

2.0 CREATING A BLOOD BOWL TEAM (v1.7)

<<< This section is now separate from the extra game rules, and constitutes a section in its own right that tells you everything you need to know about creating a team from the team rosters. >>>

Apart from the teams you will read about in this rulebook, there are many others playing in leagues all over the known world. The history and background for the different races that play Blood Bowl will receive detailed coverage in later on. This section presents rules for creating your own team based on the most popular Blood Bowl playing races. You can either use the plastic playing pieces provided with the game to represent the players in the team you create, or collect the Citadel miniatures from your local Games Workshop store or through Games Workshop's Mail Order service.

Creating a Blood Bowl team is quite a simple process. In a nutshell, instead of using the standard Orc or Human teams provided with the game, you have 1,000,000 gold pieces to spend to buy a team from one of the special *team lists* provided at the end of the rulebook. You might, for example, decide that you want your team to have more Blitzers than a normal team but less catchers, and as long as you don't exceed your budget you would be perfectly entitled to field such a team. You can also choose to spend your money on highly skilled (but very expensive) star players, or to hire extra coaching staff, or even a squad of cheerleaders! Once you have decided on which players and other things you want in your team, you record the details of your team on a special team roster, and you are ready to play. The following rules explain in detail how to do all of these things, so that you can field your own, unique, team.

2.1 Team Roster Sheets

In order to create your own team you will need to use the *Team Roster Sheets* provided with the game. The team roster sheet is used to record the names, positions and characteristics of the players on your team. It also includes extra sections used to record information if your team is playing in a league (see the rules for leagues later on).

The pad of team rosters is used to record the playing characteristics of the team. Owners of Blood Bowl are given permission to photocopy team roster sheets for their personal use only. There are many other boxes on the roster sheet not covered in this section, do not worry about those now as they are needed for league play which is covered on page ??.

2.2 Buying Players

In order to create your team you have a treasury of 1,000,000 gold pieces. This represents the cash you have managed to raise from sponsors or by other, more underhand, means to hire the players for your team.

The first step in actually creating the team is to study the team lists on pages ??to ?? of this book and decide which you want to use. All of the players in your team must be from the same team list. So, for example, an Orc team may not include Human players because these players come from a different team list.

Having decided on which team list you will use, you must now hire the players for your team. Each of the players in your team will cost a number of gold pieces, as indicated on

the lists. The team list also indicates the maximum number of each type of player you are allowed to take for your team. So, for example, a Human team may not have more than two Throwers. In addition, your starting team must have at least 11 players and may not have more than 16. Within these restrictions you may have any number and type of player, just so long as you have the cash to hire them.

2.3 Star Players

In addition to the normal players shown on the team lists, you are allowed to hire up to two *Star Players* for your team. Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess.

Star players act as free agents (known as Freebooters in Blood Bowl parlance), playing single matches for any team that can afford their high fees, and then moving on to play for another team. However, Star Players will only play for certain types of team – Griff Oberwald will only play for Human teams, for example. Because of this, you may only buy a Star Player for your team if it is one of the ones he will play for. Of course you will also need enough gold pieces in the treasury to pay the exorbitant fee required to get the Star Player to join your team!

It is possible (though unlikely) for both teams to hire the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees!

There are four Star Player cards included in the box, and more Star Players can be found on the back cover of this book. The cards and table provide the following information:

Name: The Star Player's name.

Race: The Star Player's race.

Position: The Star Player's position: Blitzler, Catcher, Lineman or Thrower. This does not count against any position limits for a team.

Will Play For: The races of the teams that the Star Player is willing to play for.

Statistics: The Star Player's statistics, which can be different from those of a normal player of the same race.

Skills: Any skills the Star Player may have (see page ?? for details of how the skills work during the game).

Special: Any special items the Star Player may have.

Cost: The cost to hire the Star Player.

2.4 Team Re-rolls , Cheerleaders & Coaching Staff

When you create a team you do not get any team re-rolls for free – you have to pay for them from your treasury. In addition you can purchase cheerleaders and coaching staff to support the team. A team's cheerleaders and coaching staff provide vital back-up to the team's players. Cheerleaders and coaching staff are never allowed on the field, they must stay on the sidelines during the match.

Re-rolls: Each re-roll costs the number of gold pieces shown on the team list for the team that you have chosen, and allows you to re-roll one dice roll per half. If you've played any games using the core rules you will know just how important team re-rolls are, and it is a good idea to take at least one or two for your team.

Head Coach (AKA 'The Manager' or 'Da boss'): This represents you, and so does not cost any gold to hire for the team. During a match your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if he makes a call against your team. None of these things have any direct effect on the game (though they may intimidate your opponent). You may, if you wish, use a suitably impressive looking model to represent the Blood Bowl version of yourself!

Apothecary: An Apothecary is a healer wise in the ways of medicine and the healing arts who looks after the injured players in a Blood Bowl team – and so has a strenuous and full-time job! It costs 50,000 gold pieces to hire an Apothecary to look after your team during a match. He may be represented by an appropriate Citadel miniature if you wish. Once per match, an Apothecary may attempt to cure a player who has become a Casualty. Apothecaries must be used immediately after the player suffers the injury, and allow you to re-roll the dice on the Serious Injury table (see section 4.3 in the League Rules). The result of the second roll must be used.

Assistant Coaches: Assistant coaches include offensive and defensive co-ordinators, special team coaches, personal trainers for Star Players and numerous others. As a team becomes more successful the number of assistant coaches on its roster just seems to grow and grow. The more assistant coaches you have on your team, the more likely you are to win the 'Brilliant Coaching' result on the Kick-Off table (see page ??). Each assistant coach you add to the team costs 10,000gp and should be given a different job title. Assistant coaches do not *have* to be represented by models, but it's much more fun if they are!

Cheerleaders: Most Blood Bowl teams have a troupe or two of cheerleaders both to inspire the team's players and their fans. It's the team's cheerleaders' job to whip the fans into a state of frenzy and lead the chanting and singing as the crowd's shouts and howls build up to a deafening crescendo. The more cheerleaders you have on your team, the more likely you are to win the 'Cheering Fans' result on the Kick-Off Table. Cheerleaders cost 10,000gp each. They do not *have* to be represented by cheerleader models, but it's much more fun if they are!

Fan Factors: Your team's fan factor represents how popular the team is, and can have important effects on the results you roll on the Kick-Off Table. All teams start with Fan Factor 1-6 (in league play this value may vary up or down depending on how well the team performs.) Your team receives a Fan Factor of 1 'for free', and may purchase up to 5 additional Fan Factors for 10,000 gold pieces each.

<<< I've moved Wizards over to the league rules, in the Freebooters section. >>>