

Slaves to Darkness

A Chaos playbook by Tank

Introduction

Follow me, my Children, and the glory of victory shall be yours.

The Chaos team isn't an easy team to play in the start - having no skills means you'll be spending rerolls rather fast, and soon the turnovers will come knocking on your door. But if you can endure the Chaos team's weakness in the start, you will soon be playing one of the best teams there is in Blood Bowl.

The Chaos team starts out weak but starts to gain power as its TR rises. Reaching a TR at 200-220+ the Chaos team is in my opinion the best Blood Bowl team there is. You have the best take out players in the game, you dominate the field with st4 and Guard and you have 2+ ball handling due to mutations.

I will in this playbook first discuss how to build your team and then give you some general tips on how to play the Chaos team.

The team roster

The roster might at first look a bit boring, a big buy and two other positions where only one of them has a skill and that's Horns. The lack of starting players with Block might scare some coaches away, but be brave - this team will be a powerhouse when properly trained.

CHAOS TEAMS										
Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the pitch, maiming and injuring as many opposing players as possible, is about the limit of their game plan. They rarely, if ever, worry about such minor considerations like picking up the ball and scoring touchdowns – not while there are any players left alive on the opposing team, anyway.										
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double	
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM	AP	
0-4	Chaos Warriors	100,000	5	4	3	9	None	GSM	AP	
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM	GAP	
0-8 Re-roll counters: 60,000 gold pieces each										
Star Players available for Inducement: Max Spleenripper (130k), Lewdgrip Whiparm (150k), Brick Far'th & Grotty (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg 'n' Thorg (450k)										



Of the Chaos teams star players the only ones I would ever consider inducing are Lord Borak and Grashnak, they add ST5+Block and ST6 to the team. If you induce the chainsaw guys you need to blitz with him and you should have better Beastman for that job, you can foul with him, but your Dirty Player and bribe would be better. Morg is too expensive and you don't want to induce a thrower to the team. Throwing with a goblin is too random for me, but if you have exactly 290k fielding the ogre and benching the goblin could be an option.

Minotaur

The Minotaur starts with Mighty Blow, Frenzy and Horns which makes it very easy to get 3bd and with both Loner and a lot of other thing to use your few rerolls on you should strive to get 3bd each time he blocks and blitzes.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-1	Minotaur	150000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM	GAP

Team role

In the start your Minotaur will be your main blitzer and casualty maker until your Beastmen starts to skill up, but will later become a support player. He will still be a dangerous player on the field and great for targeting the other team big guy, but with the Loner skill and not having Piling On, he will not get so many blitzes and have to rely on Tentacle to get free blocks.

Skills:

Normal: Claw, Tentacle, Guard

Double: Block

Stats: ST

The first skill should always be claw unless you roll a double or a ST+. With claw you will start to gain an advantage against the high AV teams like Orcs and Dwarfs.

The second and third skill should be Tentacle and Guard, in what order you choose them is up to you. I prefer Tentacle which will give the Minotaur the ability to keep players in his tackle zone and thereby gain more blocks without having to use the teams blitz, and it can also be quite useful when playing defence.

After getting the three first skills and assuming you haven't gotten any doubles or ST+, it becomes more of a personal choice of what skill to get, I would recommend to get Stand Firm but Break Tackle is also a viable choice. On a roll of 10 even MA or AV could be considered.

Chaos Warrior

The Chaos Warrior is one of the few ST4 players you actually can skill up by scoring TD's due to his AG3 so you don't have to rely on luck like you have to with Black Orcs, Flesh Golems and Nurgle Warriors.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-4	Chaos Warrior	100000	5	4	3	9		GSM	AP

Team role

Their main role is support with Guard and making safe blocks i.e. 2BD with Block. When needed, you can make these ST4 guys carry your ball.

Skills

Normal: Block, Guard, Mighty Blow, Claw

Double: Diving Tackle

Stats: ST, AG

The first skill for a Chaos Warrior should be Block, an alternative could be Mighty Blow, but in the start Block will almost give you as many casualties as Mighty Blow will and you will make a lot less turnovers.

