



OBERWALD Supplement

OnLine BloodBowl Enthusiasts' Reference With Assembled League Doctrines

*The Gold Edition
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1.0 ADMINISTRATIVE

This document includes information on some additional races not included in Blood Bowl, Deathzone or Blood Bowl Magazine 1. Some of this has been published in Blood Bowl Compendium 1, 2 or 3 and is compiled here because there are some differences between various versions and some races published in these compendiums are official, while others are not in general use.

This supplement should be read in conjunction with the rule books and OBERWALD version 4 (currently v4.01). Standard rules are covered in that document and rules are only mentioned here where they are affected by the skills of unofficial players or unofficial teams.

Many leagues have used different interpretations for some rules or have introduced variants to the rules. Where the existing rules are relatively clear, or rulings have been obtained from an official source, or the majority of leagues agree, it is shown as the "official" ruling.

Common variants may be listed after the official version as -

Var (a)

Var (b), etc.

Where there is no clear ruling from the books and no consensus among leagues a range of alternatives may be listed as

Alt (a)

Alt (b), etc.

Not all possible variants and alternatives have been listed. Variants that are clearly not in accordance with the rules are only shown if they are in common use, or are more consistent with most other rules, or have particular merit in simplifying or improving the game. The editor has tried to avoid excessive bias but prefers rules that are consistent, simple and favour skill over blind luck.

Leagues that use this document as a basis for their rules should first decide which of the possible alternatives they prefer and which variants (if any) they will use.

Note that almost all rules can be varied [JJ] but it is easier for all players if everyone is aware that they are using a variant that may not be recognised by other leagues.

The original OBERWALD supplements included a list of official and unofficial Star Players. This supplement does not included star players on the grounds that the use of Big Guys and allowing secret weapons for non-star players makes star players unnecessary and undesirable.

2.0 NEW PLAYERS, WIZARDS, SKILLS AND WEAPONS

2.1 New Players

Source: Compendium 1

Most of the following new players appeared in Compendium 1 but are not official. They are somewhat overpriced compared with other players but can add more variety to their teams.

Team	Player	Qty	Cost	MA	ST	AG	AV	Skills	New Skills
Orc	Savage Orc	0-2	90k	6	3	3	8	Frenzy, Tattoos	General, Agility
Goblin	Night Goblin	0-4	50k	6	2	3	7	Dodge, Stunty, Right Stuff, Hatred of Dwarfs	Agility
Goblin	Forest Goblin	0-6	50k	6	2	3	7	Dodge, Stunty, Right Stuff, Tattoos	Agility
High Elf	Maiden Warrior	0-2	110k	9	2	4	7	Dodge, Leap, Sidestep	General, Agility
Chaos Dwarf	Sneaky Git	0-2	70k	6	3	3	7	Shadowing, Sidestep	General
Skaven	Plague Monk	0-2	90k	6	3	3	7	Foul Appearance, Frenzy	General
Dark Elf	Assassin	0-2	100k	6	3	4	8	Shadowing, Dodge	General, Agility
Dwarf	Thunderer	0-2	80k	5	3	3	8	Pass, Thick Skull	General, Passing
Halfling	Tallfellow	0-6	50k	6	2	3	6	Dodge, Right Stuff, Stunty	General, Agility
Norse	Snow Troll	0-2	120k	4	5	1	8	Block, Mighty Blow, Regenerate, Always Hungry, Cold-blooded	as for Big Guys

Tallfellow Halflings (also known as Super-Halflings) were not in Compendium 1, are not widely accepted and should only be allowed if special concessions are necessary to encourage coaches to use the Halfling teams. Their origin is uncertain.

Tattoos: The player believes his tattoos will protect him, so his armour value is fixed and cannot be modified by anything, including Mighty Blow, Dirty Player, Chainsaws etc. However, skills such as Mighty Blow will affect the injury roll if armour is penetrated. This skill may not be used by a player with an AV of 9 or more. The skill has not been given a category and may not be used by players that do not have it as a starting skill.

Hatred: The player hates the particular race and will attack them with great ferocity. When blocking a player of that race the player counts as having the following skills - Dauntless, Frenzy, Piling On. You must still roll for Dauntless as usual. The skill has no effect when a player is being blocked by the Hated race, nor does it have any effect on assists.

The Snow Troll is taken from early Norse teams and is not as widely accepted as other Big Guys. It has been given Block, but lower armour for consistency with the Norse. It may not be taken as an ally.

Cold-blooded: The same as Bonehead, except that the player will not play in sweltering heat.

2.2 Making new Blood Bowl Players

Source: John Kipling Lewis.

1. Disclaimer

Read at your own risk. The current, previous or original authors make no claim as to fitness for any purpose or absence of any errors and offer no warranty.

2. What is "play balance" and why is it important.

Play balance is a term used by game designers to describe when game elements are evenly matched. Chess, for example is considered paly balanced because both sides in the game start with the same amount of pieces.

Play balance is important because creating an imbalance in a game results in a boring, singular style of play.

1. What is "play testing"

Play testing is the act of playing with a new game element (like a new player or team) in order to test it's play balance. It is impossible to accurately determine play balance without play testing.

3. I want to make a new player, how can I start

One method for creating new players is to compare that player to the most basic player in the game, the human lineman. Many players consider the human lineman to be the baseline form which all other players in Blood Bowl were derived.

1. How do I compare my new player to a lineman.

When comparing the human lineman to your new player, describe the major differences between them. If you were making a centaur player your list might look as follows:

Faster (body of a horse). Stronger (body of a horse).

2. How do you create stats based on these differences

Take the normal stats for the human lineman and then change the aspects of the stats that reflect the differences. There are basically three ways to do this.

The first method is to increase a stat. Starting form the lineman as the base, we will increase the movement of the centaur from 6 (human lineman) to 7 to represent it being faster.

The second method is to add a skill category. Here we will make the strength category available to the centaur.

The third method is to add a skill. In this case we will add the skill Sprint

Final result

Player	Cost	MA	ST	AG	AV	Skills	New Skills
Human Lineman	60k	6	3	3	8	none	General
Centaur	>60k	7	3	3	8	Sprint	General, Strength

3. How do I find the cost of my new player?

Cost is a tricky topic. JJ has a formula for creating a base cost for a new player. Note that this cost was considered a starting point and required play testing to ensure it was accurate.

All models start with 5 points, to which is added the following:

STRENGTH

+/- (ST-3) x 3) plus a further 3 points if ST>3 plus another 3 points if ST>6.

MOVEMENT

MA2 = -4, MA3 = -3, MA4 = -2, MA5 = -1, MA6 = 0, MA7 = +2, MA8 = +3

AGILITY

+/- (AG-3) x 2

ARMOUR

AV6 = -3, AV7 = -2, AV8 = 0, AV9 = +1, AV10 = +3

SKILLS & THINGS

+2 per skill or mutation n(or other useful characteristic)

COST in GPS

Right, having got the points value you can convert it into a cost for the player.

