

COMPENDIUM

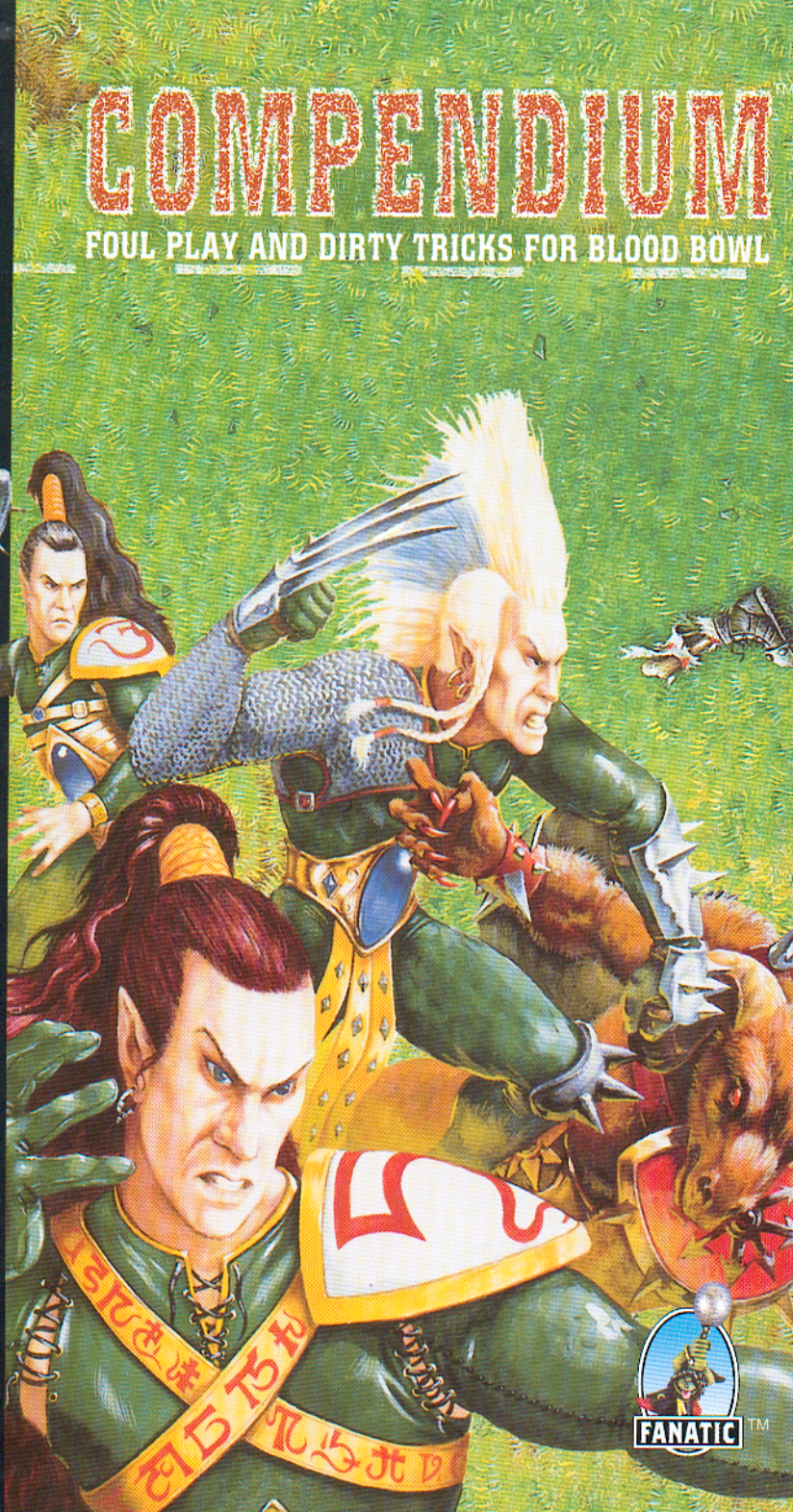
FOUL PLAY AND DIRTY TRICKS FOR BLOOD BOWL



3

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THE NEW BATCH

(see pages 24-29 and inside back cover)



