

About the league

Genesis - the beginning

The Midgard Blood Bowl League 2 (MBBL2) was founded by Tom Anders in June of 2001. Now if you look at the MBBL it says it was started in 2002 so one might wonder what's up. The original MBBL was my first Play-by-Email (PBeM) league and it only had two coaches, Tom and his brother, Dennis. They were playing the teams that they had seen on the net and the incredible tool developed by Ronald Lokers. Well after 4 months, Tom grew confident that he could start his own PBeM BB league and thus was born the MBBL2.

The league grew

During the first year of the league, the teams increased rapidly. Since it was a scheduled league, every team was playing every round and when the league exceeded 80 teams, it was taking more time that Tom could handle. Tom reduced each coach to only one team in the MBBL2 and removed Division B from the league structure.

Lots of improvements, lots of new coaches

During this growth, Tom contacted Ronald Lokers and sweet talked him into allowing him to assist with the programming on the PBeM Tool. Tom was able to automate almost all the new rules of the MBBL2 to make the games much easier to play. However despite cutting divisions and teams allowed, the amount of work required to keep the league running smoothly became too much for Tom to stay current.

The new Age

Around the end of 2003, Tom contacted Juergen Unfried, the commish of the PBeMBBL, and asked if he would assist with automating the MBBL2 and changing it into a challenge league. Juergen agreed and the league was reborn. Now Tom only had to handle the join league requests for playing in the MBBL2, review rosters from time to time to insure accuracy, and review game files to kill off anyone trying to cheat. This meant that MBBL2 became a lot faster (no more waiting until Tom finally has time to send out the next round of games.)

Past Seasons of the MBBL2

Here you will find the teams that have played in the MBBL2's previous seasons and how they ranked at the end of each season.

- [Click here to see the results of Season 1 of the MBBL2.](#)
- [Click here to see the results of Season 2 of the MBBL2.](#)
- [Click here to see the results of Season 3 of the MBBL2.](#)

The MBBL2 Cup History

Credits:

The MBBL2 Cup History has been charted by coach Titan.

Welcome to the Winners Circle section of the MBBL2. Here you will find details of all the leagues winning teams:

Finals Matches

For a finals match the gate is increased to do this simply click the finals match option in the PBeM tool before rolling for the gate, the tool will automatically take care of most of the finals details (FF bonus, gate bonus, ...). At the end of the match the winnings dice roll is DOUBLED before modifiers are added, to do this roll for winnings as normal then place the same figure as the dice roll in the empty box provided. This will be added on when you roll for your MVP award.

The Glittering Prizes

At the end of the season the 1st and 2nd placed teams will play for the Blood Bowl ... winner gets a free team re-roll (still adds to team rating) if he wants it until the end of the next season and an extra 20,000 gold for every game he plays until the end of the next season. Players from both teams in this match get a free MVP on top of any other SPPs (and the random end of game MVP) from the game.

3rd and 4th will play the Chaos Cup .. winner gets a free team re-roll (still adds to team rating) if he wants it until the end of the next season and D3 random players can take a Mutation of their choice (including Stab, Hypnotic Gaze, and Regeneration) ... this is permanent.

5th and 6th will play the Dungeonbowl ... winner gets a free team re-roll (still adds to team rating) if he wants it until the end of the next season and gets a free rookie on-pitch spellcaster for each game in the next season at no cost. However, he is always a rookie at the start of each game, he never gains SPPs, he can win the MVP for the match, he may not take you over 16 players or over the maximum number for a position, and he does add to TR but you don't have to pay money from the treasury for him. The free spellcaster may be used in addition to an existing spellcaster.

7th and 8th will play the Spike! ... winner gets a free team re-roll (still adds to team rating) if he wants it until the end of the next season and the team's Fan Factor goes up one additional point permanently.

Each winner should add a player in roster slot 17 that has position "Trophy Season (season number)" and name is the name of the trophy won (e.g. "Blood Bowl", ...). To add a RR add enough money to your treasury to equal twice the value of the RR then purchase it. The tool will deduct the money from you treasury and update your TR properly.

At the end of each season the previous season winners should remove that player from their rosters as well as the RR that came with it. This needs to be done at the end of the season as you don't get the bonus in the off season or finals. If you are retiring the team and won't play again

soon then an e-mail should be sent to the Assistant Commissioner so your roster can be updated while in retirement.



Season 12

	BLOOD-BOWL	CHAOS CUP	DUNGEONBOWL	SPIKE
Winner:	Shallya Unleashed	Jezebel` s Unliving Nightmare	Cause A Pirate is Free	Natural Born Tillers
Coached by:	Clarky	Basement Dweller	Diabl0658	NilStatus
Opponent:	Concrete Jungle	Naginata Knights	The Death Jesters	Horned Fury
Coached by:	Titan	pallinar	gold_penguin	Karasu
Races:	Shallya vs Elf	Vampire-Von Carstein vs Nipponese	Evil Gits vs Dark Elf	Heroes of Law vs Chaos Beastman
TR:	188 vs 175	157 vs 222	119 vs 292	260 vs 178
Score:	1-0	2-1	2-0	3-0

Season 11

	BLOOD-BOWL	CHAOS CUP	DUNGEONBOWL	SPIKE
Winner:	Lust for Life	Aquarium	Eight Circle, 4th Pit Punishers	Greenwar
Coached by:	Nazgit	mfl	Titan	Wendall Roy
Opponent :	School of Ooze	Scale Force Nine	Valencia Vampires	Orkansas Outsiders
Coached by:	High&Mighty	Clarky	pallinar	Task48
Races:	Vampire-Lahmian vs Nurgles Rotters	Wild Cards vs Draconian	Daemon-Tzeentch vs Vampire-Von Carstein	Treefolk vs Half-Orc
TR:	135 vs 223	193 vs 223	183 vs 164	124 vs 230
Score:	2-1	2-1	1-1 (2-1 penalty shoot-out)	2-1

Season 10

	BLOOD-BOWL	CHAOS CUP	DUNGEONBOWL	SPIKE
Winner:	The Hand	Naginata Knights	Old School Enforcers	School of Ooze
Coached by:	Clarky	pallinar	Task48	High&Mighty
Opponent:	Natural Born Tillers	the Wyrd Lords	Tree Lovers	Death Jesters
Coached by	NilStatus	crazylegs	Xzar	gold_penguin
Races:	Nipponese vs Heroes of Law	Nipponese vs Vampire-Necrarch	Border Princes vs Treefolk	Nurgles Rotters vs Dark Elf
TR:	253 vs 216	159 vs 211	170 vs 241	173 vs 263
Score:	3 - 2	Forfeit	1 - 0	3 - 2

Season 9

	BLOOD-BOWL	CHAOS CUP	DUNGEONBOWL	SPIKE
Winner:	the Vainglorious Roues	Death Jesters	Jimtown's Countdown to Extinction	The Good, The Nice and The Pretty
Coached by:	crazylegs	gold_penguin	Ombi	Nilstatus
Opponent:	Ghosts in the Machine	Seduction and Temptation	Scale Force Nine	The Elemental Force
Coached by	mfl	Calthor	Clarky	Beefcake
Races:	Slaanesh Elf vs Spirit	Darkelf vs Slaanesh Elf	Daemon-Nurgle vs Draconian	Heroes of Law vs Elementalist
TR:	211 vs 164	255 vs 187	263 vs 153	230 vs 176
Score:	5 - 2	2 - 0	2 - 0	5 - 0

Season 8

	BLOOD-BOWL	CHAOS CUP	DUNGEONBOWL	SPIKE
Winner:	Diet Coke of Evil	Vodka Vaporites	The Good, The Nice and The Pretty	?
Coached by:	gold_penguin	Dangerous Dave	Nilstatus	?
Opponent:	Jimtown's Countdown to Extinction	Tree Lovers	Elfheim Eagles	?
Coached by	Ombi	Xzar	Clarky	?

Races:	Evil Gits vs Daemon-Nurgle	Kislev vs Treefolk	Heroes of Law vs Wood Elf	?
TR:	326 vs 233	286 vs 174	177 vs 181	?
Score:	4 - 0	2 - 1	4 - 3	?

Season 7

	BLOOD-BOWL CHAOS CUP	DUNGEONBOWL	SPIKE	
Winner:	Diet Coke of Evil	Allah on Ice	Impitoyables	Church of Shallya
Coached by:	gold_penguin	High&Mighty	Le Carolingien	pallinar
Opponent:	Boogie Beans	the Sun Serpents	Showdown	dWo
Coached by:	Nazgit	Titan	Bretter	Beefcake
Races:	Evil Gits vs Undead	Araby-Unholy vs Lizardman	Border Princes vs Skaven-United	Shallya vs Dwarf
TR:	240 vs 193	205 vs 160	190 vs 212	183 vs 155
Score:	2 - 0	2 - 1	3 - 2	1 - 0

Season 6

	Team	Coach	Race	TR
1st	Ahnolds Avengers	High&Mighty	Skaven-Mors	258
2nd	Treehuggers Inc	Gil-Galad	Treefolk	170
3rd	Dune Dreggs	Snot_Rocketeer	Araby-Holy	246
4th	Weirdy Beardies	Nazgit	Dwarf	236
5th	Showdown	Bretter	Skaven- United	203
6th	Preux et Prouesses	Le Carolingien	Bright Crusaders	197
7th	Vodka Vaporites	Dangerous Dave	Kislev	260
8th	Murder of Crows	p1n3_b0x	Witches of Selene	228

Season 5

	Team	Coach	Race	TR
1st	The Fuzzies	gold_penguin	Lycanthrope	166

2nd	Silly Pointed Hats	slayerfar	Chaos Dwarf	153
3rd	Vodka Vaporites	Dangerous Dave	Kislev	220
4th	Crazed Carnies	walkingdoom	Chaos Dwarf	174
5th	The Rogue AIs	langelli	Robot	148
6th	Bark at the Moon	MadBax	Lycanthrope	209
7th	Black Widows	McDeth	Skaven-United	215
8th	The Misbegotten Way	begbie	Half-Elf	192

Season 4:

	Team	Coach	Race	TR
1st	Magic Masters	Dolganar	Vampire-Necrarch	242
2nd	Marienburg Redux	Nazgit	Human	172
3rd	The Butchers	MadBax	Vampire-Strigoi	210
4th	The Kaikans	Dangerous Dave	Nipponese	216
5th	Vlads Violators	Znami	Vampire-Blood Dragon	169
6th	Ahnolds Avengers	High&Mighty	Skaven-Mors	167
7th	The Rise	tbuczek	Nipponese	211
8th	TopoftheFoodChain	Snot_Rocketeer	Human	173

Details of seasons 1 to 3 are currently not included. These seasons were also organised very differently.

Secret Weapons

The new 4th edition rules for secret weapons are from Blood Bowl Magazines #1 and #2 along with the Blood Bowl Handbook:

Although the NAF rulebook bans the use of secret weapons, all kinds of weapons have been used by Blood Bowl teams in the past as they attempt to battle their way to a major tournament win. Dwarf and Goblin teams in particular have a well-earned reputation for using secret weapons and fiendish inventions to give their team the advantage. None the less, the use of secret weapons is simply not legal and referees have a nasty habit of sending off player who use them.

A player using a secret weapon will not be sent off by the referee while the match is in progress (unless he decides to foul a player that has been knocked down, in which case the normal rules apply). Instead, the player remains in play until after a touchdown is scored or a half ends, and then the opposing coach is allowed to make a penalty roll to see if the referee kicks the player out of the game. In order to make a penalty roll the opposing coach should roll 2D6. If the score equals or beats the secret weapon's penalty roll, then the referee sends the player off for the rest of the match (although the head coach can 'Argue the Call' as he can with players sent off for fouling). If the dice roll is less than the weapon's penalty roll then the referee does not take any action this time, and the player may carry on playing in the match (although another penalty roll will have to be made if the player is used again.)

Note that you must make a penalty roll for a secret weapon if the player carrying it has been on the field, even if he doesn't use the weapon (even if he is in Reserves, KO'd, or Injured box at the end of the drive). A secret weapon player will never leave his secret weapon in the Dugout.

The rules that follow allow player from all the different races to purchase secret weapons. When using these rules you are allowed to purchase any of the Star Players that have secret weapons. Instead you can purchase players in your team when the team is first created or they may be purchased at the same time a new player is added to the roster.

Each team can only ever have one secret weapon player on the team roster at any one time (Goblins are extremely dirty and desperate so they can have up to four player with secret weapons (MBBL2 Note: Dwarf, Evil Gits, Gnome, Hobgoblin, Night Goblin, and Sisters of Sigmar can have four also and the Nipponese can have three in our league). If you want to add a new secret weapon player to your roster that would take you over the team maximum for secret weapons, you must sack one of the current secret weapon players to add them. Note that you can't simply get rid of a player's secret weapon. Once a player owns a secret weapon, they become attached to it and wouldn't give it up for all the gold pieces in the Old World.

For each weapon, a list of teams that can use the weapon are listed. Any player on the team including allies and Big Guys may use a secret weapon available for that team.

MBBL2 OFFICIAL BLOOD BOWL SECRET WEAPONS

Weapon	Cost	Penalty Roll	Teams used by
Ball & Chain	20,000	8+	Araby-Holy (Dervish only), Araby-Unholy (Dervish only), Night Goblin (Night Goblins only)
Blunderbuss	30,000	10+	Chaos Dwarf, Dwarf, Gnome, Half-Orc, Human, Skaven

			(Jezzail), Wild Cards
Cannon	30,000	7+	Dwarf (Longbeard only)
Chainsaw	60,000	8+	Amazon, Chaos, Chaos Beastmen, Chaos Dwarf, Chaos Halfling, Chaos Warrior, Dark Elf, Dwarf, Gnome, Goblin, Half-Orc, Halloweenies, Human, Norse, Orc, Skaven, Undead, Wild Cards
Death Roller	90,000	7+	Dwarf (Longbeard only)
Doom Diver Catapult	50,000	8+	Goblin
Explosive Bomb	40,000	8+	Chaos Dwarf, Dwarf, Gnome, Goblin, Nipponese (Ninja or Skaven Gutter Runner ally only)
Hot Pot	30,000	9+	Halfling
Killdozer	90,000	7+	Dwarf (Longbeard only)
Net team (Netter/Big Stik)	40,000/20,000	9+ each	Night Goblin
Pogo Stick	20,000	10+	Goblin
Poisoned Dagger	30,000	10+	Amazon, Araby-Holy, Araby-Unholy (living players only), Chaos, Chaos Beastman, Chaos Warrior, Dark Elf, Draconian, Forest Goblin, Half-Orc, Hobgoblin (Sneaky Git only), Human, Lizardmen, Nipponese (Ninja or Skaven Gutter Runner ally only), Pixie, Skaven, Slaanesh Elf, Slann, Wild Cards
Quarterstaff/Bo Stick	30,000	9+	Albion Wanderers (Men-at-Arms or Shallya ally only), Nipponese (Ninja or Skaven Gutter Runner ally only), Shallya
Sigmarite Hammer	40,000	10+	Sisters of Sigmar
Snotling Pump Wagon	130,000	7+	Snotling
Stink Bomb	20,000	10+	Gnome, Goblin, Nipponese (Ninja or Skaven Gutter Runner ally only), Skaven (Poison Wind Globes), Snotling
Throwing Stars	40,000	10+	Nipponese (Ninja or Skaven Gutter Runner ally only)

GW Official Blood Bowl Secret Weapons

BALL & CHAIN - Penalty Roll: 8+

A player that takes a Ball & Chain weapon has his MA turned to 4.

Fanatics carry a huge ball and chain, a weapon so large that it would be impossible for them to pick it up under normal circumstances. The Fanatic's strength, however, is boosted by a strange and potent form of fungus beer or regilious fury, enabling the player to swing the heavy ball round and round. The player is carried onto the field by the rest of his team, and held firmly in

place until the kick-off whistle is blown. Free at last, the deranged player starts to whirl round crazily, swinging the ball and chain in a dizzy circle of death. Anything that gets in the way is smashed to the ground. Despite the eager shouting of his team-mates, the Fanatic has little idea of where he is going, and will happily plough through players from his own side if they get in the way!

Fanatics do not have a tackle zone and are only allowed to take Move actions. They must be the first model of their team to take an action. If the coach moves another player first then his opponent can make an illegal procedure call just as if the player had forgotten to move the turn counter.

Fanatics are never allowed to pick up or catch the ball, and can't be used to assist other players in a block. The Fanatic can move up to his MA per turn (no GFI), but unfortunately the coach has very little control over *which* squares he will move to! To see where he moves, place the Throw-in template over his head facing up or down the pitch, or facing toward either sideline. Note that you use the Throw-in template rather than the scatter template. This gives you some control over the direction the Fanatic moves in, but not a lot! Roll a dice and move the Fanatic into the square indicated by the dice roll. Repeat this procedure for all squares of the Fanatic's move. You may change the facing of the Throw-in template after each square of movement and, as no opposing player would be dumb enough to try to tackle the Fanatic, he never has to make a dodge roll to leave a square.

Now for the fun bit. If the dice roll indicates that the Fanatic will enter a square occupied by a player of either team, then he must throw a block against that player. The Fanatic's Strength counts as being '6' for the block, but no player may assist either side due to the swirling ball and chain. If the victim is forced back then the Fanatic must occupy the square the opposing player was in (unless the opponent had the Stand Firm skill, in which case the Fanatic's move ends). If a Fanatic is knocked over when he throws a block, he is automatically injured as the chain wraps itself round his neck. Roll for injury as normal, but count 'Stunned' results as KO'd instead.

The Fanatic can keep moving after he has made a block, if he has any squares of movement left, and is allowed to throw more blocks, in fact he *must* block the occupant of any further occupied squares he moves into. Sometimes a Fanatic will be forced to move into a square that contains a prone player. In this case simply 'force back' the prone player, representing them desperately rolling away from the Fanatic!

After you have finished the Fanatic's move, you must roll a dice to see if he has become exhausted. On a roll of 2-6 the Fanatic may remain in play. On a roll of 1 the Fanatic collapses in a heap and must be placed in the Dead and Injured players box. Roll the dice again to see what has happened to him: 1-3 = Cardiac arrest: The Fanatic dies from over-exertion; 4-6 = Knackered: the Fanatic is worn out, but will recover in time for the next match (Badly Hurt). MBBL2 RULE: You can use your Apothecary to try and restart the Fanatic's heart ... he will be consider Badly Hurt if you succeed.

The only player in an opposing team that can attempt to block a Fanatic is another Fanatic. Should this ever happen both players are automatically knocked over.

BLUNDERBUSS - 30,000 gold - Penalty Roll 10+

In battle the Chaos Dwarf field entire regiments of troops armed with the dread Chaos Dwarf

blunderbuss. This weapon uses a gunpowder charge to fire iron spikes at the enemy, although it can also fire hot coals, lead shot, pieces of scrap metal and even stones if need be. Chaos Dwarf hadn't been playing Blood Bowl for very long before one enterprising player, depressed by his team's appalling inability to pass the ball, came up with the idea of using a blunderbuss to fire the football down the field (other teams soon came up with their own blunderbusses to even up the game.)

The idea proved to be remarkably successful. The football could be squeezed into the end of the blunderbuss where it formed an airtight seal, and then at the appropriate moment the blunderbuss could be fired, hurling the football down the field. The player pointed the weapon in the air and pulled the trigger, firing the ball in a high arc which could not be intercepted. With luck the ball would plummet down in the general vicinity of another team player, although as often as not the ball landed well wide of the mark. Either way the blunderbuss player is happy, because at least the ball was deep in the opposing half of the field!

A Blunderbuss player who is holding the ball and armed with a blunderbuss may use it to fire the ball down the field. The Blunderbuss player is not allowed to do anything else when he fires the ball, because he needs the time to stuff the ball into the muzzle of the blunderbuss.

The normal rules for passing the ball are not used when it is fired from a blunderbuss. Instead, nominate a square **anywhere** on the field, and then roll a dice to see where the ball comes down. On a roll of 1-3 it scatters in exactly the same way as a kick-off (ie, it scatters the number of squares equal to the roll of a dice in a random direction). On a roll of 4-6 the ball is bang on target and may be caught by a player in the target square in the same way as an accurate pass.

After the blunderbuss has been used it may not be fired again until after touchdown is scored or half ends. This is to allow time for the weapon's user to reload it with a fresh charge of gunpowder!

CHAINSAW - Penalty Roll: 8+

No one remembers when chainsaws were first seen on the Blood Bowl field. Some say that Man-Mangler McStone, the Dwarf engineer famous for his blood-chilling (and blood-spilling) inventions was the weapon's originator. Others insist that he was simply the first victim of the weapon, brought on by an opposing team to stop the mad engineer before he did too much damage. Probably the most likely explanation is that McStone was both the weapon's originator and it's first victim, coming to a sad end when he tripped up and sat on his own invention (very messy). Whatever the truth of the matter, it's clear that the ever popular chainsaws here to stay.

A player can't enter the field with a running chainsaw (it's very difficult to sneak it past the ref!), so he must get the thing started before he is allowed to use it.

Turning the chainsaw on counts as an action, and the player may do nothing else that turn. To see if the player gets the chainsaw running, make an Agility roll for him. No modifiers apply to this dice roll. If the roll succeeds the player has managed to turn the chainsaw on, and is allowed to attack with it in any succeeding turn. If the player fails to start up the chainsaw he is not allowed to attack with it, though he can try to start it up again in a future turn.

Failing to start a chainsaw does NOT count as a turnover, and does not end the moving team's turn. The chainsaw must be restarted if it is used again after a touchdown has been scored or a

half ended.

A player armed with a running chainsaw may never catch or carry the ball, and must drop the ball if he has it. He can move normally, however, and attack with the chainsaw instead of making a block. A running chainsaw is a dangerous thing to carry around, and so if a player holding a chainsaw falls over for any reason, the opposing coach is allowed to add +3 to his Armour roll to see if the player was injured.

A player armed with a chainsaw is allowed to use it to attack other players instead of making a normal block. When the chainsaw is used to make an attack, do not roll the Block dice. Instead simply make an Armour roll for the victim adding +3 to the score. If the roll beats the victim's armour value then they are injured- roll on the Injury Table. If the roll fails to beat the victim's armour then the attack has no effect. A player armed with a chainsaw may take part in a foul on a prone player and adds +3 to the dice roll instead of the normal +1.

DEATH ROLLER - 90,000 gold - Penalty Roll 7+

One of the most spectacular, if not the most efficient, secret weapons fielded by any Blood Bowl team is the Dwarf Death-Roller (or the Skaven Doom Wheel). The DeathRoller was first used by the Dwarf Warhammerers back in '64 and has been a regular part of many Dwarf teams' arsenal ever since. The Death-Roller's continuing popularity is no doubt to the fact that it's so easily improvised from the rollers found at the more sophisticated and well-kept grass-laid stadiums. Referees have done their best to keep the Death-Rollers off the playing field, and quite a few have ended up as flat as a pancake as a result! Because of this most referees wait until after a touchdown has been scored before they try to throw the Death-Roller out of the game. Getting in the way as the machine first roars onto the field is just too dangerous!

On the whole a Death-Roller is treated like a normal player, albeit a very strong one, using characteristics and skills printed on the Death-Roller Star Player card. However, to reflect the machine's unique properties, the following special rules apply. A player who takes a Death Roller as a secret weapon has their stats change to 4/7/1/10 with Mighty Blow, Stand Firm, and Multiple Block. A Death Roller player may NOT earn star player points. Exception note: the Doom Wheel can earn SPPs.

The Death-Roller is far too solid and sturdy to be tackled, so it can ignore enemy tackle zones when it moves and never has to dodge in order to leave one. Death-Rollers may attempt to move extra squares, but if they 'fall over' it is assumed that boiler has blown up (see below for the effects). A Death-Roller is at it's most deadly when it is used against prone players who cannot move out of the way. To represent this, if a Death-Roller is used to foul a player lying on the field, then 6 is added to the Armour roll to see if the prone player is injured.

Death-Rollers that are knocked over by a block, or by the use of a Wizard's spell or a Special Play card, or whose boiler blows moving extra squares, or that suffer an injury in any way, are wrecked for the rest of the game. Remove the model from the field and place it in the Dead and Injured player's box in the Dugout to show this. The Death-Roller may not be used again that match, though it will be repaired in time for the next game. Serious Injuries reflects damage to the DeathRoller itself and can accumulate. If an injury result of Death is rolled, then the Driver has been killed and the DeathRoller is removed from the roster (note: an apothecary roll is allowed to save the Driver in this case only ... success places the DeathRoller as Badly Hurt for that game.)

A team can never have more than one Death Roller.

EXPLOSIVE BOMB - 40,000 gold - Penalty 8+

A favourite weapon of many of the more psychopathic Blood Bowl players is that old standby: a bomb! Players who use this type of secret weapon are known as Bombardiers. They usually carry a large sack of bombs, which they sneak onto the field when the referee isn't looking. The bombs used by Blood Bowl players tend to be rather primitive affairs, made from a round metal case filled with gunpowder, with a fuse poking out of the top.

When the Bombardier decides to throw the bomb, he lights the fuse, waits for a couple of seconds to make sure it is fizzing along nicely, and then lobs it towards an opposing player. or at least, that's the plan. More often than not something goes dreadfully wrong. Either the fuse is too short and the bomb goes off in the Bombardier's hands, or the bomb is caught by an opposing player and lobbed back, or the Bombardier's throw goes wild and the bomb lands next to a player from his own team! As you can see, Bombardiers are almost as dangerous to their own team as to their opponents!

A coach may choose to have a Bombardier throw a bomb instead of taking any other action. The Bombardier is not allowed to move when he throws a bomb, because he needs to stand still in order to light the fuse. Roll a dice to see if he gets the fuse alight without mishap. On a roll of '1' the bomb explodes prematurely in the Bombardier's square, with the results described below. On a roll of 2 to 6 he gets the fuse alight and may throw the bomb. If a player holding a lit bomb falls over for any reason (because of a Special Play card or a Wizard's spell, for example), then the bomb will scatter one square and then explodes as described below.

The bomb is thrown using the rules for throwing the football. The bomb may be intercepted or caught, in which case the player catching it must throw it again immediately. This is a special bonus action which takes place out of the normal sequence of play.

For the second (and any subsequent) throws a dice roll must be made to see if the bomb goes off in the (new) thrower's square. For any throws after the first the bomb goes off in the thrower's square on a roll of 1,2 or 3.

If the bomb lands in a square with a player who decides not to catch it, or if it lands in an empty square, then it will bounce and scatter one square in the same way as a dropped or missed pass. After it has bounced one square the bomb will explode, even if it ends up on a square that is occupied by a player.

When the bomb finally does explode - either because a dice roll is failed or because the bomb has hit the ground and bounced - it knocks over any player in the same square, and knocks over players in adjacent squares on a roll of 4+. Make Armour and Injury rolls for any players knocked over by the blast as normal.

Throwing a bomb does NOT count as the team's pass action for that turn, and you can throw more than one bomb per a turn if more than one player has Bombs as weapons.

POGO STICK - 20,000 gold - Penalty Roll 10+

Goblins have a well-deserved reputation for their inventive cruelty and their legendary ability to come up with diabolical (and often self-destructive) sneal plays. Goblins are the only Blood Bowl players insane enough to take to the field on a pogo stick, the fiendish creation of former

Lowdown Rats coach Pogo Doomspider. Pogo, alas, was killed trying to improve his device with the addition of rocket propulsion...

Any Goblin equipped with a pogo stick is allowed to attempt to move up to four extra squares when he 'goes for it' rather than the normal two. In addition, the Goblin may use the pogo stick to leap over occupied squares in exactly the same way as if he had the Leap skill **MBBL clarification: although 4th edition limited Leap to only one use per a turn, a Goblin Pogo Stick player can use Leap from his pogo stick as many times during his turn as he has movement to do it).**

A player with the leap skill is allowed to attempt to jump over an adjacent square, even those occupied by prone or standing players from either team.

Making a leap costs the player two squares of his normal movement (ie you cannot use Go For It square to leap). In order to make the leap, move the player to any empty square adjacent to the square that they are leaping over, and then make an Agility roll for the player. No modifiers apply to this dice roll at all.

