

# BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★



**DEATH ZONE**  
THE ULTIMATE  
BLOOD BOWL COMPANION!





# GREETINGS SPORTS FANS!

**“Welcome back, one and all! I’m Bob Bifford, your host for another fun-filled afternoon of non-stop Blood Bowl action! And I have to say, you’re in for a real treat today; rarely have I seen a stadium so packed with fans. The stands are full and the crowds are overflowing onto the sidelines. There’s a real party feeling in the air here today, isn’t that right, Jim?”**

“That’s right, Bob! Good afternoon viewers, I’m Jim Johnson, your co-host for another outstanding afternoon of entertainment on the pitch, and as my lovable colleague said; there’s a real and tangible atmosphere of excitement here today! Why do you think that is, Bob?”

“Well, Jim, it goes without saying that every game of Blood Bowl is a cause for celebration amongst the toiling masses, any chance to get out of the fields and away from the farms to enjoy some top-quality sports entertainment is a noteworthy event! But today sure feels special, like a carnival has come to town, in fact! If I had to hazard a guess, I’d say it has something to do with the unprecedented amount of sideline entertainment laid on by the stadium owners today!”

“I think you might be right there, Bob, I’ve rarely seen a sideline so packed, and not just because there are so many fans gathering there! It’s a real hive of activity out there today; sponsors’ stalls, team mascots, and more sideline staff milling about than you could shake a temporary contract at!”

“Indeed, Jim! And I must say, there’s a lot of Wizards here today – the Colleges of Magic have really turned out in numbers!”

“They have, Bob, they sure have! And it’s not just the Colleges, I can see more than a few Sorcerers, Shamans and even the odd Witch or two. There’s going to be quite a lot of fireworks before the end of play today and no mistake!”

“Let’s hope so, Jim! It really is a treat to see so much excitement surrounding a game. Let’s hope the weather holds out, eh Jim?”

“Well, even if the weather does go strange on us, I don’t think that’ll prove a problem, not in this state of the art stadium! The new owners here have certainly spared no expense in revitalising this old place for a new generation of Blood Bowl fans!”

“Absolutely, Jim. And what’s more impressive is the investment in new players. I was here just last week, watching an amateur seven-a-side game, and that was quite the spectacle!”

“It’s superb to see such investment in the game, Bob. If my heart was still beating, it’d skip a beat!”





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# BLOOD ON THE PITCH

**B**lood Bowl is a complex sport. A single game can last many hours, held up by numerous stoppages that interfere with the action for no discernable reason as players and officials alike argue about rules, fight on the sidelines, or simply demand a break for refreshments. In fact, it is not unknown for play to stop only to allow a spokesperson for a major sponsor to take to the pitch and address the crowd, telling them all about how wonderfully life-enriching their product is!

**I**ndeed, many fans are drawn to the game not for the on-pitch action, which is often confusing to say the least (literally no one knows what 'illegal leverage' is, or why sending three players out for the coin toss is fine, but sending four means automatically losing the coin toss, unless of course one of them is 'inactive'... whatever that means!). At any given game, there are a large number of fans who attend purely to watch the endless antics on the sidelines. And this should come as no surprise; between the drama of watching the head coaches and team owners as they navigate the peaks and troughs of emotion as their team's fortunes soar and plummet, to the endless parade of performers employed to keep the fans from turning on one another when the game gets a bit boring, an afternoon of Blood Bowl is an endless feast for the senses.

This supplement focuses, for the most part, on the unsung stars of the sidelines. (In)Famous Coaching Staff are named characters who represent those experts that bring special skills to a team, whilst the various Wizards available represent the many magicians that regularly use their supernatural powers to beset rival teams. Whilst most of these will be representatives of the Colleges of Magic, others include Necromancers, Chaos Sorcerers and even Goblin Shamans. All of whom think nothing of breaking the rules regarding magical interference in exchange for some lovely gold! Biased Referees represent those most controversial of figures; the zebra-striped, fun-sponges that stop the players (and sometimes the fans) from doing whatever they want, whenever they want!

Stadium rules allow coaches to explore the many and varied sports arenas of the Old World. Along with Sponsors (both minor and major), coaches can, should they wish, explore the wonderful world of sports finance, renting or buying a stadium for their team, and securing sponsorship to pay the upkeep!

Add to this the hilarity that ensues when a non-standard ball is introduced into the action, or when the weather takes a turn for the extreme, and introduce some of the especially strange and chaotic match events that can unfold mid-game, and coaches will find this supplement adds no end of excitement to the proceedings!

On top of all this, coaches will find expanded rules for Mercenaries. These allow a coach to create the perfect hireling Mercenary to play for their team, a Star Player all of their own to bring some variety to their squad.

Finally, the rules for Blood Bowl Sevens allow coaches to explore the wonderful world of amateur sports. Played on a smaller pitch and with smaller teams, these rules modify Nuffle's great game, speeding up the action without losing any of the complexity coaches have come to know and love from Blood Bowl: the game of fantasy football!





# BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★

## THE WORLD OF BLOOD BOWL



**T**he world in which Blood Bowl is played is a wild and dangerous place – let's face it, it has to be if the people in it are going to play Blood Bowl for fun! This world is divided into several large continents, each of which is home to many different races, all of which play the game of Blood Bowl to a greater or lesser extent. Across these continents, and the nations into which each is further subdivided, the game differs hugely, the better to reflect the unique nature and characteristics of the varied peoples and races of the world.



**T**he majority of Blood Bowl these days is played on a mammoth continent known to all as the Old World. In the Old World of today, the game bears little resemblance to the rules as they were first decreed by the earliest disciples of Nuffle, the legendary Slann, many millennia ago in the steaming jungles of Lustria, the primordial home to the mythical Old Ones and the birthplace of civilisation.

In the Old World, the modern game can be best described as the culmination of many decades of work by many expert scholars and sports historians working tirelessly to unravel the mysteries of an ancient tome written in a forgotten language, and the scribblings of a very forgetful, half-blind Dwarf of great vintage. It can also – and perhaps more truthfully – be described as a game that has evolved thanks to the endless input of those who play it. In the decades since the sport's rediscovery, the rules of play have changed and evolved almost beyond recognition from their original form, the better to accommodate the many peculiarities that arise with distressing regularity upon Nuffle's sacred turf and which the original rules were incapable of confronting satisfactorily. Add to this the tendency of the denizens of the Old World and beyond to stretch the rules to breaking point in order to gain any small advantage over their opponents, and it should come as no surprise that the rules and regulations now cover, in the most painstaking detail and often at considerable length, every imaginable aspect of the game.

Yet one thing that still holds true, even after all these years, is that the heart and soul of the game remains unchanged. In spite of the many and varied evolutions within the rules, and in spite of the constant upheavals and scandals that have surrounded the sport's various governing bodies, one thing that has remained constant is that the players and fans alike dearly love Blood Bowl, and this love is ultimately what inspires the many officials tasked with the safe keeping of this most sacred of pastimes. Certainly the game has grown, changed and evolved within the Old World, but at its heart it remains as it always was: a simple game played between two teams, opposed in friendly competition but ultimately united in sportsmanship, won by the side that can score the most touchdowns!



## THE OLD WORLD

**L**ife is often short and death is sudden and unexpected in the Old World. Comparing the similarities between everyday life and Blood Bowl, it is unsurprising then that the game has proven so hugely and enduringly popular. Brought up amidst dark forests full of horrible monsters and the ever-present reality of plague and other incurable diseases, the people of the Old World are natural Blood Bowl players; willing to risk their all to win fabulous riches and fame in a world where their future is never certain. Indeed, growing up in a vast and lawless land where a simple trip to the market can see a person waylaid by anything from itinerant sellers of magical beans to roving bands of hungry Ogres, it is little surprise that many youngsters dream of a career upon the field of sporting endeavour, where a sudden and violent death is, if anything, less of a certainty!

The Old World itself is home to Men, Dwarfs, Elves and Halflings. These civilised folks are numerous and powerful, dwelling throughout the land and defended from the dangers that surround them daily by large, well-fortified cities. And they need to be, for the high mountains and deep forests that cover much of the continent are home not only to wild and uncivilised monsters, but to hordes of more intelligent creatures that, in ages past, have been a blight upon the lands; unruly mobs of Orcs and Goblins have forever raided and invaded the rich lands of civilised folk, whilst Necromancers with their dire entourages have long waged war on the civilised nations of the Old World. Even from below the surface, where the Skaven scurry through their labyrinthine domain, came the ever-present threat of invasion. In less enlightened times, these denizens of the Under-Empire ever plotted to bring about the downfall of Men, Dwarfs and Elves.

Considering the vast number of races and their long history of mutually despising each other, it is hardly surprising that wars between the different races were once considered the norm in the Old World. Rebellions and uprisings often overran nations and plunged them into civil war, while ancient feuds and bitter hatreds were commonplace. Since the rediscovery of Blood Bowl, and the re-emergence of Nuffle as one of the dominant deities within the pantheon of gods worshipped around the world, an uneasy peace has reigned across the Old World. Weapons have been set aside and races that were once enemies have come to live side-by-side in an uneasy truce, embracing Nuffle's great game and choosing to act peacefully, settling their differences upon the pitch rather than the battlefield, and replacing violent skirmishes along the borders of their nations with good humoured punch-ups and friendly rivalry in the terraces on game day!



## THE REALMS OF MEN

Human players are widely considered to be the best all-round Blood Bowl players in the Old World. They may lack the sheer strength of the Orcs, the agility of the High Elves, the toughness of the Dwarfs, the frenzy of the Dark Elves, or the speed of the Skaven, but they do not suffer any of these players' weaknesses either. Humans are quicker than Dwarfs, more hardy than Elves, bolder than Skaven and (considerably) more intelligent than the average Greenskin. It is hardly surprising, then, that Humans account for over 50% of all Blood Bowl players (please note that this statistic is only accurate if the count includes Skeletons, Zombies, Ghouls and Vampires playing for Undead teams, and mutants playing for Chaos teams but, as exactly 74% of all statistics are made up on the spot to try to prove a point, it hardly seems important!).

The most heavily-populated realms of the Old World are those ruled by humanity; commonly referred to by the other races of the world as the Realms of Men. From frozen Kislev to fair Bretonnia, from the pleasant lands of Estalia and Tilea, to the sun-scorched Southlands, the lands of Men are vast.

Across these many realms, Blood Bowl has grown in popularity to become the preeminent preoccupation of one and all, yet the ways in which the great game has been embraced are as varied as the dialects spoken by the denizens of these lands. In the nation of Kislev, a snow-covered, frozen land that lies so far to the north that its furthest borders lie under the shadow of the Chaos Wastes, Blood Bowl has a strong following. In Kislev the game is most violent, which should come as little surprise as the populace are a hardy people that enjoy strong drink and, for many centuries, have been renowned as brave soldiers and warriors who once

stood as a proud and impenetrable bulwark against barbaric hordes descending from the Chaos Wastes. Yet for all the popularity Blood Bowl enjoys in this cold and beautiful land, Kislevite teams rarely campaign with much enthusiasm beyond the borders of their homeland. As a result, few Kislevite teams attain the wider success many pundits believe them to be capable of. But any foreign fan willing to risk the cold and journey north to Kislev to enjoy a game or two will be rewarded by a spectacular display of Blood Bowling prowess by players of great skill.

In stark contrast to the frozen north, the lands of the south are forever hot and dry. The relentless sun makes the lands of Araby, Tilea and Estalia arid, and this constant heat has had a marked effect upon the way the folk of these nations enjoy Blood Bowl. In Araby (one of the few realms of Men that lies just beyond the established borders of the Old World, but no matter), Blood Bowl is widely played by Human teams, and is very popular, though by necessity games take place late in the evening or early in the morning. For this reason, many Old World teams refuse to compete there, most Old World players having grown accustomed to mid-afternoon games and late-night drinking and dining in the taverns and inns of the northern cities, followed by a long lie-in in bed each morning!

In Tilea, a modern and forward looking nation situated upon a large and fertile peninsula within the southernmost border of the Old World, Blood Bowl has taken a firm hold! And this has proven no bad thing for, perhaps unexpectedly, the once warlike folk of Tilea have turned out to be amongst the most talented players of Nuffle's great game in all the known world. The leagues of Tilea and the Human teams, both noble and low born, that populate them have become renowned as being

the natural home to some of the finest on-pitch displays of sporting excellence a fan could ever hope to witness, and fans travel far and wide to do just that.

Estalia, by contrast, enjoys its Blood Bowl in a most different fashion, for in Estalia participation comes most firmly in second place, behind the joy of spectating! Located in the south-western corner of the Old World, Estalia is dominated by two great cities: Bilbali on the north coast and Magritta on the south. Both these great port cities are home to world-renowned stadia that in turn host many spectacular tournaments throughout the year. Whilst Estalia is not itself known for producing many great teams, its natural benefits and wonderful stadia have led it to become home to many grand tournaments. A major highlight of the Estalian calendar is the Bilbali Cup, a truly grand affair that, were it held in any other nation of the world, would be considered the premier event of that realm's calendar. Yet in Estalia, the Bilbali Cup pales in comparison to one of the greatest sporting events in all the known world: the *Spike! Magazine* Trophy Open, hosted by the gleaming city of Magritta!

North of Estalia lies the vast, feudal kingdom of Bretonnia, a land where the divide between the ruling knightly nobility and the impoverished peasant underclass is as wide as it could possibly be. The Blood Bowl teams of Bretonnia are proud in the extreme, consisting, as they do, almost entirely of knightly nobles; for Blood Bowl is seen as a pursuit for the gentry and not fit for those of the toiling peasant class. These teams proudly display their own particular brand of honour, though it must be said that sometimes their notion of honour would put a Goblin to shame! Their teams are often accused of lacking a degree of cohesion, as they are prone to valuing individual feats



of heroism over teamwork. It is not uncommon for carefully-drilled plays to be forgotten as a lone knight rushes off to earn personal glory in the opposition's End Zone, his fellows on the pitch and the peasants in the stands cheering him on before lamenting his sudden, if not always unexpected, demise.

East of Bretonnia lies a lawless land of petty fiefdoms and miniature kingdoms almost beyond counting. Known as the Border Princes, this is the place to which disgraced nobles and tax exiles from all over the Old World come to settle, safe in the knowledge that their affairs won't be closely scrutinised by nosey neighbours. After all, in the Border Princes most neighbours are just as keen to keep their own affairs secret!

The Border Princes is home to an unbelievable number of Blood Bowl teams both minor and major, yet only one actual stadium, the name of which changes depending upon who is asking! These teams, many of which fall firmly into the pejoratively titled category of 'pot hunters', spend their days competing in leagues and tournaments the length and breadth of the Old World. By looking for easy wins in competitions where the prizes are quite humble, many of these teams are able to gather considerable wealth without the worry of having to pay any tax on their earnings!





## THE EMPIRE

Truly then, the lands that make up most of the Old World are wonderful in their endless variety, yet none of these realms is nearly so large as the realm that lies at the heart of the Old World – the land known as the Empire. The Empire stretches from the coast of the Sea of Claws to the foothills of the Worlds Edge Mountains, covering all the lands between Bretonnia and Kislev. The Empire itself is a land of great geographical diversity. Much of its northern mass is mountainous and rugged, and that which is not lies beneath huge primordial forests. From these come the raw materials needed to fuel its constant urban growth and ever-expanding industries; rock drawn from the mountains, timber from the forests. Though it must be said that the darkest hearts of these mighty arboreal realms remain unexplored by all but the most insane, for within these deep forests dwell tribes of Beastmen and Minotaurs, and more besides, ever ready to waylay the unwary traveller. These tribes take great pride in sending forth their best and boldest to play alongside the mightiest of Chaos-aligned teams, and some expert commentators even suggest that, within these dark places, the Beastmen hold their own leagues and tournaments!

To the south, the lands of the Empire unfold into seemingly-endless expanses of rich and fertile farmlands. These limitless fields of green and gold are capable not only of sustaining the unimaginably large populations of the mighty metropolises that dot the landscape, but also fuel a huge export economy to feed the Empire's neighbours as well. In this way, the Empire is easily capable of influencing its neighbours, and even today, with its armies shrunk and its sports economy booming, the Empire remains a power within the world.

In truth, this vast land is not one nation but many different nations all drawn together under the banner of empire, each governed by its own rulers and with its own distinct customs and traditions. These different states and provinces, as they are called, are wildly independent from one another, and fiercely proud of that independence, each considering itself a mighty nation in its own right. These states and provinces have long been united by

their common aims, the better to flex their might over the smaller nations of the Old World and all allied together under the benevolent rule of the Emperor, who governs his vast domain from the Imperial capital city of Altdorf.

The Empire is home to more Blood Bowl teams that are active within more leagues and tournaments than anywhere else in all the known world. Most of these teams fit into the broad category of 'Human', a term once used by the NAF as a catch-all for the many and varied Realms of Men. In more recent times, the Empire has become home to an ever-increasing variety of teams. Mixed teams have become an increasingly common sight, many originating within the tightly-governed Dungeon Bowl circuit and managed by the Colleges of Magic. Others, particularly since the collapse of the NAF and under the, in some way more easy-going, governance of the RARG, have sprung up across the many Imperial provinces to compete in leagues both minor and major. In the common vernacular, such teams are referred to as 'Old World Alliance', a broad term that captures well the fact that not only do those Human players present represent many nations, but that other races, such as Dwarfs and Halflings, have become regulars on such rosters.

More recently still, 'Imperial Nobility' teams have become a popular addition to those regularly participating in competitive Blood Bowl. Such teams tend to be privately owned by one or more of the limitless petty nobles that govern the Empire, and usually form around some rich burgher's dreams of sporting glory. For the wealthy, it seems, such dreams can be played out, and many a noble has taken to the pitch in the company of a team of well-paid and competent ruffians, journeymen and mercenaries to indulge their fantasies. A few short years ago, such teams were greeted with derision by the fans but, over time, many have risen through the ranks and proven their ability alongside the seasoned pros of the game.





## THE HALFLING MOOT

Within the Empire lies the home of the Halfling race; the pastoral and peaceful land known as the Moot. This strange realm could not exist but for the might and benevolence of its neighbours, for Halflings are not a warlike folk. That such a rural idyll can persist in a land dominated by impenetrable forests and overrun by twisted beasts and fell creatures of darkness might seem peculiar to many, but to the Men of the Empire, protecting the Moot in ages past has been a duty gladly upheld. Outsiders often wonder why, but the reason is as simple as it is selfish; many are the tales of the culinary talents of the folk of Bretonnia, Estalia and Tilea and of the wonders their fine chefs produce in the kitchen, but it is a fact self-evident that the finest cuisine in the entire known world originates from the Halfling Moot. Alongside this world-renowned cuisine comes fine beer, mead and ale in quantities to rival the breweries of the Dwarf realms, and of a quality to shame even the finest Dwarf brewery (in the honest opinion of this scribe, Dwarf beer tastes like pure alcohol with grit in it, whilst Halfling beer is very moreish)! Consequently, the Empire has long held in high regard its alliance with the Moot, protecting the peaceful land with a vigour similar to that of a Halfling protecting its pantry, and many an Emperor has grown fat on the fruits of this friendship!

As a race, Halflings are not natural athletes, yet they are drawn to Blood Bowl in huge numbers, and Halfling teams are an ever popular sight with the fans. The Moot itself has become home to some of the most popular competitions in the Old World. Tournaments such as the Thimble Cup or the Lunch Bowl might be poorly run affairs and they might appeal to some of the more... amateur teams on the circuit, but the ingenious displays of cheating and the outrageous acts of cowardice and heroism from the players and officials alike are always a huge draw and, when this fails to excite the fans, the catering more than makes up for even the most sub-par of on-pitch displays!

## NORSCA

Beyond the northern borders of the Empire lies a land that in any discourse on the Blood Bowl playing nations of the world deserves a special mention – Norsca.

Norsca is a cold land of frozen mountain ranges, verdant valleys, and glacial fjords, the beauty of which surprises many, falling as it does beneath the shadow of the Chaos Wastes. As a direct consequence of this, its northernmost regions are wild and untamed places, home to a great many horrors, natural and otherwise. From the mutated Trolls, themselves the size of small mountains, that roam the high peaks and desolate tundra, to herds of woolly mammoths, the glacial expanses of Norsca are truly inhospitable. To its south, Norsca is separated from Kislev by the Troll Country (whilst Norsca is home to the largest of Trolls, the Troll Country is so named because there are just so many of them there; it's literally just Trolls from end to end, apparently!).

Norsca is also home to the fierce people known as Norscans, a race of Man that loves little more than strong beer, rampant piracy and violent sport. It comes as no surprise, then, that Norsca has enjoyed a long and proud history as a Blood Bowl-playing nation.

Those Norscans that grow to maturity in such dangerous lands choose (quite wisely) to spend as much time as possible aboard ship, travelling far and wide. Many of the most successful teams to hail from this snow-covered land no doubt owe much of their success to their people's predilection towards piracy! Indeed, the Norscans' habit of spending many months of the year aboard ship, sailing the oceans of the world and raiding coastal settlements small and large for plunder, has allowed many a Blood Bowl team to campaign in leagues and tournaments far and wide all year round, to the extent that some coastal stadia now refuse to allow Norscan teams to visit; there is, after all, only so many times the trophy cabinet can be replaced before the pillaging becomes tiresome!

Norsca is home to very few stadia and even fewer regular tournaments. The obvious reasons for this are the climate and geography; Norsca is not only bitterly cold, but also extremely mountainous (most of the flat ground in Norsca is vertical!).

Add to this the dangers posed by wandering beasts and extreme weather and environmental conditions, and it is hardly surprising that the Norscans themselves choose to spend as little time there as possible!





## THE WORLDS EDGE

To the east of the Old World lies the vastness of the Worlds Edge Mountains, a seemingly endless range of peaks that reach to the very heavens above. The Worlds Edge Mountains stretch from the steppes of the Chaos Wastes in the far north, running thousands of miles until they meet the Grey Mountains in the south, itself a vast mountain range that provides a natural border between the Empire and Bretonnia. This mountainous realm is home to the vast empire of the proud Dwarf race. The Dwarfs of Karak Ankor, as this empire is known, have ruled these mountains for thousands of years, for Karak Ankor was old when Men were living in caves and eating rocks! Sadly, today Karak Ankor is a pale shadow of its former glory, having been ravaged down the long millennia by natural disasters such as earthquakes, and by unnatural disasters such as Greenskin migrations and Skaven invasions.

Dwarfs are an insular race, preferring the company of their own kind to that of others, and consider other races too brash, loud or excitable to make good companions. They also travel rarely, preferring to stay close to the high peaks of their mountain realm, or within their deep mines, carved over millennia into the roots of the world. In days past, great throngs of Dwarf warriors would march forth to war, the ground trembling beneath their iron-booted feet. Today, when a Dwarfish throng marches, it is as an army of fans accompanying their beloved team on-campaign, and woe betide any rivals foolish enough to cross the path of such a migration of Dwarfish fandom! To Dwarfs, Blood Bowl is a serious business, not least because the first and most respected Sacred Commissioner, Roze-El, was a Dwarf and is venerated almost as a god the length of the Worlds Edge Mountains, but also because Dwarfs treat competitions of all forms as a most serious undertaking. Not for them the frivolous notion of playing a game for fun! When a Dwarf straps on their Blood Bowl armour, it is with the sole intention of grinding the opposition to dust! To a Dwarf, the dishonour of losing a game to an inferior opponent is a great shame that lies like a heavy weight upon the soul of every Dwarf to witness it. And to a Dwarf, every opponent is considered an inferior!

## ATHEL LOREN

South of the Grey Mountains lies the wondrous and mystical domain of Athel Loren, the greatest forest realm in all the known world. Athel Loren covers many hundreds of thousands of square miles; if a traveller were to stand atop the highest peaks of the Grey Mountains and gaze south and west towards far Bretonnia and the distant ocean beyond, the vastness of Athel Loren would dominate the landscape as far as the eye could see.

It is within this unimaginably ancient, arboreal realm that the Elves of the Old World reside. Legend tells of a time long ago when great Elven cities covered the Old World, and the Elves and Dwarfs lived contentedly side by side. Supposedly, this golden age ended abruptly over a game of Nuffle's Armorial Football (this was long before the popular name 'Blood Bowl' had been coined); with a Dwarf referee controversially disallowing an Elven touchdown against a Dwarf team. According to legend, the referee was abducted, shaved, and returned to his folk in a barrel, and in great disgrace! The resulting war, which came to be known as the 'War of the Beard', lasted many centuries and resulted in Elven kind being driven from the Old World.

Those Elves that remained in the Old World took up residence within the magical borders of Athel Loren, where they remain to this day. The Elven folk of this magical realm bear little resemblance today to their kin in Ulthuan and Naggaroth, the peculiar nature of their adopted home having worked its strange charms upon them, giving them a wild and untamed appearance that matches their woodland domain. Yet, it is this wildness of spirit, when combined with the natural grace of all Elf kind, which makes the Wood Elves such famed and feared Blood Bowl players. There are few races of the Old World able to match their speed and agility and, though Wood Elf teams are hardly a common sight, they are always incredible crowd-pleasers, bringing an overabundance of athleticism, outrageous audacity and insurmountable bravado to the gridiron!





## BEYOND THE OLD WORLD

**T**he known world does not end at the borders of the Old World. In truth, the Old World itself, vast though it undoubtedly is, covers barely a fifth of the known world! Beyond the Worlds Edge Mountains to the east, across the Great Ocean to the west, north of frozen Kislev, and south of equatorial Tilea lie lands beyond imagining. These far places are home to Orcs and Goblins, Elves and Lizardmen, Ogres and Trolls, and more besides. Some have even claimed the existence of a sunken city populated by a race of mysterious fishmen! But such preposterous stories are clearly made up to alarm small children and delight suggestible adults.

## THE DARK LANDS

East of the Worlds Edge Mountains stretches the trackless wilderness known as the Dark Lands. This blasted landscape reaches east as far as the Mountains of Mourn and the Ogre Kingdoms. It is here that the many migratory tribes of Ogres originate from, roving far and wide across the face of the world, following trade routes to distant lands.

In the northernmost reaches of the Dark Lands, the grim and foreboding Mountains of Mourn merge with the north-eastern limits of the Worlds Edge Mountains. Here, the mountains become volcanic and the very earth itself cracks apart, revealing the molten core of the world. It is in this smoke-wreathed and benighted land that the Dawi Zharr, otherwise known as 'Chaos Dwarfs' in the common tongue of Men, make their homes. Though comparatively few in number, the Chaos Dwarfs have made a lasting mark upon both the landscape in which they live and the world of sport.

For thousands of years, the Dawi Zharr have strip-mined their volcanic homeland, adding considerably to the hellish nature of the plains of Zhar Naggrund. Yet, rather than do the heavy lifting themselves, the Dawi Zharr have long made use of slaves, breeding the hardest of Greenskins to do their bidding. As a result of this infernal industry, the Chaos Dwarfs have proven capable of fielding many fine Blood Bowl teams. Combining as they do the sheer might of Dwarf players with the best attributes of numerous other races; the power and unstoppable momentum of Bull Centaurs, the frenzied blood lust of Minotaurs, the (relative) speed and agility of Hobgoblins, and more besides, it is little wonder that Dawi Zharr teams have long dominated the leagues of the east.

The southern reaches of the Dark Lands are home to countless tribes of Orcs and Goblins. In ages past, these would regularly harry the borders of Karak Ankor and the Empire beyond, perhaps hoping to escape the threat of forcible employment in the industries of their northern neighbours, perhaps hoping to migrate into the relatively pleasant lands of the Empire (pleasant when compared to the Dark Lands). These days, more Greenskins than ever before travel west, but their reasons for doing so are far more peaceful than in days past. Greenskin migrations are lured into the Old World by the promise of Blood Bowl and the prospect of fame and fortune. Such invasions are welcomed gladly, bringing with them as they do the promise of a violent season of sports entertainment ahead!

## MINDY PIEWHISTLE'S RUMOUR ROUND-UP

*Some seasons, a Blood Bowl team enjoys such success on the pitch that it attracts rabidly-passionate fans from all over the world, even from among other races.*

*This can cause trouble, of course, such as the time half of the fans at an Orcland Raiders home game turned out to be Humans who'd covered themselves in green body paint. They say this was only revealed at half time when a riot broke out over the last Squig-on-a-stick – apparently none of the fans wanted it!*







## THE BADLANDS

The Badlands is the name given to the desolate region south of the Border Princes, a region famed as being home to barren rock, arid plains, searing desert and hordes and hordes of Greenskins. In fact, the Badlands are notorious for harbouring the largest concentration of Greenskin tribes outside of the Dark Lands!

What's particularly fun to note about the Greenskins of the Badlands is not their number; rather it is the incredible effect the searing sun of the region has upon the average Orc. Not the brightest of creatures to start with, the extreme temperature of the Badlands seems to literally bake the brains of the Orcs that dwell there, making them even more violent and increasingly dim. It is hardly any wonder, then, that the Badlands are home to a truly remarkable number of Greenskin tribes that, in the past, were considered by more civilised folk to be extremely warlike! These days, these tribes produce a staggering number of Blood Bowl teams and hold a great many leagues and tournaments. Sadly, none of the latter are particularly well-run!

In the southerly expanses of the Badlands, rising in twisted spires from the barren soil, can be found many strange rock formations. Scholars believe these to be the remains of an ancient civilisation, perhaps an outpost of the lost empire of Nehekhara. Whatever the case, today the area is home to a large number of Ghouls and other carrion beasts. These pitiful creatures eke out a sorrowful existence in barren conditions, causing many to make the long journey north into the Empire. Here, they hope to find employment in a Blood Bowl team, dreaming of fame and fortune and living a life of luxury, far away from the desolation of their homelands!

## THE LAND OF THE DEAD

Bordering the south-eastern edge of Araby is the foreboding Land of the Dead, home to the cyclopean tomb cities of Khemri and Numas. Legend tells that, many millennia ago, the folk of these lands lived normal lives dedicated to the pursuit of happiness through playing more Blood Bowl. Supposedly, this came to an end and these lands were destroyed by a being known as the 'Great Necromancer'. Following a particularly bad season in which his team faced relegation, he cast great and powerful enchantments that first eradicated all life from the land, before raising the dead left behind into a strange state of undeath!

The truth of such legends will likely never be known, for these events happened so long ago. What is beyond doubt is that the Land of the Dead is well-named, for here the ancient dead do not rest easy, and within the ancient necropolis cities the restless dead stir, endlessly repeating the tasks and chores of their former lives in a grim mockery of the lands of the living.

Part of this eternal pantomime is the endless replaying of Blood Bowl games that took place in antiquity. Today, teams of ancient players regularly march forth from their tombs to decrepit stadia where they re-enact the glories of their past.

## ULTHUAN AND NAGGAROTH

Westward of the Old World, across the Great Ocean, lie the lands of the noble Elves. The Isle of Ulthuan, sometimes referred to as the Ten Kingdoms, is the ancestral home of the Elven race, and it is here that the noble High Elves dwell. Ulthuan is a large, horseshoe-shaped land mass surrounding the Inner Sea. The realm itself is divided into ten kingdoms, each ruled by its own nobility, and each sworn to uphold and honour the twin thrones that hold ultimate power

over Ulthuan, that of the Phoenix King in Eataine, and the Everqueen in Avelorn.

Ulthuan is a fair land, as befits its fair and noble denizens. In gleaming towers of silver and gold, the long-lived Asur (as the Elves of Ulthuan call themselves) pass their days in the study of the arts, both magical and mundane. Chief amongst the arts studied these days is the art of classically-pure Blood Bowl or, to put it another way, Blood Bowl as first decreed by Nuffle. It is no secret that the modern game has changed and evolved hugely in a couple of short centuries, and to the Elves of Ulthuan, this is a terrible thing. The Asur pursue a pure form of the great game, focusing on well-executed set piece plays, elegant passing and dramatic catching (fun to watch for about 20 minutes, but Blood Bowl without blood is just... 'bowl', and bowling isn't nearly as exciting!).

Ulthuan is home to the Elven Kingdoms League, the number one competition for fans of the classical style and one of the oldest and richest leagues in the known world. In turn, each of the Ten Kingdoms that make up Ulthuan is home to numerous well-funded teams and a truly disproportionate number of high-end sports outfitters. In these, noble Asur players spend far too much time having their spectacular sports kit tailored to perfection; time that could arguably be better spent learning to tackle!

Where Ulthuan is a fair land of temperate clime, Naggaroth is cold and dark. This is most appropriate, as it is here that the Dark Elves, or 'Druchii' as they prefer to be called, reside. Many millennia ago, a civil war tore Ulthuan asunder when two rivals for the Phoenix Crown proved unable to settle their disagreements amicably. The powerful magics unleashed during



the ensuing war literally broke the isle of Ulthuan in half, causing half the population to migrate in search of a new land in which to dwell. Driven from their homeland, the defeated Druchii chanced upon a frozen and desolate land, a realm as cold as their embittered hearts, which they named Naggaroth.

Over the centuries since their exile, the Elves of Naggaroth have built their power and influence globally through intrigue and open hostility. Today, Naggaroth is rightly considered one of the finest Blood Bowl playing nations in the entire known world; having set aside their kin's fixation upon the passing game and embraced the twin arts of violence and outrageous cheating, through means both magical and mundane, the Druchii have produced some of the most successful teams in the history of the sport.

## LUSTRIA

Beyond the Great Ocean, south of Naggaroth, can be found Lustria; the oldest realm in all the known world. Lustria is a land of mystery, largely unexplored by the folk of the Old World and home to a great many wonders. Chief among these wonders is the sprawling empire of the Old Ones, the original gods of the world. These all-powerful beings came here at the dawn of time and acted not unlike architects and builders, changing the world in profound ways; they brought the sun closer to warm the globe, they moved the landmasses to create the continents of today, and more besides. Most importantly, they brought with them the mystical Slann and the primitive Lizardmen; their servants and workers in their great undertakings.

Lustria is a large, tropical continent. Utterly inhospitable to outsiders, it has remained largely unknown for thousands of years, only recently opening up its interior

to visitors and allowing visiting dignitaries and emissaries of the various Blood Bowl leagues of the Old World access to the temple cities in which the great game was first played. In recent years, Blood Bowl teams from far and wide have started to visit and compete in its many leagues, hoping to learn the long-forgotten teachings of Nuffle in the cradle of the sport.