If the points value is 10 or less the player's value is:

$$GPS = \text{points} \times 10,000$$

If the points value of the layer is 11 or more, then the player's value is:

$$GPS = 100,000 + ((\text{points} - 10) \times 5,000)$$

Our example with the Centaur works out to be:

$$5 \text{ base points} + 0 (ST3) + 2 (MA7) + 0 (AG3) + 0 (AV8) + 2 (\text{one skill}) = 9$$

$$9 \times 10,000 = 90,000\text{gps}$$

Note that access to Strength skills was not factored into JJ's formula. This is probably because the formula was created before Deathzone was released.

4. Are there other methods for determining cost?

Yes.

5. Common errors include:

Over description.

Many new players are "over described". This often comes when designers attempt to convey every aspect of a player. Over description is characterized by players with too many skills or stat variations.

Creating unnecessary skills.

The temptation to create new skills often comes form a desire to describe an aspect of a new player that the designer could not define using the base rules of the game. This should be avoided for two reasons. First, it's often possible to find a way to express such aspects in game terms with some research. Second, acceptance of new players is much easier if it does not require new rules.

Creating the perfect player

There are few players that are good at everything. However many new players suffer from being created in a perfect mold. These players tend to have many added benefits but no drawbacks.

Not leaving growth potential for the new player.

Often new players are created with a complete set of skills that round them out. This leaves no room for growth for the new player.

2.3 Racial Wizards

Source: Compendium 1 and the Deathzone handbook.

All Wizards cost 150,000 gps except the Goblin Shaman (only 75,000 gps). The Wizards were described in more detail in Compendium 1. They were not developed by Jervis Johnson and are not official. Many leagues allow a choice of the standard wizard or the racial wizard for their team.

Chaos Sorcerer Once only, at any time, fire a Warp Bolt. Roll a D6. On 2+ the victim is injured, roll for injury. On 1 the spell goes wrong - roll again - on 1-3 the Chaos Sorcerer is destroyed, on 4-6 he misses the next match.

Chaos Dwarf Once only, at any time, causes an earthquake centred on a square. Roll a D6. Anyone in target square is knocked over on 3+, adjacent players are knocked over on 5+. Roll for injury on players knocked over.

Dark Elf Every time a weather roll is made, roll a D6. On 2+ the Wizard chooses the weather. In addition, once per game at any time, cast a bolt of lightning on a player. Roll a D6. The player is knocked over on 4+. If knocked over, roll for armour and injury as if hit with Mighty Blow.

Dwarf Alchemist as in Deathzone

Halfling Master Chef as in Deathzone

High Elf Mage Take twice as many special play cards as entitled. After looking at them, discard half to retain the correct number of cards. Two or more Magic Items may be taken, provided only one is kept.

Human As in Deathzone

Lizardmen Same effect as the High Elf Mage.

Norse Same as Human

Orc Shaman Once per match at any time use the Hand of Gork. Nominate an orc player, roll 2D6, move the player through the air that number of squares landing in an empty square.

Goblin Shaman Cost 75,000 gps. Same as Orc Shaman, but only roll one dice.

Skaven Grey Seer Once per game at the start of a Skaven players move roll a D6. On 2+ the player takes two actions, one after the other. On 1 the player dies immediately. The two actions do not allow a second Blitz, Pass or Foul if that has already been done, but could be Blitz then Pass or other combinations.

Snotling Trickster After the special play card roll at the start of the match take D3 extra Dirty Tricks. (source:

http://www.geocities.com/TimesSquare/Labyrinth/4565/JervisRules/www.mtek.chalmers.se/~m96simon/bloodbowl/bb_teams/snotling.html)

Wood Elf Mage Has the same ability as two apothecaries. An apothecary can be used in addition to the two healing actions by the Wizard. The Wizard works his spells from a distance and can heal in circumstances where the apothecary may not be able to operate (crowd injuries). The Wizard cannot heal himself, but can be healed by the apothecary and vice versa.

Undead Necromancer required as in Deathzone

2.4 Some new skill suggestion

Source: Blood Bowl Mailing list

GENERAL SKILLS

Trip Up (original concept Aziz Al-Doory)

A player with this skill can be down but is never out (of the action). The player with Trip Up still exerts a tackle zone against dodging players even when knocked down (but not stunned). This skill has no affect on assists in blocking.

AGILITY SKILLS

Jam (original concept Douglas Webber)

A player with this skill can try to stop an opponent in his tracks. If an opponent attempts to leave the tackle zone of a player with Jam after having entered his tackle zone during the same turn, both players roll a D6 and add their agility or strength (each coach may choose). If the opponent gets a higher result, then his action continues as normal. If the jamming players is higher, then the opponent stops in his tracks and his action ends. A player may only use Jam once per opposing team turn (and never on his own team turn).

Stiff Arm (original concept Douglas Webber)

This player is skilled at pushing a would be blitzer off with a stiff shove. If this player is blitzed, he may apply a -1 strength modifier to the blitzer (minimum ST1 may result). This skill may be used once per turn and is applied after other strength modifiers (such as Dauntless and Horns). It does not matter if the blitzing has moved before the block occurs as long as it is part of a blitz action.

PASSING

Pinpoint precision (original concept John Kipling Lewis)

This passer is adept at pin point accurate passing, making it hard for anyone to interfere with the catching of the pass. the catcher may ignore any tackle zones he is in when attempting to catch an accurate pass from this player. (This skill may be too powerful since doubles are required to obtain Nerves of Steel and this removes the need for that skill in catchers.)

Perfect Spiral (original concept Stephen RW)

If the player with Perfect Spiral is not rushed they can launch an almost perfect pass that is easy to catch. If the player throws an accurate pass and is not in an opposing tackle zone, the catcher may add +1 to the catch roll.

STRENGTH

Double Blitz (original concept Andy Meecham)

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

Juggernaut (original concept Tom Anders)

A player with this skill is virtually unstoppable once he is in motion. Opposing players may not use their Block or Stand Firm skills if this player throws a block at them. In addition a player with Juggernaut may move prone or stunned players using the same rules as a Push Back result from a block. This skill can only be used once per turn and may only be taken by a player with ST5 or more.

PHYSICAL

Wings (original concept Kent Wingsund)

The Wings player also gains the Leap skill and they add +2 to the agility roll for the leap (a 1 is still a failure). Wings are considered to be an illegal improvement for the game of BloodBowl, so the player has a Penalty roll of 9+.

- Var (a) The player does not automatically gain the Leap skill, they earn that separately, but there is no penalty roll.

2.5 Additional Secret Weapons

Source: Maelstrom Bloodbowl League

The following list includes the secret weapons introduced in Blood Bowl Magazine 1 as well as a wide variety of extras.

