



Blood Bowl Rulebook

The Yorkshire Blood Bowl League

Blood Bowl Rulebook

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Living Rulebook 6 with 2009 rules review

*Rules highlighted in pink are experimental rules that have not yet been officially incorporated.
Division Commissioners may choose whether or not to use them.*

Revision history

Date	Version	Changes
19 February 2008	1.0	First edition.
3 March 2008	1.1	Divided into two volumes. Reordered sections. Clarified rules for re-rolls. Modified Lizardmen instant team roster. Fixed typos.
6 March 2008	1.2	Incorporated changes from Q&A 2008. Added Pending Changes box below. Corrected and revised Instant Team Rosters.
17 March 2008	1.3	Removed erroneous traces of LRB4 rules. Highlighted rules that are experimental. Corrected problem with disappearing text in some tables.
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24 July 2008	1.5	Incorporated recent clarifications from Specialist Games forums. Added and clarified elements of TYBBL season 1 rules for Division Commissioners.
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This rulebook is based on the Blood Bowl Living Rulebook version 5, sanctioned by the Blood Bowl Rules Committee and published by Games Workshop. Additional rules are taken from the official Q&A, 2008 rules review, current experimental rules, and clarifications and changes given in the talkbloodbowl.com online forum.

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Hiring a rookie team

To play a Blood Bowl match, you'll need a team. Each match falls into one of two categories:

- A one-off match between two rookie teams that are not part of a league. Each player's team is chosen from scratch using the team lists (or using a standard instant team roster).
- A league match, which takes place in the context of a wider league. Both players bring their existing teams to the table. If either player is new to the league, or his previous team has been retired, he must choose a new team from scratch.

To hire a new team, follow the sequence below:

1. Choose a team list.
2. Spend up to 1,000,000 gold pieces to hire your players and coaching staff, buy team re-rolls and attract fans.
3. Record the details of your team on a team roster.

Choosing a team list

All the players in your team must be chosen from the same team list (p.50).

In general, you may choose any team list you like, your choice may be limited by the advice of your division's Commissioner. For instance, if there are already several Elf teams in the division, the Commissioner may ask that you don't choose one of the Elf team lists.

Hiring players

When you create a new team, you receive a total of 1,000,000 gold pieces to spend on it. As team coach, it's your decision how to spend this gold on players, coaching staff, rerolls, and attracting fans. The cost of each of these items is shown on your chosen team list.

Although you're generally free to choose how to spend your gold, there are some specific restrictions:

- You must have at least 11 players, but not more than 16.
- You may not choose more players of any given position than are allowed by your team list. The 'Max' column of the player list indicates these limitations. For instance, the Human team list restricts you to a maximum of two Throwers.

Hiring coaching staff

All teams automatically includes a free head coach, and some include a free Necromancer. If you want any other coaching staff, you must pay for them. Details and prices of available coaching staff are on your team list.

- Assistant coaches will help in case you roll the the 'Brilliant Coaching' result on the Kick-Off Table before a match (p.7).
- Cheerleaders will help in case you roll the 'Cheering Fans' result on the Kick-Off Table before a match (p.7).
- An Apothecary can attempt to modify the effect of one casualty per match (p.24).

Not all teams have all these options available to them.

Buying team re-rolls

Team re-rolls represent your team's training (p.23). The price of a team re-roll is given on your team list. You'll notice that it's much cheaper to buy them when you hire a rookie team than it is to add them later, so team re-rolls are particularly important if your team is going to be part of a league.

Attracting fans

When you first create a team, you may buy between zero and nine fan factor points. This represents the money you've spent on marketing (or bribery!) to attract fans.

If your team is playing as part of a league, you can only buy fan factor when you first create a new team. Later, your fan factor will vary depending on your team's success, but you won't be able to buy fan factor points directly.

Some divisions adopt a house rule to the effect that fan factor is free. In this case, your starting fan factor is automatically 5 and it does not contribute to your Team Value.

Recording your team

Record the details of your new team on a blank team roster. Your Team Value (p.28) should add up to exactly 1,000,000 gold pieces, unless you've left some gold unspent. Unspent gold goes in your treasury, and doesn't contribute to your Team Value.

Before the match

Before you begin a Blood Bowl match, first lay out the board and assemble the player models. You and your opponent should also each take a dugout, plus the appropriate turn, score and re-roll counters.

Set up the game as follows:

1. Place a turn counter in the First Half area of your dugout's turn track, and a score counter on the nearest score track to you.
2. Consult your team roster and place the appropriate number of team re-roll counters on your dugout's re-roll track.
3. If you have more than 11 players on your team roster who are able to play, choose which 11 will start the match on the field and place the others in your dugout's Reserves box.
4. Show your team roster to your opponent.

The pre-match sequence

The next task for you and your opponent is to go through the pre-match sequence:

1. Roll for the weather.
2. † Transfer gold to petty cash.
3. † Take inducements.
4. Work out the number of fans and FAME.
5. Toss a coin to determine which team is the kicking team and which is the receiving team.
6. Kicking team sets up.
7. Receiving team sets up.
8. Kick-off.

Items marked † in the list above are only used before league matches. If you're playing a one-off match, you can skip these.

Rolling for the weather

One of the two players (it doesn't matter who) rolls 2D6 and consults the Weather Table. The result you roll applies for the rest of the match – unless you later discover that the weather changes, which can happen if you roll a Changing Weather result on the Kick-Off Table (p.7).

Transferring gold to petty cash

In a league match, each team's petty cash is the cash available to spend on inducements for this match.

Each coach decides how much gold to transfer from his team's treasury to petty cash. The coach with the higher Team Value declares how much he will transfer first.

When you transfer an amount of gold to petty cash, this amount adds directly to your Team Value for the duration of the match.

Taking inducements

Inducements are a method of balancing the game if one team is considerably better than the other.

Inducement money

First, compare the Team Values (p.28) of the two teams, including money placed in petty cash. If the two Team Values are equal, neither team receives anything. But if one team has a higher value than the other, then the underdog receives extra gold to compensate. The amount received is equal to the difference in value between the two teams.

This extra gold is 'inducement money'. It's only available to buy inducements for this match only, and it can never be added to petty cash or to the team's treasury. If you receive inducement money for a match but you don't spend it all, you lose it.

Buying inducements

Once inducement money has been handed out, either coach can purchase inducements. The coach whose team has a higher Team Value must declare first whether he wants to buy any inducements (using petty cash); then the underdog coach declares whether he wants to buy any inducements (using a combination of petty cash and inducement money). If the two Team Values are equal, each coach rolls 1D6 (re-rolling ties), and the lower scorer must declare his inducements first.

Inducements are chosen from the Inducement Shopping List (p.72). There's a four-minute time limit on selecting them. If you buy an inducement, it adds to your Team Value until the end of the match, then it's lost.

Your division's house rules may add or disallow some specific inducements from the Inducement Shopping List.

Weather Table

2D6	Result
2	Sweltering Heat: At the end of each drive, roll 1D6 for each player on the pitch. If you roll 1, the player collapses and may not be set up for the next kick-off.
3	Very Sunny: A -1 modifier applies to all throwing accuracy rolls (p.13).
4-10	Nice: Perfect Blood Bowl weather.
11	Pouring Rain: A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	Blizzard: Any player attempting to 'go for it' (p.10) needs to roll 3+ to avoid being knocked down, instead of 2+ as normal. Also, only Quick or Short Passes can be attempted (p.13).

Fans and FAME

Next, work out how many fans have made it to the match. Each coach rolls 2D6 and adds his fan factor, then multiplies the total by 1,000. The result indicates how many of his fans have come to the match.

Use these figures to work out your Fan Advantage Modifier (FAME), which will affect your winnings after the match (p.30):

- If your team has more fans than your opponent's, then your FAME is +1.
- If your team has twice as many fans as your opponent's, or more, then your FAME is +2.
- If your team has fewer fans than your opponent's, then your FAME is 0.
- If both teams have the same number of fans, then both FAMEs are 0.

Some Commissioners ask you to record the total 'gate' for the match (i.e. the number of fans in attendance).

The number of fans in attendance may be increased if your division is using the optional rules for key matches from the House Rules section.

Setting up the teams

Toss a coin to determine which team is the kicking team and which is the receiving team – the winner of the toss can choose. Whichever he chooses, the roles will be reversed at the start of the second half.

The teams then set up in turn, with the kicking team setting up first. The kicking team coach chooses which half of the field to take. Once all the kicking team's players have been set up, the receiving coach sets up his team.

Rules for setting up your team

When it's your turn to set up your team, you must set up eleven players on the field. Spare players are placed in the Reserves box of your dugout.

If you accidentally set up more than eleven players and this is discovered later in the match, your opponent chooses which surplus players are removed immediately and placed in the Reserves box.

If you have fewer than eleven players available, you must set up as many as are available. If you find that you have fewer than three players available to set up, you may concede the match with no penalty (p.29).

You can place each player wherever you like on the pitch, one player per square, with the following restrictions:

- All your players must be set up in your half of the field.
- You can't set up any players in your end zone (the area at the back of your half where touchdowns are scored).
- You can't set up any more than two players in each wide zone (the areas on the left and right of the field, four squares wide, delineated by white lines).
- You must set up at least three players on the line of scrimmage (the seven squares on your side of the halfway line, bounded by the wide zones). If you have fewer than three players left and you have decided not to concede, you must set up all of them on the line of scrimmage.

If you're using an optional referee model (p.26), the referee places this in any unoccupied square immediately after the two teams have set up.

Kick-off

After both teams have set up, the kick-off takes place as follows:

1. Place the ball on the field.
2. Determine scatter.
3. Roll on the Kick-Off Table and immediately resolve the results.
4. Determine bounce.
4. Start the match.

Placing the ball on the field

The coach of the kicking team places the ball in any square in the opponent's half of the field, including the opponent's end zone if he likes.

Note that, at this point, the ball has not yet landed. The square where it is placed simply represents the square targeted by the kicking team.

Determining scatter

Kicks are very inaccurate. To represent this, place the scatter template over the ball, roll 1D8 to determine the direction of scatter, and roll 1D6 to determine how many squares the ball scatters in that direction. Move the ball appropriately. The resulting square is where the ball will land after the result on the Kick-Off Table has been resolved.

Rolling on the Kick-Off Table

To determine what happens at kick-off, roll on the Kick-Off Table and resolve the effects immediately. These effects take place while the ball is still in the air after kick-off.

Determining bounce

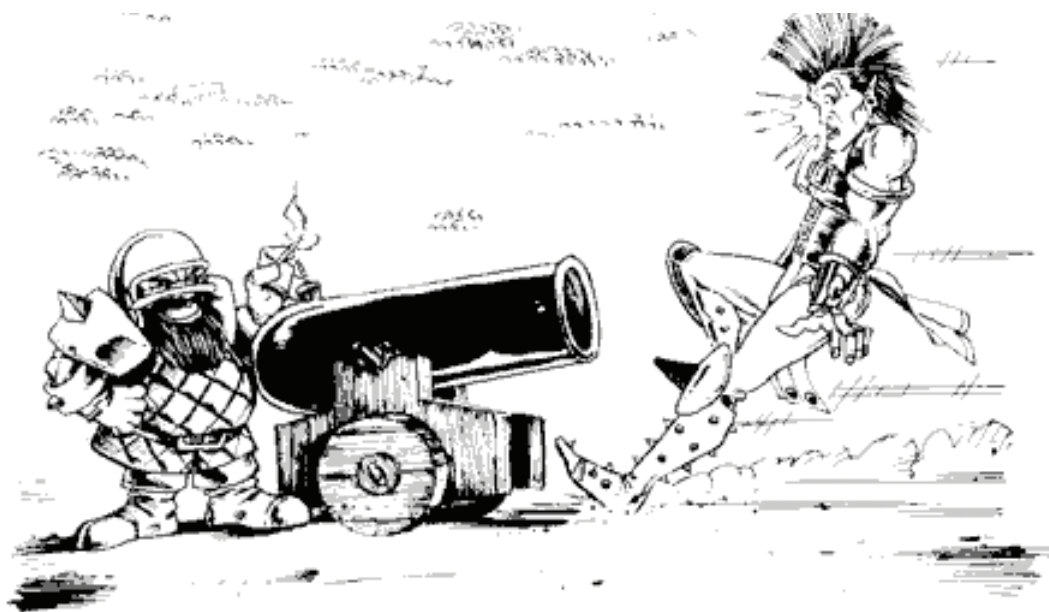
Once the Kick-Off Table result has been resolved, the ball lands. If it lands in an empty square in the receiving half of the field, it immediately bounces one square (roll 1D8 and use the scatter template to determine direction).

If the ball lands in, or bounces into, a square occupied by a player on the receiving team, that player must try to catch it (p.19).

If the kick is so inaccurate that it scatters right off the field or into your own half, your opponent receives a 'touchback' and may give the ball to any of his players on the pitch. A touchback also occurs if the ball lands inside your opponent's half but then bounces or is dropped out of his half before coming to rest. If your opponent has no standing players (perhaps after a Pitch Invasion result on the Kick-Off Table), he may place the ball in any square on his half of the field.

Starting the match

Once the kick-off has been resolved and the ball has come to rest or been caught, the match begins.



Kick-Off Table

2D6	Result
2	Get the Ref!: Each team receives +1 free bribe to use during the match, exactly as if they had purchased the bribe as an inducement (p.74).
3	Riot: If the receiving team's turn marker is on turn 7, move both turn markers one space back along the turn track. If the receiving team has not yet had a team turn in this half, move both turn markers one space forward along the turn track. Otherwise, roll 1D6. If you roll 1-3, move both turn markers one space forward. If you roll 4+, move both turn markers one space back.
4	Perfect Defence: The kicking team's coach may set up his players again, following all the normal rules for setup (p.5).
5	High Kick: One player on the receiving team who is not in an opponent's tackle zone may be placed in the square where the ball has landed, as long as the square is previously unoccupied. That player may then attempt to catch the ball.
6	Cheering Fans: Each coach rolls 1D3 and adds their FAME, plus their number of cheerleaders. The highest scorer gain an extra team re-roll for this half only. If the scores are equal, both teams gain a team re-roll.
7	Changing Weather: Roll again on the Weather Table. If you roll 'Nice', then a gentle gust of wind makes the ball scatter one extra square when landing after the kick-off.
8	Brilliant Coaching: Each coach rolls 1D3 and adds their FAME, plus their number of assistant coaches. The highest scorer gain an extra team re-roll for this half only. If the scores are equal, both teams gain a team re-roll.
9	Quick Snap!: All the receiving players may make a free move of one square, ignoring tackle zones. This may be used to enter the opposing half.
10	Blitz!: The kicking team receives a free bonus team turn before the ball lands. Team re-rolls may be used, and the normal turnover rules apply, but only players who are not in an opposing tackle zone at the start of the free team turn may perform an action in it. Don't move the turn counter along in this team turn.
11	Throw a Rock: Each coach rolls 1D6 and adds their FAME. Pick one random player on the field from the lowest scorer's team and roll for injury (no armour roll is required). If the scores are tied, one random player on each side is affected.
12	Pitch Invasion: Roll 1D6 in turn for each player on the field, adding the FAME of the opposing team. Any score of 6 or more causes the player to be Stunned. (Regardless of FAME, a natural roll of 1 has no effect.)

Sequence of play

A Blood Bowl match is split into two halves of sixteen complete turns each – eight team turns per coach. The turn tracks on each coach's dugout are used to keep track of how many turns have been played.

Turn sequence

The match is played using a strict sequence of play:

- Receiving team turn
- Kicking team turn

A pair of consecutive team turns is sometimes called a 'complete turn'.

Repeat this simple sequence until a touchdown is scored or the half ends. The period between a kick-off and a touchdown, or between a kick-off and the end of a half, is called a 'drive'.

If there's a referee model on the field (p.26), the referee player moves it after each team turn, so the turn sequence will instead be:

- Receiving team turn
- Referee moves
- Kicking team turn
- Referee moves

Moving the turn counter

You're responsible for keeping track of how many team turns your team has used, and your opponent is responsible for keeping track of how many team turns his team has used. To do this, at the very start of each of your team turns, you must move your turn counter one space along the track on your dugout.

Illegal procedure

If you forget to move your turn counter before beginning your team turn, your opponent is allowed to interrupt your team turn to call 'illegal procedure' as soon as he spots your mistake. (For the purposes of this rule, 'beginning your team turn' is considered to be physically doing something like moving a player or rolling a die, not merely declaring an action.)

Illegal procedure only applies if your opponent notices your mistake in time. If you initially forget to move your turn counter, but you then rectify your mistake before your opponent spots it, then you can't be called for illegal procedure. If you forget to move your turn

counter for your entire team turn, and your opponent fails to notice, then you have managed to take a 'free' team turn: once your team turn has finished, it is too late for your opponent to call illegal procedure or to rectify your mistake.

If you're correctly called for illegal procedure, you may discard a team re-roll immediately (p.23) and continue with your turn. This counts as *using* the team re-roll, so you won't be able to use another in this team turn. If you've already used a team re-roll in this team turn, or if you choose not to use one, or if you don't have any left, then a turnover occurs.

If your opponent calls illegal procedure incorrectly – for instance, if he thinks you haven't moved your turn counter but you have, or if he thinks you've started to move a player but you haven't – then *he* must lose a team re-roll immediately. If he doesn't have any left, then you gain one for the rest of the half instead.

Ending the team turn

Your team turn ends when one of the following happens:

- you've performed an action with every single one of your players on the field (p.10);
- you declare that you don't want to perform an action with any more players;
- a turnover occurs.

Turnovers

A turnover is an event which can occur during your team turn to bring it to an abrupt end. Any of the following specific events will cause a turnover if they occur during your team turn:

- a touchdown is scored (by either team);
- one of your own players is knocked down (p.17), except if the rules specify that this does not cause a turnover. Note that, if a player is 'placed prone' rather than being knocked down, this does not cause a turnover unless that player drops the ball and it is not caught by another player on the same team before it comes to rest;
- your team loses the ball: that is, the ball comes to rest on the field without being caught or picked up by any of your players, or is intercepted by an opposing player, having already been in the

possession of one of your players at some point earlier in your team turn;

- one of your own players tries to pick up the ball and fails, even if another player of yours subsequently catches it (p.19);
- one of your players tries to throw the ball or a bomb and fumbles it, even if the ball is subsequently caught by another of your players (p.13);
- an opposing player scores a touchdown during your team turn (p.20);
- one of your players is sent off by the referee (p.26);
- your player with the ball is thrown or attempted to be thrown and fails to land successfully (p.15), or is eaten in the process, or squirms free from an Always Hungry roll (p.40);
- if you're playing the four-minute rule, the four-minute time limit for your team turn runs out;
- you are called for illegal procedure and can't or won't discard a team re-roll;
- a player with the Blood Lust skill succumbs to blood lust but fails to drink the blood of a Thrall at the end of his action (p.40).

If you suffer a turnover, your team turn ends immediately, even if you are partway through a player's action. There are only two exceptions to this:

- The results of any events which have already taken place must be fully resolved. For instance, if any players have just been knocked down, you must still make armour and injury rolls to find out if they have been injured; and if the ball has not come to rest, its movements must be resolved.
- Any events which are considered to happen automatically will still take place. For instance, any of your players who were stunned in previous turns are still turned face up.

The four-minute rule

Team turns are limited to four minutes. Any team turn which reaches four minutes in duration immediately ends with a turnover.

The four-minute rule is an official part of Blood Bowl, but some divisions adopt a house rule to remove it or make it optional.

If a match begins without using the four-minute rule, but it is then invoked partway through a team turn, the clock starts from that point. Time already taken in the current team turn doesn't count against this.

Ending the half

When eight complete turns (eight team turns each) have passed, the first half ends. All players are removed from the field.

You and your opponent may each use this opportunity to roll for any knocked out players to see if they recover. You may also bring on reserves (up to the normal maximum of 11 players) to replace players who can't play because they are still knocked out or have been removed as casualties, or substitute reserves for fit players. There is no limit to the number of substitutions that can be made, nor is there any rule preventing a player who was previously substituted off the pitch from returning later in the match.

Between halves, you may also restore all your team re-rolls (p.23). If either team has a Master Chef (p.73), roll again to determine its effects.

The match then continues with both teams setting up, exactly as at the start of the match (p.5). The team that set up second at the start of the first half now sets up first and becomes the kicking team. The kicking team kicks off (p.6) and play continues with the receiving team's next team turn.