The denizens of Lustria, the Lizardmen and their rulers, the mystical Slann, dwell in ancient temple-cities built along mystical pathways to otherworldly designs. These temple-cities draw the raw magical power of the world and channel it in strange and unknowable ways. As a result of this arcane science, many visitors to Lustria are surprised by the strange sights that greet them. With the opening of their borders to visiting players and fans, the Lizardmen have built many luxurious resorts and hostelryes. Many an Old Worlder is surprised by doors that open unaided, disembodied voices making guest announcements, and boxes that blow cool air to fend off the tropical heat!

## THE CHAOS WASTES

North of Kislev, north even of Norsca and the Troll Country, lies the Realm of Chaos. This great and wild expanse of untamed and unnatural land stretches from the borders of Human civilisation all the way to the North Pole of the world; a wild and primordial landscape twisted and warped beyond the ken of mere mortals in ways both bizarre and sublime by the power of the strange pantheon of Chaos gods that hold dominion here. In the mists of time, the gateway of the Old Ones lay at the North Pole, and it was from here that the Slann and their god-like masters

entered and left our world.

Unfortunately, following some long-forgotten squabble between the Old Ones, this gate was slammed shut, causing it to shatter and allowing the raw stuff of chaos to flood into the world!

For long centuries, the barbarian tribes of the north have lived under the shadow of the raw stuff of chaos, worshipping the Chaos gods and imploring them for their dark blessings. In times past, mighty armies of these fur and black iron-clad maniacs would flow south at regular intervals, hoping to overthrow the civilised lands of Man, Dwarf and Elf alike in a tide of destruction that would herald the end of the very world itself!

Fortunately, these days, the folk of the Chaos Wastes have calmed down somewhat. Their gods have become less fixated upon the destruction of the world, preferring instead to settle their differences upon Nuffle's sacred gridiron. Indeed, the powers of Chaos have become fascinated to the point of distraction by Blood Bowl, lavishing their gifts and blessings upon skilled players rather than mighty warriors! Today, when the tribes of the north flow south, it is as armies of crazed sports fans, determined to follow their beloved teams to glory rather than to raze cities to the ground (though the occasional city still gets razed to the ground!)





# BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★

## NEW INDUCEMENTS



**B**lood Bowl is a sport that has captured the hearts and minds of an entire world. It is played from pole to pole, across many continents and in every climate imaginable. There are far more rules variations than can easily be covered within a single tome, and no end of ideas to explore in the future.

In addition to the common Inducements listed in the *Blood Bowl* rulebook, coaches may wish to use the ones detailed on the following pages. All of the Inducements that follow are balanced for use alongside the common Inducements, but are listed as optional extras so that the list of Inducements isn't too long and confusing.

The inclusion of these rules in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.



## O-2 (IN)FAMOUS COACHING STAFF

PRICE VARIES, AVAILABLE TO VARIOUS TEAMS

**A**lthough most Blood Bowl celebrities are players, with the occasional ref thrown in for good measure, there are several well-known members of coaching staff around the circuit. From choreography directors for the cheerleading squad, to financial specialists who will deal with bribing the officials, there is almost no limit to the helpful hangers-on that linger around Blood Bowl stadia, hoping to find employment with a coach daft enough to believe their claims. Consequently, many a team will experiment with all manner of temporary coaching staff, hoping to get something useful from the deal.

However, and perhaps contrary to expectations, some of these specialist experts do actually have some useful knowledge to impart or skills to share. Many of these individuals have become minor celebrities in their own right in recent years, becoming regular interviewees on Cabalvision! Though it must be said, most such interviews only happen when the players themselves are refusing to speak to the press...

(In)Famous Coaching Staff are available to purchase during the pre-game sequence at the cost listed. You may purchase up to two (In)Famous Coaching Staff who are allowed to assist your team.

It is possible for both teams to hire the services of the same named (In)Famous Coaching Staff:

- If this happens during a game that is part of a league, neither team can use the (In)Famous Coaching Staff but the (In)Famous Coaching Staff will keep both hiring fees.
- If this happens during exhibition play, both teams can use the (In)Famous Coaching Staff – one team has clearly hired a ringer!

## O-1 (IN)FAMOUS COACHING STAFF

INDUCEMENT: KARI COLDSTEEL

50,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'ELVEN KINGDOMS LEAGUE', 'LUSTRIAN SUPERLEAGUE', 'OLD WORLD CLASSIC' OR 'WORLDS EDGE SUPERLEAGUE' SPECIAL RULES

*One of the most well-known games of 2477 was between the Asgard Ravens and the Lowdown Rats. The Ravens players, who were taking part in the ongoing strikes over a salary dispute, refused to leave the dugout at the start of play. Their head coach was close to despair – the team was having a bad season already and conceding the game was out of the question. In desperation, he turned to the team's cheerleading squad, who were more than happy to take to the pitch for a change. History was made that day, and they achieved an impressively-bloody 3-1 victory, sending over half of the Rats to the casualty box.*

*Although the cheerleaders returned to their normal duties after the game, several of them got a taste for playing, none more so than Kari Coldsteel. She tendered her resignation the same day, then spent the next decade playing for a number of minor league teams. In 2491 she retired from active play and returned to cheerleading, letting out her services to teams whose squads might be in need of a little encouragement. Of course, no one ever truly retires from Blood Bowl, and she has been known to step in and help out her team if they're losing. The refs don't seem to mind – and neither do the fans!*

### "IF YOU WANT A JOB DONE..."

Kari counts as two Temp Agency Cheerleaders. In addition, if her team cannot set up 11 players at the start of a drive, Kari may decide to "show 'em how it's done!". Her team's coach can choose to set her up as part of the team. If they do so, she counts as part of the team for the duration of the drive, and no longer counts as two Temp Agency Cheerleaders. When the drive ends, Kari is Sent-off. You cannot Argue the Call or use a Bribe to prevent this. She will play no further part in the game – she does not count as any Temp Agency Cheerleaders, and she cannot be used in a later drive.

	MA	ST	AG	PA	AV
<b>Kari Coldsteel</b>	6	2	3+	5+	8+
<b>Skills &amp; Traits</b>	Block, Dauntless, Frenzy, Loner (4+)				







## O-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: PAPA SKULLBONES 80,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'FAVoured OF...' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES

Although the official religion of Blood Bowl is Nufflism, any number of other (arguably lesser) gods are worshipped by its many and diverse players, officials and fans. Followers of the Chaos gods, in particular, seem drawn to the sport – it must be something to do with the non-stop bloodshed and the fans' ritualistic chanting!

Any number of so-called Shamans are active on the circuit at one time, offering their services to teams who require guidance, but few are as successful as Papa Skullbones. The secret to his success, the thing that sets him apart from so many of his contemporaries, is simple: showmanship! From his larger-than-life attire to the spine-tingling rumble of his voice, his entire persona has been expertly crafted to convey the sort of otherworldly gravitas that is expected of a priest of the Dark Gods. He gets results, too; as well as making impressive pre-game displays, his rituals do indeed seem to attract the gods' attention, and a blessing from Papa Skullbones is often enough to ensure a team's success.



## "BY THE POWER OF THE GODS!"

At the start of each drive, after the teams have been set up but before the kick-off, Papa Skullbones can attempt to bless one player on his team (not a Mercenary or Star Player) with the power of the Chaos gods. Choose a player on your team from among those on the pitch, and roll a D8 on the table below. Any Skills gained are kept until the end of the drive; if the player already has both Skills, "By the Power of the Gods!" has no effect on them. A player cannot be chosen if a roll has already been made for them during this game.

## "BY THE POWER OF THE GODS!"

### D8 RESULT

- 1 Unworthy:** The player is struck down. The player is immediately removed from play and placed in the Knocked-out box of their team dugout.
- 2 Overlooked:** The chosen player is overlooked by the fickle gods. Randomly select another player from the same team, excluding players not on the pitch and players for whom a roll on this table has already been made, and roll on this table again.
- 3 Freakish Proportions:** The player gains the Big Hand and Very Long Legs skills.
- 4 Grasping Tendrils:** The player gains the Tentacles and Prehensile Tail skills.
- 5 Horrific Visage:** The player gains the Disturbing Presence and Foul Appearance skills.
- 6 Grisly Bifurcation:** The player gains the Extra Arms and Two Heads skills.
- 7 Thorny Protrusions:** The player gains the Claws and Horns skills.
- 8 Favour of the Gods:** The player gains two Skills of your choice, chosen from the Mutations category.

## HACKSPIT QUILLCHEWER'S FUN FACTS

*Did you know that the Nurgle's Rotters have got a home stadium? If you've never heard of it, don't be surprised. They've never yet convinced another team to visit and play there...*





**O-1 (IN)FAMOUS COACHING STAFF  
INDUCEMENT: GALANDRIL SILVERWATER  
40,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH  
THE 'ELVEN KINGDOMS LEAGUE' SPECIAL RULE**

For several decades, there has been one name regarded above all others in the field of cheerleading: Galandril Silverwater. From lowly beginnings as an assistant seamstress for the Tiranoc Titans, she gradually advanced through a number of supporting roles until she was recruited to the team's cheerleading squad in 2448 and became an overnight sensation.

The following decades were a whirlwind of fame and fortune for Galandril; as well as being an exceptionally-talented dancer, overflowing with charisma, she had a small amount of innate magical ability which she put to use in creating breathtaking half-time displays. She changed teams a few times until she accepted a long-term contract with the Elfheim Eagles for an incredible sum of money – more than most professional players, let alone cheerleaders. In 2487, she decided to step back from front-line duties (“leave that to the two-hundred year olds,” she quipped in a *Spike! Magazine* interview) to spend more time working on her ongoing series of memoirs. She still makes her services available to teams whose cheer squads could use a little extra pep, but it's clear that she does it for the love of the sport rather than the money – after all, it's rumoured that she has enough squirrelled away to buy out the Blood Bowl tournament five times over!

**“GO TEAM!”**

Each time Galandril's team rolls Cheering Fans on the Kick-off Event table, add D3 to the number of cheerleaders the team has – if the team does not have any cheerleaders, it counts as having one. In addition, each time Galandril's team makes a roll on the Prayers to Nuffle table, if a natural 15 or 16 is rolled on the D16 (or, if a D8 is being rolled as in exhibition play, if a natural 8 is rolled), the team gains an additional team re-roll.



**“Elves might not have discovered Blood Bowl, but you'd better believe we're the best at it!”**

*Prince Moranion*





## 0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: KROT SHOCKWHISKER

70,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH  
THE 'UNDERWORLD CHALLENGE' SPECIAL RULE

Although many perceive Skaven to be little more than a horde of verminous pests, their culture has many merits. While there is no doubt that they are vicious, cannibalistic and spiteful, they are also masters of engineering and flesh-crafting, to a degree that other races could not hope to achieve.

Entire clans dedicate themselves to the singular pursuit of advancement in these fields, and their work – while often grotesque and terrifying – shows undeniable genius. Krot Shockwhisker is particularly skilled in the melding of flesh and technology, having spent many years studying and replicating the best of his peers' creations. To finance his experiments, he offers his services to teams who do not ask questions. Fallen players are brought to his specially-equipped corner of the dugout, and he sets to work...

### "A NEW PLAYTHI... ER, PATIENT!"

Once per game, during Step 2 of the End of Drive sequence, Krot can experiment on a player who has been removed from play as a Casualty, in an attempt to get them back out there. Choose a player that is in the Casualty box of Krot's team dugout (not a Mercenary or a Star Player). This may even be a player that has suffered a Casualty table result of 15-16, DEAD. Roll a D6 on the table opposite and apply the result to the chosen player:

### "A NEW PLAYTHI... ER, PATIENT!"

#### D6 RESULT

- 1 **There Were... Complications:** The player's condition has worsened. The coach of the opposing team rolls on the Casualty table to determine exactly what has happened to the player. The result of this roll is applied immediately, in addition to any other Casualty table results already applied. Note that multiple Miss Next Game results do not stack.
- 2-3 **Useless Flesh-thing!** Krot's tinkering has no effect and the player remains in the Casualty box.
- 4-5 **Flawed Execution:** The player is returned to the Reserves box and can be set up with the rest of the team. However, until the end of the next drive, they gain the Really Stupid (4+) trait. If they already have the Really Stupid (4+) trait, it is replaced with the Really Stupid (5+) trait. At the end of this drive, the player is returned to the Casualty box, where the effects of the Casualty roll that was previously made against them are applied as normal.
- 6 **Witness Perfection!** The player is returned to the Reserves box and can be set up with the rest of the team. At the end of this drive, the player is returned to the Casualty box, where the effects of the Casualty roll that was previously made against them are applied as normal.







## **O-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: AYLEEN ANDAR**

### **100,000 GOLD PIECES, AVAILABLE TO ANY TEAM**

*Talent scouts have become a major part of modern Blood Bowl. These expert assessors of rookie talent travel the world far and wide, sometimes in packs, seeking out those young players that show the most ability and hoping to snap them up on behalf of their employer before an unscrupulous agent does!*

*Ayleen Andar is a talent scout of particular note and in high demand with coaches and team owners alike. Ayleen scours the Old World from end to end, tracking down only the best young players. In her time, she's found some of the most renowned players on the circuit and given them their big break. True, talent scouts travel a lot and have to witness some truly terrible Blood Bowl being played, but as Ayleen always says: "Claiming one's expenses back from the client more than makes up for it!"*

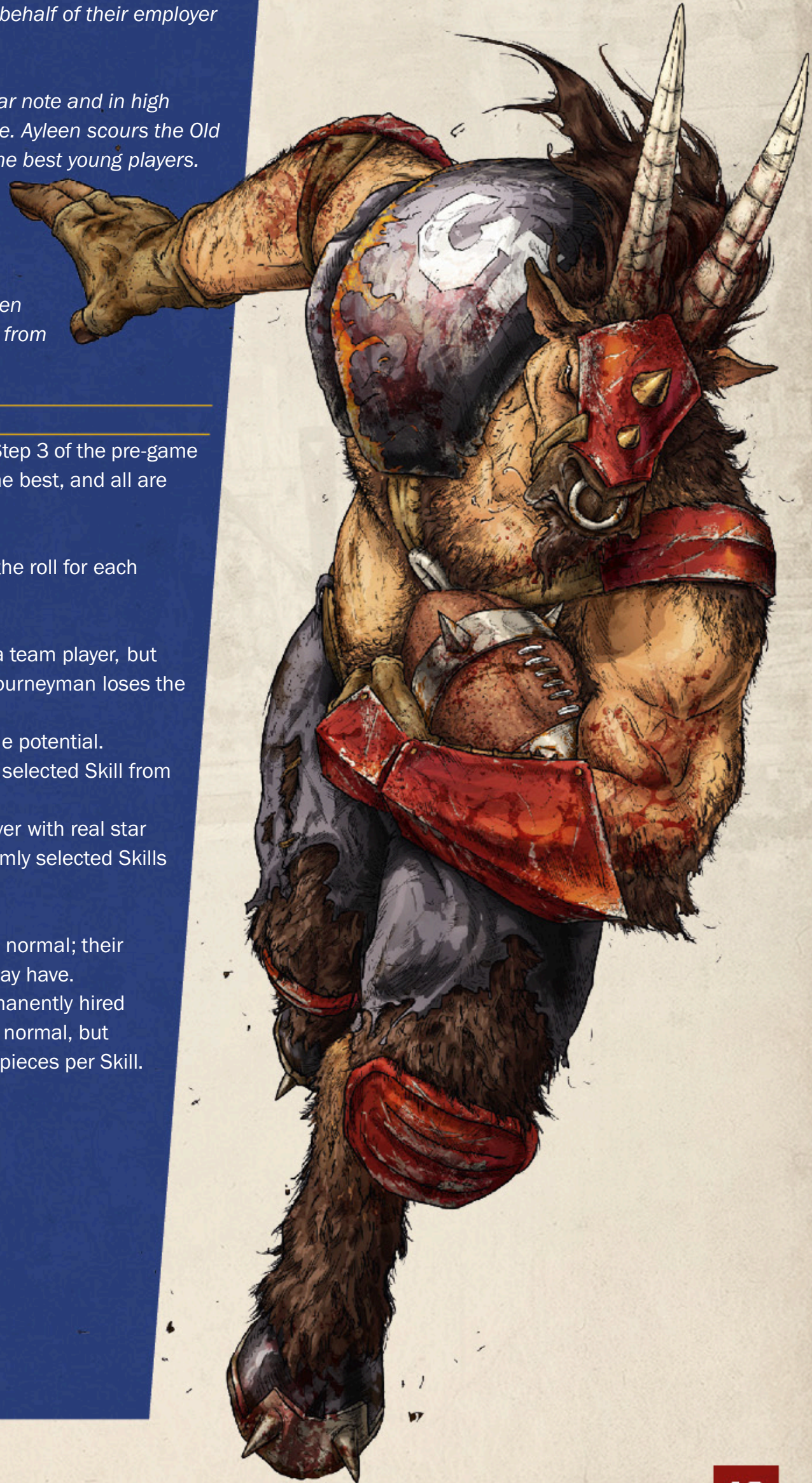
### **"THIS KID HAS REAL POTENTIAL!"**

If your team took on any Journeymen during Step 3 of the pre-game sequence, Ayleen will ensure that they are the best, and all are eager to impress!

Roll a D6 for each, applying a -1 modifier to the roll for each Journeyman taken on:

- On a roll of 1 or less, the Journeyman is a team player, but doesn't show any particular talent. The Journeyman loses the Loner (4+) trait.
- On a roll of 2-5, the Journeyman has some potential. The Journeyman gains a single randomly selected Skill from one of their Primary skill categories.
- On a roll of 6, Ayleen has produced a player with real star quality! The Journeyman gains two randomly selected Skills from one of their Primary skill categories.

Each Journeyman counts towards CTV as normal; their value does not increase for any Skills they may have. Journeymen provided by Ayleen may be permanently hired during Step 4 of the post-game sequence as normal, but doing so will cost an additional 10,000 gold pieces per Skill.







## **O-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: PROFESSOR FRÖNKELHEIM 130,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'SYLVANIAN SPOTLIGHT' SPECIAL RULE**

Where most Necromancers are quiet and reserved sorts who enjoy nothing more than rooting around in graveyards and mausoleums looking for raw materials on which to practice their craft, some are distinctly larger-than-life characters who just seem destined to attract attention and controversy!

Professor Frönkelheim is such a character. Formerly a lecturer at the University of Altdorf, the good professor has been hounded out of more towns ahead of an angry, torch-wielding mob than a Halfling has had hot dinners. A student of anatomy, Frönkelheim gained notoriety for his experiments in performance-enhancing surgery. Believing he could use the discarded parts of deceased players to improve others, Frönkelheim soon discovered that the people of the Empire weren't so keen on such strange science. Having his laboratory burned down led the professor to suspect that ordinary people lacked vision. Having another two dozen or so burned down since then has made him certain! These days, Frönkelheim resides somewhere in Sylvania, where the locals are more accepting of his peculiar ways, and funds his research by... modifying players for local Blood Bowl teams.

### **"HAVE YOU THOUGHT ABOUT AN UPGRADE?"**

During the pre-game sequence, after Step 4 but before Step 5, randomly select D3 players on your team that are eligible to play during this game. These players have been modified by the professor.

Until the end of this game, each selected player gains a single randomly selected Skill from the Mutations category. However, at the start of Step 3 of the post-game sequence, roll a D6 for each of these players (unless they suffered, and did not recover from, a Casualty table result of 15-16, DEAD during the game):

- On a roll of 1, the experiment proves a bit of a failure, really. The player immediately loses the Skill. In addition, the player must miss the next game, exactly as if they had suffered a Casualty table result of 7-9, Seriously Hurt, during this game.
- On a roll of 2-5, the experiment proved only a short-lived success. The player immediately loses the Skill.
- On a roll of 6, the professor's experiments have proven a total success! The player retains the Skill without having to spend any SPP (note that you must adjust their Current Value accordingly, as if the player had randomly selected a Secondary skill).



## **O-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: MUNGO SPINECRACKER 80,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'BADLANDS BRAWL', 'OLD WORLD CLASSIC' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES**

Sports physiotherapy is a relatively new science in the world of Blood Bowl, though calling such a brutal practice a 'science' might be stretching the meaning of the word to breaking point, which, coincidentally, is a rather fine description of what practitioners do to their patients!

The practice was developed, almost by accident, in the Badlands by Orcs who found that many injuries involving dislocated joints could be fixed with the application of brute force. In fact, the mere threat of carefully-applied brutality was found to be a wonderful motivator for all but the most hopelessly unconscious of players. The threat of being ministered to by a trained expert in physical terror can make most common ailments simply disappear!

Mungo Spinecracker is a renowned expert in the field, an Orc that has honed his natural ability to inflict pain on a body to an art form. Amongst Mungo's most well-known and feared techniques are numerous moves that would be more at home in a wrestling match than a sick bay. But it is Mungo's patented 'firm sports massage' that most terrifies his patients. Mungo is always quick to defend his methods, of course, claiming that savagely punching and kicking a prone patient "gets da blood pumpin'", and that, should the gurney collapse, the sudden shock "rebalances da humours"!

### **"I'M FINE THANKS, MUNGO!"**

Whenever a player on your team suffers an Injury result of 8-9, KO'd (or of 7-8, KO'd on the Stunty Injury table), you may roll a D6 before removing them from play:

- On a roll of 1, the player's protestations fall upon deaf ears and Mungo 'treats' his patient. The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. No Casualty roll is made. Instead, a Badly Hurt result is automatically applied against them.
- On a roll of 2-4, the player is badly pummelled but suffers neither lasting harm nor noticeable benefit. The player is removed from play and placed in the Knocked-out box of your team dugout as normal.
- On a roll of 5 or 6, the player regains their senses remarkably quickly and is able to fend off the ministrations of the Orc. The player remains on the pitch and becomes Stunned.





## 0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: FINK DA FIXER

90,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH  
EITHER THE 'BADLANDS BRAWL' OR 'UNDERWORLD  
CHALLENGE' SPECIAL RULES

Goblins are renowned for their sneaky, devious behaviour but, every once in a while, one will rise to prominence who makes the rest of them look as slow-witted as Trolls by comparison. Fink da Fixer was never the tallest or quickest, but wherever he went, he was the most quick-witted Goblin around. He started his Blood Bowl career playing with the Thunder Valley Greenskins, but was promoted to assistant coach when his shrewd grasp of tactics was noticed by head coach, Frugg One-eye.

It wasn't long before he was practically running the team, and then only a matter of time before he outgrew the Greenskins. He set himself up as an independent contractor, and the rest is history! Now he can be found on the sidelines in all corners of the circuit, clipboard in hand, making sure the rest of the coaching staff have everything they need a few seconds before they need it, greasing the palms of the officials and generally making himself indispensable.

### "YOU GOT IT, BOSS!"

Once per game, when your team uses a Bribe, you may re-roll the D6 to see if the Bribe is effective. In addition, when rolling on the Argue the Call table, a coach who has hired Fink treats a roll of 5 or 6 as a "Well, When You Put It Like That..." result and a roll of 2-4 as an "I Don't Care!" result. However, on a "You're Outta Here!" result, Fink is Sent-off along with the coach and will play no further part in the game.



## 0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: SCHIELUND SCHARLITAN

90,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Player agents are an essential, if unpopular, part of the game; everybody needs them, but no one particularly wants them. Most players recognise the importance of having a good agent to secure them a fair contract, but resent paying them a 15% cut of their salary. Most head coaches and team owners recognise the value in a good agent who keeps their players happy and feeds their egos, but find it hard to discipline an egotistical player whose agent knows how to terminate their contract!

Schielund Scharlitan is one of the most well-known agents in all the Old World, a decidedly greasy individual renowned for his ruthless ability to latch onto even the most talentless of players. Scharlitan is an expert at manipulating the press, building his clients' egos to the point they believe they have the makings of a superstar, even when they display no discernible talent! Such interest often does wonders for a player's self-belief. Sadly for most of his clients, he tires very quickly of players, and more than a few have found themselves struck from his books and tied into an unbreakable contract with a head coach who suddenly and inexplicably wants to make their lives a misery!

### "I'LL MAKE YOU A STAR!"

During the pre-game sequence, after Step 4 but before Step 5, randomly select D3 players on your team that are eligible to play during this game. These players have been approached by Scharlitan, and his interest is having a noticeable effect on their attitude!

Until the end of this game, each selected player gains the Pro skill. However, at the start of Step 3 of the post-game sequence, roll a D6 for each of these players (unless they suffered, and did not recover from, a Casualty table result of 15-16, DEAD during the game):

- On a roll of 1, that player has begun to act like they are the next big thing. The agent tires of his client and drops them, but the exposure has gone to their head. The player gains the Loner (2+) trait.
- On a roll of 2-5, the agent simply drops the player from his books. They might be disappointed, but they'll get over it.
- On a roll of 6, the agent tires of his client and drops them, but the exposure has been good for them. The player permanently retains the Pro skill without having to spend any SPP (note that you must adjust their Current Value accordingly, as if the player had chosen a Primary skill).



## 0-1 WIZARD

### PRICE VARIES, AVAILABLE TO VARIOUS TEAMS

**O**ver the years, Wizards in Blood Bowl have brought sports viewers more joy than almost any other form of outside interference, and the fans never tire of seeing their favourite stars turned into hopping amphibians or sticks of charcoal. It's hilarious!

Wizards, just like everybody else in the known world, are keen sports fans and many are fanatically loyal in support of their chosen team. It is hardly surprising that, in the early days of Blood Bowl, Wizards of all stripes would 'help 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. In the end, the Colleges of Magic were forced to step in at the NAF's request and insist that in order to have magical aid teams must have purchased, at an exorbitant fee to cover admin costs and handling, a special permit from the new governing body for such things (the Colleges of Magic, as it turned out). They limited this aid to one spell per match, and even this had to be chosen from a very limited spellbook and cast by an officially-appointed Colleges of Magic Sports-Wizard, whom in turn had to have a special license from the new governing body for such things (that's right, the Colleges of Magic!). Wizards and fans alike soon realised that what they really wanted to see was a proper Blood Bowl match rather than a spellcasting contest, so the new rules were soon universally accepted.

Today, Wizards of all types are drawn to Blood Bowl stadia on game day. From those belonging to the Arcane Colleges, to powerful Elven mages, Sorcerers and Shamans of Chaos, and even, in rare circumstances, the near-mythical Slann Mage-priests of Lustria. All find ready employment with the many Cabalvision networks, as it takes huge amounts of magical energy to capture the action and beam it globally to the crystal balls and magic mirrors of Cabalvision subscribers around the world.

Consequently, there are always Wizards to be found at any given fixture, card-carrying members of the Colleges of Magic, all more than happy to moonlight for a team wishing to secure their assistance.

No team may purchase more than one Wizard Inducement per game.

Some Wizards are named, although most are not. It is possible for both teams to hire the services of the same named Wizard:

- If this happens during a game that is part of a league, neither team can use the named Wizard but the named Wizard will keep both hiring fees.
- If this happens during exhibition play, both teams can use the named Wizard – one team has clearly hired a ringer!

If a Wizard Inducement is not named, there is no restriction on both teams fielding the same type.







## **0-1 WIZARD INDUCEMENT: CHAOS SORCERER**

**150,000 GOLD PIECES, AVAILABLE TO ANY  
TEAM WITH EITHER THE 'FAVOURED OF...' OR  
'UNDERWORLD CHALLENGE' SPECIAL RULES**

*The Sorcerers of Chaos are potent spell-slingers who manipulate the raw stuff of magic to their will. There is little subtlety about their craft, and it can be as devastating and destructive as it can be fickle. Such masters of Dark Magic can be found in all the tribes of the north, and readily answer the call of their Dark Gods to accompany Chaotic teams in their adventures in Blood Bowl. What separates these Sorcerers from the mages of the south is that their power is instinctual, a gift given by their gods rather than an art carefully studied and managed. This can lead to some unexpectedly amusing spell effects when things go wrong and, as a result, Chaos Sorcerers are ever popular with the fans who love nothing more than to see a player turned into something very odd mid-game.*

Once per game, a Chaos Sorcerer may cast one of the following spells:

### **THUNDERBOLT**

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

### **RAMPANT MUTATION**

You may cast this spell at the start of any of the opposition's team turns. Choose a player on your team from among those on the pitch, and roll a D6:

- On a roll of 2+, until the end of this drive that player gains two Mutation skills of your choice.
- On a roll of 1, the player becomes a writhing mass of flesh as raw chaos energy flows through them momentarily. The player gains the Disturbing Presence skill until the end of this drive.







## **O-1 WIZARD INDUCEMENT: DRUCHII SPORTS SORCERESS**

**150,000 GOLD PIECES, AVAILABLE  
TO ANY TEAM WITH EITHER THE  
'ELVEN KINGDOMS LEAGUE' OR  
'FAVOURED OF...' SPECIAL RULES**

*The Dark Elves are a race steeped in magic, yet the vast majority of Dark Elf magic users are female, belonging to an ancient cabal founded by the infamous mother of the Druchii king. Rumour has it that the dark arts practiced by these potent mages are actually derived from the favour of the Chaos god Slaanesh, granting their power a far more sinister nature than the wholesome high magic practiced by the Wizards of Ulthuan. Whatever the source of their magical might, the Dark Elves have never been shy to use it to their benefit on the Blood Bowl pitch, be it within the tight guidelines laid down by the Colleges of Magic, or in more subtle, underhanded ways such as the micro-spells the Darkside Cowboys are reported to utilise.*

Once per game, a Druchii Sports Sorceress may cast one of the following spells:

### **THUNDERBOLT**

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

### **ONE THOUSAND CUTS**

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit by a swirling storm of incorporeal dark magic.
- On a roll of 1 or 2, the magic engulfs the player briefly before the spell dissipates harmlessly.

Until the end of this drive, the MA, ST, and AG characteristics of a player hit by One Thousand Cuts are reduced by 1.







## **0-1 WIZARD INDUCEMENT: ASUR HIGH MAGE 150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'ELVEN KINGDOMS LEAGUE' SPECIAL RULE**

*The mages of Ulthuan are among the most accomplished of magic users in the entire known world. Noble and proud, like all Elven kind, Asur mages spend many decades and centuries studying their craft. Where the magic wielders of other races will often focus their endeavours upon mastering one of the eight winds of magic that flow around the world, High Elf mages study the discipline of each in equal measure. The art of High Magic, as it is known, is difficult beyond imagining, and more than one young apprentice has managed to accidentally flick their brain out of their ear when trying to balance the potent energies that course through their bodies! Such disciplined mages rarely waste their valuable time following Blood Bowl, but that's not to say that there aren't those who do!*

Once per game, an Asur High Mage may cast one of the following spells:

### **TEMPORAL DISTORTION**

You may cast this spell immediately after any of the opposition's team turns has ended. Magical energy fills the stadium, causing the passage of time to slow down or speed up as the High Mage wishes.

You may attempt to move both teams' turn markers forwards or backwards one space, effectively causing both teams to gain an extra turn this half or lose one of the remaining turns. Both turn markers must move in the same direction. Declare whether you wish to move the turn markers forwards one space or backwards one space and roll a D6:

- On a roll of 5+, the spell is successful and the turn markers are moved.
- On a roll of 1-4, the stadium fills with light and the strangely localised effects cause the High Mage to rapidly age or become unexpectedly more youthful, but otherwise the spell has no effect.

### **THUNDERBOLT**

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

### **HACKSPIT**

#### **QUILLCHEWER'S FUN FACTS**

*Back in the early days of the modern game, the NAF dictated that Blood Bowl pitches should be exactly 100 paces by 60 paces, and it was many decades before the RARG standardised these measurements. The team that most famously abused these vague guidelines was the Bifrost Berserkers – their home field was so huge that visiting teams had to hire a party of local guides to find the line of scrimmage!*







## 0-1 WIZARD INDUCEMENT: SLANN MAGE-PRIEST

**200,000 GOLD PIECES, AVAILABLE TO ANY TEAM  
WITH THE 'LUSTRIAN SUPERLEAGUE' SPECIAL RULE**

*Servants of the near-mythical Old Ones, Slann Mage-priests are among the most ancient creatures in the known world and are easily the greatest magic users in all of existence. Legend tells that at the dawn of time, the Slann served their masters, shaping the world to suit their purposes, raising entire mountain ranges and levelling others, moving continents, even bringing the very world closer to the sun. Nothing was beyond the power of the Slann! Today, however, they sleep through the long aeons, waking only rarely to ensure their masters' plans are followed or to check upon their favourite team's performance! Rarely is a Slann seen at pitch side, and when they are they often sleep through the whole game. Yet this torpor does little to limit the influence these most potent of mages can have as, even dreaming, they can alter the shape of reality!*

Once per game, a Slann Mage-priest may cast one of the following spells:

### TEMPORAL DISTORTION

You may cast this spell immediately after any of the opposition's team turns has ended. Magical energy fills the stadium, causing the passage of time to slow down or speed up as the Mage-priest wishes.

You may attempt to move both teams' turn markers forwards or backwards one space, effectively causing both teams to gain an extra turn this half or lose one of the remaining turns. Both turn markers must move in the same direction. Declare whether you wish to move the turn markers forwards one space or backwards one space and roll a D6:

- On a roll of 5+, the spell is successful and the turn markers are moved.
- On a roll of 1-4, the stadium fills with light and the strangely localised effects cause the Mage-priest to suddenly develop a few more warts and wrinkles, but otherwise the spell has no effect.

### TECTONIC SHIFT

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. For the duration of this team turn, there is a -1 modifier applied to the dice roll every time an opposition player attempts to Rush.

Note that this modifier applies alongside any other modifiers that apply to attempts to Rush.

### REALITY BLINKS

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose two Standing players from your team that do not have the Loner (X+) trait and that are not in possession of the ball from among those on the pitch, and roll a D6:

- On a roll of 3+, these two players immediately switch places.
- On a roll of 1 or 2, the players become slightly transparent as they waver between realities! Until the start of your next team turn, these two players lose their Tackle Zone and gain the No Hands trait.







## **0-1 WIZARD INDUCEMENT: HORTICULTURALIST OF NURGLE**

**150,000 GOLD PIECES, AVAILABLE TO ANY TEAM  
WITH EITHER THE 'FAVOURED OF NURGLE' OR  
'UNDERWORLD CHALLENGE' SPECIAL RULES**

Wherever Nurgle's followers travel, a gruesome flourishing of fresh life follows, be it squirming, maggoty worms or the vigorous growth of strange flora. Stadia dedicated to Nurgle are particularly worrisome, for even as the walls and stands decay, the pitch writhes with life, the soil churning and bulging as peculiar plants burst forth, before rotting away in a moment. It is not uncommon for the Horticulturalists who tend these pitches to travel with their teams, spreading their knowledge to other grounds and bringing with them the seeds of Nurgle's garden to sow in the mortal world. Such fellows, jolly though they are, are unpopular with the groundsmen of the Old World, and many times various bodies have attempted to impose strict rules that would prevent their interference!

