card for every single Star Player in the league. However, because many Star Players are very similar, you can use the Star Player cards we have provided to represent other Star Players of roughly the same type. For example, if you already had Nobbla Blackwart in your team, and you wanted to hire another Goblin player with a chainsaw, then you could just take the information from Nobbla's card and record it on your team roster, but give the new player a different name (how about Choppa Blackwart, Nobbla's twin brother!). By the same token, if you are playing an opponent who has the same Star Player that you have, then you should simply assume that although the players have the same abilities they are actually two different players!

NEW SECRET WEAPONS

All kinds of weapons have been used by Blood Bowl teams as they attempt to battle their way to a major tournament win. Some of these weapons were included in the Blood Bowl rulebook, and you'll find a brand new selection below. Secret weapons are only ever used by Star Players, so you must hire the Star Player that uses the weapon if you want to use it. A coach may not buy secret weapons on their own and give them to a regular player on his team!

BOMB

Penalty roll: 8+

A favourite weapon of many of the more psychopathic Blood Bowl players is that old standby: a bomb! Players who use this type of secret weapon are known as Bombardiers. They usually carry a large sack of bombs, which they sneak onto the field when the referee isn't looking. The bombs used by Blood Bowl players tend to be rather primitive affairs, made from a round metal case filled with gunpowder, with a fuse poking out of the top.

When the Bombardier decides to throw the bomb, he lights the fuse, waits for a couple of seconds to make sure it is fizzing along nicely, and then lobs it towards an opposing player. Or at least, that's the plan. More often than not something goes dreadfully wrong. Either the fuse is too short and the bomb goes off in the Bombardier's hands, or the bomb is caught by an opposing player and lobbed back, or the Bombardier's throw goes wild and the bomb lands next to a player from his own team! As you can see, Bombardiers are almost as dangerous to their own team as to their opponents!

A coach may choose to have a Bombardier throw a bomb instead of taking any other action. The Bombardier is not allowed to move when he throws a bomb, because he needs to stand still in order to light the fuse. Roll a dice to see if he gets the fuse alight without mishap. On a roll of '1' the bomb explodes prematurely in the Bombardier's square, with the results described below. On a roll of 2 to 6 he gets the fuse alight and may throw the bomb. If a player holding a lit bomb falls over for any reason (because of the use of a Special Play card or a Wizard's spell, for example), then the bomb will scatter one square and then explode as described below.

The bomb is thrown using the rules for throwing the football. The bomb may be intercepted or caught, in which case the player catching it must throw it again immediately. This is a special bonus action which takes place out of the normal sequence of play.

For the second (and any subsequent) throws a dice roll must be made to see if the bomb goes off in the (new)

thrower's square. For any throws after the first the bomb goes off in the thrower's square on a roll of 1, 2 or 3.

If the bomb lands in a square with a player who decides not to catch it, or if it lands in an empty square, then it will bounce and scatter one square in the same way as a dropped or missed pass. After it has bounced one square the bomb will explode, even if it ends up on a square that is occupied by a player.

When the bomb finally does explode – either because a dice roll is failed or because the bomb has hit the ground and bounced – it knocks over any player in the same square, and knocks over players in adjacent squares on a roll of 4+. Make Armour and Injury rolls for any players knocked over by the blast as normal.

CHAOS DWARF BLUNDERBUSS

Penalty Roll: 10+

In battle the Chaos Dwarfs field entire regiments of troops armed with the dread Chaos Dwarf blunderbuss. This weapon uses a gunpowder charge to fire iron spikes at the enemy, although it can also fire hot coals, lead shot, pieces of scrap metal and even stones if need be. Chaos Dwarfs hadn't been playing Blood Bowl for



★ ★ ★ Did you know...

Due to runaway use of secret weapons, the Chaos Dwarf Black Death team has yet to finish a season with any surviving fans. The Black Death players don't seem to care, though, as they proudly hold the all-time record for Most Spectator Casualties!

very long before one enterprising player, depressed by his team's appalling inability to pass the ball, came up with the idea of using a blunderbuss to fire the football down the field.

The idea proved to be remarkably successful. The football could be squeezed into the end of the blunderbuss where it formed an airtight seal, and then at the appropriate moment the blunderbuss could be fired, hurling the football down the field. The Chaos Dwarf pointed the weapon in the air and pulled the trigger, firing the ball in a high arc which could not be intercepted. With luck the ball would plummet down in the general vicinity of a Chaos Dwarf player, although as often as not the ball landed well wide of the mark. Either way the Chaos Dwarfs were happy, because at least the ball was deep in the opposing half of the field!



A Chaos Dwarf who is holding the ball and armed with a blunderbuss may use it to fire the ball down the field. The Chaos Dwarf is not allowed to do anything else when he fires the ball, because he needs the time to stuff the ball into the muzzle of the blunderbuss.

The normal rules for passing the ball are not used when it is fired from a blunderbuss. Instead, nominate a square **anywhere** on the field, and then roll a dice to see where the ball comes down. On a roll of 1-3 it scatters in exactly the same way as a kick-off (ie, it scatters the number of squares equal to the roll of a dice in a random direction). On a roll of 4-6 the ball is bang on target and may be caught by a player in the target square in the same way as an accurate pass.

After the blunderbuss has been used it may not be fired again until after a touchdown is scored or a half ends. This is to allow time for the weapon's user to reload it with a fresh charge of gunpowder!

BALL & CHAIN

Penalty Roll: 8+

Goblin Fanatics carry a huge ball and chain, a weapon so large that it would be impossible for them to pick up under normal circumstances. The Fanatic's strength, however, is boosted by a strange and extremely potent form of fungus beer, enabling the Goblin to swing the heavy ball round and round. The Goblin is carried onto the field by the rest of the team, and held firmly in place until the kick-off whistle is blown. Free at last, the deranged Goblin starts to whirl round crazily, swinging the ball and chain in a dizzy circle of death. Anything that gets in the way is smashed to the ground. Despite the eager shouting of his team-mates, the Fanatic has little

idea of where he is going, and will happily plough through players from his own side if they get in the way!

Goblin Fanatics do not have a tackle zone and are only allowed to take Move actions. They must be the first model of their team to take an action. If the coach moves another player first then his opponent can make an illegal procedure call just as if the player had forgotten to move the turn counter.

Goblin Fanatics are never allowed to pick up or catch the ball, and can't be used to assist other players in a block. The Fanatic can move up to four squares per turn, but unfortunately the coach has very little control over *which* four squares he will move to! To see where he moves, place the Throw-in template over his head facing up or down the pitch, or facing toward either sideline. Note that you use the Throw-in template rather than the Scatter template. This gives you some control over the direction the Fanatic moves in, but not a lot! Roll a dice and move the Fanatic into the square indicated by the dice roll. Repeat this procedure for all four squares of the Fanatic's move. You may change the facing of the Throw-in template after each square of movement and, as no opposing player would be dumb enough to try to tackle the Fanatic, he never has to make a dodge roll, to leave a square.

Now for the fun bit. If the dice roll indicates that the Fanatic will enter a square occupied by a player of either team, then he must throw a block against that player.

★ ★ ★ Do you remember...

The long, long history of Blood Bowl is littered with the corpses of teams which – for one reason or another – didn't survive to play another day. Some run out of money, which is understandable, because Blood Bowl is an expensive game involving vast sums of money – bribing all those referees and buying all those spellcasters requires a fortune when the costs are added up over the whole year. Some run out of fans; this also understandable, because Blood Bowl fans are notoriously fickle. A team which loses every game in a row for seven years can expect to have its gate substantially reduced. In some cases, fans have taken even more drastic action to stop a downward slide in fortunes: in 2473 the Streissen Vampires were systematically put out of their misery by unhappy fans after they came last in every category for three years running. Worst of all, though, some teams run out of players. This happens rather a lot. These are just some of the many teams no longer with us:

Shortstuff Scurriers: A Halfling team, the Scurriers first entered the NFC Central Division in 2479. Unluckily, though, they lost their first 34 games, and were disbanded in a wave of disgust! (2479-2480)

Haffenheim Hornets: Eaten by mistake at a pre-match dinner for the Oldheim Ogres. They were mistaken for slaves dressed in Hornets gear, whom the Ogres were to consume to bring them luck. This time it did, in fact, because the incident gave the Oldheim team a clear pass to the next round. (2417-2460)

Wuppertal Wotans: Every single member of this long-running team, including the owner (who was at home in bed at the time), was very suspiciously struck by lightning two minutes before the start of an important semi-final versus the Chaos All Stars. (2483)



The Fanatic's Strength counts as being '6' for the block, but no player may assist either side due to the swirling ball and chain. If the victim is forced back then the Fanatic must occupy the square the opposing player was in (unless the opponent had the Stand Firm skill, in which case the Fanatic's move ends). If a Fanatic is knocked over when he throws a block, he is automatically injured as the chain wraps itself round his neck. Roll for injury as normal, but count 'Stunned' results as KO'd instead.

The Fanatic can keep on moving after he has made a block, if he has any squares of movement left, and is allowed to throw more blocks, in fact he *must* block the occupant of any further occupied squares he moves into. Sometimes a Fanatic will be forced to move into a square that contains a prone player. In this case simply 'force back' the prone player, representing them desperately rolling away from the Fanatic!

After you have finished the Fanatic's move, you must roll a dice to see if he has become exhausted. On a roll of 2-6 the Fanatic may remain in play. On a roll of 1 the Fanatic collapses in a heap and must be placed in the Dead and Injured players box. Roll the dice again to see what has happened to him: 1-3 = Cardiac arrest: The Fanatic dies from over-exertion; 4-6 = Knackered: The Fanatic is worn out, but will recover in time for the next match.

The only player in an opposing team that can attempt to block a Fanatic is another Fanatic. Should this ever happen both players are automatically knocked over.

DWARF DEATH-ROLLER **Penalty Roll: 7+**

One of the most spectacular, if not the most efficient, secret weapons fielded by any Blood Bowl team is the Dwarf Death-Roller. It was first used by the Dwarf Warhammerers back in '64 and has been a regular part of many Dwarf teams' arsenals ever since. The Death-Roller's continuing popularity is no doubt due to the fact that it's so easily improvised from the rollers found at the more sophisticated and well-kept grass-laid stadiums. Referees have done their best to keep Death-Rollers off the playing field, and quite a few have ended up as flat as a pancake as a result! Because of this most referees wait until after a touchdown has been scored before they try to throw the Death-Roller out of the game. Getting in the way as the machine first roars onto the field is just too dangerous!

On the whole a Death-Roller is treated just like a normal player, albeit a very strong one, using the characteristics and skills printed on the Death-Roller Star Player card. However, to reflect the machine's unique properties, the following special rules apply.

The Death-Roller is far too solid and sturdy to be tackled, so it can ignore enemy tackle zones when it moves and never has to dodge in order to leave one. Death-Rollers may attempt to move extra squares, but if they 'fall over' it is assumed that the boiler has blown up (see below for the effects). A Death-Roller is at its most deadly when it is used against prone players who cannot move out of the way. To represent this, if a Death-Roller



is used to foul a player lying on the field, then 6 is added to the Armour roll to see if the prone player is injured.

Death-Rollers that are knocked over by a block, or by the use of a Wizard's spell or a Special Play card, or whose boiler blows moving extra squares, or that suffer an injury in any way, are wrecked for the rest of the game. Remove the model from the field and place it in the Dead and Injured player's box in the Dugout to show this. The Death-Roller may not be used again that match, though it will be repaired in time for the next game.

POISONED DAGGER **Penalty Roll: 10+**

It is a rare Blood Bowl player that can resist the temptation to sneak a weapon on to the field in order to help out against those really tough opponents. More often than not the weapon chosen is a dagger which is both easy to hide and can often be used without the referee spotting it. Some particularly evil players will even take to covering the dagger with a fast-acting poison so that they can really spoil their victim's day.

A player armed with a poisoned dagger may use it to attack another player instead of throwing a block at them. Make an Armour roll for the victim. If the score is less than or equal to the victim's armour value then the attack has no effect. If the score beats the victim's armour value then they have been stabbed by the dagger and an Injury roll must be made. Treat a 'stunned' result on the Injury Table as a KO'd result, because of the effect of the poison. Once the dagger has been used to successfully stab a victim (ie, they failed their Armour roll), then the poison is wiped off and the dagger causes injuries as normal until after a touchdown is scored or the half ends.

SKILLS

The following list includes all the skills available to players chosen from the Blood Bowl and Death Zone team lists and Star Player cards, as well as several skills not included in either of these sections but which can be taken by players as bonus skills if you are using the League rules. Skills are now split into five types: General Skills, Agility Skills, Strength Skills, Passing Skills and Physical Abilities. In the normal course of play the difference between the different types of skill has little effect, but it does become important if you are using the League rules (see the rules for Star Player rolls on page 16).