If you have fewer than three players to set up at the start of the second half, you are allowed to concede the match with no penalty (p.29).

At the end of the second half, the match ends (p.29).



Player actions

In your team turn, you may perform a single action with each of your players. You may choose the order in which your players perform their actions. You don't have to perform an action with every single player if you don't want to.

At the start of each player's action, you must announce what action is being performed. You must completely resolve each player's action before moving on to the next player: you can't interrupt one player's action with another player's, then go back to the first.

List of actions

Below is a list of actions available to all players, together with a brief summary of the action.

- **Move:** Any player may move a number of squares up to his Movement Allowance (MA).
- **Block** (p.11): Any player may make a single block against a player in an adjacent square. A player who starts the team turn prone or stunned may not perform this action.
- **Blitz** (p.12): One player per team turn may move a number of squares up to his Movement Allowance (MA). He is allowed to make a single block against a player in an adjacent square at any point during the move. The block 'costs' one square of movement.
- **Pass** (p.13): One player per team turn may move a number of squares up to his Movement Allowance (MA). At the end of the move, the player may throw the ball or a team-mate (p14).
- **Hand-Off** (p.15): One player per team turn may move a number of squares up to his Movement Allowance (MA). At the end of the move, the player may hand-off the ball.
- **Foul** (p.16): One player per team turn may move a number of squares up to his Movement Allowance (MA). At the end of the move, the player may foul a prone or stunned opposing player in an adjacent square.

Note that, while the 'simple' Move and Block actions may be performed by any number of different players

in the same team turn, the 'compound' Blitz, Pass, Hand-Off and Foul actions are each limited to one player per team turn.

Move action

When one of your players takes the Move action, he may move a number of squares equal to his Movement Allowance (MA), or fewer or none if you choose. Movement can be in any direction or combination of directions, including diagonally, and can be to any square within the player's reach, except a square occupied by another player of either team.

A player cannot deliberately move off the field.

Dodging

During the course of your player's movement, if he leaves any square which is in an opposing player's tackle zone (p.21), you must make a roll to see if the player is successful in leaving the square. This is called a Dodge roll.

You only ever make one Dodge roll per square of movement, no matter how many opposing players' tackle zones cover the square which your player is leaving. However, you may well have to make several successive Dodge rolls during the course of a player's movement if your player moves through several successive squares, leaving one or more opposing players' tackle zones each time.

Note that you make a Dodge roll when your player *leaves* an opposing player's tackle zone, not when he enters one. However, if there happens to be any opposing tackle zones on the square that your player is *entering*, this will make the Dodge roll more difficult – see below.

Dodge rolls are based on your player's Agility (AG). To make a Dodge roll, look up the player's AG on the Agility Table to determine the score required. Then roll 1D6 and apply the relevant modifiers from the List of Dodging Modifiers.

If your modified score equals or beats the score required, the Dodge roll is successful. If it is less than the score required, the Dodge roll fails (but see p.22 for the rule of one and six).

Agility Table

Player's AG	≤1	2	3	4	5	6+
Target 1D6	6+	5+	4+	3+	2+	1+

List of Dodging Modifiers

+1	for all Dodge rolls
+1	if the dodging player has Titchy or Two Heads
-1	per opposing tackle zone on the square the player is dodging to (ignoring players who have Titchy)
-1	if the player whose tackle zone is being left has Prehensile Tail
-2	if an adjacent player uses Diving Tackle

If you succeed in the Dodge roll, your player successfully leaves the opposing player's tackle zone and may continue to move until he uses up his MA. If you fail the roll, however, your player is knocked down in the square he was *dodging to* (not the square he was leaving), and may potentially be injured (p.17).

If your player is knocked down because he fails a Dodge roll, this causes a turnover (p.8).

'Going for it'

If your player has moved his full MA and you want him to move still further, you may declare that he is 'going for it'. When a player 'goes for it', he can attempt to move up to 2 extra squares, or 3 if he has the Sprint skill (p.47).

For each extra square, roll 1D6. If you roll 2+, your player succeeds in moving the extra square. If you roll 1, your player is knocked down in the square he was attempting to move to, and may be injured (p.17). This causes a turnover (p.8).

The 'going for it' roll is always made before any other rolls related to the move (for instance, when dodging, Leaping or picking up the ball).

Block action

When one of your players takes the Block action, he attempts to knock down a standing player in an adjacent square. If there is more than one opposing player adjacent to your player, you must specify which one your player will block. You can't deliberately block your own player.

To determine the outcome of the block, compare the Strengths (ST) of the attacker (your player) and the defender (the opposing player).

- If the players' ST characteristics are equal, you roll one Block die, which determines the result.

- If one player is stronger than the other, you roll two Block dice and the coach of the stronger player chooses which one is used to determine the result.
- If one player is more than twice as strong as the other, you roll three Block dice and the coach of the stronger player chooses which one is used to determine the result.

Note that the coach of the attacker always rolls the dice, but the coach of the stronger player (be it attacker or defender) chooses which one to use for the result.

Assisting a block

After a block has been declared, both the attacker and the defender have the option of adding extra adjacent players to give an assist. Each of these extra players adds +1 to the Strength of the player that they are assisting. This allows two or more attackers to gang up on a single defender, or for one or more defenders to aid a companion against a block.

The attacking coach must declare if any of his players will give an assist first, then the defending coach may add defensive assists with players from his team.

A player can only assist a block if:

- he is adjacent to the *opposing player* involved in the block;
- he isn't in any other opposing tackle zones; and
- he has his own tackle zones (so, for instance, he must be standing).

Assisting a block does not count as an action, so a player can assist any number of blocks per turn, and a player is allowed to make an assist even if he has already taken an action.

Assisting players are never affected by the outcome of the block; the result only affects the single attacker and defender. Similarly, only the skills belonging to the two players directly involved in the block may be used to resolve the outcome of the block itself; skills belonging to assisting players cannot be taken advantage of by either side.

Results of the block

Use the Block Results Table (overleaf) to determine the outcome of the block.

Knock down results

A player who is knocked down is placed prone and may be injured (p.17). If the player who is knocked down belongs to the team whose team turn it is, the team suffers a turnover (p.8).

Block Results Table



Pushed: The defender is pushed back one square. The attacker may follow up.



Defender Down: The defender is pushed back and knocked down. The attacker may follow up.



Defender Stumbles: The defender is pushed back and knocked down, unless he has the Dodge skill (and chooses to use it). If he does, he is pushed back but not knocked down. The attacker may follow up.



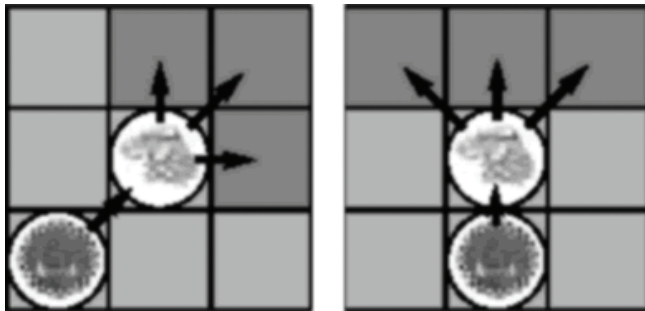
Attacker Down: The attacking player is knocked down.



Both Down: Both the attacker and the defender are knocked down, unless either of them has the Block skill (and chooses to use it). Players using Block are not knocked down.

Push back results

A player who is pushed back as a result of a block must be moved one square away from the player making the block – either directly away, or to one of the two squares to the left or right, as shown in the diagram below:



The attacking player's coach may decide which square the pushed player is pushed back to, provided that the player is pushed back into an empty square if one is available. (A square containing the ball is considered empty for these purposes.)

If none of the three squares are empty, then a chain-push results. The player is pushed into an occupied square chosen by the attacking player's coach, and the player that originally occupied the square is pushed back in turn. Prone or stunned players can be pushed in this way.

This secondary push back is treated exactly like a normal push back, as if the second player had been pushed back by the first. Its direction, and the

directions of all subsequent chain-pushes, are decided by the coach whose player threw the original block.

Pushing players off the field

A player can be pushed off the field, but only if none of the normal push-back squares is available, or they are all occupied.

If this happens, the player is beaten up by the crowd and the coach must roll on the Injury Table (p.17). No modifiers apply to this roll and no armour roll is possible. If a 'Stunned' result is rolled, the player is placed in the Reserves box of the dugout, and must remain there until the next set-up.

If the player was holding the ball when he was pushed off the field, it is thrown back in by the crowd (p.19). The throw-in is centred on the square last occupied by the pushed player.

Being beaten up by the crowd does not cause a turnover, even if the player is injured. The only exception this is if the player is in the team whose team turn it is, he was holding the ball, and the ball does not end up in the hands of a team-mate when it comes to rest, having been thrown in by the crowd.

Follow-up moves

If the attacker pushes the defender back, whether or not he also knocks him down, the attacker may immediately make a special follow-up move to occupy the square vacated by the defender (unless the defender has the Fend skill). The attacking player's coach must decide whether to make the follow-up move immediately, before any other dice are rolled as a result of the block (e.g. for armour, injury or a dropped ball).

Follow-up moves are free, and they don't count as movement. If the player is Blitzing, the follow-up move does not reduce his remaining squares of movement. Follow-ups also ignore tackle zones, and therefore no Dodge roll is necessary.

Blitz action

One player per team turn may perform a Blitz action.

A Blitz action is just like a Move action, and follows all the normal rules for movement (p.10), but additionally the blitzing player may perform one block at any point during his movement (even before moving if desired). The block is resolved in the normal way (p.11), and 'costs' one square of movement.

Assuming the blitzing player is still on his feet after the block and no turnover has been caused, he may continue to move if he has any squares of movement remaining (unless he used a Chainsaw, in which case the player's action ends).

Agility Table						
Player's AG	≤1	2	3	4	5	6+
Target 1D6	6+	5+	4+	3+	2+	1+

Players who are performing a Blitz action are allowed to make follow-up moves, and the move doesn't cost them any more squares of their movement, since they have already paid one square of movement to make the block in the first place.

Players who are performing a Blitz action are also allowed to attempt to 'go for it' (p.11), either to allow them to move extra squares, or to allow them to perform the block part of their action if they have already used up all their squares of movement. For instance, if a player with MA 6 Blitzes, moves six squares and then wants to throw a block, he must 'go for it' to earn the seventh square for the block. If a blitzing player is knocked down while 'going for it' to attempt a block, his action ends before he can make the block. He is knocked down in the square he was moving to (or the square he was in, if he was trying to make a block), and a turnover is caused as normal.

It is not compulsory to block as part of a Blitz action.

Pass action

Once per team turn, a player may throw the ball to another player by performing a Pass action.

The first part of a Pass action is just like a Move action, and follows all the normal rules for movement (p.10). However, at the end of the move, the player may throw the ball. The player may not move any further after his throw.

Note that the throwing player doesn't have to be holding the ball at the start of a Pass action. He could use the movement part of his action to run over and pick up a ball on the ground and then throw it, for example. It's also allowed to throw the ball to a player in an adjacent square if desired (for instance, if a hand-off has already been performed or is not appropriate).

Note also that it's normal, but not compulsory, for the ball to be thrown to another player on one's own team. However, you may not deliberately throw into the crowd.

To resolve the pass:

1. Measure the range.
2. If any opposing players are eligible and wish to intercept, determine the result of the interception. (Note that this happens before the roll to see whether the throw is accurate. It is therefore impossible for the throwing player to

fumble the throw (p.15) if an interception is successful.)

3. If the interception fails or is not attempted, determine whether the throw is accurate.
4. If it is, determine whether the receiving player catches the ball. Otherwise, determine where the ball ends up.

Measuring the range

The difficulty of throwing the ball depends on the distance, or 'range', of the throw. This is measured using the plastic range ruler supplied with the game.

To use the range ruler:

- Hold the thrower's end of the range ruler (marked with a transparent circle) over the centre of the throwing player's square.
- Move the range ruler so that it connects the thrower and the target square. (If the target square is partly or entirely beyond the end of the ruler, then the range is too far and you can't attempt the throw.)
- Read the range off the range ruler: Quick Pass, Short Pass, Long Pass or Long Bomb. If any part of the target square lies on a boundary between two range bands, the longer one must be used.

You're allowed to use the range ruler to check the range of a potential throw, or a number of options, at any time during your team turn. You don't have to wait until you actually declare the throw before checking the range.

If the weather is Blizzard (p.5), only Quick Passes or Short Passes can be attempted.

Intercepting a pass

One player on the opposing team may attempt to intercept a pass (but not a hand-off or throw-in).

To be able to make an interception:

- the intercepting player must be between the player who threw the ball and the target square (i.e. closer to both the thrower and the target than the thrower is to the target);
- the range ruler must pass over at least part of the square the intercepting player is standing in; and
- the intercepting player must have his tackle zones (so, for instance, he must be standing).

Only one player can attempt an interception, no matter how many are eligible.

The opposing coach must declare that one of his players will try to intercept before the throwing coach rolls to see if he is on target. First, he looks up the player's Agility on the Agility Table. Then he rolls 1D6 and applies the relevant modifiers from the List of Intercepting Modifiers.

List of Intercepting Modifiers

-2	for all interception attempts
-1	per opposing tackle zone on the player
-1	if the weather is Pouring Rain
-1	for each player with Disturbing Appearance within 3 squares
+1	if the player has Extra Long Arms or Very Long Legs

If the modified score equals or beats the score required, the interception is successful. If it is less than the score required, the interception fails and the pass continues as normal (but see p.22 for the rule of one and six).

A successful interception causes a turnover (p.8) and earns +2 SPPs for the intercepting player (p.25).

Determining whether the throw is accurate

If an interception fails or no interception is attempted, you must then determine whether the throw is accurate. Look up the thrower's Agility on the Agility Table, then roll 1D6 and apply the relevant modifiers from the List of Throwing Modifiers.

If your modified score equals or beats the score required, the throw is accurate. If it is less than the score required, the throw is inaccurate (but see p.22 for the rule of one and six). An inaccurate throw doesn't necessarily cause a turnover, but a turnover will result if your team loses possession of the ball, either because it comes to rest in an empty square or it is caught by an opposing player.

Inaccurate throws

If a throw is inaccurate, the ball will actually land some distance away from the target square. To determine where, first place the ball in the target square, then use the scatter template and roll 1D8 three times, moving the ball one square in the direction indicated by each roll in turn. The final square is where the ball actually lands.

If there is a player from either team in that square, the player must try to catch the ball as above. If the square is empty or contains a prone or stunned player, the ball will bounce once (p.19).

Note that the ball isn't considered to have landed in either of the two intervening squares during the scatter, so it can't be caught by players in those squares.

Note also that, if you throw a lucky sequence of numbers on the 1D8, it's perfectly possible for the ball to end up back in the original target square, in which case the original target player may try to catch it anyway. The only difference is that it will no longer count as an accurate throw, and so the +1 modifier for attempting to catch an accurate throw won't apply.

List of Throwing Modifiers

+1	for attempting a Quick Pass
0	for attempting a Short Pass
-1	for attempting a Long Pass
-2	for attempting a Long Bomb
+1	if the thrower has Accurate (or Strong Arm, for all ranges except Quick Pass)
-1	per opposing tackle zone on the thrower's square, unless the thrower has Nerves of Steel
-1	if the thrower has Stunty
-1	for each player with Disturbing Appearance within 3 squares
-1	if the weather is Very Sunny

List of Catching Modifiers

+1	for attempting to catch an accurate throw
+1	if the player has Extra Long Arms
+1	if the throw was accurate and the player has Diving Catch
-1	if the weather is Pouring Rain
-1	per opposing tackle zone on the player's square, unless he has Nerves of Steel
-1	for each player with Disturbing Appearance within 3 squares

Fumbling a throw

If you roll a natural 1, or if you score 1 or less after modification, then not only is the throw a failure but the throwing player also drops the ball in his own square rather than actually throwing it. This is called a 'fumble', and always causes a turnover, even if a player from your own team catches the ball.

Catching the ball

If the ball lands in a square occupied by a standing player from either team, that player must try to catch it. Prone or stunned players may not catch the ball.

To determine whether the player catches the ball, look up his Agility on the Agility Table, then roll 1D6 and apply the relevant modifiers from the List of Catching Modifiers.

If your modified score equals or beats the score required, the player catches the ball. If it is less than the score required, the player drops it (p.19) (but see p.22 for the rule of one and six). A failed catch doesn't necessarily cause a turnover, but a turnover will result if your team loses possession of the ball during your team turn, either because it comes to rest in an empty square or it is caught by an opposing player.

If the player who catches the ball hasn't yet performed an action and it's his team turn, he may do so as normal, either immediately or later in the team turn.

Completions

A pass which is accurate and is caught by a player on the same team in the intended square counts as a completion, and the thrower receives +1 SPP (p.25). An inaccurate pass doesn't count as a completion even if it is caught, nor does a pass which is caught in a square other than the intended target square.

Throwing a team-mate

If you have a player with the Throw Team-Mate skill (p.48), he can throw any other player on your team as long as the thrown player has the Right Stuff skill. A player can be thrown even if he's holding the ball at the time.

To throw a team-mate, the throwing player must take a normal Pass action. After the movement part of the action, the two players involved must be in adjacent squares, and both must be standing.

The throw is treated like a normal pass, except that:

- Long Pass or Long Bomb ranges are not allowed;
- the thrown player may not be intercepted;
- the throw is automatically inaccurate (p.14), meaning that the thrown player will always scatter three times from the target square.

Even though the throw is automatically inaccurate, you must still make the Agility roll for the throw to see whether it is fumbled, and apply the usual modifiers. If it is fumbled, the thrown player lands back in his starting square.

If the thrown player lands on top of another player, whether that player is standing or not, treat him as being knocked down, and roll for armour and injury as normal; then scatter the thrown player one more square. If this second square is occupied, do not roll for injury for the occupant; instead scatter the thrown player one further square, and continue to do so until he lands in an empty square. (In this way, the thrown player will never injure more than one player, even if he scatters across several occupied squares before landing.)

If the thrown player lands off the field, he is beaten up by the crowd just as if he had been pushed off the field (p.12).

When the thrown player has finally landed in an empty square (even if this is his starting square because the thrower fumbled the throw), then the next step is to determine whether he manages to land on his feet. Make an ordinary Agility roll, modified by -1 for each opposing tackle zone on the square where he lands.

If the roll is successful, the thrown player lands on his feet and he may continue take an action later in the team turn as normal, if he has not already done so earlier in the team turn.

If the roll fails, the thrown player is knocked down on landing and the opposing coach may make armour and injury rolls as normal (p.17) (but see p.22 for the rule of one and six). If the thrown player escapes uninjured, he may still perform an action later in the team turn if he hasn't already done so (e.g. he may stand up and move).

A failed landing does not count as a turnover, even if it was fumbled, unless the player who was thrown drops the ball and it is not caught by a player on the same team.

A player who has the ball and lands in his opponent's end zone will only score an immediate touchdown if he lands on his feet.

Hand-Off action

Once per team turn, a player may hand-off the ball to another player by performing a Hand-Off action.

The first part of a Hand-Off action is just like a Move action, and follows all the normal rules for movement (p.10). However, at the end of the move, the player may hand-off the ball to any other player in an



adjacent square. The player performing the Hand-Off action may not move any further after his hand-off.

Note that the player doesn't have to be holding the ball at the start of a Hand-Off action. He could use the movement part of his action to move, pick up a dropped ball, move further and hand it off, for example.

Note also that it's normal, but not compulsory, for the ball to be handed-off to another player on one's own team. However, you may not deliberately hand-off into the crowd.

A hand-off is treated like a pass (p.13), except that the throwing part of the pass is automatically successful (so there is no need to measure the range or roll any dice) and no interception is possible. The player receiving the hand-off must still make a roll to catch the ball, as normal.

A successful hand-off doesn't count as a completion for the purposes of earning SPPs (p.25).

Foul action

Once per team turn, a player may attack an opposing prone or stunned player by performing a Foul action.

The first part of a Foul action is just like a Move action, and follows all the normal rules for movement (p.10). However, at the end of the move, the player may foul a prone or stunned player in an adjacent

square. The player performing the Foul action may not move any further after his foul.

