



# 2003 RULES REVIEW UPDATE

## Official Rules Patch

By the BBRC

### KHEMRI TEAM LIST

Khemri teams come from the dreaded Land of the Dead that lies far to the south of the Old World. Khemri teams make use of ancient magical helmets that give some of the Skeleton players on the team greatly enhanced abilities. This combined with the brutal hitting power of the Mummy players makes a Khemri team a dangerous opponent for any team.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Skeletons	30k	5	3	2	7	Regenerate
0-2	Blitz-Ra	90k	6	3	2	8	Regenerate, Block
0-2	Thro-Ra	70k	5	3	2	7	Regenerate, Sure Hands, Pass
0-4	Mummies	110k	3	5	1	9	Mighty Blow, Regenerate

Re-roll counter: 70,000 gold pieces

### Khemri Undead Skill List

Player	General	Agility	Strength	Passing	Physical
Skeleton	Y	N	N	N	N
Blitz-Ra	Y	N	Y	N	N
Thro-Ra	Y	N	N	Y	N
Mummy	Y	N	Y	N	N

### Special Rules

Khemri teams are not allowed to hire Wizards as they have a Liche Priest as their head coach. However, unlike Necromantic teams, their Liche Priest cannot cast a *Raise The Dead* spell as he needs to use his magical powers to regenerate players, and to give the players on the team their special abilities and skills. Liche Priests can argue the call with the referee.

Note that the magical helmets worn by Blitz-Ra and Thro-Ra players are specific to them and can't be given away or transferred to another player. Should the player with the helmet ever be killed (or rather, return to eternal rest) then the helmet crumbles into dust and is lost.

Khemri teams may only use Star Players that will play for Khemri teams (at present there is only

Ramtut III). They cannot employ an Apothecary, as all of the players are already dead!



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NECROMATIC TEAM LIST

In the Old World the dead do not rest easy. Ghouls lurk in haunted crypts, Necromancers raise Zombies to do their bidding and create monstrous creatures from the pasrt fo corpses, Werewolves hunt by the light of the full moon, 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 & Traits
0-12	Zombies	30k	4	3	2	8	Regenerate
0-2	Ghouls	70k	7	3	3	7	Dodge
0-2	Wights	90k	6	3	3	8	Block, Regenerate
0-2	Flesh Golem	120k	4	4	2	9	Stand Firm, Regenerate, Thick Skull
0-2	Werewolf	120k	8	3	3	8	Catch, Frenzy, Claws

Re-roll counter: 70,000 gold pieces

NECROMATIC UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Zombie	Y	N	N	N	N
Ghoul	Y	Y	N	N	N
Wight	Y	N	N	N	N
Flesh Golem	Y	N	Y	N	N
Werewolf	Y	Y	N	N	N

Special Rules

The special rules for Undead teams in the Death Zone rulebook also apply to Necromantic teams. Necromatic Undead may

use any Star Player that will play for an Undead team. Undead teams chosen from the team list in the rulebook may not hire Flesh Golems or Werewolves.



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## ELF TEAM LIST

The success of Elf teams over the years is not all that surprising, as they have many advantages when it comes to winning the game (as opposed to simply slaughtering the opposition, which isn't always the same thing!). Their fine Throwers and Catchers and their fast-running and elegant Blitzers seem to be the epitome of the more graceful side of the game.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Lineman	60k	6	3	4	7	None
0-2	Thrower	70K	6	3	4	7	Pass
0-4	Catcher	100K	8	3	4	7	Catch, Nerves of Steel
0-2	Blitzer	110K	7	3	4	8	Block, Side Step

**Re-roll counter:** 50,000 gold pieces

## SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Lineman	Y	Y	N	N	N
Thrower	Y	Y	N	Y	N
Catcher	Y	Y	N	N	N
Blitzer	Y	Y	N	N	N