Once per game, a Horticulturalist of Nurgle may cast one of the following spells:

### **VIGOROUS GROWTH**

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. For the duration of this team turn, there is a -2 modifier applied to the dice roll every time an opposition player attempts to Rush.

Note that this modifier applies alongside any other modifiers that apply to attempts to Rush.

### **STRANGE FLORA**

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose an empty target square anywhere on the pitch and nominate D3 Standing opposition players that are within two squares of the target square. Roll a D6 for each nominated player:

- On a roll of 3+, the player is unexpectedly attacked by daemonic plants of prodigious size that erupt from the loamy earth before rapidly rotting away to nothing.
- On a roll of 1 or 2, the player manages to duck and avoid the attacking flora.

Any Standing players hit by Strange Flora are Knocked Down. When a player is Knocked Down by Strange Flora, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.



## **0-1 WIZARD INDUCEMENT: SPORTS NECROTHERGUE**

**150,000 GOLD PIECES, AVAILABLE TO ANY TEAM  
WITH THE 'SYLVANIAN SPOTLIGHT' SPECIAL RULE**

Not all practitioners of dark magic are inclined to run their own teams. A great many prefer the steady wages and stress-free work offered by the various Cabalvision networks, pursuing their own interests in their spare time (everyone needs a hobby). In these more enlightened times, Necromancers are also far more welcome within the various Colleges of Magic, enabling them to offer their services to coaches in need as hireling Wizards. Due to their singular and all-consuming passions though, they tend to stick to what they know and, rather than hurling fireballs, are usually hired to coax a bit of extra potency from the players!

Once per game, a Sports Necrotheurge may cast one of the following spells:

### **INCORPOREAL**

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit and becomes strangely incorporeal!
- On a roll of 1 or 2, the player briefly becomes eerily luminous, before the spell dissipates harmlessly.

A player hit by Incorporeal gains the No Hands trait and, if they are in possession of the ball, will immediately drop it, causing it to bounce. Additionally, the player loses their Tackle Zone. The effects of Incorporeal last until the start of the opposition's next team turn.

### **VANHALABLE'S DANSE MACABRE**

You may cast this spell immediately after any of the opposition's team turns has ended. Roll a D6:

- On a roll of 3+, your players are suffused with dark vitality. During this team turn, each Lineman positional player on your team that is currently on the pitch (including Journeymen) may improve either their MA, AG or PA by 1. You may choose which of these three bonuses each affected player gains when that player is activated.
- On a roll of 1 or 2, the sky darkens and the players jerk and spasm furiously, but the spell has no further effect.



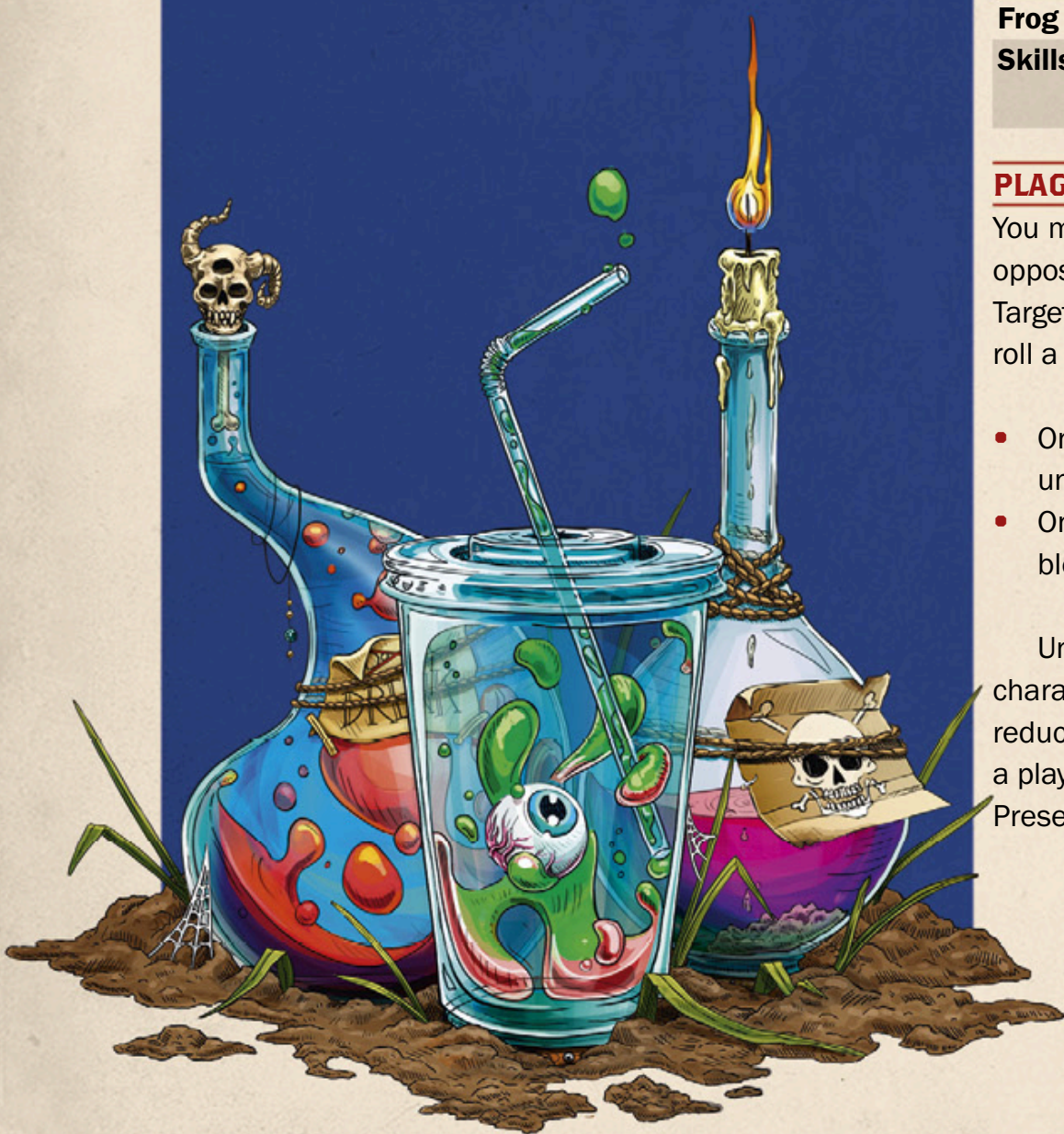


## 0-1 WIZARD INDUCEMENT: WICKED WITCH

150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'OLD WORLD CLASSIC', 'SYLVANIAN SPOTLIGHT' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES

Wizards are a common sight all across the Old World, and most belong to one of the many Colleges of Magic (even Necromancers have come out of the shadows in recent years), but Witches remain somewhat more elusive. Witches don't belong to any formal College or guild, and rarely express much interest in working for a Cabalvision network. Instead they practice a more spiritual, naturalistic form of magic, often referred to as 'hedge magic' by their magical peers within the Colleges. Most small towns and villages are home to one or more Witches, who normally make a comfortable living selling magical cures to those maladies that commonly afflict people living in small towns, such as plagues of warts. What many don't realise is that these Witches are powerful magic users that deal in potent curses and many, varied types of hex. All too often, the ailment the local Witch is asked to cure is one that has been visited upon the sufferer by the Witch herself!

Once per game, a Wicked Witch may cast one of the following spells:



### ZAP!

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any opposition player and roll a D6:

- If the roll is equal to or higher than the player's Strength characteristic, or is a natural 6, that player turns into a Frog for the remainder of the drive, after which their coach will secure emergency magical assistance to turn the player back into their original form.
- If the roll is lower than the player's Strength characteristic, the player develops a fresh crop of warts, but the spell has no further effect.

If the player was in possession of the ball when they were turned into a Frog, it is dropped and will bounce. When a roll on the Casualty table is required against the Frog, no roll is made. Instead, it is automatically treated as if a 1-6, Badly Hurt result had been rolled. The Frog must miss the rest of the game and cannot be patched-up by an apothecary (because it's a frog!). At the end of the game, the player is returned to their normal shape with no ill effects.

The Frog has the following profile:

	MA	ST	AG	PA	AV
<b>Frog</b>	5	1	2+	-	5+
<b>Skills &amp; Traits</b>	Dodge, Leap, No Hands, Stunty, Titchy, Very Long Legs				

### PLAGUE OF WARTS

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit and their skin unexpectedly erupts into a mass of warts.
- On a roll of 1 or 2, the player develops a few unsightly blemishes, but is otherwise unaffected.

Until the end of this drive, the MA, ST, and AG characteristics of a player hit by Plague of Warts are reduced by 1. Additionally, until the end of this drive, a player hit by Plague of Warts gains the Disturbing Presence and Foul Appearance skills.





## O-1 WIZARD INDUCEMENT: WARLOCK ENGINEER

**150,000 GOLD PIECES, AVAILABLE TO ANY TEAM  
WITH THE 'UNDERWORLD CHALLENGE' SPECIAL RULE**

*Warlock Engineers are Skaven that have mastered the dark art of warpstone technology, utilising the unstable (and extremely dangerous) stuff of raw chaos to create the many strange and dangerous technologies their scurrying kind rely on for the eternal expansion of their underground realm (it is also often used as a food source amongst the wealthier members of Skaven society, which might explain the number of mutations many well-to-do Skaven display with pride!). Usually, one of the first things any aspiring Warlock Engineer learns is how to create and manipulate warp lightning. This crackling, greenish energy represents the unbridled power of pure chaos set loose upon the world, and is used as both the basis and the fuel for most of the Skaven's contraptions, but unleashed in its raw form it can deliver a nasty shock!*

Once per game, a Warlock Engineer may cast one of the following spells:

### WARP LIGHTNING

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose any square that is adjacent to one of the Sidelines to be the Warp Lightning's starting point. The Warp Lightning follows a path from one Sideline to the other, moving in a straight line from its starting point directly towards the opposite Sideline. Roll a D6 for every Standing player (from either team) that occupies a square in the Warp Lightning's path:

- On a roll of 3+, the player has been hit by the Warp Lightning.
- On a roll of 1 or 2, the player is lucky and the bolt zips overhead.

Any Standing players hit by the Warp Lightning are Knocked Down. When a player is Knocked Down by Warp Lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

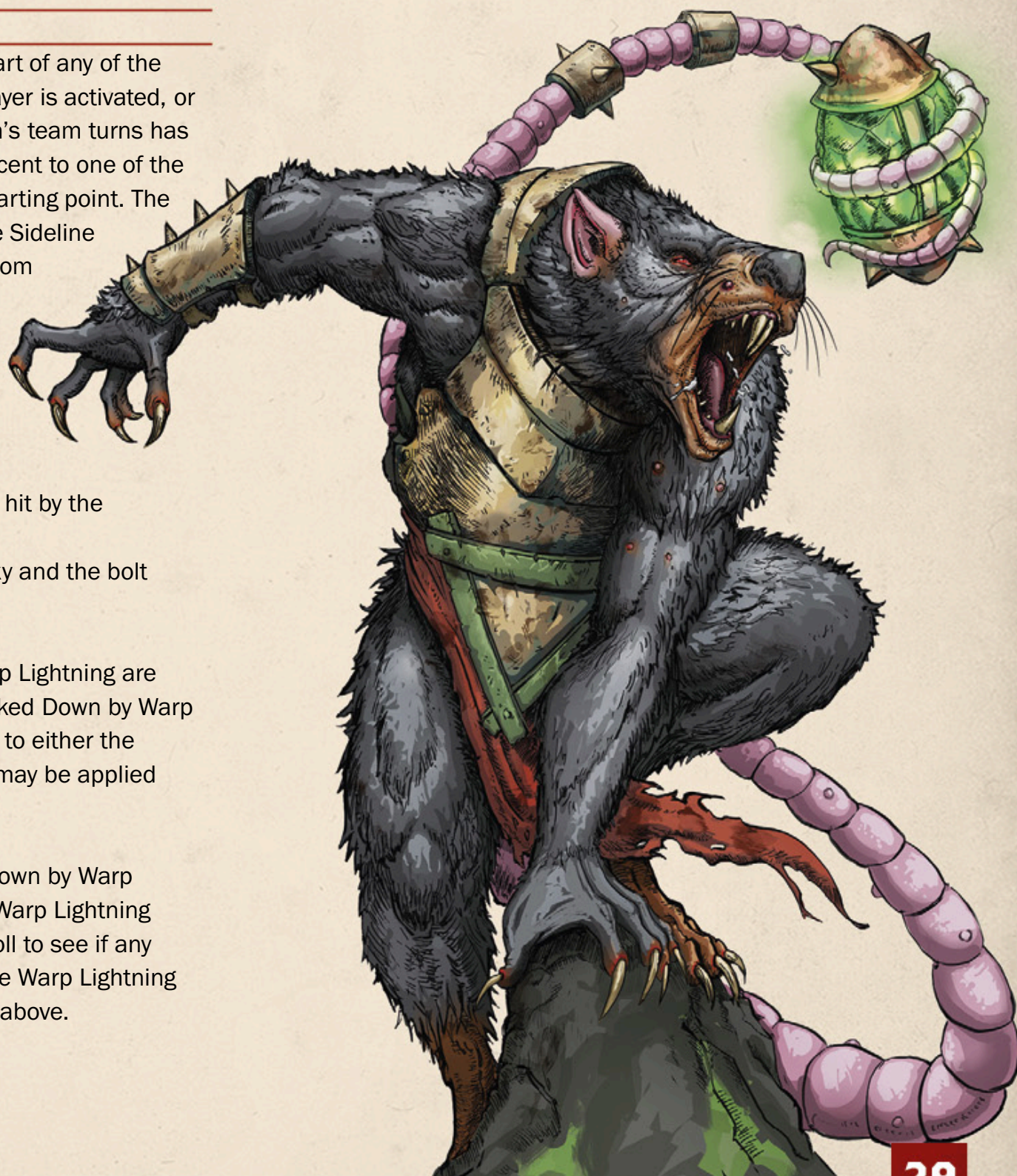
Finally, when a player is Knocked Down by Warp Lightning, roll a D6. On a roll of 1, the Warp Lightning is earthed through the player. Do not roll to see if any more players are hit. On a roll of 2+, the Warp Lightning continues along its path, as described above.

### THUNDERBOLT

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.







## **O-1 WIZARD INDUCEMENT: OGRE FIREBELLY** **150,000 GOLD PIECES, AVAILABLE TO ANY TEAM** **WITH THE 'BADLANDS BRAWL' SPECIAL RULE**

*While many races find it appropriate to place their Wizards and priests in stuffy colleges and rely on eccentric old coots to teach them, Ogres take a more flexible approach. For a Firebelly, this is a trial by fire which involves eating fiery spices, eating fiery beetles and, finally, eating the fiery lava of the Fire Mouth volcano (an Ogre's imagination is clearly not so hot!). Those few who survive become wandering barbeque chefs and many find ready employment at Blood Bowl stadia. Such individuals can easily be convinced to stand on the sidelines spitting hot fire across the pitch, and woe betide anyone that gets in the way!*

Once per game, a Firebelly may cast one of the following spells:



### **FIREBALL**

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose a target square anywhere on the pitch and roll a D6 for each Standing player (from either team) that occupies either the target square or a square adjacent to it:

- On a roll of 4+, the player has been hit by the Fireball.
- On a roll of 1-3, the player manages to avoid the Fireball.

Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

### **COLUMN OF FIRE**

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose any square that is adjacent to one of the Sidelines to be the Column of Fire's starting point. The Column of Fire follows a path from one Sideline to the other, moving in a straight line from its starting point directly towards the opposite Sideline. Roll a D6 for every Standing player (from either team) that occupies a square in the Column of Fire's path:

- On a roll of 4+, the player has been hit by the Column of Fire.
- On a roll of 1-3, the player is able to duck and avoid the Column of Fire.

Any Standing players hit by the Column of Fire are Knocked Down. When a player is Knocked Down by the Column of Fire, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.





## 0-1 WIZARD INDUCEMENT: NIGHT GOBLIN SHAMAN

150,000 GOLD PIECES, AVAILABLE TO ANY  
TEAM WITH EITHER THE 'BADLANDS BRAWL' OR  
'UNDERWORLD CHALLENGE' SPECIAL RULES

*To many races of the world, the difference between a Goblin and a Night Goblin comes down solely to their fashion choices. However, there are distinct differences between the two, with Night Goblins being more prone to consuming large quantities of fungi as part of their strange rituals. On the sidelines of the Blood Bowl pitch, a Night Goblin Shaman will spend their time much as they do anywhere else; experimentally brewing fungus beer and consuming their various concoctions until they find just the right mix. At that moment, they will unleash their full power, enhanced by their beverage, upon unwitting players; most of the time, this happens to be the opposition.*

Once per game, a Night Goblin Shaman may cast one of the following spells:

### FOOT OF GORK (OR MORK)

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 6, the player has been kicked by the Foot of Gork (or Mork)!
- On a roll of 3-5, the player has been stomped on by the Foot of Gork (or Mork).
- On a roll of 1 or 2, the player is lucky and the Foot of Gork (or Mork) swings harmlessly over their head.

A Standing player kicked by the Foot of Gork (or Mork) is immediately catapulted through the air. Immediately treat that player as being thrown (as if they had the Right Stuff trait, and as if their Strength is 3 or less should their Strength be 4 or more) by another player (with the Throw Team-mate trait and a Strength of 5 or more), and treat the quality of the throw as terrible.

A Standing player stomped on by the Foot of Gork (or Mork) is Knocked Down. When a player is Knocked Down by the Foot of Gork (or Mork), you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

### SPORE CLOUD

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 2+, the player is engulfed by a cloud of Madcap Mushroom spores. Until the end of this drive, the player gains both the Loner (5+) and Really Stupid traits.
- On a roll of 1, the player begins to sprout strange fungus from their armour, before the spell dissipates harmlessly.







## O-1 NAMED WIZARD INDUCEMENT: HORATIO X. SCHOTTENHEIM, MASTER MAGE

80,000 GOLD PIECES, AVAILABLE TO ANY TEAM

**I**n the history of Blood Bowl, there have been any number of great Wizards. Unfortunately, Horatio X. Schottenheim is unlikely to ever be counted among their number, but that doesn't make him any less popular! Obsessed with the quest for fame and glory, Horatio has devoted his life to becoming Blood Bowl's premier spellcaster.

He's spent millions of crowns on advertising, he's gone out of his way to always make himself available for hire at the drop of a hat, and he's even managed to secure a regular column in *Spike! Magazine*... but greatness still lingers ever-so-slightly out of his reach. The truth of the matter is this: he just isn't very good at magic. After several years of mishaps and near-death experiences, he has stopped trying to learn new spells, dedicating himself instead to creating the perfect fireball. One day, he may even manage it.

Once per game, Horatio may cast the following spell:

### "TAKE THIS! OOOOPS..."

Horatio conjures up a fireball spell and flings it with his legendarily poor aim in the general direction of the action on the pitch. Horatio may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. After moving the target square, roll a D6 for each Standing player (from either team) that is either in the target square or a square adjacent to it:

- On a roll of 4+, the player has been hit by the Fireball.
- On a roll of 1-3, the player manages to avoid the Fireball.

Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.





## BIASED REFEREE INDUCEMENTS

**I**n general, the members of the RARG that officiate over Blood Bowl games are unsung heroes of the sport. However, many referees have risen to the ranks of superstardom for their dedication to the rules, if not for their dedication to fair play! Whilst bribery is an established part of the culture of Blood Bowl (the RARG even dictates set rates and offers discounts for repeat customers), there are many referees willing to go the extra yard for a team with gold to share.

Biased Referees are available to purchase during the pre-game sequence at the cost listed, and because Blood Bowl games tend to be officiated over by a group rather than a single individual, both teams may purchase a Biased Referee. You may purchase one Biased Referee to treat your team favourably during the game ahead.

For the most part, a Biased Referee will treat both teams equally, meaning that they follow all of the normal referee rules as described in the *Blood Bowl* rulebook. Where they differ is that they will be either far more harsh in their scrutiny of the opposition or far more lenient in their treatment of the team that has paid them off. How this manifests is described in each Biased Referee's description.

Most Biased Referees are named, although some are not. As with Star Players, it is possible for both teams to hire the services of the same named Biased Referee:

- If this happens during a game that is part of a league, neither team can use the named Biased Referee but the named Biased Referee will keep both hiring fees.
- If this happens during exhibition play, both teams can use the named Biased Referee – they can dish out harsh rulings to both sides!

### HACKSPIT QUILLCHEWER'S FUN FACTS

*Jeph Trundlefoot's S.I.G. rating veered from "Rather Clumsy" to "Outright Liability" when the Halfling referee decided that a Skegway would make up for his short stature. For those lucky few who haven't heard of the rolling accident-magnets, they're little more than a pair of wheels, a magically stabilised platform and a compact steam engine – what could go wrong-wrong?*







## **0-1 BIASED REFEREE: RANULF 'RED' HOKULI** **130,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'LUSTRIAN SUPERLEAGUE' OR 'OLD WORLD CLASSIC' SPECIAL RULES**

A strapping Norseman with flowing hair, a sculpted physique and a voice loud enough to be heard over the largest crowd, Hokuli divides his time between leading raids on small villages and officiating Blood Bowl games. He's often joked that he can't tell which one's more dangerous! Thankfully, the fans never hold his pillaging against him (even those who have been recent targets of one of his raids), thanks, in no small part, to his matchless charisma and his reputation as one of the most honourable and even-handed refs on the circuit. In fact, Hokuli's word is so well-regarded by players that he's only rarely had to use his battleaxe on the pitch!

### **'RED' CARD**

When suitably remunerated, Ranulf will keep a particularly close eye on one of the teams. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 4+, Ranulf loudly demands that play halt whilst he investigates further.
- On a roll of 1-3, the player manages to avoid the ref's attention.

Once spotted by Ranulf in this way (and only in this way), the coach of the player that committed the Foul must choose one of the following options:

- The coach may use a Bribe if one is available.
- The player that committed the Foul may accept their fate and be Sent-off.
- The player may attempt to argue with Ranulf! Ranulf will settle the argument with his axe. An Armour roll is made against the player, applying a +2 modifier to the result:
  - If the roll is higher than the Armour Value of the player, they become Prone and an Injury roll is made against them. The player is not Sent-off and no Turnover is caused.
  - If the roll is equal to or lower than the Armour Value of the player hit, the attack has no effect. The player is Sent-off and a Turnover caused.

### **"I'M NOT ONE FOR ARGUING!"**

If Ranulf has been Induced for this game, even if he does not take part due to both coaches Inducing him, neither coach can Argue the Call – even the most argumentative of coaches can't help but have respect for the charismatic Norscan.



## **0-1 BIASED REFEREE: THORON KORENSSON** **120,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'WORLDS EDGE SUPERLEAGUE' SPECIAL RULE**

One of the longest-serving officials in Blood Bowl, Korensson of Zorn Uzkul was one of Roze-El's original apprentices. He's stayed meticulously up-to-date with the rules and has famously never made a bad call. Many a head coach has tried to argue with him over the years, only to be met with granite-faced silence and a glower that could melt gromril as Korensson's tightly-curved black beard bristles with barely-suppressed rage. To this day, Korensson's broad figure and tall hat command instant respect from players and fans alike!

### **STRICT DISCIPLINE**

Korensson is renowned for bringing strict discipline to the pitch which, when questioned, is backed up with extremely tough penalties. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 4+, Korensson has spotted the violation.
- On a roll of 1-3, the player manages to avoid the ref's attention.

Once spotted by Korensson in this way (and only in this way), the player that committed the Foul is immediately Sent-off. When a player is Sent-off in this way, their coach cannot use a Bribe but may attempt to Argue the Call. However, if a 1 is rolled on the Argue the Call table, not only is the player and the coach Sent-off, but one other randomly selected player belonging to the opposing team and that is currently on the pitch is Sent-off as well.

### **"SIT DOWN AND KEEP QUIET!"**

If a Get the Ref result is rolled on the Kick-off Event table, roll again – it takes a particularly riled-up crowd to want to advance on Korensson.







### **0-1 BIASED REFEREE: JORM THE OGRE** **120,000 GOLD PIECES (80,000 GOLD PIECES FOR** **TEAMS WITH THE 'BRIBERY AND CORRUPTION'** **SPECIAL RULE), AVAILABLE TO ANY TEAM**

Several seasons ago, the Society Against the Stereotyping of Ogres ran a campaign that spanned billboards, programmes and even Cabalvision ad breaks, seeking to overcome the cliché that the average Ogre is a mindless creature. Their champion was an Ogre called Jorm, who applied to the RARG Training Programme in the hope of becoming a referee. He passed with flying colours but, in hindsight, this was probably due to political spin rather than any aptitude on his part because, if anything, Jorm has proved the cliché to be entirely correct. Jorm has become notorious for his single-minded dislike of cheaters and his very straightforward approach to dealing with them. Often, this approach has extended to over-excited fans, with Jorm often taking it upon himself to assert order upon the stands!

#### **JORM DOESN'T LIKE CHEATERS!**

Jorm is always on the lookout for dirty play, and misses very little. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 4+, Jorm has spotted the cheat and rolls up his sleeves to deliver his own form of justice.
- On a roll of 1-3, the player manages to avoid the ref's attention.

Once spotted by Jorm in this way (and only in this way), the player that committed the Foul is immediately Knocked Down. When a player is Knocked Down by Jorm, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

#### **"SHUT IT, YOU HOOLIGANS!"**

If a Get the Ref result is rolled on the Kick-off Event table, the normal effects are ignored – instead, Jorm goes into a rampage and starts tearing through the stands to teach the rowdy fans a lesson! Both teams reduce their Fan Factor for this game by -1 each time a Get the Ref result is rolled on the Kick-off Event table.



### **0-1 BIASED REFEREE: THE TRUNDLEFOOT** **TRIPLETS: BUNGO, FILIBERT AND JEPH** **80,000 GOLD PIECES (40,000 GOLD PIECES** **FOR TEAMS WITH THE 'HALFLING THIMBLE CUP'** **SPECIAL RULE), AVAILABLE TO ANY TEAM**

There are quite a number of officials at a Blood Bowl game: sideline officials, scorekeepers, drive timers, and so on, but there is usually only a single referee. One notable exception is the Trundlefoot Triplets, a trio of Halfling brothers who work together to officiate... in theory. In practice, they're a total shambles – they argue amongst themselves, disagree over the most obvious calls, and often get in the way of play. Jeph is arguably the worst, generally seen as one of the most incompetent referees of all time, and guilty of accidentally injuring players on several occasions.

#### **HEAVY-HANDED INCOMPETENCE**

The Trundlefoot Triplets often try their best to partake in a bit of honest corruption, but all too often they fail. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 5+, the player that committed the Foul is Sent-off, exactly as if they had rolled a double (i.e., the opposing coach may use a Bribe if one is available and may attempt to Argue the Call).
- On a roll of 2-4, the triplets, squabbling amongst themselves, miss the Foul.
- On a roll of 1, however, the victim of the Foul is Sent-off as if they had committed a Foul and rolled a double!

#### **"SMART PLAYERS ARE WELL-BEHAVED PLAYERS!"**

At the start of each drive, after both teams are set-up but before the kick-off, roll a D6. On a roll of 6, one randomly selected player on the opposing team that is not being Marked becomes embroiled in a pointless argument with the triplets about their kit. The player is immediately Placed Prone and becomes Stunned, representing the time wasted arguing.

#### **"THEY DON'T LOOK HAPPY!"**

If a Get the Ref result is rolled on the Kick-off Event table, the triplets make themselves scarce and will play no further part in this game. In addition, each team also gets a Bribe as normal.





## OTHER INDUCEMENTS

**A**s well as powerful Wizards, notorious referees and renowned sideline staff, Blood Bowl teams often employ a wide variety of other methods to gain the upper hand. Be it strong ale to build up the fighting spirits of smaller players, to catapults that launch projectiles across the pitch, there seems to be no limit to the ingenuity shown by teams unwilling to accept the role of underdog in an important fixture!

### INDUCEMENTS IN LEAGUE PLAY

As described in the *Blood Bowl* rulebook, during the pre-game sequence of a league fixture, each team can spend gold pieces either from their Treasury, from Petty Cash or both, to purchase any of the Inducements available to them which are then recorded on the team's Game Record sheet.

### INDUCEMENTS IN EXHIBITION PLAY

When a team is drafted for exhibition play, you may spend as much or as little of your Team Draft Budget as you wish on Inducements, provided your team contains the minimum of 11 players, not including Induced Star Players. If you are drafting a team for exhibition play to be used at an event or tournament, you should pay close attention to the rulespack created by the organisers, as it is quite common that not all Inducements will be allowed. Also, it is common for tournament organisers to create their own, special Inducements.

If two coaches are drafting teams for exhibition play between themselves, they should take a few minutes to discuss Inducements first. It is important to decide if there are any Inducements they feel should be included or any they would prefer to leave out.

### 0-1 WAAAGH! DRUMMER

**50,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'BADLANDS BRAWL' SPECIAL RULE**

*Orcs live to fight, and a long tradition is that they have marched to battle to the sound of a menacing drumbeat. This not only keeps the lads moving in the right direction, it can also be downright terrifying for the other side! Many teams have begun to introduce the same idea to Blood Bowl games, in the hope of replicating this effect.*

At the start of each drive, after the Kick-off event has been resolved but before the ball itself lands, roll 3D6. For each roll of a 4+, one player on the opposing team can be pushed back one square towards their own End Zone, exactly as if a Push Back block dice result had been applied against them. The same player can be pushed back more than once by this Inducement.

### 0-3 CAVORTING NURGLINGS

**30,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'FAVOURED OF NURGLE' SPECIAL RULE**

*It is most common for the followers of Nurgle to be accompanied by swarms of Nurglings, tiny, daemonic representations of Nurgle himself that appear strangely able to project themselves into the mortal realm in great numbers wherever the Plague Father's followers tread. These mischievous sprites cause no end of trouble wherever Nurgle teams appear. Their antics have a huge appeal to the fans of the game, who delight in their morbid, slapstick comedy on the sidelines and their constant interference with officials and opposition teams.*

At the beginning of the game, a team may increase its Fan Factor by +1 for each swarm of Cavorting Nurglings it has Induced. In addition, for the duration of this game, a team may increase its number of cheerleaders by the number of Cavorting Nurglings Induced.







## 0-1 DWARFEN RUNESMITH

50,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'OLD WORLD CLASSIC' OR 'WORLDS EDGE SUPERLEAGUE' SPECIAL RULES

*Runesmithing is the closest Dwarfs come to using magic. None of this airy-fairy, wave-your-hands-in-the-air nonsense for Dwarfs – Runesmiths work with hammer and anvil, beating enchanted sigils into a player's armour between drives.*

During each Start of Drive sequence, after Step 2 but before Step 3, you can select a single player on your team that is currently on the pitch that does not have the Loner (X+) trait and choose one of the following runes. Then roll a D6:

- On a roll of 4+, the rune takes effect, but you cannot attempt to use the Runesmith again at the start of a later drive.
- On a roll of 2 or 3, the rune does not work, but you can attempt to use the Runesmith again at the start of a later drive.
- On a roll of 1, the rune does not work, and you cannot attempt to use the Runesmith again at the start of a later drive.

## DWARFEN RUNES

<b>Rune of Might</b>	Until the end of this drive, the chosen player gains the Mighty Blow (+1) skill.
<b>Rune of Fury</b>	Until the end of this drive, the chosen player gains both the Dauntless and Frenzy skills.
<b>Rune of Speed</b>	Until the end of this drive, the chosen player gains both the Sprint and Sure Feet skills.
<b>Rune of Iron</b>	Until the end of this drive, the chosen player's Armour Value is increased by 1 (to a maximum of 11+) and they gain the Stand Firm skill.
<b>Rune of Impact</b>	Until the end of this drive, the chosen player gains both the Juggernaut and Horns skills.

## 0-1 HALFLING HOT POT

80,000 GOLD PIECES (60,000 GOLD PIECES FOR TEAMS WITH THE 'HALFLING THIMBLE CUP' SPECIAL RULE), AVAILABLE TO ANY TEAM WITH EITHER THE 'HALFLING THIMBLE CUP' OR 'OLD WORLD CLASSIC' SPECIAL RULES

*Once a desperate measure, the Halfling Hot Pot is something of a mainstay among Moot militias. The Hot Pot is exactly that, a cauldron of boiling soup or stew, catapulted from a primitive, wooden frame towards a foe. The contents can cause significant inconvenience, but for anyone unfortunate enough to be hit by the cauldron itself, the effects can be quite terminal!*

A Hot Pot can be used once per game, launching a cauldron of piping-hot stew onto the opposition. The Hot Pot may be used immediately after any of the opposition's team turns has ended. Choose a target square anywhere on the pitch and roll a D6:

- On a roll of 6, the shot is on target.
- On a roll of 2-5, the shot is off target – the target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template.
- On a roll of 1, something has gone horribly wrong and the Hot Pot has misfired in the team dugout. D3 randomly selected players in the Reserves box immediately become KO'd and moved to the Knocked-out box.

A player in the target square is automatically hit by the Hot Pot itself. If a Standing player is hit, they are Knocked Down. If a Prone or Stunned player is hit, an Armour roll is made against them. In either case, you may apply a +2 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

Additionally, roll a D6 for each Standing player (from either team) that is in a square adjacent to the target square:

- On a roll of 4+, the player has been hit by the mess of stew that showers out of the Hot Pot.
- On a roll of 1-3, the player manages to avoid being hit.

Any Standing player hit in this way is Placed Prone.







## O-1 MASTER OF BALLISTICS

40,000 GOLD PIECES (30,000 GOLD PIECES FOR TEAMS WITH THE 'HALFLING THIMBLE CUP' SPECIAL RULE), AVAILABLE TO ANY TEAM WITH EITHER THE 'HALFLING THIMBLE CUP' OR 'OLD WORLD CLASSIC' SPECIAL RULES

The Empire, the largest human realm of the Old World, has a long history of wondrous invention, its master gunsmiths and engineers creating many fabulous examples of their art and ingenuity. The armies of the Emperor are home to huge battalions of artillery pieces, and the gunnery schools of the various states and provinces produce large numbers of skilled artillerymen and ballistics experts. A popular pastime amongst these soot-stained academics is the study of the art of ball tossing, and there is no shortage of those who claim to be able to improve a team's passing game through the careful application of scientific principles. Results do vary...