When your player performs a foul, first nominate the victim, and then make an armour roll for him. If you have any other players adjacent to the victim, they may assist: each assist adds +1 to the armour roll. Opposing players adjacent to your fouling player may also give assists to a player that is being fouled: each defensive assist modifies the armour roll by -1. A player can't assist a foul if he is in the tackle zone of an opposing player, if he is prone or stunned, or if he has lost his tackle zone for another reason.

If the modified score on the armour roll beats the victim's Armour Value, the victim is injured: roll on the Injury Table (p.17). No Star Player Points are earned for this (p.25), even if the victim is removed as a casualty.

Fouls and the referee

During each Foul action, you must check to see whether the foul was spotted:

- If you are not using a referee model (p.26), check to see whether either the armour or the injury rolls were a double. If they were, the fouling player is sent off and may not return for the rest of the match. This causes a turnover. (If the fouling player has the Sneaky Git skill (p.47), then only check the injury roll, not the armour roll, for a double.)
- If you are using a referee model and he is currently standing immediately adjacent to the player who committed the foul, it is automatically spotted and the player is sent off (even if he has the Sneaky Git skill).
- If you are using a referee model and he is currently standing anywhere else on the field, the same rules apply as when a referee model is not used: if a double is rolled for armour or injury (or just injury in the case of players with the Sneaky Git skill), the fouling player is sent off.
- Whether or not you are using a referee model, if the referee has been removed from play for whatever reason, no fouls will be spotted at all.

If your player is sent off, you suffer a turnover.

You may substitute another player in the place of a player who has been sent off, but not until the drive ends. You must manage with one less player until then.

Knock downs and injuries

If player is knocked down for any reason, place the model on its back, face up on the field, in the square the player was in when he was knocked down. If the player was carrying the ball, he drops it in his own square, and it bounces one square (p.19). Determine the direction of the bounce after making the armour and injury rolls.

Injuries

Any player who is knocked down for any reason may be injured, unless the rules state otherwise. The opposing coach immediately rolls 2D6. If the score is less than or equal to the player's Armour Value (AV), the player's armour has protected him and he is not injured. However, if the score is greater than the player's AV, roll immediately on the Injury Table.

If the Injury Table result requires you to roll on the Casualty Table too (p.18), make a note of the effect on your team roster. If the casualty was inflicted as part of a block, the opposing player receives SPPs (p.25).

Niggling injuries and characteristic changes are permanent; others injuries lapse once the next match has been missed. A player can never lose more than 2 points from the starting value of any characteristic, nor can he ever have a characteristic reduced below 1; if you roll a result which would have this effect, ignore it.

Prone and stunned players

A player lying face-up is called a 'prone' player. A player laying face-down is called a 'stunned' player.

While prone or stunned, a player loses his tackle zones. He may not try to catch or pick up the ball, nor

may he perform any actions or do anything else until he stands up. A prone or stunned player cannot be blocked, though he can be fouled (p.16).

A square containing a prone or stunned player still counts as occupied. This means that other players may not move into or through the square, and the ball can never come to rest in it. If the ball lands in a prone or stunned player's square, you should roll for another bounce immediately so that it leaves the square.

Standing up

A player who is prone (not stunned) may stand up at the start of his action in his next team turn. This counts as part of a Move action (or the movement part of a Blitz, Pass, Foul or Hand-Off action) and costs three squares of movement. Assuming the player has a MA of more than 3, he may continue to move after standing up.

Players may stand up in an opposing player's tackle zone without having to make a Dodge roll (though, of course, they will have to dodge if they subsequently leave the square).

Note that, while a player who stands up may Blitz, he may not perform a simple Block action. This is because standing up counts as moving 3 squares and a player may not move at all when he takes a Block action.

If a player has an MA of less than 3, he cannot stand up automatically. Instead, to attempt this, roll 1D6. If you roll 1-3, the player's action is wasted and he may not stand up. If you roll 4+, the player stands up, but this uses his entire movement; he may only move further if he 'goes for it' (p.11).

Injury Table

2D6	Result
2-7	Stunned: Place the player face-down on the field. All face-down players are automatically turned face-up (prone) at the end of their next team turn, even if a turnover takes place. Once prone, they may stand up in a subsequent team turn following the normal rules.
8-9	Knocked Out: Take the player off the field and place him in your Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been knocked out. On a roll of 1-3 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you may return the player to the Reserves box or the field and can use him as normal from now on.
10-12	Casualty: Take the player off the field and place him in your Dugout in the Dead & Injured Players box. He misses the rest of the match. If you are playing a League game, roll immediately on the Casualty Table (p.18) to see what happens to him.

Using an Apothecary

If you have an Apothecary (p.24) or Wandering Apothecary (p.73) whom you haven't already used in this match, you may try to modify one casualty sustained by a player on your team, even if the player was injured by the crowd.

Substitutes

You may not substitute reserve players for injured players while the match is in progress, but if you have any reserves, you may use them when your team next sets up at the start of the next drive (either following a touchdown or when setting up for a new half).

Casualty Table

D68*	Result
11-38	Badly Hurt: No long-term effect. (If an Apothecary re-roll gives a Badly Hurt result, move the player to the Reserves box.)
41	Broken Ribs: Miss next match.
42	Groin Strain: Miss next match.
43	Gouged Eye: Miss next match.
44	Broken Jaw: Miss next match.
45	Fractured Arm: Miss next match.
46	Fractured Leg: Miss next match.
47	Smashed Hand: Miss next match.
48	Pinched Nerve: Miss next match.
51	Damaged Back: Miss next match; Niggling Injury (+1 to all future Injury rolls on this player).
52	Smashed Knee: Miss next match; Niggling Injury (+1 to all future Injury rolls on this player).
53	Smashed Hip: Miss next match and -1 MA.**
54	Smashed Ankle: Miss next match and -1 MA.**
55	Serious Concussion: Miss next match and -1 AV.**
56	Fractured Skull: Miss next match and -1 AV.**
57	Broken Neck: Miss next match and -1 AG.**
58	Smashed Collarbone: Miss next match and -1 ST.**
61-68	Dead, dead, dead!: Delete the player from your team roster.

* To simulate a D68, roll 1D6 and 1D8 together. The 1D6 gives the 'tens', the 1D8 gives the 'units'.

** No characteristic can be reduced by more than 2 points below its starting value, or to less than 1.

Loose balls

When the ball is loose on the field for any reason, use these rules to determine what happens to it.

Dropped balls

When the ball is dropped, it lands in the player's own square (or the square he was knocked down in), and then bounces once as soon as any armour and injury rolls for the player have been fully resolved.

Bouncing balls

When the ball is dropped, or when it lands in an empty square (after a throw, throw-in, scatter or kick-off, for instance), it bounces once. To determine the direction of the bounce, lay the square scatter template on the field and roll 1D8, then move the ball one square in the direction indicated by the template.

Once the ball has bounced once:

- if it lands in an empty square, it comes to rest;
- if it lands in a square occupied by a standing player, that player must try to catch it, even if it was he who just dropped it;
- if it lands in a square occupied by a prone or stunned player (p.17), it bounces again immediately.

Throw-ins

If the ball ends up off the field, it's immediately thrown back in by the crowd:

1. Place the plastic throw-in template on the field so that the space marked with a ball is over the square last occupied by the ball before it left the field. (If the ball leaves the field diagonally from a corner square, decide randomly how to place the throw-in template by rolling 1D6: 1-3=along the side line, 4-6=along the end zone touchline.)
2. Roll 1D6 and consult the template to see in which direction the ball is thrown in.
3. Finally, roll 2D6 to see how many spaces in that direction the ball moves.

If the ball is thrown-in and lands in an empty square or a square occupied by a prone or stunned player, it will bounce once. If it lands in a square occupied by a standing player, the player must try to catch it (p.14).

A throw-in isn't a pass, so it can't be intercepted (p.13).

Coming to rest

The ball comes to rest when it bounces into an empty square. It can never come to rest in an occupied square; if it lands in one, either the player catches it, or it bounces out again. A square where the ball is at rest does not count as 'occupied'.

Picking up the ball

If your player moves deliberately into a square where the ball is at rest, he *must* try to pick it up immediately, before he continues with his action. Look up the player's AG on the Agility Table to determine the score required, then roll 1D6 and apply modifiers from the List of Picking Up Modifiers.

If the roll succeeds, your player picks up the ball and may continue moving as normal (p.10). If the roll fails, your player drops the ball and it scatters one square. This causes a turnover (p.8) even if another of your players catches the ball before it comes to rest.

The rules for picking up the ball don't apply if your player doesn't move into the square deliberately (for instance, if he is pushed into it or lands in it having been thrown). In this situation, the ball immediately bounces one square instead, before any roll for player injury if relevant. This doesn't cause a turnover.

List of Picking Up Modifiers

+1	for attempting to pick up the ball
+1	if the player has Extra Long Arms
-1	if the weather is Pouring Rain
-1	per opposing tackle zone on the player's square

Agility Table

Player's AG	≤1	2	3	4	5	6+
Target 1D6	6+	5+	4+	3+	2+	1+

Touchdowns

The aim of Blood Bowl is to score more touchdowns than your opponent. You score a touchdown when one of your players carries the ball into your opponent's end zone. Use the score counters and tracks on the main board to record how many touchdowns each team has scored.

More specifically, you only score a touchdown immediately if any of your players is standing in your opponent's end zone holding the ball when he, or another of your players, completes an action. This causes a turnover (p.8) and the player with the ball gains +3 SPPs (p.25).

Note that the player must be standing at the end of his action. If the player failed to make a Dodge or 'go for it' roll, for example, and thus was knocked down in the end zone before the end of his action, then he would not score a touchdown.

If your player enters your opponent's end zone during your team turn and is holding the ball, he must proceed to score a touchdown at the end of his action. He may not voluntarily leave the end zone during that team turn, nor may he deliberately give away possession of the ball by throwing it or handing it off.

Any player may enter either end zone at any time, even if he is not carrying the ball. If a player is in his opponent's end zone and successfully catches or picks up the ball, he scores a touchdown if he is still standing at the end of his action.

Scoring in your opponent's team turn

In some rare cases, one of your players might enter your opponent's end zone while holding the ball during your opponent's team turn. For example, a player holding the ball could be pushed into the end zone by an opposing player's block, or one of your players might catch a bouncing ball in the end zone during your opponent's team turn.

If this happens, you score a touchdown immediately and your opponent suffers a turnover, but you must move your turn counter one extra space along the turn track immediately.

You don't score a touchdown if one of your players is pushed into your opponent's end zone but immediately knocked down.

After a touchdown

When a touchdown has been scored, the drive ends, the match is temporarily suspended and a new kick-off takes place. Remove all the players from the pitch.

You and your opponent may each use this opportunity to roll for any knocked out players to see if they recover. You may also bring on reserves (up to the normal maximum of 11 players) to replace players who can't play because they are injured or have been removed for another reason, or substitute reserves for fit players. There is no limit to the number of substitutions that can be made, nor is there any rule preventing a player who was previously substituted off the pitch from returning later in the match.

The match then continues with both teams setting up, exactly as at the start of the match (p.5). However, instead of tossing a coin to determine who sets up first, the team that scored the touchdown always becomes the kicking team, and the opposing team becomes the receiving team. The kicking team kicks off (p.6) and play continues with a new drive, starting with the receiving team's next team turn.

Setting up with zero players

In the unlikely event that one team (or both) has no players to set up after a touchdown, then follow the sequence below:

1. Move each team's turn counter two spaces along the turn track. (If this isn't possible because there isn't enough time left in the half, skip to step 3.)
2. Award a touchdown to the team which was able to field at least one player, but do not award any Star Player Points for this (p.25). If neither team was able to field any players, then do not award a touchdown.
3. Assuming one team has at least one team turn left in the match to play, roll again for knocked out players to see if they return. If this results in each team having at least one player to set up, then continue the match by setting up as normal. If not, repeat from step 1 until a half ends. If you have run out of turns in the second half, the match ends.

Tackle zones

A standing player exerts a tackle zone on each one of the eight squares diagonally and orthogonally adjacent to his own.

If your player is in an opposing player's tackle zone, various penalties may apply when your player takes certain actions. For instance, if your player tries to move out of an opposing player's tackle zone, he may be tackled and knocked down.

A prone or stunned player, i.e. a player who is lying face-up or face-down on the field, doesn't exert any tackle zones.

If a player loses his tackle zones for any reason, he can't assist a block or foul, nor may he attempt any throw, catch, interception or Dump-Off (p.42), nor may he use any skills that refer to his tackle zone.



The rule of one and six

It is sometimes possible for a particular Agility test, such as a Dodge roll, to be modified so heavily that it seems either completely impossible for the player to succeed, or completely impossible for him to fail. For instance, a player with AG 5 who was dodging to a clear square (p.10) would need 2+ according to the Agility Table; but he would also benefit from a +1 modifier for attempting a Dodge roll, meaning that it seems impossible for him to fail. The inverse might apply to a player with low AG attempting a modified roll: it might seem impossible for him to succeed.

In this situation, the rule of one and six applies to all Agility tests taken on 1D6 during the match. Under this rule, a 'natural' roll of 1 – that is, a roll of 1 before modifiers are applied – is always a failure, regardless of the score theoretically required. Equally, a 'natural' roll of 6 is always a success, regardless of the score theoretically required. This means that you should always make the roll even if your target score after modification is better than 2+ or worse than 6.

The rule of one and six applies to all Agility tests taken on 1D6 during the course of the match, including when dice are re-rolled.

The rule of one and six applies as normal when a player throws the ball as part of a Pass action (p.13). However, if the coach throws a natural 1 to throw the ball, not only is this an automatic failure but it also counts as a fumble (p.15).



Re-rolls

There are two different types of re-rolls: 'team re-rolls' and 'player re-rolls'. Each of these essentially allows you to re-roll dice results which you're not happy with, subject to the rules laid out below and to the following important rule: You may not re-roll any single dice roll more than once, using team re-rolls, player re-rolls, apothecaries or any other mechanisms whatsoever.

A 'single dice roll' means any single throw of one or more dice thrown together to determine an outcome. For instance, a two-dice block counts as a single dice roll, as does a 2D6 roll where the scores are added together. A series of Dodge rolls, a pair of armour and injury rolls, or a throw and catch sequence all count as separate rolls because they are not rolled together to determine an outcome.

You may always wait until after the dice have been thrown before deciding whether to use any kind of re-roll.

Team re-rolls

Each team has a number of team re-rolls which represent the team's training: the more re-rolls, the better the team is trained.

At any point during one of your own team turns (but at no other time), if you roll a result that you're not happy with, you may choose to use a team re-roll to immediately re-roll the die or dice involved in that one roll. The old result is ignored and the new result stands, even if the new result is worse than the old one.

Most single dice rolls can be re-rolled, but the following rules apply:

- You can't use more than one team re-roll per team turn.
- You can't re-roll a roll which is not part of one of your players' actions on the field. For instance, you can't re-roll the roll to determine the direction of a crowd throw-in (p.19).
- You can't use a team re-roll to re-roll armour, injury or casualty rolls against your opponent.
- You can't use a team re-roll to force your opponent to re-roll his own dice, even if he rolls them during your team turn. For instance, your opponent always rolls for armour and injury against your players, even if they injure themselves during your own team turn, so you can't force these to be re-rolled.



- You can't use a team re-roll on the Kick-off Table (since this roll is not taken during one of your team turns).
- Players with the Loner skill (p.45) are restricted in their use of team re-rolls.

Your team re-rolls are tracked using team re-roll counters placed on the appropriate track on your dugout. When you use a team re-roll, remove or flip over the counter to show that it has been used. You can't use more team re-rolls in a single half than you have re-roll counters. At half-time, both teams' team re-rolls are restored and you may use the same counters again in the second half.

Player re-rolls

Some players have skills (p.24) that allow them to re-roll the dice under certain circumstances. For example, many throwers have the Pass skill, which allows you to re-roll the dice if that player misses a throw.

Player re-rolls can only be used by the player in question, and only in the particular circumstances specified in the rules for the skill. However, you may use any number of player re-rolls in the same team turn, and a single player may use a given skill any number of times in the same action (provided that the skill itself does not disallow it). A player re-roll may be used during the opposing team turn if relevant.

Player re-rolls are subject always to the rule that a single dice roll may not be re-rolled more than once. For instance, you can't use a player re-roll on a failed Dodge roll, and then use a team re-roll if you fail a second time.

Skills

Many players have one or more skills (p.40). These are special abilities and qualities that modify the player's performance. Some skills confer player re-rolls (p.23); others allow a player to carry out a special action; others provide special rules.

Unless the rules for a particular skill specify otherwise, the use of any skill on any given occasion is optional. Any number of Skills may be used an unlimited number of times per action and per team turn, and their bonuses and other effects may be combined.

For skills that modify rolls or allow player re-rolls (e.g. Kick, Mighty Blow, Dirty Player, Diving Tackle, Break Tackle), you are allowed to wait until immediately

after you have rolled the dice before deciding whether to use the skill. This applies to your opponent's rolls too: for instance, if your player has Diving Tackle, you can wait until you've seen the result of an opposing player's Dodge roll before deciding whether to use Diving Tackle.

Some skills can be used in your opponent's team turn. In this case, you may choose to use the skill after an opposing player moves a square or carries out some other action.

If both coaches want to use a skill at the same moment, then the coach whose team turn is currently taking place must use his skill first.

Apothecaries and Necromancers

If your team includes an Apothecary or a Necromancer, you may use him once per match.

Apothecaries

You may use an Apothecary once per match when a player of yours suffers an injury, either:

- to change a 'knocked out' result on the Injury Table to a 'stunned' result (leave the player on the pitch, or in the reserves box if he was not on the pitch); or
- to attempt to reduce the effect when your opponent rolls on the Casualty Table. If you choose this option, you must declare that you want to use the Apothecary immediately after the full extent of the injury has been determined. When you do, your opponent must roll again on the Casualty Table, and you may choose which of the two results to apply. Additionally, if one of these two rolls is Badly Hurt and you choose to use it, then you may disregard the Badly Hurt result and move the player directly into the Reserves box instead. In any case, the player who inflicted the casualty still gets Star Player points for doing so.

You can only use one Apothecary per injury inflicted, even if you have more than one for some reason (for

instance, if you used inducement money to hire a Wandering Apothecary).

Teams that can take Apothecaries can use them on any player, including Vampires and Dwarf Death Rollers.

Necromancers

If you have a Necromancer, you may use his Raise The Dead ability once per match, immediately after an opposing player is killed as part of a Block, Blitz or Foul action involving at least one of your players. You must wait to make sure that the player really has died (i.e. is not rescued by an Apothecary or other means) before using this ability.

When you use Raise The Dead, the killed player may be added to your team as a new Zombie. Place the Zombie in your Reserves box immediately. This may temporarily cause your team to have more than 16 players.

At the end of the match (p.30), the new Zombie can be added to your roster for free, if there is space. Free Zombies added in this way still add their normal cost to your Team Value. If you choose not to keep the Zombie, or you don't have space on your roster, he is discarded.

Raise The Dead can only resurrect a dead player who has a ST of 4 or less, and not if he has the Decay, Regeneration or Stunty skills.

Star Player Points

During League matches, players earn Star Player Points (SPPs) for successfully completing certain feats on and off the field. These are recorded on your team roster and enable you to upgrade your players over time with new skills and improved characteristics.

Earning SPPs

SPPs are earned as follows:

- **Completions:** If your player throws the ball and this results in a completion (p.15), he gains +1 SPP.
- **Casualties:** If your player inflicts a casualty on an opposing player (p.17) by blocking him or by being blocked himself, he gains +2 SPPs (even if the player was Stunty or the injury was healed or ignored in some way). Casualties inflicted in other ways, e.g. by fouling or using the Stab skill, don't earn any SPPs; nor do casualties inflicted by the crowd, even as the result of a block.
- **Interceptions:** If your player successfully makes an interception roll which results in intercepting the ball (p.15), he gains +2 SPPs.
- **Touchdowns:** If your player scores a touchdown (p.20), he gains +3 SPPs.
- **Most Valuable Player awards:** If your player is named Most Valuable Player for a match (p.30), he gains +5 SPPs.

Players who are only in your team for one match (e.g. Star Players) cannot earn SPPs, so any points they earn are wasted. These players are still in the running for Most Valuable Player awards – they just can't benefit from them! Similarly, Journeymen may earn SPPs, but they are wasted unless the coach chooses to hire the Journeyman at the end of the match (p.31).