Accurate

(Passing Skill)

The player may add +1 to the dice roll when he passes the ball.

Big Hand

(Physical Ability)

A player with one or more big hands will pick up the ball on a D6 roll of 2 or more if they enter a square where the ball is on the ground. No modifiers apply to this dice roll.

Block

(General Skill)

The Block skill affects the results rolled with the Block dice, as explained in the Blocking rules in the Blood Bowl Handbook.

Break Tackle

(Strength Skill)

The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making any Dodge rolls.

Catch

(Agility Skill)

A player who has the Catch skill is allowed to re-roll the dice if he fails to catch the ball. It also allows the player to re-roll the dice if he drops a hand-off or fails to make an interception.

Claw

(Physical Ability)

A player with a claw may add +2 to the dice roll when he makes an Armour roll.

Dauntless

(General Skill)

A player with this skill is capable of psyching themselves up so that they can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used the coach of the Dauntless player rolls two dice and adds them together. If the total is greater than the opponent's Strength value, then the Dauntless player's Strength is counted as being equal to his opponent's when he makes the block, before any bonuses for defensive or offensive assists are added. If the dice roll is less than or equal to the opponent's Strength value, then the Dauntless player must use his normal Strength for the block.

Dirty Player

(General Skill)

A player with this skill has trained long and hard to learn every dirty trick in the book. If he fouls an opposing player then add +2 to both the Armour and the Injury rolls. Note that this skill can only be used if the player actually makes a foul; it may not be used if he is assisting another player who is making a foul.

Diving Catch

(Agility Skill)

The player may use this skill if the ball was thrown to him and missed. It allows the player to move one square after the ball has scattered. This move is made after the ball has scattered, but before it hits the ground or can be caught. No Dodge roll is required to make this move. If the move takes the player into the square that the ball is in then he is allowed to try and catch it. Although a player using a Diving Catch ends up on the ground for a moment, because this is a controlled fall he will not be injured and he will almost instantly regain his feet. Therefore the player is **not** knocked over when he uses the skill.



★ ★ ★ Did you know...

Merchandising and advertising has become a very large part of a Blood Bowl player's job. Varag Ghoul-Chewer of the Gouged Eye team, for example, plugs a mouthwash for getting rid of those really stubborn blood-stains and bad breath problems. Meanwhile Morg'th N'hthrog, the gigantic Ogre battering ram, makes a good living advertising a firm that makes brick, er, sanitation facilities!

Diving Tackle

(Agility Skill)

The player may use this skill if an opposing player enters his tackle zone. It allows the player to interrupt the opponent's turn and throw a block at the moving player. The block is worked out using all of the normal rules (both sides may use assists). If the opposing player is pushed back or knocked over, then their move ends immediately and they may not do anything else that turn, although their team does not suffer a turnover unless the player was holding the ball and drops it. Although a player using a Diving Tackle ends up on the ground for a moment, because it is a controlled fall he will not be injured and he will almost instantly regain his feet. Therefore the player is **not** knocked over when he uses the skill, unless he suffers an 'attacker down' or 'both players down' result on the Block dice.

Dodge

(Agility Skill)

A player with the Dodge skill is allowed to re-roll the dice if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per team turn. In addition, the Dodge skill affects the results rolled on the Block dice, as explained in the Blocking rules in the Blood Bowl Handbook.

**Dump-Off**

(Passing Skill)

This skill allows the player to make a Quick Pass when an opposing player declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out the pass using the normal rules before the opposing player makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn.

Extra Arms

(Physical Ability)

A player with one or more extra arms may add +1 to all his Catch rolls.

Foul Appearance

(Physical Ability)

The player's appearance is so horrible that any opposing player within three squares of him must subtract -1 from the dice when they pass or catch the ball. In addition, any opposing player that wants to block the player must first roll a dice and score 2 or more. If the opposing player rolls a 1 he is too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

Frenzy

(General Skill)

A player with the Frenzy skill is allowed to make an extra block if he pushes back an opponent without knocking them over. The player **must** follow up their opponent and throw another block at them, even if his coach doesn't want him to! Each additional block made by a frenzied player costs them an extra square of movement if they are taking a Blitz action. The blocks are free if the player is taking a Block action, but the player may not throw more blocks than his movement allowance.

Guard

(Strength Skill)

A player with this skill may assist an offensive or defensive block even if he is in another player's tackle zone.

Hail Mary Pass

(Passing Skill)

The player may throw the ball to any square on the playing field, no matter what the range; the range ruler is not used. On a roll of 1 the player fumbles the throw, and the ball will scatter once from the thrower's square. On a roll of 2-6 the player may make the pass. The Hail Mary pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky the ball will scatter back into the target square! Also note that this skill is very useful when combined with the Diving Catch skill.

Horns

(Physical Ability)

A player with horns may use them to butt an opponent. This adds +1 to the player's Strength when he makes a block. However, the player may only use this ability as part of a Blitz, and only if he has moved at least one square before he makes the block.

Hypnotic Gaze

(Physical Ability)

This player has a powerful telepathic ability which he can use to stun an opponent into immobility. The player may use his hypnotic gaze once during each of his own side's team turns, at any point during the turn. The hypnotic gaze is a free action and does not interfere with the player's ability to take any other action either before or after he uses the ability. The player may turn his hypnotic gaze on one opposing player who is in an adjacent square. Roll a dice: if the score is greater than the victim's Agility, then the victim is hypnotised and loses their tackle zone for the rest of the team turn. If the score of the dice is less than or equal to the opponent's Agility then the hypnotic gaze has no effect.

Jump Up

(Agility Skill)

A player with this skill may stand up for free at the start of any action; he does not have to pay three squares of movement. This means that the player can take a Block action even when he is prone, because he can stand up for free at the start of the action.

Kick

(General Skill)

In order to use this skill the player must be set up on the field when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Assuming all of these conditions are met then the player is allowed to take the kick-off. Because his kick is so accurate, the number of squares that the ball scatters on kick-off is halved, rounding any fractions down (ie, 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Leader

(General Skill)



The player is a natural leader and inspires the rest of the team while he is on the field. Having such a player in the team allows the coach to take a Leader Re-roll counter at the start of the match and at half-time and place it on the Re-roll track along with his Team Re-roll counters.

A team may only ever have one Leader Re-roll counter, even if it has several players with this skill. The counter is used in exactly the same way as a Team Re-roll counter, but it may only be used if a player with the Leader skill is on the playing field (standing or prone) at the time the counter is used.

Leap (Agility Skill)

A player with the Leap skill is allowed to attempt to jump over an adjacent square, even if it is occupied by a knocked over or standing player from either team. Making a leap costs the player two squares of his normal movement. In order to make the leap, move the player to any empty square adjacent to the square that they are jumping over, and then make an Agility roll for the player. No modifiers apply to this dice roll at all.

If the player successfully makes the dice roll then they make a perfect jump and may carry on moving (and may leap again if they have enough movement left). If the player fails the Agility roll then he falls over in the square that he was leaping to, and the opposing coach may make an Armour roll to see if he was injured. A failed leap counts as a turnover, and the moving team's turn ends immediately.

Note that a player making a leap may ignore enemy tackle zones, and does *not* have to dodge to leave the square he starts in. Also note that the player may leap over empty squares if he wants to. (This version of the Leap skill updates the rules printed on the back of the Blood Bowl reference sheet, which should be ignored.)

Mighty Blow (Strength Skill)

Add +1 to any Armour and Injury rolls made by a player with this skill. This skill may *not* be used by players with a Strength of 2 or less.

Multiple Block (Strength Skill)

The player is allowed to make a block at two or more opposing players at the same time. The opposing players must be next to the player making the block and next to each other. Their strengths are added together and both suffer the effects of the block equally. Both sides may use assists normally.

Nerves of Steel (General Skill)

The player may ignore the -1 dice modifier for enemy tackle zones when he attempts to pass or catch the ball.

Pass (Passing Skill)

A player with the Pass skill is allowed to re-roll the dice if he misses a pass.

Pass Block (General Skill)

A player with this skill is allowed to move three squares when the opposing coach announces that one of his players is going to pass the ball. This move is made out of sequence, after the range has been measured, but before any interception attempts have been made. However, the move may *only* be made if it allows the player to move into a position to attempt an interception, or to put the thrower or catcher in his tackle zone. The opposing coach is not allowed to change his mind about passing the ball after the player with this skill has made his move. The special move is free, and in no way affects the player's ability to move in the following turn. Apart from this, however, the move is made using all of the normal rules, and the player does have to dodge in order to leave opposing players' tackle zones.

Piling On (Strength Skill)

The player may use this skill after he has made a block, but only if the victim was knocked over. The player falls on top of the player that he has just knocked down and may add his Strength to the Armour roll for the victim. For obvious reasons, when a player uses this skill he is knocked over as well. However, do not make an Armour roll for the player who is piling on, as his fall is cushioned by the victim. Note that the player who is piling on is knocked over in his own square rather than that of his victim – it is assumed that he rolls back there after flattening his opponent. Piling on does not cause a turnover unless the piling on player is carrying the ball.

Prehensile Tail (Physical Ability)

The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract -1 from the dice roll if they attempt to dodge out of the player's tackle zone.

Pro (General Skill)

A player with this skill is a hardened veteran. Such players are called professionals or Pro's by other Blood Bowl players because they rarely, if ever, make a mistake. Once per team turn, a Pro is allowed to re-roll *any* one dice roll he has made. However, before the re-roll may be made, his coach must roll a dice. On a roll of 4, 5 or 6 the re-roll may be made. On a roll of 1, 2 or 3 the original result stands and may *not* be re-rolled with a skill or team re-roll.

Razor Sharp Claws or Fangs (Physical Ability)

The player may add +2 to any Injury rolls that he makes.

Regeneration (Physical Ability)

A player with this skill is very, very difficult to kill. This can either be because their flesh is able to regrow as quickly as it is damaged, like a Troll, or because damage that would kill a normal creature doesn't affect them, as with the Undead. To represent this, a player with this ability cannot normally be killed or injured, but he can be broken badly enough so that it takes some time for him to pull himself together! Stunned and KO'd results on the Injury Table are treated as normal. If the player is badly hurt, seriously injured or killed, then they are placed in the Dead and Injured players box in the Dugout as normal.

Before the next kick-off takes place (or at the end of the match if that comes first), a dice is rolled for the player to see if he regenerates. On a roll of '1' the player suffers the effects of the injury as normal. On a roll of 2-6 the player regenerates and should be moved to the Reserves box in the Dugout. Note that opposing players earn Star Player points as normal for inflicting a badly hurt, serious injury, or dead result on a player with this skill, even if the result doesn't affect the player in the normal way.

Right Stuff (Agility Skill)

A player with this skill may be thrown by a large monster with the Throw Team-Mate skill. This skill may only be used by players with a Strength of 2 or less.

Safe Throw (Passing Skill)

Roll a dice if a pass made by the player is successfully intercepted. On a roll of 2 or more the interception is cancelled out. On a roll of 1 the interception takes place as normal.

Shadowing

(General Skill)

The player may use this skill when an opposing player moves out of his tackle zone. Each coach rolls a dice and adds their own player's movement allowance to the score. If the shadowing player's coach manages to beat the other coach's score, then he may move his player into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own team turn. If the shadowing player's coach rolls less than or equal to the other coach's score then his player is left standing. A player may make any number of shadowing moves per turn.

Side Step

(Agility Skill)

A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram in the Blood Bowl Handbook. Note that the coach may choose which square the player is moved to even if the player is knocked over after the push back.

Spikes

(Physical Ability)

Add +1 to the player's Armour Value.

Sprint

(Agility Skill)

The player may attempt to move up to three extra squares rather than the normal two. Their coach must still roll to see if the player falls over in each extra square he enters.

Stand Firm

(Strength Skill)

A player with this skill is never pushed back as the result of a block. He may completely ignore 'Push Back' results, and 'Knock-down' results always knock the player over in the square where he started. In addition, the player does not fall over if he fails a Dodge roll. Although the player stays on his feet, he stumbles as he moves into the square he was dodging to, so his action ends and he may do nothing else that turn. A turnover, however, does not take place.

Strip Ball

(General Skill)

A player with this skill forces any opposing player that he pushes back to drop the ball in the square that they are pushed to, even if the opposing player is not knocked over.

Strong Arm

(Passing Skill)

Reduce the range by one band (but never lower than 'Quick') when the player passes the ball. For example, a long pass is treated as a short pass, etc.