During Step 2 of every Start of Drive sequence, the Master of Ballistics can attempt to advise the kicker. After placing the ball but before rolling for deviation, roll a D3 on the table opposite:

## MASTER OF BALLISTICS

### D3 RESULT

- 1 **Complete Misunderstanding:** The kicker has rather missed the point, and the kick-off deviates as normal.
- 2 **Interesting Theory...** The Master of Ballistics becomes side-tracked explaining the theory and runs out of time before the whistle. The distance the ball deviates is reduced by one square, from D6 squares to D6-1 squares (meaning there is a chance it won't deviate at all if a 1 is rolled).
- 3 **Successful Practical Application:** By Nuffle, the kicker's grasped it! After rolling the dice for deviation, the kicking team's coach can choose to modify the roll of either the D6 or the D8 by +1 or +2, or -1 or -2 as they wish, to a minimum of 1, and a maximum of 6 (for the D6) and 8 (for the D8).



### MINDY PIEWHISTLE'S RUMOUR ROUND-UP

*I don't know about you, but I've never seen a famous Goblin player. I'm not saying they don't exist, I just can't stand to look at them...*





### 0-3 BOTTLES OF HEADY BREW

**40,000 GOLD PIECES EACH, AVAILABLE TO ANY TEAM BELONGING TO TIER 3**

*Halflings enjoy a fine ale every bit as much as they enjoy fine food, so it is only natural that within the Moot brewing ale is a big business. Many of these Halfling ales are particularly potent and prone to making their more diminutive drinkers uncharacteristically fighty and troublesome! It is not uncommon for 'Stunty' Blood Bowl players to be dosed with a bottle before kick-off by a wily coach. The effect this can have on them is pretty extreme!*

At the start of a drive, after both teams have been set up but before the kick-off (between Step 1 and Step 2), randomly select D3 players with the Stunty trait that are currently set up on the pitch. For the remainder of this drive, those players gain the Dauntless and Frenzy skills and the Really Stupid (4+) trait.



### 0-1 TEAM MASCOT

**30,000 GOLD PIECES, AVAILABLE TO ANY TEAM**

*In some regions, team mascots are incredibly popular. The fans delight to see one of their number take to the pitch alongside their beloved team, often dressed head-to-toe in a most amusing outfit! Given free rein to show their support through the medium of outrageous dance and hilarious slapstick comedy, their antics on the sidelines entertain fans and players alike, often bringing some much-needed luck!*

*In other regions, such displays of total idiocy are frowned upon.*

A team that includes a Team Mascot gains an extra team re-roll (a suitable model should be placed on your team re-roll tracker). However, to use the Team Mascot re-roll you must first roll a D6:

- On a roll of 1-4, the Team Mascot proves ineffective and, pelted by food wrappers and worse, retreats to the locker room. The Team Mascot re-roll is lost for this half of the game. However, you may use a normal team re-roll instead.
- On a roll of 5+, the Team Mascot re-roll can be used, just like a normal team re-roll.



### 0-1 MEDICINAL UNGUENT

**60,000 GOLD PIECES, AVAILABLE TO ANY TEAM**

*Losing players mid-game is a fact of Blood Bowl; injuries happen! But it isn't ideal, and a team that is short on players is a team at a serious disadvantage! There really is no limit to the things a head coach will try in order to keep their players on their feet and playing the game; from numbing Cold One slime to lessen the pain, to madcap mushrooms to lessen the player's awareness of the pain, and worse things besides, it's all been tried and most of it is legal! Sure, sometimes a player with an injured leg might lose it after the game, but this is often a risk the coach is willing to take (it isn't their leg, after all)!*

Should a player on your team be removed from play having suffered a 10-12, Serious Injury result on the Casualty table, after any other attempts to heal that player have been made and have failed, you may use this Inducement. The player is immediately removed from the Casualty box and placed in the Reserves box of your dugout, having been miraculously healed by the liberal application of something that smells extremely suspicious. However, at the end of this game, the result of the Casualty roll is applied as normal.

### 0-1 SIDE BET

**PRICE VARIES, AVAILABLE TO ANY TEAM**

*Betting on Blood Bowl is a popular pastime, and one that everyone joins in with. Most betting is conducted amongst the fans and players, and even team owners and head coaches also enjoy a little flutter. Sadly, most bookmakers look down on sports insiders such as players and coaches betting on the outcome of their own games; they argue that it's too easy for them to influence the result! Such protestations usually fall on deaf ears though, and the boldest of coaches think nothing of placing a small bet, especially when the gold pieces they're betting were given freely by the stadium owners to cover expenses; that's literally free money, right?*

After Step 4, but before Step 5 of the pre-game sequence, you may place a bet of between 10,000 and 100,000 gold pieces that your team will win the game. Simply inform your opponent that the bet has been placed, and how much you are betting. Should your team win the game, you will receive double your stake back during Step 1 of the post-game sequence (for example, if you bet 20,000 gold pieces that your team would win, you will win 40,000 gold pieces if it does win).

If, however, your team loses, the stake is lost (such is the risk of gambling)!





## FABULOUS FREEBOOTERS

**F**or every player safely employed by a team, there are dozens of freelance players who will agree to wear anyone's colours in exchange for hard currency. Many competent and skilled players prefer the life of a freebooting mercenary to the strict rules and regulations imposed on players under permanent contract. Others, including some of the game's biggest stars, prefer to offer their services on a game-by-game basis, allowing them to pick and choose the teams they play for and to charge the fee they want, often without the aggravation of haggling over money or contract details.





# EXPANDED RULES FOR MERCENARY PLAYERS

**T**he rules presented here are an expansion of the rules for Mercenary Player Inducements contained within the *Blood Bowl* rulebook. At the discretion of league commissioners or event organisers, these rules may be used instead, in which case the following rules replace those found in the *Blood Bowl* rulebook. If these rules are in use:

- The total number of Mercenaries available is reduced from 'unlimited' to 0-3.
- The number of each specific type of Mercenary available to a team is detailed on the following pages.
- The rules for Mercenaries as detailed in the *Blood Bowl* rulebook are not used; those rules are completely replaced by the following rules.

These rules are designed to give coaches tremendous freedom in creating Mercenary players for their teams, allowing them to create a player suited to almost any situation. In addition, these rules can be used by league commissioners or event organisers wishing to create a unique Star Player to feature at their league or event. This has long been a popular feature of Blood Bowl leagues and events the world over, and these rules will make it easier than ever to correctly cost such unique and characterful players.

## 0-3 MERCENARY PLAYER INDUCEMENTS

PRICE AND QUANTITY VARIES, AVAILABLE TO ANY TEAM

**I**n league play, any team may purchase Mercenary Player Inducements during the pre-game sequence. How many can be purchased depends upon the type as described over the following pages. When a Mercenary player is purchased, their services are secured for that one game. The Mercenary is not added to the Team Draft list, but their player profile will need to be recorded for reference purposes for the benefit of both coaches. Should you wish, Mercenary players can be named and even given a backstory, creating your own character that can then be Induced again ahead of any future fixture.

Mercenary players never gain Star Player Points and cannot be awarded the MVP for a game. Mercenary players never gain any advancements other than those taken when they are created. Unless the league commissioner decides otherwise, any Casualty table results applied against a Mercenary player are waived after the game – they, like Star Players, are assumed to employ their own staff of healers and medics to keep them in peak condition.

In exhibition play, Mercenary players, like any other Inducement, can be purchased when the team is drafted, as described in the *Blood Bowl* rulebook.

Mercenary players may not take the number of players in the team to more than 16. However, in league play, players that are missing the game due to injury do not count towards the number of players on the team, so they are not counted towards the 16 player limit when working out how many Mercenary players a team can purchase.

## CREATING A MERCENARY

To create a Mercenary player, the first thing to do is decide upon the type. There are five broad types of Mercenary player to choose from: Stunt Superstars, Legendary Lineman, Brutal Blockers, Reliable Ringers or Bona Fide Big Guys. Each type has a profile which includes a selection of Skills and Traits, and a basic hiring fee in gold pieces.

To this profile you have the option to add certain additional Skills or Traits, or to improve characteristics. Most of these additions and improvements increase the basic hiring fee of the Mercenary, but some may reduce the hiring fee. This means that you are given the opportunity to create the perfect Mercenary at a premium price, or to create a Mercenary who comes complete with a few flaws and a healthy discount!

Note, however, that some of these options are not available to all teams. For example, a Stunt Superstar can gain the Bombardier and Secret Weapon traits, but only if they are hired by a team that has one, or more, of the 'Badlands Brawl', 'Halfling Thimble Cup', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules.

Once your Mercenary has been created, you will need to record their profile and their hiring fee. Hopefully, your team will have sufficient funds available to afford your creation!





# 0-2 STUNTY SUPERSTARS MERCENARY PLAYER INDUCEMENTS

30,000 GOLD PIECES PLUS OPTIONS,  
AVAILABLE TO ANY TEAM



**O**f all the denizens of the Old World, there are few that can inspire more confidence in an opposing team than Halflings or Goblins. These diminutive players lack the height, weight and physical strength of, for example, Humans or Orcs and, whilst they often display an agility comparable to that of an Elf, they sorely lack the speed and grace required to make the best use of such agility on the Blood Bowl pitch.

**Y**et, over the years, there has been no shortage of Goblin and Halfling Blood Bowl players. Members of both races take to Nuffle's sacred gridiron in numbers beyond counting in search of glory and fame, hoping to make it as big-time stars and, in so doing, break free of the prejudice that all too often accompanies their small stature. Sadly, for most of these eager young players, their sporting adventure is (appropriately enough) really rather short, usually ending in a premature death!

But for every hundred Stunt players (as these diminutive hopefuls are called by the larger races of the world) whose career culminates in an amusing death, there will be one or two that will survive long enough to attain some measure of the success that drives them.

Over time, these players grow in skill and experience if not in stature. It is not unknown for many such veteran Stunt players to strike out on their own as mercenary players, offering their unique services to the highest bidder and building upon their legend.

Many such Stunt players look for an edge in the game, an extra something that will not only improve their performance but often keep them alive in the face of spirited attempts by the opposition to see them retired! For this reason, it is not uncommon to see Stunt Superstars equipped with all manner of gimmicks or armed with a variety of secret weapons. From stilts to chainsaws, pogo sticks to bombs, Stunt players have tried them all! By bringing such devious devices to the pitch, these players increase their value no end in the eyes of potential employers, for the sight of a Halfling equipped with a chainsaw or a Goblin bounding down the pitch on a pogo stick is often so hilarious as to pass without comment by the average referee, who will usually place the entertainment of the crowd above such petty concerns as the upholding of the rules (for a drive or two at any rate). More importantly, such ludicrous sights often prove so amusingly disarming to the opposition that many an overly-bold player has literally died laughing at the sight of an overly-armed and armoured Goblin advancing towards them with a look of determination in their beady eyes!

## HACKSPIT QUILLCHEWER'S FUN FACTS

*Although several of the big-name players act as free agents, wearing any team's colours for the right price, it's not unknown for them to spend entire seasons with a single team. Griff and Zug, for example, tend to alternate a season with the Reavers with a season as a free agent, and have even been known to do both at the same time!*

GP

30,000

STUNTY SUPERSTAR

MA	ST	AG	PA	AV
5	2	3+	4+	6+

Skills & Traits
Dodge, Loner (4+), Right Stuff, Stunt



## OPTIONS

A Stunty Superstar must take at least one option chosen from one or more of the following lists:

### ADDITIONAL SKILLS

Any Stunty Superstar may take:

- A single additional Agility skill for +10,000 gold pieces.
- Two or more additional Agility skills for +20,000 gold pieces each.
- A single additional General skill\* for +40,000 gold pieces.
- A single additional Passing skill for +20,000 gold pieces.
- A single additional Mutation for +30,000 gold pieces.

*\*A Stunty Superstar may not take the Dirty Player (+1) skill.*

### CHARACTERISTIC OPTIONS

Any Stunty Superstar may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +30,000 gold pieces.
- Improve AG by 1 for +40,000 gold pieces.
- Improve PA by 1 for +30,000 gold pieces.
- Improve AV by 1 for +30,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 30,000 gold pieces).



## TRAIT PACKAGES

In addition, a Stunty Superstar may exchange the Right Stuff trait for a single package of upgrades from this list:

- Gain the Dirty Player (+1) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +50,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Old World Classic' or 'Underworld Challenge' special rules only).
- Gain the Dirty Player (+2) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +80,000 gold pieces (available to teams with either the 'Badlands Brawl' or 'Halfling Thimble Cup' special rules only).
- Gain the Bombardier and Secret Weapon traits for +40,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Pogo Stick trait for +50,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Gain the Ball & Chain, Secret Weapon and No Hands traits and +3ST, but reduce MA by 2 and lose the Dodge skill for +60,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Halfling Thimble Cup' or 'Underworld Challenge' special rules only).
- Gain the Chainsaw, No Hands and Secret Weapon traits, but lose the Dodge skill for +40,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Elven Kingdoms League', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight' 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).





# 0-2 LEGENDARY LINEMEN MERCENARY PLAYER INDUCEMENTS

50,000 GOLD PIECES PLUS OPTIONS,  
AVAILABLE TO ANY TEAM



**B**lood Bowl players come in all shapes and sizes, and their unique abilities are many and varied. For the most part, it is those that display exceptional athletic ability in some particular aspect of the game, be it as throwers, blitzers, runners or catchers, that come to be the most renowned of Star Players, the most beloved of fans and the most in demand amongst potential employers. The humble lineman, arguably the backbone of any team, is often overlooked when Cabalvision shows are looking for players to interview, or when the awards are being handed out at the end of the season.

**T**his is a terrible shame, for without a strong core of high quality linemen, no team can achieve true success! It matters not how competent the thrower, how bold the blitzer, how fast the runner or how agile the catcher if the humble linemen have failed in their job of either holding back the opposition's offensive line, or forcing through their defensive line!

Yet the hard working linemen continue to be ignored and overlooked by coaches, team owners and sponsors alike. Consequently, many a talented player chooses instead to strike out on their own, offering their valuable services to those coaches who do recognise their need

and are willing to pay a princely sum for some competence upon the line of scrimmage. At a glance, this may seem foolish; what sane lineman would give up the security of regular employment as a professional Blood Bowl player for the uncertainty of life as a mercenary? Surely, no one is beating a path to their door with offers of work!

Upon closer examination, the question becomes: "Who wouldn't?"

Most professional Blood Bowl players are tied into contractual obligations that cannot easily be escaped. In this position, linemen are rarely paid what they think they are worth and are, as has been stated, constantly underappreciated. Combined with an obligation to tolerate team-mates or coaches they privately can't stand, it becomes easy to see the appeal of life as a self-employed player. Those who choose the life of a mercenary suffer few of the hardships that those tied into contracts must endure. They can leave when they want, they don't have to pretend to like people they don't like and, above all else, they can charge what they wish! After all, if one coach won't pay their fee, another will.

The vast majority of these mercenary players are seasoned, competent veterans of the game. They know their job and do it well, whether it is anchoring the line of scrimmage in defence, forcing a wedge through the opposition on defence, or the more clandestine art of fouling a downed opponent when no officials are looking!

## MINDY PIEWHISTLE'S RUMOUR ROUND-UP

*You can learn a lot about a team by looking at what they get up to between seasons.*

*For the Reikland Reavers, for example, it's promotional tours and book signings all the way – just this year, Griff released his latest autobiography, and early numbers look like it's going to outsell the previous 22!*

GP

50,000

LEGENDARY LINEMAN

MA	ST	AG	PA	AV
6	3	3+	4+	9+

Skills & Traits

Loner (4+)



## OPTIONS

A Legendary Lineman must take at least one option chosen from one or more of the following lists:

### ADDITIONAL SKILLS

A Legendary Lineman may take:

- A single additional General\* skill for +20,000 gold pieces.
- Two or more additional General\* skills for +30,000 gold pieces each.
- A single additional Agility skill for +30,000 gold pieces.
- A single additional Passing\* skill for +20,000 gold pieces.
- A single additional Strength skill for +30,000 gold pieces.
- A single additional Mutation for +30,000 gold pieces.
- Two or more additional Mutations for +40,000 gold pieces each (available to teams with the 'Favoured Of...' special rule only).

*\*A Legendary Lineman may not take either the Dirty Player (+1) skill or the Leader skill.*

### CHARACTERISTIC OPTIONS

Any Legendary Lineman may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +20,000 gold pieces.
- Improve PA by 1 for +30,000 gold pieces.
- Improve AV by 1 for +20,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 50,000 gold pieces).

## TRAIT PACKAGES

In addition, a Legendary Linemen may choose a single package of upgrades from this list:

- Gain the Dirty Player (+1) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +60,000 gold pieces (available to any team).
- Gain the Dirty Player (+2) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +90,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Bombardier and Secret Weapon traits for +40,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Elven Kingdoms League', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Chainsaw, No Hands and Secret Weapon traits for +60,000 gold pieces (available to any team).





# 0-1 BRUTAL BLOCKERS MERCENARY PLAYER INDUCEMENTS

70,000 GOLD PIECES PLUS OPTIONS,  
AVAILABLE TO ANY TEAM



**T**he game of Blood Bowl is known to attract a great many very large and very violent individuals. More than its fair share, some commentators have commented! But is this really so surprising? It is only natural that a six-foot-four-inches tall, three-hundred-pound Black Orc with a penchant for smashing skulls should be drawn to a violent blood sport rather than a career in, for example, customer services. True, both of these fields would allow such an unbalanced individual ample opportunity to satisfy their violent and antisocial tendencies, but a career as a Blood Bowl player also offers plenty of healthy exercise outside in the fresh air!

**M**ost teams are keen to hire such players, recognising their gifts and appreciating the value that a big, strong and, above all, violent brute of a player brings to the pitch. Be it anchoring the line of scrimmage, guarding the wide zones, or hanging back and hunting opposing receivers and blitzers that make the mistake of advancing upon the end zone, having a very large and strong player to hand ready to unleash decades of anger in a single violent outburst is never a bad thing! Well, unless, of course, the opposition has such players on their team sheet as well.

Many such players are Human, grown large through good eating and plenty of exercise. Others are drawn from the northern tribes; mighty champions of Chaos who have taken to the life of a Blood Bowl player to further their progress along the path to glory or damnation. Still others are Orcs, grown so large and brutal as to stand out even amongst their own, violent kind, whilst others are Black Orcs; brutal and cunning savages from the Dark Lands. Some might be Dwarfs of the Worlds Edge Mountains, a folk renowned for their strength, if not for their speed. Still others might be more exotic in origin; Saurus from Lustria, strange undead constructs and other, more peculiar creatures besides.

Coincidentally, many such players find themselves drawn into the freebooting life of a mercenary player. Many pundits have theorised that this is likely because most teams feel uncomfortable about the idea of sharing their changing room with a violent psychopath. This theory is easily disproved and quite clearly nonsense as the majority of players are demonstrably violent psychopaths; it's why they play the game in the first place! In truth, most mercenary players struggle to manage the authority and discipline that comes with regular training as part of a team to a greater or lesser extent. In this regard Brutal Blockers are no different to any other mercenary player, preferring to be their own boss, joining a team for a few games, but leaving before the stress of commitment becomes too great!

## MINDY PIEWHISTLE'S RUMOUR ROUND-UP

*As you know, during the players' strike of 2477, the Asgard Ravens took a chance and fielded their cheerleading squad against the Lowdown Rats. Well, they say the cheerleaders were so violent on the pitch that, when the Ravens head coach suggested the players negotiate pay with them instead of him, the Ravens players immediately forgot their demands and abandoned the strike!*

GP

70,000

BRUTAL BLOCKER

MA	ST	AG	PA	AV
4	4	4+	6+	9+

Skills & TraitsLoner (4+)



## OPTIONS

A Brutal Blocker must take at least one option chosen from one or more of the following lists:

### ADDITIONAL SKILLS

Any Brutal Blocker may take:

- A single additional Strength skill for +30,000 gold pieces.
- Two or more additional Strength skills for +40,000 gold pieces each.
- A single additional Agility skill for +40,000 gold pieces.
- A single additional General skill\* for +30,000 gold pieces.
- A single additional Passing\* skill for +20,000 gold pieces.
- A single additional Mutation for +40,000 gold pieces.

*\*A Brutal Blocker may not take either the Dirty Player (+1) skill or the Leader skill.*

### CHARACTERISTIC OPTIONS

A Brutal Blocker may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +30,000 gold pieces.
- Improve MA by 2 for 50,000 gold pieces (available to teams with either the 'Favoured Of...' or 'Lustrian Superleague' special rules only).
- Improve AG by 1 for +50,000 gold pieces.
- Improve AV by 1 for +20,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 70,000 gold pieces).

## TRAIT PACKAGES

In addition, a Brutal Blocker may choose a single package of upgrades from this list:

- Gain the Dirty Player (+1) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +70,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague' or 'Old World Classic' special rules only).
- Gain the Dirty Player (+2) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +100,000 gold pieces (available to teams either the 'Badlands Brawl' or 'Favoured Of...' special rules only).
- Gain the Mighty Blow (+2) skill, but replace the Loner (4+) trait with Loner (5+) for +60,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight' or 'Worlds Edge Superleague' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Ball & Chain, Secret Weapon and No Hands traits and +2ST, but reduce MA by 1 for +90,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Chainsaw, No Hands and Secret Weapon traits for +60,000 gold pieces (available to teams with the 'Favoured Of...' special rule only).





# 0-2 RELIABLE RINGERS MERCENARY PLAYER INDUCEMENTS

70,000 GOLD PIECES PLUS OPTIONS,  
AVAILABLE TO ANY TEAM



**D**espite all the brutality and violence on the pitch, all the secret weapons, all the fouling, cheating, corruption and, above all, the endlessly entertaining bloodshed, Blood Bowl is a game of finesse and skill. True, those players that excel in the simple art of flattening opponents through the precise application of force are in high demand and can always earn a good fee, but those that are consistently the most sought after are those that excel in the athletic art form that is Blood Bowl!

**T**alented players are always in high demand for the expertise they can bring to a team, and the most accomplished are able to demand some serious remuneration for their services. Be it the speed and agility of an Elven runner, the expert aim and strong arm of a Human thrower, or even the stealthy threat of a skilled and deadly assassin, players that exemplify the grace and elegance of classical Blood Bowl as first laid down in Nuffle's sacred texts are never short of offers.

For most such players, this means securing a steady contract with an established team and enjoying the security this brings and the adoration of an enthusiastic fanbase. There is a lot to be said for practising with a

team for months, even years, learning to function as a whole and competing for the biggest prizes and greatest sporting honours in the company of one's friends. For others, this is clearly a load of emotional nonsense. Many players of huge talent and almost limitless natural ability are quick to cast aside a regular gig and instead take enthusiastically to the life of a mercenary. For such players, selling their superior abilities on a game-by-game basis to the highest bidder is undeniably the better option, and anyone who says otherwise clearly hasn't seen what they get paid!

This sort of ruthlessly mercenary attitude towards the game in general, and sporting glory in particular, works just fine for a great many talented players. It is certainly true that there is never a shortage of teams looking to hire a Reliable Ringer for an important fixture or two. Whilst most coaches will hire mercenaries for their muscle, the cleverest and most cunning will save their cash, investing in an expert thrower or a superstar runner at just the right time, knowing that the skill they bring can be the difference between winning and losing a key game, and knowing that their opponents won't be expecting a sudden and dramatic change in tactics. Sometimes, such bold tactics backfire; it is not uncommon for a team suddenly joined by a player whose style differs to theirs so greatly to struggle, but usually the added talent during a key fixture pays dividends!



GP

70,000

RELIABLE RINGER

MA	ST	AG	PA	AV
6	3	2+	3+	8+

Skills & Traits
Loner (4+)



## OPTIONS

A Reliable Ringer must take at least one option chosen from one or more of the following lists:

### ADDITIONAL SKILLS

Any Reliable Ringer may take:

- A single additional Agility skill for +30,000 gold pieces.
- Two or more additional Agility skills for +40,000 gold pieces each.
- A single additional General skill for +30,000 gold pieces.
- A single additional Passing skill for +30,000 gold pieces.
- A single additional Strength\* skill for +50,000 gold pieces.

*\*A Reliable Ringer may not take either the Mighty Blow (+1) skill or the Guard skill.*



## CHARACTERISTIC OPTIONS

A Reliable Ringer may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +30,000 gold pieces.
- Improve MA by 2 for +60,000 gold pieces (available to teams with the 'Elven Kingdoms League' special rule only).
- Improve AG by 1 for +50,000 gold pieces.
- Improve AG by 2 for +100,000 gold pieces (available to teams with the 'Elven Kingdoms League' special rule only).
- Improve PA by 1 for +30,000 gold pieces.
- Improve PA by 2 for +60,000 gold pieces (available to teams with the 'Elven Kingdoms League' special rule only).
- Improve AV by 1 for +40,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 70,000 gold pieces).

## MUTATION OPTIONS

A Reliable Ringer may take a single Mutation from the following list (available to teams with the 'Favoured Of...' special rule only):

- Big Hand for +30,000 gold pieces.
- Extra Arms for +20,000 gold pieces.
- Two Heads for +30,000 gold pieces.
- Very Long Legs for +30,000 gold pieces.

## TRAIT PACKAGES

In addition, a Reliable Ringer may choose a single package of upgrades from this list:

- Gain the Hypnotic Gaze trait, but replace the Loner (4+) trait with Loner (5+) for +60,000 gold pieces (available to teams with either the 'Elven Kingdoms League', 'Favoured Of...', 'Halfling Thimble Cup', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Elven Kingdoms League', 'Halfling Thimble Cup', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).





# 0-1 BONA FIDE BIG GUY MERCENARY PLAYER INDUCEMENTS

130,000 GOLD PIECES PLUS OPTIONS,  
AVAILABLE TO ANY TEAM



**F**rom gluttonous Ogres to frenzied Minotaurs, dim-witted Trolls to savage Rat Ogres, Big Guys are perennially-popular players. The fans never fail to enjoy the on-pitch antics of these giants of the game, be it mighty feats of strength such as hurling other, smaller players the length of the pitch, or outbursts of unreasoning violence, directed indiscriminately towards friend and foe alike, Big Guys never fail to entertain the masses!

**B**etter still, the vast majority of Big Guys are incredibly stupid individuals. Many are notoriously prone to mixing up even the most simple of well-drilled plays and forgetting not only where they are, but why they are there and what is going on around them. The scale upon which the average Big Guy can seriously mess up is truly endless! There have been times when a particularly confused and bewildered Big Guy has been known to simply stand aside and let an opposing player pass by on their way to the end zone or, on more than one memorable (and hysterical, from the perspective of the fans!) occasion, to obligingly hand over the ball to a player on the opposing team for no other reason than that they asked politely!

Such gaffs are undeniably frustrating for coaches; their tortured wails of despair greeted with cheers and applause from the stands becoming a mainstay of game

day entertainment and a universally accepted element of fan interaction. But it is not only the coaches that feel the frustration. Many a hardcore fan has felt the anguish of seeing their beloved team's stalwart Big Guy simply switch off to the action around them, preferring to stare into the middle distance, philosophising deeply upon some unknowable concern whilst dreamily excavating the contents of one cavernous nostril. Such moments of despair are fleeting for the fans, however, usually replaced by the simple joy of taking out one's frustrations on a rival fan, punishing their cruel amusement with angrily-thrown food wrappers, drinks containers, insults, and even fists!

This hopeless unreliability has caused many a pundit to question the logic of including Big Guys on teams at all; why would a coach put themselves through the torture of fielding a player so likely to mess up at a critical moment? Why would a coach wish to go through the heartache and stress of trying to train such a player to perform in the first place? The answer to these questions, though, is simple; when a Big Guy does get things right, the results can be spectacular! The strength they bring to the pitch is undeniable, the violence they are capable of unleashing endlessly inspirational, and the fear a Big Guy can instil in the opposition invaluable!

It's no wonder that they are ever in such high demand.

## HACKSPIT QUILLCHEWER'S FUN FACTS

*Vizgrak Pigzit still holds the record for Most Officials Killed in One Game. Retch Gutheave of Da Green Machine made a good effort in 2491, but was hampered by his insistence on trying to eat them all!*

GP

130,000

BONA FIDE BIG GUY

MA	ST	AG	PA	AV
4	5	4+	5+	9+
Skills & Traits		Bone Head, Loner (4+), Mighty Blow (+1), Throw Team-mate		



## OPTIONS

A Bona Fide Big Guy must take at least one option chosen from one or more of the following lists:

### ADDITIONAL SKILLS

Any Bona Fide Big Guy may take:

- A single additional Strength skill for +30,000 gold pieces.
- Two or more additional Strength skills for +40,000 gold pieces each.
- A single additional General skill for +40,000 gold pieces.
- A single additional Passing\* skill for +30,000 gold pieces.
- A single additional Mutations skill for +40,000 gold pieces.

*\*A Bona Fide Big Guy may not take the Leader skill.*

### CHARACTERISTIC OPTIONS

A Bona Fide Big Guy may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +20,000 gold pieces.
- Improve MA by 2 for +50,000 gold pieces (available to teams with either the 'Favoured Of...', 'Lustrian Superleague', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Improve AG by 1 for +40,000 gold pieces.
- Improve PA by 1 for +30,000 gold pieces.
- Improve PA by 2 for +60,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Old World Classic' or 'Underworld Challenge' special rules only).
- Improve AV by 1 for +20,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 130,000 gold pieces).

## TRAIT PACKAGES

In addition, a Bona Fide Big Guy may exchange the Bone Head trait for a single package of upgrades from this list:

- Gain the Always Hungry, Projectile Vomit, Really Stupid and Regeneration traits, but reduce AG by 1 for -10,000 gold pieces (available to any team).
- Gain the Frenzy skill, the Unchannelled Fury trait and the Horns mutation, but lose the Throw Team-mate trait for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Halfling Thimble Cup', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Frenzy skill, the Animal Savagery trait and the Claws and Prehensile Tail mutations, but lose the Throw Team-mate trait for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Gain the Mighty Blow (+2) skill, but replace the Loner (4+) trait with Loner (5+) for +50,000 gold pieces (available to any team).
- Gain the Ball & Chain, No Hands, Really Stupid and Secret Weapon traits and +2ST, but reduce MA by 1 for +80,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague', 'Old World Classic' or 'Underworld Challenge' special rules only).





## TITANIC EFFORT... THE BIGGEST OF THE BIG GUYS

**L**ong ago, in a time when war was preferred to Blood Bowl and wanton destruction on the battlefield occupied the hearts and minds of every mortal across the world, there lived a race known as the Sky-titans. As befitting of such a grandiose title, the Sky-titans lived atop the tallest peaks, building their halls and towering castles at the top of the world. Solitary beings, the Sky-titans would gather once a year to renew their kinship, throwing and catching boulders in a contest of athleticism that many believe was rooted in the worship of Nuffle!





# THE GIANTS OF THE GAME

**T**oday, there are no more Sky-titans. Their tale ended in tragedy, for they were consumed, quite literally, by a great migration of Ogres fleeing the destruction of their tribal lands. Those few Sky-titans that survived were forced into small, huddled tribal groups that dispersed across the Old World, and over time degenerated into the race of Giants we know today. Historically, many Giants were kept captive by Ogre tribes; the mightiest Tyrants (as Ogre tribal chieftains are called) enjoyed hunting Giants and wrestling them into submission to prove their prowess. In less enlightened times, these captives were prized for their destructiveness in battle. In later years, thanks in part to strict NAF regulations regarding the inclusion of Giants on Blood Bowl teams, Giants came to be viewed as too expensive to keep around, due largely to the damage they do to stadia and the outrageous expense of equipping them with official, branded kit. Consequently, possession of the creatures fell out of favour in Ogre society. Until, that is, a famed Ogre coach known as Skorag Gristlebrook took a fresh look at ancient Sky-titan carvings.

In mosaics depicting the Sky-titans' games, Skorag saw a form of Blood Bowl. Proclaiming that Nuffle, himself a tooth of the Great Maw, wished Giants to walk upon the gridiron in larger numbers, Skorag set about making it so. Following the collapse of the NAF in 2488, the only known all-Giant team of the era, the Bifrost Berserkers, were invited to play a string of friendly games against the Ogre teams of the Mountains of Mourn Mega-maul League. Sadly for the trusting Giants of Norsca, the invitation was little more than a ruse to lure the skilled Giant players into a trap...

Welcomed by Coach Skorag and his team, the Tusk Peak Tyrants, the Bifrost Berserkers were treated to a great feast. Sadly for the Giants, this feast was actually the cover for a cunning trap. Well-fed and extremely drunk, the Giants were fallen upon by Ogres from a dozen teams. The fighting lasted many hours, but the outcome was never really in any doubt. In the space of a single evening, the Bifrost Berserkers team was the victim of a hostile corporate takeover by the Tusk Peak Tyrants!

With a healthy stock of captive Giants acquired, Coach Skorag first experimented with forming a full team, essentially fielding the full strength Bifrost Berserkers squad in one go to see what would happen and if he could recreate the Berserkers' former glory. This experiment ended in disaster for Coach Skorag as 11 shackled, clumsy Giants crammed onto a pitch, all rather determined to undermine their coach at every opportunity, resulted in a crushed stadium and a stampede of panicking Gnoblar! Coach Skorag quickly worked out that, whilst the Berserkers players performed well as a team, they did so only of their own volition and were unlikely to behave for their new owner without serious financial recompense; a price Skorag was unwilling to pay (both literally and figuratively).

Skorag quickly settled on a new plan. Realising that a single Giant could just about be controlled by an Ogre team, and taking the example of many Human teams from the west that would field an Ogre as a 'Big Guy', Skorag decided to trial the idea of hiring out his Giant players to other Ogre teams for a considerable fee. Thus was founded Gristlebrook's Giant Emporium (*"We Put the 'Big' in The Big Leagues"*, as the advertising slogan goes).

Over the next few seasons, a glut of Giants took to the field as part of the Mountains of Mourn Mega-maul League, and countless unfortunate stunty players became permanent features embedded in the astrogranite of many a pitch. After a lengthy litigation period involving accusations of a rogue Giant running off with the heiress of an Imperial noble family, Giants were banned from regular play on the orders of the RARG.