If the player successfully makes the dice roll then they make a perfect jump and may carry on moving (and may leap again if they have enough movement remaining). If the player fails the Agility roll then they fall over in the square that they were leaping to, and the opposing coach may make an Armour roll to see if they are injured.

A failed leap counts as a turnover, and the moving team's turn ends immediately.

POISONED DAGGER - 10,000 gold - Penalty Roll 10+

It is rare a Blood Bowl player can resist the temptation to sneak a weapon on to the field in order to help out against those really tough opponents. More often than not the weapon chosen is a dagger which is both easy to hide and can often be used without the referee spotting it. Some particularly evil players will even take to covering the dagger with a fast-acting poison so they can really spoil their victim's day.

A player armed with a poisoned dagger may use it to attack another player instead of throwing a block at them. Make armour roll for the victim. If the score is less than or equal to the victim's armour value then the attack has no effect. If the score beats the victim's armour value then they have been stabbed by the dagger and an Injury roll must be made. Treat a 'stunned' result on the Injury Table as a KO'd result, because of the poison. Once the dagger has been used to successfully stab a victim (ie, they failed their Armour roll), then the poison is wiped off and the dagger causes injuries as normal until after a touchdown is scored or the half ends.

STINK BOMB - 20,000 gold - Penalty Roll 10+

The stink bomb is treated EXACTLY the same as the rules for an explosive bomb with the following exception. Players in the square where the stink bomb ends up and all adjacent squares fall over coughing and choking. Lie them face up on the field but do not make an Armour roll for them. Players falling over in this way do not cause a turnover unless one of the players was holding the ball, in which case they drop it and it scatters one square.

MBBL2 Additional Allowed Secret Weapons

CANNON - 30,000 gold - Penalty Roll 7+

You may set up the Cannon when setting up the team for the kick-off. It must face the opponent's End Zone and may not be moved once set-up. Inside is the Cannon player (the player purchased at the same time to use the Cannon.) The player in the Cannon may be handed the ball (roll to see if he drops the hand-off as normal), but may not do anything else until he is fired from the Cannon. The Cannon may be blocked if the Cannonball player is still in it as if it was an ST 7/AV 10 player with Stand Firm. If the Cannon is knocked down, it cannot be used for this drive and the Cannon player will be stuck inside. If the Cannon's armour is broken, make an injury roll for the Cannon player without any modifier (the Cannon prevents them). If the Cannon player is killed without being healed, the team loses the Cannon also. A Cannon cannot take the pitch without the Cannon player.

The Cannon may be fired by any player from either team in an adjacent square to the Cannon as his action for the turn (a player may not move to a square adjacent to the Cannon and fire it in the same turn). The Cannon will also be fired if magically fire or lightning cross the square it is in. Once the Cannon is fired, roll 4D6 and add the scores together to see how many squares the player in the Cannon is fired. The player lands using the rules for creatures thrown by large monsters from the Blood Bowl main rule book (the Cannon is always accurate so the Cannon player so the landing roll is made with no modifiers for being thrown). If he goes over the End Zone and has the ball, he scores a TD, but is Seriously Injured when he (crash) lands! If the Cannon is banned by Ref due to the Penalty Roll, the player that was in the Cannon is banned for the rest of the game as well.

A team can never have more than one Cannon.

DOOM DIVER CATAPULT - 50,000 gold - Penalty Roll 8+

The Catapult is the only secret weapon for which you by the secret weapon for the team not a secret weapon player. The Catapult does not count as an individual player for roster purposes, but does figure into the team rating. You can never have more than one Catapult on the team roster. If a Catapult fails its secret weapon roll, then the referees have made the team remove the Catapult from the sidelines/Dugout for the rest of the match.

The Catapult is placed in its own square on the pitch. The Catapult cannot be moved while it sits in an opponent's tackle zone. The speed at which the Catapult is moved is dependent on the Movement Allowance (MA) of the player moving it. The Catapult requires a player with Strength 2 to move it. The Catapult may be moved by any adjacent player the distance of their MA. The Catapult can be blocked by an opponent, hence its ST and AV characteristics (the Catapult is ST 4, AV 9). If a Catapult is knocked down but not injured, one player who starts his turn adjacent to the Catapult (ie doesn't move) and is not in an opposing tackle zone can use all of his movement allowance to set the Catapult back upright. If it is Injured (but not Killed), place it in the Dead and Injured box of the dugout and consider it damaged. A Mekanik may attempt to fix it before the next match (Mekaniks cannot repair killed Catapults). The Catapult cannot be moved and fired in the same turn. A Catapult used multiple times during a drive, but only by one Loony each turn (and only a Loony may use a Catapult).

When using the Catapult to launch a Loony, the following rules apply. The Loony must be adjacent to the Catapult. The Coach must then declare his intended target anywhere on the pitch (up to Long Bomb range) using a V pattern of squares in the direction that the Loony would be launched by the Catapult (the catapult is assumed to be facing whatever direction

would place the Loony behind it.) Then a single Blocking dice is rolled to determine if there was a misfire. A 'Skull' result means the Catapult has misfired - roll on the Misfire Table below. On any subsequent launches from this Catapult during the same game, both the 'Skull' and 'Both Down' results in a misfire. If there isn't a misfire, the Bat-Winged Loony is launched skyward and must make a landing roll. Note: while the launch is always accurate since the Catapult is a little shaky there is a cumulative -1 penalty to the landing for each passing band past Quick (so -1 Short, -2 Long, -3 Long Bomb) and a +0 as normal for Quick range. A Loony launched from a Catapult cannot move or act after landing (like he can with the Throw Team-Mate skill).

MISFIRE CHART

1D6	Result
1-2	DAMAGED. Catapult is broken and cannot be used again until it is repaired by a Mekanik.
3-4	DISABLED. Catapult needs tinkering. A player must spend the next entire Team Turn working on it. It can then be fired again on the subsequent team turn.
5	BOUNCE. The Loony slips and is shot more or less horizontally forward, bouncing along on his belly until he hits something solid. He goes forward D6+10 squares, and hits the first thng in his path. If he hits a player, consider it a ST6 Block against the victim and resolve it. Regardless of the outcome, this will result in a turnover for the Goblin team and the opponent may make an Armor roll to see if the Loony is injured.
6	WILD SHOT. Catapult slips in its mounting, spinning around and launching the Loony randomly into a high arc in the air. Place the Scatter Template over the Catapult, roll for direction, then determine the distance travelled by rolling a D6+5 squares. The Loony will land in this square head first. Make an injury roll with a +2 modifier. This will result in a turnover. If the Loony lands in the crowd make the +2 modified injury roll and then roll for a crowd injury roll and use whichever result injures the Loony the most.

HOT POT - 30,000 gold - Penalty Roll 9+

This weapon may on be used if the Hot Pot secret weapon player is in uninjured Reserves and normally needs two uninjured teammates to assist him fire it (but can still fire the Hot Pot if there is at least one uninjured teammate to help him). Once per half, during his turn the Hot Pot player may fire the Hot Pot onto the field using rules for a Hail Mary Pass with a -1 modifier if there is only one teammate helping. If a modified 1 or less is rolled then the Hot Pot has slipped and spills all over the players trying to fire it. Make an armour roll for each of the three (or two) players firing the Hot Pot. Anyone in the square it lands in is automatically knocked down and those in adjacent squares are knocked down on a 4+. Roll for armour and injury normally. Note: Referees are onto this Halfling trick, so penalty rolls are made for the Hot Pot player at the end of any drive that he stayed in the Reserves (rather than the normal rule of his being on the pitch).

KILLDOZER - 90,000 gold - Penalty Roll 7+

A player using a Killdozer has his stats permanently changed to 4/7/1/10 with Stand Firm. The Killdozer moves in a special manner. If there are any players in the 3 adjacent squares in front of direction that the Killdozer is moving, it must try to push all of them back to keep moving. Combine the strength of all players (including prone/stunned ones) in the 3 squares and roll block dice against them using a strength of 10 for the Killdozer, ignoring offensive and defensive assists and any of the defending players Stand Firm/Side Step abilities. If the result is that ALL defending players are pushed back or knocked down, then the Killdozer advances one square and all defending players are moved back one square in the direction the Killdozer is moving.

Note 1: Side Step may not be used to change the direction of the push for a player.

Note 2: Ignore knockdown result for a player that is already prone/stunned.

Note 3: if the result was knocked down, place the player knocked over, the armour and injury rolls will be done at the end of the Killdozer's movement.

Players pushed back by the Killdozer (either upright or down) can be moved into occupied squares. The player originally in the square is displaced one square, just as if they had been pushed back themselves (and can, in turn, force another player to be pushed back.) Players in a chain of pushbacks are knocked over if the original player was knocked over, and remain standing if the original player remained standing.

Once you have have resolved the pushback chain, the Killdozer may move and push again following the above rules, if it has movement left. When the Killdozer is finished moving or is knocked down, make armour and injuries rolls for any player that was knocked down during the Killdozer's movement.

Like the Deathroller, the Killdozer has some Dwarven engineering special rules. The Killdozer can ignore enemy tackle zones as it moves and never has to dodge in order to leave one. The Killdozer may attempt to move extra squares, but if it 'falls over', it is assumed that the boiler has blown up (see below for effects.)

A Killdozer knocked over by a block, or by the use of a Wizard's spell or a Special Play card, or whose boiler blows moving extra squares, or that suffers an injury in any way, is wrecked for the rest of the game. Place the Killdozer in the Dead and Injured box in the player's Dugout to show this. The Killdozer may not be used again that match, although it will be repaired in time for the next game. While the Killdozer treats injury rolls of Seriously Injured as Badly Hurt (no apothecary roll allowed), if the injury result is Dead for a DeathRoller, then the Driver has been

killed and the Killdozer is removed from the roster (note: an apothecary roll is allowed to save the Driver in this case.)

Although a Killdozer player can earn star player points, he never gets to make star player rolls for possible new skills.

A team can never have more than one Killdozer.

NET TEAM: Netter - 40,000 gold - Penalty Roll 9+ AND Big Stik - 20,000 gold - Penalty Roll 9+

NOTE: you cannot field one half of a Goblin Net team without the other half. However, if one half is removed from the field due to injury, etc., the other half may finish out the drive. Make a secret weapon roll for EACH half of the Net team at the end of any drive that they were on the pitch.

Net: Goblins armed with nets can fling them at the opposition once per drive. Nets may only be thrown at Quick and Short pass distances, and can not be intercepted or caught. Any player with Dodge or Sidestep can attempt to avoid the incoming net by succeeding on an Agility roll at -2. Once hit (and pinned) by the net, a player must make an unmodified strength roll every turn before moving. Failure halves the pinned player's movement for that turn (rounded down). Pinned players can block and be blocked as normal.

Big Stik: Instead of taking a normal action (Pass, Foul, Block), a goblin armed with a Big Stik can attempt to bean an adjacent player. Roll against the opponent's armor at +1. If the roll is successful, place the opposing player prone and make an injury roll at +1. Goblins wielding Big Stiks are considered to have Mighty Blow for any block they make (although it's unlikely they will, as it's usually easier just to aim for the head and swing!)

QUARTERSTAFF/BO STICK - 30,000 gold - Penalty Roll 9+

A player carrying a Staff (Quarterstaff) onto the field gains the skill Mighty Blow, in addition when making a Block the player may chose to gain +1 Strength for the Block OR use the skill Multiple Block.

SIGMARITE HAMMER - 40,000 gold - Penalty Roll 10+

The Sigmarite Warhammer gives the player holding it Mighty Blow. In addition if the opposing team roster contains any base or allied player from an Undead, Daemon, or Chaos team (Chaos, Chaos Beastmen, Chaos Warrior, any of the 4 Daemon teams, Minotaur, Slaanesh Elf, Fimir, Spirit, Undead, Khemri, Lycanthrope, Halloweenies, or Vampire), the Warhammer makes the player's Strength 5 for this game.

SNOTLING PUMP WAGON - 130,000 gold - Penalty Roll 7+

When a Snotling is purchased with a Snotling Pump Wagon secret weapon his stats are changed to:

MA	ST	AG	AV	Skills
D6+1	7	1	9	Mighty Blow, Multiple Block, Stand Firm

The Snotling Pump Wagon can earn star player points, but cannot ever make a star player rolls

to earn new skills/stats.

After a rather bloody display of Dwarf brutality - crushing nine unlucky goblins under a rampaging Deathroller, the Bog Boyz Head Coach, Grot Bilegut, was heard to exclaim, "We'z gotta get wun of dem zoggin fings!" With a bit of brewed inspiration, the next time the Bog Boyz took to the pitch they were accompanied by their "zoggin" Pump Wagon. The Pump Wagon is very popular with Blood Bowl fans as it rocks and teeters while sputtering forward leaving a trail of broken bodies in its wake.

A Pump Wagon is treated like a normal player, a very unique and highly annoying one, using the characteristics and skills in a similar fashion to the dreaded Dwarf Deathroller. To reflect the contraption's properties, the following special rules apply.

The Pump Wagon is too large and unpredictable to be tackled, therefore it can ignore enemy tackle zones when it moves - it never has to make Dodge roll. The speed of the Pump Wagon tends to be unpredictable as the crew squabble over which of them is going to operate the pump. This means that the contraption tends to go forward in fits and starts, sometimes quite quickly but at other times embarrassingly slowly. The Snotlings onboard steer the Pump Wagon by leaning precariously to one side or the other. The Coach has little or no control over the Pump Wagon. To represent this, place the Throw-In Template over the front end of the Pump Wagon and roll for its heading. Should the Pump Wagon slam into any player, standing or prone, (friend or foe) the Snotlings sway back and forth from the impact, and the Pump Wagon lurches onward in a new direction, until the determined number of squares have been moved. The Pump Wagon fails a Block by getting itself knocked over, or if it careens off the pitch into the stands or dugout. The Pump Wagon may never attempt to Go-For-It to move extra squares. Once the direction has been determined, the Pump Wagon can move D6+1 movement per Team Turn, simply roll for movement. The Pump Wagon must use all of its allotted move unless it goes off of the pitch or is knocked over.

A Pump Wagon is most deadly when rolling over the top of prone players (friends or foes, Snotlings don't discriminate) who cannot get out of the way. To represent this, add +6 to the Armor roll to see if the prone player is injured. The use of the Pump Wagon does not count as the team Blitz or Foul action.

The Snotlings onboard the Pump Wagon are too busy attempting to annoy other players, or frantically working the pump, therefore the Pump Wagon may never attempt to pick up the ball or carry it in any way. Moving through a square with the ball in it causes the ball to scatter. A Pump Wagon knocked over by a Block, Wizard's spell, or Special Play card, or which suffers an injury in any way, is considered wrecked for the rest of the game. Remove it from the play and place it in the Dead and Injured box of the dugout. The Pump Wagon is considered damaged, but may be repaired before the next match if the team has hired a Mechanik. Note: you should still make an armour and injury roll if the Pump Wagon is knocked over as the Mechanik cannot repair Killed Pump Wagons (the damage is too great.)

Should the Pump Wagon rumble off the pitch and into the stands make an Injury roll for the Pump Wagon, to determine possible damage. If the result is *Stunned*, the Pump Wagon is considered stuck (but undamaged) in the stands for the rest of the game.

ANNOYING: The Snotlings aboard the Pump Wagon have the unique ability to annoy any adjacent player with their assorted sling-shots, poky sticks, or thrown objects, into a distracted

enraged immobility. The Snotlings may do this either before or after the Pump Wagon has moved. *Annoying* other players is a free action, and does not interfere with any other actions the Pump Wagon might do. The Snotlings may *annoy* any, or all adjacent opposing players. Choose the first player the Snotlings attempting to *annoy* and roll a D6. If the score is greater than the victim's Agility, then the victim is *Annoyed* and loses their tackle zone for the rest of the Team Turn. If the score of the dice is less than or equal to the opponent's Agility then the Snotlings have failed to *annoy* their victim. Subsequent players the Snotlings attempt to *annoy* during the same turn are subject to a cumulative -1 modifier on their Agility roll (e.g. -1 for second player, -2 for third player, etc...), which represents the diminished efforts of the little buggers to concentrate their *annoying* efforts on more than one player.

THROWING STARS - 40,000 gold - Penalty Roll 10+

A player with the Throwing Stars has a supply of Poisoned shuriken that allow him to make a one dice Block against any player - no matter what their strength - within range of a Quick Pass but not in an adjacent square. Note: if the opponent or Throwing Stars player go down they go down in the square they are standing in (no push back). An opponent may use Block and Dodge skills to effect the Throwing Star block dice roll.

Resolve the Block die as follows:

Push Back - Throwing Star missed.

Opponent Down - resolve as normal (make normal armour and injury rolls.)

Both Down - Opponent goes down (make an armour and injury roll as normal). Throwing Star player makes an agility roll - if failed, the Throwing Star player nicked his own finger during the throw and will fall down (make armour and injury rolls). This will cause a turnover.

Skull - Throwing Star player makes an agility roll. If failed, the throwing star player has poisoned himself and will fall down. Make armor and injury rolls as normal. This counts as a turnover.

Note: Team rerolls or the Pro skill can be used to re-roll this agility roll for failed throwing star throws.

On-Pitch Spellcasters for Blood Bowl

Credits:

Note: This information was written by Gaius Audaxx and originally present at www.mlaf.de. It has been updated for use with our league, put it more in line with 4th edition rules, and some recommended changes from Doug Webber, Milo Sharp, and John Kipling Lewis.

The On Pitch Spellcaster rules are meant to put the team wizard in a position where the other team can do something about him/her. If you use the On Pitch Spellcaster rules, do not use the normal Wizard rules from the Death Zone or any of the racial wizards suggested in the Death Zone or Compendiums. One other important rule change, if you play a Daemon team, you cannot field any player with Daemonic Aura unless the On Pitch Spellcaster is on the pitch as well. If the On Pitch Spellcaster leaves the pitch, all players with Daemonic Aura immediately leave the pitch as well. If the On Pitch Spellcaster is killed, all players with Daemonic Aura are killed as well. Players with traits that are dependent on a Spellcaster (Daemonic Aura, Wizard Link, or Elemental Link) may not be Spellcasters as themselves.

Each race may recruit up to one spellcaster in place of one player. Any player position on the field may be used as spellcaster. Making a player a spellcaster costs an additional 50,000 gold and the player must take -1 AV. The spellcaster is listed on the roster like an ordinary player and has to be on the field to cast his spells. Just like an ordinary player, he can perform actions and gain SPPs, however, in addition to that, he is able to cast a spell (at least) once per a game. Rookie spellcasters begin at Casting Level 1. The Casting Level means how many spells a spellcaster may cast per a match (one spell per a level, so a Level 3 spellcaster may cast three spells a match (the same spell can be cast more than once.)) A spellcaster gains SPP like any normal player, but also earns one SPP for every spell he **successfully** casts. A spellcaster from another race may NOT be taken as an ally for a mixed race team.

Spellcasters are entitled to Star Player Rolls just like other players when they have accumulated the appropriate amount of SPP. On a roll of 2-9, they may either pick a skill from the categories accessible to them, or they may roll on the Open Spell Table to learn a new spell.

Should a spellcaster roll doubles on the Star Player Roll they may do **one** of the following:

1. Pick a skill or trait per the rules for doubles rolls
2. Increase his Casting Level by 1.
3. Roll twice on the Open Spell Table and choose one of the two different unknown spells rolled to learn. Reroll any Open Spell table results of 18. If either roll is a 3, choose any open spell to learn.

Only spellcasters may roll on the Open Spell Table, other players may never gain spells off this table, even if they roll doubles on their Star Player Roll. If a spell is rolled that is already know, the spellcaster may roll again.

Open Spell Table

3D6 Result	Spell learned
3	Choose any Open Spell

4	Knowledge Drain
5	A Soul in Chains
6	Medusa's Gaze
7	Speed of Light
8	Healing Hand
9	Lightning Bolt
10	Zap!
11	Guidance
12	Fireball
13	Mischevious Imp
14	Weather Control
15	The Long Door
16	Invisibility
17	Time Bubble
18	Casting Level increases by 1

How to cast spells

A Casting action is added to the list of actions that must be declared and may be performed once per the active turn (like Foul, Pass, Blitz). The spellcaster may move as part of the Casting action before he attempts to cast the spell and name the target (if any), but may not move after attempting to cast the spell. The spellcaster rolls a D6 to find out if the spell was cast successfully. This roll is modified with -1 per enemy tackle zone the spellcaster is in. The successful casting of a spell gives the caster one SPP - successful only means that the D6 roll mentioned above was successful, so a Lightning Bolt might miss the intended target but still gives the caster a SPP. A spellcaster does **not** gain SPP from casualties caused by a spell. To be able to cast a spell, the spellcaster must be on the field and standing. Only one spell may be cast per a turn, no matter what Casting level the spellcaster is. **Dice rolls involved with casting a spell may NOT be re-rolled.** Failure to cast a spell does not result in a turnover unless the spell states that it does.

Every spell has seven components:

1. The spell's name
2. The spell is either Open (available to any spellcaster) or Race Specific (available to only one race as a starting spell)
3. The successful result for the spell
4. Duration of the spell (this is listed in the successful result if there is a duration)
5. The failure result for the spell
6. Maximum range of the spell
7. The result needed on the Casting roll for the spell to succeed

Open Spells

Knowledge Drain

Successful Result: Add the level of the spellcaster to the Casting roll and subtract the opposing spellcaster's level (in addition to -1 penalties for opposing TZs). If the spell succeeds, the opposing spellcaster may not cast any spells for the remainder of the game. A result of 6 before or after modification is always a success. If the spell succeeds, make a second Casting roll using the same rules as the first for this spell, a failure has no effect, but a success allows the spellcaster to permanently learn one spell that the opposing spellcaster knows (including racial spells).

Failure Result: The spellcaster may not cast any more spells for the rest of the game. A result of 1 before or after modification is always a failure.

Range: Opposing spellcaster in an adjacent square

Succeeds on: 4+

A Soul in Chains

Successful Result: Target player has his soul imprisoned. The player is removed from the pitch and must miss the rest of the half, but may return for the second half (if the spell was cast during the first half). If this player was holding the ball, it scatters one square.

Failure Result: The soul of the spellcaster is imprisoned. The spellcaster is removed from the pitch and must miss the rest of the half.

Range: Anywhere on the pitch

Succeeds on: 4+

Medusa's Gaze

Successful Result: The target player loses his Tackle Zone, cannot give assists, and cannot perform any actions or use any skills during this and your opponent's following turn. His ST is halved (rounded down). If the target player was holding the ball, this spell does not cause him to drop it.

Failure Result: Apply the effects of this spell to the spellcaster.

Range: Maximum of seven squares

Succeeds on: 3+

Speed of Light

Successful Result: Target player may move 1d6 squares in addition to his normal MA for this turn only.

Failure Result: No effect

Range: Maximum of seven squares

Succeeds on: 3+

Healing Hand

Successful Result: One player (for either team) who has been Knocked Out, Badly Hurt, or Seriously Injured is healed and moved to the Reserves box.

Failure Result: No effect

Range: Dugout

Succeeds on: 2+

Lightning Bolt

Successful Result: The spellcaster throws a lightning bolt at the target according to the lightning

bolt template and rolls 2D6, trying to roll over the AG of the first player in the line of fire. If that succeeds, the player is knocked over and must make the armour roll and the following injury roll with a +1 modifiers. If this 2D6 roll is less than or equal to the first player's AG, then the bolt misses, and the roll is repeated for the next player in the line of fire and so on, until a player is hit by the bolt or the bolt has reached its maximum range. If the bolt hits one of your players, this will result in a turnover. If the bolt hits the ball carrier, the ball will be dropped and scatter one square.

Failure Result: The lightning bolt discharges in the square of the spellcaster, who is automatically knocked over by the bolt. Make armour and injury rolls at +1. This will result in a turnover.

Range: Lightning Bolt template

Succeeds on: 2+

Zap!

Successful Result: Roll a D6 after the Casting roll. On a roll of 4+, the target player becomes a slimy toad. On a roll of 1-3, the spell scatters as often as you rolled (i.e. if you rolled a 2, the spell scatters twice). If someone is in the new target square (after resolving all scatter rolls), he becomes a toad. Toads have the following stats: MA: 4, ST: 1, AG: 4, AV: 4, Skills: Dodge, Leap, Stunty. Toads will drop the ball if they had it (which will result in a turnover if this player was on the moving team). Toads may not try to pick up or catch the ball and cannot use any skills or gain SPPs. However, if they suffer an injury or even death, this carries over after their re-transformation. Toads re-transform at the next kick-off or at the end of the match (whichever comes first).

Failure Result: The spellcaster becomes a toad

Range: Anywhere on the pitch

Succeeds on: 2+

Guidance

Successful Result: Target player does not have to roll dice for one single action for this turn, he succeeds automatically. Such actions would include a single Dodge, Pass, Catch, Block, Go for It, Hand Off, or Pick up the Ball action. The spell may not be used on Armour, Foul, or Injury rolls or on Skills that require a dice roll (like Hypnotic Gaze). The player must declare what action will automatically succeed before performing it.

Failure Result: No effect

Range: Anywhere on the pitch

Succeeds on: 2+

Fireball

Successful Result: The spellcaster throws a fireball into a target square as if he was throwing the ball (use range ruler, etc.). The Spellcaster coach rolls a D6 for each players in the target square and in all eight adjacent squares. If the roll is higher than their AG, they are knocked over and have to make an armour roll. This armour roll and following injury roll are made with +1 modifiers. If the ball carrier is knocked over while his team was the moving team, then a turnover takes place. Deal with inaccurate and fumbled fireballs just as with inaccurate or fumbled passes. Throwing a fireball is **not** the team's pass action for the turn. A fireball cannot be caught, pass blocked, intercepted, or thrown in by the fans.

Failure Result: The fireball goes off the spellcaster's square and the eight adjacent square. Roll

for adjacent player's AG as normal, but the spellcaster is knocked down automatically which will result in a turnover.

Range: Passing Range Ruler

Succeeds on: 2+

Mischievous Imp

Successful Result: A Mischievous Imp interferes with the opposing team's abilities temporarily. For the rest of the current drive, no player on the opposing team may use any skill that rerolls a specific failed result (examples: Dodge, Pass, Catch, Sure Feet, and Sure Hands). The opposing team may still reroll failed results through Pro and any Team, Leader, or Trophy rerolls.

Failure Result: The spellcaster's team loses the specific failed result reroll skills for the rest of the drive.

Range: Entire opposing team

Succeeds on: 3+

Weather Control

Successful Result: The spellcaster can change the weather to any result that is either directly above or below the current weather on the Weather Table. If the Casting roll was a 6, he may choose any effect from the Weather Table.

Failure Result: No effect

Range: The whole stadium

Succeeds on: 3+

The Long Door

Successful Result: The spellcaster chooses a target unoccupied square that is no more than seven squares away where the door opens, and in 1d6 squares from there another unoccupied square where the other end will be. The first player to enter either end of this dimension tunnel will immediately appear in the other square without having to pay movement points for the travel. He can now continue moving and perform other actions as usually, but right after its first use, the tunnel closes and disappears.

Failure Result: No effect

Range: Maximum of seven squares

Succeeds on: 3+

Invisibility

Successful Result: Target player (from either team) becomes invisible for this and your opponent's following turn. This player may ignore enemy Tackle Zones when moving, but he cannot receive a pass or hand-off while invisible. The player may not be blocked. If he throws a block at someone, no offensive assists may be used.

Failure Result: No effect

Range: Maximum of seven squares

Succeeds on: 3+

Time Bubble

Successful Result: The target player may perform another legal action right after the first one (move and then blitz move, blitz and pass, block twice, move twice, etc.) Legal means, that you may still only blitz, foul, pass, or cast only once per a turn (unless a special play card allows you more than one of these actions per turn.)

Failure Result: No effect

Range: Anywhere on the pitch

Succeeds on: 4+

Race Specific Spells

The starting spell known by a spellcaster is determined by his race. Race specific spells cannot be learned by any other race (unless learned through the Knowledge Drain spell).