Some house rules (p.32) make it less likely that players who can't benefit from SPPs receive a Most Valuable Player award.

Making improvement rolls

A player's level increases at the end of a match if he has earned enough SPPs to cross the threshold for the next level. These thresholds are shown on the Player Level Table.

At the end of a match (p.30), if one of your players has earned enough SPPs to go up a level, roll once on

the Improvement Table. If a player goes up more than one level in a single match, make multiple rolls.

Characteristic increases are permanent, but a player can never increase any characteristic by more than 2 points above its starting (Rookie) value, nor can any characteristic ever go over 10. Characteristic increases which are rolled but not allowed because of this rule must be taken as new skills instead. If a player gains 2 points in a particular characteristic due to improvements, but then loses 1 due to injury, he may later gain another, since this would not increase the characteristic by more than 2 points in total.

Normally, a player must choose any new skill from one of the categories listed in the 'Normal' column on his team list. However, if you roll a double on the Improvement Table, you may either accept the result as normal, or you may choose to ignore the result and instead take a new skill from the 'Doubles' column. In this way, players can occasionally acquire skills not generally available to them.

No player may take the same skill twice.

Player Level Table

SPPs	Title	Number of improvements
0-5	Rookie	0
6-15	Experienced	1
16-30	Veteran	2
31-50	Emerging Star	3
51-75	Star	4
76-175	Superstar	5
176+	Legend	6

Improvement Table

2D6	Result
2-9	New skill
10	Choose +1 MA, +1 AV, or new skill
11	Choose +1 AG or new skill
12	Choose +1 ST or new skill

The referee

Rules for a referee player are used by some divisions, but they are unofficial and do not form part of the Living Rulebook.

All Blood Bowl matches are nominally refereed, but the referee is not ordinarily represented on the field using a model. Instead, his influence on the match is reflected in the rules.

The referee player

If a third player is available in addition to the two coaches, that person may agree to take on the role of referee. In this case, the referee player is represented by a referee model which moves about the field during the match.

The requirements for being a referee player depend on your division's house rules. In a one-off match, anyone with a good understanding of the game rules can volunteer to take on the role of referee player. In a league match, the referee player must normally be approved by the Commissioner of your division.

Because being a referee player is not particularly onerous, a single individual may referee more than one match simultaneously.

Responsibilities of the referee player

The referee player is required to be fair and impartial. His main role is to explain the game rules to coaches when requested. If there are disputes between the coaches, he also adjudicates. If, in the opinion of the referee player, a situation arises about which the rules are unclear or inconclusive, the referee player interprets the rules as he sees fit, thus deciding how the match should proceed. Decisions and adjudications issued during the course of the match by the referee player are binding on both coaches and no appeal is allowed.

Choosing the referee model

A referee model is only used if there is a referee player. If it is used, the referee player may choose the race of the referee model by selecting any team list. The referee model has the characteristics and skills of a rookie player of the most commonly available position on the team list (that is, the position for which a coach is normally allowed to include up to 16 players in a team; where there are two such positions on a team list, the referee player may choose one).

Immediately after each team set-up, the referee player may place the referee model in any unoccupied square.

Moving the referee model

While on the field, the referee model is controlled by the referee player in a special mini-turn which takes place immediately after every team turn, i.e. twice per complete turn (p.8).

The only action available to the referee model is a Move action, which is resolved as normal with the following exceptions:

- the referee model ignores all tackle zones and therefore does not need to dodge; and
- the referee model may not voluntarily enter a square containing the ball (see below).

Interacting with the referee model

The referee model has no tackle zones and may not interact deliberately with the players, give any assists, or take part in the match.

The referee model can't pick up or intercept the ball, or otherwise interact with it. If a loose ball enters the referee model's square, or the referee model enters the ball's square involuntarily (for instance, having been pushed), the ball immediately bounces away one square.

Players may perform actions (e.g. Block actions) which deliberately or accidentally affect the referee model. Equally, the referee model is affected along with other players by things that happen. For instance, he can be pushed back or knocked down by an exploding bomb.

By convention, the referee player tries to avoid obstructing play. However, the definition of 'obstructing play' is left to the discretion of the referee player, and this is not a hard-and-fast rule. If the referee player wishes to keep a close eye on play and prevent fouling, for instance, he may choose to move into the thick of the action, which may indirectly inconvenience either or both of the coaches.

Referees and fouling

If a foul (p.16) takes place in a square adjacent to the referee model and the referee is standing, the foul is automatically spotted, even if the fouling player has the Sneaky Git skill (p.47). Other fouls are spotted according to the normal rules.

Blocking and fouling the referee model

As a rule, both coaches will largely decline to interact with the referee model, other than to be aware when he is too near to risk a foul! However, players from either team can block the referee model if they wish. The block is resolved using the normal rules (p.11), except that no player may assist the referee.

If the referee model is knocked down in a block or for any other reason, roll for armour and injury as usual (p.17). While he is lying on the field, no fouls will be spotted anywhere, though illegal procedure calls can still be issued (p.8) and players will still be sent off for having the Secret Weapon skill at the end of a drive (p.46).

If the referee model is fouled or knocked down in a block, he will be out for revenge. While he is prone or injured, he can do nothing; but if he remains on the field and stands up in a future referee turn, he will try to send off any players who blocked or fouled him (though not any players who lent an assist). In order to do so, the referee model must end a referee turn in a square adjacent to the player in question, and be standing. If this happens, the guilty player is automatically sent off.

The referee model has a long memory, so if he is blocked or fouled multiple times, he will continue to try in subsequent turns to send off as many as possible of the players who attacked him, even if he spends some of the intervening time off the field. The referee player should keep note of the guilty players and try to send them off in future turns.

Removing the referee model

If the referee model is removed permanently from play as a casualty or for any other reason, he won't return to the match at all (unless he was injured and subsequently regenerates). If he is removed from play by a Get The Ref! result on the Kick-Off Table (p.7), he won't return for the remainder of the half.

In either case, while the referee is absent, no fouls will be spotted anywhere on the field and no players will be sent off for having the Secret Weapon skill, though illegal procedure calls can still be issued.

Referee skills

The referee model can use any of his skills in the normal way, as determined by the referee player.

If the referee model has the Right Stuff skill, he can be thrown by a player on either team who has the Throw Team-Mate skill (p.15), whether or not the referee player agrees. This follows all the normal rules for throwing a team-mate. If the referee model survives the experience, he will try to send off the player who threw him, as described above.

If the referee model has the Regeneration skill (p.46), roll to regenerate any injuries he sustains as normal. If the regeneration is successful, the referee model will rejoin the match after the next touchdown or when the half ends – and will continue to try to send off any players who blocked, fouled or threw him before he was injured.



Team Value

Your Team Value is a measure of the total capabilities of your team. This value is used to calculate whether any inducement money is received at the start of a match (p.4).

Team Value is the value of all your team's players, coaching staff, team re-rolls, fan factor and so on, including any modifiers as shown on the List of Team Value Modifiers. It does not include money in the treasury, nor does it include the values of any players who are missing the next match, but it does include gold temporarily transferred to petty cash.

When a new player, member of coaching staff or any other roster item is gained, even if it was gained for free or at a discount in some way, its value is added to the Team Value. When an item is removed from the team roster – for instance, a player is sold, killed, retired or leaves – the item's accumulated value is deducted from the Team Value.

Note that permanent injuries and other negative effects do not reduce the value of a player or the team, even if they modify characteristics. However, injuries which case a player to miss a match reduce the Team Value by the player's value while he is missing.

If you are using the optional rules for free fan factor in the House Rules section, then fan factor does not affect Team Value.



List of Team Value Modifiers

Change	Team Value Modifier
New 'Normal' skill	+20,000 gold pieces
New 'Doubles' skill	+30,000 gold pieces
+1 MA	+30,000 gold pieces
+1 AV	+30,000 gold pieces
+1 AG	+40,000 gold pieces
+1 ST	+50,000 gold pieces

Ending the match

At the end of the second half, the team with the most touchdowns is the winner.

Conceding the match

You may concede the match with no further penalty (other than the embarrassment of losing) if you have fewer than three players available to set up on the line of scrimmage at the start of any set-up, or if your entire team is removed from the field at any point.

If you concede a match without this being the case, the following takes place:

- your team gains no winnings (p.30);
- your team receives no Most Valuable Player award, but your opponent's team gains two instead (p.30);
- you automatically lose 1 point of fan factor, unless this would reduce your fan factor below 0 (p.31); and
- you must roll 1D6 for each player with 51+ SPPs on your team. Unless you roll 4+, the player leaves – delete him from your roster.

Tied matches

If the scores are tied, the coaches mutually agree whether to accept the draw or play overtime. If they cannot agree, then the player who wants to accept the draw must either concede the match or agree to play overtime.

For a league match, the house rules of the division or tournament dictate whether a draw is allowed. If it's not, overtime is always played.

Overtime

If overtime is needed, this takes the form of a 'third half' which follows directly after the second half. Set up for the third half exactly as you set up for the second (p.5), including rolling for any knocked out players, with the exception that no team or Leader re-rolls are restored and a Master Chef may not be re-used. However, if a team has re-rolls (of any kind) left from the second half, they may keep them for overtime.

Division house rules dictate whether overtime is played as 'sudden death' (when the first team to score a touchdown immediately wins the match) or for its full duration.

Penalty shoot-outs

The rules for penalty shoot-outs are unofficial and do not form part of the Living Rulebook.

If overtime ends in a draw, a penalty shoot-out takes place to determine the winning team.

Each coach takes all the players in his team who were on the field at the end of the third half, plus any players in the Reserves box of the dugout, and lines them up in any order he chooses. This order determines the order in which the players will take penalties.

Toss a coin to see which coach goes first.

1. The first coach takes the first player in his line-up and works out that player's Shoot-out score, which is calculated by adding together the player's MA, ST and AG. If the player has the Kick skill, add +1D6 to the total.
2. He then rolls 3D6 and compares the result with this Shoot-out score (no re-rolls can be used). If he rolls less than or equal to the player's Shoot-out score, the player scores. If he rolls more than the player's Shoot-out score, the player misses.

The opposing coach then takes his first player and goes through exactly the same process. The two results are then compared:

- If one player scored and the other missed, then the scoring player's team wins the match.
- If both players missed or both scored, then the process must be repeated with the next player in line for each team.

This process is repeated until one team wins.

If one team runs out of players to take penalties and the match still has not been won, the coach simply starts again, going through his line in the same order for the second time. However, to represent fatigue, when a player takes his second penalty he must modify his Shoot-out score by -1 (and for his third penalty by -2, and so on).

After the match

The post-match sequence is only used in League matches. The sequence is as follows:

1. Allocate Most Valuable Player awards.
2. Make improvement rolls.
3. Work out winnings.
4. Transfer money back from petty cash to treasury.
5. Pay spiralling expenses.
6. Check for fan factor changes.
7. Make any purchases.
8. Update team roster.

Most Valuable Player awards

One randomly-selected player from each team receives a Most Valuable Player award, which earns him +5 SPPs (p.25). If a coach conceded the match while he had four or more fit players (p.29), his team gains no Most Valuable Player award, but his opponent receives two.

Any player on the team is eligible to receive the award. The following rules apply:

- Players who were injured or killed *are* eligible. If a dead player receives the award, it is wasted.
- Players who spent the whole match in the Reserves box *are* eligible.
- Journeymen, mercenaries and Star Players *are* eligible. If a mercenary or Star Player receives an award, it is wasted.
- Players who missed the entire match for some reason (e.g. injury) *are not* eligible.

Optional modifications to the rules for selecting the Most Valuable Player are in the House Rules section (p.32).

Making improvement rolls

Add up each player's SPPs, including new SPPs earned during this match. If any player has accrued enough points to take him up a level, make the appropriate improvement rolls (p.25) and adjust the Team Value appropriately.

Working out winnings

Each team receives a sum of money based on the number of fans and its success in the match.

- If you won the match, roll 1D6, modify the result by +1 and add your FAME (p.5). You may re-roll the dice if you wish, but if you do, you must stick with the second result even if it is worse.
- If you drew the match, roll 1D6, modify the result by +1 and add your FAME (p.5). You may not re-roll.
- If you lost the match, roll 1D6 and add your FAME (p.5). You may not re-roll.

The resulting score, multiplied by 10,000, is the number of gold pieces you may add to your treasury.

If you conceded the match while you had four or more fit players (p.29), your team gains no winnings.

Transferring money back to the treasury

Any unspent money in petty cash is transferred back to the team's treasury. Remember that unspent inducement money (p.4) is lost.

Spiralling expenses

Each team must pay spiralling expenses from their treasury if their Team Value is sufficiently high.

Spiralling Expenses Table

Team Value (gps)	Expenses
Up to 1,750,000	None
1,750,000 to 1,899,999	10,000 gold pieces
1,900,000 to 2,049,999	20,000 gold pieces
2,050,000 to 2,199,999	30,000 gold pieces
2,200,000 to 2,349,999	40,000 gold pieces
2,350,000 to 2,499,999	50,000 gold pieces
2,500,000 to 2,649,999	60,000 gold pieces
2,650,000+ (continuing in steps of 150,000)	+10,000 gold pieces per step

Consult the Spiralling Expenses Table to find out how much to pay. If you don't have enough money in your treasury to pay spiralling expenses, your treasury is reduced to 0 but the extra is disregarded.

Optional modifications to the Spiralling Expenses Table are in the House Rules section (p.32).

Fan factor changes

A team's fan factor may change after a match.

- If you won the match, roll 3D6. If the score is greater than your team's current fan factor, it increases by 1 point. If the score is less than or equal to your current fan factor, it doesn't change.
- If you tied the match, roll 2D6. If the score is greater than your team's current fan factor, it increases by 1 point. If the score is less than your current fan factor, it is reduced by 1 point. If the score is equal, your fan factor doesn't change.
- If you lost the match, roll 2D6. If the score is less than your team's current fan factor, it is reduced by 1 point. If the score is greater than or equal to your current fan factor, it doesn't change.
- If you conceded the match, your fan factor is automatically reduced by 1 point.

Making purchases

You can spend money from your team's treasury on new items from your team list: rookie players, team re-rolls, coaching staff and so on. You can't take your total number of players above 16 in this way.

Retiring players

If you wish, you can retire a current player from your team roster (in order to make space for a new one, for example). To do this, simply delete the player from the roster.

Adding Nurgle's Rot and Raise The Dead victims

If you have used the Nurgle's Rot skill or a Necromancer's Raise The Dead ability to add new players to your team during this match, you may add them to your team roster now, if you have space. Although they don't cost any gold, they still add to your Team Value.

Recruiting Journeymen

After purchases and retirements have been made, check how many players on your roster are fit to play in the next match, taking into account injuries. If you have fewer than eleven fit players, you may recruit

enough free Journeymen to bring the total up to eleven, in order for you to be able to start the next match with a full squad.

Journeymen are temporary rookie players of the most common position on your team list, i.e. those whose maximum is 16 or 12 (if there are two such positions, you may choose). In addition to their normal skills they always have the Loner skill. They play in your next match at no charge. After that match, they will leave unless you choose to hire them by paying the normal price. If you do so, they lose the Loner skill and become regular team members, and they may keep any SPPs earned during the previous match.

Adding free Journeymen to your roster may allow you to exceed the 16-player limit temporarily. For instance, if you have 16 players already but 6 of them will miss the next match due to injury, you may add 1 free Journeyman (number 17) to enable you to field eleven players at the start of the next match.

While Journeymen are on your roster, they add to your Team Value as if you had paid for them.

Buying team re-rolls

You may buy team re-rolls. Although these cost double what starting teams pay, as shown on the team lists, their value is not doubled: they only add their regular value to your Team Value (p.28).

Updating the team roster

Both coaches must check that their team roster is up to date, including checking all SPP totals and recalculating the Team Value (p.28).

Your Commissioner may require you to complete a match report form so he can upload match details to the TYBBL website at the end of a match.



House rules

The list below includes some house rules commonly adopted by Division Commissioners and individual players. These should be treated purely as suggestions and ideas. In a TYBBL division, Commissioners may modify or introduce any of the rules of the game, as long as the modifications do not unfairly advantage or disadvantage teams in one division over teams in another. The Commission as a whole may also introduce additional house rules.

Most Valuable Player awards

According to the main rules (p.30), an MVP is awarded to a random player on each team, and players who made little contribution or who were killed are eligible. There are various possible modifications to this rule:

- each coach could choose a player to receive the award; or
- the pool of eligible players could exclude players who were induced or who have been removed from the team by the end of the match, e.g. by death, or players such as Star Players who can't benefit from it.

Spiralling Expenses

The Spiralling Expenses Table in the main rules (p.30) is designed for a League of average length and wealth. Both the break point and the step size could be modified to suit longer or shorter Leagues. For instance, a small, relatively impoverished League might use a break point of 1,250,000 gps and a step size of just 100,000 gps, while a large, wealthy League might use a break point of 2,500,000 gps and a step size of 250,000 gps.

Inducements

Any of the listed inducements (p.72) could be excluded. Some divisions may disallow Star Players and Wizards, for instance.

Alternatively, some inducements could be allowed as permanent purchases. For instance, coaches could be allowed to add a Wizard or a Master Chef to the team roster for the duration of a season or tournament, rather than for a single match.

Special Play cards

Some players may like to add more random, unpredictable elements to the game. Special Play cards provide a way to do so.

There are seven decks of Special Play cards, labelled respectively Special Team Plays, Magic Items, Dirty Tricks, Good Karma, Random Events, Desperate Measures, and Miscellaneous Mayhem. Each has a cost associated with it, between 50,000 and 400,000 gps. This is the cost that a coach must pay in order to draw one random card from his chosen deck. The card is kept secret until the coach chooses to play it.

If you decide to use Special Play cards in your match or division, here are some suggestions for their use:

- they could be added to the list of inducements (p.72) and treated in all respects like other inducements;
- they could be used instead of any other inducements, as a handicap mechanism;
- the division could provide each player with an amount of money before each match, to be used solely for buying Special Play cards. This amount could be anywhere between 100,000 and 400,000 gps.

If you decide to use Special Play cards alongside other inducements, players should be allowed to see which cards they have drawn before deciding whether to purchase other inducements.

Free fan factor

Instead of requiring starting coaches to purchase fan factor for their team, fan factor could be free. If this rule is used, all rookie teams would start with fan factor 5. In this case, fan factor would have no financial worth and would not contribute towards Team Value at all.

Key matches

A league's most important competitive matches (for instance, tournament finals or semi-finals) may be designated 'key matches', with special rules applied. For instance, the number of fans in attendance may be increased, overtime rules may be used, and certain random elements such as Special Play cards may be disallowed.

Bounties

Some divisions use a rule which allows coaches to put a price on the heads of players in rival teams! For instance, if an opposing player causes a particular nuisance to your team during a match, you could offer a bounty to any team who kills this player.

If the bounty rule is used, then a coach may offer a bounty at any time by informing the Commissioner of the target player and the amount of money offered. The appropriate amount is deducted immediately from the team's treasury and retained by the Commissioner. Subsequently, if any team manages to kill the target player permanently (or, at the Commissioner's discretion, injures him so severely that he retires from the division), the bounty is paid to that coach at the end of the match.