Weapon	Cost	Races	Penalty
Ball & Chain	30k	Goblin, Human, Norse	7+
Blind Dust	10k	Halfling and High Elf	10+
Blowgun	20k	Forest Folk, Halfling, Lizardmen	10+
Blunderbuss	30k	Chaos Dwarf, Dwarf, Human	10+
Bomb	40k	Chaos, Chaos Dwarf, Dwarf, Goblin	8+
Cannon	100k	Dwarf	7+
Chainsaw	60k	Chaos, Chaos Dwarf, Dwarf, Goblin, Human, Norse, Undead	8+
Deathroller	180k	Chaos, Chaos Dwarf, Dwarf, Goblin, Human, Norse, Skaven	7+
Doom Diver	30k	Goblin	8+
Hot Pot	30k	Halfling	9+
Pogo Stick	20k	Goblin	10+
Poisoned Dagger	10k	Chaos, Dark Elf, Human, Lizardmen, Skaven	10+
Poisoned Wind Globe	20k	Goblin, Snotling, Skaven	10+
Snotling Pump Wagon	100K	Snotling	7+
Spike	Free	All except Big-Guys	10+
Stink Bomb	20k	Goblin, Snotling, Skaven	10+

The only players that may use secret weapons are Star Players already equipped with them and the following:

Chaos Warrior / Gor
 Chaos Dwarf Blocker
 Dark Elf Lineman / Assassin
 Dwarf Thunderer/Longbeard
 Forest Folk Gnome
 Goblin
 Halfling
 High Elf Lineman
 Human or Norse Lineman
 Lizardmen Skink
 Orc Lineman

Skaven Linerat/Plague Monk

Snotling

Undead Zombie

Wood Elf Lineman

If a player is given a secret weapon, he will never give it up and must always take it on the field when he plays.

The use of a secret weapon requires a player action and may not form part of a move, blitz, pass or foul unless the secret weapon is used specifically for the declared action.

Ball & Chain Fanatic: A coach with multiple Ball and Chain fanatics on the field must move all fanatics before activating any other player on his team. You cannot be called for Illegal Procedure if you have an unmoved fanatic and the only models you have moved are fanatics. [JJ] The coach can choose the order of movement between fanatics.

At the end of the fanatic's move the coach must roll to see if the Fanatic is exhausted. [DZ p9] This is done even if he fails a block and is injured.

A fanatic collapse causes a turnover. [GWUK] This may be rerolled.

The fanatic can move up to 4 squares per turn [DZ p8] but cannot go for it. He does not have any tackle zones, cannot handle the ball and must move his full MA (4 squares) if possible. Use the throw-in template to move each square. If he tries to enter a square that is occupied, then he must throw a block with a ST of 6 (doesn't count as the team's blitz). Neither side may use assists. He must follow up (stand firm ends his movement).

If he falls over in the block, he is automatically injured; counting stunned as KO'd. He can block as long as he moves into an occupied square. If he walks into a prone player, simply push the prone player back.

After the player with Ball & Chain has finished moving, roll a 1d6. On a 1, he collapses to the ground. Roll the die again, and on a 1-3 he dies from exhaustion, or on a 4-6 he must miss the rest of the match to catch his breath. The only person allowed to block a fanatic, is another fanatic. If this happens they both fall down.

Blind Dust: Pick one opponent to attack in a square adjacent to the player with Blind Dust. If you can roll greater than the attacked player's AG on 1d6, then they lose their tackle zone for the rest of the team turn and may not provide assists for blocking or fouling (failure is not a turnover). This may be done at any time during the player's move. Blind Dust may be used once per kickoff.

Blowgun: Work out the blowgun attack like a pass. The poisoned dart hits the first player in direct line. A player hit by a poisoned dart is knocked down and stunned. A player may only fire one dart in between each kickoff.

Blunderbuss: The player may fire the ball to any square on the field. It counts as a Pass action and the player may not do anything else during that turn. Roll 1d6: On a 1-3, the shot misses and scatters just like a kickoff. On a 4-6, it lands in the target square. The weapon can only be shot once per kickoff. A player with Blunderbuss may accept a hand off and still fire that turn. [JJ]

Bomb: Used once per kickoff. The player may not do anything else when he wants to throw a bomb. It does not count as a Pass action. When thrown roll a D6 to light the fuse. On a 1, the bomb explodes in the thrower's square. On 2+, you may roll for a throw as normal. It may be intercepted. The player holding the ball has his hands full and cannot catch the bomb. If a player catches it they must roll a 4+, or the bomb will go off. If they roll a 4+ then they may throw it again. If the ball lands in an empty square, it will scatter once and then explode. If someone with the bomb falls over or drops the bomb, it will scatter once and then explode. When the bomb does explode, 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 as normal. A bomb that scatters into the crowd has no effect (on the players).

Cannon: Used once per kickoff. Set up on field prior to the kickoff facing opponent's end zone (may not be moved) with the Dwarf cannonball player inside the cannon (counts as 1 player). The cannonball player may take a handoff but can do nothing else until he is fired. Firing the cannon counts as a Pass action. The cannon may be fired by any player from either team in an adjacent square, Firing is that player's action for the turn – the firing player can do nothing else. The cannonball player moves 4d6 squares in a straight line and lands using the rules for thrown players. If he goes over the end zone, a TD is scored but the player suffers a Serious Injury, so roll for the type of Serious Injury when he lands (niggle, stat downgrade etc.).

The player inside the cannon is protected from direct attack by custard pies, stink bombs, daggers, chainsaws etc., but the cannon itself can be knocked over by bombs, other explosions, and earthquakes. Lightning bolts and fireballs will fire the cannon. The cannon may be blocked and is ST7 and AV10 and has Stand Firm. If the cannon is knocked over by any means and the player in the cannon had the ball, the ball falls out and scatters one square. The fallen cannon is not removed until the end of the drive. If the cannon is knocked over, roll for armour and injury on the cannon-ball player (AV10). If the player is badly hurt (or worse) this counts as a casualty. If the cannon-ball player is killed the team discards the cannon since no-one else will use it.

Chainsaw: The chainsaw doesn't start the kickoff running. Turning on the chainsaw counts as an action, and the player may not do anything else that turn. The player must not be in an opposing player's tackle zone when attempting to start the chainsaw. You need to make an agility roll (failure is not a turnover). A player with a running chainsaw may not handle the ball. A player holding a running Chainsaw may not use Frenzy. If the player with a running chainsaw is knocked over, add +3 to the armour roll. If a Piling On player falls onto a running chainsaw, roll for the Piling On player's armour with 3+. The player may use the chainsaw instead of making a block. Make an armour roll with a +3 modifier. The player may also use the chainsaw after moving as a Blitz action. If a player with a chainsaw commits a foul, add an additional +2.

Deathroller: The driver's stats become that of the SP card (including skills) and he is considered "Peaked". The Deathroller may ignore tackle zones when moving. It gets a +6 to armour rolls when fouling a player. If it is knocked down or falls over for any reason it will be out for the rest of the game.

If a "killed" result is rolled as an injury to the Deathroller, it explodes and takes the driver with it. This is the only way to injure the driver.

