

# The New Teams for Blood Bowl

During the 2007 and 2008 Rules Review, the 5 members of the Blood Bowl Rules Committee (BBRC) (which includes game creator Jervis Johnson) **unanimously** voted that the following three teams would be endorsed additions to the game of Blood Bowl. However the higher ups at Games Workshop will not allow these three teams to be officially printed in the Living Rulebook until such time in the future when Specialist Games has the ability to create a range of miniatures to properly support all three of their releases at once. So these three teams enjoy the status of being BBRC Endorsed Blood Bowl teams but they just cannot be put in the Living Rulebook **yet**.

## RULE CHANGES RELATED TO THE NEW TEAMS

1) A change is required to the Journeymen inducement text to allow the new teams into the game:

### Journeymen

If your team can only field 10 or less players for the next match, you may bring Journeymen onto your team for free until your team can field 11 players for the next match. **A Journeyman is always a player from a 0-16 or 0-12 allowed position on your team's roster, counts his normal rookie cost towards your total team value, but has the Loner skill as they are unused to playing with your team.** Journeymen may take the total players on your team (including injured players) to more than 16 at this point.

2) One new skill is added to the game to represent the infighting found in mixed race teams that are not normally allies.

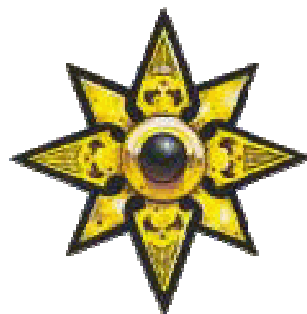
**Animosity (Extraordinary):** A player with this skill does not like players from his team that are a different race than he is and will often refuse to play with them despite the coach's orders. If this player at the end of his *Hand-off* or *Pass Action* attempts to hand-off or pass the ball to a team-mate that is not the same race as the Animosity player, roll a D6. On a 2+, the pass/hand-off is carried out as normal. On a 1, the player refuses to try to give the ball to any team-mate except one of his own race. The coach may choose to change the target of the pass/hand-off to another team-mate of the same race as the Animosity player, however no more movement is allowed for the Animosity player, so the current *Action* may be lost for the turn.

3) And last but not least the details of the three new teams:

### Teams:

## CHAOS PACT

Chaos Pact teams are a mix of evil and chaotic races. The Marauders while enthusiastic have to be coached to fill the different needs of the team while other races provide the muscle and fineness to support the Marauders. However due to the arrogance, stupidity, or animalistic nature of the team members, it is rare to see a well organized and effective Chaos Pact team. The Chaos All-Stars are the best example of how great this team can be with the right coach.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Marauders	50,000	6	3	3	8	None	GSPM	A
0-1	Goblin	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunt	AM	GSP
0-1	Skaven	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Chaos Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Chaos Ogre	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Morg 'n' Thorg, Ugroth Bolgrot, Zzharg Madeye

## SLANN TEAMS

The Slann team is an ancient race of space travellers stranded on our planets many ages ago. After realizing that rescue was never coming they settled down and began ordering the Lizardmen around as their leaders. While most Slann prefer to become fat and lazy lording over the Lizardmen, a few of younger and more energetic members enjoy travelling the realm and playing Blood Bowl. While the Slann have no passing game to speak of, their ability to leap, dive, and intercept are second to none.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	60,000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-4	Catchers	80,000	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Helmut Wulf, Hemlock, Morg 'n' Thorg, Slibli

## UNDERWORLD TEAMS

On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form Blood Bowl teams. The Underworld Creepers are the best known and most successful of these Underworld teams to date. However these teams often have very poor records as they spend most of their time infighting and blaming each other for the errors for each play. The one feature of this team that makes many fans attend is that the players sleep and bathe in Warpstone (and some eat it). While this kills off most of the potential players before they ever join a team, the ones that do survive often develop fascinating mutations.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Underworld Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Morg 'n' Thorg, Nobbla Blackwart, Skitter Stab-Stab

## BASIC STRATEGIES:

### CHAOS PACT:

The unique skill access of the Marauders mean that you can really build this team to fit your taste of play. Some of the players can go the strength route with skills like Mighty Blow, Guard, and Frenzy. Others can become Throwers with Pass, Accurate, and Sure Hands. Keep your mind open to a mix of skills as you build the Marauders.