MBBL2 rules: The MBBL2 still allows in a few special rules for the old Special Play Cards even though we use the Handicap table instead of SPCs in our league. As a result of that, in the MBBL2 all spellcasters start with their Race Specific Spell AND the spell Conjure. NOTE: this rule change is not recommended for leagues wanting to use on-pitch spellcasters but that do not use special play cards at all.

Conjure

Race: All

Successful Result: The spellcaster's team may draw a Magic Item special play card. If the card says play this card immediately, then they must do so.

Failure Result: The opposing team may draw a Magic Item special play card.

Range: Any of your players on the pitch

Succeeds on: 3+

Teleport

Race: Albion Wanderers

Successful Result: Place throw-in template next to any player on your team. Roll for direction. Then roll a D6 to determine the number of squares moved. After the move, roll another D6, on a 1 the player falls down in that square from being disoriented (opponent makes armor and injury rolls as normal). If the square the player is teleported to is occupied, place the player in the closest unoccupied square to the square the player would have teleport to (coach's choice if there are 2 or more.) If the square the player was to be teleported to was occupied, the player will fall down from being disoriented on a roll of 1, 2, or 3, instead of a 1. If a player is teleported into the crowd, make a crowd injury roll for the player as normal. NOTE: if player is teleport PAST the endzone, it does not count as a touchdown. The player suffers a crowd injury and the ball is thrown in for the endzone square the player left the pitch from.

Failure Result: The targeted player uses the scatter template to determine direction and uses 2D6 to determine the number of squares.

Range: Any of your players on the pitch

Succeeds on: 2+

Siren Call

Race: Amazon

Successful Result: All opposing players with 3 squares of the spellcaster, must roll a D6. On a result of 4+, they resist the spell. On a result of 1-3, the player is entranced by the siren call. For the remainder of this and the opponent's following turn, the entranced player(s) may not move or take any further actions. If the hypnotized player(s) is blocked before he recovers, then his Strength is halved (rounded down). All entranced players still have a Tackle Zone and may lend assists.

Failure Result: No effect.

Range: 3 square radius

Succeeds on: 4+

Cry of Jyhad

Race: Araby - Holy

Successful Result: All standing players on the Holy Araby team other than the Spellcaster receive +1 ST, Mighty Blow, and Frenzy until the end of the turn. At the end of the turn, lay all players effected by this spell prone on the field and make armour/injury rolls as normal to see if they hurt themselves during their religious frenzy.

Failure Result: No effect

Range: All players other than the spellcaster standing on the pitch

Succeeds on: 4+

Necromancy

Race: Araby - Unholy

Successful Result: Any one player in the Dugout who failed their Regeneration roll is now Regenerated and placed into the Reserves box.

Failure Result: No effect

Range: Dugout

Succeeds on: 4+

Enrage

Race: Barbarian

Successful Result: All the Barbarians on the field have a moment of total focus and clarity on the match, and By Thrud they want to win. All Barbarians for rest of this turn are treated as not having Wild Animal, Bonehead, or Single Minded!. In addition, any Barbarian using the Berserker Rage this turn, will not have to make an injury roll at the end of the turn.

Failure Result: The spellcaster falls down and must make an injury roll. This will result in a turnover.

Range: All Barbarian players on the pitch

Succeeds on: 2+

Close Call

Race: Border Princes

Successful Result: One stunned opponent snaps to his senses and immediately believes that that last hit he took almost ended his life. The player immediately leaves the field to consider his career/life and misses the rest of the match.

Failure Result: The stunned opponent snaps to his senses and wants to get back into the game. Place the stunned player upright.

Range: Any stunned opponent on the pitch.

Succeeds on: 3+

Blessing

Race: Bretonnian

Successful Result: The team is blessed by the Gods - every action performed in this turn (and only this turn) can be re-rolled as if a team reroll has been spent. You still cannot re-roll a single action more than once.

Failure Result: No effect

Range: Entire team

Succeeds on: 4+

Warp Bolt

Race: Chaos, Chaos Beastmen, or Chaos Warrior

Successful Result: The Spellcaster casts a bolt of destructive warp energy at an enemy player. The victim is hit and knocked over by the warp bolt. Such is the power of the Warp Bolt that it automatically penetrates the victim's armour, so roll on the injury table immediately to see what injuries were inflicted.

Failure Result: The warp energy courses uncontrollably through the Spellcaster. Make an immediate Casualty roll for the the Spellcaster. This will result in a turnover.

Range: Seven squares

Succeeds on: 3+

Ravenous Hunger

Race: Chaos Halfling (Chaos-Yum)

Successful Result: This can be a delayed action spell. If successfully cast, then all players on the opposing team gain the Gluttony trait for the entire or remainder of the second half and any overtime period for this match. If an opposing player has the Always Hungry trait, they will fail this Gluttony roll on a D6 roll of 1, 2, OR 3 instead of just 1.

Failure Result: The Spellcaster immediately is overcome by hunger and will spend the rest of the entire match eating (thus missing the rest of the game). This will result in a turnover.

Range: Entire opposing team

Succeeds on: 4+

Rune of Fear

Race: Chaos Dwarf

Successful Result: The entire team now generates an aura which causes intense fear in opponents. For the rest of this and your opponent's following turn, treat all players on the Chaos Dwarf team as if they had Foul Appearance.

Failure Result: No effect

Range: Entire team

Succeeds on: 3+

Khorne's Gift

Race: Daemon - Khorne

Successful Result: Select a player from your team that does not have Daemonic Aura. That player's Strength is doubled for the rest of the drive. In return for the gift of strength, Khorne demands that this player scores one casualty (either from blocking or fouling) after the spell is cast. If at the end of the game the player has not scored a casualty subsequent to the spell's casting, the player must immediately roll on the Casualty table and apply the results to himself.

Failure Result: The Spellcaster receives the effects of Khorne's Gift.

Range: Any player on the team without Daemonic Aura

Succeeds on: 3+

Stream of Corruption

Race: Daemon - Nurgle, Nurgle's Rotters

Successful Result: The Spellcaster spews forth a gout of filth (use the Lightning Bolt template). The Spellcaster must make a D6 roll for each player (from either team) that is half or more under the template adding +1 to dice roll for each opposing tackle zone on the player. The roll is successful if the Spellcaster rolls higher than (the player's Agility+1). The player is not

actually moving, he just tries to duck under the Stream. If the Spellcaster is successful on the dice roll, the player is knocked down (roll for armour and injury as normal). Failure means nothing happened to the player.

Failure Result: The Spellcaster is deluged by filth and will miss the rest of the half as he recovers from asphyxiation. This will result in a turnover.

Range: Lightning Bolt Template

Succeeds on: 3+

Aura of Slaanesh

Race: Daemon - Slaanesh, Slaanesh Elf

Successful Result: Select a player from your team. That player is surrounded by the Aura of Slaanesh for the rest of this and your opponent's next turn. Any opposing player attempting ANY action (including movement) within the tackle zone of this player must first roll a successful unmodified Agility roll. If the Agility roll fails, the player is so enthralled by the decadent images in their mind that may NOT move, lend offensive/defensive assists, or perform any further actions during this turn. This will not result in a turnover. A separate agility roll is required for each move or action attempted while in the tackle zone of the player with the Aura.

Failure Result: The Spellcaster's mind is filled with his favorite fantasies and he will miss the rest of the half as he enjoys the mental show. This will result in a turnover.

Range: Any player on the team

Succeeds on: 3+

Random Event

Race: Daemon - Tzeentch

Successful Result: The chaotic magic of Tzeentch is some powerful but unpredictable stuff. Roll a D6, to see what the result of this spell was:

- 1 - Your opponent loses a team re-roll (if one is left) for this half only.
- 2 - Your team may draw a Random Event Special Play card. **If your league does not allow any special play cards, then the team's Fan Factor is increased by 3 for this match only.**
- 3 - Your team treasury is suddenly increased by D3x10,000 Gold pieces.
- 4 - You gain an extra team re-roll for this half only.
- 5 - A random opponent will miss the rest of this match.
- 6 - You may choose any player without Daemonic Aura who is missing this game for ANY reason (Injury, Niggle, Sent Off, etc.) and return them to Reserves. The player may play the rest of the game as normal. Note: this spell does not actually heal the player (its more of a Magical Band-aid). Any Serious Injury or Death results will return at the end of the game for a returned player.

Failure Result: The randomness of Tzeentch magic backfires on the Spellcaster. Roll a D6 to see what Failure Result occurs.

- 1-2: Make an injury roll for the Spellcaster. This will result in a turnover.
- 3-4: The Spellcaster misses the rest of this half. This will result in a turnover.
- 5-6: The opposing coach may teleport the Spellcaster into his choice of any unoccupied space on the pitch at the beginning of his next turn.

Range: There are no range limits on any of this spell's effects.

Succeeds on: 3+

Tormented Soul

Race: Dark Elf

Successful Result: Target player hits the ground in torment and is automatically Stunned (do not roll for armour or injury). If the target had the ball, it will scatter one square.

Failure Result: The spellcaster is Stunned. This will result in a turnover.

Range: Maximum of seven squares

Succeeds on: 3+

Firebreathing

Race: Draconian

Successful Result: The Spellcaster issues forth a line of fire in a straight line direction for 3 squares. The fire hits all squares in this straight line and also hits any squares adjacent to the direct line squares that are not also adjacent to the Spellcaster. The Spellcaster coach must roll a D6 for any player touched by the fire. If the roll is higher than their AG, they are knocked over and have to make an armour roll. This armour roll and following injury roll are made with +1 modifiers.

Failure Result: Nothing Happens

Range: Direct line of 3 squares and all squares adjacent to them but not adjacent to the caster.

Succeeds on: 2+

Rune of Protection

Race: Dwarf

Successful Result: No spells may be cast by the opposing spellcaster for the rest of the match. If the opposing team has any Magic Items, they cannot be used for the rest of the match. **If your league still allows special play cards, then the opposing team may not play any Magic Item special play cards for the rest of the match.**

Failure Result: No effect

Range: Opposing team

Succeeds on: 2+

Sweet Slumber

Race: Forest Folk

Successful Result: The Spellcaster sends forth a peaceful, slumber-inducing melody. Pick any one player on the field within seven squares and roll two dice, adding the scores together. If the roll is greater than or equal to double the opponent's s agility, the target player succumbs to the spell and momentarily drifts off to sleep. Place the victim stunned (Apothecaries may not alter this). If the target player was carrying the ball then it will scatter once from his square.

Failure Result: The Spellcaster falls asleep and is placed Stunned on the pitch. This will NOT result in a turnover.

Range: An opponent within seven squares of the spellcaster.

Succeeds on: 4+

Shaman Potpourri

Race: Forest Goblin and Night Goblin

Successful Result: Select two players on the pitch from the same team (either your or your opponent's). Then roll a D6 to see the spell's effect.

- 1 - FIREBALL: A Fireball erupts centered on each player's square. Roll a D6 for every player in or adjacent to the player's square. If the roll is higher than the player's Agility place the player prone. Make armour and injury rolls at +1.
- 2 - ZAP!: Roll a D6 for each player. On a 4+ he is turned into a Toad until the end of the drive. Toads have the following stats: MA: 4, ST: 1, AG: 4, AV: 4, Skills: Dodge, Leap, Stunty. Toads will drop the ball if they had it. Toads may not try to pick up or catch the ball and cannot use any skills or gain SPPs. However, if they suffer an injury or even death, this carries over after their re-transformation. Toads re-transform back to normal at the end of the drive or the match (whichever comes first).
- 3 - THE COLOURS: The players have a bad acid flashback and are placed prone (no armour/injury rolls) and gain the trait Bonehead for the rest of the drive.
- 4 - NOXIOUS FUMES: The players gain Foul Appearance until the end of the drive.
- 5 - PORTENTS OF POWER: The players are gifted with the ability to see slightly into the future allowing them second chances at mistakes. The players gain the Pro trait until the end of the drive.
- 6 - STRENGTH OF THE GODS: The players gain +1 Strength until the end of the drive.

Failure Result: Nothing Happens

Range: Any two players on the pitch from the same team

Succeeds on: 2+

Dirty Play

Race: Gnome

Successful Result: You may draw one Dirty Trick Special Play card.

Note: if your league does not allow any special play cards, then D3 random players on the spellcaster's team gain Dirty Player if they do not already have it for the rest of the game.

Failure Result: Nothing Happens

Range: The Dugout

Succeeds on: 3+

Evil Twin

Race: Goblin

Successful Result: Until the next Kick-off, the target player has to perform all his actions and movement as if it was in an opposing Tackle Zone, i.e. dodge for every square of movement, modify passing and catching rolls with -1, blocking with a defensive assist and so on. This Tackle Zone adds to any real Tackle Zones, and cards or spells that would allow the target to ignore opposing tackle zone cannot neutralize this tackle zone.

Failure Result: the spellcaster suffers the effect of the Evil Twin spell

Range: Anywhere on the pitch

Succeeds on: 3+

Spontaneous Construction

Race: Golem

Successful Result: A tiny Golem is formed from the bits of players lying around the pitch. This Golem may be summoned into any empty square on the pitch. The type summoned depends on what player "parts" are most abundant on the pitch. If the Golem team has caused more casualties than their opponent, then a Mannequin is summoned (6/1/3/5 Dodge, Stunty, Side Step, Sure Hands). If the Golem team has suffered more casualties or if the opponent is a Golem

or Robot team, then a Dreadmini is summoned (3/4/1/5 Claw, Stunty). If the casualty count is tied, roll a D6 (1-3=Mannequin, 4-6=Dreadmini). This created Golem may take the number of players on the Golem team over 11 without penalty. The created Golem may move the turn it was created. If the created Golem attempts to block on the turn it was created, it must use the team's blitz action. The created Golem will last until the end of drive or until it is Knocked Down at which point the spell ends.

Failure Result: Nothing happens.

Range: Any unoccupied square on the pitch

Succeeds on: 3+

Gotta Be McMurty's

Race: Halfling

Successful Result: A player of choice gains Off for a Bite until the end of the game as he develops mad cravings for two all beef patties, special sauce, lettuce, cheese, pickles, onions on a caraway seed bun.

Failure Result: The Spellcaster is placed in Reserves immediately as he runs off the field to feed his craving. He will miss the rest of the match (Halflings have BIG appetites).

Range: Any opponent on the pitch

Succeeds on: 2+

Curse

Race: Halloweenies

Successful Result: A Curse spell may be targeted at the entire opposing team or just one player. If targeted at the entire opposing team, the team loses D3 re-rolls for the rest of this half (cannot go below zero). If targeted at a single player, that player ages to an extremely old age. For the rest of the half, this player is considered to have a Strength of 1 and an Agility of 1. The cursed player also has a +1 modifier for any injury roll made against him (brittle bones and all).

Failure Result: Nothing happens.

Range: Dugout or any opposing player on the pitch.

Succeeds on: 4+

Artificer

Race: High Elf

Successful Result: The magic of the spellcaster equips the targeted player with a random Magic Item for this match only. Roll a D6:

- 1: Lucky Rabbit's Foot - Player gains the skill Pro. If he already has Pro then he may gain the reroll skill of his choice (Dodge, Pass, Catch, Sure Feet, or Sure Hands).
- 2: Sandals of Leaping - Player gains the skill Leap. If he already has Leap then all uses of the Leap skill are automatically success (no dice roll required).
- 3: Magic Helmet - Player gains +1 AV. If this would take his AV above 10, then no modifiers are allowed to his armour roll instead (Claw, Mighty Blow, Chainsaws, Foul Assists, etc).
- 4: Boots of Speed - Player gains +1 MA, Sure Feet, and Sprint. If he already has Sure Feet and/or Sprint, give the player an additional +1 MA for each of those skills he already has.
- 5: Helm of Distraction - Player gains the trait Foul Appearance. If he already has Foul Appearance, then reroll on this chart.
- 6: Armbands of Blocking - Everytime this player blocks, he may convert one of the

blocking dice to a POW result.

Failure Result: A random player on the opposing team gains a random Magic Item for this match only.

Range: Any of your players on the pitch

Succeeds on: 3+

Wyvern's Sting

Race: Hobgoblin

Successful Result: This spell has two different effects.

- If cast on a player without a Poisoned Dagger, the player gains Claws until the end of the half.
- If cast on a player with a Poisoned Dagger, the Dagger merges into his fingertips and the player may continue to use the Poisoned Dagger for the rest of the half with no Secret Weapon penalty roll at the end of each drive (the Ref does see any illegal weapon). Also the poison will not wear off for the entire half. Casualties caused by poisoned fingertips count for star player points.

Failure Result: Nothing happens.

Range: Any of your players on the pitch or in Reserves.

Succeeds on: 2+

Lucky Day

Race: Human and Half-Orc

Successful Result: The spellcaster's team gains an extra team reroll for this half only. If the team has already has more team rerolls than turns remaining in the half, then the opposing team loses a team reroll for this half only.

Failure Result: The spellcaster's team loses a team reroll for this half only. If the spellcaster's team has no team re-rolls than the opposing team gains an extra team for this half only.

Range: No range

Succeeds on: 2+

Necromancy

Race: Khermi

Successful Result: Any one player in the Dugout who failed their Regeneration roll is now Regenerated and placed into the Reserves box.

Failure Result: No effect

Range: Dugout

Succeeds on: 4+

Calling the Beast

Race: Kislev

Successful Result: A non-Werebear player is immediate changed into a Werebear player as the Kislev bear spirit inside them all burst forth. The player get -2 MA, +2 ST, -1 AG, +1 AV and gains the Bear Hug and Outrage traits until the end of the drive.

Failure Result: The player changes to a Werebear fails but the effects on his body of trying to change will Knock Out the player. This will result in a turnover.

Range: Any non-Werebear player on the pitch

Succeeds on: 3+

Swamp Call

Race: Lizardman

Successful Result: A target square and all eight adjacent squares become a puddle of magic mud for a brief instant and then harden again. All player in this 9 squares become trapped in the pitch. In order to escape, after declaring their action for that turn, the player will need to make an unmodified Strength roll (unmodified AG table roll using Strength). Failure means the player has a movement of zero for that turn. A player with zero movement may still pass, hand-off, cast, block adjacent opponets with no follow-up, or foul an adjacent opponent. The spell lasts for each trapped player until they succeed at the strength roll or the drive/half ends.

Failure Result: The square the spellcaster is standing in and all eight adjacent squares get swamped instead.

Range: Maximum of seven squares

Succeeds on: 3+

Taming the Beast

Race: Lycanthrope

Successful Result: A player in human form is changed to his Were form without being placed prone. In addition that player does not have the Outrage trait for this drive only. This spell lasts until the next Kick-off.

Failure Result: The player in human form is still changed to his Were form without being placed prone but instead of Outrage, the player gains the Wild Animal trait until the next Kick-off.

Range: Anywhere player in human form on the pitch

Succeeds on: 2+

Zen for Animals

Race: Minotaur

Successful Result: For the rest of the half, a targeted player with Wild Animal may play as if he did not have this trait (but he may be moved before other players with Wild Animal without causing an Illegal Procedure call.)

Failure Result: The player enters such a blood rage for the rest of the half that this player must be moved first (even before other Wild Animals). If there is any adjacent player from either team, this player MUST throw a block at one of them. If there are no adjacent players, he MUST use the team's Blitz move to Blitz the nearest player from either team. This will result in a turnover, if the player fails to actually Block or Blitz anyone on a given turn. If this player is prone, he will jump up and blitz the closest player from either team.

Range: Any player on the pitch with Wild Animal

Succeeds on: 3+

Summon Oni

Race: Nipponese

Successful Result: The Spellcaster successfully calls upon the demon spirit imps called Oni to assist the team. Oni are Yin/Yan demons which can bring blessing and curses equally. D3 Oni appear each being placed in empty squares as close to the Spellcaster as possible. An Oni has the following stats: (6/1/3/5 Dirty Player, Stunty, Horns). Oni may also (once per a turn) add +1 to any of their non-Blocking dice rolls before the dice is rolled. The Oni may take the number of players on the Nipponese team over 11 without penalty. The Oni may move the turn they were

created. If any Oni attempts to block on the turn it was created, it must use the team's blitz action. The Oni will last until the end of drive or until it is Knocked Down at which point it disappears.

Failure Result: The Oni are not amused at being summoned. They whisk the Spellcaster away to "teach" him a few things. The spellcaster will miss the rest of the half. This will result in a turnover.

Range: The closest available unoccupied squares to the Spellcaster

Succeeds on: 4+

Blizzard

Race: Norse

Successful Result: The spellcaster changes the weather to a Blizzard until next Kick-off at which point the previous weather returns. During this Blizzard, the Norse players will only slip on a roll of 1 for Go For It squares and can still attempt to throw Long Passes.

Failure Result: No effect

Range: Weather

Succeeds on: 2+

Smart Shot

Race: Ogre

Successful Result: For the rest of the half, a targeted player with Bone-Head may play as if he did not have this trait.

Failure Result: The targeted player must play the rest of the half as if he had Really Stupid.

Range: Any player on the pitch with Bone-Head

Succeeds on: 3+

Waaagh Armour

Race: Orc and Half-Orc

Successful Result: For the rest of the game, the target player's armour and injury rolls cannot be modified. So skills, magic, or pitch types that would give a positive or negative modifier to armour and injury rolls are negated for this player.

Failure Result: No effect

Range: Anywhere on the pitch

Succeeds on: 2+

Miraculous Recovery

Race: Shallya

Successful Result: Roll a D6 for EVERY Prone, Stunned, KO'd, Badly Hurt, Seriously Injured, and Dead player from BOTH teams. On a 2+, the player is stood upright if Prone/Stunned or moved to Reserves for any other injury condition. On a 1, nothing happens

Failure Result: Nothing happens

Range: All players on the pitch and both Dugouts

Succeeds on: 5+

Sigmar's Blessing

Race: Sisters of Sigmar

Successful Result: Any non-blocking dice roll (one or two dice) made by any player on the team receives a +1 bonus. Examples would include Go for It, Catch, Pass, Armour, Injury, Specific Injury, Picking up the Ball, Hand Offs, etc. This spell last for this turn only.

Failure Result: No effect.

Range: All of your players on the pitch

Succeeds on: 3+

Warpfire

Race: Skaven

Successful Result: Target player is blinded for this and your opponent's following turn. The player may perform no actions, loses his tackle zone, and may not lend assists. However, the player will not drop the ball if he has it.

Failure Result: The spellcaster is blinded instead for this rest and YOUR next turn.

Range: Maximum of five squares

Succeeds on: 2+

Strength in Numbers

Race: Snotling

Successful Result: For the rest of this turn, treat all unoccupied squares in the eight squares adjacent to a player as being occupied by Snotling players. These players may not move or perform actions, but do have Tackle Zones and can give offensive assists if they are not in an opposing tackle zone.

Failure Result: No effect

Range: Anywhere on the pitch

Succeeds on: 2+

Spectral Hand

Race: Spirit

Successful Result: A huge ghostly hand is summoned onto the pitch by the Spellcaster which can reach out and hold fast the opposition. The hand may be placed into any unoccupied square within the casting range. The Hand is considered to have the following stats: MA:3, ST:5, AG:2, AV:7, Skills: Tackle, Extra Long Fingers (treat as Tentacles AND Prehensile Tail). The Hand may perform any action like a normal player, however if it blocks the turn it was created it must use the team's blitz action. The Hand will last until the end of the drive or until it is knocked down at which point it is dispelled. The Hand can temporarily take the number of players on the pitch for the Spirit team over 11 without penalty.

Failure Result: No effect

Range: Any unoccupied square within a maximum of thirteen squares from the Spellcaster

Succeeds on: 3+

Rapid Growth

Race: Treefolk or Treeman

Successful Result: This spell causes a small plant/seed on the field to grow into a Treeman player for the duration of the spell. This created Treeman player may be grown in any empty square on the pitch. This Treeman will have the following stats: MA: 0, ST: 6, AG: 0, AV: 10 with Mighty Blow and Stand Firm. The spell/created Treeman will last until the end of the drive or until it is knocked down. This created Treeman may NOT: move, follow-up, attempt to catch, hand-off, intercept, or grab/pick-up the ball in ANY manner. The created Treeman may block without follow-up, lend assists, and does extend a tackle zone. If the created Treeman attempts to block the turn the Rapid Growth spell was cast, it must use the team's blitz action for that turn. The referee will not call a penalty if this created Treeman takes the number of players on

the field for the Treeman team above 11.

Failure Result: A created Treeman grows on the square where the Spellcaster was standing. The Spellcaster is thrown into the air by the rapid growth of the created Treeman. The Spellcaster becomes Badly Hurt. This will result in a turnover.

Range: Any empty square on the pitch.

Succeeds on: 3+

Necromancy

Race: Undead

Successful Result: Any one player in the Dugout who failed their Regeneration roll is now Regenerated and placed into the Reserves box.

Failure Result: No effect

Range: Dugout

Succeeds on: 4+

Mist Form

Race: Vampire

Successful Result: Target player (from either team) becomes mist for the rest of this turn. The player loses his tackle zone, may not lend assists, cannot throw blocks or blitzes, and may not pick-up, catch, or carry the ball. If the player was carrying the ball, it will drop and scatter one square (which will result in a turnover if you cast it on your ball carrier). The player may ignore tackle zones and may even pass through occupied squares. Other players may pass through the square that he is standing in as well. When the player rematerializes at the end of the turn, if another player is standing in the same square both players are knocked over (make AV and Injury rolls). The player that was not gaseous is placed in an unoccupied square (use scatter template to determine). Casting this spell on an opponent is more difficult.

Failure Result: No effect

Range: Maximum of seven squares

Succeeds on: 3+ / (4+ for opponents)

Where'd He Go!

Race: Wee Folk

Successful Result: All players on the pitch (standing, prone, or stunned) on the Wee Folk team may move to one unoccupied adjacent square for free. This move does not require a Dodge roll and does not count towards the player's total movement allowance for that turn. These movements may not be Diving Tackled, Jammed, or Shadowed.

Failure Result: Nothing happens.

Range: All Wee Folk players on the pitch

Succeeds on: 5+

Slow Time

Race: Wild Cards

Successful Result: The Spellcaster may take two actions after the casting action. This can even break certain normal game rules. The player may blitz then pass, blitz twice, foul twice, etc. The Spellcaster may move a total number of squares equal to twice his normal movement for this turn. Any movement made before the spell is cast is subtracted from the double movement allowance. The Spellcaster is allowed to use 4 Go For Its (6 if he has Sprint).

Failure Result: Nothing happens

Range: The Spellcaster

Succeeds on: 2+

Call Roots

Race: Wood Elf

Successful Result: A target player is hounded by the pitch itself. The roots under the pitch grab this player when they can. After declared his action for the turn, this player must make an unmodified Strength roll (unmodified AG table roll using Strength). Failure means his movement will be considered zero for that turn with no GFIs allowed. A player with zero movement may still pass, hand-off, cast, block adjacent opponets with no follow-up, or foul an adjacent opponent. In addition, the player affected by this spell gains the skill Stand Firm while the spell lasts. The roots will attempt to grab this player every turn until the next kick-off.

Failure Result: The roots grab the spellcaster at the start of each turn until the next kick-off.

Range: Maximum of seven square

Succeeds on: 2+



Albion Rugby Team

Credits:

Tom Anders, Joe Hainstock

Special thanks to Chet Zeshonski (kicking skills)

Team Description:

Albionians are a proud people isolated on a small island which leads them to do things a little differently. For example for years they have played a different type of football where the use of the hands is illegal (using your feet to play football ... what a concept, eh?). When they were introduced to Blood Bowl, they quickly decided to give it a try. While they have adapted their playing style to match the rules of Blood Bowl, their years of training in using their feet to play the game still dominate their style of play.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	50,000	6	3	3	8	Dirty Kick	None	General, Dump Off*
0-4	Forward	70,000	5	3	3	8	Diving Tackle, Punt	None	General, Strength, Dump Off*
0-2	Back	80,000	7	3	3	7	Kickoff Return, Catch	None	General, Agility, Dump Off*
0-2	Half-back	90,000	6	3	3	8	Kick, Stong Leg, Pooch Kick	None	General, Agility, Dump Off*, Nerves of Steel*

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Fen Beast	130,000	5	5	3	8	Extra Leg, Strong Leg	BIG GUY, Bonehead	Strength

Rerolls:

40,000

Big Guys:

The Albion Rugby Team can have one Big Guy players on the team. Big Guy players may not use Team rerolls.