Knocking down the Death Roller and removing it from the game without scoring a casualty does not award the blocker with casualty SPPs. [JJ].

Deathroller Stats.

MA	ST	AG	AV	Skills
4	7	1	10	Mighty Blow, Stand Firm, Multiple Block

Doom Diver: Keep the Goblin off the field until you are ready to use him. The gobbo is lobbed onto the field, just like a Hail Mary Pass. If the Gobbo manages to hit a player, that player is knocked down. Roll for injury straight away with a +2 modifier. Roll scatter for the goblin and lay him face up in that square, unharmed. If the Doom Diver doesn't hit another player, roll 1d6:

1 The diver slams into the ground and dies instantly. The goblin remains stuck in the ground until the next kickoff.

2-4 The diver hits down hard. Make an armour roll as normal.

5-6 Perfect landing, sort of.... Lay the goblin face up in the square unharmed.

The Doom Diver can't pick up or catch the ball, because his hands are tied. The rush of the ride makes the goblin insane and he gets the Frenzy skill until the next kickoff. The diver can only be "shot" once per half.

Hot Pot: When a Hot Pot is purchased, the player also acquires 2 assistants. Player and assistants are kept on the sideline. Once per half the Hot Pot may be fired onto the field using rules for a Hail Mary Pass (if a 1 is rolled then make an armour roll for each of the crew). Add +3 to the penalty roll if one of the "crew" is injured. If two or more are injured the Hot Pot is destroyed. 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.

Pogo Stick: The player is allowed to "go for it" up to four times and may use the leap skill.

Poisoned Dagger: The player may use the dagger instead of making a block. Make an armour roll. If the roll causes an injury, treat the "stunned" result as "KO'd". Once the dagger has caused an injury, the poison is wiped off and it cannot be used again until after the next kick-off. At the beginning of every kick-off the blade is re-coated with poison.

Snotling Pump Wagon: Full details about the background for this machine are given in Compendium 2. It counts as one player, even though it may have a large team of Snotlings attempting to drive it.

MA	ST	AG	AV	Skills
D6+1	7	1	9	Mighty Blow, Stand Firm, Multiple Block, <i>Annoying</i>

The movement is D6+1. The Pump Wagon always uses all of this movement unless it goes off the pitch or falls over, and it does not go-for-it. Choose a direction, then roll using the throw-in template to find out the direction it really went. It ignores enemy tackle zones and never has to make a Dodge roll. If it runs into any player, standing or lying, friend or foe, if it is still moving after resolving the action then choose a direction and roll again for actual direction. This does not count as a Blitz because it never hits anyone deliberately.

If it runs into a standing player (either team) roll for a Block (ST7). Although it is given the skill Multiple Block it is not clear how this skill is used.

If the Pump Wagon is knocked over or falls over for any reason it is considered wrecked for the rest of the game, but may be repaired by next game if the team has hired a Mekanik. The player who knocked it over may roll for armour and injury to see if they scored a casualty. If a Killed result is obtained then the Pump Wagon is wrecked beyond repair.

If it rolls over a player lying on the ground, roll for armour with +6 modifier. This does not count as a foul action.

It may never pick up or carry the ball, just roll for scatter if it runs over it.

If it rolls off the pitch into the crowd it scores 4D6 crowd casualties. Then roll for 'injury' on the Pump Wagon. If stunned (1-7) it is stuck in the stands for the rest of the game, otherwise it is wrecked for the game as above.

If it rolls off the pitch into either dugout, it scores D6 casualties to players, coaching staff and cheerleaders. Randomly select these from the personal available and roll for injury on each. Then roll for injury on the Pump Wagon. If the result is stunned and it is in the opponent's dugout it is stuck for the rest of the game, if in its own dugout it goes in the Reserves box and may return at the next kickoff.

For every 50 crowd casualties caused by the Pump Wagon (or any other secret weapon), the fan factor is permanently increased by 1.

Annoying Before or after the Pump Wagon's action (not during the movement phase when the Snotling crew are busy) it may attempt to annoy opponents. Choose the first player and roll a D6. If the score is greater than the opponents agility then the player loses their tackle zone for the rest of the turn. During the same team turn they may attempt to annoy another opponent at D6-1, then another at D6-2 and so on until further annoying is not possible.

Mekanik: Cost 60k. Roll a D6 for each damaged weapon to be repaired. On 4+ the weapon may be used in the next match. On failure the Mekanik tinkers with it and can roll D6+1 next time, then D6+2, until it is repaired. However a natural roll of 1 always fails.

Spike: Spike adds +1 to all armour and injury rolls.

Stink Bomb: Same as a Bomb except players in the square where the Stink Bomb ends up, and all adjacent squares, fall over coughing and choking. They are placed face up in their squares. No armour or injury rolls are made.

3.0 NEW RACES

3.1 Introduction

This supplement does not include details for the official races in Blood Bowl (Dark Elf, Dwarf, High Elf, Human, Orc, Skaven) and Deathzone (Chaos, Chaos Dwarf, Goblin, Halfling, Undead, Wood Elf) and Blood Bowl magazine 1 (Big Guys, Vampires, Norse, Amazon, Lizardmen, Bretonnian, Daemon, Snotling, Khemri Undead).

Most teams included in the following list here have few or no reports of play-testing.

Races have been included here if they appear to have some unique characteristics, without being unnecessarily complicated and neither too difficult nor too easy to play. Some proposed teams may be relatively simple for the coach to play because they are used in every game, but opposing coaches who meet them only rarely may have extreme difficulty coping with large numbers of different player types, too many new skills, special effects in certain situations or changes in skills during the game. Other teams appear too extreme or unbalanced and will not be included without reports of extensive play-testing. Some teams have had rules edited here to avoid complications which would have otherwise disqualified them for reasons given above. If the designers or users of those races object to the editing then the teams will be omitted. Other races may be added, but preferably only after reports of play-testing.

If no special Wizard or Apothecary is mentioned, then use the standard versions.

Star Players are not given for any teams because the ally and Big Guy rules make Stars redundant. If Big Guys are needed but none are listed, use the most appropriate Big Guy (usually Ogres will do).

3.2 Araby Team

By Guy Simpson

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits	New Skills
0-12	Bedouins	40k	6	3	3	7	-	General
0-2	Throwers	50k	6	3	3	7	Pass	General, Pass
0-2	Eunucks	70k	4	4	2	8	-	General, Strength
0-4	Dervish	90k	7	3	3	7	Frenzy, Dauntless	General, Agility
1	Sheik	120k	7	3	3	8	Block, Dauntless, Jump Up	General, Agility

Reroll 70k

Allies Human, Ogre

Arabian teams are owned by an egomaniacal Emir who appoints a Sheik to represent him in the game. If the current Sheik is killed the next purchase must be another Sheik.

Wizard The Vizier can foresee the future and will attempt to cancel the effect of a special play card or another Wizard's spell during the game. When the opponent attempts to use the card or spell, roll a D6, on 3+ the card or spell has no effect.