★ ★ ★ Did you know...

The following things are against the rules: hitting an opponent below the shoulder with one's elbow, jumping on a prone player, eating the ball, eating an opponent, eating the referee, setting one's opposite number on fire, setting the referee on fire, putting poisonous barley water in your opponents' refreshment barrel, turning the ball invisible, fielding invisible players, getting the ball all sticky and gooey because you're eating an iced bun during the match (Halflings only), and wearing the wrong colour sweatbands.

Stunty

(Physical Ability)

The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. To represent this the player may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (ie, they always end up with a +1 Dodge roll modifier). This ability does **not** apply if the player is armed with a secret weapon (such as a pogo stick or chainsaw), as the weapon slows the little fellow down and makes him easier to grab.

Sure Feet

(Agility Skill)

The player may re-roll the dice if he falls over when trying to move an extra square.

Sure Hands

(General Skill)

A player with the Sure Hands skill is allowed to re-roll the dice if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

**Tackle**

(General Skill)

Opposing players who are standing in this player's tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a block at them.

Tentacles

(Physical Ability)

In order to leave this player's tackle zone an opponent must roll under their Strength on a D6. If the player rolls equal to or greater than their Strength, then they have been grabbed by a tentacle and may not move, though they may block, pass or catch the ball as normal.

Thick Skull

(Physical Ability)

Roll a dice if the player is KO'd. On a roll of 4 or more the player shakes off the effects of the injury and it is treated as a 'Stunned' result instead. The player may remain on the playing field and is placed face-down. On a roll of 3 or less the player is placed in the KO'd Players box in the Dugout as normal.

Throw Team-Mate

(Strength Skill)

A player with this skill may throw team-mates who have the Right Stuff skill. This skill may only be used by players with a Strength of 6 or more.

The Blood Bowl rules don't tell you what to do if a Large Monster 'fumbles' a throw. When this happens, the player being thrown is knocked over in his starting square; no roll is made to see whether he lands on his feet.

Two Heads

(Physical Ability)

Add +1 to all Dodge rolls the player makes.

Very Long Legs

(Physical Ability)

Add +1 to the player's Movement. In addition, the player is allowed to add +1 to the dice roll whenever he attempts to intercept the ball.

BLOOD BOWL LEAGUES

Any experienced Blood Bowl coach will tell you that while one-off games may be fun, running a team over the course of a series of games is far more exciting. Not only do you have to worry about the tactics that your team will use in a single game, but you can also watch your team develop and grow into a real powerhouse team to rival even the mighty Reikland Reavers or the Gouged Eye. Running a Blood Bowl team in a league does create extra work and calls for quite a lot of commitment, but if you want to have the glory of leading your team through a long season to the Blood Bowl final itself, then the League rules are for you!



The League rules are designed to recreate the way Blood Bowl teams travel round the Old World, moving from venue to venue to play games. In a way the teams are much more like a travelling company of actors, or a mercenary regiment, than the football teams of present day times. Because of this anarchic set-up it is up to each team manager to organise matches, set dates for games, and so on.

Games are played in stadiums, owned either by the Colleges of Magic or by large towns or cities. They are not normally owned by Blood Bowl teams themselves, though some teams do own their own stadiums (eg, the Reikland Reavers). Teams receive money to play in stadiums: the exact amount depends on whether they win or lose, and how many fans turn up for the game.

STARTING THE LEAGUE

A league consists of a group of teams (preferably at least four) who will play each other (and maybe other teams) over the course of a series of games. In order to set up the league the first thing you need to do is pick the "League Commissioner", who should ideally be the most experienced coach in the group. The Commissioner has the responsibility of making sure that the league runs smoothly, and, most importantly, organising any tournaments that are played. The Commissioner can also keep track of how well all the teams are doing, and can even write a newsletter featuring match reports, league tables, facts and stats, and anything else he can think of! The Commissioner can be a coach of a team in the league, too, just so long as he doesn't take advantage of the situation to help his team win any tournaments.

You can start playing league matches as soon as all the coaches taking part in the league have created their teams. It is up to the teams' coaches to organise any matches that they play. A team can play as often as a coach likes, assuming that he can find enough opponents, of course! The only restriction is that a team may not play against the same opponent for more than two matches in a row. This means that a coach can play two games against the same opponent, (roughly a full evening's play), but the next match must be against a different team.

If the Commissioner decides to allow it then coaches may run one or more teams at the same time. Obviously this will mean that each individual team will play fewer games, as the coach's time will have to be split between the different teams he has in his stable. A coach may not swap money, players or anything else between the teams that he runs. For example, he may not make a 'special loan' from one of his teams to another, or swap players between the teams, and so on. Note that a coach can carry out such actions between one of his teams and a team run by another coach (assuming the other coach agrees, of course!), he just can't do it between two of his own teams.

DEATH ZONE TEAM ROSTER

Before you can start playing league matches, each coach must create a team as explained in the Blood Bowl Handbook. The only difference between a league team and a team for a one-off game is that the new Death Zone team rosters should be used instead of the rosters provided with the Blood Bowl game. You will notice that the new rosters are larger, and include a number of new columns and rows for recording important information that you will need to know when you are running a league team. How these extra rows and columns are used is explained in the rules that follow.

★ ★ ★ Did you know...

Blood Bowl has a growing and very enthusiastic following in Norsca, which is hardly surprising considering the Norse love of anything in the slightest bit violent. Norse teams are not renowned for their subtle tactics, and have been known to

forget all about the ball in their rush to inflict severe and, if possible, crippling damage on the opposition!



INJURIES

Blood Bowl is a rough and dangerous sport, and players are often injured or killed while playing the game. Many Blood Bowl players sport scars from old injuries, while some have lost eyes, ears, noses and even whole limbs! Although most injuries can be recovered from given a bit of time, some are so serious that they can permanently affect a player. In one-off games this is not important – all you need to know is that the player is off the field for the rest of the game! – but in a league it is vital to know exactly what type of injury a player has suffered. This is where the Serious Injury Table comes in...

If a player suffers a serious injury, then the opposing coach is allowed to make a roll on the Serious Injury Table. Note that you only roll for 'serious' injuries (ie, a roll of 11 on the Injury Table); 'badly hurt' results only take the player out for the rest of the game and will not have any long term effect.

The dice scores on the Serious Injury Table run from 11 through to 66. Assuming that you don't have a 66 sided dice (not many people do), you need to roll two normal dice. Roll one as tens, so a score of 2=20, 4=40 etc. Next roll a dice for the units, so a score of 3=3, 5=5, etc.

★ SERIOUS INJURY TABLE ★

D66	Result	Effect
11-13	Concussion	Miss next game
14-16	Broken Ribs	Miss next game
21-23	Groin Strain	Miss next game
24-26	Gouged Eye	Miss next game
31-33	Broken Jaw	Miss next game
34-36	Fractured Arm	Miss next game
41-43	Fractured Leg	Miss next game
44-46	Smashed Hand	Miss next game
51-52	Damaged Back	Niggling Injury
53-54	Smashed Knee	Niggling Injury
55-56	Pinched Nerve	Niggling Injury
61	Smashed Hip	-1 MA
62	Smashed Ankle	-1 MA
63	Smashed Collar Bone	-1 ST
64	Broken Neck	-1 AG
65	Serious Concussion	-1 AV
66	Fractured Skull	-1 AV

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

Niggling Injury: Miss next game as above. In addition, write an 'N' in the injuries box on the team roster. Before each match you must roll one dice per Niggling Injury the player has suffered. On a roll of '1' the player must miss the match.

-1 MA, ST, AG, AV: Miss next game as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points, any injuries that could reduce it further are ignored.



Then put the numbers together to get a score from 11 to 66. For example, if you rolled a '2' on the tens dice and a '3' on the units dice, then you would get a score of 23.

Having made the dice roll, look up the result on the Serious Injury Table. The table lists exactly what has happened to the player, and describes any special effects the injury may have. The majority of the results simply cause the player to miss the next match, though some have more long-lasting effects. The coach of the player that suffered the injury should make a note of the effect of the serious injury on his team roster.

STAR PLAYER POINTS

Players are able to earn *Star Player points* (SPP's) in league matches. Star Player points are earned for scoring touchdowns, making complete passes, making interceptions, killing or injuring opposing players, and for earning 'Most Valuable Player' awards. Once a player has earned enough Star Player points he becomes entitled to a 'Star Player roll', and will gain an extra skill or increased characteristic. Players who survive long enough may even progress to become Star Players, with special abilities and skills that they have picked up over the course of their long career on the Blood Bowl field. This is a very cost effective way to add Star Players to your team, although it does take time.

A team may have any number of Star Players generated in this way, in addition to the four Star Players that can be hired for the team 'ready-made' as Star Player cards!

The team roster includes boxes so coaches can keep track of the number of Star Player points their players earn during a match. Each time a player does something that earns him any Star Player points his coach should put a tick in the appropriate box on the roster. At the end of the match count up the number of new ticks for each player, and upgrade their total score of Star Player points accordingly.

Star Player points are earned for performing the following actions:

Completions (COMP): A player who makes an accurate pass that is caught by another player earns 1 Star Player point. An accurate pass is called a 'completion' or complete pass. Note that the ball must be caught by a player from the same team, otherwise it is not complete!

Touchdowns (TD): A player who scores a touchdown earns 3 Star Player points.

Interceptions (INT): If a player successfully makes an Interception then they earn 2 Star Player points.

Casualties (CAS): If a player kills, seriously injures, or badly hurts an opposing player then they earn 2 Star Player points. Killing, injuring or badly hurting a player is generally referred to as inflicting a 'casualty'. For example "He inflicted five casualties in a single match!", or "That takes him to 17 casualties this season..."

Most Valuable Player (MVP): One player from each team will be awarded a Most Valuable Player award at the end of the match. The awards are chosen by the match commentators, and neither coach has any control over which two players are chosen. Note that both teams get a Most Valuable Player award, not just the winners.



The Most Valuable Player award is awarded randomly to one player from each team, just so long as they took part in the match. Use the random player counters provided with Blood Bowl to determine which player gets the award. A Most Valuable Player award earns the player 5 Star Player points.

Sometimes a team will be awarded bonus Most Valuable Player awards from the Handicap Table, as described in the 'Pre-Match Sequence' below. Award these in exactly the same way as a normal Most Valuable Player award, with the exception that no player may receive more than one Most Valuable Player award per match.

STAR PLAYERS & STAR PLAYER POINTS

The Star Players who come on Star Player cards cannot earn any more Star Player points. They are considered to have peaked and cannot get any better. When a Star Player is hired for a team, a large letter 'P' should be written in his SPP's box on the team roster to remind the coach that the player cannot earn any more points.

★ STAR PLAYER POINTS TABLE ★

Per Passing Completion	1 SPP
Per Casualty	2 SPP's
Per Interception	2 SPP's
Per Touchdown	3 SPP's
Per Most Valuable Player award	5 SPP's

SPP's	Title	Star Player Rolls
0-5	Rookie	None
6-10	Experienced	One
11-25	Veteran	Two
26-50	Star Player	Three
51-100	Star Player	Four
101-150	Star Player	Five
151-250	Star Player	Six
251+	Star Player	Seven

STAR PLAYER ROLLS

As players earn more Star Player points they go up in levels of experience and are entitled to make *Star Player rolls*. All players start out as Rookies with no Star Player Points. Once a player has earned 6 points he becomes 'Experienced' and is entitled to his first Star Player roll. Each time that the player goes up another level he is entitled to another Star Player roll. The Star Player Points Table lists the number of Star Player points that are required to reach each different level.

At the end of the match work out how many Star Player points each of the players in your team has earned, and look up their scores on the Star Player Points Table. If the player has earned enough points to go up a level, then immediately make a roll for them on the Star Player Roll Table. To make the Star Player roll, roll two dice, add the scores together, and look up the result on the Star Player Roll Table.

★ STAR PLAYER ROLL TABLE ★

2D6	Result
2-9	New skill.
10	Increase the player's MA by 1 point.
11	Increase the player's AG by 1 point.
12	Increase the player's ST by 1 point.

New Skills

On a Star Player roll of 2-9 the player is allowed to take a new skill. The skills that may be selected for a player are limited depending on the race of the player and the position that they play. The skills are split into five categories: General Skills, Agility Skills, Strength skills, Passing Skills and Physical Abilities. The category which each skill belongs to is noted in the Skills rules that start on page 10, and a summary is included on the back of the Death Zone reference sheet.