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NURGLE TEAMS

Nurgle teams are a form of Chaos team whose players worship the god Nurgle. Nurgle is the Chaos god of corruption and disease, and he rewards his players by granting them a rather unpleasant disease known as Nurgle's Rot. The fact that Nurgle teams smell awful is assumed rather than proven. True, they are all made up of semi-decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, they've inevitably caught one of Nurgle's nasty diseases, and usually die before they can suggest a new personal hygiene regime.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Nurgle Beastmen	60k	6	3	3	8	Horns
0-4	Rotter	110k	4	4	2	9	Foul Appearance, Regeneration

Re-roll counter: 70,000 gold pieces

**Coaching Staff:** Nurgle teams may not employ or use apothecaries, for obvious reasons! They may use other coaching staff or wizards that will work for Chaos. Star Players who play for Chaos will play for a Nurgle team as well, Big Guys will not.

NURGLE TEAM SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Nurgle Beastmen	Y	N	Y	N	Y
Rotter	Y	N	Y	N	Y
Beast of Nurgle	Y	N	Y	N	Y

BEASTS OF NURGLE

Nurgle teams may include a new type of Big Guy which are commonly referred to as Beasts of Nurgle or Nurgle Beasts. It has to be said that Beasts of Nurgle aren't all that much to look at. More like gigantic slimy, snaily thingies than stars. Not nice at all. However they are prodigiously strong and tough, highly infectious, and they make nice team mascots too, so most Nurgle teams include at least one on their roster.

Title	Cost	MV	ST	AG	AV
Beast	120K	4	5	1	9

**Skills & Traits:** Foul Appearance, Mighty Blow, Tentacles, Regeneration

**Racial Characteristics:** Big Guy, Really Stupid

**Allied Teams:** Nurgle Teams

**Special Rule:** Beasts of Nurgle are highly infectious, and even the modern remedies used by Blood Bowl players taking on a Nurgle team won't always work against them. Because of this, whenever an opposing player is blocked or fouled by a Beast of Nurgle and is killed, then it is assumed that rather than dying he has been infected with Nurgle's Rot. He is still treated as being killed (cross him off the opposing team

roster) but the team that the Beast is playing for may add a new Rotter to their team for free after the game to represent the newly infected player joining their side. Note that the extra Rotter can only be taken if there is enough room for him in the team (ie. the team doesn't include 4 Rotters already).

*Note: Because there is no specific Blood Bowl model for the Beast of Nurgle players are advised to use the Beast of Nurgle from the existing Warhammer range which you can buy in a Games Workshop store or via Mail Order.*



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# Update



## Dwarf Runesmith

The Runesmith costs 50,000 gold pieces to hire for one game. Dwarven Runesmiths can forge mighty runes of power into the armour of one of your players. Roll a D6 at the start of the game to discover which Rune of Power the Runesmith has prepared for you.

### D6 Result

- 1 **Fizzle!** A flaw in the rune has rendered it useless.
- 2 **Rune of Speed.** One player of your choice gains +1 MA and the Sprint skill for the duration of the game.
- 3 **Rune of Might.** One player of your choice gains +1 ST for the duration of the game.
- 4 **Rune of Dexterity.** One player of your choice gains +1 AG for the duration of the game.
- 5 **Rune of Stone.** One player of your choice gains +1 AV and the Stand Firm trait for the duration of the game.
- 6 **Rune of Courage.** One player of your choice gains the Dauntless and Frenzy traits for the duration of the game.

All Runes fade and disappear at the end of the game, leaving no permanent mark on the player's armour.

## Halfling Master Chef

The Master Chef is free for Halfling teams (in fact, he's the Head Coach.) The Master Chef allows the team to roll a D6 before each half. On a roll of 2 or more, the team may take an extra Team Re-roll for the half as normal (and the opposing team loses one for the half).

For every 20,000 gold pieces the Halfling team spends before the match, the coach may roll an extra D6 before each half. You must spend all money before you roll any dice.

## ★★★ Did you know...

Mazdak the Smelly was responsible for the infamous Master Rune of Flatulence!

The Rune has only ever been used once by the Dwarf Giants in the 2497 season against old rivals - the Elfheim Eagles. It proved so potent that the Elves refused to come on in the second half claiming that over a third of their team had fallen ill and that there had even been one fatality.