Today, Gristlebrook's Giant Emporium caters to teams with gold enough to hire a Giant, but which are lacking in both caution and scruples. Whilst the number of leagues or tournaments that allow such brutes is quite low, the market for their services in exhibition games and grand events is most lucrative. Many celebrations, sacred holidays and feast days are marked by a Blood Bowl game where one (or both!) sides include a Giant player, a format especially loved by northern fans and Ogre Tribes. Though cumbersome and far from coordinated, the sight of a Giant crushing players and tossing ball carriers into the stands is one few people will miss. One thing is sure – the death toll will be high when a Giant takes to the field!



# GIANT-SIZED INDUCEMENTS

The following pages contain rules for using Giant players in your games of Blood Bowl. Coaches should note that these rules are entirely optional. Their inclusion in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

## 0-1 GIANT MERCENARY PLAYER INDUCEMENT

### 350,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Unlike regular players, Giants are not hired as permanent additions to a team. Instead, they are Induced during the pre-game sequence in exactly the same way as other Mercenary players. Giants may be used alongside the Mercenary Player Inducements in the *Blood Bowl* rulebook, or those presented previously in this supplement.

Giants have the following profile:

	MA	ST	AG	PA	AV
<b>Giant</b>	6	7	5+	5+	11+
<b>Skills &amp; Traits</b>	Always Hungry, Bone Head, Break Tackle, Juggernaut, Loner (4+), Mighty Blow (+2), Multiple Block, Stand Firm, Throw Team-mate				



# SPECIAL RULES

Giants are big. Bigger than Ogres, Minotaurs, Trolls or any of the other Big Guys that regularly take to the Blood Bowl pitch. A Giant is subject to the following special rules:

## BASE SIZE AND TACKLE ZONES

Unlike other players, a Giant occupies not one but four squares on the pitch. A Giant will always occupy four squares; when they are standing up, when they are Prone and when they are Stunned.

Additionally, the direction in which a Giant faces is important as, due to their immense size, a Giant's Tackle Zone does not extend to every square adjacent to the four squares they occupy. Like other players, the Tackle Zone of a Giant covers eight squares; those to the Giant's front and sides. A Giant's Tackle Zone does not extend to the four squares directly behind the Giant, as shown in the diagram below. The controlling player must make it clear to their opponent which direction the Giant is facing and where its rear lies.



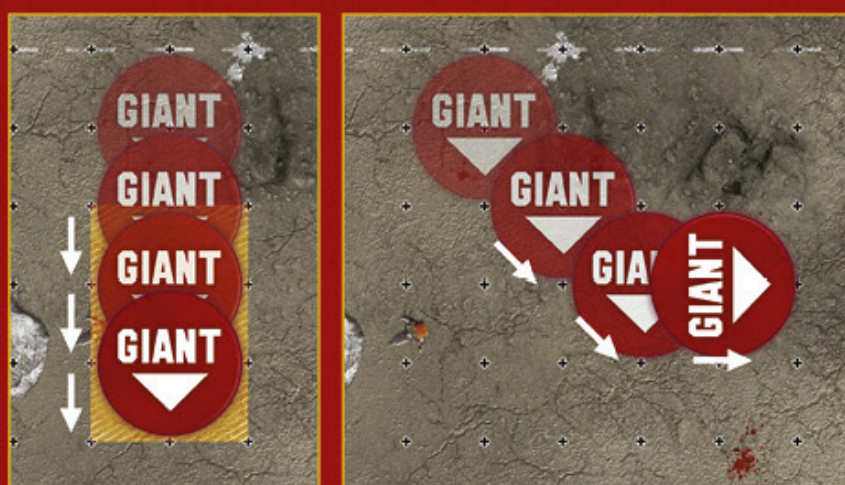
Finally, should any of the four squares occupied by a Giant's base be targeted by an in-game effect (such as a spell cast by a Wizard or by the effects of a Special Plays card), the player is considered to have been hit by the effect just as any other player would be.



## MOVEMENT

When a Giant moves it does so just like any other player, moving a number of squares equal to its Movement Allowance. A Giant may move forward, backward, to either side, or diagonally, as long as they do not enter a square occupied by another standing player (from either team).

If any of the four squares a Giant occupies is within the Tackle Zone of an opposition player, the Giant is considered to be Marked by that player and must dodge to leave that square, just like any other player. If when dodging any part of a Giant's base moves into a square in which it is being Marked, apply a -1 modifier per player Marking them as normal.



**STEPPING OVER PRONE OR STUNNED PLAYERS:** Unlike other players, a Giant is large enough to simply step over downed players that would block the path of other players. A Giant does not need to Jump Over a Prone or Stunned player; it may instead move freely over Prone or Stunned players if it has sufficient Movement Allowance to do so.

However, a Giant may not end its movement with any part of its base occupying a square that contains a Prone or Stunned player. Therefore, should a Giant Fall Over whilst stepping over a Prone or Stunned player, that player is pushed back one square in a direction chosen by the coach of the team the Giant belongs to, exactly as if a Push Back block dice result had been applied against them.

**SURROUNDED!:** Coaches should note that, due to the large size of Giants, they may find it impossible to move through small gaps. If at any point during its movement a Giant finds one or more of the four squares its base occupies obstructed by a Standing player, it cannot move into that square.

## PUSH BACKS

Just like any other player, a Giant must be pushed back into empty squares. If this is not possible, then the Giant is pushed into one or more occupied squares and any players that originally occupied the square or squares are chain-pushed in turn.

**PUSHED INTO THE CROWD:** If any part of a Giant's base is pushed off the pitch, the player is pushed into the crowd and removed from play. In other words, it doesn't matter how big they are, a Giant cannot be half on and half off the pitch. They are either entirely on the pitch, or they are off it!

## THROWING OTHER PLAYERS

Giants are particularly effective at throwing smaller players. When a Giant attempts to throw a team-mate, you may re-roll a Fumbled throw.

## A GIANT OBSTRUCTION

Giants do tend to get in the way of other teams' passing plays. When a Giant interferes with a pass, it reduces any negative modifiers that would normally apply by 2.

## SCATTER

As Giants occupy four squares rather than the usual one, the normal Random Direction template cannot be used for them. Instead, Giants use the Random Direction template shown below. To use this template, simply roll a D16 rather than a D8, re-rolling any rolls of 13 or above.





# BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★

## SPONSORSHIP



**B**ack in the days of the NAF, team and player sponsorship was heavily controlled, thanks in no small part to the sport's favourite walking billboard, Lord Borak. Companies were free to back everything from events to stadia, but teams wishing to receive money from corporations were subject to stringent controls. When the NAF broke up, however, everything changed. Some of the first teams to cotton on to the idea were High Elves, who were used to the kind of lavish lifestyle that the Association had funded. They realised that by plastering their kit with advertising slogans, they could actually make just as much gold or, in some cases, even more than they previously had. Of course, there were missteps along the way – Lucien Swift still visibly shudders any time the McMurty's Big Murt Gladiators are mentioned – and it didn't take teams long to realise that sponsorship was a two-way street, but in the modern game it has become a fairly standard way for teams to gain funding.



# BLOOD BOWL SPONSORS

**T**he inclusion of these rules in a league or tournament is at the discretion of the league commissioner or tournament organiser.

Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

## GAINING A SPONSOR

**T**eams can attempt to find a Sponsor at the beginning of Step 4 of the post-game sequence, before any players or Sideline Staff are hired or fired. If you wish to seek a Sponsor for your team, roll a D16, then add the team's Dedicated Fans characteristic and any of the following modifiers that apply:

- +3 if the team won the game.
- +1 for each touchdown the team scored.
- +1 for each player on the opposing team that suffered a roll on the Casualty table (however this was caused).
- +2 if the game was played during the Play-off season.

If the result is 20 or more, your team can accept either a One-time Sponsorship or an Ongoing Sponsorship.

## ONE-TIME SPONSORSHIPS

The team lends its image to a well-known brand, appearing in some Cabalvision ads or making personal appearances at high-profile product launches, in exchange for a one-off payment. All the players have to do is behave themselves. Easy, right?

The team receives D6 x 10,000 gold pieces, which are immediately added to its Treasury. Then, roll a D6:

- On the roll of a 1, one randomly selected, permanently hired player gets a little carried away with the free drinks at a public appearance and has to spend some time recovering. The selected player must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table. If the selected player is already missing the next game, randomly select another.
- On the roll of 2+, the players are well-behaved and no one overindulges.

## ONGOING SPONSORSHIPS

The team becomes official ambassadors for the brand, receiving a sum of gold each time they make a public appearance. Of course, this burdens the team with all sorts of new responsibilities and is even riskier than a One-time Sponsorship deal.

If a team takes an Ongoing Sponsorship, make a note of this on their roster. During Step 1 of the post-game sequence of every future game, when recording the team's winnings, a team that has an Ongoing Sponsor gains an additional D3 x 10,000 gold pieces in addition to their winnings. Then roll a D6:

- On the roll of a 1, one randomly selected player from your team has upset the Sponsors somehow and has received a visit from a pair of 'brand ambassadors'. The selected player must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table. If the selected player is already missing the next game, this roll has no further effect.
- On the roll of 2+, the players are well-behaved and no one upsets the Sponsors.

Teams can have any number of Ongoing Sponsorships – however, the roll to see whether the Sponsors are happy must be made for each one!

Immediately after rolling to see whether the Sponsors are happy or not, you can choose to end any Ongoing Sponsorships, deleting them from the team's roster.

## REDRAFTING AN ONGOING SPONSOR

Any team with an Ongoing Sponsorship can attempt to redraft it from one league season to the next. To do so, simply roll a D6 on the table below:

## REDRAFTING AN ONGOING SPONSOR TABLE

D6 plus	
Dedicated Fans	RESULT
2-8	<b>Poor Performance:</b> The Sponsors are disappointed with the team's performance and decide to seek better brand ambassadors. The Sponsorship ends immediately.
9+	<b>Most Acceptable:</b> The Sponsors are quite happy with the team's performance, though they won't admit that to the players! The Sponsorship continues into the next league season.





## MAJOR SPONSORSHIPS

**T**here are a number of big name sponsors who only make offers to the brightest and most successful teams.

A Major Sponsorship is an Ongoing Sponsorship as described previously, but does not grant the standard, financial bonuses of an Ongoing Sponsorship; instead, each has its own special rules. A team can only have one Major Sponsor at a time, but a Major Sponsor can sponsor more than one team at a time. Note that, for various ideological and philosophical reasons too numerous and boring to list, some Major Sponsors won't work with certain teams, and vice versa:

### MCMURTY'S BURGER EMPORIUM

#### AVAILABLE TO ANY TEAM

*Halfling chef Rungo McMurty's fine dining establishment found a new lease of life in 2396, when Count Otto von Carroburg demanded a beef sandwich with all the trimmings. Rungo, having run out of bread, sliced a bun in half and used that instead – and started a food revolution! Since Rungo retired and sold the business in 2452, the company has grown to the point that there seems to be a McMurty's Burger Emporium stand at every Blood Bowl stadium on the circuit.*

A team that is sponsored by McMurty's does not get any financial incentive, but the improved catering inspires the players to new levels of enthusiasm! A team sponsored by McMurty's Burger Emporium has the following special rules:

- A team that is sponsored by McMurty's Burger Emporium gains an extra team re-roll for the first half of each and every game they play. If this team re-roll is not used during the first half, it may be carried over into the second half.
- McMurty's might make fine food, but sadly their fare is somewhat fattening and doesn't make an ideal diet for athletes! Players on a team sponsored by McMurty's Burger Emporium cannot improve either their MA or AG characteristic while the Sponsorship is ongoing.

A coach can choose to end their deal with McMurty's in the same way as an Ongoing Sponsorship.

### FARBLAST & SONS ORDNANCE SOLUTIONS

#### AVAILABLE TO ANY TEAM EXCEPT THOSE THAT HAVE THE 'ELVEN KINGDOMS LEAGUE' SPECIAL RULE

*"Farblast: When you need to blast things that are very far away." It's not the catchiest slogan going, but then, Farblast & Sons has always believed in substance over style. Combining Dwarfen engineering with surprisingly low prices, Ragni Farblast's arms empire has been very successful indeed in recent years. The company caught the attention of Blood Bowl fans when Barik, the younger of Ragni's two sons, quit his engineering apprenticeship to take to the pitch and, in so doing, invented the now-infamous Ballzooka.*

A team that is sponsored by Farblast & Sons does not get any financial incentive, but will instead be able to access all manner of explosives with which to create havoc on the pitch! A team sponsored by Farblast & Sons has the following special rules:

- A single permanently hired Lineman positional player of your choice may be equipped with a satchel of Farblast's *Finest Detonating Spheres*. This player gains the Bombardier, Loner (4+) and Secret Weapon traits, and Secondary access to Passing skills, as long as the Sponsorship lasts.
- While sponsored by Farblast & Sons, the team's winnings after each game are reduced by 20,000 gold pieces due to increased insurance premiums.

A coach can choose to end their deal with Farblast & Sons in the same way as an Ongoing Sponsorship.







## STAR INSURANCE GUILD

### AVAILABLE TO ANY TEAM

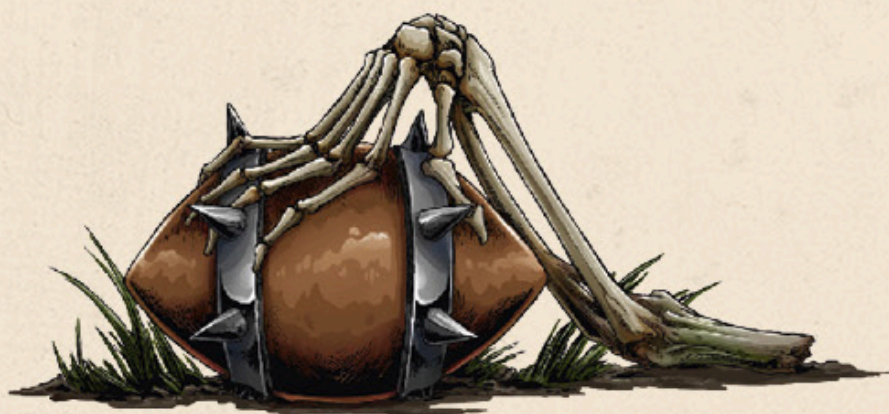
*Everyone's seen the Cabalvision advert: "Stagecoach rolled over your foot? Make a claim with S.I.G.! Dared to eat a pie at a Rotters game? Make a claim with S.I.G.! Suffered painful injuries to your hands or feet inflicted by the face of some dumb guy who shoulda shut up when you told him to? Make a claim with S.I.G.!"*

*The Guild doesn't generally provide cover to Blood Bowl players – for obvious reasons – but they'll happily make an exception for teams that advertise their services. Of course, most of those teams don't realise that payment could be demanded at any moment...*

A team that is sponsored by the Star Insurance Guild does not get any of the usual financial incentives. Instead, the team is insured in case of sport-related fatalities. A team sponsored by the S.I.G. has the following special rules:

- If a permanently hired player belonging to a team sponsored by the S.I.G. suffers a Casualty result of 15-16, DEAD, and is removed from the team roster during the post-game sequence, the team immediately receives a pay-out. The amount paid out is equal to half of that player's Current Value (rounding each up to the nearest 5,000 gold pieces).
- Once all dead players have been removed, roll a D6. If the result is equal to or lower than the number of players that were removed from the roster, the Guild's agents have arrived to collect their due! The team must immediately pay 2D6 x 10,000 gold pieces. If it cannot afford to, its treasury is emptied and the deal with S.I.G. comes to an end. D3 randomly selected, permanently hired players go mysteriously absent and must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table. Record on the team's roster that it is now on the S.I.G. blacklist and cannot be sponsored by them ever again.

A coach can choose to end their deal with the Star Insurance Guild in the same way as an Ongoing Sponsorship.



## STEELHELM'S SPORTING EMPORIUM

### AVAILABLE TO ANY TEAM

*Several years ago, Garik Steelhelm retired from the life of a bandit chief to follow his dream of starting a business that would cater to athletes of all levels, from well-meaning wannabes looking to shift those Geheimnisnacht pounds to professional sportsfolk wanting top-of-the-line equipment. He was one of the first to come up with the idea, and it certainly proved popular! To this day, Steelhelm's Sporting Emporium is popular with Blood Bowl teams from all corners of the circuit, sponsoring several of them. A team wearing the Steelhelm logo can expect discounted goods, unlimited access to franchised gyms around the world, and connections with all the top trainers at reduced rates.*

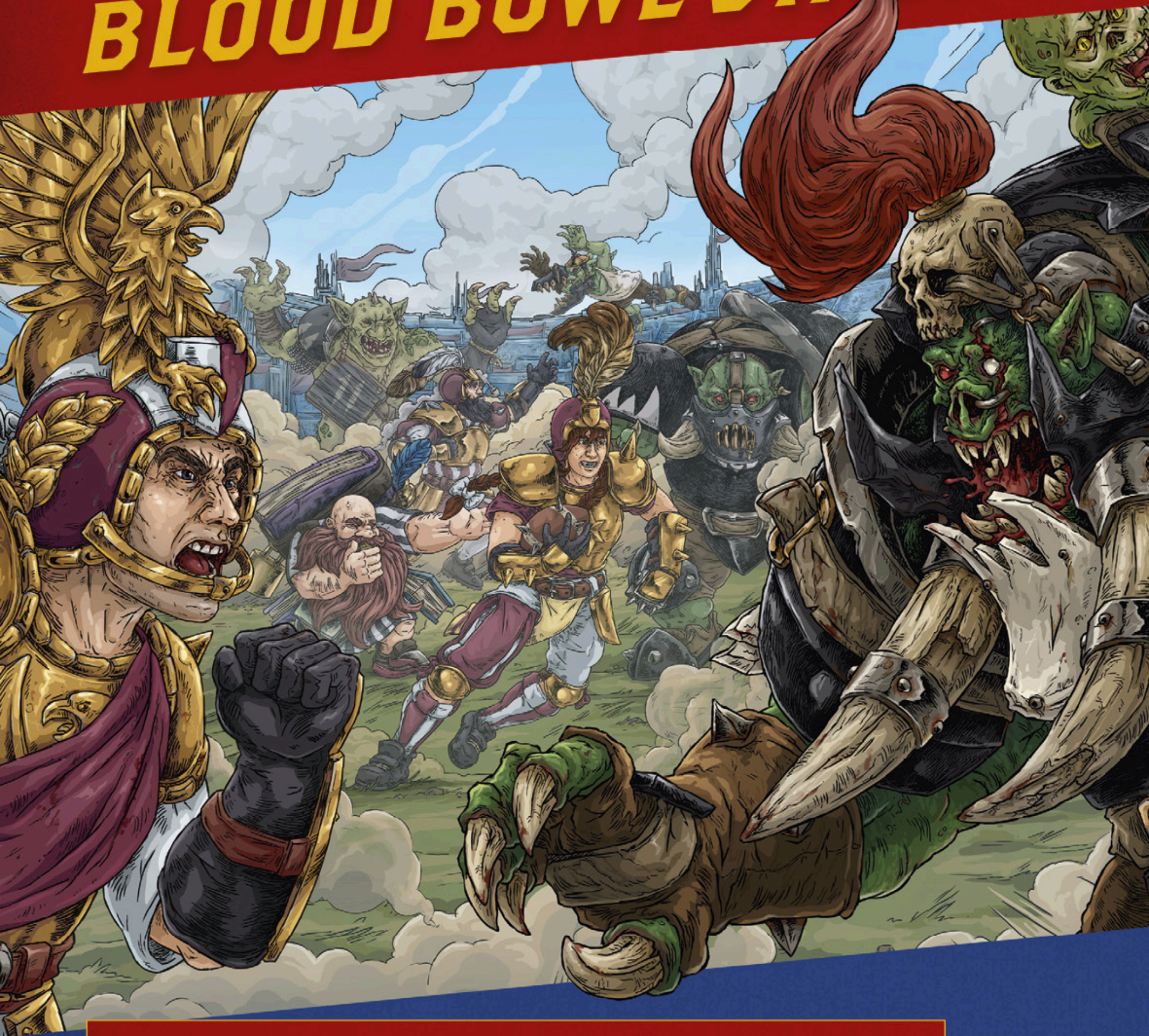
A team that is sponsored by Steelhelm's Sporting Emporium does not get any financial incentive, but does gain access to some of the best personal trainers in the business, ensuring players are bullied and browbeaten into giving their fullest at all times. A team sponsored by Steelhelm's Sporting Emporium has the following special rules:

- When a permanently hired player belonging to a team sponsored by Steelhelm's Sporting Emporium randomly selects a new Skill, either Primary or Secondary, you may re-roll one or both of the D6. However, you must accept the result of the re-roll even if the Skill generated is less desirable (note, however, that if the Skill rolled when rolling or re-rolling the second D6 is one that the player already has or cannot take, you may re-roll the dice as normal).
- There is a chance that a player will injure themselves when training intensively. Once a new Primary skill has been selected, roll a D6. Once a new Secondary skill has been selected, roll two D6:
  - If a 1 is rolled on either of the D6, the player must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table.
  - If a 1 is rolled on both dice, the player must miss the next game and suffers a Niggling Injury, exactly as if they had suffered a 10-12, Serious Injury result on the Casualty table.

A coach can choose to end their deal with Steelhelm's Sporting Emporium in the same way as an Ongoing Sponsorship.



## BLOOD BOWL STADIA



**B**lood Bowl stadia can be found across the world and no two are exactly alike. Back in the old days, pretty much every team had a home stadium. Originally, these were paid for and maintained by the NAF, but by the 2450s, when the number of teams active within the NAF had grown from 16 to 40, most had taken private ownership of their home stadium. In addition to these stadia, many provincial teams active in the minor leagues owned a stadium as well, whilst others rented use of one, often NAF-owned, in their hometown. Of these stadia, most were shared by several teams. In this way, the stadia of the Old World fell into two broad categories: those privately owned by a single team, and those owned by the NAF or a local landlord which rented space to teams and tournaments.



# STADIA OF THE OLD WORLD

**F**ollowing the collapse of the NAF in 2488, many of the stadia owned by major league teams were auctioned off to the highest bidder; whilst most of the NAF-owned stadia were abandoned, allowing local governments to claim vacant possession. A lot of these stadia have since been repurposed or fallen into disrepair, but a fair number are maintained to this day. Today, more than at any other time in history, Blood Bowl teams spend most of their time on the road, travelling from stadium to stadium in sizeable wagon convoys, competing in regional leagues and tournaments or arranging games against local teams before moving on once more.

Blood Bowl has countless (often contradictory) regulations covering the size of a pitch and its markings, and as a result the majority of pitches look pretty much the same (most groundskeepers and RARG officials are sensible enough to simply ignore many of the contradictions in the regulations), even if the stadia the pitch occupies may vary greatly. However, the regulations aren't water-tight, and there are plenty of unusual pitches out there (often as a result of attempting to adhere to contradictory regulations!). Also, a game can be affected by everything from the sturdiness of a stadium's stands to the upkeep of its dungeons, all of which tends to come down to how well-funded the stadium is. Finally, while a lot of stadia are found in temperate areas, there are a fair few to be found in frozen tundras, windswept deserts or in the centre of a tropical forest.

## PLAYING AWAY

**T**he following pages contain four tables, each covering a different category of stadium and containing rules for playing games within different stadia that fall into that category. These rules allow coaches to recreate the incredible experience of playing Blood Bowl in a real Old World stadium. Sort of...

The inclusion of these rules in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

Before Step 1 of the pre-game sequence, roll 2D6 on the Random Stadium table that follows to see which category of stadium the game will take place at:

### RANDOM STADIUM TABLE

2D6	RESULT
-----	--------

- |       |   |
|-------|---|
| 2-3   | <b>Unusual Playing Surface:</b> This stadium has a playing surface that is best described as 'non-standard'. Roll a D6 on the Unusual Playing Surface table (see <a href="#">page 62</a> ) to determine an Attribute.   |
| 4-5   | <b>Rough &amp; Ready Stadium:</b> The owners and staff of this stadium clearly prioritise bloody violence over proper maintenance. Roll a D6 on the Rough & Ready Stadium table (see <a href="#">page 63</a> ) to determine an Attribute.                           |
| 6-8   | <b>Nothing out of the Ordinary:</b> This game is taking place at a perfectly average stadium; the pitch adheres to the regulations and the stadium itself is well-built and well-maintained. This stadium has no Attributes.  |
| 9-10  | <b>Luxury Stadium:</b> This stadium is much more impressive than most! Luxurious VIP boxes and well-appointed stands attract a well-to-do crowd. Roll a D6 on the Luxury Stadium table (see <a href="#">page 64</a> ) to determine an Attribute.                    |
| 11-12 | <b>Local Crowd:</b> This stadium's home crowd is quirky, to say the least, but they are dedicated fans of Blood Bowl and will certainly make the game one to remember! Roll a D6 on the Local Crowd table (see <a href="#">page 65</a> ) to determine an Attribute. |





## UNUSUAL PLAYING SURFACE

### D6 ATTRIBUTE

- 1 **Ankle-deep Water:** The pitch is flooded! Not just wet, it's actually flooded and lies under a good three inches of water! Every time a player Falls Over, apply a -1 modifier to the Armour roll.  
Additionally, whenever a Stunned player rolls over at the end of either teams' turn, roll a D6. On a roll of 1, lying face-down in the water has done them no favours, and they remain Stunned for another turn.
- 2 **Sloping Pitch:** The stadium is built on a serious incline. Good for one team, a nightmare for the other!  
At the start of the first drive, roll a D6:
  - On a roll of 4+, it is sloping down towards the kicking team's End Zone.
  - On a roll of 1-3, the pitch is sloping down towards the receiving team's End Zone.Whenever the ball bounces, do not use the Random Direction template; instead, use the Throw-in template, oriented so that the 3-4 points directly down the slope.  
Additionally, players can attempt to Rush one additional time, as long as it takes them closer to the End Zone at the bottom of the slope.  
After half-time, the pitch will slope the other way, representing the teams changing ends.
- 3 **Ice:** A violent sport on ice? It'll never catch on. Every time the ball bounces, it moves two squares in a direction determined by rolling a D8 and referring to the Random Direction template, rather than the usual 1.  
Additionally, whenever a player Falls Over or is Knocked Down, they will slide one square in a direction determined by rolling a D8 and referring to the Random Direction template. If they would slide into an occupied square, they do not move. If they slide off the pitch, they risk Injury by the crowd as normal. If they slide into a square occupied by the ball, the ball will bounce.  
Note that the players are assumed to have been issued with appropriate kit to traverse the ice – skates, snowshoes or enchanted cleats – so their movement is not affected.
- 4 **Astrogranite:** This artificial stone substitute was all the rage in the 2480s and some stadia still keep it for its extra-grippy surface (and the fact that it's always entertaining when players fall down!). Apply a +1 modifier to the Armour roll every time a player Falls Over or is Knocked Down whilst playing on astrogranite.  
In addition, if a player Falls Over whilst Rushing on astrogranite, roll a D6:
  - On a roll of 4+, the player remains Standing, but they cannot attempt to Rush again.
  - On a roll of 1-3, the player Falls Over as normal.
- 5 **Uneven Footing:** Covered in bumps and riddled with holes, the playing surface at this stadium is one big tripping hazard. All players suffer a -1 modifier to their MA for the duration of this game, to a minimum of MA3.  
However, players can attempt to Rush one extra square during their activation. This means most players can attempt to Rush three times, whilst players with the Sprint skill, for example, can attempt to Rush four times.
- 6 **Solid Stone:** Dwarf-owned and operated stadia started a trend for solid stone playing surfaces way back in the 2430s. Not only does a polished marble pitch look wonderful, but it is greatly entertaining! In recent years, quite a few stone stadia have been built above ground. Every time the ball bounces, it moves two squares in a direction determined by rolling a D8 and referring to the Random Direction template, rather than the usual one.  
In addition, apply a +1 modifier to the Armour roll every time a player Falls Over or is Knocked Down whilst playing on polished stone.





## ROUGH & READY STADIUM

### D6 ATTRIBUTE

- 1 **Apathetic Officials:** Whether they don't get paid enough, don't enjoy Blood Bowl or they are just being deliberately difficult, the officials at this particular Blood Bowl venue just don't seem all that interested. At the start of each half, each team gains a free Bribe Inducement. Note that, if a team does not use its free Bribe during the first half, it will start the second half with two free Bribes.
- 2 **Appalling Stands:** There aren't enough seats, there are nails sticking out of every surface and there's a weird smell coming from somewhere. There is a very real risk that the fans will start leaving and, even worse, asking for a refund! At the end of each drive, both coaches roll a D6 to determine if their fans have started leaving:
  - On a roll of 2+, the fans are willing to put up with the discomfort.
  - On a roll of 1, fans have started leaving and the team must reduce its Fan Factor by 1.Note that neither team's Fan Factor can fall below 0.
- 3 **Uncovered Trapdoors:** Either for budgetary reasons or just for the amusement of onlookers, the trapdoors on this pitch could more accurately be described as large, yawning holes in the ground. Every time any player enters a Trapdoor square (voluntarily or otherwise), the player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd.

If the ball ever comes to rest in a Trapdoor square, it will be enthusiastically thrown back out by a helpful groundskeeper. The ball immediately deviates from the Trapdoor square.
- 4 **Unclear Markings:** The pitch is little more than a rectangle of grass with a faded line roughly dividing it into two halves. When the kicking team sets up for a drive, they may choose to treat their Line of Scrimmage as being:
  - The normal Line of Scrimmage.
  - One row of squares further back into their own half.
  - One row of squares into the other team's half.This creates a temporary halfway line for this kick-off which the receiving team must adhere to when setting up their players, and which is used for the purposes of awarding a touchback.

In addition, the limit of two players per Wide Zone during set-up does not apply for either team.
- 5 **Desperate for Exposure:** The owners of this stadium aren't happy that the official status of their prized possession is 'Provincial Backwater'. Recently, they have begun a drive to improve their reputation and attract a better class of clientele. For this reason, the stadium owners are offering incentives for any teams willing to play there. During Step 1 of the post-game sequence, each team receives an additional D6 x 10,000 gold pieces in winnings (make one roll and apply the result to both teams' winnings).
- 6 **Poorly-built Dungeons:** Long ago, the RARG realised that sending off certain players didn't work, many a career cheat just kept sneaking back on! To combat this, the NAF introduced guidelines requiring every stadium to feature a secure dungeon where miscreants could be locked away until the final whistle. Not every stadium owner welcomed this expensive new legislation. Consequently, many dungeons aren't up to code, and the chances of keeping a player committed to dirty play under lock and key aren't great when the dungeon locks are unreliable and the bars are surprisingly far apart.

During Step 2 of the end of a drive sequence, each coach rolls a D6 for each of their players that have been Sent-off for any reason. On a roll of 5+, the player is returned to the Reserves box.



## LUXURY STADIUM

### D6 ATTRIBUTE

- 1 **Integrated Merchandise Stalls:** From team flags and noisemakers to giant, pointing fingers and woodcut portraits of popular players, this stadium sells it all. What's even better is the teams are entitled to a healthy cut of the profits, huzzah! During Step 1 of the post-game sequence, each team receives an additional D3 x 10,000 gold pieces in winnings (each coach rolls a D3 and applies the result to their team's winnings).
- 2 **Reputation for Spectacle:** This stadium is well-known for the spectacular games (and half-time shows) it hosts, and visiting teams can expect a sizeable allowance from the promoters to make the game more interesting. During Step 4 of the pre-game sequence, both coaches are awarded additional gold pieces in the form of petty cash to spend on Inducements for the game ahead. To determine how much, each coach rolls a D6. The results are then added together and multiplied by 10,000. Each team gains that many gold pieces in petty cash.
- 3 **Broadcast Studio:** Every game played at this stadium goes out live on one of the big networks. Every single one, even the rather rubbish ones. Unsurprisingly, the big names of the game are always happy to be seen running across the pitch or shouting from the sidelines at this stadium. During Step 4 of the pre-game sequence, Star Players, Mercenary Players, (In)Famous Coaching Staff, Named Wizards and Biased Referees can all be Induced for D3 x 10,000 gold pieces less than normal (to a minimum of 10,000 gold pieces). Roll separately for each Inducement you wish to hire to determine the discount being offered.
- 4 **On-site Apothecaries:** This stadium is so well-heeled that the teams are given top-notch, first-class medical assistance, often by trained medical professionals capable of giving them more than just a shave and a haircut! During Step 4 of the pre-game sequence, a team that can hire an apothecary is granted a free Wandering Apothecary Inducement.  
In the case of teams that are unable to hire an apothecary:
  - A team with the 'Masters of Undeath' special rule is granted a free Mortuary Assistant Inducement.
  - A team with the 'Favoured of Nurgle' special rule is granted a free Plague Doctor Inducement.
- 5 **Enclosed Pitch:** The pitch is surrounded by a high and sturdy wall, or is built into the very ground in the form of a pit. Spectators sit high above the pitch, looking down upon the action below. Players cannot be pushed into the crowd for any reason. Rather than being pushed into the crowd, a pushed back player is instead slammed with great force into the stadium wall and is Knocked Down in the square they occupy.  
In addition, the ball cannot bounce into the crowd (though a kick-off or Pass action can still cause the ball to deviate or scatter into the crowd). Instead of bouncing into the crowd and being thrown-in, the ball will bounce off a wall. Use the Throw-in template to determine the direction as normal, but rather than travel 2D6 squares, the ball bounces only one square away from the wall before coming to rest.  
Note that thrown players can land in the crowd as normal.
- 6 **Deluxe Seating:** The stands at this stadium have all the mod cons: heated seats, plentiful bars and even toilet facilities! The resultant good mood amongst the fans means the atmosphere is very jovial and, consequently, generates lots of support for the teams.  
During each start of drive sequence after the first, between Steps 2 and 3, each coach rolls a D3 and adds their team's current Dedicated Fans characteristic. If the result is higher than their team's Fan Factor for this game, their team gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost.