Also printed on the Death Zone reference sheet is the Player Skill List. This shows which skills are available to each different type of player. For example, Human Catchers can take General Skills and Agility Skills, Human Throwers can take General Skills and Passing Skills, and so on. Within these restrictions the coach of the player is allowed to freely choose any skill from the Skills section of this rulebook. Remember to record the player's new skill on the team roster.

Characteristic Increases

A Star Player roll of 10-12 will increase one of the player's characteristics – simply record the new value on the team roster. However, no characteristic may ever be increased by more than 2 points over its starting value. Any additional increases are lost and the Star Player roll is wasted.

Rolling Doubles

Normally a player is only allowed to choose a skill from the categories listed on the Player Skill List. However, if the Star Player roll was a double (ie 1, 1 or 2, 2 etc), then the coach may ignore the result rolled on the Star Player Roll Table (even if it was a characteristic increase) and instead may take any skill they like for the player. The restrictions for the player's race and the position he plays are ignored in this case, so a Human Catcher could take a Strength skill, for example. Only Chaos and Skaven players may take a physical ability – see below.

Physical Abilities

Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may *never* be given a physical ability as a new skill, even if the Star Player roll was a double. The *only* exception to this is players from Chaos and Skaven teams. These players are noted as being able to take a physical ability on the Player Skill List, which represents the fact they can develop strange *mutations* later in life. For Chaos players, these mutations are a 'gift' from the gods they worship; Skaven players can mutate as a result of consuming the magical substance known as warpstone. Such players are allowed to take a physical ability as a new skill, but *only* if the Star Player roll was a double.

Mutations are, by their very nature, highly visible, and because of this they must be represented on the model – in other words, the coach of a mutated player will have to convert the player's model to show the mutation. If the model does not actually show the mutation then the

player may not use the skill. For example, the model of a player with two heads and four arms must actually have two heads and four arms, otherwise the abilities can't be used. Converting models isn't as difficult as it sounds, and if you fancy having a go then the 'Eavy Metal Modelling Guide by Mike McVey (available from all good Games Workshop stockists!) will tell you just about everything you need to know.

TEAM RATINGS

All teams that take part in a league must be given a *team rating*. This is based on the Spike! Magazine Team Rating System™, and is a very good indicator of the team's ability and effectiveness on the Blood Bowl field. Two teams with equal team ratings would expect to have a very close match, while if one team has a team rating considerably higher than their opponent's, they should win the match easily.

To calculate a team's Spike! Magazine team rating, first work out the total value of the team in gold pieces. Remember to include any money in the treasury in the total. For every 10,000 gold pieces that the team is worth, it receives 1 team rating point. This may sound like a difficult sum to work out, but it is actually quite easy. Just take the total value of the team and knock off the last four zeros. For example, a starting team with a value of 1,000,000 gold pieces has a team rating of 100 points.

Next work out the combined total of all the Star Player points belonging to the players in your team. Divide this number by 5, rounding any fractions down, and add the result to the total worked out above. For example, if the players in a team had a total of 60 Star Player points then $60 \div 5 = 12$, so 12 points would be added to the team rating. Note that the Star Player points for all of the players in the team are used, even if some of them have to miss the next match due to injury.

Once a coach has worked out his team rating, he should record it on the team roster in the space provided. Note that all starting teams have a team rating of 100 points.

TREASURY

Each coach begins the league with a treasury of 1,000,000 gps with which to buy his team. When creating a league team the coach can choose to save some of the money instead of spending it all when he sets up the team, so that he has some spare cash to fall back on if necessary. A coach must keep track of how much money his team has in its treasury by recording the amount on his team roster.

MATCH RECORDS

On the back of the Death Zone team roster there is a Match Record Chart for recording information about the games that the team has played. Keep a record of the matches played by the team here. The coach should record the name of the opposition, the score and number of casualties inflicted by each team, as well as the gate and match winnings, and any brief notes about the game.

PLAYING LEAGUE MATCHES

League matches have their own sequence of play, which involves some pre-match and post-match action, as well as the actual game. Follow this sequence through for each league match you play, including any tournament matches.

1. Pre-Match Sequence

1. Hire Freebooters
2. Roll on Weather Table
3. Work out the Gate
4. Work out Handicap
5. Take Special Play cards
6. Roll for Niggling Injuries

2. The Match

1. Receiving Team Turn
 2. Kicking Team Turn
- Etc...

3. Post-Match Sequence

1. Work out each team's winnings
2. Allocate MVPs and make Star Player rolls
3. Roll on the Fan Factor Table
4. Hire new players and coaching staff
5. Work out new team rating



PRE-MATCH SEQUENCE OF PLAY

The pre-match sequence must be used before every league match that is played. The sequence is split into six separate steps which are described below.

1. Hire Freebooters

Not every talented Blood Bowl player gets swept into one of the big-name teams. There are some who are mistakenly discarded or replaced, those who put too high a value on their services, and there are those who, for whatever reason, don't wish to be associated with a single team. At least one common-sense motivation for the latter is that they don't have to play unless they want to! Over the years, then, there has developed a class of player who sell their services on a match by match basis. These players are called Freebooters.

Freebooters travel from match to match, arriving a few hours before game time. They congregate at an agreed location, usually a local tavern, where the coaches of the two teams can meet them and make offers. Hiring a Freebooter is not cheap, but if you've got the money then they can be the key to winning the match!

Either coach is allowed to hire one or more Freebooters at the start of a league match. You may only hire Freebooters for league matches, they may not be used for one-off games. A Freebooter costs half the normal amount of money to hire, but he will only play for one game. For example, a Freebooter Human Blitzer would cost $90,000 \div 2 = 45,000$ gold pieces to hire for one game.

Star Players may be hired as Freebooters for a single match in the same way (ie, at half the cost listed on the Star Player card). A coach can also hire Freebooter coaching staff for a single match, calling in a Freebooter Wizard or Apothecary for a vital game!

A coach is only allowed to hire Freebooter players that would normally play for his team, so the coach of a Human team could only hire players from the Human team list, or Star Players that will play for Human teams. In addition, any Freebooters that are hired may not take the number of players in the team to more than 16.

2. The Weather

One coach rolls on the Weather Table printed on the Blood Bowl reference sheet to see what the weather will be like for the match.

★ ★ ★ Did you know...

The Scarcrag Snivellers Goblin team once kidnapped the head coach of their arch-rivals, the Lowdown Rats, in order to discover the Rats' play secrets. The coach held out for months and eventually the Snivellers gave up in disgust and sent him home – only to discover that he had stolen all the details of the Snivellers' own special plays!

3. The Gate

The number of fans that attend a match is called the match's 'gate'. It is necessary to know the gate in order to work out each team's winnings at the end of the game, and in any case it's an interesting fact in its own right! In order to work out how many fans attend the match add the fan factors of the two teams taking part together, and then roll a number of dice equal to the total. Add the scores of the dice together, and then multiply the score by 1,000 – the result is the number of fans that attend the match.

For example: Two teams with a combined fan factor of 6 are playing a match. Six dice are rolled and come up 1, 2, 3, 4, 5 & 6, which adds up to a total of 21. The result is multiplied by 1,000 to find the gate for the match, which means that 21,000 screaming fans have turned up to watch the game.

4. Handicaps

All teams have a team rating which represents how good they are – the higher it is the better! See page 17 for a description of how to work out the team rating. Teams that play against opponents who have a much higher rating will probably lose. However, there is a chance that they will be inspired to perform even better than normal, and they may learn a lot against such a superior team. These two factors are reflected by allowing lower-rated teams to take extra Special Play cards and extra Most Valuable Player awards when they play against a superior team. To see if a team gets any bonuses, subtract the rating of the lower team from that of the higher team, and refer to the Handicap Table.

For example: the Moot Mighties (team rating 134) are playing the Erengard Undertakers (team rating 147). The Moot Mighties have the lower team rating and so are entitled to a bonus from the Handicap Table. The difference between the two teams' ratings is $147-134=13$ points, which means that the Moot Mighties are entitled to take an extra Special Play card for the match.

★ HANDICAP TABLE ★

Difference in Team Ratings	Bonus Cards	Bonus MVP's
0-10	0	0
11-20	1	0
21-30	1	1
31-50	2	1
51-75	2	2
76-100	3	2
101+	3	3

Bonus Cards: Number of extra Special Play cards the team may take at the start of the match.

Bonus MVP's: Number of extra MVP's the players in the team are awarded at the end of the match.

5. Special Play Cards

Each coach rolls a dice to see how many Special Play cards they receive (see the table on page 3). In addition, a coach may be allowed to take bonus cards if his team has a lower team rating than the opposing team (see the Handicap rules above).

6. Niggling Injuries

In a league it is possible for players to pick up nasty 'niggling injuries' that can cause them to miss a match (see the Injury rules, above). If any of the players in a team has suffered a niggling injury then their coach must roll now to see if the player has to miss this game.

Roll one dice for each niggling injury: if any of the dice roll a '1' then the player must miss this match. The player only ever misses the one game, no matter how many 1's were rolled. If all of the dice come up with scores of 2 or more then the player may take part in the match as normal.



POST MATCH SEQUENCE

You must go through the following five steps after each and every league match that you play.

1. Treasury Phase

At the end of a match each team receives a fee for playing the game from the owner of the stadium where the match was played. The amount received represents the money that is left after all expenses have been paid. Teams with a higher rating get less gold because they have to pay out more money to the players in their team and for other expenses.

In order to work out their winnings each coach rolls a dice, and then cross references their team rating with the gate for the match on the Match Winnings Table (see over the page) to see if there is any modifier to the dice roll. The modified dice roll is multiplied by 10,000 to see how many gold pieces are added to the team's treasury. If the modified dice roll was 5, for example, the coach would be allowed to add 50,000 gold pieces to his treasury.

2. Star Player Rolls

In league matches it is possible for players to earn Star Player points which may give them Star Player rolls at the end of the match, as explained above. This phase is used by each coach to update the Star Player points the players in their team have earned, and to make any Star Player rolls for the players in their team.

3. Fan Factors

A team's fan factor may not be voluntarily changed once the league has started. Instead, each coach must roll after every match to see if their fan factor changes. Roll a dice, add or subtract any modifiers, and look up the result on the Fan Factor Table. Any change to the team's fan factor must be recorded on the team roster. There is no limit to how high a team's fan factor may go, but it can never be reduced to less than 1.

★ FAN FACTOR TABLE ★

D6	Result
1 or less	Fan Factor goes down 1 point.
2-5	Fan Factor stays the same.
6 or more	Fan Factor goes up 1 point.

Won the Match	+1
Lost the Match	-1
Team scored 2+ TDs	+1
Team inflicted 2+ casualties	+1
Tournament Semi-Final	+1
Tournament Final	+2

4. Purchases

In this phase the coaches may buy new players for their teams, either as replacement players for any that were killed during the match, or as new players to add to the team. New coaching staff (ie, assistant coaches, cheerleaders, Apothecaries etc) may also be hired. A coach is also allowed to purchase additional Team Re-roll counters for his team. New Team Re-roll counters cost DOUBLE the amount shown on the team list, unless they are purchased with an 'Extra Training' Special Play card at the start of the match (see the Extra Training cards in the Special Play decks).

If a coach hires a new player for a team that already has 16 players, then one of the old players will have to be retired to make room for him. Simply delete the retired



player from the roster and fill the resulting space with the details of the new player. Each player that retires allows the coach to add an extra assistant coach to his team for free. A coach can, if he wishes, retire a player even if they do not have a new player to take his place.

5. Update Team Roster

This phase is used to make sure that both teams' rosters are up to date and filled in correctly. A team's value in gold pieces, total Star Player points, and team rating need to be recalculated at the end of each game, and any notes or points of special interest can be recorded on the team roster at this time. There are spaces on the back of the roster that can be used to keep a record of the results of the matches that a team has played.

By the way, although most Blood Bowl coaches will stoop to using almost any underhand tactic in order to win a game, falsifying a team roster is such a heinous crime that no right thinking coach should even consider doing such a thing. Enough said, I hope...

★ MATCH WINNINGS TABLE ★

THE GATE	TEAM RATING						
	0-99	100-125	126-150	151-175	176-200	201-250	251+
0-15,000	+1	+0	+0	+0	+0	+0	+0
15,001-30,000	+2	+1	+0	+0	+0	+0	+0
30,001-45,000	+3	+2	+1	+0	+0	+0	+0
45,001-60,000	+4	+3	+2	+1	+0	+0	+0
60,001-75,000	+5	+4	+3	+2	+1	+0	+0
75,001+	+6	+5	+4	+3	+2	+1	+0

Won Match: +1

Match Winnings = (dice roll + Modifiers) x 10,000.