THE MAD BOMBER SKELETON BOMBARDIER



MOVEMENT

5

STRENGTH

3

AGILITY

2

ARMOUR

7

SKILLS

Regenerate
Hail Mary Pass
Nerves of Steel

TEAMS

UNDEAD

SPECIAL

BOMBS

80,000 GOLD PIECES



GRIMRAN DWARF BLITZER



MOVEMENT

5

STRENGTH

4

AGILITY

3

ARMOUR

9

SKILLS

Block
Thick Skull
Mighty Blow
Leader

TEAMS

DWARF

SPECIAL

NONE

150,000 GOLD PIECES



WRAG BONESNAPPER GHOUL



MOVEMENT

8

STRENGTH

4

AGILITY

4

ARMOUR

7

SKILLS

Dodge
Catch
Sprint
Diving Catch

TEAMS

UNDEAD

SPECIAL

NONE

160,000 GOLD PIECES



NAQAT QUEER SKAVEN BLITZER



MOVEMENT

7

STRENGTH

4

AGILITY

3

ARMOUR

7

SKILLS

Foul Appearance
Dirty Player
Tentacles
Block

TEAMS

SKAVEN

SPECIAL

NONE

130,000 GOLD PIECES



Welcome

to the third Blood Bowl Compendium

Here we are again sports fans with a new 'slimmed-down' Blood Bowl Compendium bringing it in line with the rest of Fanatic Press. Of course, we've 'slimmed-down' the price also to make it easily affordable too.

Things have kind of gone 'Blood Bowl crazy' up here at head office with a massive revival going on amongst the staff who are usually too busy 'frothing' over Warhammer or Warhammer 40,000 to consider the finer points of giving an opponent's team a right 'shoeing' on the Blood Bowl pitch. But, everyone's been brushing the dust off of their old teams and been digging their boards out of the cupboard to participate in what will become the biggest league we've seen since Jervis launched the first studio league all those years ago. The buggers have even been bothering me left right and centre demanding copies of rules from old

Compendiums that they've managed to lose somehow – an editor's life is never an easy one I can tell you!

And why is the bespectacled one droning on at us about this, you may quite rightly ask? Well, this league will now become the perfect forum for Jervis to playtest his radical new ideas and rules amendments not to mention some of your contributions also. We will be able to report on the progress of the league in forthcoming compendiums and feature those rules that the guys are using and Jervis is 'tweaking' into shape.

Many cool new things are set to emerge from the Fanatic bunker as we are starting our very own miniatures range (pause for applause, cheers and comments like 'about bloody time to!'). You'll be seeing some new teams and Star Players and maybe even some

figures for your team wizards, apothecarys, cheerleaders, refs etc. So, keep your eyes glued to Fanatic to find out more about these wonderful additions to the game.

But you know the score... We can't leave it all to Jervis, he's getting on a bit and I think that his mind's starting to go! If you want to continue seeing this amazing tome on a regular basis we're still going to need your contributions. Blood Bowl is a continually expanding hobby and has benefited tremendously from the varied range of madcap articles that have been featured because it shows exactly what you, the real coaches out there, have been up to; developing the game. So don't be shy let us see how you like to play the Old World's most violent game!

Steve

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Bretonnian Teams



By Robert Miller

Bretonnians have played Blood Bowl for a long time, though it is not as you would image – magnificent armour-clad Knights going head-to-head, with thousands of fans

cheering on their heroes. The mainstay of the team is made up of rustic peasants who are equipped with little or no armour and are expected to hold off the ravages of the

opposing team long enough for the well-armoured and flashy knights to score a touchdown.

Special Rules

Apothecaries: Bretonnians have access to two types of Apothecaries, personal Apothecaries for the Knights (Blood Bowl Compendium I) and a team Apothecary who only tends to the Peasants and the Squires on the team. Knights will always refuse to be healed by a common team Apothecary and would rather suffer an injury inflicted to them, than to be healed by the team Apothecary if they do not have a personal Apothecary.

Righteous Anger: Whenever a Questing Knight or the Grail Knight Star Player is killed during a game and is not healed by his own Apothecary or by any special play cards the rest of the team suffers the following penalty. Their strength becomes +1 and their agility -2 for 1 turn. After 1 turn their strength returns too normal but they suffer with -1 agility for the rest of the game. This represents how valuable a Grail Knight is to a Bretonnian Team. At the end of the game all players' values return too normal.

Grail Nuns: Bretonnians do not have team wizards but have access to Grail Nuns instead. Grail Nuns affect Knightly players only and have no effect on Peasants or Squires. If a Knight is chosen in the initial team setup or whenever a Knight joins the



Profile of a Bretonnian Coach:

Robert Miller

I'm Robert and I'm from Wallaroo, Australia. I have been playing wargames for about twenty five years now and have had some involvement with Games Workshop games for the past 10 years.