In addition the Vizier adds +1 to the Match Winnings roll at the end of the game

3.3 Border Princes team

Just what you've always wanted. A Thrower starting with Big Hand.

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-12	Lineman	60k	6	3	3	8	Thick Skull	General
0-2	Thrower	70k	6	3	3	8	Big Hand	General, Pass
0-2	Catcher	90k	7	3	3	8	Extra Arms	General, Agility
0-2	Warrior Blitzer	130k	6	4	3	9	Block, Two Heads	General, Strength

Reroll 70k

Allies Human and Vampire

The Border Princes have been affected by Chaos winds and warpstone and have suffered mutations, but do not take any new physical abilities.

Border Princes are utterly opposed to evil. They are appalled by cheating and fouling and will never take Dirty Tricks. They will never foul, and if they are fouled they gain Frenzy until the fouling player is injured and removed from the game. They obviously never take Dirty Player skill.

3.4 Chaos Beastmen and Chaos Warrior

Source: Compendium 2 (David Kay)

These teams appeared in Compendium 2, but many leagues believe that they have lost the flavour of Chaos by making it too easy for Chaos to build ball handling players, without losing the benefits of the mutations. This is considered to make these teams too strong or too easy to play in comparison with regular Chaos teams. Some leagues that have play-tested them say they are no better or worse than other teams.

These teams should not take allies other than Big Guys.

Chaos Beastmen

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
6-16	Gor	60k	6	3	3	8	Horns	General, Strength
0-4	Ungor	60k	6	2	3	8	Dodge	General, Agility
0-2	Bestigor	110k	6	4	3	8	Block, Horns	General, Strength

Rerolls 60k

Wizards as for Chaos teams

Allies Minotaur only

Note that the statistics for the Chaos Beastmen Minotaur in Compendium 2 were misprinted. It should have been the same as the Minotaur in Compendium 1 and in the standard Big Guy rules.

Beastmen may take Physical abilities (mutations) on the roll of a double for skill increase.

Chaos Warrior Teams

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
6-15	Marauder	60k	6	3	3	8	Special*	General
1-4	Chaos Warrior	100k	5	4	3	9	-	General, Strength

Rerolls 70k

Wizards as for Chaos teams

Allies Ogre only

**Special* After the purchase of a new Marauder, roll a D6 to see what skill he has.

- 1 Block
- 2 Sure Hands
- 3 Dodge
- 4 Catch
- 5 Pass
- 6 Dirty Player

Any Marauder who starts with Dodge or Catch may choose new skills from General or Agility. Any Marauder who starts with Pass may choose from General or Passing skills. Other Marauders may choose only General skills, (not General and Strength as incorrectly shown in the table in Compendium 2). In a long-running league this team could hire marauders, then immediately sack them if they failed to get the required mutation, allowing it to slowly build up a very powerful combination of players.

Chaos Warrior team members may take Physical abilities (mutations) on the roll of a double for skill increase.

The Chaos Warrior team must always have a Chaos Warrior on the team list. If the last one dies no funds may be spent on any other purchase until replaced. During the game if there is no Chaos Warrior on the pitch, all Marauders play at -1 MA and -1 AG.

3.5 Forest Folk

Source: Compendium 1 (by Matthew Brown)

This team has not been play-tested as frequently as the above teams and is not be accepted by most leagues. Some consider it too powerful and reduce the number of Centaurs or increase their cost. The Centaur is very similar to the Bull Centaur in stats,

but costs 30k less and does not have the slow rate of skill progression of Big Guys.

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-12	Satyr	60k	6	3	3	7	Horns, Regenerate	General
0-4	Gnome	40k	6	2	3	7	Dodge, Stunty, Ride	Agility
0-4	Centaur	100k	7	4	3	8	Sure hoofs	General, Strength

Rerolls 50k

Wizard Once per match, at any time, choose an opponent. Wizard rolls 2D6, opponent rolls a D6. If the Wizard rolls equal or higher the player drifts off to sleep. Place him as if stunned but do not roll for armour or injury (apothecary cannot alter this). If the player was carrying the ball, roll for scatter, otherwise it is not a turnover.

Allies Wood Elf, Treemen

Sure Hoofs Same as Sure Feet

Ride If a Gnome is adjacent to a Centaur, the Gnome can use 3 of its movement allowance to climb on the centaur. The Gnome can use go-for-its to achieve the movement. If moving onto the Centaur's square requires a dodge then roll as usual, although if the dodge fails, then Gnome falls in its original square, not the one the Centaur is in (the same applies to a failed go-for-it). Alternatively the Centaur may lift the Gnome on, using 3 of its movement plus 1 for each tackle zone the Gnome is in. The Gnome must be standing to mount the Centaur. While a Gnome is riding it may not Block or be Blocked, nor may it offer assists or foul. It may pass, catch or take hand-offs as usual, including hand-offs with the Centaur. The Centaur takes any actions as usual and is not affected by the rider. It costs 3 squares of the Gnomes movement to dismount and the Centaur cannot lift the Gnome down. The dismounting Gnome must make a Dodge roll if the Centaur is in an opponent's tackle zone. The ball must be held by a player standing in the endzone to score a touchdown, so a Gnome holding the ball while riding a Centaur must dismount or the Centaur must take a handoff to score. If the Centaur is knocked over while the Gnome is riding, the Gnome will be scattered (use the scatter template) but will land on his feet on a 4+ even if he lands on another player. Any player the Gnome lands on will be pushed back but not knocked over. A Centaur can only carry one rider at a time. All players must start the drive standing. A Zap spell aimed at a riding Gnome will not hit the Centaur if it misses. A fireball or similar must be aimed at the Centaur and if it is knocked over the Gnome scatters and tries to land as usual.

[Editor's note: This skill is obviously too complex and needs to be simplified. The mount and dismount actions should require a dice roll. It is strongly recommended that the Centaur should not be allowed to assist the gnome because that allows the gnome to escape from tackle zones without a dice roll and allows a mount and dismount in the same team turn.]

3.6 Golem

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-12	Flesh Golem	50k	6	3	2	8	Thick Skull	General
0-2	Clay Golem	80k	7	3	3	7	Golem Physical, Regeneration	General, Agility
0-2	Stone Golem	100k	3	5	1	9	Stand Firm, Piling on, Brittle	Strength
0-2	Iron Golem	120k	5	4	2	10	Block, Break Tackle, Mighty Blow, Rusting	General, Strength

Rerolls 70k

Allies None

Golem Physical The player starts with a physical skill from the following list. Before any game, for 10,000gps the coach may reform the Clay Golem, losing the previous Physical skill and taking another. They do not take any other Physical skills

Big Hand, Extra Arms, Foul Appearance, Two Heads, Prehensile Tail, Tentacles, Very Long Legs

Brittle If a Brittle player is seriously injured add +10 to the roll for serious injury outcome.