TOURNAMENTS

For a short period following the collapse of the NAF there were no tournaments or competitions at all. Teams simply played 'one-off' games for whatever prize money they could get. It was not long, however, before the Cabalvision networks and major Blood Bowl sponsors got together and started arranging tournaments with large prizes for the teams that managed to battle their way through to the final. Four tournaments quickly established themselves as the most important and eagerly anticipated Blood Bowl events of the year, and were soon being referred to as the 'Major Tournaments' or simply the 'Majors'. These tournaments were the Chaos Cup, the Dungeonbowl, the Spike! Magazine Trophy tournament, and, of course, the Blood Bowl itself.

The Majors are held at roughly three-monthly intervals over the year. The Chaos Cup is held in the spring, the Blood Bowl tournament is held in the summer, and then the Spike! Magazine tournament is held in the autumn. The Dungeonbowl is held during the dark winter months, when most teams appreciate playing in nice warm underground stadiums rather than out in the freezing cold. There are exceptions of course – most Norse teams actually prefer sub-zero conditions, while the Ice Lord team of Frost Giants can't take part in the Dungeonbowl tournament at all because they would melt in the warm underground stadium!

Each tournament is held at a different location. The Blood Bowl is held at the huge Emperor stadium at Altdorf, and the Spike! Magazine tournament in the seaside resort town of Magritta in Estalia. The Dungeonbowl is held in the Dwarf underground stadium at Barak-Varr (the upkeep for which is paid, at huge expense and much to the Dwarfs' delight, by the Colleges of Magic).

The location of the Chaos Cup tournament changes from year to year, and it is rare for anyone to know where it will be held until a week or two before the event starts! Not surprisingly this can make it very difficult for teams to attend the Chaos Cup, because if they are not in the right general vicinity when the tournament is announced then it may be impossible for them to get there in time to take part!

The Major Tournaments are open to all teams, no matter how lowly their status. The first three weeks of a tournament are an anarchic and confusing affair called the play-offs. During the play-offs it is up to the teams taking part in the tournament to arrange matches for themselves, because there is no regular schedule as such.

A team can play any number of matches in this period, against any opponent (although they can't play the same opponent more than once). Teams score points for winning matches, and at the end of the play-off period the four teams with the most points go through to the semi-finals. The winners of the semi-final matches go through to the grand final for the tournament trophy and (more importantly) a big money cash prize!

RUNNING A TOURNAMENT

The League Commissioner has the responsibility of setting up and running the tournaments that are played in his league. It is up to him to decide when and how the tournaments are held, although we recommend that the Major Tournaments are played at roughly three monthly intervals during the appropriate season each year. It is generally a good idea for a League Commissioner to delegate the organising of a tournament to a deputy chosen from the coaches of the teams taking part in the league. This leaves the Commissioner free to concentrate on the running of the league as a whole, without becoming overwhelmed with work trying to sort out everything himself!

Each tournament is played over a five-week period and is split into three phases: the play-offs, the semi-finals and the grand final. The play-offs take place over the first three weeks. No fixture list is used, instead it is up to coaches to organise the matches themselves. A team may play any number of matches in the play-offs, but is not allowed to play the same opponent more than once. At the end of the three-week play-off period each coach is allowed to put forward his three best results to see if his team makes it through to the semi-finals. A coach is allowed to put forward less than three results if he wants, but this will reduce his chances of getting through.

By the way, note that coaches who are running more than one team in the league may not enter more than **one** in a tournament. This is to make sure that a single coach does not end up with two (or more!) of his teams in the semi-finals...



Each team scores 15 points for every game that they win, 5 points for every game they lose, plus the number of touchdowns that they scored in all three games, and minus the number of touchdowns that were scored against them. The four teams with the most points go through to the semi-finals. Any ties are resolved by comparing team ratings, with the team(s) with the highest team rating going through.

The four teams that make it through to the semi-finals are matched into two pairs by random draw and must play their matches in week four of the tournament period. The two winners of the semi-final match then go through to the big final which is played in week five. The two runners-up may play a match to decide 3rd and 4th position if they wish.

Challenges

It is possible for coaches to exclude powerful teams from the semi-finals by refusing to play any games against them during the play-offs. To stop this underhand and quite despicable practice, any coach is allowed to issue a written challenge to an opposing coach to play a match. A coach may make a maximum of one written challenge per week of the play-offs. The challenge is given to the tournament organiser, who passes it on to the challenged coach and gets his response. A challenged coach *must* make one of the following three responses within a day of receiving the challenge:



★ **Accept:** A challenged coach may agree to play the match, and the two teams play the match as normal.

★ **Refuse:** A challenged coach may refuse to play the match. This counts as a 2-0 win for the challenger. No Star Player points, cash or fan factors are gained or lost for the match.

★ **Substitute:** A challenged coach may ask any other coach that is willing to take his place to play the match instead. The substitute coach must be taking part in the tournament, and must not have played against the challenger so far. If he does this then the challenging coach *must* play the substitute, or count as having lost the match 0-2.

THE GLITTERING PRIZES

Although the glory of winning a major tournament trophy is considered by many teams reason enough to take part, most teams are motivated as much (if not more) by the chance of winning the big cash prize that the sponsors of the tournament offer the winners. There are also often additional 'fringe' benefits for the winners of a major tournament, such as lucrative sponsorship deals or special prizes.



The cash prizes and any special benefits are described below, but in addition to these the winner of a Major Tournament always receives a special trophy. We have included a card replica of each of the trophies from the Major Tournaments with the Death Zone game. They should be placed in the plastic stands provided (see the photograph above), and presented to the winner of the tournament for them to keep in pride of place on their mantelpiece until the tournament is held again next year. In addition to looking jolly good, trophies also provide a benefit to the team in any games that they play as long as they have them. Each trophy a team has won entitles it to a special 'Trophy Re-roll' once per match. This re-roll is taken in exactly the same way as a Team Re-roll, except that it may only be used once per match (rather than once per half).

★ ★ ★ Did you know...

A sizable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.



★ ★ ★ Did you know...

According to their unholy religion, the Chaos All-Stars must cook and eat their coach if they lose a game. If they win, of course, they're allowed to eat him raw!

THE SPIKE! MAGAZINE TROPHY



This award, which takes the form of a mithril spike mounted on a delightful plinth, is awarded to the team that wins the Spike! Magazine tournament. In addition to the trophy itself the winner of the tournament receives a cash prize of 200,000 gps, while the runner-up gets 100,000 gps. In addition, because the holder of the Spike! trophy receives extensive and (usually)

positive coverage in Spike! magazine, the team's fan factor is increased by a number of points equal to the roll of a dice. This increase is permanent, even after they have had to hand the trophy back in the following year.

If the tournament organiser likes he may also choose to hand out the award for the Spike! Magazine Player of the Year after the final has been played. This award goes to the player in the league who has the most Star Player points, and it increases his team's fan factor by 1 point permanently. Note that the player does not have to be in one of the teams that took part in the final, or even the tournament, in order to receive the reward.

THE DUNGEONBOWL



Dungeonbowl is played, as its name suggests, in a dungeon. Originally the two teams started at opposite ends of a small underground complex, the idea being to get to the opponent's starting position with the ball and score a touchdown, but eventually the game evolved so that it is played on a normal sized and shaped field – which just happens to be located in a dungeon!

The Dungeonbowl League is sponsored by the ten Colleges of Magic, and each College also supports one of the teams taking part in the tournament. Even though the idea was originally put forward to settle the matter of which College was the most powerful, and was to be a one-off event, Dungeonbowl has now been going for over 20 years and shows no sign of ending in the foreseeable future. The current holders of the cup are the Vynheim Valkyries, who were supported by the Amber College in the last Dungeonbowl. Of course, the other Colleges say that this was a fluke, and are carefully studying the form of the best teams in preparation for the next Dungeonbowl. It doesn't look as if the problem is going to be solved in the near future – or at all, come to that.

As well as receiving the magnificent Dungeonbowl trophy, the winners are awarded a cash prize of 150,000 gps, while the runners-up get a prize of 100,000 gps. In addition, the winning team receives the services

of a Wizard from the College that supported them, who will serve with the team until the start of the next Dungeonbowl tournament in the following year. The extra Wizard will serve with the winning team even if they already have a Wizard on their roster. This is the only way a team is ever allowed to have two Wizards, and it allows them to cast two magic spells per match. The Wizard will even serve on Dwarf, Halfling and Undead teams, even though they are not normally allowed to have a Wizard (see the Special Wizards rules on pages 4 and 5).

THE CHAOS CUP



As you will see if you have a look at the trophy, the Chaos Cup is not exactly the most desirable of objects to win. The status it carries, however, is second only to the Blood Bowl. Originally known as the Whiteskull Challenge Cup, it was played for by eight top teams from the AFC while the conference winners

were away competing in the Blood Bowl. With the collapse of the NAF in '88 the Chaos Cup became the first trophy to be given away in the new style 'Open' tournaments.

The winner of the Chaos Cup tournament receives the Chaos Cup trophy and a share of the 350,000 gps prize money. Exactly how much money the winning team receives is decided randomly, and may result in the runners-up getting more prize money than the winners! To see how much money the winners get, roll a dice and refer to the table below. Winning the Chaos Cup has another, more extraordinary benefit. The Chaos Gods take a special interest in the fate of the team that holds the Chaos Cup, with the effect that the team seems to be exceptionally lucky while they hold the trophy. To represent this good fortune the team is allowed to draw one extra Random Event Special Play card in every game that they play for as long as they have the trophy.

★ CHAOS CUP WINNINGS TABLE ★

Dice Roll	Prize Money	
	Winners	Runners-Up
1-2	100,000 gps	250,000 gps
3-4	200,000 gps	150,000 gps
5-6	300,000 gps	50,000 gps

Winners are a Chaos
or Chaos Dwarf team +1

Winners are a Dwarf,
High Elf or Wood Elf team -1

THE BLOOD BOWL



The most sought after trophy is the Bloodweiser Blood Bowl Championship Winners' Trophy, commonly known as the Blood Bowl. Originally it was awarded to the winner of the final match between the NFC and AFC Conference champions, but now it is awarded

to the winner of the Blood Bowl Open tournament. Before 2461, the Blood Bowl championship games were fairly friendly – but competitive – affairs, played purely to award the status of Best Team in the World to the winners. With the arrival of big business in the shape of the Bloodweiser Corporation, however, the competition made a major stride in popularity. The prize money and Bloodweiser sponsorship deal that goes to the winners is said to be worth over a million crowns over the course of the following year. There is also the Blood Bowl trophy itself, otherwise known as the Buddy Grafstein trophy after the Bloodweiser chairman who first presented it. It's made from solid Dwarf gold, and as such is extremely valuable. This value has caused the original trophy to be stolen many times, and in fact the current one is the fourth trophy to be made!

The winners of the Blood Bowl get the trophy itself and 350,000 gps, plus a sponsorship deal from Bloodweiser which adds 20,000 gps to the prize money for each match that the team plays as long as it holds the trophy. The runners-up receive a consolation prize of 150,000 gps. For the players, however, the most important prize is the Blood Bowl player's medal awarded to each player (from both teams) that participates in the final. Receiving a Blood Bowl player's medal is a great confidence booster, so every single player that takes part in the Blood Bowl final counts as have been awarded an Most Valuable Player award and gains 5 Star Player points, in addition to the Most Valuable Player awards that are normally handed out for playing in the match.

OTHER TOURNAMENTS

The four Major Tournaments are not the only Blood Bowl competitions that are held over the course of the year. Many other tournaments take place, ranging in size from small local events involving only a handful of teams, through to really quite large events that rival the Major Tournaments in importance. Any League Commissioner who feels like organising extra tournaments based on these less important events should feel free to do so. It is a good idea to keep the number of extra tournaments fairly low, otherwise the commissioner (not to mention the coaches) will quickly become overwhelmed with the number of tournaments that they have to play. Similarly, the prizes for minor tournaments should be kept on the

low side, and the total prize money (for both winner and runner-up) should never exceed 150,000 gps. Note that Trophy Re-rolls are only allowed for Major Tournament trophies.

Two examples of typical minor tournaments are the Far Albion tournament and the Goblin Tribal Leeg. The Far Albion tournament is one of the more important minor tournaments. It is held on the distant island of Albion, northwest of the Old World across the Sea of Claws, which means that normally only one or two Old World teams make it to the island to compete against the local Blood Bowl teams. The Far Albion tournament cup (or FA Cup as it is known) used to be a stunning trophy, studded with diamonds and crusted with emeralds. Sadly it was stolen in 2145 and had to be replaced with what was meant to be a temporary tin replica. The original FA Cup never re-appeared, however, and now the battered old tin replacement has great sentimental value, especially for the local Albion teams. Prizes for the tournament consists of the trophy, and a 120,000 gps prize split 80,000 gps to the winner and 40,000 gps to the loser.