## LOCAL CROWD

### D6 ATTRIBUTE

- 1 Ale-fuelled Maniacs:** The local fans are a bunch of rabid nutters, and that's before they start drinking. At the start of each drive, before rolling on the Kick-off Event table, roll a D6. On a roll of 1 during the first half, or a roll of 1 or 2 during the second half, do not roll on the Kick-off Event table. Instead, roll another D6:
  - On a roll of 1, resolve a Get the Ref result.
  - On a roll of 2-3, resolve a Time-out result.
  - On a roll of 4-5, resolve an Officious Ref result.
  - On a roll of 6, resolve a Pitch Invasion result.
- 2 Boisterous Rabble:** The crowd today has come for a good time and is looking to get seriously involved in the game! The stadium's security staff are doing their best to prevent the fans storming the pitch, but woe betide any player daft enough to set foot in the stands! Each coach's Fan Factor is increased by 1. In addition, if a player is pushed into the crowd, apply a +1 to the Injury roll. Finally, if a Pitch Invasion result is rolled on the Kick-off Event table at any point, apply a +1 modifier to the D3 when determining how many players are affected.
- 3 Know-it-all Hecklers:** Everyone in this crowd seems to be an expert on the finer points of the rules of the game and their screamed corrections are doing nothing to improve the referee's temper. If a player commits a Foul which results in the victim of the action being removed from the pitch, but is not Sent-off for doing so, roll a D6:
  - On a roll of 4+, the referee ignores the crowd's indignation.
  - On a roll of 1-3, the referee hears the crowd's screamed indignation and the player is Sent-off.
- 4 Bunch of Pacifists:** The local crowd are much happier watching the violence than getting involved... the weirdos! If a Pitch Invasion result is rolled on the Kick-off table, roll again. In addition, if a player is pushed into the crowd, roll a D6:
  - On a roll of 4+, there is no risk of Injury by the Crowd and the player is placed in their team's Reserves box.
  - On a roll of 1-3, the player risks Injury by the Crowd as normal.
- 5 Fickle Fans:** Maybe this stadium gives away lots of free tickets because at least half of the crowd look like they've got places they'd rather be. At the end of each drive, roll a D6 to determine if the fans have started leaving:
  - On a roll of 2+, the fans are willing to stay for a little while longer.
  - On a roll of 1, fans have started leaving and both teams must reduce their Fan Factor by 1.Note that neither team's Fan Factor can fall below 0. In addition, if the ball leaves the pitch, it might take a while for someone to throw it back. Unless this is the final turn of the half, roll a D6:
  - On a roll of 4+, the ball is thrown back in as normal.
  - On a roll of 1-3, the ball is not thrown back in until the end of the next team turn.In either case, the ball is thrown in as normal from the last square it occupied before leaving the pitch.
- 6 Solemn and Silent:** An old sporting legend tells of the god, Kri-wiket, who forbade any noise other than polite applause at the day-long games played in his honour. The crowd at this stadium seems determined to follow his teachings! For the duration of this game, cheerleaders have no effect on Kick-off Event table results. In addition, if a player is pushed into the crowd, they do not risk Injury by the Crowd and can return to play at the start of their next team turn. When a player is returned to the pitch in this way, they are Placed Prone in a square that is both:
  - a. Adjacent to the Sideline.
  - b. As close as possible to the square they last occupied when pushed off the pitch.



## BECOMING RESIDENTS

If a team finds a stadium they like, they might petition the owners to take them on as a resident team. The benefits are obvious: a big billboard out front with their name on it, an inflated sense of self-importance, and most importantly, the ability to use the stadium's quirks to their advantage.

In league play, any team can attempt to strike a residency deal with the owners of a stadium they have just played in, as long as it has a special Attribute and if another team in the league doesn't already have a residency deal there. At the end of Step 1 of the post-game sequence, a coach that wishes to strike a residency deal should roll a D6 on the table below, applying the following modifiers:

- If the team won the game, apply a +1 modifier.
- If the team lost the game, apply a -1 modifier.
- If the team has an Ongoing Sponsorship, apply a +1 modifier (+2 if their Ongoing Sponsorship is a Major Sponsorship).
- If the team's Dedicated Fans characteristic is 4 or more, apply a +1 modifier.
- If the team's Dedicated Fans characteristic is 7 or more, apply a +2 modifier.

## RESIDENCY TABLE

### D6 RESULT

**5 or less *Rejected:*** The stadium owners aren't keen, and the deal is not made.

**6-8 *It'll Cost You:*** The stadium owners will let the team stick around... for a small donation. The deal is made, but all of the team's winnings from this game are forfeit. The team can choose to reject the offer and keep the winnings.

**9+ *Unconditional Offer:*** The owners are delighted by the team's offer, and the deal is made.

Should both teams wish, they may both attempt to strike a residency deal. Should this happen, the team that rolls the lowest has their offer automatically rejected, regardless of the actual result on the table above. In the case of a tie, both teams should roll on the table above again.



Once a team has struck a residency deal, its coach should both make a note of this on their Team Draft list and inform the league commissioner. The team's new home stadium should of course be given a name, and its special Attribute should be noted down. A team can only ever have one home stadium – however, they can cancel the contract at any time (for example, after playing at another stadium they prefer) by spending 50,000 gold pieces to cover the moving costs.

The league commissioner should keep a record of all the teams that have struck residency deals and the Attribute of their home stadia.

## BENEFITS OF RESIDENCY

Having a stadium to call home brings huge benefits, but just because a team has a home stadium, that doesn't mean they'll always play there – after all, no Blood Bowl player wants to give up a carefree life on the open road!

Before Step 1 of the pre-game sequence, before rolling on the Random Stadium table, check whether either team has a home stadium:

If one or both of the teams does, the coaches should each roll a D6, re-rolling ties. The winning coach then rolls on the Random Stadium table. If the result is 6-8, the game takes place at an average, regulation stadium as normal. Otherwise, the coach can choose to play at their home stadium (using its Attribute) instead of rolling on the Unusual Playing Surface, Rough & Ready Stadium, Luxury Stadium or Local Crowd table.

In a league, a team can only face each other team in its division in one league fixture per season at its home stadium; if they play against the same team again in the same season, they count as not having a home stadium.

When a team plays at their home stadium, they may apply a +1 modifier to the D3 roll when determining their Fan Factor for the game. In addition, it's understood that playing against a home team can be disadvantageous, so it's common to sweeten the deal for the away team. The opponent of a team that is playing at their home stadium gets an additional 50,000 gold pieces in petty cash for the purchase of inducements.

Finally, if a player from the home team is pushed into the crowd, roll a D6. On a roll of 5+, they are safeguarded by local fans. There is no risk of Injury by the Crowd and the player is placed directly into the Reserves box.



## LOSING RESIDENCY

When things take a turn for the worse, stadium owners have an incredible knack for finding loopholes in even the most well-worded residency contract and breaking off the deal. If a team with a home stadium loses a game (whether that game took place at the home stadium or elsewhere), they might lose their residency. Of course, if they can still draw a crowd, they've got a strong argument in their favour! Roll a D6 at the start of Step 4 of the post-game sequence. If the result is higher than the team's current Dedicated Fans characteristic, or is a natural 6, the team is booted out of the stadium and loses its residency – delete it from their roster. Otherwise, the team is allowed to stay. After rolling, the coach can sweeten the deal by spending gold from their Treasury – each 30,000 gold pieces spent deducts 1 from the result of the dice roll. A roll of 6 cannot be modified in this way.

## TAKING OWNERSHIP

For a successful team, owning their home stadium is a real mark of prestige and can even be a sound investment! A team with a residency can buy their home stadium during Step 4 of the post-game sequence, whether or not they played that game at their home stadium. The cost to buy a stadium is 250,000 gold pieces. If the team pays this amount, they should update their roster to show that they now own their home stadium. A team can only own one stadium at a time, and they cannot take up a residency at a different stadium while they own one – if they wish to do so, they must first sell up as described opposite.

When a team plays at a stadium they own and wins, their winnings are increased by  $D3 \times 10,000$  gold pieces. If they play at a stadium they own and lose, their winnings are decreased by  $D3 \times 10,000$  gold pieces.

Most importantly, a team that owns its home stadium is never at risk of losing its residency, no matter how many games it loses.



## PARTIAL PAYMENTS

Several banks, ever aware that Blood Bowl teams often struggle to save up enough money to buy a stadium, offer a regulated system to those who wish to purchase a piece of prime grassland surrounded by wooden stands. Instead of paying the full amount for a stadium, a team can spend 70,000 gold pieces during Step 4 of the post-game sequence. This puts 50,000 gold pieces into the team's Stadium Fund (the other 20,000 goes... elsewhere), which should be noted on the Team Draft list.

The team counts the gold in the Stadium Fund as a discount on the price of a stadium; for example, if a team has 100,000 gold pieces in their Stadium Fund, they could buy a stadium for 150,000 gold pieces. Teams cannot access the gold pieces in their Stadium Fund for any other reason, no matter how much they might want to, even if the team loses its residency. The only way for gold pieces to be removed from the fund is for the team to buy a stadium, at which point the fund is emptied.

Should a team lose its residency, the gold pieces in the fund are unaffected. Should the team strike a residency deal with another stadium, the gold pieces in the fund will become available should the team wish to buy that stadium.

## SELLING UP

At the start of Step 4 of the post-game sequence, a team that owns a stadium can choose to sell it, whether or not they played that game at the stadium. To make the sale, the team's coach rolls a D6 on the table below to see how successful the sale is:

### SELLING UP TABLE

D6	RESULT
1	<b>Swindled:</b> Through some very dodgy dealing indeed, a third party purchases the stadium for a pittance. The team no longer owns the stadium and receives $2D6 \times 10,000$ gold pieces.
2-5	<b>Sold at a Loss:</b> This is the normal way of things – after all, wear and tear on Blood Bowl stadia is rather excessive! The team no longer owns the stadium and receives 100,000 gold pieces plus an additional $2D6 \times 10,000$ gold pieces.
6	<b>Break Even!</b> Don't question how you did it, just be glad you did. The team no longer owns the stadium and receives 250,000 gold pieces.



## A LOAD OF BALLS



**T**he sacred book of Nuffle informs readers that to make a football, a pig's bladder should be carefully removed from the owning pig and inflated. In the earliest days of the modern game, this advice was followed closely, but it quickly became apparent that no matter how careful one attempts to be, the pig in question will always object. What's more, once the pig has raised an objection, it rapidly becomes extremely uncooperative! Reasoning that there was probably a better way, the nascent NAF began to fiddle with the design of its balls.

**O**ne early innovation was shelved at an early stage. The story goes that Roze-El was presented with a spherical ball by a young research acolyte by the name of Socheré. Supposedly, the Socheré ball was easier to handle and not given to such erratic bouncing, meaning it could be kicked with more precision and passed from player to player with greater ease. Roze-El quickly dismissed the notion, stating that, as far as he was concerned, all balls are ovoid, that spherical balls felt wrong and that no one would want to handle one, whereas ovoid balls were easy to carry. No one wanted the game to become one of kick-ball, the objective was to pick up, carry and pass the ball! Since that time, the design of a Blood Bowl ball has been greatly refined and standardised by both the NAF and the RARG. Today, players the world over can be assured that, when they grab a ball, it will be reassuringly ovoid.

Modern balls tend to follow the same basic construction; an inflated bladder (often synthetic) is encased in a stitched leather shell. This structure is, in turn, supported and strengthened by bands of metal, onto which are affixed sharp, inch-long spikes, the better to help with grip in the wet and to encourage bloodshed in the scrum.

Yet, in spite of standardisation by the sport's governing bodies, there still exist a great variety of balls in the world. Most races have their own preferences and prejudices when it comes to balls and, consequently, there are more types of ball in common use than one might think.



# UNUSUAL BLOOD BOWL BALLS

From live squigs, full of teeth and an unwillingness to play ball, to icons devoted to the Dark Gods, steeped in their fell power and utterly deadly to the touch, there is no limit to the things that have made their way onto the Blood Bowl pitch in place of a regulation ball. Sometimes, these ball-shaped objects are pressed into service out of necessity. At other times, they are used to deliberately gain an unfair advantage.

Coaches may wish to use the rules for unusual balls detailed on the following pages. The inclusion of these rules in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

## USING UNUSUAL BALLS

Once per game, after Step 1 but before Step 2 of the Start of Drive sequence when they are the kicking team, the coach can declare that they will use an unusual ball. There are two ways in which the attributes of the unusual ball can be determined:

- 1. Roll a D16 on the Unusual Ball Attributes table.
- 2. Select a single attribute from the Unusual Ball Attributes table.

During Step 2 of the Start of Drive sequence, the coach must nominate one player from their team to be the kicking player. If the roll on the Kick-off table is a double, the ref calls the kicking player out for their flagrant rules violation and they are immediately Sent-off as though they had committed a Foul (before resolving the Kick-off result). Note that even if the player is Sent-off, the special ball remains in play for this drive!

For the duration of the drive, the rules for the unusual ball in use apply. Aside from these rules, an unusual ball still counts as a normal ball in all respects. At the end of the drive, the unusual ball is removed by the referee and replaced with a normal ball during the next Start of Drive sequence.

## UNUSUAL BALL ATTRIBUTES TABLE

D16	ATTRIBUTE
1	Explodin' Ball
2	Daemonic Ball
3	Stacked Lunch Ball
4	Draconic Egg
5	Spiteful Sprite Ball
6	Master-hewn Ball
7	Extra Spiky Ball
8	Greedy Nurgling Ball
9	Ball of Dark Majesty
10	Shady Special Ball
11	Soulstone Ball
12	Frozen Ball
13	Sacred Egg Ball
14	Snotling Ball-suit
15	Limpin' Squig Ball
16	Warpstone Brazier Ball

## MULTIPLE BALLS

If a second ball ever comes into play for any reason (perhaps due to a Special Play card, for example), it is always a normal, regulation Blood Bowl ball. Things are quite mad enough on the Blood Bowl pitch without multiple unusual balls in play!

## DESIGNER'S NOTE – A BALL FOR EVERY RACE

Astute readers will notice that many of the balls described here tie in with the balls that come with certain teams, but that not all are covered. In truth, the various balls that come with the different teams fall into several broad types. This list is designed to cover all of those types in broad terms rather than every single ball, and even offers a couple of alternative uses for balls of a similar type. For example, both the Limpin' Squig (from the Orc team) and the Greedy Nurgling (from the Nurgle team) are examples of a 'creature'. But so too is the Snotling Ball-suit, the Spiteful Sprite Ball and the Skeletal Ball (from the Shambling Undead team). Should you wish, these rules and these models are fully interchangeable, it is simply more fun when naming a rule and writing the description to focus upon one specific ball, so that's what we've done! The intention of these rules is to provide fun ways to use all of the different balls that come with the various Blood Bowl teams.





## (1) EXPLODIN' BALL

*There's nothing subtle or clever about a ball stuffed with blasting charges and gunpowder, but Blood Bowl players have never been noted for their subtlety or cleverness.*

When the Explodin' Ball is placed, the coach of the kicking team places a marker – a spare ball is ideal – on any space on their Score tracker to represent the length of the fuse. At the end of each team turn, the coach of the kicking team rolls a D6:

- On a roll of 6, move the marker two spaces towards 0.
- On a roll of 2-5, move the marker one space towards 0.
- On a roll of 1, the fuse goes out, and the Explodin' Ball is treated as a regular ball from now on – however, the coach of the kicking team may spend a team re-roll to keep the fuse alight (the marker does not move this turn).

If the marker moves onto the 0 space, it is removed and the ball explodes! Should a drive end while the marker is still on the tracker, it is removed with no effect.

When the ball explodes, roll a D6 for each player in an adjacent square – they are Knocked Down on a roll of 4+. If they are already Prone or Stunned, make an Armour roll for them as though they had been Knocked Down. In addition, if a player was carrying the ball, they are Knocked Down automatically. Note that an Explodin' Ball will not prevent a touchdown being scored, but the roll should still be made at the end of the turn to see whether the ball blows up while the player is celebrating...

After the ball has exploded, and if the drive is still going, a replacement is thrown in by a sideline official. Place a regular ball in the square where the Explodin' Ball was. The replacement ball will scatter before landing.

## (2) DAEMONIC BALL

*In ages past, mighty champions of Chaos would bind foul Daemons into weapons of war, making hideous tools of destruction that would consume the souls of the fallen. These days, the weapons may have changed, but the horror of encountering a bound Daemon has not!*

Whenever a player attempts to pick up this ball, roll a D6:

- On a roll of 3+, the player attempts to pick up the Daemonic Ball as normal.
- On a roll of 1 or 2, they recoil in horror and refuse to even try. The ball will bounce once but no turnover is caused. If the ball bounces into an occupied square, that player will attempt to catch it as normal.

Additionally, when a player carrying the Daemonic Ball ends their movement, and if no Pass action has yet been made this team turn, roll a D6. On a roll of 1, the player must attempt to pass the ball to another player on their team if possible or to an empty square if no friendly players are in passing range.

Finally, whenever a Daemonic Ball comes to rest in an unoccupied square, roll a D6. On a roll of 6, the ball cracks, weakening the dark enchantment and allowing the bound Daemon to break free. For the remainder of this drive treat the ball as a normal, regulation Blood Bowl ball.





### (3) STACKED LUNCH BALL

*A Halfling's thoughts are never far away from food and they will interrupt almost any activity for a snack, including mealtime! Unfortunately, this obsession with food can lead to confusion on the Blood Bowl pitch. All too often, the game ball is left in the dugout when the player tasked with the kick-off forgets to put down whatever they are eating and pick up the ball. As a result, many games involving Halfling teams have become hard-fought battles for possession of a pie, a roast chicken, 12" sub or even a hot pasty. It must be said that when the game ball is edible, many players become a lot more possessive!*

As every good chef knows, any food dropped on the floor is fine provided it's picked up quickly! This is generally known as the 'five second rule' throughout the Old World. Consequently, there is an additional +1 modifier applied to any attempt made to pick up the Stacked Lunch Ball.

Additionally, when any player on the kicking team performs a Block action (on its own or as part of a Blitz action) and the target is in possession of the Stacked Lunch Ball, the active player is considered to have the Strip Ball skill.

Finally, should any player that is in possession of the Stacked Lunch ball score a touchdown, immediately after the touchdown is scored roll a D6:

- On a roll of 2+, a touchdown is scored as normal.
- On a roll of 1, the player is unable to contain their hunger and treats themselves to a mid-game snack. Unfortunately, such gluttony is instantly rewarded by terrible stomach ache and the player must miss the next drive (which serves them right for eating food that's been on the floor!).

### (4) DRACONIC EGG

*The inhabitants of the Old World have a long tradition of breeding many fabulous beasts. Where once such creatures were used to augment armies in times of war, today they are more commonly seen in the private menageries of wealthy nobles and retired Blood Bowl stars. Upon occasion, coaches looking for an advantage may procure the ready-to-hatch egg of a mighty draconic beast to sneak onto the pitch. Many an opposition player has lost a finger to a hatchling Hydra!*

At the start of any team turn in which a Draconic Egg Ball is on the ground, it will bounce once as the young creature inside attempts to hatch into the world. If the Draconic Egg Ball bounces into an occupied square, the player must attempt to catch it. If the player fails to catch it, or if the square is occupied by a Prone or Stunned player, the ball will bounce again.

Finally, should any player that is in possession of the Draconic Egg Ball score a touchdown, immediately after the touchdown is scored roll a D6:

- On a roll of 2+, a touchdown is scored as normal.
- On a roll of 1, the player's enthusiastic spiking of the ball into the End Zone has broken the egg and the creature inside bursts forth and savages them, causing the player to be immediately Knocked Down. When a player is Knocked Down in this way, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

### (5) SPITEFUL SPRITE BALL

*Athel Loren is a magical realm, home to all manner of forest spirits. Some are ancient and powerful, manifesting themselves as mighty Treemen or Treekin. Others are young and mischievous creatures that revel in tormenting others. Amongst the most troublesome are the diminutive Spites and Sprites; small faery-like creatures that swarm and buzz in huge numbers within the ancient forest. Often, such creatures are drawn to the excitement of the Blood Bowl pitch, and sometimes become fixated upon the ball, somewhat hampering play!*

At the start of any turn in which a Spiteful Sprite Ball is on the ground, it will bounce one square in a random direction as the Sprite attempts to make off with what it considers to be its new ball. If the Spiteful Sprite Ball bounces into an occupied square, the player must attempt to catch it but will suffer an additional -1 modifier as the Sprite attempts to fight them off. If the player fails to catch it, or if the square is occupied by a Prone or Stunned player, the ball will bounce again.

Additionally, when a player attempts to pick up the Spiteful Sprite ball, the Sprite will attempt to prevent them by scratching and biting. Apply an additional -1 modifier to any attempt made to pick up the Spiteful Sprite ball.

Finally, should the ball leave the pitch for any reason, the Sprite will escape with its prize. A replacement ball is used for the throw-in and these rules cease to apply.



## (6) MASTER-HEWN BALL

*What's wrong with a little ornamentation? Oh, it feels a little weightier than normal, does it? That must be the gemstones! This ball definitely isn't hewn from solid granite and encased in the finest gromril. Not at all!*

Every time the Master-hewn Ball deviates, it will move only D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template, rather than moving the usual D6 squares. Additionally, it does not scatter as a result of a 'Changing Weather' result on the Kick-off Event table.

When passing the Master-hewn Ball, Long bombs cannot be attempted, and the Hail Mary skill cannot be used. Should a player fail an attempt to catch the Master-hewn Ball following a Pass action (including attempting to catch a successful Interception), roll a D6 after the ball has bounced. If the roll is equal to or higher than the player's ST characteristic, or is a natural 6, the player is Knocked Down.

If after deviating or scattering the Master-hewn Ball lands in a square that is occupied by a Prone or Stunned player, an Armour roll is made against that player after the ball has bounced.

## (7) EXTRA SPIKY BALL

*It may be quite standard for Blood Bowl balls to have spikes, the better to help with grip (and because it's funny watching a player trying to throw a ball that's literally stuck to their palm), but some teams take things to the extreme! It is not uncommon to see spikes several inches longer than the regulations permit and far sharper. Catching such a thing is more a matter of luck than skill!*

When an Extra Spiky Ball lands in an unoccupied square, it will not bounce.

Additionally, when a player rolls a natural 1 when attempting to catch an Extra Spiky Ball (after re-rolls), make an unmodified Armour roll against that player:

- If the player's armour is not broken, they have caught the ball safely.
- If the player's armour is broken, they have not caught the ball well at all! The player becomes Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.

## (8) GREEDY NURGLING BALL

*Wherever the devotees of Nurgle travel, they are followed by hordes of precocious Nurglings. These diminutive Daemons are able to project themselves into the mortal realm in great numbers wherever the Plague Father's followers tread. For the most part, they content themselves with cavorting on the sidelines and in the dugouts, inspiring the players and entertaining the fans. Occasionally, however, one of them will mistake the ball for something edible!*

Whenever a player attempts to pick up this ball, roll a D6:

- On a roll of 3+, the player attempts to pick up the Greedy Nurgling Ball as normal.
- On a roll of 1 or 2, they recoil in horror and refuse to even try. The ball will bounce once but no turnover is caused. If the ball bounces into an occupied square, that player will attempt to catch it as normal.

At the start of any turn in which a Greedy Nurgling Ball is on the ground, it will bounce one square in a random direction as the Nurgling attempts to get away from the action. If the Greedy Nurgling Ball bounces into an occupied square, the player must attempt to catch it but will suffer an additional -1 modifier as the Nurgling attempts to fight them off. If the player fails to catch it, or if the square is occupied by a Prone or Stunned player, the ball will bounce again.

Finally, should any player begin their activation in possession of this ball, roll a D6. On a roll of 1 the Nurgling's enthusiastic struggles prove too distracting and the player must reduce their MA by 1 for the duration of this team turn as they squabble with an overfed Nurgling.





### **(9) BALL OF DARK MAJESTY**

*Chaotic teams will often use artefacts of power and icons of the Chaos gods as balls. Infused with baleful energies, such balls are hideous to behold and all but those with the strongest of wills can find themselves transfixed by a dark influence, losing their free will and succumbing to that of the will of the Chaos gods...*

Any player in possession of the Ball of Dark Majesty gains the Really Stupid trait. If they already have the Really Stupid trait, they are unaffected by the influence of the Dark Gods.

Note that as soon as a player that gained the Really Stupid trait as a result of being in possession of the Ball of Dark Majesty loses possession of the ball, for any reason, they lose the Really Stupid trait.

### **(10) SHADY SPECIAL BALL**

*The art of carefully deflating a ball by just the right amount to not get in trouble for cheating was pioneered by devious Goblin kicker, Grom Shady. It has become a common tactic for those who think subtle cheating is okay, especially when facing show-offs who love the passing game.*

When a player attempts to pass a Shady Special Ball, apply an additional -2 modifier to the Passing Ability test.

In addition, as there is very little chance of a referee proving that the sabotage was deliberate (and not the result of shoddy ball care), the kicker is not Sent-off for employing a Shady Special should a double be rolled when rolling on the Kick-off Event table.

### **(11) SOULSTONE BALL**

*This glittering example of Elven ball-craft is studded with magical gems capable of entrapping the souls of dead Elves so that they might continue to affect the game even after their death. A player carrying a ball that has yet to be invested in this manner takes on the fearful aspect of an avenging reaper of souls!*

When a player picks up or catches the Soulstone Ball, or starts their activation in possession of it, their coach can choose a Skill belonging to a player that is currently in their team's Casualty box – the player in possession of the ball immediately gains that Skill until the end of this team turn or until they are no longer in possession of the ball. Mutation skills and traits may not be chosen.

If there are no players currently in their team's Casualty box, the player cannot gain a Skill and instead gains the Foul Appearance skill.

### **(12) FROZEN BALL**

*Ice is a common commodity in many parts of the Old World (it is right up there with rain in terms of popularity). Indeed, parts of the world are buried under glacial ice many thousands of years old. The ice mined from the heart of such glaciers is so cold that, according to legend, it will never melt! This isn't true, but it is very durable stuff. Ancient ice mined from the heart of glaciers is a popular material for ball construction, but it is not without its risks to use, as prolonged exposure can render the flesh utterly numb!*

If at the start of either team's turn the Frozen Ball is in the possession of a player, that player's coach must roll a D6. On a roll of 1, the icy cold touch of the ball has deadened the player's fingers (or tentacles, or whatever the case may be) and they are no longer able to grip the ball. The ball is dropped and will bounce. This does not cause a Turnover.





### (13) SACRED EGG BALL

*Millennia ago, a new god arose in the pantheon of Lustria: Sotek the Serpent. His arrival came as quite a surprise to the Slann Mage-priests, putting something of a dent in their pride as they had previously believed themselves to be quite well-informed about the identity of the world's various deities. Sotek's birth was heralded by the appearance of a twin-tailed comet in the heavens, and his presence proved most invigorating to the denizens of Lustria. Today, many consider snakes to be holy messengers of Sotek, and it is not uncommon for snake eggs to be used as balls in the hope of attracting Sotek's blessing.*

If, at the start of any of the receiving team's turns, the Sacred Egg Ball is in the possession of a player that belongs to the receiving team, the coach of the receiving team must roll a D6. On a roll of 1, the player suddenly and unwantonly finds themselves the focus of Sotek's divine attention. The strange sensation of being engulfed within the coils of a gigantic, constricting serpent becomes quite unbearable and the player becomes overwhelmed by a desperate urge to be rid of the ball before they are crushed and consumed by the spirit of mighty Sotek. The ball is dropped immediately, causing it to bounce. Note that this does not cause a Turnover. Once the ball has come to rest, the receiving team's turn continues.



### (14) SNOTLING BALL-SUIT

*Stuffing a Snotling into a crude approximation of a ball and instructing them to run for the other end zone is one of the most ludicrous (and entertaining) ways in which a team can cheat. It's also surprisingly common!*

During each of their team turns, the coach of the kicking team can activate the ball to perform a Move action as if it were a player on their team! If, when activated, the ball is in the possession of a player on the receiving team, it must first try to escape. The coach of the receiving team makes an Agility test for the player in possession of the ball, applying a +1 modifier. If this test is passed, they keep possession of the ball, and it cannot perform an action this turn. Otherwise, it bounces once, using up one square of its MA, and can then carry on moving.

The ball has an MA equal to the roll of a D3 (rolled each time the ball is activated) and it can never Rush. For each square the ball moves, the coach of the kicking team places the Throw-in template over it, facing towards either End Zone or either Sideline as they wish. Then they roll a D6 and move the ball one square in the indicated direction; the ball automatically passes any Agility tests it may be required to make in order to Dodge, regardless of any modifiers. Repeat this process for each and every square the ball moves. If this movement takes the ball off the pitch, it is thrown back on as normal and its move ends.

If the ball moves into a square that is occupied by a standing player, that player must attempt to catch it, as though it were a bouncing ball.

It should go without saying, but here it is – a Snotling Ball-suit cannot score a touchdown by itself, it must be in the possession of a player!

### (15) LIMPIN' SQUIG BALL

*Squigs seem to enjoy Blood Bowl. Or so people say, in truth it's very hard to tell what squigs enjoy! They have long been used as balls in the Orc leagues, but that in itself isn't evidence of enjoyment of the game. A recent innovation is to tie one of their legs behind their back to stop them running away so easily, but this just makes them more bitey!*

At the start of each team's turn, the Limpin' Squig Ball will make a break for freedom. If the ball is in the possession of a player, roll a D6:

- On a roll of 2+, the player proves quite an adept squig handler and keeps a tight hold on the beast.
- On a roll of 1, the squig breaks free and bounces once. Note that this does not cause a Turnover.

If the Limpin' Squig Ball is not in the possession of a player at the start of a team turn, it will try to hop away, bouncing D3 times. If it bounces into a square occupied by a Standing player that has not lost their Tackle Zone and they fail to catch it, it bounces normally, disregarding the D3 roll.

Additionally, should any player score a touchdown with the Limpin' Squig Ball, roll a D6. On a roll of 1, the squig sinks its yellowed fangs into the player's hand. For the remainder of this game, the player that scored the touchdown must reduce their Agility characteristic by 1.



## (16) WARPSTONE BRAZIER BALL

Filled with chunks of raw, steaming warpstone, there's no way this 'ball' could be mistaken for one that meets regulations. But make no mistake, when the Skaven cheat, they don't muck about. Deflated balls and biting beasties are amateur stuff – what you really want is a ball that will turn anyone daft enough to touch it into a writhing mass of tentacles. That'll stop 'em touching it!

Whenever a player rolls a natural 1 when attempting to pick up, catch or intercept a Warpstone Brazier Ball (after re-rolls), the player finds their physical form temporarily warped! Roll a D6 on the table opposite to see what happens – if a player is granted a Skill or Trait they already have, this roll has no additional effect. The effects of the Warpstone Brazier Ball last until the end of the drive, or until the player is (un)lucky enough to roll again on the table opposite:

### D6 EFFECT

- 1 **Spontaneous Combustion:** The player is immediately Knocked Down. You may modify either the Armour roll or Injury roll by +1.
- 2 **Temporal Instability:** The player moves out of phase with reality, gaining the No Hands trait.
- 3 **Shrunken Head:** The only thing worse than a tiny head is the realisation that your helmet no longer fits. The player gains the Bone Head trait.
- 4 **Massively Obese:** The player expands in size until they are a hulking mass of flesh. The player's MA is reduced by 1, to a minimum of 1, and their AV is improved by 1, to a maximum of 11+.
- 5 **Leprous Flesh:** Skin and flesh hang from the player in sickening folds. The player gains the Foul Appearance skill.
- 6 **Thorny Carapace:** The player's body sprouts a thick, spiked shell. The player gains the Iron Hard Skin skill and their AV is improved by 1, to a maximum of 11+.





# NEW WEATHER TABLES

**B**lood Bowl players are made from some pretty stern stuff and rarely do they let such trivial concerns as a bit of inclement weather stop them from taking to the pitch. Rain or shine, sleet or tornado, no matter the time of the year, excited fans are sure to find a game worth watching!

If both coaches agree, they can use one of the following tables in place of the Weather table in the *Blood Bowl* rulebook for the duration of the game. This is ideal for representing those games played at different times of the year and in different seasons, as well as those played in more extreme environments, such as the sweltering heat of the Badlands, or in the frozen chill of Norsca.

A league commissioner may also decide that an entire league season is being held at a particular time of year, or in a specific, and perhaps less hospitable, part of the world. In such cases, all games played during that league season can use one of the following tables as determined by the league commissioner to represent the overriding conditions.

If these tables are in use, any other rules that refer to the Weather table (for example, the Changing Weather result on the Kick-off Event table) refer automatically to the table that is in use, rather than the standard table in the *Blood Bowl* rulebook.

## SPRING WEATHER TABLE

With the cold months of winter a rapidly-receding memory, spring has well and truly sprung! Blood Bowl teams the world over are taking to the pitch once more, whilst the fans flock back to the bleachers in their droves. What a wonderful time of year!

## SPRING WEATHER TABLE

### 2D6 RESULT

- 2 Morning Dew:** The pitch is dew-covered from the cold of night, making everything a little slippery. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, apply a -1 modifier every time a player makes an Agility test to pick up the ball.
- 3 Blossoming Flowers:** The flowers are blooming, the tree sap is pumping and the pollen count is high, forcing the hay fever-afflicted referee to seek shelter indoors. Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.
- 4-10 Perfect Conditions (well, almost):** It's not quite warm but then again, it's not quite cold – ideal weather for a game of Blood Bowl!
- 11 Misty Morning:** A haze of thick mist has descended upon the pitch, greatly reducing visibility. Players can move only a maximum of six squares, although they may still Rush as normal. Additionally, only Quick and Short pass actions can be performed.
- 12 High Winds:** The winds are whistling through the stadium and the players can barely hear each other. Roll a D6 each time a player on your team wishes to use a team re-roll. On a roll of 2+, you may use a team re-roll as normal. On a 1, a team re-roll cannot be used.





## SUMMER WEATHER TABLE

Summer is well and truly here! The days are long, the sky blue, and absolutely everyone wants nothing more than to spend the long, hot afternoons watching a game and catching some rays! Well, some of the players aren't so keen; it is far too hot for running around!

## SUMMER WEATHER TABLE

### 2D6 RESULT

- 2 *Sweltering Heat:*** Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.
- 3 *Melting Astrogranite:*** It's not just the players that are affected by the hot weather – even the pitch is melting! It might be the heat, or it might be the sticky footing, but the players are certainly struggling to move! The number of squares a player can attempt to Rush is reduced by one (to a minimum of one).
- 4-10 *Perfect Conditions (well, almost):*** It's still hot, but not as hot as it has been lately! A (tolerably) warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.
- 11 *Blinding Rays:*** No cloud cover in the clear, blue skies and the relentless glare of the sun leaves the players squinting and shading their eyes. Apply a -1 modifier every time a player tests against their Passing Ability. Additionally, only Quick and Short pass actions can be performed.
- 12 *Monsoon:*** A sudden burst of torrential rain and high winds hits the pitch, making the ball slippery and erratic. Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass. Additionally, when the ball scatters, it moves from the square in which it was placed four times before landing, rather than the usual three.