Glossary and index

- **1D6, 2D6** – →D6.
- **action:** p.10 – A feat performed by a →player in a single →team turn. There are various actions available: →Move action, →Block action, →Pass action, etc.
- **AG** – →Agility.
- **Agility (AG)** – One of the four →characteristics that quantify a →player's abilities. AG measures how agile and dextrous the player is.
- **Apothecary:** p.24 – A member of →coaching staff who enables a →coach to modify the effect of a →casualty.
- **armour, Armour Value (AV)** – One of the four →characteristics that quantify a →player's abilities. AV measures how much armour the player is wearing, and therefore how resistant to →injury he is.
- **AV** – →Armour Value.
- **ball:** p.19 – The object carried, thrown and kicked by →players around the →field.
- **Big Guy** – A very large →player such as an Ogre or Kroxigor.
- **Blitz action:** p.12 – An →action in which a →player may move and →block in the same →team turn.
- **Blitzer** – Playing →position. Blitzers typically play in forward positions and are used to punch through the opposing team's lines.
- **block:** p.11 – An attempt to →knock down another →player as part of a →Block action or →Blitz action.
- **Block action:** p.11 – An →action in which the →player attempts to block an opponent in an adjacent square.
- **Block dice:** p.12 – Specially-marked dice used to determine the outcome of a →block.
- **Bloodweiser Babe:** p.71 – An →inducement which increases your →players' chances of recovering from being →knocked out.
- **board** – →field.
- **bounty:** p.33 – A sum of money offered as a reward by a →coach to encourage another →team to try to kill a particular →player.
- **Bribe:** p.71 – An →inducement which may allow a →team to avoid a →penalty imposed by the →referee.
- **casualty:** p.17 – A result on the Injury Table that causes a →player to be removed from the →field for the rest of the match. The extent of the →injury is later determined by rolling on the Casualty Table. Inflicting a casualty as part of a →block earns a player →Star Player Points.
- **chain-push:** p.12 – A situation in which a →player is →pushed back into a space which already contains another player, and so the space's current occupant is himself pushed back in turn.
- **characteristic** – A numerical value which quantifies a particular aspect of a →player's physical abilities. Each player has four characteristics: →Movement Allowance (MA), →Strength (ST), →Agility (AG) and →Armour Value (AV).
- **coach** – A real-life, human player of the Blood Bowl game; someone who reads the rules, throws the dice and pushes his models around the board.
- **coaching staff** – Various miscellaneous individuals who are part of a →team but not →players. Coaching staff include the →coach, →Apothecary, →assistant coaches and so on.
- **Commissioner** – →League Commissioner.
- **complete turn:** p.8 – The period of gameplay, consisting of two →team turns, during which both →coaches in turn perform →actions with any or all of their →players.
- **completion:** p.15 – A →pass in which an accurate →throw is caught by a →player on the same →team in the intended target square.
- **compound action:** p.10 – An →action such as a →Blitz action or →Pass action which combines two different elements. For instance, the Blitz action consists of movement combined with a →block. (Compare →simple action.)
- **D6** – An ordinary six-sided die. **2D6** – two six-sided dice with their scores added together.
- **D68** – The score (between 11 and 68) obtained by adding the score of 1D8 to the score of 1D6x10.
- **D8** – An eight-sided die.
- **dodge:** p.10 – An attempt by a →player to move out of an opposing player's →tackle zone without being →knocked down. Successfully dodging requires a →Dodge roll.
- **Dodge:** p.42 – A →skill which confers various advantages, most notably the ability to re-roll failed →Dodge rolls.
- **Dodge roll:** p.10 – An →Agility-based roll made when a →player attempts to move out of an opposing player's →tackle zone. If the Dodge roll fails, the moving player is →knocked down.
- **drive:** p.8 – A period of gameplay which lasts from a →kick-off until a →touchdown is scored or the →half ends.
- **dugout:** p.4 – Area off the →field where a →team's →reserves wait, together with any →casualties inflicted.
- **end zone:** p.5 – One of the two narrow areas at either end of the →field where →touchdowns are scored.
- **Fan Advantage Modifier (FAME):** p.5 – A numerical value which denotes which team has more fans at a →match.
- **fan factor:** p.3 – A numerical value which represents the general popularity of a →team.
- **field** – The green area where Blood Bowl is played, represented by the game board. (Also referred to as the playing field, the board or the pitch.) The field does not include →dugouts.
- **follow-up move:** p.12 – A special move which may be made by a →player who has just →blocked his opponent and succeeded in pushing him back.
- **football** – →ball.

- **foul:** p.16 – An incident in which a →player kicks another player who is →prone or stunned, as part of a →Foul action.
- **Foul action:** p.16 – An →action in which the →player →moves and then →fouls another player.
- **four-minute rule:** p.9 – A rule according to which each →team turn may last no longer than four minutes.
- **fumble:** p.15 – An attempt to →throw the →ball which ends with the throwing →player dropping the ball in his own square.
- **game** – A real-life episode during which two →coaches play Blood Bowl on a board representing a →field. The fantasy event depicted is called a →match.
- **gate:** p.5 – The total number of fans who are present at a →match.
- **‘go for it!’:** p.11 – An attempt to move up to 2 extra squares in addition to a →player’s normal movement.
- **gold, gold pieces (gps)** – The currency used to hire →players and →some coaching staff, and to buy →team re-rolls.
- **gps** – →gold pieces.
- **half:** (1) p.5 – One of the two large areas into which the →field is divided. Each half is occupied by one →team’s →players before →kick-off; the two halves are separated by the →halfway line. (2) p.9 – A period of the →game, lasting eight →complete turns, before and after the half-time break.
- **halfway line:** p.5 – The line down the middle of the →field which delineates each →team’s →half.
- **Hand-Off action:** p.16 – An →action in which the →player →moves and then hands-off the →ball, usually to a team-mate.
- **head coach** – →coach.
- **house rule:** p.32 – A rule or adaptation that is not part of the official Blood Bowl rules, but is nevertheless adopted by some →coaches or →Leagues.
- **Igor:** p.71 – A particular kind of alternative →Apothecary available as an →inducement to certain →teams.
- **illegal procedure:** p.8 – A →penalty which can be called against a →coach by his opponent if he forgets to move his →turn counter before beginning his →team turn.
- **improvement:** p.25 – A new →skill or →characteristic increase earned by a →player through acquiring →Star Player Points.
- **inducement:** p.71 – Something which is purchased by a →coach before the start of a match in an attempt to give his team an advantage, fair or otherwise. Inducements include →Star Players.
- **inducement money:** p.4 – A sum of →gold paid to a →team before the start of a →match if that team’s →Team Value is lower than its opponent’s. This money, together with →petty cash, can be spent on →inducements.
- **injury:** p.17 – Any effect which requires a →coach to roll on the Injury Table for one of his →players. An injury is suffered by a player whose →armour is beaten when he is →knocked down, or in various other circumstances. Injuries include being →stunned or →knocked out, or becoming a →casualty.
- **instant team roster:** p.3 – A pre-chosen list of →players, →team re-rolls, →fan factor and →coaching staff from a given →team list whose value adds up to exactly 1,000,000 →gps. An instant team roster can be used to save time when creating a →rookie team.
- **Journeyman:** p.31 – A temporary →player added to a →team roster to fill a gap caused by →injury.
- **key match:** p.32 – A →League match designated as particularly important, for instance because it is part of the finals of a →tournament. Key matches may have various →house rules attached to them.
- **kicking team:** p.5 – At →kick-off, the →team which kicks the →ball into the →receiving team’s →half.
- **kick-off:** p.6 – The event that takes place at the start of each →drive. The →ball is kicked into the opposing →team’s →half and play restarts.
- **knocked down:** p.17 – Term used to describe what happens when a →player falls over or otherwise hits the dirt in a non-intentional, →injury-causing way. Players who are knocked down are →placed prone and can be injured.
- **knocked out (KO’d):** p.17 – An →injury which causes a →player to be removed from the →field and remain unavailable for part or all of the rest of the →match.
- **Leader re-roll:** p.44 – A →re-roll counter, taken in addition to standard →team re-rolls, derived from the fact that a →player on the →field has the Leader →skill. A Leader re-roll does not count as a →player re-roll, even though it has its origins in an individual player’s skill.
- **League** – A structured system in which multiple →teams compete over the course of a large number of →matches. A League is managed by a →League Commissioner and may also involve a number of →tournaments.
- **League Commissioner** – The person in charge of a →League. The Commissioner decides on the League →house rules, and is responsible for recording team stats, organising →referee players (if they are used), and scheduling →tournaments.
- **League match:** p.3 – Any →match that is played as part of a →League, including →tournament matches.
- **level:** p.25 – A kind of ‘rank’ which denotes how experienced a →player is. All starting players are of Rookie level, but players who earn →Star Player Points can move up to higher levels as they gain experience and acquire →improvements.
- **line of scrimmage:** p.5 – The 14 squares that lie along either side of the →halfway line in the centre of the field, between the two →wide zones.
- **Living Rulebook** – A regularly updated source for the official rules of Blood Bowl. The Living Rulebook is overseen by the Blood Bowl Rules Committee and published by Games Workshop.
- **MA** – →Movement Allowance.
- **Master Chef:** p.71 – An →inducement particularly favoured by Halfling →teams which may generate additional →team re-rolls.
- **match** – The fantasy event represented by a single real-life game of Blood Bowl. Each match is played between two →teams on a →field.

- **Mercenary:** p.71 – A temporary →player hired at the start of a →match to add to a →team roster for that match only.
- **modifier** – A bonus (e.g. +1) or penalty (e.g. -1) applied to a dice roll when determining whether the roll is high enough to pass a particular test. For instance, modifiers apply to some rolls when the →player in question is in a square covered by an opposing player's →tackle zone.
- **move** – An episode in which a →player is moved across the board one or more spaces. This can happen as part of an →action (e.g. a →Move action or a →Blitz action), or as the result of other circumstances such as a →follow-up move or being →pushed back.
- **Move action:** p.10 – An →action in which a →player moves a number of squares up to his →Movement Allowance.
- **Movement Allowance (MA)** – One of the four →characteristics that quantify a →player's abilities. MA measures how quickly the player can run.
- **natural roll** – The result of a dice roll as it actually appears on the die – i.e. before any →modifiers are applied.
- **Necromancer:** p.24 – A free member of →coaching staff available to some →teams. Necromancers have the →Raise the Dead ability.
- **Niggling Injury:** p.20 – An →injury that affects a →player permanently and may make future injuries more severe.
- **one-off match:** p.3 – A match between two →rookie teams, played out of the context of any →League.
- **overtime:** p.29 – A period of extra play (→third half) added onto the end of a →match to determine the winner in the event of a draw after the second half.
- **Pass action:** p.13 – An →action in which the →player moves and then attempts to →throw the →ball (or a team-mate).
- **penalty:** (1) p.26 – Something awarded by the →referee because of an infringement of the rules (for instance, a →foul, use of a →player with the Secret Weapon skill, or illegal procedure). (2) A negative modifier applied to a dice roll. (3) p.29 – An attempt to score an additional point during a →penalty shoot-out.
- **penalty shoot-out:** p.29 – Competition which takes place at the end of some →matches to decide a winner in the event that →overtime ends in a tie.
- **petty cash:** p.4 – An amount of money from a →team's →treasury that is set aside before a →match begins to spend on →inducements in addition to any →inducement money received.
- **pitch** – →field.
- **placed prone:** p.17 – Term used to describe what happens to a →player when he deliberately falls over, e.g. when using →skills such as Piling On or Diving Tackle, rather than being →knocked down. This does not cause a →turnover or any →injury, except if specified by the rules (for instance, if the player has a Ball and Chain).
- **player** – One of the participants on the →field in a →match. Plastic or metal playing pieces are used to represent the players in real life. (Not to be confused with a →coach.)
- **player re-roll:** p.23 – A type of →re-roll that derives from a particular →skill that applies to a particular →player. For instance, the →Dodge skill allows a player re-roll when the player →dodges.
- **playing field** – →field.
- **position:** p.3 – A description applied to a →player which summarises his ordinary role on the field. Common positions include →Blitzer, Blocker, Catcher, Thrower and Lineman. Many →teams have more unusual positions (Mummy, Wight, Dragon Slayer).
- **pre-match sequence:** p.4 – The procedure followed by the →coaches before a →match begins, which determines how many fans are present, what →inducements are being purchased, and so on.
- **prone:** p.17 – Term used to describe a →player who is lying face-up and uninjured on the →field, having been →knocked down or →placed prone.
- **race:** p.3 – The species of the →players on a →team, determined by which →team list they are drawn from. Races include Human, Elf, Dwarf, Undead, Skaven, and many others.
- **Raise the Dead:** p.24 – An ability possessed by →Necromancers which enables a dead opposing →player to be resurrected as a Zombie and added to the Necromancer's own →team.
- **range:** p.13 – The distance of a →throw as measured by the →range ruler.
- **range ruler:** p.13 – A long transparent plastic template which is used to determine the difficulty of a →throw and whether it can be →intercepted.
- **receiving team:** p.5 – At →kick-off, the team which receives the →ball into its own →half.
- **referee model:** p.26 – An optional model controlled by the →referee player.
- **referee player:** p.26 – A real-life person who agrees to adjudicate during a Blood Bowl game.
- **re-roll:** p.23 – To re-take a dice roll in an attempt to get a more desirable score second time around. A →coach may do so by using a →team re-roll counter or a Leader re-roll, or because of a →player re-roll.
- **reserves:** p.5 – →Players who are fit enough to play and have not been sent off, but are currently not on the →field.
- **retiring:** p.31 – The process of deleting a →player from your →team roster.
- **Rookie:** p.25 – The →level at which all →players begin their careers. Rookie players have fewer than 6 →Star Player Points and their →characteristics and →skills are exactly as they appear on the →team list.
- **rookie team:** p.3 – A →team newly chosen from a →team list and which has never played any →matches.
- **rule of one and six:** p.22 – A rule according to which a →natural roll of 1 always fails and a natural roll of 6 always succeeds, no matter what score is theoretically required on a →D6.
- **ruler** – →range ruler.

- **scatter:** p.21 – Term used to describe the random movement of the →ball when it bounces. Scatter direction is determined by the →scatter template.
- **scatter template:** p.21 – A square transparent plastic template which is placed over the →ball and used in conjunction with a →D8 to determine →scatter direction.
- **Shoot-out score:** p.29 – A value, based on →MA, →ST and →AG, which represents a →player's ability to score a →penalty in a →penalty shoot-out.
- **simple action:** p.10 – An →action which does not combine more than one element. For instance, →Move actions and →Block actions are simple actions, while →Foul actions and →Blitz actions are →compound actions.
- **skill:** p.24 – A special ability or talent which applies to some, but not all, →players. There are many different skills, each conferring a particular benefit or special rule on the players who have it. →Player re-rolls are derived from skills.
- **Special Play cards:** p.32 – Optional cards available as →house rules which add an element of random unpredictability to the game. The cards represent various tricks and tactics used by →teams in an attempt to gain an edge.
- **spell:** p.72 – A special ability possessed by a →Wizard.
- **spiralling expenses:** p.30 – Fees which must be paid at the end of each →match by particularly experienced →teams.
- **SPP** – →Star Player Points.
- **ST** – →Strength.
- **Star Player:** p.72 – An unusually talented celebrity player who may be hired temporarily by a →team for a fee.
- **Star Player Points (SPPs):** p.25 – Points accumulated by →players to record how experienced they are. When a player has earned enough SPPs, he increases by one →level and is entitled to make an →improvement roll.
- **Strength (ST)** – One of the four →characteristics that quantify a →player's abilities. ST measures how strong the player is.
- **stunned:** p.17 – Term used to describe a →player who is face-down on the →field, having been →knocked down and sustained a relatively minor →injury.
- **substitute:** p.18 – A →reserve who comes onto the →field in place of a →player who has been removed as a →casualty.
- **tackle zone:** p.21 – An area around a standing →player which consists of the eight squares orthogonally and diagonally adjacent to his own. Opposing players in a player's tackle zone suffer →penalties when attempting to perform some activities such as →dodging.
- **team:** p.3 – A group of →players chosen from the same →team list who work together to play Blood Bowl and are controlled by a single →coach.
- **team list:** p.3 – The shopping list from which coaches hire →Rookie →players. Each →race has its own team list which provides details of all the available players and their prices.
- **Team Value:** p.28 – A numerical measure of a →team's overall abilities, calculated by taking into account the monetary value of all its →players and other assets plus an allowance for their →improvements.
- **team re-roll:** p.23 – A counter which enables a →coach to →re-roll any one dice roll during his →team turn.
- **team roster:** p.3 – A sheet used for recording →team information during the →match and, in →League matches, for recording the progress of a team from match to match.
- **team turn:** p.8 – The period of game time during which a single →coach takes →actions with any or all of his →players. Two team turns make up a →complete turn.
- **third half:** p.29 – A period of up to eight →complete turns which are added at the end of a →match if →overtime is needed.
- **throw:** p.13 – The part of a →Pass action in which the passing →player throws the →ball or a team-mate.
- **throw-in:** p.19 – A way of continuing the →match when the →ball moves off the →field: it is immediately thrown back in by the crowd using the →throw-in template.
- **throw-in template:** p.19 – A transparent plastic template which is placed along the sideline to determine the direction of the →ball when a →throw-in takes place.
- **touchback:** p.6 – An occasion when a →kick-off is so inaccurate that the →ball does not land anywhere in the →receiving team's →half.
- **touchdown:** p.20 – Blood Bowl's equivalent of a goal or try. The object of the game is for your →team to score more touchdowns than your opponent's. A →player scores a touchdown if he finishes an →action standing in his opponent's →end zone holding the →ball.
- **turn:** (1) p.8 – The period of time during which a single →coach moves any or all of his →players, usually referred to as a →team turn. (2) p.8 – The period of time consisting of two consecutive team turns, usually referred to as a →complete turn.
- **turn counter:** p.8 – One of the two tokens used to keep track of →team turns by moving them along the turn track on each →team's →dugout.
- **turnover:** p.8 – An event which takes place during a →team turn and causes it to end immediately. A turnover occurs when something goes wrong for the team, such as a →player being →knocked down or failing an →action. It also occurs when a →touchdown is scored and in various other situations.
- **Wandering Apothecary:** p.71 – An additional →Apothecary who can be hired as an →inducement.
- **weather:** p.5 – Various meteorological conditions determined as part of the →pre-match sequence that can modify the way a →match is played.
- **wide zone:** p.5 – One of the two areas of the →field, on either side of the →line of scrimmage, delineated by markings on the field.
- **winnings:** p.30 – A sum of money received by each →team at the end of a →match.
- **Wizard:** p.72 – A temporary member of →coaching staff hired as an →inducement. Wizards can cast Lightning Bolt and Fireball →spells.

Skill descriptions

Accurate (Passing)

This player may add +1 to the Agility roll when he attempts a throw, even when throwing a team-mate.

Always Hungry (Extraordinary)

If this player uses Throw Team-Mate, roll 1D6 after he finishes the movement part of his action, but before he throws his team-mate. If you roll 2+, the throw goes ahead as normal. If you roll 1, he attempts to eat the unfortunate player!

Roll the D6 again. If you roll 1, the player is killed and eaten. He may not be rescued or resurrected by any means (Apothecaries, Regeneration, etc.). If the eaten player was carrying the ball, it bounces once from the Always Hungry player's square. If you roll 2+, the player squirms free. This counts as a fumbled throw.

Having a player eaten does not cause a turnover, unless the eaten player had the ball and it is not caught by a member of the same team. The Always Hungry player does not receive SPPs for inflicting a casualty (because it was not part of a block).

Experimental: Animosity (Extraordinary)

When this player tries to throw or hand-off the ball to a team-mate of a different race, roll 1D6. If you roll 2+, the throw or hand-off goes ahead as normal. If you roll a 1, the target of the throw or hand-off must be changed to an alternative player of this player's race. If this change is not possible, the throw or hand-off is cancelled (and the Pass or Hand-Off action is wasted for this team turn).

Ball and Chain (Extraordinary)

When this player moves, instead of moving normally, place the throw-in template over the player facing up or down the field or towards either sideline. Roll 1D6 and move the player one square in the indicated direction. No Dodge roll is required if you leave a tackle zone. If this movement takes the player off the field, he is beaten up by the crowd as normal. Repeat this process until the player runs out of normal movement (you may 'go for it' using the same process if you wish).

If the player's movement would cause him to move into a square occupied by another model, then the player will instead throw a block (following the normal rules) against whoever is in that square, friend or foe, and ignoring Foul Appearance. The block is valid for the purposes of earning SPPs. Assists may be added by either coach as if

the Ball and Chain player was on the opposing team to the player being blocked.

If the player's movement would cause him to move into a square occupied by a prone or stunned player, the victim remains prone or stunned but is pushed back. An armour roll is made to see if he is injured.

If the Ball and Chain player pushes back another player, he must follow up if he is able to and then continue with his move.

If the Ball and Chain player is ever knocked down or placed prone for any reason, roll immediately for injury (don't bother with armour), but treat a 'stunned' result as 'knocked out' instead.

A player with Ball and Chain may never take any action except Move, nor may he use Diving Tackle, Frenzy, Leap, Kick-Off Return, Pass Block, or Shadowing. If he has Grab, he may use it when he blocks, as if a Block action was being used.

Big Hand (Mutation)

When attempting to pick up the ball, this player ignores modifiers for enemy tackle zones and Pouring Rain.