At the other end of the scale is the Goblin Tribal Leeg. This tournament is normally held at round about the same time as Spike! Magazine tournament, as most Goblin teams can't afford to travel to far-off Estalia from their tribal lairs in the Darklands, and in any case Goblin players hate playing in the bright, sunny conditions under which the Spike! tournament is normally held.

The Tribal Leeg tournament doesn't have a trophy or any prize money since it is all but impossible for a bunch of Goblins to arrange for a trophy and two different teams to be in the same place at the same time, and any prize money is invariably stolen before the final takes place! This means that all the winner of the Goblin Tribal Leeg really gets is the undying support of a huge horde of Goblin fans, who follow the team around the Old World watching it play. Whether being followed around the Old World by a huge army of Goblin fans is actually a good thing is open to debate, but it certainly increases the gate money that the team receives every time that it plays a match!

★★★ Did you know...

That bribery is now so prevalent amongst referees that rules have grown up concerning where, when and how one can accept a bribe. It's got so bad that the referees' guild is considering appointing a second bunch of referees to govern the conduct of the first lot.



THE NEW TEAMS

Death Zone includes team lists for six more of the races that play Blood Bowl: Chaos Dwarfs, Goblins, Halflings, Undead, Chaos and Wood Elves. The team lists for these new races are printed on the back page of the Death Zone Playbook, and you may use them to create teams in exactly the same way as the team lists in the Blood Bowl Handbook.

UNDEAD BLOOD BOWL TEAMS

In the Old World the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers seek to escape their mortality by searching for forbidden knowledge within the pages of accursed books. In lost pyramids buried beneath the desert sands of the Kingdom of the Dead, the Liche-Lords rule over legions of corpses, their servants in death as they were in life. In the musty crypts of dead noblemen tomb robbers freeze in terror when they hear the clink of silver rings and movement behind them. And on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

Undead teams are very different from any of the other teams that play Blood Bowl. For a start, most of the players in the team are dead, or rather they *were* dead, until the powerful wizard who is the head coach of the team raised them back to grotesque mockery of life known as undeath. Which brings us to the second unique aspect of Undead teams, which is that they all have a Necromancer as their head coach. Necromancers practise a form of magic that can return the dead to life. The Necromancer is, almost literally, the heart and soul of the team, for without his willpower the Undead players on the team would return to death and crumble into dust!

TEAM PROFILE: CHAMPIONS OF DEATH

Team Colours: Black (what else!?)

Owner: Tomolandry the Undying

Head Coach: Tomolandry the Undying

Players: Skeletons, Zombies, Wights, Vampires, Mummies, Ghouls, or anyone else just so long as they're dead!

Deep in the Coldworm Mountains, beyond the limits of human civilisation, there is a vast opening to a system of gloomy caves. It is a dark, forbidding, evil place – and it's the home of the Champions of Death. First raised up in 2439, the Champions are the property of a gifted Necromancer known as Tomolandry the Undying. The sorcerer has dwelt in these caves for many centuries, wizened by age if not destroyed by it, as he delved ever deeper in the mysteries of the Black Arts.

About the year 2425, Tomolandry became bored with all that tedious mucking about with corpses and coffins. He used his skills to tune into what other mages were doing, patched himself into the broadcasting net of the Necromancers Broadcasting Circle, and was delighted to discover Blood Bowl! Soon Tomolandry's enthusiasm grew so much that he started his own football club. However, instead of hiring players, he simply resurrected a dozen skeletons, cast a spell of his own devising which gave them a rudimentary knowledge of the game – and the Champions of Death were (re)born!

- 2439 In their first season the Champs attract much opposition from all the other teams. Tomolandry, in a rare interview with Spikel magazine, declares that the other teams are just jealous because their players have to stop playing when they die, and because he doesn't have a weekly wages bill to pay! In their first few seasons the team does reasonably well, though they have a tendency to go to pieces in rough scrambles for the ball.
- 2451 Tomolandry is accused by the Dwarf Giants of kidnapping one of their players, when it is revealed that the skeleton of an ex-Giant lineman, Skrull Halfheight, has been resurrected and is now playing for the Champs! Most teams bring in player contracts stating that players' bodies are still team property even after death, but this does little to stop the growing trade in the bodies of recently departed players!
- 2466 With a team captained by Ramtut the Third, a rediscovered mummy of an original Blood Bowl player from eight thousand years ago, the Champs storm to victory against the Vynheim Valkyries at Blood Bowl VI.
- 2486 The team repeats the feat, despite some trouble in the quarter-finals when a werewolf player went berserk, and ran off and buried a Star Player's leg bones!
- Present It's taken a while for the Champs to get used to the new open tournament system – the dead are notoriously conservative in their ways – but it looks as if they are finally on their way thanks to the brilliant captaincy of Vampire Star Player Hugo "The Impaler" von Irongrad.

Team Honours: Blood Bowl winners 2467 (VI), 2486 (XXVI); Chaos Cup winners 2440, 2459, 2461-62, 2467

Hall of Fame: None (no players ever retire – they're simply put into storage for a few years before being revived again!)

Although terrifying in form and capable of striking fear into the heart of even the toughest opposing player, it has to be said that the majority of Undead players are simply not all that good at actually playing the game. Even Tomolandry, famous coach of the Champions of Death, admits that you can't expect a lot of individual Undead players. They tend to be slow, they throw poorly, and the skeletons that make up the majority of the team are habitually carried off the field in batches of threes and fours. But, with just a quick spell, the Undying Coach can have the whole squad back in rattling good form. And the longer the game goes on, the more likely it is that the opposition will be bone-tired...

SPECIAL RULES

All Undead teams must have a Necromancer as their head coach – after all, it is the Necromancer's spells that created the team in the first place and they wouldn't exist without him! Therefore all Undead teams are assumed to have a team wizard for free (ie, the head coach is a Necromancer). In fact, Undead teams are not allowed to hire a normal wizard at all, and the only way that they can get one is by winning the Dungeonbowl and being given one as a prize!



In addition to his abilities as a head coach (see page 16 of the Blood Bowl rules), the Necromancer may cast a Raise the Dead spell once per match. This spell may only be cast if a player from the opposing team is killed during the match. It allows the Necromancer to raise the player from the dead, and add him to the Undead team as a new Zombie player! The spell may only be cast on players of roughly human size (ie, not on large monsters like Ogres or Trolls, or small players like Halflings or Goblins). The new player has standard Zombie characteristics no matter what his skills or abilities in life, and may only be added to the Undead team if it has fewer than 16 players at the time. If the Undead player has a spare Zombie model available then the new player may be placed in the Reserves box of the Undead team's Dugout immediately after he has been raised from the dead.

For obvious reasons, Undead teams may not employ the services of an Apothecary.

FAMOUS UNDEAD TEAMS

Champions of Death: The Champions of Death are the longest running and most successful of all the Undead Blood Bowl teams. Under the exacting leadership of head coach Tomolandry the Undying, the Champions of Death continue to be one of the best Blood Bowl teams in the Old World, despite having players who are individually older than the combined ages of any team they play against!

Erengard Undertakers: The Undertakers are famous for the inordinate amount of time it takes them to finish a game. For a start they will only play during the witching hour on the night of a full moon. This wouldn't be too bad in itself, but the long and very complicated blood sacrifice the Undertakers will insist on performing at half time almost invariably takes so long that dawn arrives before the second half starts. The Undertakers won't play during the hours of daylight, of course, with the result that the second half is often delayed for a month waiting for the next full moon...

CHAOS DWARF BLOOD BOWL TEAMS

The exact origin of the Chaos Dwarfs is not known for certain. In the distant past some Dwarfs moved northwards into the Great Skull Lands and then south along the Mountains of Mourn. These explorers were undoubtedly the ancestors of the Chaos Dwarfs. The great influx of Chaos has since worked terrifying changes on their bodies and souls, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all – Chaos Dwarfs still love playing Blood Bowl.

Chaos Dwarfs are not very numerous so they make great use of slaves to perform all kinds of tasks. By far the most common of the Chaos Dwarfs' slave servants are the Hobgoblins. These creatures are taller than a normal Goblin, with thin and sneaky features. Although Chaos Dwarfs don't really trust Hobgoblins very much, having a sneaky, evil git in your team can come in handy at times, so most Chaos Dwarf teams include some Hobgoblin players.

FAMOUS CHAOS DWARF TEAMS

The Zharr-Naggrund Ziggurats: The Ziggurats are the most popular and by far the most successful of the Chaos Dwarf teams. Under the leadership of captain and Star Blitzer Zorn "Sabre-tooth" Uzkrag, the team has acquired a reputation for illegal use of weapons which rivals that of the Dwarf Warhammerers. When combined with the Ziggurats' almost complete disregard for any of the rules of the game, and their psychopathic hatred of all other races, it is not difficult to understand why this team is such a big hit with the fans!

The Hobgoblin Team: This unimaginatively named team is made up entirely, and not surprisingly, of Hobgoblins. Unfortunately, it has to make do with Hobgoblins who will *voluntarily* play Blood Bowl (rather than being forced to as they are in most Chaos Dwarf teams), and as a result it has the biggest collection of stupid and easily duped players of any team in the Old World. Skurfrik Stone-Sucker, one of the team's better players, often missed entire games as he struggled to tie his bootlaces up, and the team as a whole has an almost legendary reputation for getting even the simplest things wrong. The chaos and confusion that reign when the Hobgoblin Team stumble and trip onto the playing field means that games featuring them are very popular, and almost always sell out well in advance!

HALFLING BLOOD BOWL TEAMS

The technical deficiency of Halfling teams is legendary, to the point where few people can see any point in them playing the game 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 without any chance of success at all. Even worse, as players they are completely unreliable, and have a nasty habit of sneaking off the field for a hot dog, or refusing to come out of the Dugout until they have finished their iced bun and glass of fizzy pop.

Most Halfling coaches, aware of the material that they have to work with, make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's End Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one of two of them won't be jelly by the time that you throw the thing...

SPECIAL RULES

With the exception of Treemen (who like the little guys because they are the only people who will listen to their incredibly boring and long-winded stories), most Star Players wouldn't be seen dead playing for a Halfling team. To represent this fact it costs *double* to hire a Star Player for a Halfling team unless he is a Treeman or a Halfling player.

Being about half the size of a normal Blood Bowl player does, unfortunately, have its disadvantages. Halflings are just a bit too small to throw the ball well, and so must increase the range by one category when they make a pass. In addition, the little guys tend to break rather easily, which is represented by allowing the opposing coach to add +1 to the dice roll whenever he makes an Injury roll for a Halfling player (including Halfling Star Players), in addition to any other modifiers that might apply.

FAMOUS HALFLING TEAMS

The Stunted Stoutfellows: The Stoutfellows are renowned as being one of only two Halfling teams ever to score a touchdown against the Chaos All-Stars. Admittedly, they were blessed with great good fortune when the All-Stars didn't arrive at the match until half-time, by which time the plucky little guys had managed to score their touchdown and were only 2-1 down!

The Moot Mighties: The Mighties are one of the few Halfling teams that opponents actually fear to play. It has to be said that this has rather more to do with the fact that the team includes the mighty Treeman blocker Thicktrunk Strongbranch than any other reason, although the 'Halfling hit squads' used by the team, who specialise in finishing off opponents laid low by Strongbranch, are universally hated as well. Still, as the Mighties' head coach, Slowchap Eatmoore, points out "When you're stuck with players like these guys, ya gotta take advantage of any edge you can get".

TEAM PROFILE: GREENFIELD GRASSHUGGERS

Team Colours:

Dark green and golden brown

Owner: Berrybriar

'Bingo' Fatfellow

Head Coach:

Drago Foodcraver

Players: Halflings



Why Halflings actually make the effort of getting all kitted out for a game every week, only to be perpetually stomped into the ground and left for dead, has been a complete mystery to a great many sports fans for years. However, we think that we have discovered the answer. According to Halfling tradition, everyone who plays in a game gets to join in a gigantic slap-up tea after the game is over! It is thus not unusual to see injured Halflings get up from their stretchers and tear off in the direction of the dressing room when the final whistle goes! The Grasshuggers are a typical Halfling team in this regard. They can't run very fast, they can't throw, and fatalities every match are quite horrendous, but still the plucky little chaps soldier on. What some Halflings will do for a free feed...