Advance:

All players on the Albion Rugby Team can take Dump Off from a normal skill roll.

Half-Backs can take Nerves of Steel on a normal skill roll.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Albion Rugby Team spellcasters start with the spell: Legs of Steel.

Successful Result: For the rest of the drive, all players can use any of the kicking skills as if they normally possessed all these skills (including Strong Leg and Extra Leg).

Failure Result: The magic backlashes and twists wildly and blasts out from the spellcaster. The spellcaster and any player from either team adjacent to the spellcaster temporarily develop legs of rubber that are unable to support their body weight. The spellcaster and all adjacent players from either team are placed prone (no Armour or Injury rolls). This WILL result in a turnover.

Range: Entire team on the pitch.

Succeeds on: 3+

Secret Weapons:

The Albion Rugby Team does not use secret weapons. However, they have special contacts for bionics if they choose to buy them. The bionic improvement Bionic Eyes for the Albion Rugby Team can either give the Accurate skill OR be calibrated for better lining up of the kick (record this as Extra Leg). Bionic Legs can either be standard issue OR can be programmed to Kick, Leap, and Strong Leg instead.

Strategy:

Not available yet.

Background Story:

Not available yet.



Albion Wanderers

Credits:

Base team: Brian Kwan

Team Description, White Knight: Simon Danielsson

Joshua La Grand, Quarterstaff: Robert Miller

It's Just a Flesh Wound!!!: Teemu Tokola (modified to make the bookkeeping easier)

Original rules Not Worthy and Greater Glory Forelocke Syndrome, converted by Tom Anders

Team Description:

Albionians are a proud people. They have always stood tall to the invading forces of chaos. Their valiant knights are some of the finest warriors in the old world, and now they've got their eyes upon the most noble of all sports (except jousting, that is).

It all began when Gaston Gui du Tabalt, a wandering knight in search of the holy Grail, travelled into the Empire after he'd seen a vision wherein the Lady of the Lake rose out of the water, holding a HUGE Grail. This didn't look at all as the Grails he'd seen painted in the books at the monastery of his youth. It had skulls with a leering grin around the edges and it had two big handles on the sides. Then the vision changed... blurred... and Zoomed in on Altdorf and a huge amphi-theater with a green rectangular field in the middle. "Behold" a voice sweet as syrup sounded in his very mind. As he beheld: Orcs and man were fighting a bloody battle on the field and all around them people screamed and whistled and booed. Bells rang and there was even fighting amongst the crowd itself. Blue and yellow colored people houlding yellow and blue colored banners with the message: "Go, Reikland, Go" printed on it, were fighting red and green colored orcs and goblins wo ther shouting "Weirda Gaodge Ai!!!"...

... as the vision ended he heard someone frantically screaming: "Sausages in a bun! Buy them! They're lovely!"...

Gaston woke up and realized that the Lady of the Lake wanted him to "Go. To Reikland. Go". And so he went to Altdorf in search of the strange looking grail. But all he found was the play-offs in the NFC conference. So enthralled and excited was he by the intensity and nobility (!?) of the sport that he urged his horse home to Albion. Within a year of his arrival, there were four Albionian Blood Bowl teams and all larger dukedoms had their young Knights-to-be playing a large role in the Court-League teams.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Man-at-Arms	50,000	6	3	3	8	None	Not Worthy	General

0-1	Captain of Arms	60,000	6	3	3	8	None	None	General, Agility, Passing
0-2	Catcher	60,000	6	2	3	8	Dodge, Catch	Not Worthy	General, Agility
0-2	Kicker	60,000	6	3	3	7	Dodge, Kick	Not Worthy	General
0-2	Thrower	80,000	6	3	3	7	Dodge, Accurate, Strong Arm	Not Worthy	General, Passing
0-4	Knight of Albion	100,000	5	4	3	9	Thick Skull	Greater Glory	General, Strength, Special*

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	White Knight	130,000	6	5	2	9	None	BIG GUY, Double Blitz, Stand Firm, Greater Glory, Honorable	Strength, Flesh Wound*
0-1	Treeman	110,000	2	6	1	10	Mighty Blow, Thick Skull	BIG GUY, Stand Firm, Throw TeamMate, Take Root	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Shallya Monk	40000	6	3	3	8	LONER	Honorable	General, Agility, Bless, Heal

Rerolls:

60,000

Big Guys:

The Albion Wanderers can have one Big Guy players on the team. Big Guy players may not use Team rerolls.

Advance:

Special*: Knights of Albion gain the trait Flesh Wound! on rolls of doubles on the star player roll.

Flesh Wound*: White Knights can gain the Flesh Wound trait on any skill roll.

On doubles, Monks can take the Bless skill or the Healing trait.

New skills/traits:

Not Worthy (We're Not Worthy): This trait represents a player's tendency to be very subservient to what the player believes to be his betters. When a player with this Negative skill is holding the ball at the **beginning** of the turn, roll a D6 before moving any other player (other than Wild Animals). On a 1, the player becomes overwhelmed with fear that holding the ball will be seen as overstepping his "bounds". The player must then move immediately and before

finishing his move, he must hand off or pass the ball to a player that does not have the We're Not Worthy! skill (if no other player without the We're Not Worthy skill is within Long Bomb range, the player will drop the ball at the end of his movement which will result in a turnover.) A player who has failed his We're Not Worthy roll MAY NOT move into any square in the scoring endzone during that turn. A successful We're Not Worthy roll means the player may move as normal any time after the Knights have moved.

Greater Glory: This trait represents a player's tendency to adopt a superior attitude over those he considers his lessers and major desire for personal glory. This player must move first every turn or not move at all.

Honorable: The player may not foul or may not assist any fouling action.

Flesh Wound: (inspired by Monty Python's "It's just a Flesh Wound") Any time this player suffers any injury (Stunned, KO, or Casualty), you can choose to use this skill. Instead of removing the player from the field, leave the player standing up. If he was holding the ball he hangs onto it too! At the end of the drive the player collapses as the effects of the injury catch up with him. Roll one dice and add +6 to the score, then look up the total on the Injury Table to see what injury the player suffered. Any injury suffered after using this skill cannot be ignored and if the injury is KO'd or worse, the special injury roll is made immediately as well (use the worse of the two).

Bless - The player is blessed by the goddess and he can add +1 to any of his on-pitch rolls except Armour, Injury, and Blocks (by on-pitch I mean that it cannot effect things like KO rolls or using the Healing skill). The skill can only be used once per a turn and MUST be declared before the dice roll. If you reroll a failed Blessed dice roll, the reroll also gets the +1 bonus. Bless may be used to add +1 to a Spellcasting roll.

Healing - This trait may be used to heal players from either team (however they are not as good as a real apothecary). This trait may only be used once per a match and only between kick-offs or during the Postgame if the player with Healing is not himself injured. The roll to heal depends on the injury: (KO-Auto Heal, Badly Hurt 2+, Serious Injury-MNG 3+, Serious Injury-Niggle/Stat reduce 4+, Death 5+). This ability may not be rerolled with rerolls or the Pro skill. Use the stats change feature to mark the Healing skill used so you don't forget.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Albion Wanderers Spellcasters start with the spell Teleport.

Successful Result: Place throw-in template next to any player on your team. Roll for direction. Then roll a D6 to determine the number of squares moved. After the move, roll another D6, on a 1 the player falls down in that square from being disoriented (opponent makes armor and injury rolls as normal). If the square the player is teleported to is occupied, place the player in the closest unoccupied square to the square the player would have teleport to (coach's choice if there are 2 or more.) If the square the player was to be teleported to was occupied, the player will fall down from being disoriented on a roll of 1, 2, or 3, instead of a 1. If a player is teleported into the crowd, make a crowd injury roll for the player as normal. NOTE: if player is

teleport PAST the endzone, it does not count as a touchdown. The player suffers a crowd injury and the ball is thrown in for the endzone square the player left the pitch from.

Failure Result: The targeted player uses the scatter template to determine direction and uses 2D6 to determine the number of squares.

Range: Any of your players on the pitch

Succeeds on: 2+

Secret Weapons:

The Men at Arms are the only players that will use a secret weapon (or the Shallya ally). One Albion Wanderer player or ally may be armed with a Quarterstaff.

Quarterstaff / Cost 30,000 gps (Penalty roll 9+):

A player carrying a Staff (Quarterstaff) onto the field gains the skill Mighty Blow, in addition when making a Block the player may chose to gain +1 Strength for the Block OR use the skill Multiple Block. Note: this player may choose to not use the Staff for a Block/Armour/Injury rolls. If the staff is not used (ie no +1 ST/Multiple Block and no Mighty Blow), then the staff player may receive Star Player points for a casualty.

Strategy:

Not available yet.

Background Story:

Not available yet.

Amazon

Credits:

Team first presented in Blood Bowl Magazine #1

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	50,000	6	3	3	7	Dodge	Heat Resistant	General
0-2	Catcher	70,000	6	3	3	7	Dodge, Catch	Heat Resistant	General, Agility
0-2	Thrower	70,000	6	3	3	7	Dodge, Pass	Heat Resistant	General, Passing
0-4	Blitzer	90,000	6	3	3	7	Dodge, Block	Heat Resistant	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Unicorn	130,000	8	4	4	8	Sure Feet (Hoofs)	BIG GUY, Horn, Claw (Horn), Skitterish (Really Stupid), Nonball Handler	Strength, Agility

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Human Lineman	50,000	6	3	3	8	LONER	None	General

Rerolls:

40,000

Big Guys:

The Amazon team may not have more than one Big Guy player. Big Guy players may not use team re-rolls.

New skills:

Nonball Handler: The player may not pick up or catch the ball.

Skitterish (Really Stupid): Unicorns are normally peaceful, quiet creatures of the forest. Roll a D6 before taking an action for a player with this skill. On a 1-3, they become skitterish from the aggression and violence all around them. This means they can't do anything for the turn and

they lose their tackle zone until they manage to not roll a 1-3. If a player from this player's team is standing adjacent to them when the Skitterish roll is made, they can help calm the Unicorn down so you may add +2 to the Skitterish dice roll.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for an Amazon Spellcaster is Siren Call.

Successful Result: All opposing players with 3 squares of the spellcaster, must roll a D6. On a result of 4+, they resist the spell. On a result of 1-3, the player is entranced by the siren call. For the remainder of this and the opponent's following turn, the entranced player(s) may not move or take any further actions. If the hypnotized player(s) is blocked before he recovers, then his Strength is halved (rounded down). All entranced players still have a Tackle Zone and may lend assists.

Failure Result: No effect.

Range: 3 square radius

Succeeds on: 4+

Secret Weapons:

Amazons and allied players on an Amazon team may have one player that uses a Chainsaw or Poisoned Dagger. Secret Weapon players do not earn star player points for casualties caused by using their secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Araby – Holy

Credits:

Guy Simpson for the team concept

Chet Zeshonski for refining the team

Gaius Audaxx for the Holy and Unholy Araby Spellcaster spells

Team Description:

From the depths of the Araby Peninsula the nomadic people of the desert have ventured into the Old World in marauding war-bands for centuries, now they come with a new vengeance, to be masters at the sport of Blood Bowl.

Nomadic Arabian Blood Bowl teams originate from two opposite schools of thought, Holy and Unholy. The first of these, Holy, is one of divine reverence, that they are sent forth to battle infidels of their faith, and the Blood Bowl pitch is a natural proving ground.

Arabian teams are headed by a egomaniacal Emir, who acts as the team owner. Occasionally the Emir will hire a trusted Vizer to guide, coach, and direct the team..

The majority of the Arabian players are lightly armored bedouins. Specialist players include bedouin throwers, brutish palace guards, and fanatical dervish.

Araby-Holy

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Bedouin Lineman	50,000	7	3	3	7	None	None	General
0-2	Bedouin Thrower	60,000	7	3	3	7	Pass	None	General, Passing
0-4	Dervish	70,000	7	3	3	7	None	Dauntless, Frenzy	General, Agility
0-4	Palace Guard	80,000	5	4	2	8	None	None	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Ogre	120,000	5	5	2	9	Mighty Blow, Thick Skull	BIG GUY, Throw TeamMate, Bonehead	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Human Lineman	50,000	6	3	3	8	LONER	None	General

Big Guys:

The Holy Araby team may have one Big Guy player. Big Guy players may not use team rerolls.

Allies:

*Human

Apothecary:

Yes, as normal.

On Pitch Spellcaster:

Holy Araby Spellcasters start with the spell Cry of Jyhad.

Successful Result: All standing players on the Holy Araby team other than the Spellcaster receive +1 ST, Mighty Blow, and Frenzy until the end of the turn. At the end of the turn, all players effected by this spell make armour/injury rolls as normal to see if they hurt themselves during their religious frenzy. If the Armour roll does not break armour, do not place the player prone.

Failure Result: No effect

Range: All players other than the spellcaster standing on the pitch

Succeeds on: 4+

Head Coach:

Vizier: The Holy Araby team may have a normal head coach or it may hire a Vizier as Head Coach for 150,000.

The Vizier is a wise and rather intuitive person with a keen mind for negotiation. A Vizier possesses two valuable skills.

- The first of these is that he has the uncanny ability to foresee the future, and because of this advises the Emir before the match of some impending doom awaiting his team. The Vizier may use this ability to negate some of the advantages held by the opposing coach. The Holy Araby coach rolls a D6 at the beginning of the game to represent the Vizier's visions.
 - On a 1-4, the Vizier's visions do not help the team.
 - On a 5-6, the Vizier's vision is very accurate, the Holy Araby coach can see any special play cards for his opponent for the match and can choose one special play card or On-pitch Spellcaster spell that cannot be used for this match. The Vizier's visions have foretold of this specific occurrence and alter the outcome as the Emir has alerted his team before hand to avoid the result.
- Secondly, the Vizier is responsible for negotiating the Match Winnings at the end of the game. Before calculating the Match Winnings, a team with a Vizier may roll a D6: on a result of 1-4, proceed as normal; on a result of 5, add a +1 modifier to the Match Winnings roll; and on a result of 6, add a +2 modifier to the Match Winnings roll.

Secret Weapons:

Holy Araby teams may use the Ball & Chain secret weapon, but only the Dervish may use it OR one member of the team can have a Poisoned Dagger.

Strategy:

Not available yet.

Background Story:

Not available yet.



Araby – Unholy

Credits:

Guy Simpson for the team concept

Chet Zeshonski for refining the team

Gaius Audaxx for the Holy and Unholy Araby Spellcaster spells

Team Description:

From the depths of the Araby Peninsula the nomadic people of the desert have ventured into the Old World in marauding war-bands for centuries, now they come with a new vengeance, to be masters at the sport of Blood Bowl.

Nomadic Arabian Blood Bowl teams originate from two opposite schools of thought, Holy and Unholy. The second of these, Unholy, is one of much darker portents. These teams seek out the services of forbidden necromantic allies and are thoroughly shunned in all social circles, but outright loved by the fans when they take to the pitch.

Arabian teams are headed by a egomaniacal Emir, who acts as the team owner. Occasionally the Emir will hire a trusted Vizer to guide, coach, and direct the team..

The majority of the Arabian players are lightly armored bedouins. Specialist players include bedouin throwers, brutish palace guards, and fanatical dervish.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Bedouin Lineman	50,000	7	3	3	7	None	None	General
0-2	Bedouin Thrower	60,000	7	3	3	7	Pass	None	General, Passing
0-4	Dervish	70,000	7	3	3	7	None	Dauntless, Frenzy	General, Agility
0-6*	Skeleton	Special	5	3	2	7	None	Regeneration	General
0-2*	Mummy	Special	3	5	1	9	Mighty Blow	Regeneration	General, Strength

* - Notes:

- The Unholy Araby team can never purchase skeletons or mummies, but they are allowed to create them for the team (see Necromancer rules).

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Khemri Skeleton	30000	5	3	2	7	LONER	Regeneration	General

Rerolls:

50,000

Big Guys:

The Unholy Araby team may not have any Big Guy players.

Allies:

*Khemri

Apothecary:

Allowed, but may only be used on living players.

On Pitch Spellcaster:

Unholy Araby Spellcasters start with the spell Necromancy.

Successful Result: Any one player in the Dugout who failed their Regeneration roll is now Regenerated and placed into the Reserves box.

Failure Result: No effect

Range: Dugout

Succeeds on: 4+

Head Coach:

Necromancer: The Unholy Araby team has a necromancer as Head Coach. The Necromancer has two abilities.

- At the end of the match, the necromancer can create new skeleton players if any of your living players was killed during the match (no limit to the number able to be created). The new player will have all the skills, traits, niggling injuries, and stat increases/decreases of the former player and he gains the Regeneration trait. His stats are changed as follows though: -2 MA, -1 AG, and AV becomes 7 (Note: no skill can go below 1). His team roster value is (30,000 gps + (the rookie cost of the deceased player-50,000 gps)) and he retains his star player points for Team Rating and skill advancement purposes. You must have an available slot on the team for this player, and it must not take your total skeletons above 6.
- If any living player from your team is killed, the Necromancer can also turn him into a free mummy. Due to the embalming process, the mummy will not be available for the next game. The player will have all the skills, traits, niggling injuries, and stat increases/decreases of the former player and he gains the skill Mighty Blow and the racial characteristic Regeneration. His stats are changed as follows though: -4 MA, +2 ST, -2AG, and +2 AV (no skill can go below 1). The player is added to the roster at a (110k value + (the rookie cost of the deceased player-50,000 gps)) and he retains his star player points for Team Rating and skill advancement purposes. This mummy can take the total number of mummies on the team to 2, but you must have an empty slot for this player.
- If a Dervish with a Ball & Chain dies, he can be turned into an undead player as through

he was a normal Dervish (70k value).

Secret Weapons:

Unholy Araby teams may use the Ball & Chain secret weapon, but only the Dervish may use it
OR any one living player may have a Poisoned Dagger.

Strategy:

Not available yet.

Background Story:

Not available yet.

Barbarian

Credits:

Tom Anders and Elvino Freitas (Chaoselmo or Elmo from the BB mailing list)

Team Description:

Not available yet. (This team is based upon the Barbarian stock that produced Thrud from the current Blood Bowl rules. Thrud would be a rookie Barbarian stuck in a Berserker Rage all the time. Thrud can be produced with 3 skill rolls from a rookie (2 doubles rolls to get Warrior Rage and then to become a full time Berserker ... and one normal roll to gain Block. He's also found a Magic Helmet with Horns which gives him Horns and +1 AV. So if you love the new GW Fanatic fig for Thrud here's your chance to have a whole rookie team of Barbarians. PLAY BALL and BASH SOME HEADS!!!!)

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Barbarian	100,000	6	5	2	8	Mighty Blow, Thick Skull	Berserker Rage, BoneHead, Maniac	Strength, Special
0-4	Henchman	50,000	5	3	3	8	Dirty Kick	None	General

Rerolls:

70,000

Special Rules

When moving a Barbarian, first you perform the Bonehead roll. If the Bonehead roll is successful and the Barbarian is already standing, then you look for any adjacent opponents for the Maniac trait.

If a Barbarian has a Magic Helmet already and the Magic Helmet card is played on them a second time, they find a Magic Helmet with Horns in it (and throw away the old helmet as worthless junk). The Barbarian gains the Horns skill as a result.

Players with the trait Easily Confused may move before other Maniac players if desired.

Finally, Fans love the carnage caused by a true Barbarian Berserker, for every Barbarian on the team with the trait Easily Confused that does not miss the match due to special play card or injury, the Gate is increased by 3D6x1,000. (use the Gate change option in PBeM to do this)

New skills/traits:

Berserker Rage: This skill may only be used in conjunction with a Blitz action. The Barbarian gains +1 ST, Break Tackle, and Multiple Block until the end of the turn. At the end of the turn, make an unmodified injury roll for this player for damage done to him from the overexertion.

Maniac: The player has a nasty tendency to get a bit carried away during a match. Maniacs must take their actions first of all during a turn (they must be activated). If you take an action with another player before moving all Maniacs, then your opponent can call you for illegal procedure exactly as if you had forgotten to move the Turn marker. In addition, if a standing

Maniac is adjacent to a standing player from the opposing team then they must take either a Block or Blitz action and throw a block at one of the adjacent players. Last but not least, Maniacs can never receive assists when they Block or Foul; they are simply too out of control for other players to help them out.

Warrior Rage: This skill may only be used in conjunction with a Blitz action. The Barbarian gains +1 ST, Break Tackle, and Multiple Block until the end of the turn.

Advance:

- On doubles, a Barbarian may remove the Berserker Rage trait and replace it with Warrior Rage.
- If a Barbarian has Warrior Rage, then on any doubles skill roll, he may become a full blown Barbarian warrior. He loses the Warrior Rage and Maniac traits and gains +1 ST, Break Tackle, and Multiple Block immediately if not already possessed (ST may not exceed 7 from this). However, the Barbarian also permanently gains the trait, Easily Confused.

Easily Confused: After each touchdown and at the start of the second half roll a D6. On a 1-3, this player now plays for the other team. (Roll for this even if the player is in the dugout.) Easily Confused players may move before a player with Maniac without penalty.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Barbarian Spellcasters start with the spell Enrage

Successful Result: All the Barbarians on the field have a moment of total focus and clarity on the match, and By Thrud they want to win. All Barbarians for rest of this turn are treated as not having Maniac or Bonehead. In addition, any Barbarian using the Berserker Rage skill this turn, will not have to make an injury roll at the end of the turn.

Failure Result: The spellcaster falls down and must make an injury roll. This will result in a turnover.

Range: All Barbarian players on the pitch

Succeeds on: 2+

Secret Weapons:

The Barbarian team will not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.

Black Dwarf

Credits:

Simon Ashe, based on 2nd Edition Chaos Dwarf team.

Team Description:

The True "Chaos" Dwarfs, the Black Dwarfs hail from the northern Dwarf strongholds that were caught up in the Incursions of Chaos many years ago. Their southern kin thought they were wiped out in a series of wars, but recently they have been spotted more and more in the stands watching their local Chaotic teams play.

Despite their chaotic nature, they're still dwarfs, which can only mean one thing - they love Blood Bowl! So it was only a matter of time before they returned to the pitch!

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Black Dwarf	60,000	5	3	2	9	Block	Thick Skull	General, Strength, Physical
0-2	Thrower	90,000	5	3	3	8	Pass, Sure Hands	Thick Skull	General, Passing, Physical
0-2	Blitzer	100,000	6	3	3	9	Block, Strip Ball	Thick Skull	General, Strength, Physical
0-2	Boar Centaur	90,000	6	3	2	9	Sure Feet, Sprint, Break Tackle	Thick Skull	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Minotaur	110,000	5	5	2	8	Mighty Blow, Thick Skull	BIG GUY, Frenzy, Horns, Wild Animal, Always Hungry, Throw TeamMate	Strength, Physical
0-1	Ogre	120,000	5	5	2	9	Mighty Blow, Thick Skull	BIG GUY, Throw TeamMate, BoneHead	Strength
0-1	Troll	100,000	4	5	1	9	Mighty Blow	BIG GUY, Throw TeamMate, Regenerate, Always Hungry, Really Stupid	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Chaos Beastman	60000	6	3	3	8	LONER, Horns	None	General, Strength, Physical
0-1	Chaos All-Stars Marauder	60000	6	3	3	8	LONER	None	General, Passing, Strength, Physical

Rerolls:

60,000

Big Guys:

The Black Dwarf team may have a maximum of one Big Guy player on the team. Big Guys may not use team rerolls.

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos players may receive these skills as a "gift" from the gods they worship. The Chaos player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Allies:

*Chaos

*Chaos All-Stars

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Black Dwarf Spellcasters, or Black Runesmiths, start with Runecrafter.

Successful Result: Roll a D6, and apply the effect to an opposing player of your choice.

1=Runesmith Spell Fizzles! No effect!

2=Runesmith casts Rune of Spite. Target Player loses -1 MA for this game, and can no longer Sprint if they have this skill

3=Runesmith casts Rune of Weakness. Target Player loses -1 ST for this game

4=Runesmith casts Rune of Clumsiness. Target Player loses -1 AG for this game

5=Runesmith casts Rune of Glass. Target Player loses -1 AV and cannot use Stand Firm for this game

6=Runesmith casts Rune of Stupidity. Target Player Bonehead for the match. If the player is already Bonehead, then he becomes Really Stupid.

Failure Result: Runesmith Spell backfires! Roll again on this table (rerolls further 1s) and apply the result to a random member of the team (who is eligible to play)

Range: Target any player from opposing team on the pitch.

Succeeds on: 2+

Secret Weapons:

A Black Dwarf team can have 4 Secret Weapon players. Players or allied players may use a Chainsaw, Blunderbuss, Firethrower, or Explosive Bomb (however you may only have one Firethrower). NOTE: Boar Centaurs may not take a secret weapon, and only linemen may take a Firethrower. Secret weapon players cannot earn star player points for casualties caused by a secret weapon.

Firethrower - Cost 40k – Secret Weapon Roll 7+

Very few Black Dwarves are crazy enough to strap on the Firethrower tank. The brew of oil and other flammable liquids is extremely unstable and the lives of Firethrowers is normally measured in minutes after they take the pitch with one. Normally Firethrowers are two man teams, but the Black Dwarves have invented a one-shot version that can be strapped to the back of a player. Once per a drive, the Firethrower may use the weapon to throw a Fireball.

Throwing a Fireball is treated just like a pass action with the football (including modifiers for Foul Appearance, Range modifiers, and Tackle Zones) except for the following exceptions:

- 1) It doesn't use the pass action
- 2) It cannot be Pass Blocked, Intercepted, or Caught
- 3) The player with the Firethrower cannot have moved during the turn he fires the weapon
- 4) No skills can be used with the "pass" roll other than Pro or a Team or Leader reroll.

If an inaccurate result scatters it into the crowd it is not thrown back in. If an inaccurate or accurate thrown fireball lands on the pitch, it will explode just like a Wizard's Fireball spell centered on the square it lands in. If the MODIFIED pass roll is a Fumble, the unstable mix of chemicals in the tank explode! Treat this as if a Wizard's Fireball spell has been cast with the Firethrower's square as the target square. However, the Firethrower automatically makes a CASUALTY roll from the damage caused to him. If the Armour of the Firethrower is ever broken from an Armour roll, the Tank explodes with the exact same results as a Fumbled Pass.

Strategy:

Not available yet.

Background Story:

Not available yet.



Border Princes

Credits:

Original team concept credited to Duane Pope

Team Description:

In the Empire, the province of Sylvania has an evil reputation and in ages past its Vampire Counts waged war against the rest of the empire. Then there is the cursed city of Moussillon, the Zombie-haunted swamps of Skavenblight and the ancient tombs of the Grey Mountains. The Barrow Hills of the Border Princes is a land of dread that all living creatures avoid where possible. the Border Princes domain borders with the Dwarfs of Barak Varr, caught between the Empire to the North and the Badlands to the South. Over time, the Border Princes have become the Old Worlds first line of defense against the evil armies of the world even though they are the outcasts of the many races. These heroes exist in villages of there own kind, throughtout the world. The affect of the Chaos Winds or Warpstone in the drinking water may have mutated these heroes to some extent, but they have not lost their goal to prevent the spread of Evil. Besides, why should all the bad guys get to play Blood Bowl and not them? They're out to change that right now.