## AUTUMN WEATHER TABLE

The year continues to turn, the days are shortening and there is a chill in the air! The players love this time of year; the unbearable heat is gone and the fallen leaves soften their frequent falls. The fans too enjoy the crisp air, if not the bitterly cold winds!

## AUTUMN WEATHER TABLE

### 2D6 RESULT

- 2 *Leaf-strewn Pitch:*** Huge drifts of leaves have piled up at regular intervals across the pitch. It looks terrible, but they're soft to land on! When a player Falls Over or is Knocked Down, the coach of the opposing team must apply a -1 modifier when making an Armour roll against them.
- 3 *Autumnal Chill:*** Winter is fast approaching and players are reluctant to leave the comfortable warmth of the dugout. During the End of Drive sequence, apply a -1 modifier when rolling to see if a player recovers from being KO'd.
- 4-10 *Perfect Conditions (well, almost):*** It's not quite warm, but then again it's not quite cold – ideal Blood Bowl weather! A pleasant autumn afternoon provides perfect conditions for Blood Bowl.
- 11 *Pouring Rain:*** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
- 12 *Strong Winds:*** If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:

### D8 Wind Direction

- 1-2** Towards the kicking team's End Zone.
- 3-4** Towards the receiving team's End Zone.
- 5-6** Towards the Sideline to the left of the kicking team.
- 7-8** Towards the Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template.

Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.





### WINTER WEATHER TABLE

Winter is well and truly settled upon the land. The days are short and the nights long. Deep snow covers the pitch and continues to fall heavily from the leaden sky. Some dedicated fans would describe it as a 'winter wonderland', but most are at home, watching the magic mirror!

### WINTER WEATHER TABLE

#### 2D6 RESULT

- 2 Cold Winds:** The fans are shivering in the stands as a viciously cold wind blows steadily down the pitch. Apply a -1 modifier every time a player tests against their Passing Ability. Players also find it harder to get motivated and get back on the pitch. Additionally, during Step 2 of the End of Drive sequence, apply a -1 modifier when rolling to see if any player in the Knocked-out box recovers.
- 3 Freezing:** A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). When a player Falls Over or is Knocked Down, the coach of the opposing team must apply a +1 modifier when making an Armour roll against them.
- 4-10 Perfect Conditions (well, almost):** It's rather chilly and it's threatening to rain (or snow), but considering the time of year, the conditions are almost perfect for Blood Bowl.
- 11 Heavy Snow:** The snow is several feet deep, making it very difficult indeed to run up and punch someone! When a player performs a Block action as part of a Blitz action (but not on its own), their Strength characteristic is reduced by 1 when comparing their Strength against the Strength of the target of the Block action.
- 12 Blizzard:** Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

### SUBTERRANEAN WEATHER TABLE

Whilst the weather outside is frightful, the average underground stadium is no better! Playing underground often seems like a good idea, but it rarely ever is; the roof is too low, the footing too treacherous, and there's the constant threat of earthquakes and cave-ins!

### SUBTERRANEAN WEATHER TABLE

#### 2D6 RESULT

- 2 Bubbling up from Below:** The players are aghast as viscous liquid begins to seep up from below. Whether this is a natural phenomenon, the result of sabotage or a dire warning that stadia have no place being built above sewage pipes, it's definitely not pleasant. All players on the pitch subtract 1 from their MA.
- 3 Gloomy:** The torches are in need of replacing, and the shadows are growing long. All Long pass and Long bomb Pass actions suffer an additional -1 modifier. Additionally, when a player attempts to Rush for a second or subsequent time during their activation, apply an additional -1 modifier.
- 4-10 Perfect Conditions (well, almost):** The light of the sun might be missing, but the conditions are almost perfect for Blood Bowl.
- 11 Thermal Geysers:** Vapour begins to whistle up from cracks in the ground, followed by forceful gouts of roiling steam. If a player on your team Falls Over or is Knocked Down, roll a D6. On a roll of 1, they crack open a thermal geyser. That player is immediately catapulted through the air. Immediately treat that player as being thrown (as if they had the Right Stuff trait) by another player (with the Throw Team-mate trait), and treat the quality of the throw as terrible.
- 12 Seismic Activity:** "Uh oh... was that a tremor?" Roll a D6 at the end of each team turn, adding 1 to the result for each player on the pitch with a Strength of 5 or more. On a roll of 6+, rocks tumble down from up above. Both coaches roll off. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. That player is struck by a falling rock and Knocked Down. If the roll-off results in a tie, do not roll again. Instead, both coaches must randomly select a player to be struck by a falling rock.



## PRIMORDIAL RAINFOREST WEATHER

The tropical jungles of the world are hot, humid and deeply hostile environments! The heat is ever-present and utterly exhausting for all but the fittest of players. But it's not just the heat that teams must contend with. The rain is almost constant, a near-continual deluge that can flood a stadium in mere moments!

### PRIMORDIAL RAINFOREST WEATHER TABLE

#### 2D6 RESULT

- 2** ***Praise the Sun Gods:*** The sun beats down upon the jungle canopy, turning the air below into a furnace and turning the ground to rock! If a player Falls Over whilst Rushing, apply a +1 modifier to the Armour roll. Additionally, apply all of the Heat Wave weather condition rules as well.
- 3** ***Heat Wave:*** A glorious day, but as the heat begins to rise, it becomes harder for players to push themselves. Apply a -1 modifier every time a player attempts to Rush an extra square. Players also find it harder to get motivated and get back on the pitch. Additionally, during Step 2 of the End of Drive sequence, apply a -1 modifier when rolling to see if any player in the Knocked-out box recovers.
- 4-10** ***Perfect Conditions (well, almost):*** It's muggy and the mosquitos are out, but otherwise it's perfect Blood Bowl weather.
- 11** ***Jungle Showers:*** It's raining those big, fat jungle raindrops, making the ball slippery and difficult to hold. Apply a -1 modifier every time a player makes an Agility test to pick up or catch the ball, or whenever a player attempts to interfere with a pass.
- 12** ***Tropical Monsoon:*** Sheets of rain pour through the tree canopy creating a wall of water, the ground becomes boggy and visibility is severely reduced. While the monsoon persists, only Quick pass or Short pass actions can be attempted and the number of squares a player can attempt to Rush is reduced by one (to a minimum of 1).

**“There! Mark that one down!  
In the third minute of the second half,  
player number 8, Ugar Rancid of  
the Orcland Raiders, did wilfully  
and without hesitation engage in  
an illegally – shockingly, if you will  
– high block against his opposite  
number, Grumli Boriksson.  
The irascible fiend!”**

*Bronur Steel-eye, assistant coach,  
the Grudge Bearers*





## GRAVEYARD WEATHER TABLE

From the desolate Howling Hills to the rural backwaters of Sylvania, the world is full of many eerie places and spooky stadia. As if it wasn't bad enough to have to play a game on a pitch covered in gravestones, matters get worse when the weather gets... atmospheric!

## GRAVEYARD WEATHER TABLE

### 2D6 RESULT

- 2 *Angry Locals:*** An angry mob of locals has arrived at the stadium looking for the town Necromancer. Unable to find the fiend, they decide he's disguised himself as one of the players! Both coaches roll off. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. That player is immediately removed from the pitch and placed in the Reserves box, where they will hide until the end of the game, or until this weather condition is replaced by another.  
If the roll-off results in a tie, do not roll again. Instead, both coaches must randomly select a player to hide from the locals.  
If this weather condition is rolled again, this process is repeated; the locals are nothing if not generous in their misplaced suspicion of the players!
- 3 *Fog:*** A real pea-souper has descended, reducing visibility to almost nothing! While the fog persists, only Quick pass or Short pass actions can be attempted and the number of squares a player can attempt to Rush is reduced by one (to a minimum of 1).  
Additionally, the referee is far less likely to spot any foul play that occurs. Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.
- 4-10 *Perfect Conditions (well, almost):*** It's a bit gloomy, and there's a strong suggestion of faint voices whispering too quietly to be heard, but otherwise it's perfect Blood Bowl weather.
- 11 *Pouring Rain:*** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
- 12 *Lightning:*** Thunder rumbles and the night sky is lit up by regular lightning strikes. At the end of every team turn, roll a D6. On a roll of 1, a single randomly selected player on the active team is struck by lightning and immediately Knocked Down. When a player is Knocked Down by lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.





## DESOLATE WASTELAND WEATHER TABLE

From the Badlands to the Border Princes, much of the world consists of trackless wilderness and desolate, inhospitable places where the hostile land is cheap to acquire. Perfect for building a Blood Bowl stadium on! True, there might be earthquakes and volcanoes, but if the price is right...

## DESOLATE WASTELAND WEATHER TABLE

### 2D6 RESULT

- 2 Tremors:** The ground is constantly shaking and shuddering. At the end of every team turn, roll a D6 for each Standing player on the active team that is currently on the pitch. On a roll of 1, that player loses their balance and is Placed Prone.
- 3 Pouring Rain:** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
- 4-10 Perfect Conditions (well, almost):** It's not quite warm but then again, it's not quite cold – ideal weather for a game of Blood Bowl!
- 11 Lava Bombs:** A local volcano is erupting a bit, causing lumps of volcanic rock to rain down for miles around. Whilst this weather condition is in effect, all players are considered to have the Bone Head trait – representing them constantly looking skyward to avoid being struck by unexpected lumps of falling rock.
- 12 Strong Winds:** If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:

### D8 Wind Direction

- 1-2** Towards the kicking team's End Zone.
- 3-4** Towards the receiving team's End Zone.
- 5-6** Towards the Sideline to the left of the kicking team.
- 7-8** Towards the Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template.

Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

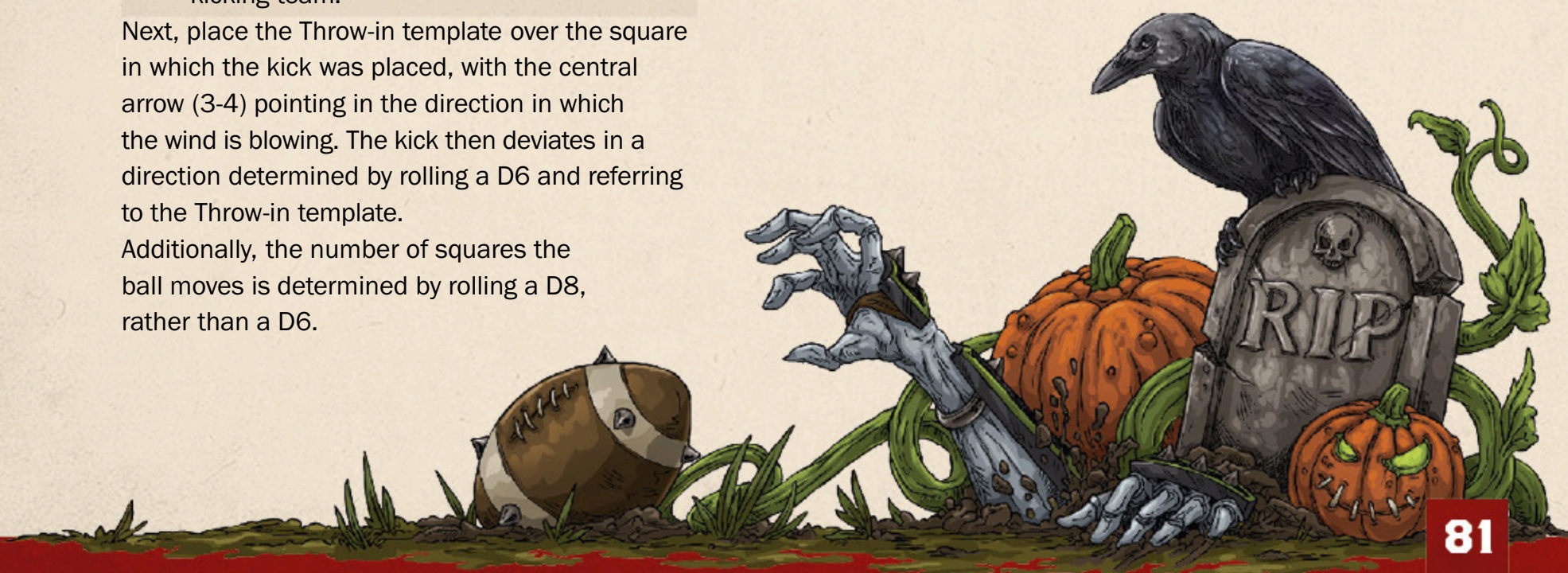
## MOUNTAINOUS WEATHER TABLE

Up in the high peaks, the air is clear and the sun is bright, the perfect location to play some Blood Bowl, right? Wrong! Assuming some flat ground can be found, the wind blows a constant gale, the sun is blinding, and sudden snow and ice storms strike without warning! Oh well, we're here now...

## MOUNTAINOUS WEATHER TABLE

### 2D6 RESULT

- 2 Gale Force Winds:** The wind is unbelievably strong, making passing play impossible and even affecting the kick-off! Whilst this weather condition is in effect, ignore Step 2 of the Start of Drive sequence – it is not possible for a kick-off to be resolved and a touchback is automatically caused instead. Additionally, whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.
- 3 Very Sunny:** A glorious day, but the clear skies and bright sunlight interfere with the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.
- 4-10 Perfect Conditions (well, almost):** It's rather chilly and it's threatening to rain (or snow), but considering the time of year, the conditions are almost perfect for Blood Bowl.
- 11 Blizzard:** Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.
- 12 Ice Storm:** It is extremely cold, so cold in fact that it is raining literal lumps of ice! The ice on the pitch is so treacherous that none of the players are willing to hurry, no matter how much their coach shouts! Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, all players on the pitch subtract 1 from their MA.





## COASTAL WEATHER TABLE

It's lovely by the coast at this time of year; miles and miles of golden beaches, secluded bays, picturesque little seaside towns. But the weather can change in the blink of an eye, one moment it's calm and serene, the next moment the rain is literally sheeting down!

## COASTAL WEATHER TABLE

### 2D6 RESULT

**2 Gale Force Winds:** The wind is unbelievably strong, making passing play impossible and even affecting the kick-off! Whilst this weather condition is in effect, ignore Step 2 of the Start of Drive sequence – it is not possible for a kick-off to be resolved and a Touchback is automatically caused instead. Additionally, whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.

**3 Strong Winds:** If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:

#### D8 Wind Direction

**1-2** Towards the kicking team's End Zone.

**3-4** Towards the receiving team's End Zone.

**5-6** Towards the Sideline to the left of the kicking team.

**7-8** Towards the Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template.

Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

**4-10 Perfect Conditions (well, almost):** Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.

**11 Torrential Rain:** A torrential downpour is making the ball slippery and difficult to hold. Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass. Additionally, the poor visibility means that only Quick and Short passes can be attempted. Finally, all players on the pitch subtract 1 from their MA.

However, such extreme downpours seldom last long. During the End of Drive sequence, after Step 2 but before Step 3, roll again on the Weather table.

**12 Blizzard:** Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.





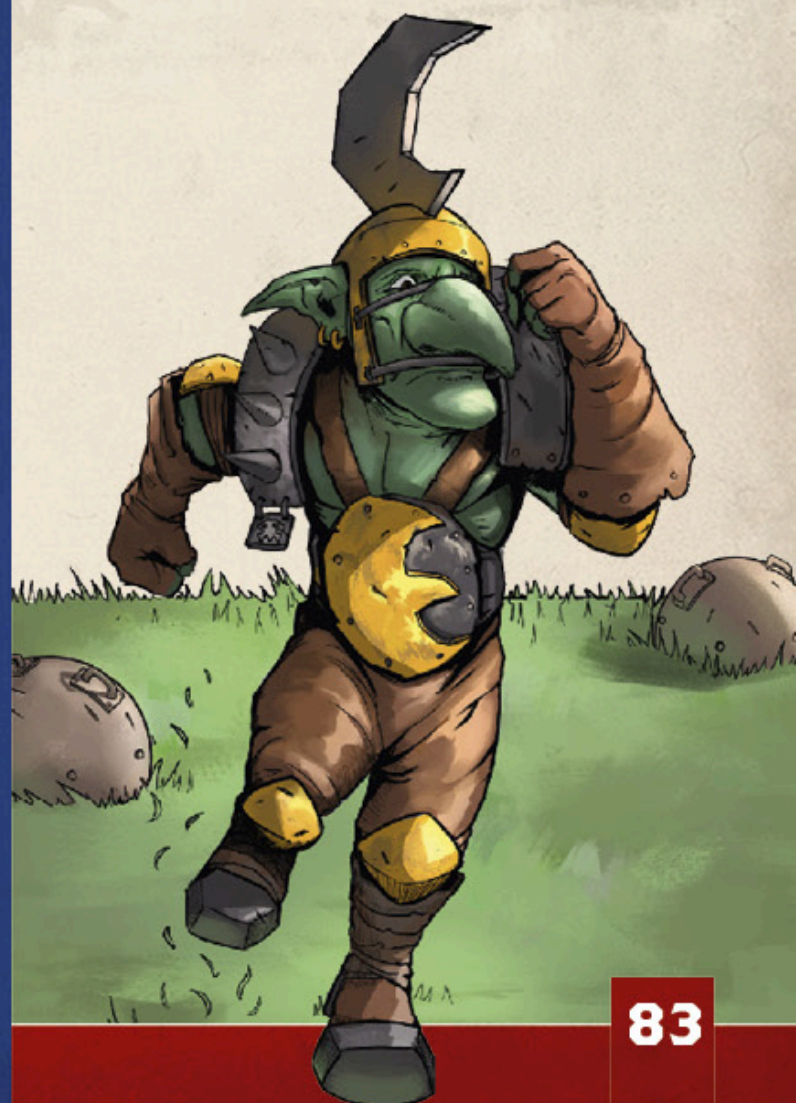
## DESERT WEATHER TABLE

From the dusty shores of Araby to the endless expanses of the Land of the Dead, much of the world is covered by great deserts. These trackless expanses are often not the most welcoming of environments, but they are very common, and if nothing else, very flat!

## DESERT WEATHER TABLE

### 2D6 RESULT

- 2** **Sweltering Heat:** Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.
- 3** **Very Sunny:** A glorious day, but the clear skies and bright sunlight interfere with the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.
- 4-10** **Perfect Conditions (well, almost):** It's still hot, but it is bearable! Hot and dry but with a sufficient breeze to take the edge off makes for ideal Blood Bowl conditions.
- 11** **Strong Winds:** If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:
- D8 Wind Direction**
- 1-2** Towards the kicking team's End Zone.
  - 3-4** Towards the receiving team's End Zone.
  - 5-6** Towards the Sideline to the left of the kicking team.
  - 7-8** Towards the Sideline to the right of the kicking team.
- Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template. Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.
- 12** **Sandstorm:** The shifting sands have been stirred up into a violent sandstorm and visibility is severely affected. Whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed, and no player can attempt to Rush. Additionally, the referee has retreated indoors and isn't bothering to even pretend they're keeping an eye on the action! Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.





# MATCH EVENTS

**M**atch Events are a great way to add some unexpected situations to Blood Bowl games. Unlike Special Play cards, they are triggered at random during the match, and neither coach knows which Match Event will be triggered until it comes into play.

Match Events are not recommended for events such as tournaments, or during the play-off season of a league, as they can greatly unbalance the action in favour of one team over the other. As with any other optional rule, they should only be used if both players agree that they should be. In league play, the league commissioner should decide whether Match Events are in use; adding them will bring a lot of fun and flavour, but they can make games unpredictable. In other words, some coaches will love them, others might not! The best way to find out is to try out a few games with Match Events and see for yourself.

## USING MATCH EVENTS

**I**f Match Events are in use, each coach should roll a D16 at the start of each of their team turns, after moving their turn marker but before any player is activated. On the roll of a 1, something unexpected has happened and a Match Event is triggered. The coach of the active team immediately rolls a D8, and the coach of the inactive team rolls a D6. Both then consult the table below to see which of the Match Events has been triggered.

Once a Match Event has been triggered, it comes into effect immediately. After a Match Event has been triggered, there will not be another during the current half and there is no further need to roll a D16 at the start of each team turn for the remainder of the current half. If there is still a second half to play, both coaches should resume rolling a D16 at the start of each of their team turns during the second half. If the game goes into extra time, Match Events no longer apply.

### MATCH EVENTS TABLE

D8	D6	MATCH EVENT
1-2	1	*Pop*
	2	Enthusiastic Apothecary
	3	Dodgy Trapdoor
	4	Moment of Glory
	5	Feud!
	6	Weather Magic
3-4	1	Wish Daemon
	2	Distracted Ref
	3	Magical Interference
	4	Streaker on the Pitch
	5	Dreadful Stench
	6	Tumbling Timber
5-6	1	Tizcan Wave
	2	Abusive Fans
	3	Amnesty
	4	Enchanted Ball
	5	Burning Barrel
	6	Commercial Endorsement
7-8	1	Sprinkler Malfunction
	2	Whiteout
	3	Appeal for Silence
	4	Camra Crash
	5	Pelted with Projectiles
	6	Total Darkness





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**(1-2, 1) \*POP\***

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*With a loud bang, the ball bursts! The rules are a little unclear on what's meant to happen in this scenario, but the ref is happy to let play continue for now and see what the players make of this unusual development!*

If the ball is not in the possession of a player, it is immediately removed from play and a marker placed in the square it was within. If the ball is in the possession of a player, that player is immediately placed Prone (it was a startlingly loud pop!), after which the ball will bounce until it comes to rest in an unoccupied square (a popped ball cannot be caught by any player). It is then removed from play and a marker placed in the square in which it came to rest.

After the popped ball has been removed from play, a replacement will not be made available until the referee has finished enjoying the antics. The coach of the active team rolls a D6 after each player has completed their activation, even if their activation ended with a Turnover. On a roll of 6, the referee tires of the display and a new ball is thrown onto the pitch. A new ball is placed on the pitch, in the square that contains the marker, and will immediately deviate from that square before landing.

Note that, until a 6 is rolled upon completing a player's activation, there will be no ball in play. This terrible predicament may continue indefinitely unless a 6 can be rolled (much to the amusement of the referee). However, at the end of the half, this Match Event ceases to apply and, at the start of the next half, a ball is made available to the players as usual.

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**(1-2, 2) ENTHUSIASTIC APOTHECARY**

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*There's a new apothecary in town, and they're keen to show off their talents at the local Blood Bowl stadium in the hope of getting some lucrative work. They may not be any good but, if they're free, the coaches are willing to give them a chance!*

The next time an Injury roll is made against a player from either team, and if the result is 8-9, KO'd or 10+, Casualty!, the Enthusiastic Apothecary will rush forward to help that player. Roll a D6. On a roll of 4+, change the result of the Injury roll to 2-7, Stunned.

Note that, if the next time a roll is made on the Injury table against a player from either team the result is a 2-7, Stunned, this Match Event expires without effect.

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**(1-2, 3) DODGY TRAPDOOR**

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*One of the trapdoors leading to the dungeon under the pitch has got a loose latch, and has swung open without warning! This could pose quite a hazard to the players, but no one seems concerned enough to halt play whilst it is fixed.*

Randomly select one of the two trapdoors on the pitch. Until the end of this drive, every time any player enters that Trapdoor square, for any reason, the trapdoor falls open and the player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd. If the player was in possession of the ball, or should the ball come to rest in the Trapdoor square, it will be thrown back out by a helpful groundskeeper and deviates from the Trapdoor square.

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**(1-2, 4) MOMENT OF GLORY**

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*One of the players has decided that this is their time to shine; they're playing for fame, glory and a place in the annals of sports history, and nothing is going to get in their way! It's exactly this sort of behaviour that makes the blooper reels so entertaining!*

Randomly select a player on the active team that is currently on the pitch. If that player is the first to be activated this team turn, they may re-roll a single dice rolled during their activation (this may be a dice rolled as a single dice, as part of a multiple dice roll, or as part of a dice pool). This re-roll may be used on its own, in conjunction with a Skill re-roll, or in conjunction with a team re-roll. Note, however, that a dice can never be re-rolled more than once, regardless of the source of the re-roll.

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**(1-2, 5) FEUD!**

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*It turns out there's been a long-standing animosity between two opposing players. This has been well publicised in the gossip columns of late, with many promises of violence and settling scores. With the pair facing one another across the line of scrimmage, it looks like today is the day!*

Randomly select one player on each team that is currently on the pitch. If at any point during the remainder of this game, one of those players selected performs a Block action (on its own or as part of a Blitz) that targets the other selected player, the player performing the Block may apply a +2 modifier to their Strength characteristic, and gains the Mighty Blow (+1) skill. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits. This Match Event remains in effect for the duration of this game.



### (1-2, 6) WEATHER MAGIC

*A Wizard, powerful in the mystical arts of meteorology, is present somewhere in the crowd of cheering fans. So far, they've resisted the urge to interfere with the game, but sooner or later they're bound to start meddling; it's just what Wizards do!*

Each coach rolls a D6 and adds their Fan Factor, re-rolling ties. The coach who rolls the highest can change the current weather conditions as they wish, choosing any result on the Weather table and applying those conditions immediately. Note, however, that the weather conditions must change, in other words, if the current weather conditions suit the coach that won the roll-off, they must still change the weather conditions!

### (3-4, 1) WISH DAEMON

*A locker room legend tells of a strange, floating creature which appears unexpectedly in the dugouts of struggling teams, offering a single wish to the beleaguered coach and the promise of changing fortunes. Apparently, this legend is true!*

The team with the lowest score is granted a single wish. If the score is tied, the team that started the game with the lowest Current Team Value is granted a single wish instead. If the score is tied and both teams started the game with the same Current Team Value, randomly select a team to be granted a wish.

The team that has been granted a wish places an appropriate marker on their dugout. Between now and the end of the game, they can discard the marker during any of their team turns in order to change the result rolled on any single dice (this may be a dice rolled as a single dice, as part of a multiple dice roll, or as part of a dice pool). This dice is not re-rolled; the coach may simply select the result they desire.

### (3-4, 2) DISTRACTED REF

*There's a sudden commotion in the stands! More precisely, there's suddenly a lot more commotion than is usual in the stands, and it's serious enough to draw the attention of the referee and other match officials! Quick, while no one is looking...*

If the active team has fewer than 11 players on the pitch when this Match Event is triggered, its coach may remove one player from the Reserves box of their dugout and set them up anywhere on the pitch. This player can be activated as normal during this team turn.

If the coach of the active team does not have any players in their Reserves box to place on the pitch, or if they choose not to, a single player on their team may commit a Foul action during this team turn without being Sent-off should they roll a natural double on either the Armour roll or the Injury roll.

### (3-4, 3) MAGICAL INTERFERENCE

*A robed fan, who has been watching quietly from the front row of the stands, suddenly stands up and starts waving his arms about in a complex pattern, chanting strange syllables. Fans scatter as they realise there's a Wizard in their midst and he's about to start flinging fireballs!*

The coach of the active team may choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. After moving the target square, roll a D6 for each Standing player (from either team) that is either in the target square or a square adjacent to it:

- On a roll of 1-3, the player manages to avoid the Fireball.
- On a roll of 4+, the player has been hit by the Fireball.

Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made. If a player on the active team is Knocked Down, this does not cause a Turnover unless the Knocked Down player was in possession of the ball.





### (3-4, 4) STREAKER

*Accompanied by much whooping and whistling from the crowd, a Dwarf fan wearing nothing but their (slightly tarnished) chainmail underwear leaps over the barrier and sprints as fast as their short legs can carry them across the pitch. They must have a death wish!*

The coach of the active team places a marker to represent the Streaker in any unoccupied square that is adjacent to one of the Sidelines (but not an End Zone). At the end of each team turn, the coach of that team places the Throw-in template over the Streaker, facing directly towards the Sideline opposite the Sideline from which the Streaker entered. The Streaker moves D3 squares in a direction determined by rolling a D6 and referring to the Throw-in template. The Streaker automatically passes any Agility tests they may be required to make in order to Dodge, regardless of any modifiers. Should the Streaker move off the pitch, they are removed from play.

During each team turn, the Streaker is considered to be an opposition player in all respects (please note that 'in all respects' means 'in all respects' with no exceptions; the Streaker is determined to cause maximum disruption!). The Streaker has the following profile:

	MA	ST	AG	PA	AV
<b>Streaker</b>	D3	3	N/A	-	6+
<b>Skills &amp; Traits</b>	Dodge, No Hands				

### (3-4, 5) DREADFUL STENCH

*Uh-oh... have the facilities backed up again? Or is that the famed Nurgle's Rotters' fan club announcing their presence? Or, horror of horrors: is 'Dangerous' Daisy Palmer's Fried Lard Stand back in business? Whatever the cause, something smells truly awful.*

The coach of the active team places a marker in any square adjacent to either Sideline or either End Zone. This marker does not occupy the square in any way; it is there simply to mark the location. Until the end of this drive, any player performing a Pass action or a Throw Team-mate action, attempting Passing Interference, or attempting to catch or pick up the ball, suffers an additional -1 modifier to any PA or AG tests they must make.

### (3-4, 6) TUMBLING TIMBER

*The excitement in the stands is reaching fever pitch, and one group of revellers in particular are taking their revels a bit too far, ripping up the benches and throwing them down onto the pitch! They seem to be enjoying themselves, but some of the players don't look happy!*

The coach of the active team rolls a D6. On a roll of 1-3, the Wide Zone to the left of their End Zone is affected; on a roll of 4-6, the Wide Zone to the right of their End Zone is affected. Make an Armour roll for each player in the affected Wide Zone, as the players are bombarded with torn-up timber:

- If the Armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.
- If the Armour of the player hit is not broken, this Match Event has no effect.

### (5-6, 1) TIZCAN WAVE

*It's the new craze that's sweeping the Blood Bowl circuit! Starting at one end of the stands, the fans stand up and raise their arms, before sitting back down, creating a magical sine wave around the stadium. Nothing brings the fans together like taking part as the wave circles the stadium.*

The coach of the active team places a marker in the leftmost square of their End Zone. This marker does not occupy the square in any way; it is there simply to mark the location. At the start of each team turn, including this one, the coach of the active team rolls a D16 and moves the marker that many spaces in a clockwise direction around the edge of the pitch.

If the marker is adjacent to one of the Sidelines, its effect extends through all of the squares in its row (i.e., between it and the opposite Sideline). If the marker is in an End Zone, its effect extends through all of the squares in its column (i.e., between it and the opposite End Zone).

Players from either team gain the Pro skill for as long as they occupy any square under the effect of the marker.

As soon as the marker reaches or passes the square it started in, or when the drive ends, it is removed from play.



### **(5-6, 2) ABUSIVE FANS**

*No one expects a Blood Bowl crowd to be polite and pleasant, but today the fans are going out of their way to insult the players. It'll put them off their game, sure, but it really isn't the wisest choice for fans who want to keep their legs intact...*

Until the end of this drive, any player, from either team, that is within three squares of either Sideline or either End Zone suffers an additional -1 modifier to any Agility or Passing Ability test they must make.

At the end of the drive, some players from each team make their way into the crowd to... discuss some of the criticisms levelled at them by some of the fans. Both teams immediately reduce their Fan Factor by 1.

### **(5-6, 3) AMNESTY**

*It just so happens that today is the anniversary of the founding of the RARG, a cause for much celebration among members. This year, the referees and other officials have decided to celebrate the occasion by being lenient to both teams free of charge!*

Any player that has been Sent-off during the game so far is permitted to return to play and is returned to the Reserves box of their team's dugout. If no player has been Sent-off, the referee will not watch for fouls for the remainder of this drive – if a Foul action is committed, the player committing it will not be Sent-off, even if a double is rolled (note that players can still be Sent-off for other reasons, such as using a Secret Weapon).



### **(5-6, 4) ENCHANTED BALL**

*From somewhere in the crowd there's the unmistakable sound of a spell being cast, and the ball suddenly takes on a life of its own! All it wants, it seems, is to be picked up and carried around. Hopefully, it won't take too long for the enchantment to be dispelled.*

Until the start of the active team's next team turn, any player may apply a +1 modifier to any attempt to pick up or catch the ball.

### **(5-6, 5) BURNING BARREL**

*A particularly mischievous fan has thrown a lit barrel of tar onto the pitch. Such behaviour shows complete disregard for the safety of players, officials and fans alike, and as such is frowned upon by some.*

The coach of the active team may choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. If the target square would move off the pitch, or would end in an occupied square, it stops moving. After moving the target square, the coach of the active team places a marker in the target square.

The square containing the marker is occupied by the burning barrel. Players cannot enter this square or be pushed into it, and if the ball lands in or bounces into this square it will bounce again. In addition, the squares adjacent to the barrel are ablaze, and any attempt to pick up the ball within one of those squares suffers an additional -1 modifier. If a player ends their activation standing within one of those squares, roll a D6. If the result is higher than that player's Strength characteristic, they are immediately Knocked Down.

At the start of each team turn, the coach of the active team rolls a D6, adding 1 to the result if the current weather conditions are Pouring Rain or a Blizzard. On a roll of 6+, the fire goes out and the marker is removed. Otherwise, it is removed at the end of the current drive.

### **(5-6, 6) COMMERCIAL ENDORSEMENT**

*One of the players has signed a contract with a sponsor, agreeing to mention their product to the crowd during the match in exchange for some extra funds. Unfortunately, they forgot they were meant to do it until now.*

Randomly select one player on the active team that is currently on the pitch. That player cannot be activated at all during this team turn. In addition, that player loses their Tackle Zone for the duration of this team turn.

### **(7-8, 1) SPRINKLER MALFUNCTION**

*In the old days, it was standard NAF rules for all pitches to have mechanical water irrigation systems, thus ensuring the grass stayed nice and green. These days, these rules are enforced by the RARG, who couldn't care less, meaning that, unfortunately, they sometimes aren't well-maintained...*

Until the start of the active team's next team turn, apply an additional -1 modifier to all attempts to catch or pick up the ball, and to any passing interference attempts made.



### **(7-8, 2) WHITEOUT**

*The stadium is suddenly blanketed by a thick screen of mist. Perhaps this is a freak meteorological occurrence, or maybe magical trickery is involved – or maybe one of the contraptions in the local Engineers Guild has backfired again...*

For the remainder of the drive, any player wishing to move more than five squares during their activation must Rush in order to do so. For example, a player with MA 7 could move up to five squares normally, then up to four spaces by Rushing (this being the two remaining squares of their MA, plus the two Rush attempts that are normally allowed).