Second skill should be Guard. Getting those Block, Guard Chaos Warriors will make you start dominating the other teams and make you get more blocks in, and thereby hopefully get the upper hand on the pitch. Again Mighty Blow is an option, depending on how far you are with developing your basher Beastmens a single Mighty Blow Chaos Warrior would be good, but I recommend getting at least two Guards before considering Mighty Blow. A side bonus on taking Mighty Blow as the second skill is that you will properly reach the third skill faster, but your primary goal with the Chaos Warriors is to get Block and Guard, other skills are just a bonus.

On doubles, always take Diving Tackle no matter what time you get the choice. If you get a second double, just ignore it and get back on track with getting Block and Guard. Combining Diving Tackle, Tentacle and a lot of Guard your team will be a pain in the ass playing against and you will get so many extra blocks that you will make the casualties and knock outs needed to dominate and win the game.

Stat increases for Chaos Warriors are a bit tricky. Always take ST+. AG+ should be considered and in most cases taken. It makes your Guard player very mobile and gives you the opportunity to make some elfs play. Even if you get AG+ on your first skill don't make him your primary ball handler, he is too slow even if he is only one move slower than a Beastman, and has another role on the team to fulfil first. I would discard any MA/AV choices and get the other important skills first.

Beastman

Do not underestimate the power of Horns. The ability to blitz ST3 players without an assist is priceless and one of the strengths of the Chaos team. These guys are one of my personal favourite players and are at least in the top three of best linemen.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Beastmen	60000	6	3	3	8	Horns	GSM	AP

Team role

The Beastmen have different roles to fill: Bashers, ball handler, sacker and supporters. Defining which role each Beastman will fill depends a lot on his first skill: Is it normal, double or stat.

Bashers

Assuming you don't get a double or stat, start developing your bashers. You will need two or three of these guys.

Skills

Normal: Mighty Blow, Piling On, Claw, Frenzy, Tackle, Block

Double: None

Stats: ST

The first skill should be Mighty Blow followed by either Piling On or Claw, depending on how high the general AV is in your league and the third skill should be the one you didn't choose as second. After getting your Mighty Blow, Piling On, Claw Beastman he is going to make a lot of casualties and soon you will have to choose your fourth skill. I recommend Frenzy, it will give you a higher probability to knock your opponent down and get the important AV/INJ roll with your killing machine. Knocking down a Dodge player with Frenzy is the same probability as knocking him down with Tackle, and if your target doesn't have Dodge, you can guess which is best. Block is always nice to have, but it isn't as important on your basher as all the other skills are. I would wait with choosing Block as the fifth or sixth skill. The reason it isn't so important is that when your basher is up and running, your team will be at a TR where a lot of the opponents either have Block or Wrestle and then your Block skill won't help you knock your opponent over. And before you can hurt the opposing players, you have to knock them down. Also – if your league happens to be heavy on Fend defenders, then Grab just might be worth considering, as it will allow you to use Piling On in spite of Fend (by pushing sideways).

Ball handler

If you roll a stat for a Beastman as the first skill, consider making him your ball handler. It doesn't really matter what stat it is. Making a single ball handler should be enough.

Skills

Normal: Block, Sure Hands, Extra Arms, Two Heads

Double: Dodge

Stat: ST, AG, MA

After getting your stat increase, Block and Sure hand should be your priority skills. If it was an AG+ you got, the fourth skill could go to Guard to make him more useful in defence. If it was either ST or MA, extra arms will give him the much needed 2+ pick up and two head can make his dodging a lot easier.

Sacker

This is the guy that is going to knock your opponent's ball handler down. One should be enough.

Skills

Normal: Wrestle, Tackle

Double: Leap

Stats: ST, AG, MA

First skill should be Wrestle followed by Tackle and then he really doesn't need any more skills. If you get a double or stat on the second roll take it and go for Tackle on the third roll.

Supporters

These guys' roles are similar to the Chaos Warriors. They are on the field to Guard and make safe blocks. One of these guys should be made the team's fouler.