Block (General)

The Block skill affects the results rolled with the Block dice whenever the player chooses to use it.

Blood Lust (Extraordinary)

When you declare an action for this player, roll 1D6 (re-rolls are allowed). If you roll 2+, carry out the action as normal. If you roll 1, the player may continue with the action, but he also suffers the additional effects described below, and if you declared a Block action you may switch to a Move action if you wish.

After carrying out the action, or after the movement part of a compound action (i.e. before a throw or hand-off, and before scoring a touchdown if appropriate), if the Blood Lust player is adjacent to one or more standing, prone or stunned Thralls from your own team, choose one and immediately roll for injury for him, without making an armour roll. If a Casualty is rolled, the Thrall is automatically Badly Hurt; don't roll on the Casualty Table. This injury will not cause a turnover unless it causes your team to lose possession of the ball. The player may then complete

his action with a throw, hand-off or touchdown if appropriate.

If the Blood Lust player is not adjacent to a Thrall, remove him from the field and place him in the Reserves box on your team's dugout. This causes a turnover. If the player was holding the ball, it bounces from the square he occupied when he was removed, and any planned throw, hand-off or touchdown does not take place.

The star player Crazy Igor counts as a Thrall for the purposes of satisfying Blood Lust.

Blood Lust is ignored during the Perfect Defence and Quick Snap results on the Kick-Off Table, but takes effect as normal during a Blitz result.

Bombardier (Extraordinary)

Once per team turn, this player may take a special Throw A Bomb action as an alternative to the normal actions available (even if he is also carrying the ball at the time).

The bomb is thrown using the rules for Pass actions (including weather effects and skills, including Hail Mary Pass). The exceptions are:

- a player may not move or stand up before throwing a bomb (even using Jump Up); and
- intercepted bomb throws are not turnovers, though fumbles and any explosions where a player on the active team is knocked over are.

A bomb may be intercepted or caught using the normal rules for intercepting or catching the ball (even if the player is holding the ball at the time). When this happens, the catching or intercepting player must throw the bomb again immediately. This extra Throw A Bomb action is a special bonus action that takes place out of the normal sequence of play.

Bombs never bounce. The bomb explodes when:

- it lands in an empty square;
- an opportunity to catch it fails or is declined;
- it is fumbled (in which case it explodes in the thrower's square);
- it lands in the crowd (in which case it explodes with no effect).

When the bomb finally does explode, any player in the same square is knocked down, and players in adjacent squares are knocked down on a roll of 4+. Players can be hit by a bomb and treated as knocked down even if they are already prone or stunned. Make armour and injury rolls for any players knocked down by the bomb.

If any of your own players are knocked down by a bomb, including the Bombardier player, this causes a turnover.

Casualties caused by a bomb do not count for Star Player Points.

Bone Head (Extraordinary)

Each team turn, roll 1D6 after declaring this player's action, but before taking the action. If you roll 2+, the action goes ahead as normal. If you roll 1, the player loses his action and may do nothing. He also loses his tackle zone and may not catch or throw the ball, assist either player on a block or foul, or move voluntarily (including using Diving Catch, Diving Tackle, Pass Block or Shadowing) until he rolls 2+ at the start of a subsequent team turn, or until the next kick-off.

If a player with Bone Head declares an action which is limited to one player per team turn (Blitz, Pass, etc.) and then fails to perform it, this still counts as using the action for the team turn – so no other player may perform the same action.

A Bone Head roll can't be re-rolled with a team re-roll, but Pro can be used.

Break Tackle (Strength)

Once per team turn, this player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would temporarily count as having an Agility of 4 when making a Dodge roll.

Catch (Agility)

This player may re-roll the Agility roll if he fails to catch a throw or hand-off, or fails to make an interception.

Chainsaw (Extraordinary)

When this player takes a Block, Blitz or Foul action, instead of using the normal rules for blocking and fouling, he must attack with the chainsaw. When this happens, roll 1D6. On 2+, the chainsaw hits the target, but on a roll of 1 it 'kicks back' and hits the wielder instead.

Make an armour roll for the player hit by the chainsaw, adding +3 to the score. If the roll beats the victim's AV, the victim is knocked down (roll on the Injury Table as normal). If the roll fails to beat the victim's AV, the attack has no effect.

If the Chainsaw player is knocked down for any reason, the opposing coach adds +3 to the armour roll. Equally, if an opposing player blocks the Chainsaw player but knocks himself over, add +3 to the armour roll.

This skill may only be used once per team turn (i.e. it cannot be used repeatedly with skills such as Frenzy or

Multiple Block). If used as part of a Blitz action, the Chainsaw player cannot continue moving after using it. Casualties caused by a Chainsaw player do not count for SPPs.

Claw / Claws (Mutation)

If this player blocks an opposing player or is blocked by one, and the opponent is knocked down, the armour roll against the opposing player always succeeds on a roll of 8+, regardless of the opponent's actual AV. (If the opponent already has an AV of less than 7, the Claw(s) player may of course decline to use this skill.)

Dauntless (General)

When this player attempts to block an opponent who is stronger than himself, roll 1D6 and adds the Dauntless player's ST. If the total is greater than the opponent's ST value, then the Dauntless player's ST is counted as being equal to his opponent's when he makes the block, before assists are taken into account (but after all other modifiers). If the total is less than or equal to the opponent's ST value, then the Dauntless player must use his normal ST for the block.

Dauntless can be used against either or both targets of a Multiple Block, and it may include the +1 bonus if the player has Horns. If you make more than one block using Frenzy, you must make a separate Dauntless roll for each block.

You can use re-rolls to re-roll a failed Dauntless roll if you like.

Decay (Extraordinary)

When this player suffers a Casualty result on the Injury Table, roll twice on the Casualty Table and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two injuries which each cause this effect. A successful Regeneration roll heals both results.

Dirty Player (General)

When this player takes a Foul action, you may add +1 to either the armour or the injury roll for the foul. You must choose which of the two rolls you want to modify immediately after making the armour roll. Note that this skill can only be used if the player himself commits a foul, not if he assists one.

Disturbing Presence (Mutation)

When any opposing player attempts to throw, catch or intercept, if he is within three squares of the Disturbing Presence player, the Agility roll is modified by -1. This applies even if the Disturbing Presence player is prone or stunned. If there are multiple players with this skill within 3 squares, the modifiers are cumulative.

Diving Catch (Agility)

This player modifies his Agility roll by +1 when attempting to catch an accurate throw targeted at his square.

He may also attempt to catch a ball that lands in any empty square in his tackle zone as if it had landed in his own square. This applies to throws (even his own), kick-offs and throw-ins, but not to fumbles, dropped or bouncing balls, or interceptions. If he fails, the ball bounces from his own square. If two or more players attempt to do this simultaneously, the skill does not work.

Diving Tackle (Agility)

The player may use this skill when an opposing player attempts to dodge out of his tackle zone, even if the dodge is into another square in his tackle zone. The opposing player must modify his Dodge roll (and any re-roll of it) by -2. If the opposing player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the players may make a Diving Tackle. This skill may be used on a re-rolled dodge, even if it was not used on the first roll.

Once the dodge is resolved but before any armour or injury rolls are made for the victim, place the Diving Tackle player prone in the square vacated by the dodging player, but do not make an armour or injury roll for him. If Diving Tackle is used on the player's own team turn, being placed prone in this way does not cause a turnover unless the player was holding the ball and it comes to rest without being caught by a team-mate.

Tackle and Diving Tackle may be combined.

Dodge (Agility)

Once per turn, this player can re-roll the Agility roll if he fails to dodge out of an opposing player's tackle zone. This skill also affects the results rolled with the Block dice.

Dump-Off (Passing)

This player may make a Quick Pass immediately when an opposing player declares that he will throw a block at

him (or use Stab or Chainsaw against him), allowing the player to get rid of the ball.

Work out the pass before the opposing player makes his block (or any Dauntless or Foul Appearance rolls). The normal passing rules apply (including relevant passing skills, and including interceptions but not Pass Block). A turnover is never caused as a result of the pass, whatever its outcome.

After the pass is worked out, your opponent completes the block and his team turn continues as normal. If you use Dump-Off to score a touchdown in your opponent's team turn, he still gets to make the block before he suffers a turnover.

An accurate Dump-Off caught by a team-mate in the target square counts as a completion for SPP purposes.

Dump-Off can only be used when the player is faced with a block, Stab or Chainsaw, not when faced with an unusual attack (Wizard, another player landing in his square, etc). It can be used to target an empty square or an opposing player. It may not be used in conjunction with Bombardier or Throw Team-Mate, nor may it be used in response to the second block from a player using Frenzy. It can't be used to make a hand-off, even if the receiver is adjacent.

Extra Arms (Mutation)

This player may add +1 to all Agility rolls to pick up, catch or intercept the ball.

Fan Favourite (Extraordinary)

For each player on your team with this skill, your FAME is modified by a further +1 for the purposes of results on the Kick-Off Table only. This skill has no effect with respect to winnings or other fan-related purposes.

Fend (General)

If an opposing player pushes this player back (or pushes him back and knocks him down), the opposing player may not follow up, even if they have Frenzy or Ball and Chain. The opposing player may still continue to move as normal if he is performing a Blitz and has movement remaining.

Foul Appearance (Mutation)

Any opposing player who wants to block this player, or use Stab or Chainsaw, must first roll 1D6. If he rolls 2+, the block goes ahead as normal. If he rolls 1, he is too revolted to make the block, but this doesn't count as a turnover. If a block is wasted in this way, the opposing

player may not change his mind and block a different player instead.

You can use re-rolls to re-roll a failed Foul Appearance roll if you like.

Frenzy (General)

This player must always follow up if he is able to after pushing an opponent back during a block. In addition, if the result of the block is 'Push Back' or 'Defender Stumbles' and both players remain on their feet, the Frenzy player must then throw another block at his opponent, again worked out using the normal rules. The second block cannot be thrown if the Frenzy player rolls 'Both Down' but does not go down because he uses the Block skill.

The Frenzy player can only throw one additional block per team turn, no matter what the result of the second block (though if the second block pushes the opposing player back, the frenzied player must still follow up).

If the Frenzy player is performing a Blitz action, he must pay an additional point of movement for the second block. If he runs out of movement after the first block, he must 'go for it' to throw the second block. Using Sprint is optional.

If the Frenzy player finishes either block standing in his opponent's end zone with the ball, he scores a touchdown. Equally, if the Frenzy player pushes an opponent with the ball into his end zone, the opposing team scores a touchdown (and the Frenzy player may not make a second block because the touchdown causes a turnover).

A player with Frenzy can never learn the Grab skill, and Frenzy can't be used in the same action as Multiple Block.

Grab (Strength)

When this player takes a Block action (not a Blitz), if he pushes an opponent back (or pushes him back and knocks him down), he may choose to push him into any empty square adjacent to his opponent, instead of the normal three squares. If there are no empty adjacent squares, Grab has no effect (so you can't use it to force a player into the crowd unless this would normally be possible anyway).

If the opponent has Side Step, Grab and Side Step cancel each other (whether or not either player chooses to use them), and the normal push-back rules apply. This happens in both Block and Blitz actions.

A player with Grab can never learn Frenzy.

Guard (Strength)

This player may assist a block (not a foul) even if he is in another player's tackle zone.

Hail Mary Pass (Passing)

When passing, this player may throw the ball to any square on the playing field, no matter what the range; the range ruler is not used. Roll 1D6: on a roll of 1, the player fumbles the throw, and the ball will scatter once from the thrower's square. On a roll of 2+ the player may make the pass. Normal throwing modifiers, including tackle zones and Disturbing Presence, are ignored.

The Hail Mary Pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. If you're lucky, the ball may scatter back into the target square. However, a Hail Mary Pass never counts as a completion, and it will cause a turnover as normal unless the ball is caught by a player on the same team.

This skill may not be used in a blizzard or in conjunction with Throw Team-Mate.

Horns (Mutation)

This player may add +1 to his ST when he makes a block or a Dauntless roll. However, the player may only use this ability as part of a Blitz action. If the player also has Frenzy, then the ST bonus applies on the second block only if it applied on the first.

Hypnotic Gaze (Extraordinary)

This player may use the Hypnotic Gaze at the end of his Move action on one opposing player in an adjacent square. Make an Agility roll for the Hypnotic Gaze player, with a -1 modifier for each opposing tackle zone on the player with Hypnotic Gaze (other than the victim's).

If the roll is successful, then the opposing player loses his tackle zone and may not catch or throw the ball, assist either player on a block or foul, or move voluntarily until the start of his next action, or until a turnover is scored or the half ends. If the roll fails, the Hypnotic Gaze has no effect.

Players under the influence of Hypnotic Gaze may not use Diving Catch, Diving Tackle, Pass Block or Shadowing until they recover. They may still use Sidestep and other skills which don't require a tackle zone.

Juggernaut (Strength)

When this player takes a Blitz action, opposing players may not use Fend, Stand Firm or Wrestle skills against his

blocks and he may choose to treat 'Both Down' results as 'Pushed' results instead.

Jump Up (Agility)

If this player is prone (not stunned), he may stand up for free at the start of any action; he does not have to pay three squares of movement.

If the player wishes to use this skill before a Block action, he must first make an Agility roll with a +2 modifier. If he succeeds, he may stand up for free and then block an opponent. If he fails, he must stay prone this team turn and his action is wasted.

Kick (General)

In order to use this skill, the player must be set up on the field when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Assuming all of these conditions are met, the player is allowed to take the kick-off. Because his kick is so accurate, the number of squares that the ball scatters on kick-off is halved, rounding any fractions down (so 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

This player also adds an extra +1D6 to his Shoot-out score.

Kick-Off Return (General)

At kick-off, when this player is on the receiving team but not on the line of scrimmage, he may use this skill. It allows him to move up to three squares after the ball has been scattered but before it bounces, as long as a touchback has not already been awarded.

The skill may not be used to enter the opponent's half, nor to make any move which would normally require a Dodge roll. Only one player may use this skill at each kick-off.

Leader (Passing) (sic)

Having this player in the team allows the coach to take a Leader re-roll counter at the start of the match and at halftime and place it on the re-roll track along with his team re-roll counters. (This is done immediately after making a Master Chef roll, if necessary.)

The counter is used in exactly the same way as a team re-roll, but it may only be used if a player with the Leader skill is on the playing field (standing or not) at the time the counter is used. A team may only ever have one Leader re-roll counter, even it has several players with this skill.

If you use the optional overtime rules, unused Leader re-rolls may be carried into overtime, but they are not replenished at the start of overtime.

Leap (Agility)

Once per action, during movement, this player may Leap to any empty square within two squares, even if it requires jumping over a player. Making a Leap costs the player two squares of his normal movement.

In order to make the Leap, move the player to the target square then make an Agility roll. No modifiers apply to this roll (except for Very Long Legs) and the player does not have to dodge to leave the square he starts in.

If the player successfully makes the Leap, he may carry on moving. If he fails, he is knocked down in the square that he was leaping to, and the opposing coach makes an armour roll to see if he was injured. A failed Leap counts as a turnover.

Loner (Extraordinary)

If this player wants to use a team re-roll, he must first roll 4+ on 1D6. If he fails the roll, the team re-roll counts as being used, but it has no effect.

Mighty Blow (Strength)

If this player blocks an opposing player or is blocked by one, and the opponent is knocked down, he may add +1 to either the armour or the injury roll. You may decide to modify the armour roll after rolling; if you decide not to, you may then modify the injury roll instead, if there is one. This skill may not be used with Stab or Chainsaw.

Multiple Block (Strength)

This player is allowed to block two opposing players in succession, as long as he is adjacent to both of them when he takes a Block action. It may not be used during a Blitz. Both blocks are resolved as normal, except that both defenders count as having +2 modifiers to their ST scores. The second block may only be taken if the Multiple Block player is still on his feet after the first block. The Multiple Block player may not follow up either block.

Multiple Block may not be used in the same action as Frenzy.

Nerves of Steel (Passing)

This player may ignore all enemy tackle zones when he attempts to throw, catch or intercept the ball.

No Hands (Extraordinary)

This player may not carry the ball and can never be given it deliberately. He always fails catch and pick-up rolls, and may never try to intercept. If he acquires the ball by any other means, he immediately drops it, causing a turnover unless it is caught by another player on his team (or unless it is not his team turn).

Nurgle's Rot (Extraordinary)

If this player kills an opposing player as part of a Block, Blitz or Foul action, the dead player may be added to the Nurgle team at the end of the match as a new Rotter. The extra Rotter can only be taken if there is enough room for him on the team roster. Nurgle's Rot can only resurrect a dead player who has a ST of 4 or less, and not if he has the Decay, Regeneration or Stunty skills.

Note that Nurgle's Rot works differently to a Necromancer's Raise The Dead ability in that the new Rotter does not become available until after the match.

Pass (Passing)

This player is allowed to re-roll the Agility roll if he misses or fumbles a throw, even when using Hail Mary Pass or when throwing a team-mate.

Pass Block (General)

This player is allowed to move up to three squares, regardless of his MA, when the opposing coach announces that one of his players is going to throw or Dump-Off the ball (but not a bomb or a team-mate). This move is made out of sequence, after the range has been measured but before any interception attempts have been made, and it doesn't count as an action. The opposing coach is not allowed to change his mind about throwing or Dumping-Off the ball after the Pass Block player has declared that he is using the skill.

When a player uses Pass Block, he must try to move into a legal position to attempt an interception, to put the thrower or catcher in his tackle zone, or to stand in the target square of the throw. If no such move is possible, the skill may not be used. This special move is free, and in no way affects the player's ability to move in the following team turn; but it is made using all of the normal rules, so the Pass Block player does have to dodge in order to leave opposing players' tackle zones. The player may use movement-related skills as part of the move (except Sprint, Jump Up and Sure Feet). He must not stop during his move until he reaches a legal position (unless he is knocked down or held fast).

More than one Pass Block player may be eligible to move when a single throw is declared.

Pass Block may not be used to stand up (so a prone or stunned player may not attempt a Pass Block), nor may Pass Block be used if the player with Pass Block himself is blitzing or blocking when his opponent attempts to Dump-Off the ball.

If the Pass Block player is knocked down when using this skill during his own team turn, this causes a turnover and the team turn will end as soon as the result of the throw has been determined. No other players may perform Pass Block moves if this happens.

Piling On (Strength)

If this player makes a block (not a Stab) as part of a Block or Blitz action, knocks over his opponent and remains standing himself, he may re-roll the armour or injury roll for his opponent, but not both. A skill such as Mighty Blow may be used on the re-roll even if it wasn't used on the first roll.

If the opponent has been pushed back before he was knocked down, the Piling On player must have followed up (or otherwise remained adjacent) in order to use this skill.

When this skill is used, the Piling On player is placed prone in his own square, but do not make an armour roll for him. His action ends, even if he was performing a Blitz action. This does not cause a turnover unless the Piling On player drops the ball and it is not caught by a player from the same team.

Prehensile Tail (Mutation)

Opposing players must subtract -1 from the Agility roll if they attempt to dodge out of this player's tackle zone.

Pro (General)

Once per team turn (both yours and your opponent's), this player may attempt to re-roll any one dice roll he has made (except armour, injury or casualty rolls). To determine whether the Pro re-roll can go ahead, roll 1D6. On a roll of 4+, the Pro re-roll can go ahead. On a roll of 1-3, the original result stands, and it may not be re-rolled with any skill or team re-roll. Note that you are allowed to use a team re-roll when rolling to see if the Pro re-roll can go ahead (but only in your own team turn, as normal).

Really Stupid (Extraordinary)

This skill is identical to Bone Head, except that the roll required is 4+ rather than 2+ unless the player is adjacent to a player on the same team who is not Really Stupid.

Regeneration (Extraordinary)

Every time this player suffers a Casualty result on the Injury Table (or a pair of Casualty results, for players with Decay), roll on the Casualty Table as normal (and make any Apothecary roll, if allowed). Then roll 1D6 for Regeneration. If you roll 1-3, Regeneration has no effect. If you roll 4+, the injury (or injuries) are disregarded and the player is placed in the Reserves box instead. This roll may not be re-rolled, even with Pro.

Note that opposing players still earn SPPs as normal for inflicting a casualty on a player with this skill, even if the injury is disregarded.

Right Stuff (Extraordinary)

This player may be thrown by a player who has Throw Team-Mate.