Rusting A rusting player may not take the field when it is raining. If the kickoff roll changes the weather to Raining the player must immediately leave the field (without replacement).

3.7 Nipponese

by Jarrod Coad

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-2	Samurai	80k	6	3	3	9	Block	General, Strength
0-16	Ashigaru	60k	6	3	3	8	-	General
0-2	Thrower	100k	8	3	4	7	Sure Hands, Pass	General, Pass
0-2	Ninja	100k	8	3	4	7	Dodge, Catch	General, Agility

Reroll 60k

Allies None

Wizard Sensei 100k

A Sensei trains his players in the Martial Arts, and allows a player to use Mighty Blow, Hypnotic Gaze (pinched nerve version) and Leap. Each skill may be used once per game and they do not all have to be used by the same player.

Samurai may not use Fouls as this is dishonourable by the Bushido Code. Other teams members may foul.

3.8 Robots

Source: Original idea by Matts Carlsson, modified by Steve Lalancette and Brian Horton.

This team can produce a robot similar to almost every other player type, but at a high cost for this versatility. Teams can either have a few very good players supported by other very inferior robots or spread the skills evenly rather like a human team.

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-16	Bots	10k	5	1	1	6	No Arms, one free module	General, <i>Physical</i> *

Rerolls 50k

No Arms This negative skill prevents the player from ever handling the ball in any way. However, they can block and tackle other players as usual. It may be removed by fitting an Arms module to the Robot.

**Physical skill* If the team has a Mechanic, a robot may be modified on a double, giving the same effect as mutations. There is a cost of 20k per robot for labour.

The basic Bot is very cheap because the manufacturer makes a fortune by selling modules to improve the Bot at grossly inflated prices.

Upgrades These may be made when the robots are first constructed. Upgrades are also possible for existing partly trained robots, provided the team has a Mechanic, has modules available and pays 20k labour costs per robot in addition to the cost of the modules used in the upgrade. However, modules are welded in place and cannot be removed to be replaced by a different module. An upgraded Bot will retain any skills it has learned. For team rating purposes include the cost of the extra modules in the robots' value, but not labour costs.

Module	Cost	Effect	New Skills
Strength	25k	+1 ST	3 units allow Strength skills
Block	25k	Block skill	Strength skills
Agility	15k	+1 AG	3 units allow Agility skills
Dodge	15k	Dodge skill	Agility skills
Pass	15k	Pass skill	Passing skills
Movement	10k	+1 MA	
Armour	10k	+1 AV	
Arms	20k	Removes 'No Arms' so player can	

		handle ball	
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Each Bot must have at least one module to make it work and this first module (of any type) is supplied free.

Each Bot has only room for 9 modules in total.

Each Bot can only take 3 modules of any one type, and no more than 5 of Strength + Agility.

The team has only 2 Block, 2 Dodge, 2 Pass and 12 Arms modules available.

There are only 30 Strength and 30 Agility modules to be shared out among the team members. There are an unlimited number of Movement and Armour modules, but the use of these will be controlled by the limit of 9 modules per Robot.

Note that ST1 Bots do not come with the Midget or Stunty skill, but they can take the mutation Stunty (if they survive that long and roll doubles). It does not count as Midget on a ST1 Bot.

The Bots have a brain that can learn new skills so experienced Bots can take Block and Dodge without needing to be fitted with these modules and they can get strength, agility and movement upgrades in the same way as any other player up to a maximum of 2 over the basic value of that Bot (i.e. 2 more than obtained by the built in modules including any upgrades fitted later).

Allies Will not ally with any living or undead race.

Apothecary Referred to as Mechanic, but has the same effect.

Wizard Mad Scientist? Before any Kickoff, but after the teams are in position, he throws a plague that affects only living players (or once living so includes undead). Roll a D6. On 2+, all living/undead players get -1MA and -1AV until the end of the drive. On a 1 the plague affects the Wizard, roll a D6, on 1-3 he misses the next match, on 4-6 he dies of the plague. This does not occur in either team's turn so cannot be rerolled. The team has a Mechanic rather than an apothecary, so the Wizard cannot be healed (except by the opponent's apothecary).

3.9 Savage Orc

Frenzy for every player would be interesting.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits	New Skills
0-12	Line Orc	60k	6	3	3	7	Frenzy	General
0-2	Blitzers	100k	7	3	3	8	Block, Frenzy	General, Strength
0-4	Black Savages	90k	4	4	2	8	Frenzy	General, Strength

Reroll 60k

Allies Goblin, Lizardmen, Minotaur (not regular Orcs)

Apothecary Not permitted, but the Shaman may heal

Wizard Shaman for 100k, who can do any one of the following, once per game at any time

Heal as per normal apothecary, but on 3+, not 2+

Zap spell

Draw one extra Random Event card

3.10 Shallya Team

By Peter Csontos

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-12	Monks	50k	6	3	3	7	-	General, Agility *
0-2	Paladins	80k	6	3	3	9	Block	General, Strength *
0-2	Messengers	80k	7	3	4	7	Dodge	General, Agility *
0-4	Priests	90k	6	3	3	8	Bless, Healing	General

Reroll 50k

Allies Human (not Norse)

Apothecary Heals automatically without requiring a dice roll (but only once per match)

*If a double is rolled for a skill increase - Monk may take any skill, or Bless or Healing; Paladin and Messenger may take any skill or Bless.

Healing Once per game, before a kickoff the player can heal any injury, except death, on a 2+.

Bless Once per turn, before rolling the dice the player may bless them. This will add +1 to the dice roll. This may not be used for Injury rolls and cannot affect the Block dice.

None of the players may ever foul. No Dirty Trick cards may be used. If the team causes a death to an opponent the team fan factor is lowered by 1 immediately. This is permanent, not just for the game. The team may use its apothecary to heal a dead opponent

3.11 Sickenly Good team

Source: user.tninet.se/~bfb2040/bloodbowl/stanley/goodie.htm (by Niclas Stenberg)

The sickenly good team is only interested in playing ball and will not deliberately hurt their fellow blood bowl players. The team stats are identical to the human team. They could be based on other races, but as far as is known they have only been play-tested using humans as the basic team.

Reroll 50k The team never pays double for rerolls. Extra training allows them to buy more rerolls for 25k.

Allies Same as Humans (but subject to the sickeningly good rules), but no Big Guys.

Fouling: the team will never foul

Illegal procedures The coach will never call an "illegal procedure" but will merely point out the error and wait for it to be corrected without penalty. The coach will never 'argue the call' with the referee.

Cards The team never draws "Dirty Tricks" nor do they use "Magic Items" to assist the team. They always draw exactly 3 "Random Events" without rolling for cards and regardless of handicap. If they draw "Get 'em lads" or "That makes me mad" they discard these cards and draw another.

Kickoff Table If the opposing fans attempt to "Get the Ref" he shelters in their dugout and is not intimidated.