Skills

Normal: Block, Guard, Mighty Blow, Tackle

Double: Diving Tackle

Stats: ST, AG

First skill goes to Block to minimize the turnover caused by blocking. Second goes to Guard for more domination and easier getting 2BD blocks. After this it is up to you how to build these supporters, but a mix between Tackle and Mighty Blow on the third skill should be fine. If you get an AG+, turn him in your secondary ball handler.

One supporter Beastman should be given Dirty Player as the first skill and if you are lucky never skill up again, if he does, give him either Block or Kick.

General rule for choosing skills with Chaos

If in doubt, take Guard.

It is really important to get your bashers ready, so the first one or two Beastman to skill up should be chosen for the task, when they get their third skill your start to become the favourite when meeting other bashing teams. Else it is a priority to get some Block players to minimize the turnovers you cause on blocks.

Starting lineup

I would recommend one of the two following starting rosters. The first one with a Minotaur, three Chaos Warriors and two rerolls or second one with four Chaos Warriors and three rerolls.

Qty	Type	Cost
1	Minotaur	150k
3	Chaos Warrior	300k
7	Beastmen	420k
2	Reroll	120k
		990k

Qty	Type	Cost
4	Chaos Warrior	400k
7	Beastmen	420k
3	Reroll	180k
		1.000k

I personally like the second choice best, having three rerolls when your team doesn't have any skills is great and you don't have to pay double price for them later on. The first two buys should be the Apo and Minotaur, in which order is up to you. You should aim for at team with around 14 players and four rerolls, don't get any more as you would like to prevent your TR from sky rocketing.

Strategy

I can't tell you how to move your players in each situation, but I can tell you what I think about when I play with my Chaos team.

The first thing is that I play after the standard 2-1 victory. If you win the toss, receive the ball and make an 8 turn drive causing as much damage as possible. In the 2nd half, force your opponent to score or break him, then score again. Or do it the other way around. Sounds easy right? =)

When playing against slow teams who can bash back, you will in most cases have an advantage due to claw. The only team that is capable of bashing as hard as you is the Chaos Dwarfs. They also have the thick skull advantage, so against this team, you need to use your superior strength and speed to secure victory and hopefully Nuffle likes your mighty blow, piling on, claw players more than his. The only teams you should be afraid of from this category are the ones with Claw, that skill is really the key in bashing games. Just compare Orcs to Chaos: I would rather play the Orc team until Chaos gets claw. So focus on their take out players and protect your own. Don't give them any easy fouls, you only have AV 8, and with just a few assist and a dirty player, your key players might soon find themselves in the dugout rather than on the field.

Facing high ST/guard teams like Orcs, you need pick your battles carefully, don't stand your whole team up against his if you give a lot of blocks away; make sure you get the most out of the fight or don't commit your team until your claw players have given you the numbers advantage on the field.

Playing against fast/high-AG teams, you need to use your Diving Tackle and tentacles to get you the blocks you need to cause damage. But generally play safe; keep you ball carrier in a cage of guard players so that leap players will be faced with a 2bd against if they try the leap. The tactic is the same as against bashing teams: Maximize your block and grind them down slowly. They shouldn't be able to threaten your cage if you just keep a thigh formation with guard players in the right places.

The biggest problem against these teams is the wizard. Keeping players too close makes the fireball very good, while a loose cage facing a lightning bolt and an AG 5 player will spell trouble. When playing against a wizard you need to use your experience from past games to position your players correct and hopefully you will be able to recover, once the wizard has cast his spell.

If you build your team correct and playing against coaches who wants to stall, they should find it very hard to do so. The cage driving teams need to use players to protect the ball and cant commit all their players to fighting as you can, which in the end means more blocks to you and thereby hopefully a superior number of players on the field, which either forces the opponent to score or give you an opportunity to break him.

If you play against a passing game where they keep their super thrower out of reach, you need to send a few players after him, this is where horns shine as you don't need an assist to get 2bd, while still trying to bash, and here is where your diving tackle players come in handy.

Basically it all boils down to bashing and getting a superior number of players on the field. If you fail at this, preventing stalling can be hard.

Finally, play to win. Don't go take any unnecessary chances, don't go for a 3-1 win if there is the slightest chance of failing and getting a draw.