The games I play are Warhammer, Warhammer 40,000, Blood Bowl, Talisman, Might Empires, Space Hulk and Blood Royale. From time to time I have also indulged in Epic, Warhammer Quest, and Necromunda. I also own and play numerous games by Avalon Hill, TSR, Supremacy, Mayfair etc.

I have a huge Blood Angels army in Warhammer 40,000, collect Bretonnians for Warhammer and my first Blood Bowl Team were a Skaven – 'The North Crookback Underdwellers' which played in a local League and were quite successful. You can see the board and the Stadium that I built in 1995 for my Skaven team from the pictures in this article. I am now in the process of designing a new board for my Bretonnian team 'The Port D'Aquitaine Power' something that is completely different but fitting for the Bretonnian ideology.

Over the years the group I have been involved in have modified the League rules to suit and I may submit these at a later date, maybe, if you're good!

TEAM PROFILE: THE PORT D'AQUITAINE POWER

Team Colours: Black, white & silver

Head Coach: Duke Roget D'Aquitaine

Players: Bretonnian

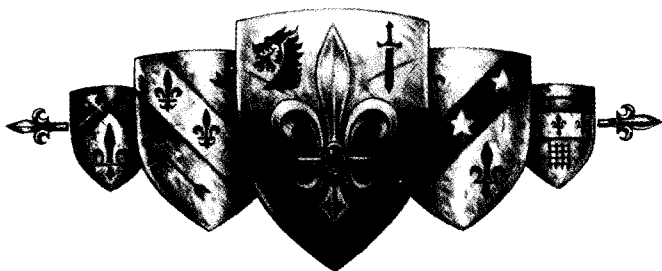
To help explain how Blood Bowl evolved in Bretonnia lets look at the history of the most famous Bretonnian Blood Bowl team the PORT D'AQUITAINE REAVERS a.k.a. (POWER).

- 2387 Port D'Aquitaine Reavers are formed and started playing a game that is similar to Blood Bowl. They are also the first team in Bretonnia to use colours to help identify their players. Their colours are Blue and White. They play in the First Bretonnian Football League that consists of four teams. Games are played in an adhoc manner when there are no wars to fight or fields to tend.
- 2399 Port D' Aquitaine, lays a foundation for its original stadium. They then become the first team in Bretonnia to play games in a stadium and not on the open fields. Over a period of time the stadium becomes known as the 'Rosebowl' due to the habit of spectators showering the winning players with roses after each game.
- 2413 After the longest trophy drought in their proud history the Reavers win the Blood Bowl final by beating The Evil Gits 3-1.
- 2492 A bitter dispute with the Reikland Reavers results in the Port D'Aquitaine Reavers changing their name to the PORT D'AQUITAINE POWER, and their colours became black, white and silver. Duke Roget D'Aquitaine invites some of his own personal retinue of Knights to start training for the team. During trial games the Power (now made up entirely of Knights!) prove to be almost unbeatable.
- 2493 The administrators of the new league counter the possible dominance of the Power and introduce new rules and apply restrictions preventing the Bretonnians from fielding a team consisting entirely of Knights. In their first year the Power go through the minor rounds undefeated making the Blood Bowl Grand Final. During the final with the Power leading 2 -1 against the Orcland Raiders early in the second half the sole Questing knight is killed when he slips on a banana skin left by a Goblin and falls headlong into the crowd at the Orcs end. This enrages the Power so much that they proceed to inflict 5 touchdowns against the greenskins and win 5-2.
- Present The Power has proven that they can beat the best the other races can throw at them, but the main question is can they really be the championship team they started as, with the major weakness the Knights have.

Team Honours: Blood Bowl Winners: 2493 (III), Orcidas Team Of The Year: 2484. Spike! Magazine Team Most Likely To Play Fair!: 2473, 2488, 2498.

Hall Of Fame: Erik Kantona, Frank Le Meat, Ginola le Ponce, Jules De Bergerac

Famous Bretonnian Teams: The Bright Crusaders, The Team Errant, The Lions of Couronne



BRETONNIAN TEAMS

Bretonnian teams are a bit of a mixed bag really. The team is a tentative mix of unglamorous linemen, catchers and throwers and incredible blitzers in the Knights. The Knightly players have always expected their commoner team mates to take on the pressure of holding back the opposition whilst they wait for a suitable opening for a glorious blitz for a touchdown to wow the crowds and if some peasants are beaten senseless in the meantime there are always more albeit reluctantly to fill their places.