The Border Princes are a mutated team that hail from a colony of mutant outcasts who still hold true their anti-chaos beliefs and honorable traditions even after being ostracised for their appearance. As outcasts they often align themselves with local Vampire Lords of Sylvania who are focused on the defeat of Chaos more than victory over the Empire. These outcasts are not as trained as human or elf teams, there coaches have tried to use their mutated abilities to their advantage.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	50,000	6	3	3	8	Thick Skull	Honorable	General
0-4	Thrower	70,000	6	3	3	8	Big Hand	Honorable	General, Passing
0-2	Catcher	80,000	7	3	3	8	None	Extra Arms, Honorable	General, Agility
0-2	Warrior Blitzzer	110,000	6	4	3	9	None	Horns, Two Heads, Honorable	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Vampire	110,000	6	4	4	8	Hypnotic Gaze	ALLY, Off for a Bite, Regeneration	General, Strength, Agility

Rerolls:

60,000

Big Guys:

The Border Princes do not have Big Guy. However, a Vampire Count has been known to assist the team from time to time as an ALLY.

New skills:

Honorable: This player may never foul or assist in a foul action.

Extra Team Rules:

Border Princes are appalled by cheating and fouling. If a Border Prince is fouled, all the Border Princes players gain the Frenzy trait as long as the fouling player is on the pitch or until the end of the drive. If the fouling player is caught by the referee and ejected from the game, at the start of his next turn, the Border Prince player MAY select one team player from the field or MUST select one team player in uninjured reserve and remove him for the rest of the game.

(Clarification: if there is a player in uninjured reserve for the Border Princes one player from the pitch or the uninjured reserves must be selected. If there are no players in uninjured reserves, selecting a player from the pitch is optional). This player meets the player in the locker room to settle the score. Roll a D6.

On a 2 or higher, the ejected fouling player makes an injury roll with a +ST modifier using the Border Prince player's strength.

On a 1, the Border Prince player gets caught by the Reserve players from the opposing team while getting his revenge. Both the fouling player and the Border Prince player must make an injury roll with a +ST modifier. Use the Border Prince player's strength for the roll for the fouling player, and the strength of the strongest player in the opposing teams Reserve Box for the roll for the Border Prince player.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Border Prince Spellcasters start with the spell Close Call.

Successful Result: One stunned opponent snaps to his senses and immediately believes that that last hit he took almost ended his life. The player immediately leaves the field to consider his career/life and misses the rest of the match.

Failure Result: The stunned opponent snaps to his senses and wants to get back into the game. Place the stunned player upright.

Range: Any stunned opponent on the pitch

Succeeds on: 3+

Secret Weapons:

The Border Princes and its allies will not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Bretonnian

Credits:

Team first presented in Blood Bowl Compendium #3, team made official in Blood Bowl magazine #1, errated in Gold 4th edition rule to change the Questing Knight to 150,000. Tom Anders changed the team to balance it further after two season of playtesting. Team concept is credited to Robert Miller.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Peasant	40,000	6	3	3	7	None	None	General
0-2	Squire Catcher	70,000	8	2	3	7	Dodge, Catch	Honorable	General, Agility
0-2	Squire Thrower	70,000	6	3	3	7	Sure Hands, Pass	Honorable	General, Passing
0-2	Realm Knight	90,000	6	3	3	8	Block	Stand Firm, Honorable	General, Strength
0-2	Questing Knight	120,000	7	3	3	9	Block	Stand Firm, Leader, Honorable	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	White Knight	130,000	6	5	2	9	None	BIG GUY, Double Blitz, Stand Firm, Greater Glory, Honorable	Strength, Flesh Wound

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Human Lineman	60000	6	3	3	8	LONER	None	General
0-1	Shallya	40000	6	3	3	8	LONER	Honorable	General, Agility,

	Monk									Bless, Heal
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Rerolls:

60,000

Big Guys:

The Bretonian team may have a maximum of one Big Guy player. Big Guy players may not use team rerolls.

New skills:

Greater Glory: This trait represents a player's tendency to adopt a superior attitude over those he considers his lessers and major desire for personal glory. This player must move first every turn or not move at all.

Honorable: The player may not foul or may not assist any fouling action.

Flesh Wound: (inspired by Monty Python's "It's just a Flesh Wound") Any time this player suffers any injury (Stunned, KO, or Casualty), you can choose to use this skill. Instead of removing the player from the field, leave the player standing up. If he was holding the ball he hangs onto it too! At the end of the drive the player collapses as the effects of the injury catch up with him. Roll one dice and add +6 to the score, then look up the total on the Injury Table to see what injury the player suffered. Any injury suffered after using this skill cannot be ignored and if the injury is KO'd or worse, the special injury roll is made immediately as well (use the worse of the two).

Bless - The player is blessed by the goddess and he can add +1 to any of his on-pitch rolls except Armour, Injury, and Blocks (by on-pitch I mean that it cannot effect things like KO rolls or using the Healing skill). The skill can only be used once per a turn and MUST be declared before the dice roll. If you reroll a failed Blessed dice roll, the reroll also gets the +1 bonus. Bless may be used to add +1 to a Spellcasting roll.

Healing - This trait may be used to heal players from either team (however they are not as good as a real apothecary). This trait may only be used once per a match and only between kick-offs or during the Postgame if the player with Healing is not himself injured. The roll to heal depends on the injury: (KO-Auto Heal, Badly Hurt 2+, Serious Injury-MNG 3+, Serious Injury-Niggle/Stat reduce 4+, Death 5+). This ability may not be rerolled with rerolls or the Pro skill. Use the stats change feature to mark the Healing skill used so you don't forget.

Advance:

The White Knight may take the Flesh Wound skill as a normal skill.

On doubles, Monks can take the Bless skill or the Healing trait.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Bretonian Spellcaster is Blessing.

Successful Result: The team is blessed by the Lady of the Lake - every action performed in this turn (and only this turn) can be re-rolled as if a team reroll has been spent. You still cannot re-roll a single action more than once.

Failure Result: No effect

Range: Entire team

Succeeds on: 4+

Secret Weapons:

The Bretonian team and any allied players playing for the Bretonians will not use any secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.

Bright Crusaders

Credits:

Niclas Stenberg for the team concept . Originally presented as the Sickeningly Good team at the now defunct YBBL homepage

Team Description:

Almost every new team that appears in the Blood Bowl world seem to be devoted to evil in some way or at least getting the opposition out of the way by sending them to the 'Dead & Injured' dugout. In the Blood Bowl rule book an unsuccessful human team named 'the bright crusaders' is mentioned...

The Bright Crusaders is basically a human team that is more interested in playing ball and not at all in hurting fellow Blood Bowl players.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	50,000	6	3	3	8	None	Honorable	Special
0-4	Catcher	70,000	8	2	3	7	Dodge, Catch	Honorable	Special
0-2	Thrower	70,000	6	3	3	8	Sure Hands, Pass	Honorable	Special
0-4	Blitzers	90,000	7	3	3	8	Block	Honorable	Special

Rerolls:

50,000

Big Guys:

The Bright Crusader team may not have any Big Guy players.

New skills/traits:

Honorable: The player may never foul or assist in a foul.

Advance:

Sickeningly good players never pick skills from the normal categories, instead ALL players must choose a skill/trait from the Bright Crusaders category.

Bright Crusaders skills:

Accurate, Diving Catch, Diving Tackle, Dodge, Double Blitz, Dump Off, Hail Mary Pass, Jam, Jump Up, Kick, Kickoff Return, Leader, Leap, Nerves of Steel, Pass, Pass Block, Perfect Spiral, Pooch Kick, Pro, Safe Throw, Shadowing, Side Step, Sprint, Stiff Arm, Strip Ball, Strong Leg, Sure Feet, Sure Hands, Tackle, Trip Up

Whenever a Bright Crusader player rolls a double he may choose the 'Block' skill or ANY stat increase (MA, AG, ST or AV) this represents the hours of extra training the Bright Crusader player spent in the gym. Note: no stat may be increased more than 2 points over its starting value.

Special Rules:

- A Bright Crusader coach will never call upon an 'illegal procedure', instead he will kindly point out what the other coach has forgotten in a friendly manner and not cause him a turnover or a re-roll (yes, this is a rule!). Nor will he question the referee's authority (i.e you may never 'argue the call').
- As Bright Crusaders teams spend much more time training than normal teams so they never pay double the price for re-rolls.
- A Bright Crusader team may of course never cheat with magic or other means, so the team can never use Dirty Trick or Magic Item cards or roll on the BB2k1 Handicap Table. Instead their massive amounts of training allow them a slight edge on the pitch. If the Bright Crusaders are playing a team with a high Team Rating, they draw three Pre-Match Preparations special play cards. If the card 'Grudge Match' is drawn it shall be discarded and replaced.
- If you play with Grab Bag cards, the Bright Crusaders may not play Magic Flux, Not-So-Secret Weapon, or The Big One!, these should be discarded and a replacement card drawn.
- If the opposing teams fans ever attempt to 'get the ref' on a kick-off roll the referee will quickly seek shelter in the Bright Crusaders dugout and is saved from further intimidation. No other team would allowed this as it is commonly considered that the referee is 'unclean' or brings bad luck (if he is not digested correctly that is).
- As sickeningly good players are never intent on hurting their fellow sportsmen (no elbows in the face or knees in the groin etc) they always have a -1 modifier on armour rolls that are effects of their blocking.
- Death have a great psychological effect on Bright Crusaders teams. If a Bright Crusader player would ever cause the demise of another player as a result of a block (not a crowd injury though) and the dead player is not saved in some way (apothecary or card) the trauma that follows from having taken another person's life will so greatly shake up the player that he will miss the rest of the match (Undead, Daemons, and Artificial beings don't count). If a Bright Crusader kills a player with Regeneration they will miss the rest of the game, but if they recover at the end of the drive, the Crusader sees he is okay and returns to the game as well.
- If a Bright Crusader player is killed during a game and is not immediately saved by the apothecary this will affect the whole team. The shocking sight of their dead comrade being carried of the field will leave them in a shaken and unorganized state and all their previous training suddenly seems forgotten. Remove all of their remaining team re-rolls for the rest of the half.
- Bright Crusaders teams earn their star player points in a slightly different way. The ability to send another player to the dead and injured dugout is not rewarded with experience in a Bright Crusaders team. Instead, every time a player is badly hurt, seriously injured or killed for any reason, he is awarded two spp's (keep track of these as you would normally do CAS's). If you think of this for a moment it is actually quite logical, a player who gets hurt a lot sooner or later must learn how to step aside or stay on his feet.
- Because of their extremely intensive training and discipline, a Bright Crusaders player can play through some pretty bad injuries. If a Bright Crusader player has a niggling injury at the beginning of the match and fails his niggling injury roll to play that game,

roll a D6 for each failed niggler roll. If you roll all 6s, the player plays in this game despite the old injury(s) flaring up.

Apothecary:

Standard rules

Head Coach:

The team can have a normal head coach or for 150,000 can hire a Playbook Specialist. This special coach allows the team to draw a free Pre-Match Preparations card at the beginning of the match if your TR is higher than your opponents.

On Pitch Spellcaster:

Bright Crusaders do not use magic and thus do not have Spellcasters instead they have a Specialist. (A specialist does not lose the point of AV but does cost an extra 50,000..

Use the exact same rules for a Specialist as you would a Spellcaster, except instead of spells, the Specialist learns any skill or non-Physical trait that would not normally be available to a Bright Crusaders player (Block is considered normally available). In order to use these "skills", the Specialist makes a casting roll just like a normal Spellcaster. On a 2+, the player may use that skill for the rest of this match. On a 1, the specialist's training has slipped and nothing happens. The starting "spell" for a Specialist is whatever skill they desire. The Specialist may never learn Dirty Player.

Example: After 3 skill rolls, a Specialist has become Casting level 2 and has the spells: Guard, Dauntless, Frenzy. He would be able to cast 2 spells during the game (on different turns of course) which if successful would allow him to use two of those skills for the rest of the match. The Specialist does still receive 1 SPP for successfully casting a "spell"/skill.

Secret Weapons:

The Bright Crusaders team will not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Chaos

Credits:

Jervis Johnson for the Chaos Sorcerer rules published in Blood Bowl Compendium I page 76.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Chaos Beastmen	60,000	6	3	3	8	Horns	None	General, Strength, Physical
0-4	Chaos Warriors	100,000	5	4	3	9	None	None	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Barbarian	100,000	6	5	2	8	Mighty Blow, Thick Skull	BIG GUY, Berserker Rage, BoneHead, Maniac	Strength
0-1	Minotaur	110,000	5	5	2	8	Mighty Blow, Thick Skull	BIG GUY, Frenzy, Horns, Wild Animal, Throw TeamMate, Always Hungry	Strength, Physical
0-1	Ogre	120,000	5	5	2	9	Mighty Blow, Thick Skull	BIG GUY, Throw TeamMate, BoneHead	Strength
0-1	Stone Troll	100,000	4	5	1	9	Mighty Blow	BIG GUY, Throw TeamMate, Regenerate, Always Hungry, Really Stupid	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
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0-1	Chaos Dwarf Hobgoblin	40000	6	3	3	7	LONER	None	General
0-1	Goblin	40000	6	2	3	7	LONER, Dodge	Right Stuff, Stunty	Agility
0-1	Half-Orc Lineman	50000	6	3	2	8	LONER, Tackle	None	General
0-1	Hobgoblin	40000	6	3	3	7	LONER	Will He Show?	General
0-1	Lycanthrope Werewolf	70000	6 (7)	3 (4)	3 (2)	7 (8)	LONER, (Break Tackle)	Were (Outrage)	General, Strength, Regenerate
0-1	Norse Bondsmen	50000	6	3	3	7	LONER, Block	Cold Resistant	General
0-1	Orc Lineman	50000	5	3	3	9	LONER	None	General

Rerolls:

70,000

Big Guys:

The Chaos team may have a maximum of one Big Guy player on the team. Big Guys may not use team rerolls.

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos players may receive these skills as a "gift" from the gods they worship. They Chaos player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Chaos Spellcaster is Warp Bolt.

Successful Result: The Spellcaster casts a bolt of destructive warp energy at an enemy player. The victim is hit and knocked over by the warp bolt. Such is the power of the Warp Bolt that it automatically penetrates the victim's armour, so roll on the injury table immediately to see what injuries were inflicted.

Failure Result: The warp energy courses uncontrollably through the Spellcaster. Make an immediate Casualty roll for the Spellcaster. This will result in a turnover.

Range: Seven squares

Succeeds on: 3+

Secret Weapons:

Any one roster or allied player on the Chaos team may use a Chainsaw or Poisoned Dagger. Secret weapon players do not earn star player points for casualties caused by their secret weapon.

Strategy:

Not available yet.

Background Story:

Not available yet.

Chaos All-Stars

Credits:

*Jervis Johnson and Tom Anders for the team concept.
and finally Jervis Johnson for the Chaos Warrior Sorcerer rules published in Blood Bowl Compendium I page 76.*

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Marauder	60,000	6	3	3	8	None	None	General, Passing, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Minotaur	110,000	5	5	2	8	Mighty Blow	LONER, Frenzy, Horns, Thick Skull, Wild Animal, Always Hungry, Throw TeamMate	Strength, Physical
0-1	Chaos Ogre	120,000	5	5	2	9	Mighty Blow	LONER, Bonehead, Throw Team-Mate, Thick Skull	Strength, Physical
0-1	Chaos Troll	100,000	4	5	1	9	Mighty Blow	LONER, Throw TeamMate, Regenerate, Always Hungry, Really Stupid	Strength, Physical

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Dark Elf Lineman	70000	6	3	4	8	LONER	None	General, Agility, Physical
0-1	Goblin	40000	6	2	3	7	LONER, Dodge	Right Stuff, Stunty	Agility, Physical
0-1	Orc Lineman	50000	5	3	3	9	LONER	None	General, Physical
0-1	Skaven Lineman	50000	7	3	3	7	LONER	None	General, Physical
0-1	Snotling	20000	5	1	3	5	LONER, Dodge, Side Step	Right Stuff, Titchy	Agility, Physical

Rerolls:

70,000

Big Guys:

The Chaos All-Star team is allowed to have three Big Guy players. Big Guys on the All-Star team are considered ALLY players instead of BIG GUY players.

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, ALL players (**INCLUDING ALLIES**) may receive these skills as a "gift" from the gods they worship. The Chaos All-Star player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Chaos All-Star Spellcaster is Warp Bolt. (Only Marauders can be Spellcasters on this team)

Successful Result: The Spellcaster casts a bolt of destructive warp energy at an enemy player. The victim is hit and knocked over by the warp bolt. Such is the power of the Warp Bolt that it automatically penetrates the victim's armour, so roll on the injury table immediately to see what injuries were inflicted.

Failure Result: The warp energy courses uncontrollably through the Spellcaster. Make an immediate Casualty roll for the Spellcaster. This will result in a turnover.

Range: Seven squares

Succeeds on: 3+

Secret Weapons:

Any one roster or allied player on the Chaos All-Star team may use a Chainsaw.

Strategy:

Not available yet.

Background Story:

Not available yet.



Chaos Beastman

Credits:

Note from Tom: After playing the teams, our league made one change to the original Chaos Beastmen team. We changed the price of Ungor and Bestigor players and replace Block with Double Blitz on the Bestigor. If you want to see the original team, follow this URL: <http://www.blood-bowl.net/BBMagArticles/ChaosTeams.html>

David Kay for the Chaos Beastmen team roster.

Jervis Johnson for the Chaos Beastmen Sorcerer rules published in Blood Bowl Compendium I page 76.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Chaos Beastmen	60,000	6	3	3	8	Horns	None	General, Strength, Physical
0-4	Ungor	40,000	6	2	3	8	Dodge	None	General, Agility, Physical
0-2	Bestigor	110,000	6	4	3	8	None	Double Blitz, Horns	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-2	Minotaur	110,000	5	5	2	8	Mighty Blow	BIG GUY, Frenzy, Horns, Thick Skull, Wild Animal, Always Hungry, Throw TeamMate	Strength, Physical

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Werewolf	70,000	6 (7)	3 (4)	3 (2)	7 (8)	LONER, (Break Tackle)	Were (Outrage)	General, Strength, Regenerate

Rerolls:

70,000

Big Guys:

The Chaos Beastman team may have two Big Guy players. Big Guy players may not use team rerolls.

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos Beastmen players may receive these skills as a "gift" from the gods they worship. The Chaos Beastmen player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Chaos Beastmen Spellcaster is Warp Bolt.

Successful Result: The Spellcaster casts a bolt of destructive warp energy at an enemy player.

The victim is hit and knocked over by the warp bolt. Such is the power of the Warp Bolt that it automatically penetrates the victim's armour, so roll on the injury table immediately to see what injuries were inflicted.

Failure Result: The warp energy courses uncontrollably through the Spellcaster. Make an immediate Casualty roll for the Spellcaster. This will result in a turnover.

Range: Seven squares

Succeeds on: 3+

Secret Weapons:

Any one roster or allied player on the Chaos Beastmen team may use a Chainsaw or Poisoned Dagger.

Strategy:

Not available yet.

Background Story:

Not available yet.



Chaos Dwarf

Credits:

No speial credits.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Hobgoblin	40,000	6	3	3	7	None	None	General
0-6	Chaos Dwarf	70,000	4	3	2	9	Block, Tackle	Thick Skull	General, Strength
0-2	Bull Centaur	130,000	6	4	2	9	Sprint, Sure Feet	Thick Skull	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Minotaur	110,000	5	5	2	8	Mighty Blow, Thick Skull	BIG GUY, Frenzy, Horns, Throw TeamMate, Wild Animal, Always Hungry	Strength
0-1	Stone Troll	100,000	4	5	1	9	Mighty Blow	BIG GUY, Regenerate, Always Hungry, Really Stupid	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Chaos Beastman	60,000	6	3	3	8	LONER, Horns	None	General, Strength, Physical
0-1	Goblin	40,000	6	2	3	7	LONER, Dodge	Right Stuff, Stunty	Agility
0-1	Hobgoblin	40,000	6	3	3	7	LONER	Will He Show?	General
0-1	Orc	50,000	5	3	3	9	LONER	None	General

Lineman									
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Rerolls:

50,000

Big Guys:

The Chaos Dwarf team may have one Big Guy on the team. Big Guys may not use team re-rolls.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for an Chaos Dwarf Spellcaster is Rune of Fear.

Successful Result: The entire team now generates an aura which causes intense fear in opponents. For the rest of this and your opponent's following turn, treat all players on the Chaos Dwarf team as if they had Foul Appearance.

Failure Result: No effect

Range: Entire team

Succeeds on: 3+

Secret Weapons:

One player or allied player on a Chaos Dwarf team may use a Chainsaw, Blunderbuss, Poisoned Dagger, Firethrower, or Explosive Bomb. NOTE: Chaos Dwarves/Bull Centaurs may not take a Poisoned Dagger, and Hobgoblins/Bull Centaurs may not take a Firethrower or Blunderbuss. Secret weapon players cannot earn star player points for casualties caused by a secret weapon.

Firethrower - Cost 40k - Penalty Roll 7+

Very few Chaos Dwarves are crazy enough to strap on the Firethrower tank. The brew of oil and other flammable liquids is extremely unstable and the lives of Firethrowers is normally measured in minutes after they take the pitch with one. Normally Firethrowers are two man teams, but the Chaos Dwarves have invented a one shot version that can be strapped to the back of a player. Once per a drive, the Firethrower may use the weapon to throw a Fireball.

Throwing a Fireball is treated just like a pass action with the football (including modifiers for Foul Appearance, Range modifiers, and Tackle Zones) except for the following exceptions:

- 1) it doesn't use the pass action
- 2) cannot be Pass Blocked, Intercepted, or Caught
- 3) the player with the Firethrower cannot have moved during the turn he fires the weapon
- 4) no skills can be used with the "pass" roll other than Pro or a Team or Leader reroll.

If an inaccurate result scatters it into the crowd it is not thrown back in. If an inaccurate or accurate thrown fireball lands on the pitch, it will explode just like a Wizard's Fireball spell centered on the square it lands in. If the MODIFIED pass roll is a Fumble, the unstable mix of chemicals in the tank explode! Treat this as if a Wizard's Fireball spell has been cast with the Firethrower's square as the target square. However, the Firethrower automatically makes a CASUALTY roll from the damage caused to him. If the Armour of the Firethrower is ever broken from an Armour roll, the Tank explodes with the exact same results as a Fumbled Pass.

Strategy:

Not available yet.

Background Story:

Not available yet.

Chaos Halfling (Immortality)

Credits:

Team Concept: Harald Aberg is credited with first coming up with the Chaos Halfling team. These two different versions of the Chaos Halfling resulted in a two day discussion on the Blood Bowl Mailing list between by Phil Bowen, Harald Aberg, Chester Zeshonski, David Cook, and Tom Anders. Harald Aberg is credited with the NTAP (Not a Team Player) trait.

Team Description:

Many ages ago, the moot was much as it is today: peaceful, cheerful, and full of life and song. The halflings of the moot have always indulged themselves in the worldly pleasures that come from a life of security and leisure, overindulging in food, drink, play and carousing, but there was once a time when there lived halflings for whom this indulgence became more than mere gluttony.

The oddfellows earned their name, and were always a bit peeved at being referred to as such. But the fact is that these odd little halflings had always been a bit off, it was in their blood. Their gardens were never well-kept, their holes always dirty and smelly, their chores never done. Instead of working hard between bouts of playing hard like any other self-respecting halfling, the oddfellows concentrated their days and nights upon their appetites. They would only do enough work to get by, and often resorted to theft or treachery rather than honest work. Over the years, the other clans of the moot began to dislike them more and more, and one day they just had enough of the smelly little drunkards and tossed them right out!

The oddfellows wandered up into the rocky lands east of the moot, and eventually settled in a particularly inhospitable clump of rock near the troll country. They were low on food, lower on beer, and right out of tobacco and growing restless. They began to squabble amongst themselves deep in the jagged caves of their new hole, and in those long nights of furious fighting, madness, and cannibalism, something came into this world that forever changed the oddfellow clan.

That something was brought into being deep within the swirling madness of chaos, drawn to the hole of the oddfellows by their communal avarice and greed, by their desires, their hunger and their passion. What the oddfellows did not know when they settled in their new hole was that they were crawling down into a spire of warpstone, a natural antenna that focused their emotions and projected them into chaos where they took shape, form, and consciousness. The oddfellows had created a god. That god was Yum, the glutton.

Yum fed them in the darkness. Yum gave them drink, gave them song, gave them all manner of treats, thrills, and comforts. And the oddfellows took Yum as their master, devoted themselves to his rapacious hunger, and fed their souls to him.

The covetous one made his people over in his aspect, and released them upon the world to scour the countryside consuming all that could be eaten, to drink all that could be chugged, and rape all that could be, well, you get the picture.

One day, Yum discovered BloodBowl...

While the Chaos Halflings swear up and down that Yum is a legitimate deity, scholars find it far more likely that this is a practical joke played by one of the Chaos gods. Which one lies behind the myth? The gods themselves aren't saying, although Nurgle remains the most likely culprit. More than one religious scholar has pinned the tail on Khorne, however, citing Yum's penchant

for sacrificing one of the little guys after a loss, and the number of Chaos Champions who have played for the team following a loss in battle and subsequent 'conversion'. See the bottom of this page for the debate over who Yum might really be from the Chaos God's point of view (thanks to Chet for this bit of humour).

The Chaos God responsible for Yum forces Champions of Chaos to play for the Chaos Halflings as Yum himself. This is part of the punishment of the Champion who has somehow fallen from grace. A champion of Nurgle refusing to rot, a champion of Khorne that is cowardly, a champion of Slaanesh who passes an opportunity to get laid or merely a champion of Tzeentch who wore same pants twice. In fact, the Chaos Gods see Yum as such a good running joke that two different versions of Yum have appeared to Chaos Halfling sects. Both sects of course swear that theirs is the "REAL" Yum. The first Yum promised his followers strength through Gluttony and Victory, the second promised virtual immortality if they would agree to feed his own Gluttony (and the Chaos Gods laughed and laughed to see such sport).

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-15	Chaos Halfling	40,000	5	2	3	6	None	Fangs (Claws), Regeneration, Stunty	General, Physical

Big Guy:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
1	Yum (Champion of Chaos receiving punishment)	100,000	5	6	3	10	BIG GUY, Block, Mighty Blow, Multiple Block	NATP, Regeneration, Stomach Pains	Strength, Physical

Rerolls:

70,000

Big Guys:

Either team MUST have one Big Guy player on the team. Big Guy players may not use team rerolls.

Advance:

Chaos Halflings and the Champion of Chaos may take Physical mutations on doubles on the star player roll.

New skills/traits:

Fangs: Treated the same as Claw(s)

NATP (Not a Team Player): The Champion of Chaos is forced as part of his punishment to eat one Chaos Halfling at the end of each match. The Chaos Halfling eaten can be one that has died during THIS match. Permanently remove the eaten Chaos Halfling from the team roster.

Stomach Pains: The Chaos laced Halflings that this Champion eats regenerate inside his stomach, causing him to bloat to perverse amounts of obesity and suffer from grievous stomach pains. The silver lining is that his damages are repaired by the regenerating halfling flesh inside

him, making him almost immortal... oh the agony. If he only could have searched his wardrobe a little longer. Or went without pants, then maybe he could have found refuge with Slaanesh, those broads are hot.

- At the end of each of your turns roll a dice. On the roll of 1, the champion is overcome by the agony and has to lie down. Place him prone.
- If this Chaos Champion ever suffers a casualty, then D6 Chaos Halflingettes spew forth from him with the following stats (MA 6 ST 1 AG 3 AV 5 Stunty, Dodge, Foul Appearance, Fangs) using the scatter template for each Halflingette (if no squares are available place them in the first empty square in that direction). They are faster and nimbler than the ordinary chaos halflings after a long slimming cure in the Champion's belly where naught is to eat except other chaos halflings. And having seen the effects of that particular diet first hand so to speak, they avoid it. They may be used as normal players for the rest of the drive (even if this raises the total number of players over 11) after which they wander off to regenerate. They never get rid of the sour smell of stomach acid though.
- At the end of the match, one of regenerated Chaos Halflingettes is so devout to Yum that he returns to the team for free. The team gains a rookie Chaos Halfling that also has Foul Appearance (stomach acid stench).
- If the Chaos Champion is brought back to the game after the casualty that caused this (examples: regeneration or apothecary), he temporarily loses the Stomach Pains trait for the remainder of this match.