Skills Unless a player rolls a double he may only choose from this list, regardless of which position he plays -

Leader, Kick, Pro, Sure Hands, Dodge, Sidestep, Jump Up, Sure Feet, Sprint, Leap, Catch, Diving Catch, Strip Ball, Nerves of Steel, Shadowing, Pass Block.

If the player rolls a double for skill increase, he may take Block or any Stat increase (MA, AG, ST or AV).

Armour rolls The players never intentionally hurt anyone so they have -1 on all armour rolls the players make on their opponents.

Death to an opponent If a sickenly good player directly causes the death of another player (i.e. not due to crowd injuries or the player failing his own dodge roll etc.) and the death is not healed during or after the game, then the sickenly good player resigns from the team in remorse and will never play again. The team may use their apothecary to heal opposing players.

Killing an already dead player (i.e. undead or demon) does not have this effect.

Death to a player If a sickenly good player is killed and not saved by an apothecary or card the team is so shaken that that for the rest of the half they lose all team rerolls other than those gained from kickoff events. However, the team plays with greater determination and can add +1 to all dice rolls (except armour and injury) for the rest of the half (a 1 is still a failure). These effects carry into overtime. If the player is later saved (e.g. by a card) the team loses their +1 dice roll bonus but does not get their rerolls back.

Casualties Sickenly good players do not earn SPPs from causing casualties to the opposing players. However, whenever a sickenly good player receives an injury (BH, SI, Dead) he learns from his mistakes and receives 2 SPPs. Keep track of these in exactly the same way as casualty SPPs for other teams.

3.12 Slaanesh Elves

Source: www.mtek.chalmers.se/~m96simon/bloodbowl/bb_teams/slaanesh.html (by Harald Aberg)

This team uses Elf slaves causing interesting effects.

Qty	Title	Cost	MA	ST	AG	AV	Skills and Traits	New Skills
0-2	Blitzers	110k	7	3	4	8	Block, Frenzy, Cruelty	General, Agility, <i>Physical</i>
0-4	Catchers	90k	8	3	4	7	Dodge, Idleness	General, Agility, <i>Physical</i>
0-2	Elven Slaves	60k	6	3	4	7	Pride	General, Agility
0-2	Slave Throwers	70k	6	3	4	7	Sure Hands, Pride	General, Agility, Passing
0-12	Chaos Cultists	50k	6	3	3	7	-	General, <i>Physical</i>

Reroll 60k

Allies None

The Chaos derived players may take Physical mutations on a double.

Some players have negative traits which may be removed on a double

Cruelty If there is a player of **either** team on the ground next to this player at the beginning of the team turn roll a D6. On a 1 or 6 (extremes) he makes a 'weak' foul as the only action during his turn. No assists are

used and a -1 modifier applies to the injury roll. The foul does not count for IGMEOY and the player will only be ejected on a double.

Idleness If the player scores a touchdown, roll a D6. On a 1 or 6 the player decides he has done enough for a while and stays in the reserves box for the next drive.

Pride Captured elves are a proud race and do not take to slavery easily. Before taking any action with this player, including receiving catches, hand-offs, intercepts etc, roll a D6. On a 1 the player refuses to cooperate and will take no further actions on this turn. If receiving a handoff the other player is left holding the ball, but if receiving a pass it will scatter. If the negative skill is removed by a double, the player becomes an 'entrusted' slave and gains +1 AV. If the slave gains 3 skills he is 'broken' and loses the negative skill, but does not gain armour.

3.13 Slann

I have no idea why agility 3 players would want Leap.

Source: www.mtek.chalmers.se/~m96simon/bloodbowl/bb_teams/slann.html (by Jeff Allison)

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-12	Lineman	60k	6	3	3	8	Leap	General
0-4	Runner	100k	7	2	4	8	Leap, Dodge, Sure Hands	General, Agility
0-2	Blitzer	90k	7	3	3	9	Leap, Block	General, Strength

Rerolls 60k

Allies Lizardmen, Goblin, Minotaur

3.14 Tyranid

Source: Oberwald Supplement v1.04 (by Tom McCarthy)

This team is possibly over-complex with too many player types. Objections have been raised that the Tyranid race has no place in the Warhammer world.

Qty	Title	Cost	MA	ST	AG	AV	Skills	New Skills
0-4	Tyranid	110k	7	4	3	8	-	General
0-6	Gene-stealer	80k	7	3	2	8	Extra Arms, Mighty Blow, Hypnotic Gaze	General
0-1	Magus	60k	6	3	3	7	Sure Hands, Hypnotic Gaze	General, Pass, Agility
0-12	Hybrids	40k	6	3	2	7	-	General
0-4	Squigs	40k	5	2	3	7	Dodge, Stunty, Mutation to match model	Agility
0-4	Hunter-Slayer	40k	6	2	3	7	Dodge, Stunty	Agility
0-2	Zoat	110k	5	5	2	8	Sure Feet, Thick Skull	as for Big Guys

Rerolls 70k

Allies None

Tyranids are hive beings that do not gain individual SPPs. When the team has 61 SPPs all players gain one skill, when at 121 points all players gain 2 skills, similarly 3 skills at 301, 4 skills at 601.

The original team listing had Hybrids, Squigs and Hunter Slayers at 30k, but they appear to be at least as good as a Goblin. The Zoat is considered a Big Guy although it does not have a negative skill. It probably should be given one.

4.0 TOTALLY UNOFFICIAL RULES

This section contains various bits that coaches often ask questions about, or would ask if they knew the variations existed.

4.1 Apothecary upgrading

Source: Citadel Journal

Pay 50k per level. Start with a high level apothecary or buy any lower level and upgrade as required.

- 1 Original apothecary. Heal injury on 2+ or allow a player with a niggling injury to play (no dice roll required).
- 2 Allow a niggling injury player to play and also heal during the match.
- 3 As for Level 2, plus when a KO'd player fails to return, roll a D6. On a 6 the player returns to the game. This can be used every time a KO check fails.
- 4 As for Level 3, plus reduce one 'Serious Injury' to 'Badly Hurt'. Used once per match and can be used after failing a normal attempt to heal the injury.
- 5 As for Level 4, plus may reduce a Death' to Serious Injury. Roll a D6, on 4+ he recovers to Serious Injury state. Can be used once per match and can be used after failing to heal the death. The serious injury cannot then be reduced to Badly Hurt as in Level 4.

4.2 Hobgoblin Stupidity

Although alternate (a) was in Compendium 2 and quoted by Jervis Johnson, it is a rather dull rule, so many leagues prefer alternate (b) (from Da' Boss), which is not necessarily a disadvantage for the Hobgoblins. These rules apply to ordinary Hobgoblins, not Sneaky Gits.

- Alt (a) For each Hobgoblin on the team roll a D6 at the start of the match. On 2+ he plays normally, but on 1 the player has arrived late and misses the first drive. [JJ]
- Alt (b) Roll a D6 (once only, not once for each Hobgoblin), on 4+ they all play normally, on 1-3, roll a D6 and consult the table. This is done at the start of the match but can be repeated at half time if you like more stupidity.