Safe Throw (Passing)

If a throw made by this player is successfully intercepted, the Safe Throw player may make an unmodified Agility roll. If he passes, the interception is cancelled and the pass continues as normal. Otherwise, the interception takes place. This skill cannot be used to cancel an interception by a Very Long Legs player.

Also, if this player fumbles a throw, he keeps hold of the ball instead of dropping it, thus avoiding a turnover. This does not apply if the fumble was a natural 1 (or when using Throw Team-Mate).

Secret Weapon (Extraordinary)

At the end of a drive, if this player has been on the field at any time during the drive (and has not already been sent off), he is sent off by the referee exactly as if he had been caught committing a foul. This applies even if the Secret Weapon player is no longer on the field.

If there is a referee player and the referee model is no longer on the field, or if Get The Ref! has been rolled on the Kick-Off Table, the Secret Weapon player cannot be sent off in this way.

Shadowing (General)

When a player on the opposing team takes an action in which he voluntarily moves out of this player's tackle zone into an adjacent square, this player may use Shadowing. (You can't use Shadowing against a player who tries to leave the square and fails.)

To use Shadowing, roll 2D6, subtract the Shadowing player's MA and add the opposing player's MA. If the result is 7 or less, then you may move the

Shadowing player into the space vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own team turn.

A player may make any number of Shadowing moves per turn, but Shadowing rolls may not be re-rolled since they take place in the opponent's turn.

If a player leaves the tackle zone of several players with the Shadowing skill, then only one of the opposing players may attempt to shadow him.

If a Shadowing roll fails, you can still attempt a Diving Tackle with the same or a different player.

Side Step (Agility)

When this player is pushed back (or pushed back and knocked down), his coach may choose which square the player is moved to, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent empty square, not just the three squares normally allowed. The blocking player may choose whether or not to follow up after the Side Step player has chosen his square.

The player may not use this skill if there are no free squares adjacent to this player, nor may he use the skill in order to be pushed deliberately into the crowd. Side Step is also useless if the player is prone or stunned when pushed.

Sneaky Git (Agility)

When this player takes a Foul action, he will not be sent off for rolling a double on the armour roll unless the armour roll is successful. He will still be sent off for rolling a double on the injury roll as normal. Sneaky Git has no effect if a referee model is adjacent to the player.

Sprint (Agility)

This player may attempt to move up to three extra squares rather than the normal two when 'going for it'.

Stab (Extraordinary)

When this player makes a block as part of a Block or Blitz action, and chooses to use Stab, do not roll the Block dice. Instead, simply make an armour roll for the victim (unmodified except for Stakes). If the roll fails, the victim is unharmed. If the roll succeeds, make an unmodified injury roll (ignoring all modifiers from Stunty, Niggling Injury, or any other source).

If the Stab player is taking a Blitz action, he may not continue to move after the stab. SPPs are not awarded for casualties inflicted through stabbing.

Stakes (Extraordinary)

This player modifies the armour roll by +1 when using the Stab skill against any players on Khemri, Necromantic, Undead or Vampire teams.

Stand Firm (Strength)

This player may choose to ignore 'push back' results during blocking, and to treat 'knock down' results as knocking him over in his current square. If another player is pushed back into a player with Stand Firm, then neither player moves. This skill is useless if the player is prone or stunned when pushed.

Strip Ball (General)

When this player blocks an opposing player who has the ball and rolls a 'Push Back' or 'Defender Stumbles' result, he forces the defender to drop the ball in the square that he is pushed to (or in his own square if he is not pushed for some reason), even if he is not knocked down. The ball will then bounce once as normal. This does not cause a turnover unless the player who dropped the ball is on the team whose team turn it is, and no other player from the same team catches the ball before it comes to rest.

If a player is pushed back into the end zone but drops the ball in this way, he does not score a touchdown.

This skill has no effect against a player with Sure Hands.

Strong Arm (Strength)

When this player throws the ball or a bomb (but not a team-mate), he modifies the Agility roll by +1, except for Quick Pass ranges.

Stunty (Extraordinary)

This player may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll. (This ability does not apply if the player has the Secret Weapon skill.) Also, the Stunty player must modify the roll by -1 when attempting a throw.

Additionally, when this player is injured (even by the crowd), use the following Injury Table instead of the normal one: 2-6 stunned; 7-8 knocked out; 9 badly hurt; 10-12 casualty.

Sure Feet (Agility)

Once per team turn, this player may re-roll the D6 if he is knocked down when trying to 'go for it' (even when using Sprint).

Sure Hands (General)

This player is allowed to re-roll the Agility roll if he fails to pick up the ball. In addition, the Strip Ball skill will not work against this player.

Tackle (General)

Opposing players in this player's tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a block at them. Tackle and Diving Tackle may be combined.

Take Root (Extraordinary)

Immediately after declaring an action for this player, you must roll 1D6. If you roll 2+, the player may take his action as normal. If you roll 1, the player takes root and his MA is reduced to 0 until the drive ends or he is knocked down or placed prone. If the player is prone when you fail the Take Root roll, and you had declared an action which would allow him to stand up, then he may stand up (or attempt to stand up, if his MA is less than 3) before taking root; but if this action was a Blitz, he may not go on to perform the intended block as part of the Blitz.

A player who has taken root may not Blitz, follow up, 'go for it', be pushed back for any reason, or use any skill that would allow him to move out of his current square or be placed prone deliberately. He may, however, continue to take other actions (including on the team turn he took root, if he declared a Block or compound action), and he does not lose his tackle zones. Other players from his own team are not allowed to try to block him.

A failed Take Root roll may be re-rolled as normal.

Tentacles (Mutation)

The player may use this skill when any opposing player attempts to dodge or Leap out of his tackle zone. Roll 2D6, subtracts the Tentacles player's ST and adds his opponent's ST. If the result is 5 or less, the opposing player is trapped, his dodge or Leap is cancelled and his action ends immediately.

If a player attempts to leave the tackle zone of several Tentacles players, only one may attempt to trap him. If the Tentacles player loses his tackle zones (e.g. through Bone Head or Really Stupid), he may not use Tentacles.

You may not re-roll a Tentacles roll, since it takes place in your opponent's turn.

Thick Skull (Strength)

If this player is injured and 8 is rolled on the Injury Table, treat this as Stunned instead of Knocked Out. This skill may be used even if the player is prone or stunned.

Throw Team-Mate (Extraordinary)

This player may throw a team-mate who has Right Stuff, following the rules given on p.15.

Titchy (Extraordinary)

This player gains a +1 modifier to all Dodge rolls, but his tackle zones do not require opposing players to modify their own Dodge rolls by -1.

Two Heads (Mutation)

Add +1 to all Dodge rolls this player makes.

Very Long Legs (Mutation)

This player may add +1 to the Agility roll whenever he attempts to intercept the ball or use the Leap skill. This player can also attempt an interception even if the thrower uses the Safe Throw skill.

Wild Animal (Extraordinary)

When this player declares an action, roll 1D6, adding +2 to the roll if taking a Block or Blitz action. If your modified score is 4+, the action goes ahead as normal. If it is 3 or less, the player's action is wasted and he may not perform another in the same team turn.

If a Wild Animal declares an action which is limited to one player per team turn (Blitz, Pass, etc.) and then fails it, this still counts as using the action for the team turn. A Wild Animal roll may be re-rolled as normal.

Wrestle (General)

If this player blocks another player or is blocked, and the 'Both Down' result is applied, and this skill is used, then both players are placed prone instead of being knocked down. Do not make any armour or injury rolls. This ends the Wrestle player's action, even if he was performing a Blitz, but it does not cause a turnover unless the player whose team turn it is drops the ball and it is not caught by another player on the same team.

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Amazon team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Linewoman	50,000	6	3	3	7	Dodge	General	Agility, Strength, Passing
2	Thrower	70,000	6	3	3	7	Dodge, Pass	General, Passing	Agility, Strength
2	Catcher	70,000	6	3	3	7	Dodge, Catch	General, Agility	Strength, Passing
4	Blitzer	90,000	6	3	3	7	Dodge, Block	General, Strength	Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bertha Bigfist
- Helmut Wulf
- Morg 'n' Thorg
- Roxanna Darknail
- Willow Rosebark
- Zara the Slayer

Instant Team Roster

7 Linewomen, 2 Blitzers, 2 Catchers, 1 Thrower; 3 team re-rolls; fan factor 1

Chaos team list

Advanced

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Beastman	60,000	6	3	3	8	Horns	General, Strength, Mutation	Agility, Passing
4	Chaos Warrior	100,000	5	4	3	9		General, Strength, Mutation	Agility, Passing
1	Minotaur	150,000	5	5	2	9	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	Strength, Mutation	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Brick Far'th & Grotty
- Grashnak Blackhoof
- Lewdgrip Whiparm
- Lord Borak the Despoiler
- Max Spleenripper
- Morg 'n' Thorg

Instant Team Roster

8 Beastmen, 2 Chaos Warriors, 1 Minotaur; 2 team re-rolls; fan factor 5

Chaos Dwarf team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Hobgoblin	40,000	6	3	3	7		General	Agility, Strength, Passing
6	Blocker	70,000	4	3	2	9	Block, Tackle, Thick Skull	General, Strength	Agility, Passing, Mutation
2	Bull Centaur	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	General, Strength	Agility, Passing
1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	Strength	General, Agility, Passing, Mutation

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Grashnak Blackhoof
- Hthark the Unstoppable
- Morg 'n' Thorg
- Nobbla Blackwart
- Rashnak Backstabber
- Zzharg Madeye

Instant Team Roster

8 Hobgoblins, 2 Bull Centaurs, 2 Blockers; 4 team re-rolls; fan factor 0

Experimental: Chaos Pact team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
12	Marauder	50,000	6	3	3	8		General, Strength, Passing, Mutation	Agility
1	Goblin Renegade	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	Agility, Mutation	General, Strength, Passing
1	Skaven Renegade	50,000	7	3	3	7	Animosity	General, Mutation	Agility, Strength, Passing
1	Dark Elf Renegade	70,000	6	3	4	8	Animosity	General, Agility, Mutation	Strength, Passing
1	Chaos Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	Strength	General, Agility, Passing, Mutation
1	Chaos Ogre	140,000	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate	Strength	General, Agility, Passing, Mutation
1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	Strength	General, Agility, Passing, Mutation

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bomber Dribblesnot
- Crazy Igor
- Ithaca Benoin
- Morg 'n' Thorg
- Ugroth Bolgrot
- Zzharg Madeye

Dark Elf team list

Advanced

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	70,000	6	3	4	8		General, Agility	Strength, Passing
2	Runner	80,000	7	3	4	7	Dump-Off	General, Agility, Passing	Strength
2	Assassin	90,000	6	3	4	7	Shadowing, Stab	General, Agility	Strength, Passing
4	Blitzer	100,000	7	3	4	8	Block	General, Agility	Strength, Passing
2	Witch Elf	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	General, Agility	Strength, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Eldril Sidewinder
- Hubris Rakarth
- Horkon Heartripper
- Ithaca Benoin
- Morg 'n' Thorg
- Roxanna Darknail

Instant Team Roster

7 Linemen, 2 Blitzers, 1 Runner, 1 Witch Elf; 2 team re-rolls; fan factor 2

Dwarf team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Blocker	70,000	4	3	2	9	Block, Tackle, Thick Skull	General, Strength	Agility, Passing
2	Runner	80,000	6	3	3	8	Sure Hands, Thick Skull	General, Passing	Agility, Strength
2	Blitzer	80,000	5	3	3	9	Block, Thick Skull	General, Strength	Agility, Passing
2	Troll Slayer	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	General, Strength	Agility, Passing
1	Death Roller	160,000	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	Strength	General, Agility, Passing*

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Barik Farblast
- Boomer Eziasson
- Flint Churnblade
- Grim Ironjaw
- Morg 'n' Thorg
- Zara the Slayer

* There are no special restrictions on Death Roller skill choices: you can take e.g. Leap or Jump Up if you like!

Instant Team Roster

6 Blockers, 2 Blitzers, 2 Runners, 1 Troll Slayer; 2 team re-rolls; fan factor 1

Elf team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	60,000	6	3	4	7		General, Agility	Strength, Passing
2	Thrower	70,000	6	3	4	7	Pass	General, Agility, Passing	Strength
4	Catcher	100,000	8	3	4	7	Catch, Nerves of Steel	General, Agility	Strength, Passing
2	Blitzer	110,000	7	3	4	8	Block, Side Step	General, Agility	Strength, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Dolfar Longstride
- Eldril Sidewinder
- Hubris Rakarth
- Jordell Freshbreeze
- Morg 'n' Thorg
- Prince Moranion

Instant Team Roster

8 Linemen, 2 Blitzers, 1 Thrower, 1 Catcher; 2 team re-rolls; fan factor 3

Goblin team list

Advanced

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Goblin	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	Agility	General, Strength, Passing
1	Bombardier	40,000	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon	Agility	General, Strength, Passing
1	Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	Agility	General, Strength, Passing
1	Looney	40,000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	Agility	General, Strength, Passing
1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	Strength	General, Agility, Passing
2	Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bomber Dribblesnot
- Fungus the Loon
- Morg 'n' Thorg
- Nobbla Blackwart
- Ripper
- Scrappa Sorehead

Instant Team Roster

9 Goblins, 2 Trolls, 1 Bombardier, 1 Pogoer, 1 Looney, 1 Fanatic; 3 team re-rolls, fan factor 2

Halfling team list

Advanced

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Halfling	30,000	5	2	3	6	Dodge, Stunty, Right Stuff	Agility	General, Strength, Passing
2	Treeman	120,000	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bertha Bigfist
- Deeproot Strongbranch
- Morg 'n' Thorg
- Puggy Baconbreath
- Willow Rosebark
- Zara the Slayer

High Elf team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	70,000	6	3	4	8		General, Agility	Strength, Passing
2	Thrower	90,000	6	3	4	8	Pass, Safe Throw	General, Agility, Passing	Strength
4	Catcher	90,000	8	3	4	7	Catch	General, Agility	Strength, Passing
2	Blitzer	100,000	7	3	4	8	Block	General, Agility	Strength, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Dolfar Longstride
- Eldril Sidewinder
- Morg 'n' Thorg
- Prince Moranion
- Soaren Hightower
- Zara the Slayer

Instant Team Roster

7 Linemen, 2 Catchers, 1 Blitzer, 1 Thrower; 2 team re-rolls; fan factor 4

Human team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	50,000	6	3	3	8		General	Strength, Agility, Passing
4	Catcher	70,000	8	2	3	7	Catch, Dodge	General, Agility	Passing, Strength
2	Thrower	70,000	6	3	3	8	Pass, Sure Hands	General, Passing	Agility, Strength
4	Blitzer	90,000	7	3	3	8	Block	General, Strength	Agility, Passing
1	Ogre	140,000	5	5	2	9	Loner, Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Griff Oberwald
- Helmut Wulf
- Mighty Zug
- Morg 'n' Thorg
- Puggy Baconbreath
- Zara the Slayer

Instant Team Roster

Agility version: 6 Linemen, 2 Blitzers, 2 Catchers, 2 Throwers; 4 team re-rolls; fan factor 4
Strength version: 1 Ogre, 7 Linemen, 2 Blitzers, 2 Throwers; 3 team re-rolls; fan factor 4

Khemri team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Skeleton	40,000	5	3	2	7	Regeneration, Thick Skull	General	Agility, Strength, Passing
2	Throw-Ra	70,000	6	3	2	7	Pass, Sure Hands, Regeneration	General, Passing	Agility, Strength
4	Blitz-Ra	90,000	6	3	2	8	Block, Regeneration	General, Strength	Passing, Agility
4	Tomb Guardian	100,000	4	5	1	9	Decay, Regeneration	Strength	General, Passing, Agility

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000

Khemri teams have access to neither Necromancers nor Apothecaries.

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Hack Enslash
- Humerus Carpal
- Ithaca Benoin
- Ramtut III
- Setekh
- Sinnedbad

Instant Team Roster

8 Skeletons, 2 Blitz-Ras, 2 Tomb Guardians, 1 Throw-Ra; 4 team re-rolls; fan factor 3

Lizardman team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Skink	60,000	8	2	3	7	Dodge, Stunty	Agility	General, Strength, Passing
6	Saurus	80,000	6	4	1	9		General, Strength	Agility, Passing
1	Kroxigor	140,000	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Helmut Wulf
- Hemlock
- Lottabottol
- Morg 'n' Thorg
- Quetzal Leap
- Sibli

Instant Team Roster

7 Skinks, 5 Sauri; 2 team re-rolls; fan factor 6

Necromantic team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Zombie	40,000	4	3	2	8	Regeneration	General	Strength, Agility, Passing
2	Ghoul	70,000	7	3	3	7	Dodge	General, Agility	Passing, Strength
2	Wight	90,000	6	3	3	8	Block, Regeneration	General, Strength	Agility, Passing
2	Flesh Golem	110,000	4	4	2	9	Stand Firm, Thick Skull, Regeneration	General, Strength	Agility, Passing
2	Werewolf	120,000	8	3	3	8	Claws, Frenzy, Regeneration	General, Agility	Strength, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000

All Necromantic teams include a free Necromancer.

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Count Luther von Drakenborg
- Hack Enslash
- J. Earlice
- Ramtut III
- Setekh
- Wilhelm Chaney

Instant Team Roster

7 Zombies, 2 Ghouls, 2 Werewolves, 1 Flesh Golem, 1 Wight, 1 Necromancer; 2 team re-rolls; fan factor 3

Norse team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	50,000	6	3	3	7	Block	General	Agility, Strength, Passing
2	Thrower	70,000	6	3	3	7	Block, Pass	General, Passing	Agility, Passing
2	Runner	90,000	7	3	3	7	Block, Dauntless	General, Agility	Strength, Passing
2	Berserker	90,000	6	3	3	7	Block, Frenzy, Jump Up	General, Strength	Agility, Passing
2	Ulfwerener	110,000	6	4	2	8	Frenzy	General, Strength	Agility, Passing
1	Snow Troll	140,000	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Boomer Eziasson
- Helmut Wulf
- Icepelt Hammerblow
- Morg 'n' Thorg
- Wilhelm Chaney
- Zara the Slayer

Instant Team Roster

7 Linemen, 2 Berserkers, 1 Thrower, 1 Runner, 1 Snow Troll; 2 team re-rolls; fan factor 5

Nurgle team list

Advanced

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Rotter	40,000	5	3	3	8	Decay, Nurgle's Rot	General, Mutation	Agility, Passing, Strength
4	Pestigor	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	General, Mutation, Strength	Agility, Passing
4	Nurgle Warrior	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	General, Mutation, Strength	Agility, Passing
1	Beast of Nurgle	140,000	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	Strength	General, Passing, Agility, Mutation

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Brick Far'th & Grotty
- Lewdgrip Whiparm
- Lord Borak the Despoiler
- Max Spleenripper
- Morg 'n' Thorg
- Ripper

Instant Team Roster

8 Rotters, 2 Nurgle Warriors, 2 Pestigors, 1 Beast of Nurgle; 2 team re-rolls; fan factor 2

Ogre team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Snotling	20,000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	Agility	General, Strength, Passing
6	Ogre	140,000	5	5	2	9	Bone-Head, Mighty Blow, Thick Skull, Throw Team-Mate	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bertha Bigfist
- Bomber Dribblesnot
- Brick Far'th & Grotty
- Morg 'n' Thorg
- Nobbla Blackwart
- Scrappa Sorehead

Orc team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	50,000	5	3	3	9		General	Agility, Strength, Passing
4	Goblin	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	Agility	General, Strength, Passing
2	Thrower	70,000	5	3	3	8	Sure Hands, Pass	General, Passing	Agility, Strength
4	Black Orc Blocker	80,000	4	4	2	9		General, Strength	Agility, Passing
4	Blitzer	80,000	6	3	3	9	Block	General, Strength	Agility, Passing
1	Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bomber Dribblesnot
- Morg 'n' Thorg
- Ripper
- Scrappa Sorehead
- Ugroth Bolgrot
- Varag Ghou-Chewer

Instant Team Roster

7 Linemen, 2 Blitzers, 1 Thrower, 2 Black Orc Blockers; 4 team re-rolls, fan factor 2

Skaven team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	50,000	7	3	3	7		General	Agility, Strength, Passing, Mutation
2	Thrower	70,000	7	3	3	7	Pass, Sure Hands	General, Passing	Agility, Strength, Mutation
4	Gutter Runner	80,000	9	2	4	7	Dodge	General, Agility	Strength, Passing, Mutation
2	Blitzer	90,000	7	3	3	8	Block	General, Strength	Agility, Passing, Mutation
1	Rat Ogre	150,000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	Strength	Agility, General, Passing, Mutation

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	60,000	120,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Fezglitch
- Glart Smashrip Jr.
- Hakflem Skuttlespike
- Headsplitter
- Morg 'n' Thorg
- Skitter Stab-Stab

Instant Team Roster

6 Linemen, 2 Blitzers, 3 Gutter Runners, 1 Thrower; 3 team re-rolls; fan factor 4

Experimental: Slann team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	60,000	6	3	3	8	Leap, Very Long Legs	General	Agility, Strength, Passing
4	Catcher	80,000	7	2	4	7	Diving Catch, Leap, Very Long Legs	General, Agility	Strength, Passing
4	Blitzer	110,000	7	3	3	8	Diving Tackle, Leap, Jump Up, Very Long Legs	General, Agility, Strength	Passing
1	Kroxigor	140,000	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Helmut Wulf
- Hemlock
- Lottabottol
- Morg 'n' Thorg
- Quetzal Leap
- Slibli

Undead team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Skeleton	40,000	5	3	2	7	Regeneration, Thick Skull	General	Agility, Strength, Passing
16	Zombie	40,000	4	3	2	8	Regeneration	General	Agility, Strength, Passing
4	Ghoul	70,000	7	3	3	7	Dodge	General, Agility	Strength, Passing
2	Wight	90,000	6	3	3	8	Block, Regeneration	General, Strength	Agility, Passing
2	Mummy	120,000	3	5	1	9	Mighty Blow, Regeneration	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000

All Undead teams include a free Necromancer.