Extra Team Rules:

If Yum is killed during the game, then no players will be eaten that game. HOWEVER, Yum must be replaced at the end of the game after money is received. If there is not enough money to purchase a new Yum, then Chaos Halflings are sacrificed on the altar until they can get Yum's attention. Treat each Chaos Halfling sacrificed as 40k toward purchasing a new Yum. No actual gold is gained by sacrificing Chaos Halflings, just the attention of the Chaos Gods. Sacrificed Chaos Halflings may not attempt to regenerate and may not be apothecaried.

Apothecary:

Standard rules

On Pitch Spellcaster:

The starting spell for a Chaos-Yum Spellcaster is Ravenous Hunger.

Successful Result: If successfully cast, then all players on the opposing team gain the Gluttony trait for the rest of this match. If an opposing player has the Always Hungry trait, they will fail this Gluttony roll on a D6 roll of 1, 2, OR 3 instead of just 1.

Failure Result: The Spellcaster immediately is overcome by hunger and will spend the rest of the entire match eating (thus missing the rest of the game). This will result in a turnover.

Range: Entire opposing team

Succeeds on: 4+

Note: Make sure for PBeM games to do a stats change to give the players Gluttony.

Secret Weapons:

One Chaos Halfling on the team may use a Chainsaw.

Strategy:

Not available yet.

Background Story:

Not available yet.

Chaos Halfling (Strength)

Credits:

Team Concept: Harald Aberg is credited with first coming up with the Chaos Halfling team. These two different version of the Chaos Halfling resulted in a two day discussion on the Blood Bowl Mailing list between by Phil Bowen, Harald Aberg, Chester Zeshonski, David Cook, and Tom Anders.

The Gluttony trait is credited to the BOBBA league as they use this trait for all their normal Halfling teams.

Team Description:

Many ages ago, the moot was much as it is today: peaceful, cheerful, and full of life and song. The halflings of the moot have always indulged themselves in the worldly pleasures that come from a life of security and leisure, overindulging in food, drink, play and carousing, but there was once a time when there lived halflings for whom this indulgence became more than mere gluttony.

The oddfellows earned their name, and were always a bit peeved at being referred to as such. But the fact is that these odd little halflings had always been a bit off, it was in their blood. Their gardens were never well-kept, their holes always dirty and smelly, their chores never done. Instead of working hard between bouts of playing hard like any other self-respecting halfling, the oddfellows concentrated their days and nights upon their appetites. They would only do enough work to get by, and often resorted to theft or treachery rather than honest work. over the years, the other clans of the moot began to dislike them more and more, and one day they just had enough of the smelly little drunkards and tossed them right out!

The oddfellows wandered up into the rocky lands east of the moot, and eventually settled in a particularly inhospitable clump of rock near the troll country. They were low on food, lower on beer, and right out of tobacco and growing restless. They began to squabble amongst themselves deep in the jagged caves of their new hole, and in those long nights of furious fighting, madness, and cannibalism, something came into this world that forever changed the oddfellow clan.

That something was brought into being deep within the swirling madness of chaos, drawn to the hole of the oddfellows by their communal avarice and greed, by their desires, their hunger and their passion. What the oddfellows did not know when they settled in their new hole was that they were crawling down into a spire of warpstone, a natural antenna that focused their emotions and projected them into chaos where they took shape, form, and consciousness. the oddfellows had created a god. That god was Yum, the glutton.

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One day, Yum discovered BloodBowl...

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Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-15	Chaos Halfling	40,000	5	2	3	6	Guard, Thick Skull	Gluttony, Fangs (Claws), Stunty	General, Physical

Big Guy:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
1	Yum (Champion of Chaos receiving punishment)	100,000	6	5	3	9	BIG GUY, Block, Mighty Blow, Tackle, Thick Skull	OTAP, Greater Glory, Double Blitz, Horns	Strength, Physical

Rerolls:

70,000

Big Guys:

Either team MUST have one Big Guy player on the team. Big Guy players may not use team rerolls.

Advance:

Chaos Halflings and the Champion of Chaos may take Physical mutations on doubles on the star player roll.

New skills/traits:

Double Blitz: A player with this skill may throw one additional block against the same player after the first on a blitz move if neither of the players is knocked down. Unlike a Frenzy, this additional block is optional.

Gluttony: At every Kick-off, roll a D6 for every player with Gluttony that could play in this drive. On a 1, the player is too busy eating to play.

Fangs: Treated the same as Claw(s)

OTAP (On Team As Penance): The Champion of Chaos is forced by his Chaos god to play for Chaos Halflings as the "GREAT GOD - YUM". This angers the Champion of Chaos two fold. First, he has to pretend to be from some pretend God instead of his true and mighty Chaos power, and second, he's playing for a bunch of twisted halflings. Because of this anger, this player has the following penalties:

- Will never lend assists on either offense or defense and does not have a tackle zone
- Cannot use trophy or Leader re-rolls
- Cannot gain the Leader or Guard skills
- Will never hand-off off or pass the ball to another player
- Can not be moved during a team turn if another player was moved first (Greater Glory)
- Hates losing so much that if the team loses, the Champion demands a Chaos Halfling as a sacrifice. The coach chooses one LIVING player (can be injured but not dead) to feed the Champion. Delete this Chaos Halfling from the roster.

Extra Team Rules:

If Yum is killed during the game, then no players will be eaten that game. HOWEVER, Yum must be replaced at the end of the game after money is received. If there is not enough money to purchase a new Yum, then Chaos Halflings are sacrificed on the altar until they can get Yum's attention. Treat each Chaos Halfling sacrificed as 40k toward purchasing a new Yum. No actual gold is gained by sacrificing Chaos Halflings, just the attention of the Chaos Gods. Sacrificed Chaos Halflings may not attempt to regenerate and may not be apothecaried.

Apothecary:

Standard rules

On Pitch Spellcaster:

The starting spell for a Chaos-Yum Spellcaster is Ravenous Hunger.

Successful Result: If successfully cast, then all players on the opposing team gain the Gluttony trait for the rest of this match. If an opposing player has the Always Hungry trait, they will fail this Gluttony roll on a D6 roll of 1, 2, OR 3 instead of just 1.

Failure Result: The Spellcaster immediately is overcome by hunger and will spend the rest of the entire match eating (thus missing the rest of the game). This will result in a turnover.

Range: Entire opposing team

Succeeds on: 4+

Note:: Make sure for PBeM games to do a stats change to give the players Gluttony.

Secret Weapons:

One Chaos Halfling on the team may use a Chainsaw.

Strategy:

Not available yet.

Background Story:

Not available yet.

College of Magic

Credits:

Tom Anders based on frequent requests for a team like it by Joe Hainstock

Team Description:

Before they become serious and cranky wizards, apprentices have been known to form Blood Bowl teams as a youthful exercise in fun and to develop their combat spellcasting skills. To give them some muscle on the line they work together to summon an Elemental of pure magic energy, but this Elemental is difficult to hold together for the entire match.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-16	Apprentice	70,000	6	3	3	8	None	Magic Helmet, Spells L1, Conjure 3+	General, Agility, Passing, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Magic Elemental	130,000	6	5	3	7	Mighty Blow	BIG GUY, Regeneration, Unstable	Strength

Rerolls:

40,000

Apprentice Wizards do not get along but their minor magic cantrips and charms help them recover from mishaps during the game.

Big Guys:

The College of Magic team can have one Big Guy player. Big Guy players may not use Team rerolls.

Advance:

Apprentices on any normal skill roll can roll twice on the Open Spell table and pick the spell. On doubles, Apprentices can gain a spell casting level or choose any spell from the Open Spell table.

Apothecary:

Standard rules

Head Coach:

Standard rules

On-Pitch Spellcaster:

The starting spell for a College of Magic Spellcaster is only Conjure. If a successful Conjure spell produces a Magic Helmet card for the College of Magic team, you must draw another Magic Item card to replace it.

Secret Weapons:

The College of Magic team does not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Cyborc

Credits:

Joe Hainstock – with minor editing by the MBBL2 league and Tom Anders

Team Description:

There have always been a few rare Orcs with an affinity for anatomy and mechanical devices, These Mad Doks, or Painboys as they are sometimes known, love nothing more than performing experimental "surgery" on unfortunate Orc lads; in fact, it almost becomes an obsession. They soon discovered that because of their extremely tough physiology, Orcs were the idea subjects for bionic experiments, and are not nearly so susceptible to unfortunate complications. Orcs who are seriously injured or desperate will sometimes seek the services of a Mad Dok, and many end up working for them in order to repay their debts. Whilst the number of Orcs working for a Mad Dok at any one time is usually limited, there always plenty of Goblins willing to lend a helping hand!

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-8	Cyborcs	50,000	5	3	3	9	None	Skarboy	General, Bionic*
0-8	Grotz	40,000	6	2	3	7	Dodge	Right Stuff, Stunty	Agility
0-2	Cyborc Blitzers	80,000	6	3	3	9	Block	Skarboy	General, Strength, Bionic*
0-2	Cyborc Big Uns	80,000	4	4	2	9	None	Skarboy	General, Strength, Bionic*

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Orcish Contraption	100,000	4	6	1	10	Mighty Blow	BIG GUY, Stand Firm, Nonball Handler, Easily Injured, SLOW, GFI Injury, TIKSTPK, SW 8+	Strength, Mechanical Upgrades

Rerolls:

60,000

Big Guys:

The Cyborc team may have a maximum of one Big Guy player on the team. Big Guys may not use team rerolls.

The device usually takes the form of a massive robot, driven by a crew of scampering Grots.

Advance:

On any skill roll, Cyborcs may instead take any Cyborc Bionic Enhancement for free (but the Value of the player will still increase). This represents the Mad Dok testing some new improvements to pre-existing devices and offering to install it no charge to test them out. You must STILL make the surgery roll if a bionic is installed in this manner.

Mechanical Upgrades:

INSTEAD of making a skill roll, the Cyborcs can upgrade the Contraption in a number of ways:

- Add articulated fingers to the hands. The Contraption may now handle the ball and pick up team members or opponents.
- Add roll cages and safety harnesses to the inside of the head. The Contraption no longer suffers the +1 modifier to injuries.
- Add articulated knees and elbows. The Contraption may now stand without help and only needs the normal 3 squares of movement to do so.
- Enhance the Contraption's structural integrity. The Contraption is now allowed an armour roll if it falls down from using Go For It squares.

If you roll for a skill and roll doubles that is not a stat increase, the Cyborcs can only upgrade a Contraption in one of two ways:

- Gain any one General skill, Strength skill, or Strength trait.
- Add several heat sinks. The Contraption no longer needs to make the TIKSTPK rolls.

New skills/traits:**Orcish Contraption:**

An Orcish Contraption is a massive robot body built by the Cyborcs and driven by an Orc in a cockpit in the head. An Orcish Contraption, despite being a monstrous piece of machinery on the pitch, has a lot of problems to overcome to be an efficient Blood Bowl team member. The following is a list of all the mechanical problems with an Orcish Contraption:

- Nonball Handler: Contraptions when built do not have working fingers as such they cannot pick up or handle the ball, any team member, or any opponent.
- Easily Injured: Contraptions are not built with the safety of the Gnome driver in mind. AS a result, any injury roll against the Gnomish Contraption is made with a +1 modifier.
- SLOW: Contraptions have really poor articulated joints. As a result, if the Contraption is prone, it cannot stand automatically. The Contraption must roll 4+ on a D6 roll modified by +1 by each team member standing next to him not in an opponent's tackle zone (just like a Treeman). Failing to stand does not cause a turnover. Standing requires all 4

- squares of the Contraption's movement.
- GFI Injury: Gnomish Contraption break easily if overexerted. If a Contraption falls down due to Going For It, the Contraption makes an automatic Injury roll (no armour roll).
 - TIKSTPK (The Ingines Kannot Stand The Pressure, Kaptain!!!). Before trying to perform an action with a Contraption, roll a D6. On a 1, the engines are overheating and the Contraption loses its tackle zones and cannot perform any actions that turn. If you try to perform an action the turn after the engines were overheating and roll another 1, the engines explode. This will instantly kill the driver and destroy the Contraption. In addition, any player in an adjacent square must make an immediate injury roll due to the shrapnel and flames. (Note: if you don't perform any actions with a Contraption in the turn subsequent to rolling a one, the Contraption will cool down and rolling a 1 the next turn will not cause an explosion.)
 - Although it looks similar to a player from the Robot team, the Referee usually figures out that the Contraption is more like a DeathRoller than a player. As a result, all Contraptions have a Secret Weapon penalty roll of 8+ at the end of any drive that it was on the pitch. (but Contraptions are not considered Secret Weapons for any other game purposes.)

Skarboy - Mad doks choose only the hardest of Orc lads for their bionik experiments. A skarboy who suffers complications after a bionic procedure is treated slightly differently. Roll 2D6 as normal. On a 2, the subject permanently loses a point of Strength, and must miss the next game whilst he recovers. If either dice is a 1, the player permanently loses a point of Movement, but does not miss the next game. If the player has already lost two points of Movement, he loses a point of Armour instead. Apothecaries and re-rolls may not be used to effect these results. Any other roll indicates a successful surgery. In addition, the player need not roll for complications at all for any bionics that are purchased for him when he is first added to the team.

Cyborc Bionic Enhancements:

Cyborcs may not choose bionic upgrades from the normal list, but instead must choose from the list below. Grots may not have any kind of bionic upgrades at all. Note that the penalty rolls associated with bionics are slightly higher for this team, as referees tend to find it difficult to send off seven or eight burly Orcs in one go! Cyborc teams are not restricted by the usual NAF limit of only having three bionically enhanced players per team.

A player with more than one bionic upgrade only has to make one penalty roll after each drive - use the roll that is most likely to get the player sent off. Remember that a player cannot lose more than two points from a characteristic for any reason. A player can have more than one bionic upgrade that effects the same part of his body - for example, his legs may be both bionic and teleskopic.

If a player has two or more bionic enhancements fitted at the same time, you only need roll for complications once. Also, the Mad Dok gets a discount for ordering parts in bulk. Every bionic bit fitted after the first reduces the overall cost of the procedure by 10,000 gold crowns (down to a minimum cost of 10,000 gold crowns per implant). So a player fitted with Horns, an Iron Gob and Teleskopic legs at the same time would only need to roll for complications once, at a cost of 80,000gc (20k + 40k+ 40k - 10k - 10k).

Similar to the rules for all other teams using the Bionic shop. You do not have to make any surgery rolls for players getting bionics as part of a brand new TR 100 team. As it is assumed that the players on the starting roster signed up with the surgery already successfully completed. As with all other teams this is ONLY true when the team is first created. After initial creation all bionic additions require surgery rolls.

Cyborc Bionics

- Bionic Eye (20,000) - Player gains the Accurate skill. Penalty roll: 11+
- Bionic Arm (30,000) - Player gains Hail Mary Pass and Mighty Blow. Penalty roll: 10+
- Bionic Legs (60,000) - Player gains +1 to his MA, and Leap, Kick and the coach's choice of (Pass Block, Diving Catch or Diving Tackle). Penalty roll: 9+
- Bomb Chucka (40,000) - Only one per team. The player counts as having the Explosive Bombs secret weapon. Penalty roll: 8+
- Buzzsaw Arm (60,000) - Only one per team. The player counts as having the Chainsaw secret weapon. Penalty roll: 8+
- Doobie Danglies (free) - May be taken for free when the player has a second (or more) bionic installed. By reorganizing/replacing some bits and bobs to make the whole system more accessible, the Mad Dok makes it easier to patch the player up mid game and allows the expensive bionics to automatically compensate to protect themselves for adverse weather (at the cost of much flexibility). The player gains Regeneration and Weather Immunity, but loses a point of both MV and AG. Penalty roll: none, as the referee can't tell them apart from the player's other bionics.
- Horns (20,000) - The player gains the, erm, Horns skill. Penalty roll: none
- Iron Gob (40,000) - Only one per team. The player's shiny new metal jaw marks him out as the biggest and best Orc around (ie the team captain)!. He gains Double Dauntless, Leader and Greater Glory. Penalty roll: 11+
- Kustom Job (60,000) - The Mad Dok whips up something extra special! The player gains one of the following skills: Big Hand, Claw, Extra Arms, or Mace Tail. However you are limited to just one of each of these skills on the team and a player cannot have more than one Kustom Job. Penalty Roll: 11+
- Rearview Peepers (50,000) - The Mad Dok literally installs eyes in the back of the player's head. Player's better view of the pitch means he gains Pass Block and Two Heads. Penalty Roll: 11+
- Rokkit Pack (20,000) - Player gains Wings and Leap. The highly combustive nature of the propellant means that the player also gains the TIKSTPK skill similar to the Orcish Contraption as well. Penalty roll: 10+
- Skull Cap (10,000) - The player has his cranium replaced with a sheet of metal. He gains +1 AV, but is never quite the same again, and also suffers from Bonehead. Penalty roll: 11+
- Spike (30,000) - A retractable blade above the wrist gives the Orc the ability to slice through the opposing players. Player gains Stab skill. Penalty roll: 11+
- Squig on a Chain (10,000) - Less a bionic improvement; more of a small Squig on a chain, nailed to the player's armour and trained to hold the ball in his teeth if he gets close to it. The player gains Extra Leg, Prehensile Tail and Cruelty. Penalty roll: none
- Teleskopik Arms (60,000) - Only one per team. The player gains extendable arms, that can be used to grab opponents tightly or the ball from under the noses of opposing

- players! Player gains the skills Sure Hands, Strip Ball, and Tentacles. Penalty roll: 9+
- Teleskopic Legs (40,000) - Player gains Jump Up and Very Long Legs, but loses a point of MV (instead of gaining one from getting Very Long Legs). Penalty roll: 10+

Apothecary:

Standard, representing the Mad Dok's effort to patch up his lads.

Head Coach:

Standard

On Pitch Spellcaster:

Cyborc spellcasters are called Weirdboys. They cannot have any bionic upgrades, as it interferes with their magic. Grots may not become spellcasters. The starting spell for a Cyborc Spellcaster is 'Eadbutt.

Successful Result: Pick one opposing player within seven squares of the caster. The target counts as being blocked by a player with a Strength value equal to the the number of Orcs (not Grots) currently on the pitch and standing (i.e. not prone or stunned). Resolve the block as normal, with any pushbacks being made directly away from the caster. This spell cannot cause a casualty; i.e. the worst it can do is KO the target.

Failure Result: The caster suffers the effects of the spell. This will **not** cause a turnover, unless the caster was holding the ball at the time of casting and is knocked down.

Range: One opposing player within seven squares of the caster.

Succeeds on: 3+

Secret Weapons:

The Cyborc team may not take any secret weapons, other than those that come as bionic enhancements.

Strategy:

Not available yet.

Background Story:

Not available yet.



Daemon – Khorne

Credits:

Andy Hall for the team concept behind all four Daemon teams and their spellcasters.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Tom Anders for changing the daemons to balance the teams more.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Beastmen	60,000	6	3	3	8	Horns	None	General, Strength, Physical
0-4	Bloodletter	80,000	5	4	2	8	None	Daemonic Aura, Frenzy	General, Strength, Physical
0-2	Chaos Warrior	100,000	5	4	3	9	None	None	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Daemon Prince	130,000	6	5	2	8	Mighty Blow	BIG GUY, Daemonic Aura, Wild Animal	Strength, Physical

Rerolls:

70,000

Big Guys:

The Khorne team can have one Big Guy player. Big Guy players cannot use Team rerolls.

New skills/traits:

Daemonic Aura: Daemons are surrounded by an aura that makes them incredibly difficult to hurt. This aura means his AV is fixed, and cannot be modified by anything. This means Mighty Blow, Dirty Player, Claw, Fouls assists, Chainsaws, etc. have no effect for the purposes of the player's Armour roll. Skills that effect the Injury roll will still work, if the armour is penetrated.

However, Daemonic Aura has some downsides if there is not a wizard nearby to keep their hold on this plane solid. If the player suffers a casualty injury (Badly Hurt, Seriously Injured) without a Spellcaster on the pitch, he is considered DEAD!

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos players may receive these skills as a "gift" from the gods they worship. They Chaos player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Apothecary:

The team may have an apothecary but it many only be used on the Beastmen and Chaos Warriors. Bloodletters CANNOT be apothecaried by the team apothecary.

Head Coach:

Standard rules

On Pitch Spellcaster: (only Beastmen or Chaos Warriors can be spellcasters)

The starting spell for Daemon-Khorne Spellcasters is Summon Greater Daemon.

Successful Result: Select a player from your team without Daemonic Aura. That player is converted into a Bloodthirster until the end of the drive. Any SPPs or injuries earned in this form are kept when he converts back.

Bloodthirster	6	8	3	9	BIG GUY, Break Tackle, Daemonic Aura, Mighty Blow
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Failure Result: The transforms fails and the player targeted suffer a Miss Next Game Serious Injury. This will result in a turnover.

Range: Any player on the team without Daemonic Aura

Succeeds on: 2+

Secret Weapons:

Daemons teams may not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Daemon – Nurgle

Credits:

Andy Hall for the team concept behind all four Daemon teams and their spellcasters.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Tom Anders for changing the daemons to balance the teams more.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-16	Rotter	40,000	5	3	3	8	None	Decay, Nurgle Rot	General, Physical
0-4	Pestigor	80,000	6	3	3	8	None	Horns, Nurgle Rot, Regeneration	General, Strength, Physical, Foul Appearance*
0-4	Plaguebearer	110,000	4	4	2	9	None	Daemonic Aura, Foul Appearance, Nurgle Rot, Regenerate	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Nurgle Beast	130,000	4	5	1	9	Mighty Blow	BIG GUY, Daemonic Aura, Foul Appearance, No Hands, Nurgle Rot, Tentacles, Regenerate, Really Stupid	Strength, Physical

Rerolls:

70,000

Big Guys:

The Nurgle team is allowed to have one Big Guy player. Big Guy players may not use Team rerolls.

New skills/traits:

Daemonic Aura: Daemons are surrounded by an aura that makes them incredibly difficult to

hurt. This aura means his AV is fixed, and cannot be modified by anything. This means Mighty Blow, Dirty Player, Claw, Fouls assists, Chainsaws, etc. have no effect for the purposes of the player's Armour roll. Skills that effect the Injury roll will still work, if the armour is penetrated. However, Daemonic Aura has some downsides if there is not a wizard nearby to keep their hold on this plane solid. If the player suffers a casualty injury (Badly Hurt, Seriously Injured) without a Spellcaster on the pitch, he is considered DEAD!

Decay: If this player suffers a Casualty, he must roll again on the Casualty table and apply both results. However, he will never miss more than the next game played.

Nurgle Rot: If a player with this trait kills an opponent through a block or a foul, the team at the end of the game gains a free rookie Rotter if the team has room for him.

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos players may receive these skills as a "gift" from the gods they worship. They Chaos player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Foul Appearance*: Pestigors on a Daemon-Nurgle team can take Foul Appearance on a normal skill roll.

Apothecary:

Rotters teams may not have an Apothecary.

Head Coach:

Standard rules

On Pitch Spellcaster: (only Rotters or Pestigors can be spellcasters)

The starting spell for Daemon-Nurgle Spellcasters is Summon Greater Daemon.

Successful Result: Select a player from your team without Daemonic Aura. That player is converted into a Great Unclean One until the end of the drive. Any SPPs or injuries earned in this form are kept when he converts back.

Great Unclean One	4	7	1	9	BIG GUY, Daemonic Aura, Foul Appearance, Multiple Block, Nurgle Rot, Stand Firm, Trip Up
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Failure Result: The transform fails and the player targeted suffer a Miss Next Game Serious Injury. This will result in a turnover.

Range: Any player on the team without Daemonic Aura

Succeeds on: 2+

Secret Weapons:

Daemons teams may not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Daemon – Slaanesh

Credits:

Andy Hall for the team concept behind all four Daemon teams and their spellcasters.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Tom Anders for changing the daemons to balance the teams more.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Beastmen	60,000	6	3	3	8	Horns	None	General, Strength, Physical
0-4	Daemonette	80,000	6	3	4	7	None	Claw, Daemonic Aura, Hypnotic Gaze	General, Agility, Strength, Physical
0-2	Chaos Warriors	100,000	5	4	3	9	None	None	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Daemon Prince	130,000	6	5	2	8	Mighty Blow	BIG GUY, Daemonic Aura, Wild Animal	Strength, Physical

Rerolls:

70,000

Big Guys:

The Slaanesh team may have one Big Guy player. Big Guy players may not use Team rerolls.

New skills/traits:

Daemonic Aura: Daemons are surrounded by an aura that makes them incredibly difficult to hurt. This aura means his AV is fixed, and cannot be modified by anything. This means Mighty Blow, Dirty Player, Claw, Fouls assists, Chainsaws, etc. have no effect for the purposes of the player's Armour roll. Skills that effect the Injury roll will still work, if the armour is penetrated.

However, Daemonic Aura has some downsides if there is not a wizard nearby to keep their hold on this plane solid. If the player suffers a casualty injury (Badly Hurt, Seriously Injured) without a Spellcaster on the pitch, he is considered DEAD!

Advance:

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos players may receive these skills as a "gift" from the gods they worship. They Chaos player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Apothecary:

The Team Apothecary can only be used on the team's Beastman or Chaos Warriors. **NOT** on the Daemonettes or the Keeper of Secrets.

Head Coach:

Standard rules

On Pitch Spellcaster: (only Beastmen or Chaos Warriors can be spellcasters)

The starting spell for Daemon-Slaanesh Spellcasters is Summon Greater Daemon.

Successful Result: Select a player from your team without Daemonic Aura. That player is converted into a Keeper of Secrets until the end of the drive. Any SPPs or injuries earned in this form are kept when he converts back.

Keeper of Secrets	6	7	3	9	BIG GUY, Claw, Extra Arms, Horns, Daemonic Aura
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Failure Result: The transforms fails and the player targeted suffer a Miss Next Game Serious Injury. This will result in a turnover.

Range: Any player on the team without Daemonic Aura

Succeeds on: 2+

Secret Weapons:

Daemons teams may not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Daemon – Tzeentch

Credits:

Andy Hall for the team concept behind all four Daemon teams and their spellcasters.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Tom Anders for changing the daemons to balance the teams more.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Beastmen	60,000	6	3	3	8	Horns	None	General, Strength, Physical
0-2	Pink Horror	90,000	5	4	3	7	Pro	Daemonic Aura, Extra Arms	General, Strength, Physical
0-2	Flamer	100,000	8	3	3	7	Leap	Daemonic Aura, Spells L1, Firebreathing 2+	General, Physical
0-2	Chaos Warrior	100,000	5	4	3	9	None	None	General, Strength, Physical

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Daemon Prince	130,000	6	5	2	8	Mighty Blow	BIG GUY, Daemonic Aura, Wild Animal	Strength, Physical

Rerolls:

70,000

Big Guys:

Tzeentch teams can have one Big Guy player. Big Guy players cannot use Team rerolls.

New skills/traits:

Daemonic Aura: Daemons are surrounded by an aura that makes them incredibly difficult to hurt. This aura means his AV is fixed, and cannot be modified by anything. This means Mighty Blow, Dirty Player, Claw, Fouls assists, Chainsaws, etc. have no effect for the purposes of the player's Armour roll. Skills that effect the Injury roll will still work, if the armour is penetrated. However, Daemonic Aura has some downsides if there is not a wizard nearby to keep their hold

on this plane solid. If the player suffers a casualty injury (Badly Hurt, Seriously Injured) without a Spellcaster on the pitch, he is considered DEAD!

Advance:

Flamers: While Flamers have one spell they cannot learn new spells. On a doubles roll they may however raise their Casting level by 1.

Physical: Physical abilities are rather different from normal skills, in that they are things that a player is born with, rather than learned abilities like skills. This means that in most cases players may never be given a physical ability as a new skill, even if the Star Players roll was a double. However, on doubles, Chaos players may receive these skills as a "gift" from the gods they worship. They Chaos player may thus take any skill they want or a skill from the Physical Mutation list on a doubles roll for the Star Player roll.