1-2 **Bootlace botchup:** D6 Hobgoblins (reroll 1s) have accidentally tied their shoelaces together. For the first drive they move as a connected string. Consider them as moving simultaneously so that as one moves the others make their moves to keep the string together, but none of them can exceed their normal movement (plus go-for-its). This could mean that when one Blitzes it may have support from the others trailing along. It also means that if any have to dodge the group is held up while resolving the dodge. If one is knocked over the rest may swivel around them but may not break the string. If a push-back or other action would break the string the others move to keep the string intact. This is a free action which does not require dodges and does not allow Shadowing, Diving tackle etc. If one of them leaves the pitch (e.g. injury) then all Hobgoblins in the string fall over, breaking their bootlaces. No armour roll is needed so on the next turn they can stand up and play normally.

3-4 **Gosh, You are my Hero:** D6 Hobgoblins fall into hopeless adoration of another non-Hobgoblin player. The Hobgoblin coach chooses a hero for each hobgoblin affected. For the first drive they follow that player about slavishly, and must stay in an adjacent square. They may not make a move that would make them leave their hero's side (such as a follow-up). The hero-worship is so effective that the Hobgoblins count as having Guard skill during this drive, but only when assisting their hero or heroine. The Hero has no need to always stay with the Hobgoblin and so can move freely, but when the Hobgoblin moves it must move in a way that would end the move beside its hero if possible, or if that is impossible at least take it towards its hero. If adjacent it cannot move away.

5-6 **Face-pulling contest:** All the hobgoblins are late for the match because they have been holding a face-pulling contest in the changing room. The Hobgoblins take the field on their team's second turn, starting in their own endzone. Unfortunately the wind changed during the contest and their ugly faces stay ugly and they count as all having Foul Appearance for the rest of the match (or half if you repeat this at half-time).

4.3 Random Mutations

Some leagues use random mutations for Skaven and Chaos on the grounds that mutations cannot be selected. However, in order to avoid having players end up with totally useless mutations the **type** of mutation can be selected. Choose one of the mutation types (Score, Kill or Annoy) and roll a D6. Use the table to determine what mutation was gained. On a 6 you can choose any from that table. If you roll a mutation that the player already has then roll again.

D6 Roll	Score	Kill	Annoy
1	Big Hand	Claw	Foul Appearance
2	Extra Arms	Horns	Hypnotic gaze
3	Stunty	Razor sharp fangs	Prehensile tail
4	Two Heads	Spikes	Regeneration

5	Very Long Legs	Thick Skull	Tentacles
6	Choose	Choose	Choose

Var (a) When the Skaven or Chaos player is rolling for skills, a double allows any normal skill to be chosen as for any other players, but not a mutation. If the player rolls 7 then they can take a normal skill or a mutation. This allows these teams to avoid being in the difficult position of ending up with a skill they might never use, in place of a valuable skill they could have chosen using a double.

4.4 Raise the Undead

The official Raise the Dead rule allows the Undead Necromancer to create a Zombie after the team has killed a human sized player. However, the new player loses any resemblance to the original player so some leagues allow the new Undead player to keep some characteristics of the former living player, and extend the rule to apply to all types of players.

The new Undead player will differ from the former player in the following respects. These have been designed to ensure that a Human Lineman ends up as a standard Zombie.

-2MA

-1AG

Remove all skills but keep physical abilities (including Magic helmet). Keep stat decreases and niggling injuries.

Record the player value on the roster as the previous value -20k (you don't pay this, it's just for team rating).

Give the player regeneration.

Big Guys can also be raised and will keep the Big Guy attribute of slow skill progression. But the experts consider that an undead player would not have negative skills such as Wild Animal, Bonehead etc., so negative skills are lost along with all other skills.

4.5 TR150 Teams

This concept by Gary Moriarty is intended to allow teams from different leagues to play against each other as one-off games or in tournaments. It allows each team to play as a partially developed team without causing difficulty over the league environment in which the team developed. It brings into play the ability of coaches to select the best skill advances for each team member in addition to the skill of playing that team.

Choose any standard team. Big Guys, allies, secret weapons and star players are prohibited.

Var (a) The system will work equally well with any of the variant teams, new players, new wizards, or with Big Guys, but not Star Players and preferably without allies. However, all participants must agree on which teams are permitted and whether Big Guys or allies are allowed. In this case consideration should be given to preventing Big Guys from losing their negative skill, and of course they require double points to gain any extra skills.

Teams must have a team rating of 150. This may be made up of players costs, star player points, Wizards, rerolls, assistant coaches etc. The team must have a Fan Factor of at least 1. (There is not a big advantage in high fan factor for these teams). Players are given skills at the normal SPP advancement rate (1 skill for 6 SPPs, 2 skills for 11 SPPs or 3 skills for players with 26 SPPs).

All skills are normal for that player type except as follows

Doubles (except mutations) cost +10 SPPs.

Movement and Agility upgrades cost +20 SPPs.

Strength upgrades and mutations cost +30 SPPs.

A maximum of 2 stat upgrades/mutations are permitted.

The organisers may wish to rule that 1 turn scorers are not permitted (e.g. movement 10 and Sprint), although this might disadvantage those teams that often get them in the normal course of development.

Team stats do not change during tournaments with these teams. So players killed or seriously injured in one game will play as usual in the next, no further skills are obtained, fan factor does not change and there is no team income. The system is mainly a test of team design for a single match, so events in one game will not influence other games.

The Kickoff events Riot, Get the Ref and Pitch Invasion are ignored.

- Alt (a) Each coach takes one magic item. This ensures cards are not taken that have no effect until after the game.
- Alt (b) One coach rolls a D6 for cards and both coaches take the same number of cards (1, 2 or 3 for 1, 2-5 or 6 on the D6). Coaches may discard any card that cannot have any effect during the game and take another card of the same type. Ideally the useless cards would be removed from the pack before starting the event. This rule may be necessary if the new Wizards are permitted, since some Wizards can take extra cards.

Teams should be registered without other coaches checking team lists before submitting theirs (to avoid every team member taking Tackle, if another team has every player with Dodge or other skill combinations that negate each other.)

4.6 A Modest Proposal

Source: <http://www.eng.buffalo.edu/~chz/bloodbowl/front.html>

This is too detailed to describe in full here. It is an excellent attempt to simplify the very complex rules that have sprung up involving Big Guys and Allies etc. Briefly, it treats Big Guys in the same way as other players for skill advancements, removes

negative skills (and usually Mighty Blow or a similar useful skill, so the cost is the same) and eliminates allies. Each team has some variation allowed by having two "Special players" that can take specific places on the roster instead of one of the usual players in that position. For example the Human team may take one or two Ogres, but these take Blitzer positions, so the team would have only three or two Blitzers.

A range of other changes are used to simplify or clarify other rules.