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Count Luther von Drakenborg
- Hack Enslash
- J. Earlice
- Ramtut III
- Setekh
- Sinnedbad

Instant Team Roster

3 Zombies, 4 Skeletons, 2 Mummies, 2 Wights, 2 Ghouls; 1 Necromancer; 2 team re-rolls; fan factor 2

Experimental: Underworld team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
12	Underworld Goblin	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	Agility, Mutation	General, Strength, Passing
2	Skaven Lineman	50,000	7	3	3	7	Animosity	General, Mutation	Agility, Strength, Passing
2	Skaven Thrower	70,000	7	3	3	7	Animosity, Pass, Sure Hands	General, Passing, Mutation	Agility, Strength
2	Skaven Blitzler	90,000	7	3	3	8	Animosity, Block	General, Strength, Mutation	Agility, Passing
1	Warpstone Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	Strength, Mutation	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Bomber Dribblesnot
- Fezglitch
- Glart Smashrip Jr.
- Morg 'n' Thorg
- Nobbla Blackwart
- Skitter Stab-Stab

Vampire team list

Advanced

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Thrall	40,000	6	3	3	7		General	Agility, Strength, Passing
6	Vampire	110,000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	General, Agility, Strength	Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	70,000	140,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Crazy Igor
- Count Luther von Drakenborg
- Helmut Wulf
- J. Earlice
- Morg 'n' Thorg
- Wilhelm Chaney

Instant Team Roster

4 Vampires, 8 Thralls; 3 team re-rolls; fan factor 3

Wood Elf team list

When you hire a rookie team, you have 1,000,000 gold pieces to spend. You must buy at least 11 players, and not more than 16. You may also buy team re-rolls, fan factor and coaching staff.

Players									
Max	Position	Cost (gps)	MA	ST	AG	AV	Skills	Normal skills	Double skills
16	Lineman	70,000	7	3	4	7		General, Agility	Passing, Strength
4	Catcher	90,000	8	2	4	7	Catch, Dodge, Sprint	General, Agility	Passing, Strength
2	Thrower	90,000	7	3	4	7	Pass	General, Agility, Passing	Strength
2	Wardancer	120,000	8	3	4	7	Block, Dodge, Leap	General, Agility	Strength, Passing
1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Take Root, Thick Skull, Throw Team-Mate	Strength	General, Agility, Passing

Team re-rolls		
Max	Cost to rookie team (gps)	Cost during League (gps)
8	50,000	100,000

Fan factor	
Max	Cost to rookie team (gps)
9	10,000

Coaching staff		
Max	Position	Cost (gps)
∞	Cheerleader	10,000
∞	Assistant coach	10,000
1	Apothecary	50,000

Inducements

If your division rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.73) before a match:

- Dolfar Longstride
- Eldril Sidewinder
- Jordell Freshbreeze
- Morg 'n' Thorg
- Willow Rosebark
- Zara the Slayer

Instant Team Roster

7 Linemen, 2 Catchers, 1 Thrower, 1 Wardancer; 2 team re-rolls; fan factor 2

Inducement Shopping List

Some of these options may not be available, depending on the house rules used in your League.

Bloodweiser Babes

max 2

50,000 gps each

Each Bloodweiser Babe gives your players a +1 modifier to the roll each time they try to recover from being KO'd.

Bribes

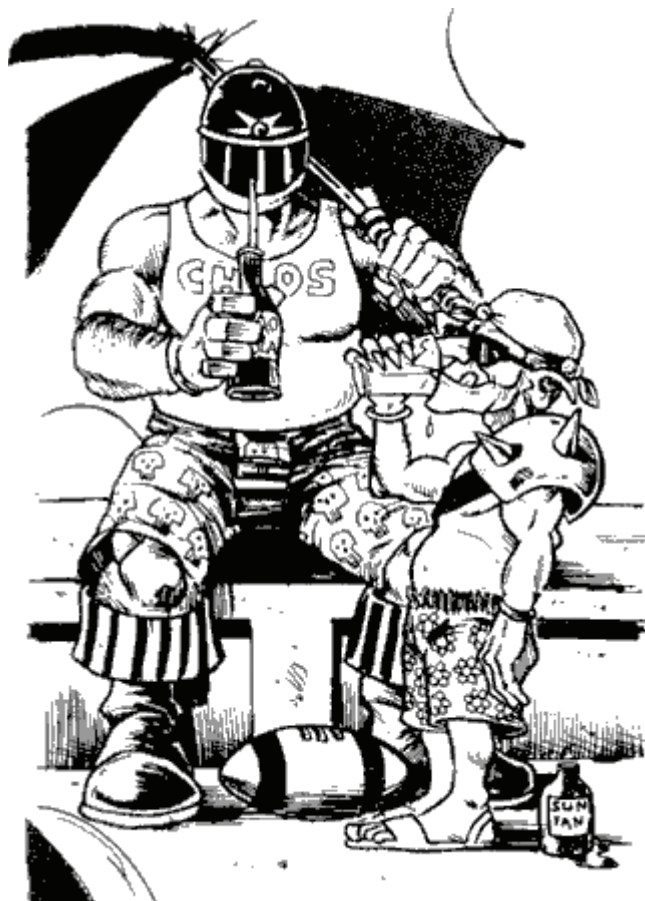
max 3

50,000 gps each for Goblin teams

100,000 gps each for other teams each

Each Bribe allows you to try and ignore one attempt by the referee to send off a player, either for a foul or for using the Secret Weapon skill. Each Bribe can be used once per game.

When you use a Bribe, roll 1D6. If you roll 2+, the Bribe is effective and the referee overlooks the offence. If you roll 1, the Bribe is wasted and the call stands.



If a Bribe successfully changes the referee's mind about a foul, there is no turnover.

If a Secret Weapon player is fielded and then knocked out, and you wish to apply a Bribe to prevent the referee from sending him off, make the Bribe roll before you roll to see whether the player recovers.

Extra Training Sessions

max 4

100,000 gps each

Each Extra Training Session allows you to take one extra team re-roll counter in each half of this match.

Master Chef

max 1

100,000 gps for Halfling teams

300,000 gps each for other teams

If you hire a Master Chef, roll 1D6 three times at the start of each half. Each roll of 4+ gains you one team re-roll for that half, and causes your opponent to lose one team re-roll, if they have any left to lose.

Wandering Apothecaries

max 2, only for teams that can hire Apothecaries

100,000 gps each

You can hire Wandering Apothecaries even if you already have an Apothecary. Each Wandering Apothecary works in exactly the same way as a regular Apothecary, and each can be used once per match.

Igor

max 1, only for teams that can't hire Apothecaries

100,000 gps

An Igor allows you to re-roll one failed Regeneration roll during the match.

Mercenaries

no limit

Mercenaries are ordinary players from your team list who play for one match only. You may hire any number of Mercenaries of any position from your team list, subject to the normal limit of 16 players per team, and to the limit imposed by your team list on the maximum number of players allowed in each position. However, any of your regular players who are missing

the match due to injury don't count against these limits for the purposes of hiring Mercenaries.

Each Mercenary costs +30,000 gps more than the price for a regular player. You may also choose to pay +50,000 gps more in order to give a Mercenary one extra skill from the 'Normal skills' column on the team list. Additionally, all Mercenaries have the Loner skill.

Mercenaries can't earn SPPs. If a Mercenary is awarded Most Valuable Player, it is wasted.

Star Players

max 2

Some divisions disallow Star Players, while others impose house rules to restrict their use.

If your League rules allow, you may hire up to 2 named Star Players from the list shown on your team list, subject to the normal limit of 16 players per team. However, any of your regular players who are missing the match due to injury don't count against this limit for the purposes of hiring Star Players.

Like Mercenaries, Star Players play for one match only. They always have the skills and characteristics shown in the Star Player List (p.73). They can't earn SPPs. If a Star Player is awarded Most Valuable Player, it is wasted. Also, Star Players never use a team's Apothecary or Igor.

If both coaches in a single match try to hire the same Star Player, both teams lose the hiring fee and the Star Player does not play for either team.

Wizard

max 1

150,000 gps each

If you hire a Wizard, you can use him once per game, either at the start of one of your team turns before any of your players perform actions, or immediately after the end of one of your team turns (even if it ended with a turnover).

When you use your Wizard, choose a spell:

- **Fireball:** Choose a target square anywhere on the pitch. Roll 1D6 for each player either in that square or adjacent. On 4+ the player is knocked down.
- **Lightning Bolt:** Choose a standing player anywhere on the pitch and roll 1D6. On 2+ the player is knocked down.

For each player knocked down by a spell, roll for armour (and injury if necessary) as if they were struck by a player with Mighty Blow. A spell never causes a turnover unless one of your players is knocked over during your own team turn and he was carrying the ball.

If your division uses the optional rules for Special Play cards (p.32), these may also be available as inducements.



List of Star Players

Name	Cost (gps)	MA	ST	AG	AV	Skills
Barik Farblast	60,000	6	3	3	8	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull
Bertha Bigfist	290,000	6	5	2	9	Loner, Bone-Head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate
Brick Far'th & Grotty	290,000	5	5	2	9	Loner, Bone-Head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate
		6	2	4	7	Loner, Dodge, Right Stuff, Stunty
Bomber Dribblesnot	60,000	6	2	3	7	Loner, Accurate, Bombardier, Dodge, Right Stuff, Secret Weapon, Stunty
Boomer Eziasson	60,000	4	3	2	9	Loner, Accurate, Block, Bombardier, Secret Weapon, Thick Skull
Count Luthor von Drakenborg	390,000	6	5	4	9	Loner, Block, Hypnotic Gaze, Side Step, Regeneration
Crazy Igor	120,000	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull; counts as a Thrall for the purposes of satisfying Blood Lust
Deeproot Strongbranch	300,000	2	7	1	10	Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate
Dolfar Longstride	150,000	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-Off Return, Pass Block
Eldril Sidewinder	200,000	8	3	4	7	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block
Fezglitch	100,000	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon
Flint Churnblade	130,000	5	3	2	8	Loner, Block, Chainsaw, Secret Weapon, Thick Skull
Fungus the Loon	80,000	4	7	3	7	Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty
Glart Smashrip Jr.	210,000	7	4	3	8	Loner, Block, Claw, Juggernaut
Grashnak Blackhoof	310,000	6	6	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull
Griff Oberwald	320,000	7	4	4	8	Loner, Block, Dodge, Fend, Sprint, Sure Feet
Grim Ironjaw	220,000	5	4	3	8	Loner, Block, Dauntless, Frenzy, Mighty Blow, Thick Skull
Hack Enslash	120,000	6	3	2	7	Loner, Chainsaw, Regeneration, Secret Weapon, Side Step
Hakflem Skuttlespike	200,000	9	3	4	7	Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads
Headsplitter	340,000	6	6	3	8	Loner, Frenzy, Mighty Blow, Prehensile Tail
Helmut Wulf	110,000	6	3	3	8	Loner, Chainsaw, Secret Weapon, Stand Firm
Hemlock	170,000	8	2	3	7	Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty

Name	Cost (gps)	MA	ST	AG	AV	Skills
Horkon Heartripper	210,000	7	3	4	7	Loner, Dodge, Leap, Multiple Block, Shadowing, Stab
Hthark the Unstoppable	310,000	6	5	2	9	Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull
Hubris Rakarth	260,000	7	4	4	8	Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball
Humerus Carpal	130,000	7	2	3	7	Loner, Catch, Dodge, Regeneration, Nerves of Steel
Icepelt Hammerblow	330,000	5	6	1	8	Loner, Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull
Ithaca Benoin	220,000	7	3	3	7	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands
J. Earlice	180,000	8	3	3	7	Loner, Catch, Diving Catch, Dodge, Sprint
Jordell Freshbreeze	260,000	8	3	5	7	Loner, Block, Diving Catch, Dodge, Leap, Side Step
Lewdgrip Whiparm	150,000	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles
Lord Borak the Despoiler	270,000	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow
Lottabottol	220,000	8	3	3	8	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs
Max Spleenripper	130,000	6	2	3	7	Loner, Chainsaw, Secret Weapon
Mighty Zug	260,000	4	5	2	9	Loner, Block, Mighty Blow
Morg 'n' Thorg	430,000	6	6	3	10	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate
Nobbla Blackwart	130,000	6	2	3	7	Loner, Block, Dodge, Chainsaw, Secret Weapon, Stunty
Prince Moranion	230,000	7	4	4	8	Loner, Block, Dauntless, Tackle, Wrestle
Puggy Baconbreath	140,000	5	3	3	6	Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty
Quetzal Leap	250,000	8	2	4	7	Loner, Catch, Diving Catch, Fend, Kick-Off Return, Leap, Nerves of Steel, Very Long Legs
Ramtut III	380,000	5	6	1	9	Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle
Rashnak Backstabber	200,000	7	3	3	7	Loner, Dodge, Side Step, Sneaky Git, Stab
Ripper	270,000	4	6	1	9	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate
Roxanna Darknail	250,000	8	3	5	7	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap
Scrappa Sorehead	150,000	7	2	3	7	Loner, Dirty Player, Dodge, Leap, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs
Setekh	220,000	6	4	2	8	Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball

continued

Name	Cost (gps)	MA	ST	AG	AV	Skills
Sinnedbad	80,000	6	3	2	7	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab
Slibli	250,000	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm
Skitter Stab-Stab	160,000	9	2	4	7	Loner, Dodge, Prehensile Tail, Shadowing, Stab
Soaren Hightower	180,000	6	3	4	8	Loner, Fend, Kick-Off Return, Pass, Safe Throw, Sure Hands, Strong Arm
Ugroth Bolgrot	100,000	5	3	3	9	Loner, Chainsaw, Secret Weapon
Varag Ghoul-Chewer	290,000	6	4	3	9	Loner, Block, Jump Up, Mighty Blow, Thick Skull
Wilhelm Chaney	240,000	8	4	3	8	Loner, Catch, Claws, Frenzy, Regeneration, Wrestle
Willow Rosebark	150,000	5	4	3	8	Loner, Dauntless, Side Step, Thick Skull
Zara the Slayer	270,000	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
Zzharg Madeye	90,000	4	4	3	9	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull

Kick-Off Table

2D6	Result
2	Get the Ref!: Each team receives +1 free bribe to use during the match, exactly as if they had purchased the bribe as an inducement (p.74).
3	Riot: If the receiving team's turn marker is on turn 7, move both turn markers one space back along the turn track. If the receiving team has not yet had a team turn in this half, move both turn markers one space forward along the turn track. Otherwise, roll 1D6. If you roll 1-3, move both turn markers one space forward. If you roll 4+, move both turn markers one space back.
4	Perfect Defence: The kicking team's coach may set up his players again, following all the normal rules for setup (p.5).
5	High Kick: One player on the receiving team who is not in an opponent's tackle zone may be placed in the square where the ball has landed, as long as the square is previously unoccupied. That player may then attempt to catch the ball.
6	Cheering Fans: Each coach rolls 1D3 and adds their FAME, plus their number of cheerleaders. The highest scorer gain an extra team re-roll for this half only. If the scores are equal, both teams gain a team re-roll.
7	Changing Weather: Roll again on the Weather Table. If you roll 'Nice', then a gentle gust of wind makes the ball scatter one extra square when landing after the kick-off.
8	Brilliant Coaching: Each coach rolls 1D3 and adds their FAME, plus their number of assistant coaches. The highest scorer gain an extra team re-roll for this half only. If the scores are equal, both teams gain a team re-roll.
9	Quick Snap!: All the receiving players may make a free move of one square, ignoring tackle zones. This may be used to enter the opposing half.
10	Blitz!: The kicking team receives a free bonus team turn before the ball lands. Team re-rolls may be used, and the normal turnover rules apply, but only players who are not in an opposing tackle zone at the start of the free team turn may perform an action in it. Don't move the turn counter along in this team turn.
11	Throw a Rock: Each coach rolls 1D6 and adds their FAME. Pick one random player on the field from the lowest scorer's team and roll for injury (no armour roll is required). If the scores are tied, one random player on each side is affected.
12	Pitch Invasion: Roll 1D6 in turn for each player on the field, adding the FAME of the opposing team. Any score of 6 or more causes the player to be Stunned. (Regardless of FAME, a natural roll of 1 has no effect.)

Weather Table

2D6	Result
2	Sweltering Heat: At the end of each drive, roll 1D6 for each player on the pitch. If you roll 1, the player collapses and may not be set up for the next kick-off.
3	Very Sunny: A -1 modifier applies to all throwing accuracy rolls (p.13).
4-10	Nice: Perfect Blood Bowl weather.
11	Pouring Rain: A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	Blizzard: Any player attempting to 'go for it' (p.10) needs to roll 3+ to avoid being knocked down, instead of 2+ as normal. Also, only Quick or Short Passes can be attempted (p.13).

Team Value Modifiers

Change	Modifier
'Normal' skill	+20,000 gps
'Doubles' skill	+30,000 gps
+1 MA	+30,000 gps
+1 AV	+30,000 gps
+1 AG	+40,000 gps
+1 ST	+50,000 gps

Spiralling Expenses Table

Team Value (gps)	Expenses
Up to 1,750,000	None
1,750,000 to 1,899,999	10,000 gps
1,900,000 to 2,049,999	20,000 gps
2,050,000 to 2,199,999	30,000 gps
2,200,000 to 2,349,999	40,000 gps
2,350,000 to 2,499,999	50,000 gps
2,500,000 to 2,649,999	60,000 gps
2,650,000+ (continuing in steps of 150,000)	+10,000 gps per step

Casualty Table

D68*	Result
11-38	Badly Hurt: No long-term effect. (If an Apothecary re-roll gives a Badly Hurt result, move the player to the Reserves box.)
41-48	Miss next match.
51-52	Miss next match and Niggling Injury (+1 to all future Injury rolls on this player).
53-54	Smashed Hip: Miss next match and -1 MA.**
55-56	Serious Concussion: Miss next match and -1 AV.**
57	Broken Neck: Miss next match and -1 AG.**
58	Smashed Collarbone: Miss next match and -1 ST.**
61-68	Dead!: Delete the player from your team roster.

Improvement Table

2D6	Result
2-9	New skill
10	Choose +1 MA, +1 AV, or new skill
11	Choose +1 AG or new skill
12	Choose +1 ST or new skill

Lineman

Thrower

Runner

Blocker

Blitzer

Pre-match sequence: Weather ~ Petty cash ~ Inducements ~ Fans ~ Kickers set up ~ Receivers set up ~ Kick-off

Post-match sequence: MVPs ~ Improvements ~ Winnings ~ Treasury ~ Spifalling expenses ~ Fan factor ~ Purchases