Apothecary:

The Team Apothecary can only be used on Beastman or Chaos Warriors. **NEVER** on the Pink Horrors, Flamers, or Lord of Change.

Head Coach:

Standard rules

On Pitch Spellcaster and spells: (only Beastmen or Chaos Warriors can be spellcasters)

The starting spell for Daemon-Tzeentch Spellcasters is Summon Greater Daemon.

Successful Result: Select a player from your team without Daemonic Aura. That player is converted into a Lord of Change until the end of the drive. Any SPPs or injuries earned in this form are kept when he converts back.

Lord of Change	5	7	3	9	BIG GUY, Daemonic Aura, Jump Up, Leader, Leap, Pass Block, Pro
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Failure Result: The transformation fails and the player targeted suffer a Miss Next Game Serious Injury. This will result in a turnover.

Range: Any player on the team without Daemonic Aura

Succeeds on: 2+

Flamers know one spell. A Flamer's casting level can increase but they may not learn new spells:

Firebreathing

Successful Result: The Spellcaster issues forth a line of fire in a straight line direction for 3 squares. The fire hits all squares in this straight line and also hits any squares adjacent to the direct line squares that are not also adjacent to the Spellcaster. The Spellcaster coach must roll a D6 for any player touched by the fire. If the roll is higher than their AG, they are knocked over and have to make an armour roll. This armour roll and following injury roll are made with +1 modifiers.

Failure Result: Nothing happens

Range: Direct line of 3 squares and all squares adjacent to them but not adjacent to the caster.

Succeeds on: 2+

Secret Weapons:

Daemons teams may not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Dark Elf

Credits:

Kent Wigsund for the Harpies.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	70,000	6	3	4	8	None	None	General, Agility
0-2	Thrower	90,000	6	3	4	8	Pass	None	General, Agility, Passing
0-4	Blitzer	100,000	7	3	4	8	Block	None	General, Agility
0-2	Witch Elf	110,000	7	3	4	7	Dodge	Frenzy, Jump Up	General, Agility
0-1	Harpy	90,000	6	4	2	7	Claw, Leap	Wings, Uncontrollable	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Blighted Treeman	110,000	2	5	1	9	Mighty Blow, Thick Skull	BIG GUY, Foul Appearance, Stand Firm, Take Root	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Chaos Beastman	60,000	6	3	3	8	LONER, Horns	None	General, Strength, Physical

Rerolls:

50,000

Big Guys:

The Dark Elf team may have one Big Guy. Big Guy players may not use team rerolls.

New traits:

Uncontrollable: A player with this skill must roll a D6 before being moved. On a 2-6, the player may be moved as normal. On a 1, the player will move D6 squares using the scatter template and then his move ends (ie he may not pick up, hand off, or pass the ball). If any player is in the path of the player during this move, then the Uncontrollable player must throw a block at that player (even if it is from his own team). If the team has not used their blitz move for this turn, a Uncontrollable character losing control counts as the blitz move, if he moves and then throws a block at any player. Note: the Uncontrollable character will throw a blitz block at a player even if the blitz move has already been used this turn. If the move would take the player off the pitch and into the stands, then the character should be treated as any normal player who has been pushed into the crowd. Finally, if the player is prone and rolls a 3 or less for the D6 movement, the player simply stands up.

Wings: A player with this skill may make Leap move (same as the Leap skill) with a +2 modifier to the Agility roll (a roll of 1 is still considered a failure). The player must move 2 squares before using the Wings skill. If the player also has the Leap skill, he may use his Wings to "Leap" 3 squares instead of 2 (this will use 3 MA and the player will still need to move 2 squares before using Wings). You may Go For It to use Wings, but failure means you fall over in the starting square NOT the square you were using Wings to get to.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for an Dark Elf Spellcaster is Tormented Soul.

Successful Result: Target player hits the ground in torment and is automatically Stunned (do not roll for armour or injury). If the target had the ball, it will scatter one square.

Failure Result: The spellcaster is Stunned. This will result in a turnover.

Range: Maximum of seven squares

Succeeds on: 3+

Secret Weapons:

One Dark Elf roster or allied player may use a Chainsaw or a Poisoned Dagger. Secret weapon players do not earn Star Player points for casualties caused by their secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Draconian

Credits:

Note from Tom: The Draconian team is based on the rules for the Draconian race from TSR's Dragonlance series. The Draconian are basically demon spawn that are created by corrupting the eggs of Good Dragons. The BOBBA league has a Draconian team that I used as a base. I then looked up the actual rules for the Draconian race for TSR's Dragonlance role-playing game, and fine tuned the team's translation to Blood Bowl. Auraks were the magic-using versions of Draconians, they were also the smarter and more often the unspoken leaders of them (as they were formed from Gold Dragon eggs). Although Sivaks (formed from Silver Dragons eggs) may (and would) dispute this, Sivaks were often too busy infiltrating the enemy (due to shape-changing abilities) to outright change this effect. Also, Sivaks were incredibly strong. Like all Draconians, the Baaz had wings, but they were almost completely useless even for limited gliding. Kapak were the good soldiers. They hit hard and were too slow on the uptake to question orders.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Baaz	40,000	6	3	2	8	None	Stone Death	General, Claws
0-4	Kapak	70,000	6	3	3	8	Mighty Blow	Wings, Bonehead, Acid Death	General, Strength, Claws
0-2	Sivak	110,000	6	5	2	9	None	Wings, Fireball Death	General, Strength, Claws
0-2	Aurak	130,000	7	4	3	8	Hypnotic Gaze, Pass	Pro, Fireball Death	General, Passing, Claws

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Goblin	40,000	6	2	3	7	LONER, Dodge	Right Stuff, Stunty	Agility
0-1	Skink	60,000	8	2	3	7	LONER, Dodge	Stunty, Heat Resistant	Agility
0-1	Orc	50,000	5	3	3	9	LONER	None	General

Rerolls:

70,000 (Draconians really do not get along)

Big Guys:

The Draconian team may not have any Big Guy players.

New skills/traits:

Acid Death: When this player is killed and NOT saved immediately by an Apothecary or Special Play Card, the Kapak turns immediately into a pool of acid. The active coach makes an immediate armour (and then injury roll if necessary) for every player in an adjacent square to the dead Kapak. This is to see if the acid has eaten through the players' armour.

Fireball Death: When this player is killed and NOT saved immediately by an Apothecary or Special Play Card, the Aurak or Sivak explodes into a Fireball. The active coach rolls a D6 for each player in a square adjacent to the dead Aurak or Sivak. If the D6 is higher than the player's Agility, make an armour roll and injury roll (if necessary) for the player with a +1 modifier to both rolls.

Stone Death: If this player is blocked and Killed and NOT saved immediately by an Apothecary or Special Play Card, the Baaz turns into a heavy stone statue and immediately tries to roll over his killer. If adjacent to the dead Baaz the blocking player must roll less than or equal to his Strength or suffer an immediate Injury roll. After this the stone statue turns to dust.

Wings: A player with this skill may make a Leap move (same as the Leap skill) with a +2 modifier to the Agility roll (a roll of 1 is still considered a failure). The player must move 2 squares before using the Wings skill. If the player also has the Leap skill, he may use his Wings to "Leap" 3 squares instead of 2 (this will use 3 MA and the player will still need to move 2 squares before using Wings). A player may use Go For It squares for a Wings leap, but failure causes him to fail down in the STARTING square NOT the square he was leaping to.

Advance:

All Draconians can take Claws on doubles on the star player roll (treated the same as Claw mutation).

Apothecary:

Standard rules.

Head Coach:

Standard Head Coach.

On Pitch Spellcaster:

NOTE: only Auraks may be Spellcasters

The starting spell for a Draconian Spellcaster is Firebreathing.

Successful Result: The Spellcaster issues forth a line of fire in a straight line direction for 3 squares. The fire hits all squares in this straight line and also hits any squares adjacent to the direct line squares that are not also adjacent to the Spellcaster. The Spellcaster coach must roll a D6 for any player touched by the fire. If the roll is higher than their AG, they are knocked over and have to make an armour roll. This armour roll and following injury roll are made with +1 modifiers.

Failure Result: Nothing Happens

Range: Direct line of 3 squares and all squares adjacent to them but not adjacent to the caster.

Succeeds on: 2+

Secret Weapons:

One Draconian player or any ally may use a Poisoned Dagger.

Strategy:

Not available yet.

Background Story:

Not available yet.



Dwarf

Credits:

Credits for the Dwarf team go out to:

Tom Anders for the 3rd edition stats and the converted rules for the Killdozer and the Gargoyle from the 2nd edition of the game.

Jervis Johnson for the rules for Dwarf Cannon from the Blood Bowl Compendium I page 44 and page 78 respectively.

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Longbeard	70,000	4	3	2	9	Block, Tackle, Thick Skull	None	General, Strength
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	None	General, Passing
0-2	Blitzer	80,000	5	3	3	9	Block, Thick Skull	None	General, Strength
0-2	Troll Slayer	90,000	5	3	2	8	Block, Dauntless, Thick Skull	Frenzy	General, Strength
0-2	Gargoyle	100,000	4	4	1	9	Thick Skull	Stand Firm, Wings	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Gnomish Contraption	100,000	4	6	1	10	Mighty Blow	BIG GUY, Stand Firm, Nonball Handler, Easily Injured, SLOW, GFI Injury, TIKSTPK, SW 8+	Strength, Mechanical Upgrades

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
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0-1	Human Lineman	50,000	6	3	3	8	LONER	None	General
0-1	Gnome Linear	40,000	6	3	3	7	LONER	Stunty	General
0-1	Norse Bondsmen	50,000	6	3	3	7	LONER, Block	Cold Resistant	General

Rerolls:

40,000

Big Guys:

The Dwarf team may have a maximum of one Big Guy player on the team. Big Guys may not use team rerolls.

Advance:

Mechanical Upgrades:

INSTEAD of making a skill roll, the Dwarfs can upgrade the Contraption in a number of ways:

- Add articulated fingers to the hands. The Contraption may now handle the ball and pick up team members or opponents.
- Add roll cages and safety harnesses to the inside of the head. The Contraption no longer suffers the +1 modifier to injuries.
- Add articulated knees and elbows. The Contraption may now stand without help and only needs the normal 3 squares of movement to do so.
- Enhance the Contraption's structural integrity. The Contraption is now allowed an armour roll if it falls down from using Go For It squares.

If you roll for a skill and roll doubles that is not a stat increase, the Dwarfs can only upgrade a Contraption in one of two ways:

- Gain any one General skill, Strength skill, or Strength trait.
- Add several heat sinks. The Contraption no longer needs to make the TIKSTPK rolls.

New skills/traits:

Gnomish Contraption:

A Gnomish Contraption is a massive robot body built by the Gnomes and driven by a Gnome in a cockpit in the head. A Gnome Contraption, despite being a monstrous piece of machinery on the pitch, has a lot of problems to overcome to be an efficient Blood Bowl team member. The following is a list of all the mechanical problems with a Gnomish Contraption:

- Nonball Handler: Contraptions when built do not have working fingers as such they cannot pick up or handle the ball, any team member, or any opponent.
- Easily Injured: Contraptions are not built with the safety of the Gnome driver in mind. AS a result, any injury roll against the Gnomish Contraption is made with a +1 modifier.
- SLOW: Contraptions have really poor articulated joints. As a result, if the Contraption is prone, it cannot stand automatically. The Contraption must roll 4+ on a D6 roll modified

by +1 by each team member standing next to him not in an opponent's tackle zone (just like a Treeman). Failing to stand does not cause a turnover. Standing requires all 4 squares of the Contraption's movement.

- GFI Injury: Gnomish Contraption break easily if overexerted. If a Contraption falls down due to Going For It, the Contraption makes an automatic Injury roll (no armour roll).
- TIKSTPK (The Ingines Kannot Stand The Pressure, Kaptain!!!). Before trying to perform an action with a Contraption, roll a D6. On a 1, the engines are overheating and the Contraption loses its tackle zones and cannot perform any actions that turn. If you try to perform an action the turn after the engines were overheating and roll another 1, the engines explode. This will instantly kill the driver and destroy the Contraption. In addition, any player in an adjacent square must make an immediate injury roll due to the shrapnel and flames. (Note: if you don't perform any actions with a Contraption in the turn subsequent to rolling a one, the Contraption will cool down and rolling a 1 the next turn will not cause an explosion.)
- Although it looks similar to a player from the Robot team, the Referee usually figures out that the Contraption is more like a DeathRoller than a player. As a result, all Contraptions have a Secret Weapon penalty roll of 8+ at the end of any drive that it was on the pitch. (but Contraptions are not considered Secret Weapons for any other game purposes.)

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Dwarf Spellcasters start with two spells. The starting spells for a Dwarf Spellcaster are Rune of Protection and Runecrafter.

Rune of Protection

Successful Result: For the rest of the match, the opposing spellcaster may not cast any spells. In addition, the opposing coach may not play any Magic Item cards that he may have for the rest of the match.

Failure Result: No effect

Range: Anywhere on the pitch or Dugout

Succeeds on: 2+

Runecrafter

Successful Result: Roll a D6, and apply the effect.

1=Runesmith Spell Fizzles! No effect!

2=Runesmith casts Rune of Speed. Target Player gains Sprint and +1 MA for this game

3=Runesmith casts Rune of Might. Target Player gains +1 ST for this game

4=Runesmith casts Rune of Dexterity. Target Player gains +1 AG for this game

5=Runesmith casts Rune of Stone. Target Player gains +1 AV and Stand Firm for this game

6=Runesmith casts Rune of Courage. Target Player gains Dauntless and Frenzy for this game. If the player already has Dauntless, he gains Double Dauntless. If he already had Frenzy, he gains Double Blitz.

Failure Result: No effect

Range: Target player from your team on the pitch.

Succeeds on: 2+

Secret Weapons:

Even though the official GW rules say that the Dwarf team can only have one secret weapon player, the MBBL2 disregards that rule. The history of Blood Bowl is FILLED with references to the Dwarves and their cheating ways when it comes to secret weapons. As a result, a Dwarf team in the MBBL2 can have 4 Secret Weapon players (however you may still only have one each of the Death Roller, Cannon, and Killdozer.) Remember: You cannot earn Star Player Points for casualties caused by use of a secret weapon. Also Killdozer and Deathroller players can never earn any Star Player Points, if they receive the MVP at the end of the game, you may reroll the random player who receives it.

The Dwarf team may use any of the following secret weapons: Chainsaw, Blunderbuss, Explosive Bomb, DeathRoller, Cannon, Killdozer. (Note: only Longbeards will use the Killdozer, Cannon, or DeathRoller)

Cannon Special: (100,000 gold, Penalty Roll 7+)

You may set up the Cannon when setting up the team for the kick-off. It must face the opponent's End Zone and may not be moved once set-up. Inside is the Cannonball player (the player purchased at the same time to use the Cannon.)

The player in the Cannon may be handed the ball (roll to see if he drops the hand-off as normal), but may not do anything else until he is fired from the Cannon. The Cannon may be blocked if the Cannonball player is still in it as if it was an ST 7/AV 10 player with Stand Firm. If the Cannon is knocked down, it cannot be used for this drive and the Cannon player will be stuck inside. If the Cannon's armour is broken, make an injury roll for the Cannon player without any modifier (the Cannon prevents them). If the Cannon player is killed without being healed, the team loses the Cannon also. A Cannon cannot take the pitch without the Cannon player.

The Cannon may be fired by any player from either team in an adjacent square to the Cannon as his action for the turn (a player may not move to a square adjacent to the Cannon and fire it in the same turn). The Cannon will also be fired if magically fire or lightning cross the square it is in. Once the Cannon is fired, roll 4D6 and add the scores together to see how many squares the player in the Cannon is fired. The player lands using the rules for creatures thrown by large monsters from the Blood Bowl main rule book (the Cannon is always accurate so the Cannon player landing roll is made with a +1 modifier). If he goes over the End Zone and has the ball, he scores a TD (and gets Star Players Points for this), but is Seriously Injured when he (crash) lands! If the Cannon is banned by Ref due to the Penalty Roll, the player that was in the Cannon is banned for the rest of the game as well.

Killdozer Special (160,000 gold, Penalty Roll 7+)

A Longbeard using a Killdozer has his stats permanently changed to 4/7/1/10 with Stand Firm. The Killdozer moves in a special manner. If there are any players in the 3 adjacent squares in front of direction that the Killdozer is moving, it must try to push all of them back to keep moving. Combine the strength of all players (including prone/stunned ones) in the 3 squares and roll block dice against them using a strength of 10 for the Killdozer, ignoring offensive and defensive assists and any of the defending players Stand Firm/Side Step abilities. If the result is that ALL defending players are pushed back or knocked down, then the Killdozer advances one

square and all defending players are moved back one square in the direction the Killdozer is moving.

Note 1: Side Step may not be used to change the direction of the push for a player.

Note 2: Ignore knockdown result for a player that is already prone/stunned.

Note 3: if the result was knocked down, place the player knocked over, the armour and injury rolls will be done at the end of the Killdozer's movement.

Players pushed back by the Killdozer (either upright or down) can be moved into occupied squares. The player originally in the square is displaced one square, just as if they had been pushed back themselves (and can, in turn, force another player to be pushed back.) Players in a chain of pushbacks are knocked over if the original player was knocked over, and remain standing if the original player remained standing.

Once you have resolved the pushback chain, the Killdozer may move and push again following the above rules, if it has movement left. When the Killdozer is finished moving or is knocked down, make armour and injuries rolls for any player that was knocked down during the Killdozer's movement.

Deathroller and Killdozer special rules:

Like the Deathroller, the Killdozer has some Dwarven engineering special rules. Both can ignore enemy tackle zones as it moves and never has to dodge in order to leave one. Both may attempt to move extra squares, but if it 'falls over', it is assumed that the boiler has blown up and the Killdozer/Deathroller will miss the rest of the game (make an armour roll/injury roll for the driver).

If one is knocked over by a block, or by the use of a Wizard's spell or a Special Play card, or whose boiler blows moving extra squares, or that suffers an injury in any way, is wrecked for the rest of the game. Place the Killdozer/Deathroller in the Dead and Injured box in the player's Dugout to show this. It may not be used again that match, although it will be repaired in time for the next game. If the injury result is Dead, then the Driver has been killed and the Killdozer/Deathroller is removed from the roster. Note: Serious Injuries and Death effects the Driver as well as the Killdozer/Deathroller, so while you can apothecary the Driver during a match, the Killdozer is still out for the match. Treat stat reducing Serious Injuries for the Driver as Niggling Injuries.

A Killdozer/Deathroller cannot pickup, catch, or intercept the ball.

A Killdozer/Deathroller Driver can NEVER earn Star Player Points. If he is selected as the MVP for a game, reroll the MVP winner.

Team Notes:

Gargoyles are dwarven animated creatures of pure stone. They are often used to protect Dwarven treasure room. On occasion, a Dwarven Runesmith will enchant one to believe that the Blood Bowl team is the treasure to protect and thus they slowly take the pitch to fulfill their duty.

Strategy:

Not available yet.

Background Story:

Not available yet.

Elf

Credits:

NA

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	60,000	6	3	4	7	None	None	General, Agility
0-2	Thrower	70,000	6	3	4	7	Pass	None	General, Agility, Passing
0-4	Catcher	100,000	8	3	4	7	Catch	Nerves of Steel	General, Agility
0-2	Blitzer	110,000	7	3	4	8	Block	Side Step	General, Agility

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Young Dragon	110,000	6	5	2	8	Sure Feet	BIG GUY, Wings, Wild Animal, Nonball Handler	Strength

Rerolls:

50,000

Big Guys:

The High Elf team can have a maximum of one Big Guy player. Big Guy players cannot use Team rerolls.

New skills/traits:

Nonball Handler: The player may not pick up or catch the ball.

Wings: A player with this skill may make Leap move (same as the Leap skill) with a +2 modifier to the Agility roll (a roll of 1 is still considered a failure). The player must move 2 squares before using the Wings skill. If the player also has the Leap skill, he may use his Wings to "Leap" 3 squares instead of 2 (this will use 3 MA and the player will still need to move 2 squares before using Wings).

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Elf Spellcaster is Winged Sandals.

Successful Result: The targeted player gains the skill Leap for the rest of the half. If he already has Leap then all uses of the Leap skill are automatically success for the rest of the half (no dice roll required).

Failure Result: Nothing happens.

Range: Any of your players on the pitch

Succeeds on: 3+

Secret Weapons:

The Elf team does not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Elementalists

Credits:

Original team concept credited to Tom Anders. Elemental rules based on Steve Buddle's Warhammer rules for Elementals in Citadel Journal #13 pages 5 through 8.

Team Description:

A Note From Tom Anders:

I FINALLY got my hands on the Elemental article in Citadel Journal #13 (thank you Games Workshop UK archive service). This team is basically what would happen if the Warhammer wizards that control Elementals decided to play Blood Bowl.

The Elementalists are a team of human wizards so caught up by the game that they could no longer stay on the sidelines. However, they knew that by themselves they would be slaughtered. So they used their powers to summon players from the very elements around them. These elemental players have an unstable foothold on this plane and normally require a wizard to be on the field with them to stay around. The wizards wear magical robes and some shoulder pads which only Armor Class of 7. Because these wizards are so in tune with their environment, the Blood Bowl pitch actually helps the wizards (thus the Jump Up skill).

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-6	Air Elementalist	50,000	6	3	3	7	Jump Up	None	General, Passing
0-6	Earth Elementalist	50,000	6	3	3	7	Jump Up	None	General, Strength
0-6	Fire Elementalist	50,000	6	3	3	7	Jump Up	None	General, Agility
0-6	Water Elementalist	50,000	6	3	3	7	Jump Up	None	General, Agility

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-2	Air Elemental	120,000	7	4	4	7	Leap	BIG GUY, Elemental Link, Weather Immunity	Strength, Passing
0-2	Earth Elemental	120,000	4	6	2	10	Thick Skull	BIG GUY, Elemental Link, Weather Immunity	Strength
0-2	Fire Elemental	120,000	7	4	3	9	Diving Tackle	BIG GUY, Frenzy, Elemental Link, Weather	Strength, Agility

								Immunity	
0-2	Water Elemental	120,000	6	5	3	8	Side Step	BIG GUY, Elemental Link, Weather Immunity	Strength, Agility

Rerolls:

60,000

Big Guys:

The Elementalist team can have up to 8 Big Guy players. Big Guy players cannot use team rerolls.

New skills:

Elemental Link:

In order to remain on the field, an Elemental needs a matching Elementalist on the field at the same time. If at any time all of one type of Elementalist is removed from the field, all Elementals of that element are removed from the field as well. This will cause a turnover, if it is the Elementalist's turn. If an Elemental removed from the field this way was carrying the ball, the ball is dropped and scatters one square. Players in the reserve box or knocked out/dead/injured box are not considered on the field. Elementals removed from the field are placed in the Reserves box and will be available for the next drive, if a matching Elementalist is then able to go on the field. Example: In order to have 1 to 2 Air Elementals on the field, there must also be at least one Air Elementalist on the field. Note: a prone or stunned Elementalist counts as being on the field.

Weather Immunity:

Being made from the raw stuff of the elements themselves, Elementals never suffer from any of the effects of the weather conditions - Sweltering Heat, Very Sunny, Pouring Rain, or Blizzard.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

Since the Elementalist team is essentially an entire team of wizards, they may actually have four spellcasters (one from each elemental type) who each start with two spells and do NOT lose a point of AV (instead of the normal maximum of one spellcaster with one starting spell and lose a point of AV).

Elementals may NOT be spellcasters.

The starting spells for an Air Elementalist Spellcaster are Airblast and Whirlwind.

The starting spells for an Earth Elementalist Spellcaster are Earthwalk and Stone Strike.

The starting spells for a Fire Elementalist Spellcaster are Flaming Body and Spontaneous Combustion.

The starting spells for a Water Elementalist Spellcaster are Driving Rain and Torrent of Doom.

Here are the spell descriptions by element type:

- *Air:*
 - Name: Airblast

- Successful Result: A concentrated blast of wind continuously blows into an opponent. For the rest of the drive, this opponent's Movement, Strength, and Agility are halved (rounded up) as he fights against the wind.
 - Failure Result: The spellcaster suffers the effect of this spell.
 - Range: Any opponent on the pitch.
 - Succeeds on: 3+
- Name: Whirlwind
 - Successful Result: A small cyclone picks up an opponent and tosses him into the air. Choose one player on the opposing team and scatter him D6 squares using the scatter template. When the player lands, place him Knocked Down. Roll for armor and injury as though the player was hit with Mighty Blow. If the player lands in the crowd, roll of the crowd effect as normal (in addition to the armor and injury roll at +1 from the player landing).
 - Failure Result: The spellcaster suffers the effect of this spell. This will result in a turnover.
 - Range: Any opponent on the pitch.
 - Succeeds on: 4+
- *Earth*
 - Name: Earthwalk
 - Successful Result: One player on the team (who has not already moved) merges into the earth in his current square and rises up in any vacant square up to the distance of his Movement away. The player may not move or perform any further actions (including catching the ball or taking a hand-off) during the turn he Earthwalks.
 - Failure Result: The player gets lost under the pitch. Place him in reserves as the rest of the team's Elementalists will be able to retrieve him by the start of the next drive. If he was holding the ball, it pops out of the earth and scatters one square from the square he was standing in when the spell was cast. Failure of this spell does not result in a turnover.
 - Range: Any of your players on the pitch that has not already moved.
 - Succeeds on: 3+
 - Name: Stone Strike
 - Successful Result: A large stone rises from in front of an opponent and smashes into his face. Roll blocking dice as if the player was hit with a 3 Dice Block (the player may not be push backed by this spell.) If the player is knocked down, roll for armour and injury as normal.
 - Failure Result: The Spellcaster is hit with a 3 Dice Block (no push back). If the spellcaster is knocked down from the spell, it will result in a turnover.
 - Range: Any opponent on the pitch.
 - Succeeds on: 4+
- *Fire*
 - Name: Flaming Body
 - Successful Result: One player on the team's body is covered with friendly

flames until the end of the drive. Whenever this player blocks or is blocked by another player, resolve the block as normal. If the opponent is still on the field at the end of the block, roll a D6. On a 6, the opponent's uniform has caught fire and he is immediately considered Stunned as he rolls around on the ground trying to put out the flames. This will not result in a turnover.

- Failure Result: The flames aren't friendly. The player will become automatically stunned as he rolls around trying to put out the flame. This will not result in a turnover.
- Range: Any of your players on the pitch.
- Succeeds on: 3+
- Name: Spontaneous Combustion
 - Successful Result: A fireball erupts centered on the square the Spellcaster was standing in. ANY model from either team that is in an adjacent square to the spellcaster may be hit by the fireball. Roll one dice for each model. Add 1 to the dice roll. If the modified dice roll beats the player's Agility then they have been hit by the fireball (if they are standing they will be knocked over). If it is under their Agility they manage to dodge/roll away from the fireball's blast. Make an Armour roll and injury roll for any player that is hit by the Fireball with +2 modifiers to both rolls. If a player on the moving team is knocked over by the fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.
 - Failure Result: The Spellcaster bursts into flames. Make armour/injury rolls for the Spellcaster with a +2 modifier to both. This will result in a turnover.
 - Range: The Spellcaster.
 - Succeeds on: 4+
- *Water*
 - Name: Driving Rain
 - Successful Result: The opposition's vision is impaired by driving rain in their faces. During your opponent's next turn, all blocks/blitzes made by ANY opponent receive a -1 Strength modifier (minimum ST 1). This modifier is applied after other strength modifiers (such as Dauntless and Horns).
 - Failure Result: The spellcaster's team suffers the effect of the spell for the rest of this and their next turn.
 - Range: The entire pitch.
 - Succeeds on: 3+
 - Name: Torrent of Doom
 - Successful Result: A torrent of water shoots from the wizard's hand and envelops an opponent in a crushing hold and dragging them off the field. The opponent must make a Strength roll. If rolls less than or equal to his Strength, the spell fails. If he rolls higher than his Strength, the Torrent drags the player into the crowd. Make an injury roll for possible injury

from the drowning, then make a normal injury roll for the crowd (use which ever result injures the player the most.)