- 2465 After losing a bet, Berrybriar Fatfellow founds the Greenfield Grasshuggers. Halflings love any excuse to go somewhere and stuff themselves with popcorn, candy-floss, cakes and cans of Bloodweiser, so the sport is unexpectedly successful.
- 2476 Due to a crippling player's strike and a ban on visiting teams from the AFC, the Grasshuggers are one of only two teams playing this year! Luckily for everyone, however, they are beaten 3-0 in the Blood Bowl final by the Creeveland Crescents.
- 2482 After losing to the Asgard Ravens, the Grasshuggers disband due to a lack of players (foolish ex-coach Omo Snuffsniiffer continued to substitute for injured and dead players throughout the match). The Grasshuggers finally gave up when the 734th corpse was carried from the field. New legislation limiting the size of Blood Bowl teams was rushed through the very next week.
- Present The Grasshuggers returned, much the same as ever they were. The players and coach were different, of course, but nothing else has changed. They are still overweight, undertalented and look ridiculous in full Blood Bowl kit – and the fat ones still go Squit! like a pimple when a Storm Giant treads on them.

Team Honours: None

Hall of Fame: Jingo Merrychap

GOBLIN BLOOD BOWL TEAMS



Goblins are cruel, callous and uncouth, with a juvenile sense of humour and a wicked imagination dedicated to discovering new ways of hurting others without getting hurt themselves. This tends to make them better Blood Bowl fans than players, and indeed Goblin fans have a solid reputation throughout the Old World for turning up hours before the match, getting drunk, starting fights (as long as they outnumber the opposition at least 2-1), singing lewd and insulting songs at the tops of their voices, and generally causing trouble wherever they go.

As for the teams themselves, well, a Goblin team's game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, and are therefore able to dodge through gaps in the opposing line where larger players could not get through. Throwing the ball, on the other hand, is not an art the Goblins have ever really mastered, and so it is not uncommon for a Goblin receiver to go an entire match without being thrown the ball. Still, this never seems to bother Goblin players (or their fans) for very long, and occasionally the use of a particularly devious secret weapon or cunning plan will allow even a Goblin team to win a match. Just don't hold your breath waiting for it to happen, that's all...

SPECIAL RULES

The Goblin and Orc races are very closely related, and it is not uncommon for Orc teams to include one or two Goblins on the roster – after all, they are cheap, and they are rather good at dodging their way through the opposing line. To represent this, Orc teams may hire up to four Goblin players from the Goblin team list. Any Goblins that are hired count against the limit of 16 players on the Orc team.

This arrangement is *not* reciprocal, so the coach of a Goblin team cannot hire Orc players for his team – Orcs are far too proud to play on a team of such no-hopers! In addition, with the exception of Trolls (who are too stupid to know any better), most Star Players wouldn't be seen dead playing for a Goblin team. Because of this fact, any Star Players that will play for Goblin teams cost double to hire unless they are a Troll or a Goblin.

Being about half the size of a normal Blood Bowl player does, unfortunately, have its disadvantages. Goblins are just a bit too small to throw the ball very well, and so must increase the range by one category when they make a pass. In addition, the little guys tend to break rather easily, which is represented by allowing the opposing coach to add +1 to the dice roll whenever he makes an Injury roll for a Goblin player or Star Player, in addition to any other modifiers that might apply.

FAMOUS GOBLIN TEAMS

The Low Down Rats: Actually, 'famous' is not a word normally associated with Goblin teams, unless you mean famously bad, in which case the Lowdown Rats certainly qualify! What can one say about a team like the Rats? Well, some would say that 'Lowdown' refers to the team's finishing position in the tournaments that they play, or the ability of their players on a scale of 1-10. Still, they do try hard and, who knows, maybe one day they'll actually manage to win a game...

THE 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 towards da uvver team.
Too on boaf 'ands – 'It 'em.
Boaf 'ands, boaf feet an' yer noze – Keep 'ittin' 'em.
Lotz – If da Ref blowz 'iz whistle, 'it 'im.
Lotz 'n' lotz – If dere's 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 team.
Too – 'It 'em.
A few – Keeps 'ittin' 'em.
A few an' 'unnuver wun – If da Ref blowz 'iz whistle, 'it 'im.
Lotz – If dere's no-wun to 'it, chekk to see if yooz got da ball.
Lotz 'n' lotz – If yooz got it, score wun of dem tuchdurn fings.

Speshul Playz:

Crump dere frowerz,
Fump dere kacherz,
Keep well clear of geezerz in lotza armour,
Kill dem zoggin' noisy 'oomans in da crowd an' nick all dere stuff.

CHAOS BLOOD BOWL TEAMS

Deep within the dark forests of the Old World, far off the beaten tracks used by more civilised folk, lurk the dreaded Beastmen of Chaos. These terrible creatures are half beast and half man, the twisted descendants of people and animals mutated by the power of the Chaos Gods. Even more powerful than the Beastmen are the Chaos Warriors. These once human champions have sold their souls in return for superhuman strength, and successful Chaos Warriors will often be rewarded by other gifts in the form of magical abilities and terrible physical mutations such as horns or extra limbs and heads.

The followers of Chaos are the servants and playthings of the Chaos Gods. The arcane purposes and motivations of these strange and extremely powerful creatures cannot be easily understood. However one thing is certain – they all enjoy a good game of Blood Bowl!

There are quite a few very good Chaos Blood Bowl teams in the Old World. Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the field, maiming and injuring as many opposing players as possible, is about the limit of the typical Chaos team's game plan. None the less, such tactics often prove surprisingly effective, and in any case for most Chaos teams there are no truer words than those uttered by Rudy Chitterlings: "It matters not who won or lost, but how much pain you caused!"

SPECIAL RULES

As noted above, players in Chaos teams are often gifted with weird and occasionally useful mutations as a mark of favour by their patron gods. To represent this, any player on a Chaos team who rolls a double on the Star Player Rolls Table is allowed to take a physical ability as a mutation instead of a skill (see page 17).

TEAM PROFILE: THE CHAOS ALL-STARS

Team Colours: Red and green flames

Owner: Prince Dorian the Lost

Head Coach: Unknown

Players: Ogres, Beastmen, Chaos Warriors and various doomed warriors from other races



As most folk know, the world is a very strange place, full to the brim with weird and wonderful things. Around the turn of the century, some of the weird and wonderful things decided to form a Blood Bowl team. The Chaos All-Stars are the result. They are owned by thrice-damned Prince Dorian, the legendary heir to several ancient kingdoms who has thrown it all away and made a pact with his devilish Chaos Gods to run a Blood Bowl team for them. The team is a haven for many renegades and outcasts from all walks of the Old World, as well as a great many Chaos creatures like Minotaurs and Trolls. Opponents occasionally have trouble coping with the wild magic that infests games featuring the All-Stars, but since it is officially a natural phenomenon nothing can be done about it; players just have to learn how to deal with balls that turn into blanchmange or grand pianos at a moment's notice!

- 2402 The Chaos All-Stars are formed through Dorian's eldritch daemon-pact, and due to a strange quirk in the time continuum manage to win the Chaos Cup two years running five years earlier...
- 2420 Owing to one of the Elder Demigods casting the wrong spell at a crucial moment, the entire team is transported to another plane ten minutes after winning the Chaos Cup for the fifth time. Their epic nine-year quest to return to this world and regain their rightful trophy is too long to be told here; for more details see the overlong 'Nine Years Knee-deep in Chaos' by sports journalist Royston Vermouth, who was with the team at the time. Needless to say, they did it.
- 2467 Under the very charismatic captaincy of skilled Snakeman V'hnn Qlss Zzchtrr (known to commentators the Old World over as 'Snakey!'), the All-Stars beat, and then eat, the much-fancied Shiretown Stuffers to take Blood Bowl VII. In disgust, many Halflings have boycotted their games ever since, forcing regular All-Star fans to find some other half-time snack.
- 2487 Star Player, the hulking Morg 'n' Throrg, manages to persuade NAF boss Nikk Three-Horn to admit him to the Hall of Fame before he retires, using only a pencil sharpener, three carrots and a small desk lamp!
- Present Morg still leads the team, who are on course to pick up a few more trophies this season, following their wins of the Dungeonbowl and Spike! trophy last year. Funnily enough, the Chaos All-Stars haven't managed to win the Chaos Cup since 2487, and the word is that Morg is determined that this year the Chaos Cup will return to its 'proper' owners.

Team Honours: Blood Bowl winner 2467 (VII); Chaos Cup winners 2397-98, 2409, 2419-20, 2434, 2436, 2449, 2468, 2471, 2487; Dungeonbowl winners 2489, 2492-93; Spike! Magazine Trophy winners 2493

Hall of Fame: Duke Luther von Hawfire, Morg 'n' Throrg, V'hnn Qlss "Snakey" Zzchtrr



FAMOUS CHAOS TEAMS

Khorne's Killers: Considered by many to be the archetypal Chaos Blood Bowl team, this collection of homicidal (and elficidal, dwarficidal, orcidal – in fact everythingicidal!) maniacs are the terror of the Blood Bowl field. Their bloodthirsty attitude means that they rarely, if ever, worry about minor considerations like picking up the ball and scoring touchdowns – not while there are any players left alive in the opposing team, anyway! They either win by lots or lose by lots.

Nurgle's Rotters: All of the players in Nurgle's Rotters were infected with a terrible and highly infectious disease called Nurgle's Rot. As a result it was not uncommon for opponents to refuse to take the field against the Rotters, and those that did were never the same again... Unfortunately the Rotters didn't survive the collapse of the NAF in '88 – without a regular supply of new victims the team, literally, fell apart. Still, it can only be a matter of time before a new outbreak of Nurgle's Rot allows the team to, erm, reform.

MINOTAUR PLAYERS

Minotaurs are huge, bull-headed creatures of Chaos who delight in violence and have an insatiable appetite for raw flesh. They live in the very deepest parts of the old forests, the spider-haunted core where even Beastmen are afraid to go. Most of the time they are slow and ponderous creatures and although they can speak they do so only rarely. Once in battle, however, they are transformed into raging bulls, bellowing savage war cries and attacking anybody who gets too close!

Minotaurs' enormous strength, minimal intelligence and vicious, depraved mentality would appear to make them almost perfect Blood Bowl players. Fortunately for most other players, however, 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 and eating anyone or anything that gets in their way: friends, foes – even the coach!

TROLL PLAYERS

Trolls are large creatures of vaguely human appearance. Very vaguely. They are extremely strong and unthinkingly ferocious, but their gross stupidity tends to limit their effectiveness on the Blood Bowl field. They usually play in Goblin or Chaos teams, these being the only two races crazy enough to use them on a regular basis. 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.

On the other hand, 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 Moussillon 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 gps they had to pay for repairing the field after they had used it!).



★ ★ ★ Where are they now...

The long history of Blood Bowl is littered with the memories of hundreds of truly great players who for one reason or another are no longer with us. Some die, of course, but many others retire from the game and take up new occupations. Here are some of our personal favourites from years gone by:

Harry 'The Hammer' Kehry: Harry, once star head-stomper for the Creeveland Crescents, was renowned for the intricate wardances he used to perform whenever he scored (usually done on the recumbent bodies of the opposition!). Harry retired in 2486, after a long 32 years in the game, and is now a dancing teacher.

Big Jobo Hairyfeet: Lanky Halfling captain of the Greenfield Grasshuggers until 2475, when he was rather drastically reduced in height after being stepped on by the legendary Storm-Giant half-back Gurk Cloud-Scraper of the Asgard Ravens. Jobo was buried two weeks later in a small sack.

G'Ral Bloodsucker: Ace Champions of Death star, G'Ral, was one of the top scorers for the Champs before his enforced retirement in 2487 after getting blood poisoning from a rusty Dwarf. The Ghoul now works for the Blood Donor Service.

Stunted Grom Red-Axe: Famous for his 41 league-long scoring rush when fired from an over-loaded cannon during a 2480 match with the Gougued Eye, Grom was the Dwarf Warhammerers' top scorer before his unfortunate death when he looked down the barrel of a howitzer which hadn't gone off. Still, he was posthumously awarded the Channel 7 Viewers' Award for Most Entertaining Player Death of 2487.

WOOD ELF BLOOD BOWL TEAMS

The Wood Elves live in the enchanted forest of Loren in Bretonnia. They are physically identical to High Elves, but prefer not to wear much armour, favouring simple clothes of natural colours such as green or ruddy browns. Their kingdom is far older than the human realms that surround it, and on the whole it is avoided by humans who know that any creature that enters the forest with evil intent invites a swift death from an unseen arrow or a sudden sword strike. This means that Wood Elves are rarely seen by other races, except when one of their teams and its fans arrive as if from nowhere to play a match, disappearing back into the countryside just as mysteriously once the game is over!