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-12	Peasant	40,000	6	3	3	7	None
0-2	Squire Catcher	70,000	8	2	3	7	Dodge, Catch
0-2	Squire Thrower	70,000	6	3	3	7	Sure Hands, Pass
0-2	Knights of the Realm	100,000	6	3	3	8	Block, Stand Firm
0-2	Questing Knight	130,000	7	4	3	9	Block, Stand Firm, Leader

Re-roll counter: 50,000 gold pieces each

Peasants may only take GENERAL skills

Squire Catchers may take GENERAL & AGILITY skills

Squire Throwers may take GENERAL & THROWING skills

Knights may take GENERAL & STRENGTH skills

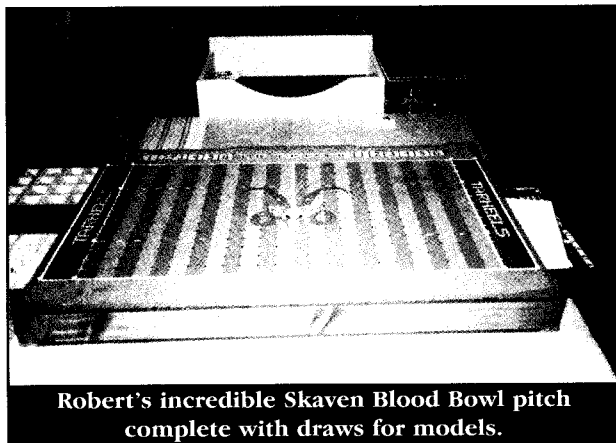
team a single Grail Nun (use a Bretonnian Sorceress) may be selected at a cost of 150,000. Her role is to help the Knights to channel their prayers to the Lady of the Lake prior to all

games. A Blessing is then bestowed upon each individual Knight within the team (even the Star Player Questing Knight) before each game roll 1D6 for each

individual Knight, Questing Knight and Grail Knight Star Player and apply the following result:

D6 Roll Effect

- 1 No blessing for this game. The Knight feels uninspired and refuses to play.
- 2 No blessing for this game. Plays with -1 Agility.
- 3 No blessing for this game. Plays with no bonuses or penalties.
- 4 May choose any one General skill for this game only.
- 5 May choose any one Agility skill for this game only.
- 6 May choose any one Strength skill for this game only.



Robert's incredible Skaven Blood Bowl pitch complete with draws for models.

The following special rules apply to those skills obtained through a blessing:

STRENGTH – Throw Team

Mate The player must have a Strength of 6 or more to be able to utilise this skill.

GENERAL – Dirty Player

Knights may never use this skill as they may never commit a *Foul*.

At the end of the game any skills gained as a result of a blessing are lost although they may roll at the start of the next game.

Fouling: Knights will never participate in fouling. Therefore they cannot *Foul* or even assist squires, or peasants in the act of fouling. Only Squires or Peasants will commit or assist a foul.

Star Players

The Bretonnians will only use Human Star Players (no human players with secret weapons are tolerated, except for Joshua le Grand). No monsters or players from other races may play for the Bretonnians.

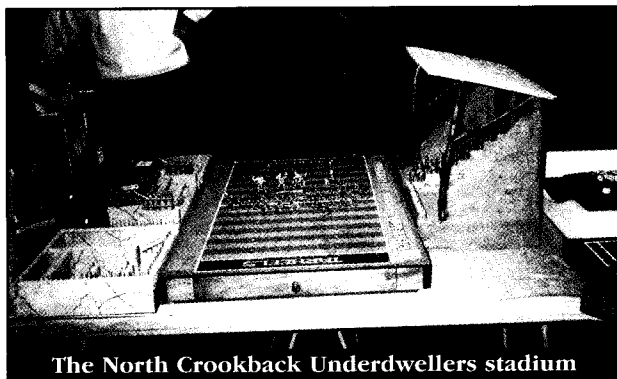
At present there is only and can be only one Knightly Star Player the mysterious Grail Knight, Jule De Bergerac.

Staff Penalty Roll 7+

The Star Player peasant Joshua le Grand carries a Staff onto the field which may be used as a secret weapon. When using a Staff to Block add the following: +1 Strength, +1 to any Armour and injury roll. A player using a Staff may choose to use the *Multiple Block* skill, but if doing so loses the +1 Strength bonus.

Notes on Play

I have tried to take the Bretonnian Knight's Code of



The North Crookback Underdwellers stadium

Chivalry into consideration when I designed their abilities, I feel that I have been reasonably successful and you now have a new Team to play Blood Bowl with.