- Failure Result: The Spellcaster suffers the effect of the spell. This will result in a turnover if the Spellcaster is dragged into the crowd.
- Range: Any opponent within 7 squares on the pitch.
- Succeeds on: 4+

Secret Weapons:

The Elementalist may not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Evil Gits

Credits:

*Special team rules by David Metcalfe with modifications to make it more like the 1st edition Blood Bowl version of this team by Tom Anders. David's original team can be seen as well, if desired, at the following URL:
<http://www.blood-bowl.net/OrgTeams/EvilGitsOrg.html>*

Team Description:

Not available yet.

Players:

#	Position	price	MA	ST	AG	AV	Skills	Traits	Skills Available
0-6	Hobgoblin	40,000	6	3	3	7	None	None	General
0-6	Goblin	40,000	6	2	3	7	Right Stuff, Dodge	Stunty	Agility
0-2	Half-Orc Blitzter	90,000	6	3	2	8	Tackle, Sure Hands, Block	None	General, Strength
0-2	Dark Elf Thrower	90,000	6	3	4	8	Pass	None	General, Agility, Passing
0-2	Skaven Gutter Runner	80,000	9	2	4	7	Dodge	None	General, Agility
0-2	Black Orc Blocker	80,000	4	4	2	9	None	None	General, Strength

Big Guys:

#	Position	price	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Ogre	120,000	5	5	2	9	Mighty Blow, Thick Skull	Bonehead, Throw TeamMate	Strength

Rerolls:

80,000

Big Guys:

The Evil Gits team may have one Big Guy player. Big Guy players may not use team rerolls.

Apothecary:

Yes, Standard

Head Coach:

Yes, Standard (however, he has a tendency to die ... see special rules)

On-Pitch Spellcaster:

The Evil Gits team may have one Spellcaster. The starting spell for that Spellcaster will be the starting spell normally assigned to that player's base team. (ie a Skaven Spellcaster will start with Warfire, a Dark Elf will start with Tormented Soul, a Hobgoblin would start with Rune of Fear, etc.)

Secret Weapons:

MUST have at least 2, may have up to 4. If a player death or retirement takes the total number of secret weapon players below two, then the next purchased player must have a secret weapon. Here are the weapons that can be used by each player:

- Hobgoblin: Chainsaw, Explosive Bomb, Poisoned Dagger
- Goblin: Explosive Bomb, Chainsaw, Pogo Stick
- Half-Orc: Blunderbuss, Chainsaw, Poisoned Dagger
- Dark Elf: Poisoned Dagger
- Skaven: Blunderbuss (Jezzail), Chainsaw, Poisoned Dagger
- Black Orc: Chainsaw

Special Rules

- The secret weapon ejection roll is one higher for Evil Gits than a normal team (this bonus does not extend to Cyborg players).
- +1 to the Fan Factor roll at the end of game in addition to any other bonuses to the Fan Factor roll (a roll of 1 is still an automatic loss of 1 Fan Factor point)
- At the end of the game roll a D3 (+1 if you lost), this is how many random players make a casualty roll due to post-match fighting. Note: if the team has an apothecary and he has not been used during the match, the apothecary hangs around the locker room after the game hoping there will not be a post-match brawl, but ready to lend his services if there is. You may use an unused team apothecary to cure any injury from post-match fighting (unused personal apothecary can heal post-match locker room injuries for their player as well).
- Skaven players on the Evil Gits team do not get Physical skills because the other players don't want all that warpstone around them.
- If the Evil Gits ever play the Heroes of Law (Imperial) team, all the dice rolled for the Gate in the pre-match sequence are automatically 6's. The die roll for winnings during the post-match sequence at the end of the game is an automatic 6 as well (but can be modified by Team Rating, win/loss, and other modifiers). Should the Evil Gits defeat the Heroes of Law (ties don't count), then they do not have to make their D3 Casualty rolls for the post game fight (for once the team celebrates without fighting).

Strategy:

Not available yet.

Background Story:

Not available yet.



Fimir

Credits:

This team is based on the Net version of this team created by Sigurd R. Garshol. Tom Anders basically left the team as Sigurd created it with minor changes to the player's tails and costs and some changes to allow for Spellcasters.

Tom read up on the Fimir and decided to use the Fimm for base players instead of the Shearl and replaced the Fimm slot with Nobles (this changed the type of tails that the players would have). Sigurd's Minor Daemons also had the trait Unstable which I removed.

Team Description:

"Through the choking Mists they came, the One-eyed and thrice accursed Demon-spawn known to Man as the Fimir. They came to raid our Homes and took our Daughters. And none could stand against their Might."

Adiomus of Boehmenbad

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Fimm Warrior	40,000	5	3	2	8	None	Prehensile Tail, Single Eye	General, Mace Tail
0-4*	Fimm Finmor (Fimir Noble)	110,000	5	4	2	9	None	Prehensile Tail, Cleaver Tipped Tail (Treat as Claw), Single Eye	General, Strength
0-1	Dirach	170,000	5	4	2	8	Spellcaster	Horns, Prehensile Tail, Single Eye	General, Strength
0-1	Meargh	180,000	5	4	2	8	Spellcaster	Horns, Leader, Prehensile Tail, Single Eye	General, Strength
0-2*	Lesser Daemon	90,000	6	3	4	7	Dodge, Leap	Wizard Linked	General, Agility, Wings

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1*	Daemonomaniac	130,000	6	5	3	9	Juggernaut	BIG GUY, Horns, Foul Appearance,	Strength

									Daemonic Aura, Unstable	
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* - You must have a Dirach Spellcaster (male spellcaster) to have Lesser Daemons on the team and the Dirach must be on the pitch for the Lesser Daemons to be.

* - You must have a Meargh Spellcaster (female spellcaster) to have a Daemonomaniac on the team and the Meargh must be on the pitch for the Daemonomanica to be.

* - The total number of your Dirach, Meargh, and Fimir Nobles on the team cannot exceed 4.

Rerolls:

70,000

Big Guys:

The Fimir team may have one Big Guy player. Big Guy players cannot use team rerolls.

New traits:

Daemonic Aura: Daemons are surrounded by an aura that makes them incredibly difficult to hurt. This aura means his AV is fixed, and cannot be modified by anything. This means Mighty Blow, Dirty Player, Claw, Fouls assists, Chainsaws, etc. have no effect for the purposes of the player's Armour roll. Skills that effect the Injury roll will still work, if the armour is penetrated. However, Daemonic Aura has some downsides. First, if the player suffers a casualty injury (Badly Hurt, Seriously Injured) they are considered DEAD! Second, the player may not be on the pitch unless his controlling Spellcaster from his team is also on the pitch. If the controlling Spellcaster leaves the pitch for any reason, all Daemons controlled by that Spellcaster leave the pitch immediately also. If the controlling Spellcaster is killed and not saved by the apothecary or special play card, all Daemons controlled by that Spellcaster die immediately.

Wizard Linked: The player may not be on the pitch or take the pitch unless an appropriate Spellcaster is also on the pitch at the same time. If the Spellcaster leaves the pitch for any reason, so does this player.

Single Eye: The Fimir have a single eye in the center of their head. This gives all Fimir players very poor depth-vision. A Fimir player must reroll any successful pass, using the result from the second dice roll (even if it is successful). Note: a coach may use a team/leader/tropy re-roll, Pass or Pro skill on either of these two dice rolls but NOT both.

Unstable: A Greater Daemon's hold on this plane is very slight. At the end of each drive or half, roll a D6. On a 1 or 2, the Daemon is sucked back to the void temporarily and will miss the rest of this match.

Advance:

- Fimir Daemons are not Chaotic, just Evil ... As such they do not have access to Physical skills.
- Fimm Warriors have tails ending in a mace like knob. On doubles, the Fimm player may chose to take the Mace Tail physical skill to represent their having learned to use their tail more effectively when playing Blood Bowl.
- Most Lesser Daemons have Wings already. Its just that getting used to using them in conjunction with Blood Bowl takes some time. One Doubles, a Fimir Daemon may take the Wings physical skill to represent his having learned how to effectively use his wings.

Apothecary:

Standard rules.

Head Coach:

Standard Head Coach.

On Pitch Spellcaster:

NOTE: the Fimir can have two spellcasters instead of the normal limit of one. If you have a Dirach or Meargh, you must have one less than your maximum amounts of Fimir Nobles.

A Dirach's (male spellcaster) starting spell is Fog. A Meargh's (female spellcaster) starting spell is Toxic Fog.

Name: Fog

Successful Result: The entire pitch is covered with a thick magical Fog. All Fimir players do NOT need to re-roll successful passes while this fog covers the field. However, all opposing players must re-roll their successful passes as if they had the Single Eye trait. This fog lasts until the end of the drive.

Failure Result: Nothing Happens

Range: The entire pitch

Succeeds on: 2+

Name: Toxic Fog

Successful Result: Quick evaporating toxic fumes rise from the pitch ... poison to all living non-Fimir players. Undead, Daemon, Fimir, Artificial, or Created players are immune from the toxic quality of the fog. The spellcaster coach may roll a separate D6 for every other player on the pitch. If the D6 roll is higher than the player's strength, the player passes out. Place the player prone on the pitch (do not make any armour or injury rolls).

Failure Result: Nothing Happens

Range: The entire pitch

Succeeds on: 3+

Secret Weapons:

The Fimir will not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Forest Folk

Credits:

Note from Tom: From the BB Compendium we added the Nymph to give the team the full Forest Folk effect. Besides would Satyrs play without Nymphs around to impress ... I think not.

*Matthew Brown for the team from the Compendium I, the Ride skill, Maat, and the Satyr Panpipe player.
Tom Anders for the Nymph player.*

Note: all material from the Blood Bowl Compendium I is copyrighted by Games Workshop Ltd. in 1997, pages 61 to 66.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Skills Available
0-12	Satyr	70,000	6	3	3	7	Horns, Regeneration	General
0-2	Nymph	70,000	6	2	4	7	Dodge, Hypnotic Gaze, Regeneration	General, Agility
0-4	Forest Gnome	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	Agility
0-4	Centaur	110,000	6	4	3	8	Sprint, Sure Feet (hoofs), Toss Team-Mate	General, Strength

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Treeman	110,000	2	6	1	10	Mighty Blow, Thick Skull	BIG GUY, Stand Firm, Throw TeamMate, Take Root	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Pixie	30,000	6	1	4	5	LONER, Dodge	Avoid, Titchy, Fragile	Agility, Wings
0-1	Burrower	40,000	5	2	3	6	LONER, Dig,	Stunty	Agility, Claw

							Strip Ball		
0-1	Wood Elf	70,000	7	3	4	7	LONER	None	General, Agility

Rerolls:

50,000

Big Guys:

The Forest Folk team may have one Big Guy player. Big Guy players may not use Team rerolls.

New Skills:

Toss Team-Mate: Works exactly the same as Throw Team-Mate but player may only be thrown to Quick Pass distance.

Apothecary:

Standard rules

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Forest Folk Spellcaster is Midsummernight Dreams.

Successful Result: The Spellcaster sends forth a peaceful, slumber-inducing melody. Pick any one player on the field within seven squares and roll two dice, adding the scores together. If the roll is greater than or equal to double the opponent's s agility, the target player succumbs to the spell and momentarily drifts off to sleep. Place the victim stunned (Apothecaries may not alter this). If the target player was carrying the ball then it will scatter once from his square.

Failure Result: The Spellcaster falls asleep and is placed Stunned on the pitch. This will NOT result in a turnover.

Range: An opponent within seven squares of the spellcaster.

Succeeds on: 4+

Secret Weapons:

The Forest Folk team and its allies do not use secret weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.

Forest Goblin

Credits:

Concept credited to Milo Sharp. Tom Anders for 'messaging' with the team to fit it in the league properly.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-16	Forest Goblin	50,000	6	2	3	7	Dodge, Right Stuff	Stunty, Invulnerable	Agility
0-2	Brown Spider Rider	60,000	6	3	3	8	Leap, Sure Feet, Tackle	Very Long Legs, Animal Rider, Whoa Nelly!	General, Agility, Web
0-4	Black Spider Rider	90,000	5	4	3	8	Juggernaut, Sure Feet	Animal Rider, Whoa Nelly!	General, Strength, Poisoned Fangs
0-4	Wolf Rider	100,000	7	3	3	7	Dodge, Sprint, Sure Feet	Animal Rider	General, Agility, Claws

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Stone Troll	100,000	4	5	1	9	Mighty Blow	BIG GUY, Throw TeamMate, Regenerate, Always Hungry, Really Stupid	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Savage Orc Lineman	50,000	6	3	3	7	LONER	Frenzy, Invulnerable	General

Rerolls:

60,000

Big Guys:

The Forest Goblin team may have one Big Guy player. Big Guy players may not use team rerolls.

New traits:

Animal Rider: Riding animals was banned from Blood Bowl matches after the Chaos Juggernaut incident in a famous Blood Bowl VII league championship game (see the Did you know... on page 29 of Blood Bowl Magazine #1.) As a result, the Forest Goblins usually have their animal

rider run onto the field at the very last second to avoid the referees. However, some referees eventually get fed up with this clear violation of the rules and eject the animal rider. To represent this, at the end of any drive that an Animal Rider participated in the opposing coach rolls 2D6. On a 10 or more, the referee has ejected the Animal Rider for the rest of the game. (Note: a head coach can argue this call).

Invulnerable: A player with this skill is surrounded by a thin yet incredible strong personal aura created by unshakable faith. This field/aura means his AV is fixed, and cannot be modified by anything. This means Mighty Blow, Dirty Player, Claw, Fouls assists, Chainsaws, etc. have no effect for the purposes of the player's Armour roll. Skills that effect the Injury roll will still work, if the armour is penetrated.

Juggernaut: A player with this skill is virtually unstoppable once he is in motion. If this player moves at least one square before he throws a blitz, an opposing player may not use their Block, Jam, or Stand Firm skills for the block.

Whoa Nelly! (Uncontrollable): Spiders, even the large, generally tame spiders the Forest Goblins ride, don't care for sharp, sudden movements. Hence, the Spider Rider's job is a especially dangerous one -- not only to you have to keep the location of the ball, the location of the most nastiest of the opposing players, and the location of the proper end zone in mind, you also have to worry about the poor beast beneath you charging straight into the crowd!

To represent this, roll a D6 each turn before you try to move the Spider Rider. On a 1, the Goblin has dropped the reins and the player will move D6 squares using the scatter template and then his move ends (ie he may not pick up, hand off, or pass the ball). If any standing player is in the path of the player during this move, then this player must throw a block at that player (even if it is from his own team). If the team has not used their blitz move for this turn, a player losing control counts as the blitz move, if he moves and then throws a block at any player. Note: this player will throw a blitz block at a player even if the blitz move has already been used this turn. Any player that is stunned or prone in the path may be pushed out of the path (this represents him rolling madly to get out of the way.) If the move would take the player off the pitch and into the stands, then the character should be treated as any normal player who has been pushed into the crowd. Finally, if the player is prone and rolls a 3 or less for the D6 movement, the player simply stands up. The Goblin gets the reins back in hand by the end of the turn.

Advance:

Wolves and Spiders can learn enough about the game to use some of their natural abilities.

On doubles, Wolves may gain the Physical skill, Claws (same as Claw).

On doubles, Brown Spiders may gain the ability to web fast an adjacent opponent, treat exactly like Tentacles.

On doubles, Black Spiders may use their Poisoned Fangs. Treat exactly like the secret weapon Poisoned Dagger (no additional penalty roll for the spider)

Apothecary:

Standard rules.

Head Coach:

Standard Head Coach.

On Pitch Spellcaster:

The starting spell for a Forest Goblin Spellcaster is Shaman Potpourri.

Successful Result: Select two players on the pitch from the same team (either your or your opponent's). Then roll a D6 to see the spell's effect.

- 1 - FIREBALL: A Fireball erupts centered on each player's square. Roll a D6 for every player in or adjacent to the player's square. If the roll is higher than the player's Agility place the player prone. Make armour and injury rolls at +1.
- 2 - ZAP!: Roll a D6 for each player. On a 4+ he is turned into a Toad until the end of the drive. Toads have the following stats: MA: 4, ST: 1, AG: 4, AV: 4, Skills: Dodge, Leap, Stunty. Toads will drop the ball if they had it. Toads may not try to pick up or catch the ball and cannot use any skills or gain SPPs. However, if they suffer an injury or even death, this carries over after their re-transformation. Toads re-transform back to normal at the end of the drive or the match (whichever comes first).
- 3 - THE COLOURS: The players have a bad acid flashback and are placed prone (no armour/injury rolls) and gain the trait Bonehead for the rest of the drive.
- 4 - NOXIOUS FUMES: The players come down with a REALLY bad case of flatulence. The players gain Foul Appearance until the end of the drive.
- 5 - PORTENTS OF POWER: The players are gifted with the ability to see slightly into the future allowing them second chances at mistakes. The players gain the Pro trait until the end of the drive.
- 6 - STRENGTH OF THE GODS: The players gain +1 Strength until the end of the drive.

Failure Result: Nothing Happens

Range: Any two players on the pitch from the same team

Succeeds on: 2+

Secret Weapons:

The Forest Goblin team may have one player with a real Poisoned Dagger.

Strategy:

Not available yet.

Background Story:

Not available yet.

Gnoll

Credits:

The crew at <http://www.TalkBloodBowl.com/>

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Gnoll	70,000	7	3	3	7	Strip Ball	Alpha Female	General
0-4	Gnoll Scout	100,000	8	3	3	7	Shadowing, Pass Block	None	General, Agility

Rerolls:

60,000

Big Guys:

The Gnoll team may not have any Big Guy Players.

New traits:

Alpha Female: The Gnoll player with the most SPP's on a Gnoll team gains +1 strength, the Sure Hands and Leader skills, and access to Strength skills. If at the end of a game (after MVPs are awarded, but before skill rolls) another Gnoll player on the Gnoll team overtakes the current leader in SPP's, they become the new Alpha Female. Immediately make an injury roll for the previous Alpha Female who also loses her strength bonus, Strength skill access, and the sure hands and leader skills. In cases of SPP ties, the previous Alpha Female retains her status. A new Gnoll team must pick one Gnoll player to be the Alpha Female when it is first created.

Apothecary:

Normal rules.

Head Coach:

Normal rules.

On Pitch Spellcaster:

A Gnoll spellcaster starts with the spell, Fearless Beast.

Successful Result: The target player on the team gains Claws and Double Dauntless for the drive.

Failure Result: The player becomes a coward he loses -1 ST for the drive as he doesn't put up a fight.

Range: Any Gnoll player on the pitch

Succeeds on: 2+

Secret Weapons:

The Gnoll team may not have any Secret Weapons.

Strategy:

Not available yet.

Background Story:

Not available yet.



Gnome

Credits:

Team plucked from the net, edited by Tom Anders.

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-12	Lineman	40,000	6	3	3	7	None	Stunty	General
0-4	Runner	60,000	7	2	3	6	Dodge, Sure Hands	Stunty	General, Agility
0-4	Blitzer	70,000	6	3	3	7	Block	Stunty	General, Strength
0-2	Gnomish Contraption	100,000	4	6	1	10	Mighty Blow, Stand Firm	Nonball Handler, Easily Injured, SLOW, GFI Injury, TIKSTPK, SW 8+	Strength, Mechanical Upgrades

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Dwarf Longbeard	70,000	4	3	2	9	LONER, Block, Tackle, Thick Skull	None	General, Strength

Rerolls:

40,000

Big Guys:

The Gnome team may not have any Big Guy players.

New traits:

Contraption Special:

A Gnomish Contraption is a massive robot body built by the Gnomes and driven by a Gnome in a cockpit in the head. A Gnomish Contraption despite being a monstrous piece of machinery on the pitch has a lot of problems to overcome to be an efficient Blood Bowl team member. The following is a list of all the mechanical problems with a Gnomish Contraption:

- **Nonball Handler:** Gnomish Contraptions when built do not have working fingers as such they cannot pick up or handle the ball, any team member, or any opponent.
- **Easily Injured:** Gnomish Contraptions are not built with the safety of the Gnome driver in mind. AS a result, any injury roll against the Gnomish Contraption is made with a +1 modifier.
- **SLOW:** Gnomish Contraptions have really poor articulated joints. As a result, if the Contraption is prone, it cannot stand automatically. The Contraption must roll 4+ on a D6 roll modified by +1 by each team member standing next to him not in an opponent's tackle zone (just like a Treeman). Failing to stand does not cause a turnover. Standing requires all 4 squares of the Contraption's movement.
- **GFI Injury:** Gnomish Contraption break easily if overexerted. If a Contraption falls down due to Going For It, the Contraption makes an automatic Injury roll (no armour roll).
- **TIKSTPK (The Ingines Kannot Stand The Pressure, Kaptain!!!).** Before trying to perform an action with a Contraption, roll a D6. On a 1, the engines are overheating and the Contraption loses its tackle zones and cannot perform any actions that turn. If you try to perform an action the turn after the engines were overheating and roll another 1, the engines explode. This will instantly kill the Gnome drive and destroy the Contraption. In addition, any player in an adjacent square must make an immediate injury roll due to the shrapnel and flames. (Note: if you don't perform any actions with a Contraption in the turn subsequent to rolling a one, the Contraption will cool down and rolling a 1 the next turn will not cause an explosion.)
- Although it looks similar to a player from the Robot team, the Referee usually figures out that the Contraption is more like a DeathRoller than a player. As a result, all Contraptions have a Secret Weapon penalty roll of 8+ at the end of any drive that it was on the pitch. (but Contraptions are not considered Secret Weapons for any other game purposes.)

Advance:

Mechanical Upgrades:

INSTEAD of making a skill roll, the Gnomes can upgrade the Contraption in a number of ways:

- Add articulated fingers to the hands. The Contraption may now handle the ball and pick up team members or opponents.
- Add roll cages and safety harnesses to the inside of the head. The Contraption no longer suffers the +1 modifier to injuries.
- Add articulated knees and elbows. The Contraption may now stand without help and only needs the normal 3 squares of movement to do so.
- Enhance the Contraption's structural integrity. The Contraption is now allowed an armour roll if it falls down from using Go For It squares.

If you roll for a skill and roll doubles that is not a stat increase, the Gnomes can only upgrade a Contraption in one of two ways:

- Gain any one General skill, Strength skill, or Strength trait.
- Add several heat sinks. The Contraption no longer needs to make the TIKSTPK rolls.

Apothecary:

Standard rules. The Apothecary can also be used on the Contraption as any injury is normally attributed to the Contraption's driver and not the Contraption itself. The Apothecary cannot be used on a Contraption or driver killed after a Contraption explodes from a double 1 from TIKSTPK.

Head Coach:

The Gnome team may have a normal head coach or for 150,000 they may hire a Trickster for a coach. A Trickster allows the Gnome team one additional Dirty Trick card per a match.

On Pitch Spellcaster:

The starting spell for a Gnome Spellcaster is Dirty Play.

Successful Result: You may draw one Dirty Trick special play card.

Failure Result: Nothing Happens

Range: The Dugout

Succeeds on: 3+

Secret Weapons:

The Gnome team may have up to four secret weapon players (instead of the normal one). Note: the Gnomish Contraptions do not count as Secret Weapons. Gnomes may choose from Blunderbuss, Chainsaw, and Explosive Bomb.

Strategy:

Not available yet.

Background Story:

Not available yet.



Goblin

Credits:

Tom Anders for the Flyer, based on article from Blood Bowl compendium #2

Team Description:

Not available yet.

Players:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-16	Goblin	40,000	6	2	3	7	Dodge	Right Stuff, Stunty	Agility
0-4	Bat Winged Loony	50,000	6	2	2	8	Dodge, Pro	Flyer, Right Stuff, Stunty	Agility

Big Guys:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-2	Stone Troll	100,000	4	5	1	9	Mighty Blow	BIG GUY, Throw TeamMate, Regenerate, Always Hungry, Really Stupid	Strength

Allies:

#	Position	Cost	MA	ST	AG	AV	Skills	Traits	Skills Available
0-1	Half-Orc Lineman	50,000	6	3	2	8	LONER, Tackle	None	General
0-1	Hobgoblin	40,000	6	3	3	7	LONER	Will He Show?	General
0-1	Orc Lineman	50,000	5	3	3	9	LONER	None	General
0-1	Skaven Lineman	50,000	7	3	3	7	LONER	None	General, Physical

Rerolls:

60,000

Big Guy:

The Goblin team may have two Big Guy players. Big Guy players may not use Team rerolls.

Traits:

Flyer: The Bat Winged Loony wear a sort of armour with wings that makes it easier to glider. This armour also adds some extra protection (AV 8) but restricts the movement of the player (AG 2). The Flyer skill gives the Thrower with Throw Team-Mate the Strong Arm skill when throwing him, and a player may throw a player with Flyer at a square with a player in it (whereas Throw TeamMate can normally only be aimed at an empty square). Flyer also adds +1 to the landing roll.

Apothecary:

Standard rules.

Head Coach:

Standard rules

On Pitch Spellcaster:

The starting spell for a Goblin Spellcaster is Evil Twin.

Successful Result: Until the next Kick-off, the target player has to perform all his actions and movement as if it was in an opposing Tackle Zone, i.e. dodge for every square of movement, modify passing and catching rolls with -1, blocking with a defensive assist and so on. This Tackle Zone adds to any real Tackle Zones, and cards or spells that would allow the target to ignore opposing tackle zone cannot neutralize this tackle zone.

Failure Result: The spellcaster suffers the effect of the Evil Twin spell

Range: Anywhere on the pitch

Succeeds on: 3+

Secret Weapons:

Goblin teams may have up to FOUR secret weapon players. Goblins can choose from: Chainsaw, Explosive Bomb, Stink Bomb, and Pogo Stick. In addition as one of its secret weapon, the Goblin team may have a Doom Diver Catapult. Secret weapon players do not earn star player points for casualties caused by secret weapons.

In addition, Goblin teams get a free weapon roll at the beginning of each game. This weapon only lasts for the game and then is re-claimed by the original owner. Roll D6 before the game 1=Nothing/2=Ball & Chain/3=Pogo Stick/4=Explosive Bomb/5=Chainsaw/6=Your choice of any normally allowed weapon (ie not Ball and Chain). The Ball and Chain represents some team members getting hold off some Fungus Brew from the Night Goblin team and getting dupped into trying the weapon.

Doom Diver Catapult - Secret Weapon Penalty Roll 8+ - 50,000 gps

The Catapult is the only secret weapon for which you buy the secret weapon for the team not a secret weapon player. HOWEVER, The Catapult does count as one of the 16 individual players for roster purposes and effects team rating. The Catapult may never earn Star Player Points and if randomly awarded the MVP, the MVP award should be re-rolled. You can never have more than one Catapult on the team roster.

The Catapult is placed in its own square on the pitch. The Catapult cannot be moved while it sits in an opponent's tackle zone. The speed at which the Catapult is moved is dependent on the Movement Allowance (MA) of the player moving it. The Catapult may be moved by ANY (ie either team) adjacent player the distance of their MA. The Catapult can be blocked by an opponent, hence its stats and characteristics (the Catapult is MA 0, ST 5, AG 2, AV 10 with

Block, Pass, Throw TeamMate, No GFI, and No MVPs), but the Catapult does not have a Tackle Zone, but is allowed to use Team Rerolls. A Stunned Catapult should be treated as prone. If a Catapult is knocked down but not injured (ie prone/stunned), one player who starts his turn adjacent to the Catapult (ie doesn't move) and is not in an opposing tackle zone can use all of his movement allowance to set the Catapult back upright. KO and Badly Hurt results remove the Catapult for the rest of the match. Serious Injury and Dead rolls destroy the Catapult. The Catapult cannot be moved and fired in the same turn. Other than these rules use a Catapult just like a normal player with Throw TeamMate.

Strategy:

Not available yet.

Background Story:

Not available yet.