Wood Elves make natural Blood Bowl players, although their refusal to wear heavy armour does leave them vulnerable to some of the more hard hitting opposing teams. Generally, however, the Wood Elves' natural athletic ability is enough to keep them out of trouble – it takes a fast or cunning foe to lay a hand on a Wood Elf player! In any case, no Wood Elf worth his salt is going to be weighed down by extra armour and be forced to lurk about and attempt to knock opposing players over. For Wood Elves the long pass is everything, even more so than for their High Elf cousins, and all of their effort goes into being an expert at throwing or receiving. The one exception to this is the Wood Elf Wardancers. These extremely athletic warriors are trained in the deadly arts of hand-to-hand combat and are a match for almost any foe.



FAMOUS WOOD ELF TEAMS

The Athelorn Avengers: The Athelorn Avengers are one of the old NAF teams that has taken extremely well to the new open tournament style of play. The Avengers insist that this is because the open tournaments suit their free-wheeling and easy-going style, though less kind critics say that it's because they are no longer stuck in the same division as their arch-rivals (and far more successful) the Darkside Cowboys! Whatever the reason, the Avengers are on a roll at present and it can't be long before they get their first tournament trophy.

The Laurelorn Paladins: The Laurelorn Paladins are a relatively new Wood Elf team that have caused something of a storm by including two Treemen in their lineup. The Longbark brothers are cuttings from one of the most famous Treeman players ever, Longbark Earthroot of the Galadrieth Gladiators, and have proved to be two chips off the old block. The Longbark brothers have given the Paladins a hard hitting edge that most Wood Elf teams lack, and many commentators are tipping them as the Wood Elf team to watch.

TREEMEN PLAYERS

Treemen are extremely large creatures, two or three times the height of a man, with massive trunk-like legs and thick branching arms. When they stand still (which is often) they can easily be mistaken for tall trees, with their clawed feet spreading into the ground like roots. They 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 Wood Elf or Halfling teams. In such saplings, the chance to take a bough as a Blood Bowl player makes the sap rise and they can't leave the game alone.

Treemen are incredibly strong and tough, and are next to impossible to move or knock over. On the other hand, they are painfully slow-moving and it is not uncommon for a Treeman to spend an entire match waiting for an opponent to get within branch-reach. Still, when they do lay a branch on an opponent the victim more often than not ends up as fertiliser.

SPECIAL RULES

Treemen are notoriously difficult to push back, let alone knock over, but when they do go down – normally to cries of "Timm-mm-ber!" from the opposing fans – the Treeman's lack of suppleness can make it rather difficult for him to stand back up again. It costs a Treeman both squares of his movement to attempt to stand up, and the attempt is NOT automatically successful. The coach of the Treeman player must roll a dice and score 4 or more for the Treeman to stand up. On a roll of 1, 2 or 3 the Treeman is not able to get up and must remain prone, although this does not count as a turnover.

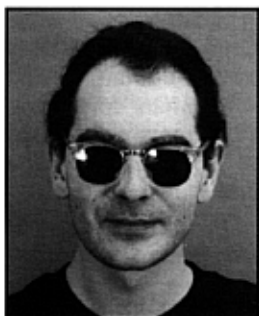
Other players from the Treeman's team are allowed to give him a hand to stand back up again. Helping a Treeman like this is a free action and may be taken before or after the player takes his normal action for the turn. In order to help out the player must be standing in a square next to the Treeman, and may not be in an enemy tackle zone. Add +1 to the dice roll for each player helping the Treeman to stand up. However, a roll of '1' before modification is always a failure, no matter how many players were helping the Treeman back up.

★ ★ ★ Did you know...

Dark Elves are renowned for being evil and depraved – and that's just the Cheerleaders! However, the nastiest Dark Elf of all must be Hubris Rakarth of the Darkside Cowboys, who is so incredibly cruel and vicious that we simply don't dare tell you what he is capable of, in case he finds out and comes to get us!



DESIGNER'S NOTES



When I started work on the new edition of Blood Bowl, there were two main areas I wanted to deal with. The first of these related to the way the game played, and this resulted in the changes included in the new edition of the Blood Bowl game itself. The second area that I wanted to look at was the rules for setting up and running a league. In previous editions of the game, the league rules were added

almost as an afterthought, and it is surprising that they worked as well as they did. For the new edition I wanted to make sure that the rules for setting up and running a league worked every bit as well as the board game rules themselves. The result of this work is included in Death Zone.

Of course Death Zone doesn't only include rules for setting up a league. The Special Play cards add an important random element to the game, and mean that a coach can never be really certain that he has won until the final whistle is blown. The new teams and Star Player cards add extra variety to the game, and mean that there should be a team to suit every taste.

Coaches should note that, although we've done our best, not all of the teams are perfectly balanced. In particular, coaches of Halfling and, to a lesser extent, Goblin teams may well find it hard to win any games. On the other hand Halfling and Goblin players are so ridiculously cheap that it is quite easy to include a large monster or two on the team, which tend to go a long way towards evening the odds in the little guys' favour...

The League Rules

The really important bit, though, is the League rules. The single most important thing I needed to sort out was the problem of the 'part-time' coach. Anybody who has played in a Blood Bowl league before (or a Mighty Empires campaign, for that matter) will understand this problem. When the league starts up you get loads of enthusiastic coaches all clamouring to take part. After half a dozen games, however, quite a few of the coaches will have started missing games, or have dropped out of the league altogether, especially if their team isn't doing very well...

The way that I've tried to get round this problem is by creating the new 'open' league format used in Death Zone. This places the emphasis on arranging matches and playing games firmly on the shoulders of the coaches themselves. In this way enthusiastic coaches can play as many games as they like, or rather, as many games as they can find opponents to play against. Meanwhile, less enthusiastic coaches can play fewer games, as and when they feel like it.

At first the League system didn't have any tournaments, the rewards being limited to improvements in the team as players earned Star Player points and gained new skills. It became apparent very quickly, however, that a league without some form of structured tournament system, while being fun, lacked the intense excitement generated by that all important final match! The problem was how to create a system allowing for a tournament that would not fall apart if coaches didn't turn up for matches or dropped out if their team wasn't doing well. The answer that evolved was to have the special play-off period at the start of each tournament, combined with semi-finals and grand finals at the end. This system managed to combine the

best of both worlds, because the majority of matches were left up to the coaches themselves to organise (with the benefits outlined above), while the semi-finals and grand final provided an intensely exciting climax to the whole event!

The League Commissioner

Blood Bowl coaches being what they are, all kinds of weird and special situations are bound to arise once the league has started up. If I tried to write rules to cover every situation that the devious minds of Blood Bowl coaches could come up with then Death Zone would end up as long as the official NAF rules! It is the League Commissioner's job to deal with these special situations as they arise and make (and enforce!) any rulings about things not specifically covered by the rules printed here. When making rulings in this way the Commissioner should be guided as much by the spirit as the letter of the rules.

For example, if two coaches were found to have 'rigged' a match (ie, one agreed to lose the game, for whatever reason), then both teams should face severe penalties. Although rigging a match in this way doesn't actually break any of the rules in Blood Bowl or Death Zone, it obviously goes against the spirit of the game.

On the other hand, one coach giving or lending gold pieces to another coach should normally be quite acceptable. However, in such situations the League Commissioner should NOT feel that he has to act if a coach refuses to pay back the money he has been lent – after all, the deal was between the two coaches and has nothing to do with the League Commissioner in the first place...

League Strategy

For coaches who have been playing lots of 'one-off' games using the Blood Bowl rules, a few hints and tips are in order creating teams to play in a league. The most important thing to bear in mind is that league teams need to be designed for the long haul. It is very tempting to create a team with 11-12 very good players, but if any of the players are killed or injured in the first game (and they almost certainly will be!), it can be very difficult to field an effective team in the next match. This can create a vicious circle where the team doesn't have enough players to field a full team, and so gets badly beaten up, leaving it in an even worse state for the next match. To avoid this try to make sure that your team has at least 13 players and consider buying an Apothecary for the team right from the start.

The other common mistake that players make is to buy too few Team Re-roll counters. Remember that getting hold of extra Team Re-roll counters once the league is up and running is expensive (unless you are lucky enough to draw an Extra Training card), and so it is well worth-while making sure that you have enough when you start the team.

Finally, don't get disheartened if your team rating gets worse after your first couple of games. This happens quite frequently with starting teams, and more often than not the team manages to bounce back later on. This being said sometimes a team will lose so many players, and have so little cash in the treasury to replace them, that there is nothing to do but start again. If this happens to you then it is generally best to start up again with the same race, so that at least you can use your experience with your first team to guide you with your second. And that's all the advice I'm going to give you – now get out on that Blood Bowl field and play!

GOBLIN TEAMS

A Goblin team's game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, but the art of throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote to say the least. Still, this never seems to bother Goblin players, and occasionally the use of a particularly devious secret weapon will even allow a Goblin team to win a match.

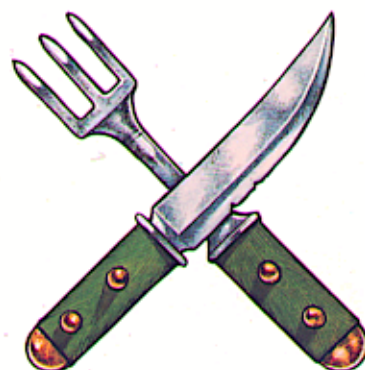


Qty	Title	Cost	MA	ST	AG	AV	Skills
0-16	Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty

Re-roll counter: 60,000 gold pieces each

HALFLING TEAMS

The technical deficiency of Halfling teams is legendary. 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 without any chance of success. Most Halfling Coaches try to make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's End Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one or two of them won't be jelly by the time you throw the thing...



Qty	Title	Cost	MA	ST	AG	AV	Skills
0-16	Halflings	30,000	5	2	3	6	Right Stuff, Dodge, Stunty

Re-roll counter: 60,000 gold pieces each

WOOD ELF TEAMS

For Wood Elves the long pass is everything, even more so than their High Elf cousins, and all of their effort goes into being an expert at throwing or receiving. No Wood Elf worth his salt is going to be weighed down by extra armour and be forced to lurk about and attempt to knock opposing players over. Instead they rely on their natural athletic ability to keep them out of trouble, which is normally enough – it takes a very agile or lucky opponent to lay a hand on a Wood Elf!

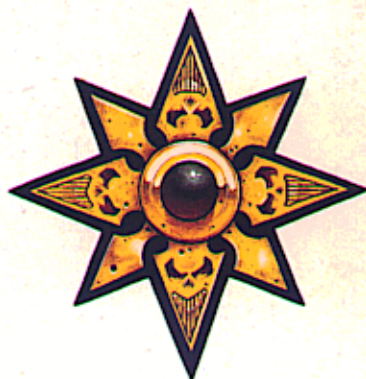


Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	70,000	7	3	4	7	None
0-4	Catchers	90,000	9	2	4	7	Catch, Dodge
0-2	Throwers	90,000	7	3	4	7	Pass
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap

Re-roll counter: 50,000 gold pieces each

CHAOS TEAMS

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

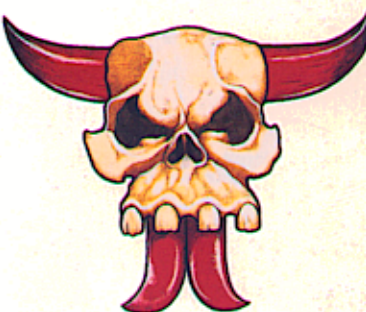


Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Chaos Beastmen	60,000	6	3	3	8	Ability: Horns
0-4	Chaos Warriors	100,000	5	4	3	9	None

Re-roll counter: 70,000 gold pieces each

CHAOS DWARF TEAMS

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.



Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Hobgoblins	40,000	6	3	3	7	None
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull

Re-roll counter: 50,000 gold pieces each

UNDEAD TEAMS


In the Old World the dead do not rest easy. Vampires lurk in haunted castles, Necromancers seek to escape death by searching for forbidden knowledge, the Liche-Lords rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

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

Re-roll counter: 70,000 gold pieces each



PLAYERS NUMBER	PLAYER'S NAME	POSITION	MA	ST	AC	AV	SKILLS	INJ	COMP	TD	INT	CAS	MVP	SPP	COST
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															
16															



DEATH ZONE
TEAM ROSTER

TEAM BADGE

TEAM:

RACE:

TEAM RATING:

TREASURY:

HEAD COACH:

RE-ROLLS

FAN FACTOR		X	
ASSISTANT COACHES		X	10,000 gp
CHEERLEADERS		X	10,000 gp
APOTHECARY		X	50,000 gp
TEAM WIZARD		X	150,000 gp

TOTAL COST OF TEAM