For the Renegades, the Goblin can make a nasty surprise blitzzer with Horns and Two Heads. Extra Arms and Catch on the Dark Elf makes him a good catcher as Animosity can make him a poorer Thrower than you might be able to develop with a Marauder. The Skaven renegade is one very open to debate. Is MA 7 worth it? Some say yes ... some say no ... it really depends on your need for speed.

When it comes to the 3 Big Guys, popular play theory is to start with the Ogre and the Troll and add the Minotaur later after your team has developed a bit. Its great to have all that Strength 5 and Mighty Blow on the team, but it does come with the price of the nega-traits. The good Chaos Pact coach who fields all 3 of the Big Guys learns how to manage this.

## **BASIC STRATEGIES (continued):**

### SLANN:

Playing the Slann and playing against the Slann is a totally different experience in Blood Bowl. With every player being able to leap on a 3+ and the catchers on a 2+ the mobility of this team can be incredible. The trick is learning how to get the most use out of that Leap skill. You will quickly come to both love and hate this skill while playing this team.

The biggest thing you'll notice with the Slann is that ALL of their starting skills deal with leaping and diving ... it's the nature of the team. However this means you don't start with standard skills that other teams do like Block, Dodge, Sure Hands, Catch or Pass. A good Slann coach learns how to work with the unique skill set of the Slann. Since only Pro allows you to re-roll Leap ... it is highly recommended that you start a Slann team with no less than 3 re-rolls.

Popular development of the blitzers comes in 2 varieties. Brutal versions get Mighty Blow, Block, and Frenzy for skills. The goal with these players is to simply hammer the opposition and using leap to get to their fragile protected players to do so. Another version is dedicated to freeing up the ball ... this path favours Strip Ball, Wrestle, and Dodge (or Dauntless). Also keep in mind with Blitzers that many opponents will forget that they have Jump Up while playing and that you can get a lot of mileage out of Diving Tackle as a way of creating a defensive screen against the agile opposing runners instead of parking them next to opponents to get blocked. Finally if you have trouble with agility teams, adding Block and Tackle to the Blitzers makes dodging through your defenses very difficult without knocking down the Blitzers first as Tackle will remove the ability to use the Dodge skill to re-roll a Dodge roll that was already at a -2 modifier.

Catchers with their 2+ leaps can achieve many great things as long as they don't suffer much from the Elf disease of rolling too many 1s. Some standard skills are great on Catchers. Sure Hands to leap in and retrieve semi-protected loose balls and Dodge to keep them alive and save your 2+ leap for a key point in the movement. However two non-standard skills are very interesting on the Catchers as well. Pass Block on a Slann Catcher gives you the ability to 2+ leap to get into the ball's path for a 4+ interception roll or put a TZ on the thrower/catcher. Kick-off Return on 2 Slann Catchers fielded for offense means you'll get a free 3+ catch roll for a ball landing in ANY square in the back 9 rows of your side of the pitch.

Mobility is key to Slann victory so for the Linemen Fend and Wrestle both work well to get them away from the opposition. Kick is VERY important as a skill to add to the team. A well placed kick followed by a failed pick up by your opponent and the Slann can very often use the Catchers and Blitzers to leap over the opposing line to put severe pressure on the opposing side or to even quickly recover the ball. Many a good Slann defense can score in 2 turns on a failed opposing pick up.

### UNDERWORLD:

A team with surprising potential ... if the low AV players survive. Good use of mutation skills is a big factor on this team. The successful Underworld coach learns quickly how to use that rare "everyone gets Mutation access" on this team to his advantage.

Goblins benefit greatly from Horns, Extra Arms, and Big Hand. These skills can quickly give your team players that can do very surprising one dice blitzes on most ball carriers (or two dice on many catchers) and/or can pick up the ball anywhere on the field no matter how many players are next to it on a 2+ (and then exit the problem area with 3+ stunty dodge rolls). For some Goblin players Diving Catch is also a great option. You don't have to roll for Animosity for the Skaven Thrower if you throw to an empty square on the pitch. This means that a Diving Catch Goblin could always be thrown to without risk of Animosity causing you a problem.

Skaven Throwers can benefit from Extra Arms and from Leader on one player (since re-rolls are 70k). Use Lineman and Blitzers to pick up important utility skills like Tackle, Guard, and Kick.

The Warpstone Troll goes great with Tentacles as you can just plant him on the Line of Scrimmage and not even activate him (ie don't roll for Really Stupid) and odds are he'll be great at tying up your opponent's line players.