In addition, only Quick pass and Short pass actions can be attempted. Long pass and Long bomb Pass actions may not be attempted, and the Hail Mary Pass skill may not be used.

### **(7-8, 3) APPEAL FOR SILENCE**

*“Will the spectators please quieten down, and allow the players to concentrate on the game! This is the last time I shall ask nicely.” Unfortunately, telling a Blood Bowl crowd what to do is never wise, and asking nicely isn’t the only thing that the ref won’t be doing for a while...*

Until the start of the active team’s next team turn, there is no referee! Both teams can commit up to three Foul actions during their team turn, rather than the usual one, and even if a natural double is rolled when making either the Armour or Injury roll, the player committing the Foul will not be Sent-off (note, however, that should the drive end before the start of the active team’s next team turn, players with the Secret Weapon trait can still be Sent-off).

### **(7-8, 4) CAMRA CRASH**

*High above the stadium, held aloft by alchemical ingenuity (and more than a little magic), a Cabalvision camra has been recording the match for broadcast. Suddenly, with a loud bang as something goes wrong within its workings, it is sent hurtling towards the pitch...*

The coach of the active team may choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. If the target square would move off the pitch, it stops moving. After moving the target square, the coach of the active team places a marker in the target square.

If the target square, or any square adjacent to it, is occupied by a player, that player is immediately pushed back at least once, but no more than twice, in a direction chosen by the coach of the opposing team, so that they do not occupy either the target square or any square adjacent to the target square. If this player was Standing, they are Knocked Down. If this player was Prone or Stunned, an Armour roll is made against them.

For the remainder of the drive, the square containing the marker, and every square adjacent to it, are occupied with wreckage. Players may Jump over a square occupied by wreckage, but may not otherwise move into, over or through a square occupied by wreckage. If the ball bounces into a square that is occupied by wreckage, it will continue to bounce until it is caught by a Standing player or it comes to rest in an unoccupied square.



### **(7-8, 5) PELTED WITH PROJECTILES**

*The crowd, whether because they disapprove of what’s happening on the pitch or because they’re just bored, start flinging empty bottles, discarded food baskets, rotten fruit and all manner of other projectiles at the players. It’s not enough to cause any harm, but it really does start piling up...*

For the remainder of the drive, any attempts to pick up the ball suffer an additional -1 modifier. In addition, if a player wishes to Rush more than once during their activation, the second (and any subsequent attempts) will suffer a -1 modifier.

### **(7-8, 6) TOTAL DARKNESS**

*Hey, who turned out the lights? Thanks to strange and mysterious magical interference (or maybe it’s due to something less sinister, after all, some matches are played at night or underground, and sometimes it just goes dark!), the pitch is drowned in darkness.*

Until the start of the active team’s next team turn, the MA of each and every player on the pitch is halved (rounding fractions up). In addition, all players suffer an additional -2 modifier when testing for the accuracy of a Pass action, or when attempting to catch the ball.



# BLOOD BOWL SEVENS

**W**elcome to Blood Bowl Sevens, the fast and furious game of fantasy football. Blood Bowl is, by its very nature, a game that can take a couple of hours or more to play. For many coaches, real-world commitments, such as work and family, can mean that finding time for a full-length game can be difficult, and taking part in a league almost impossible. Blood Bowl Sevens addresses this by allowing coaches to play with smaller teams and reducing the number of turns, creating a version of the game that can be played in under an hour.

What's more, this simplified version of the game is ideal for younger players, many of whom wish to play and want to learn the rules, but often find the complexity of Blood Bowl daunting. Blood Bowl Sevens, with its simplified format and smaller teams, allows younger coaches to master the game without being overwhelmed by the rules.

## SEVENS PITCH

**A** Blood Bowl Sevens pitch shares many similarities with a standard Blood Bowl pitch, but there are a few key differences to be aware of. A Blood Bowl Sevens pitch features:

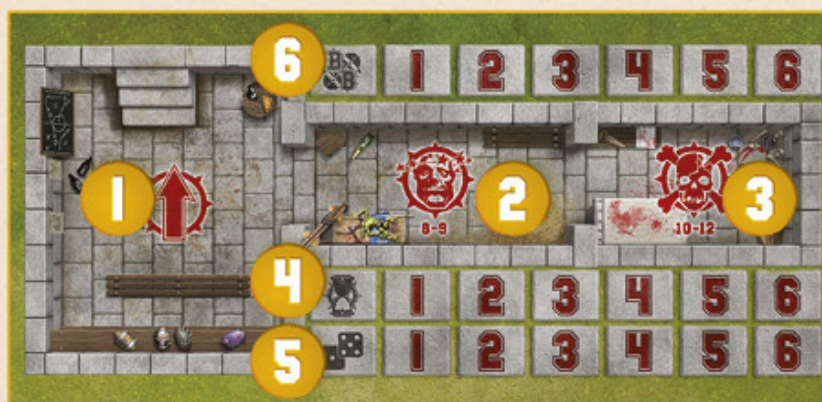
1. Two End Zones, one at each short end of the pitch.
2. Two Wide Zones, one at each side of the pitch, running from End Zone to End Zone.
3. Two Sidelines, running the length of the pitch, from one End Zone to the other.
4. The Centre Field, the area between each Wide Zone, running the length of the pitch from End Zone to End Zone.
5. There are two trapdoors on the pitch, one in each half, both positioned within a Wide Zone.
6. The pitch is then further split along its length into three thirds by two Lines of Scrimmage, each marking the point at which one of the teams will line up for the kick-off!

Finally, the board itself is split into a grid of squares; seven squares from each Line of Scrimmage to each End Zone and six squares between each Line of Scrimmage, making the pitch 20 squares long in total, and 11 squares wide; two squares in each Wide Zone, seven squares across the Centre Field.



## DUGOUTS

**A**s with normal Blood Bowl, each team in a Blood Bowl Sevens game has its own dugout, a safe haven at pitch side where reserves can warm up, where the injured can be tended to and where important game information is tracked. The dugouts used for Blood Bowl Sevens are almost identical to normal dugouts, as described in the *Blood Bowl* rulebook, except for one important difference; on a Blood Bowl Sevens dugout, the turn and team re-roll trackers only go up to six, rather than the usual eight. This is because there are only six turns per half in a Blood Bowl Sevens game.



1. The Reserves box.
2. The Knocked-out box.
3. The Casualty box.
4. Turn trackers.
5. Team re-roll trackers.
6. The Score tracker.



# DRAFTING A BLOOD BOWL SEVENS TEAM

**B**lood Bowl Sevens teams are drafted just like other Blood Bowl teams, using the same team rosters. However, there are a few key differences to be aware of:

## TEAM DRAFT BUDGET

**T**he Team Draft Budget is the amount of gold pieces you have to spend on your rookie team:

- When drafting a Blood Bowl Sevens team for league play, you have a budget of 600,000 gold pieces to spend on players, Sideline Staff, team re-rolls and so forth.

## HIRING PLAYERS

Players are the only compulsory element on any Blood Bowl Sevens team. Each team roster details all of the players available to a team of that type and their Hiring Fee. When drafting a team for Blood Bowl Sevens, you should select the players you want to permanently hire for your team, pay their hiring cost from your Team Draft Budget and make a record of the player on the Team Draft list.

## NUMBER OF PLAYERS

The first and most important thing to be aware of when drafting a Blood Bowl team is the minimum and maximum number of players permitted:

- Every Blood Bowl Sevens team must contain a minimum of seven (7) permanently hired players when it is first drafted.
- No Blood Bowl Sevens team can ever contain more than eleven (11) permanently hired players.

**JOURNEYMEN:** As with any Blood Bowl team, during the course of a league season, the number of players a team can field may fall below seven due to injury and death. This is permitted and Blood Bowl Sevens teams may 'Recruit Journeymen' just like any other team. However, the quality of Journeymen available is likely to be lower than usual (such reserves are normally found in the local pub, after all):

- A Journeyman on a Blood Bowl Sevens team replaces the Loner (4+) trait with the Loner (5+) trait.

## DESIGNER'S NOTE: CURRENCY CONVERSION

**O**ne important thing to remember about Blood Bowl Sevens is that it represents an amateur game. Neither the staff nor the players are professionals, and the sums of money thrown around aren't likely to be all that high!

With that in mind, we would suggest that, wherever possible, coaches use the term 'copper pieces' instead of 'gold pieces'. This has little to no bearing upon the game; a Human Lineman costs 50,000 'points', and how those points are named matters little. But for the purposes of Blood Bowl Sevens, referring to those points as 'copper pieces' rather than 'gold pieces' is far more characterful and, we have found, adds greatly to the fun!

## PLAYER POSITIONS

There are distinctions to be made between the players within a team, separating them by their role within the game, from the humble Lineman to the more specialised roles performed by the 'positional' players.

**LINEMEN:** The backbone of any team:

- All teams will have a player type that they are permitted to take 0-12 or 0-16 of. Regardless of name (for many races call their Linemen by another name), this Player type is the team's 'Lineman' positional.

**OTHER POSITIONS AND BIG GUYS:** Unlike a normal team, a team drafted for Blood Bowl Sevens cannot simply recruit as many players of other types as the coach wishes. Blood Bowl Sevens teams represent amateur sides, so specialist players, such as Blitzers, Throwers and so forth, are quite uncommon:

- A Blood Bowl Sevens team may include a maximum of four (4) players that are not Linemen.
- A Blood Bowl Sevens team may not include more players of a certain type than are allowed by the team roster. For example, an Elven Union team is allowed 0-2 Blitzers, meaning a Blood Bowls Sevens Elven Union team may include zero, one or two Blitzers, but may not include three.



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## PURCHASING TEAM RE-ROLLS

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Any team can purchase team re-rolls. These represent the time spent training and the team's ability to react in a split second to mistakes and turn them around. The cost reflects the time and effort different teams must invest to achieve the same broad level of training:

- Every team may purchase 0-6 team re-rolls when it is first drafted.
- Blood Bowl Sevens teams represent amateur sides. As such the time spent training and the quality of training leaves much to be desired. A Blood Bowl Sevens team must pay double for each team re-roll it wishes to purchase. For example, if a regular team is able to purchase team re-rolls for 60,000 gold pieces, a Blood Bowl Sevens team of the same type must pay 120,000 gold pieces.
- Unlike ordinary Blood Bowl teams, a Blood Bowl Sevens team cannot purchase additional team re-rolls at a later date. Ongoing team training isn't a strength of such amateur teams!

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## HIRING SIDELINE STAFF

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Sideline Staff can be of as much if not more assistance to a Blood Bowl Sevens team as they can be to a regular Blood Bowl team. However, finding professional and competent staff can be a challenge for an amateur team!

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### 0-3 ASSISTANT COACHES

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Any Blood Bowl Sevens team can hire a number of assistant coaches:

- Every Blood Bowl Sevens team may hire assistant coaches when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget.
- Additional assistant coaches may be purchased at a later date for the cost of 20,000 gold pieces each.

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### 0-6 CHEERLEADERS

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All Blood Bowl Sevens teams can hire a number of cheerleaders:

- Every Blood Bowl Sevens team may hire cheerleaders when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget.
- Additional cheerleaders may be purchased at a later date for the cost of 20,000 gold pieces each.

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### 0-1 APOTHECARY

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Apothecaries work hard on the sidelines, patching up minor injuries and giving urgent care to more serious injuries before they can end a player's career:

- Not every Blood Bowl Sevens team can hire an apothecary. Whether a team can or cannot include an apothecary will be noted on the team roster.
- If a team can hire an apothecary, it may only ever have one on the roster.
- Teams that can hire an apothecary can do so when they are first drafted, or during the Hire and Fire step of the post-game sequence of any game for a cost of 80,000 gold pieces.

Teams able to hire an apothecary may Induce a number of additional Wandering Apothecaries for a single game during a league in the Hire Inducements step of the pre-game sequence.

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### DEDICATED FANS

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Just like a regular Blood Bowl team, every Blood Bowl Sevens team is supported by a strong following of Dedicated Fans. In truth, this probably represents the players' ever-loving mums, or perhaps unwilling partners and spouses dragged along to show support!

When a team is drafted, it will have a Dedicated Fans characteristic of 1 recorded on the Team Draft list. Over the course of a league season, this characteristic will increase and decrease, though it will never fall below 1.

Additionally, when a team is drafted it can improve its Dedicated Fans characteristic by 1, up to a maximum of 6, at a cost of 20,000 gold pieces per improvement. For example, a team may improve its Dedicated Fans characteristic from 1 to 3 at a cost of 40,000 gold pieces from its Team Draft budget.





## PLAYING BLOOD BOWL SEVENS

**S**etting up and playing a game of Blood Bowl Sevens is just like setting up and playing a regular Blood Bowl game. Coaches should follow the normal sequences for the pre-game, the start of drive, the end of a drive and the post-game, as well as following all of the regular game rules, but with the following exceptions:

### INDUCEMENTS

Blood Bowl Sevens teams can purchase Inducements during Step 4 of the pre-game sequence just like a regular Blood Bowl team, and are awarded Petty Cash in the same way. However, due to the amateur nature of the competition, the list of Inducements available is somewhat shorter and some costs are slightly different:

- 0-2 Agency Cheerleaders – 30,000 gold pieces
  - 0-1 Part-Time Assistant Coaches – 30,000 gold pieces
  - 0-2 Bloodweiser Kegs – 50,000 gold pieces each
  - 0-5 Desperate Measures Inducements – 50,000 gold pieces each
  - 0-5 Special Play Inducements – 100,000 gold pieces each
  - 0-8 Extra Team Training – 150,000 gold pieces each
  - 0-3 Bribes – 100,000 gold pieces each (50,000 gold pieces for teams with the ‘Bribery and Corruption’ special rule)
  - 0-2 Wandering Apothecaries – 100,000 gold pieces (not available to teams that cannot hire an apothecary)
  - 0-1 Mortuary Assistant – 100,000 gold pieces (only available to teams with the ‘Sylvanian Spotlight’ special rule)
  - 0-1 Plague Doctor – 100,000 gold pieces (only available to teams with the ‘Favoured of Nurgle’ special rule)
  - 0-1 Halfling Master Chef – 300,000 gold pieces (100,000 gold pieces for teams with the ‘Halfling Thimble Cup’ special rule)
  - Unlimited Mercenary Players – price varies (as described in the *Blood Bowl* rulebook)
- Or:
- 0-3 Mercenary Players – price varies (see [page 41](#))

## THE PRAYERS TO NUFFLE TABLE

In Blood Bowl Sevens, players do not gain SPPs, meaning some of the results on the Prayers to Nuffle table that give benefits in this regard are not suitable. Therefore, for Blood Bowl Sevens, coaches should use the following, shortened version of the Prayers to Nuffle table:

### BLOOD BOWL SEVENS PRAYERS TO NUFFLE TABLE

#### D8 RESULT

- 1 **Treacherous Trapdoor:** Until the end of this half, every time any player enters a Trapdoor square, roll a D6. On a roll of 1, the trapdoor falls open. The player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd.
- 2 **Friends with the Ref:** Until the end of the next drive, you may treat a roll of 5 or 6 on the Argue the Call table as a “Well, When You Put It Like That...” result and a roll of 2-4 as an “I Don’t Care!” result.
- 3 **Stiletto:** Randomly select one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of the next drive, that player gains the Stab trait.
- 4 **Iron Man:** Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of this game, that player improves their AV by 1, to a maximum of 11+.
- 5 **Knuckle Dusters:** Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of the next drive, that player gains the Mighty Blow (+1) skill.
- 6 **Bad Habits:** Randomly select D3 opposition players that are available to play during the next drive and that do not have the Loner (X+) trait. Until the end of the next drive, those players gain the Loner (2+) trait.
- 7 **Greasy Cleats:** Randomly select one opposition player that is available to play during the next drive. That player has had their boots tampered with. Until the end of the next drive, their MA is reduced by 1.
- 8 **Blessed Statue of Nuffle:** Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains the Pro skill.



## SET-UP

As with regular games of Blood Bowl, both coaches place all of their available players on the pitch. If there are more than seven players available, those not chosen to play the drive are placed in the Reserves box until the start of the next drive. A team may not set up more than seven players at the start of a drive.

The kicking team sets up first, followed by the receiving team, as follows:

- Both teams set up fully within the area between their own End Zone and their own Line of Scrimmage. Neither team may set up any players in the area between the two Lines of Scrimmage.
- Each team can set up a maximum of one player in each Wide Zone. In other words, each team can set up two players in Wide Zones, providing they are split equally with one player per Wide Zone.
- A team must set up a minimum of three players in squares within the Centre Field, directly adjacent to their Line of Scrimmage.

Note that should a team find itself reduced to only three players or fewer, it may concede without penalty before setting up, as described in the *Blood Bowl* rulebook. Should you wish to play on, the available players should be set up on the Line of Scrimmage, as described above.



## THE KICK-OFF EVENT

As with the Prayers to Nuffle table, the Kick-off Event table used for Blood Bowl Sevens differs slightly from the standard Kick-off Event table:

### BLOOD BOWL SEVENS KICK-OFF EVENT TABLE

#### 2D6 RESULT

- 2 Get the Ref:** Each team gains a free Bribe Inducement. This Inducement must be used before the end of the game or it is lost.
- 3 Time-out:** If the kicking team's turn marker is on turn 4, 5 or 6 for the half, both coaches move their turn marker back one space. Otherwise, both coaches move their turn marker forward one space.
- 4 Solid Defence:** D3+1 Open players on the kicking team may be removed and set up again in different locations, following all of the usual set-up rules.
- 5 High Kick:** One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in.
- 6 Cheering Fans:** Both coaches roll a D6 and add the number of cheerleaders on their Team Draft list. The coach with the highest total may immediately roll once on the Prayers to Nuffle table. In the case of a tie, neither coach rolls on the Prayers to Nuffle table. Note that if you roll a result that is currently in effect, you must re-roll it. However, if you roll a result that has been rolled previously but has since expired, there is no need to re-roll it.
- 7 Brilliant Coaching:** Both coaches roll a D6 and add the number of assistant coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.
- 8 Changing Weather:** Make a new roll on the Weather table and apply that result. If the weather conditions are 'Perfect Conditions' as a result of this roll, the ball will scatter before landing.
- 9 Quick Snap:** D3+1 Open players on the receiving team may immediately move one square in any direction.
- 10 Blitz:** D3+1 Open players on the kicking team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated and the Blitz ends immediately.
- 11 Officious Ref:** Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. In the case of a tie, both coaches randomly select a player. Roll a D6 for the selected player(s). On a roll of 2+, the player and the referee argue and come to blows. The player is Placed Prone and becomes Stunned. On a roll of 1 however, the player is immediately Sent-off.
- 12 Pitch Invasion:** Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects D3 of their players from among those on the pitch. In the case of a tie, both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned.



## THE INJURY TABLE

Rather than the standard Injury table, Blood Bowl Sevens uses the following Injury table. This is a simplified version of the standard table that is both quick and easy to use:

### BLOOD BOWL SEVENS INJURY TABLE

#### 2D6 RESULT

- 2-7 Stunned:** The player immediately becomes Stunned, and is laid face-down on the pitch.
- 8-9 KO'd:** The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover.
- 10 Badly Hurt:** The player misses the rest of this game, but suffers no long term effect.
- 11 Seriously Hurt:** The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.
- 12 DEAD:** This player is far too dead to play Blood Bowl! Dead players are dismissed from the team during Step 1 of the post-game sequence.

## STUNTY PLAYERS

Players with the Stunty trait are more prone to breaking when hit! If an Injury roll is ever made against a player with the Stunty trait during a Blood Bowl Sevens game, roll on this table instead:

### BLOOD BOWL SEVENS STUNTY INJURY TABLE

#### 2D6 RESULT

- 2-6 Stunned:** The player immediately becomes Stunned, and is laid face-down on the pitch.
- 7-8 KO'd:** The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover.
- 9-10 Badly Hurt:** The player misses the rest of this game, but suffers no long term effect.
- 11 Seriously Hurt:** The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.
- 12 DEAD:** This player is far too dead to play Blood Bowl! Dead players are dismissed from the team during Step 1 of the post-game sequence.

## APOTHECARIES

**D**uring a Blood Bowl Sevens game, a team may use an apothecary to 'patch-up' any player (including Journeymen and Mercenaries) that has been removed from play after being Knocked Out or after suffering a Badly Hurt, Seriously Hurt or DEAD result on the Injury table.

### PATCHING-UP KNOCKED-OUT PLAYERS

An apothecary can be used immediately when a player becomes Knocked-out:

- If the player was on the pitch when they were Knocked-out, they are not removed from play. Instead, they remain on the pitch and become Stunned.
- If the player was Knocked-out as a result of being pushed back into the crowd or landing in the crowd, place them directly into the Reserves box rather than the Knocked-out box.

### PATCHING-UP CASUALTIES

An apothecary can be used when a player suffers a Badly Hurt, Seriously Hurt or DEAD result on the Injury table. Roll a D6:

- On a roll of 4+, the apothecary has been able to patch the player up and pump them full of painkillers. The player is removed from the Casualty box and placed in the Reserves box.
- On a roll of 1-3, the apothecary's vigorous efforts prove largely futile. The apothecary is unable to patch the player up – the original Injury table result stands.







## PLAYER ADVANCEMENT

In Blood Bowl Sevens league play, players do not earn Star Player Points for their achievements. Instead, after every game, one player on your team will automatically gain a new randomly selected Primary or Secondary skill. There are two ways in which to determine the player and the type of Skill:

1. During Step 3 of the post-game sequence, a single player of your choice that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Primary skill.

Or:

2. During Step 3 of the post-game sequence, a single randomly selected player that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Secondary skill.

Note that, due to the amateur nature of the game, and the somewhat hit-and-miss team training provided, any additional Skills gained by a Blood Bowl Sevens player are always randomly selected. The coach of a Blood Bowl Sevens team has to work with what they are given and, all too often, their players will waste everyone's time perfecting a truly mind-boggling and often completely futile set of skills and specialisms.

## VALUE INCREASE

As players gain advancements, their value increases. To reflect this, whenever a player gains a new Skill, their Current Value must be increased on the Team Draft list by the amount shown on the table below:

### CURRENT VALUE INCREASE TABLE

NEW SKILLS	FIRST NEW SKILL GAINED	EACH NEW SKILL GAINED AFTER THE FIRST
Randomly selected	+10,000 gp	+20,000 gp
Primary skill		
Randomly selected	+20,000 gp	+30,000 gp
Secondary skill		

## THE DRAFT

As players become more experienced, there is a chance they will be noticed by a professional team and be offered a chance to break into the big leagues. When this happens, there is little a coach can do as their best player is poached on the vague promise of a huge salary, all the beer they can drink and fame undreamed of. It is little wonder that not many players refuse such an offer.

During Step 1 of the post-game sequence, whilst deleting any DEAD players from your Team Draft list, roll a D6 for every player on your team that has gained one or more additional Skills:

- If the roll is higher than the number of additional Skills the player has gained, you have been lucky; no one else is interested in hiring them and they remain with your team.
- If the roll is equal to or lower than the number of additional Skills the player has gained, they have been lucky; the player receives an offer from a professional team and immediately quits to pursue their dreams.





## 0-5 DESPERATE MEASURES

### 50,000 GOLD PIECES, AVAILABLE TO ANY TEAM

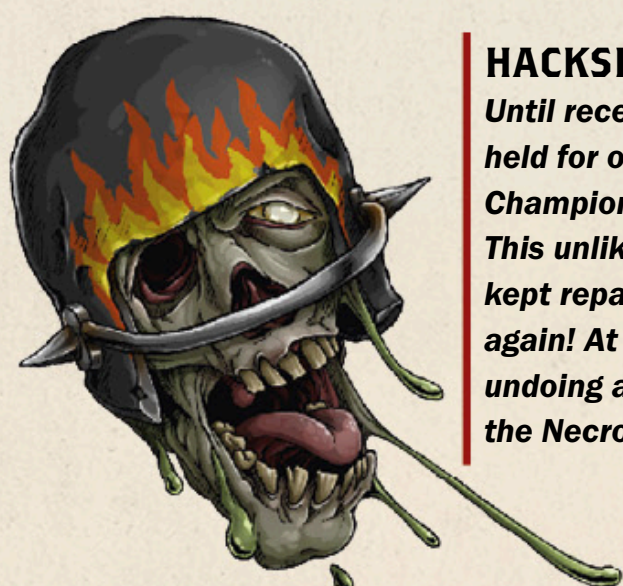
Desperate Measures are a new type of Inducement unique to Blood Bowl Sevens. They represent not only the dirty tricks amateur teams are capable of, but the lengths to which a coach, the players, the fans, and even friends and family will go to in order to gain an advantage.

For every Desperate Measure Inducement purchased, roll a D8 on the table below, re-rolling duplicate results, and make a note of the result. Each result can be used once per game as described below:

### DESPERATE MEASURES TABLE

#### D8 RESULT

- 1 **You Dope:** One of your players has been experimenting with performance-enhancing potions. You may play this Desperate Measure during Step 1 of the first Start of Drive sequence of the game. Choose one player on your team. This player has either their Strength or their Agility improved by 1 for the duration of this game. However, when a drive in which this player took part ends, even if this player was not on the pitch at the end of the drive, roll a D6 for this player:
  - On a roll of 3+, the player feels amazing!
  - On a roll of 1 or 2, the player suffers a terrible allergic reaction and must miss the rest of the match.
- 2 **Razzle-dazzle:** One of your players has been practicing hard for the up-coming match. You may play this Desperate Measure when you activate a player. This player may perform two actions rather than the usual one.
- 3 **Hangover:** One player on the opposing team has been out celebrating the night before the match and turns up late. You may play this Desperate Measure before Step 1 of the first Start of Drive sequence of the game. Randomly select an opposing player. That player must miss the first drive of the game.
- 4 **Grudge Match:** Your team has a long-standing and violent rivalry with the opposition. You may use this Desperate Measure at the start of one of your team turns, before any player is activated. For the duration of this team turn, your team may commit any number of Fouls, rather than just one.
- 5 **Set Piece:** In preparation for the game, your team has been practicing some set piece plays. You may play this Desperate Measure when activating a player to perform a Pass action. The pass is automatically accurate and (unless the pass is intercepted) the ball is automatically caught.
- 6 **Sports Espionage:** You have hired a spy to steal your opponent's playbook in order to give your team the edge. You may play this Desperate Measure when your team suffers a Turnover. Using this Desperate Measure grants your team a free team re-roll.
- 7 **Discarded Banana Skin:** Someone has been snacking on an energy-boosting banana. You may play this Desperate Measure when an opposing player enters the Tackle Zone of one of your players. The opposing player immediately Falls Over.
- 8 **Magic Scroll:** A suspicious-looking man from a betting syndicate gives you a spell scroll prior to the game. You might be suspicious, but you'd be foolish not to read it aloud... wouldn't you? Your team gains a single Hireling Sports Wizard Inducement for free (see the *Blood Bowl* rulebook).



### HACKSPIT QUILLCHEWER'S FUN FACTS

*Until recently, the record for Most Decapitations in a Single Match was held for over a decade by Helmut Wulf. In a 2485 match against the Champions of Death, he performed an impressive 22 decapitations. This unlikely achievement was made possible by Tomolandry, who kept repairing his players and sending them back to be decapitated again! At full time, an enraged Tomolandry accused Wulf of deliberately undoing all his hard work-work. Wulf famously responded by advising the Necromancer to use wire instead of twine-twine!*



# BADLAND PATRIOTZ

## JONATHAN TAYLOR-YORKE - GOBLIN TEAM



**'BUZZ-CUT' MCGINSTER,  
LOONEY**



**'BOOMER' BRODY,  
BOMMA**



**VINNY 'THE BABE',  
TRAINED TROLL**



**THE BLACK GOBBO,  
STAR PLAYER**



**'SPINNEY' DEE-LITE,  
FANATIC**



**'CAP'N' GENOCHIO,  
GOBLIN LINEMAN**



**'NIPPY' NANCE,  
GOBLIN LINEMAN**



**'HOUSE' FUNGUSWINE,  
GOBLIN LINEMAN**



**'RUSHING' TED ROOSH,  
GOBLIN LINEMAN**





SHIKHEN DUSKSTRIKER,  
WITCH ELF



LETHESSE HAZEREAYER,  
DARK ELF LINEMAN



KIVAK NIGHTBLOOD,  
BLITZER



MAKRE EMBERSHARD,  
DARK ELF LINEMAN



GOVROGIS VOIDBANE,  
DARK ELF LINEMAN



LULKIS DREADBLADE,  
ASSASSIN



GARKOC SHADOWWALKER,  
RUNNER



VARA SHADEBREAKER,  
DARK ELF LINEMAN



TARGAR GLOOMCLEAVER,  
DARK ELF LINEMAN

# DEATHSTAR ASSASSINS

JAMES KARCH - DARK ELF TEAM



# THE CORPSE CART CRITTERS

MARK BEDFORD - SHAMBLING UNDEAD TEAM



THE SHROUD SHUFFLER,  
MUMMY



CAD'AVAR,  
ZOMBIE LINEMAN



HACK,  
SKELETON LINEMAN



SLASH,  
SKELETON LINEMAN



RATTLE,  
SKELETON LINEMAN



TENDON CHEWER,  
GHOUL RUNNER



SHRIEK,  
SKELETON LINEMAN



NIGHTCRAWLER,  
GHOUL RUNNER



HUSK,  
WIGHT BLITZER





**FLESHROT GLOPWOOD,  
ROTTER LINEMAN**



**BILEGUT PUS-SPEWER,  
BLOATER**



**GLTSORE BOGWADER,  
BLOATER**



**PUSTULE THE GRIM,  
ROTTER LINEMAN**



**BOBBY THE BOIL,  
ROTTER LINEMAN**



**GOUTMULCH FLYSPUME,  
ROTTER LINEMAN**

## HACKSPIT QUILLCHEWER'S FUN FACTS

*Did you know that many Chaos teams are 'owned' by Greater Daemons that reside in a parallel dimension known as the Realm of Chaos? Such teams invariably have a 'manager' who resides within our mortal coil and handles the day-to-day business and finances! Many have suggested that these daemonic owners don't exist at all, but are merely a creation of the team and a way to avoid taxes!*

*One such example is the Plaguewrought Privateers, a Nurgle team 'owned' by a Greater Daemon that resides in a region of the Realm of Chaos known as the Marsh of Eternal Putrefaction. No one believed this at all until he burst from the owner's box during a game in 2498, causing the stadium to flood with foetid water and the match to be abandoned! Coincidentally, a group of auditors sent by the Graf of Middenland to investigate the team's finances was washed away in the tumult!*

# PLAGUEWROUGHT PRIVATEERS

ANDREW KING - NURGLE TEAM



# PUS-STORM BLOATERS

## MARK BEDFORD - NURGLE TEAM



**FESTOR BAD BREATH III,  
BLOATER**



**KATOR-RACT,  
ROTTER LINEMAN**



**RON SID,  
BLOATER**



**BOB BONICUS SPUME,  
ROTTER LINEMAN**



**FECCULUS STY,  
BLOATER**



**SCOTT SCOTT DANGLE ROTT,  
ROTTER LINEMAN**



**GREG-GORE RANK HOOF,  
PESTIGOR**



**RUSTY CANKELSPOT,  
ROTTER LINEMAN**



**POX MARX,  
ROTTER LINEMAN**





**JANS SKRÆDDERE  
OF JORVIK, HEAD COACH**



**SKAGIR GRIMSON,  
DWARF BLOCKER LINEMAN**



**GRIM IRONJAW,  
STAR PLAYER**



**KHRAG KURNOR,  
TROLL SLAYER**



**GROMBRINDAL,  
THE WHITE DWARF,  
STAR PLAYER**



**DHANON DWARGRIM,  
DWARF BLOCKER LINEMAN**



**'GROUNDSKEEPER'  
KAR THORBJORN,  
DEATHROLLER**



**ULF STONEHEWER,  
DWARF BLOCKER LINEMAN**



**THORS AL'HÆRT,  
APOTHECARY**

# **KARAK WANDERERS**

## **JONATHAN TAYLOR-YORKE - DWARF TEAM**



# THE FUNGITZ

## LOUISE SUGDEN - GOBLIN TEAM



SKABPATCH 'IMPACTO',  
GOBLIN LINEMAN



NIBWIT SQUIGSMASHA,  
GOBLIN LINEMAN



GORGOT GROTSPLATTA,  
TRAINED TROLL



CHUCKA FIREGUTZ,  
BOMMA



BITE 'N' FITE DRIXXLESPITE,  
GOBLIN LINEMAN



DODGY GLOBZIG,  
GOBLIN LINEMAN



SLASHER SPIDERSCUTTLE,  
GOBLIN LINEMAN



RUN,  
FANATIC



FLAILIN' FUNGI-MOSHPIT,  
GOBLIN LINEMAN











# STAR PLAYERS



**JOSEF BUGMAN**  
DWARF MASTER BREWER  
(AND OCCASIONAL PLAYER)



**VALEN SWIFT**  
ELVEN BLITZER STAR PLAYER



**LUCIEN SWIFT**  
'THE SILVER BULLET'



**GRIFF OBERWALD**  
HUMAN STAR PLAYER



**ROXANNA DARKNAIL**  
DARK ELF STAR PLAYER



**GLORIEL SUMMERBLOOM**  
'THE FLOWER SPIRIT'



**WILLOW ROSEBARK**  
DRYAD STAR PLAYER



**MIGHTY ZUG**  
FAN FAVOURITE  
HUMAN STAR PLAYER



**ZOLCATH THE ZOAT**  
ZOAT STAR PLAYER



# STAR PLAYERS



**DEEPROOT STRONGBRANCH**  
**ALTERN FOREST TREEMAN**



**VARAG GHOUL-CHEWER**  
**BLACK ORC BLITZER**  
**STAR PLAYER**



**GLART SMASHRIP**  
**FAN FAVOURITE**  
**FAT RAT**



**THE BLACK GOBBO**  
**GOBLIN STAR PLAYER**



**GROMBRINDAL**  
**THE WHITE DWARF**



**GRETCHEN WÄCHTER**  
**'THE BLOOD BOWL WIDOW'**



**ELDRIL SIDEWINDER**  
**SEA ELF STAR PLAYER**



**SKRULL HALFHEIGHT**  
**SKELETAL DWARF**  
**STAR PLAYER**