The Bretonnians are an interesting team to play with: cheap linemen, average catchers and throwers and a limited number of high quality Blitzers, who have huge egos that need special

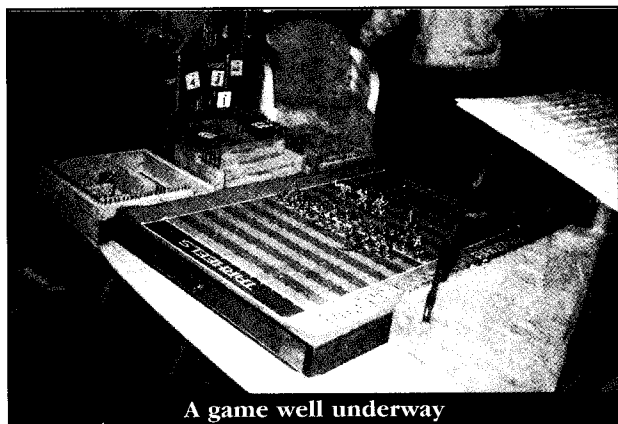
and costly maintenance. The question is can you maintain the perfect balance with a Bretonnian team that can fluctuate in abilities from game to game as well as during the game?

As an opposition coach it can be a blessing to kill the Knight blitzers, but if you do you'd better hang onto your head for you may lose it in retaliation.

Good luck and enjoy.

Miniatures

By modifying various Bretonnian figures such as the Halberdiers, Squires and foot Knights you can produce a very impressive looking Blood Bowl team.

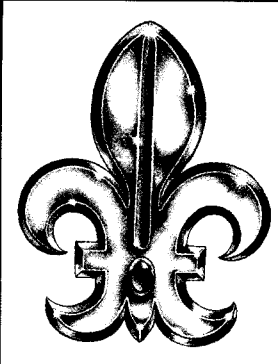


A game well underway

☆

JULES DE BERGERAC
GRAIL KNIGHT

☆



MOVEMENT

7

STRENGTH

5

AGILITY

3

ARMOUR

9

SKILLS

Block
 Stand Firm
 Strip Ball
 Leader
 Pro
 Mighty Blow

TEAMS

BRETONNIAN

SPECIAL

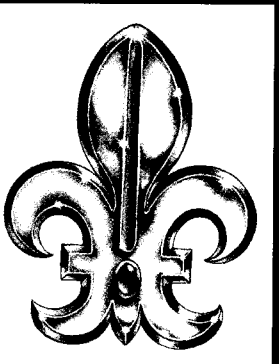
NONE

220,000 GOLD PIECES

☆

JOSHUA LE GRAND
PEASANT

☆



MOVEMENT

7

STRENGTH

4

AGILITY

3

ARMOUR

8

SKILLS

Block
 Stand Firm
 Break Tackle
 Thick Skull

TEAMS

BRETONNIAN

SPECIAL

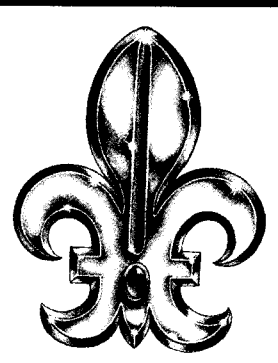
STAFF

140,000 GOLD PIECES

☆

WILLEM TOLLET
SQUIRE THROWER

☆



MOVEMENT

6

STRENGTH

3

AGILITY

3

ARMOUR

7

SKILLS

Pass
 Sure Hands
 Nerves of Steel
 Accurate

TEAMS

BRETONNIAN

SPECIAL

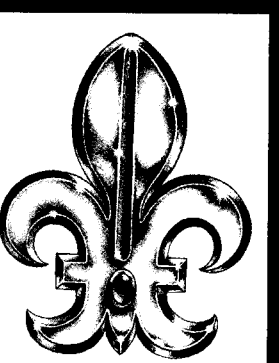
NONE

90,000 GOLD PIECES

☆

ROBIN LA SANGE
SQUIRE CATCHER

☆



MOVEMENT

8

STRENGTH

2

AGILITY

4

ARMOUR

7

SKILLS

Catch
 Dodge
 Sure Feet
 Sprint

TEAMS

BRETONNIAN

SPECIAL

NONE

110,000 GOLD PIECES

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BLOOD BOWL COMPENDIUM III

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DEATH★BOWL

THE BLOODIEST BOWL OF ALL!

By John Bridegroom

Hi, I'm John and I'm a graphic designer from Chicago in the States. I am also a devout follower of Chaos and have massive armies for Warhammer and Warhammer 40,000 both devoted to Nurgle, the Lord of Decay! I am also an avid fan of Blood Bowl and have a painted Nurgle Chaos team as well as owning every Chaos miniature ever sold! (I bet you a fiver that you don't, matey! - Ed.)

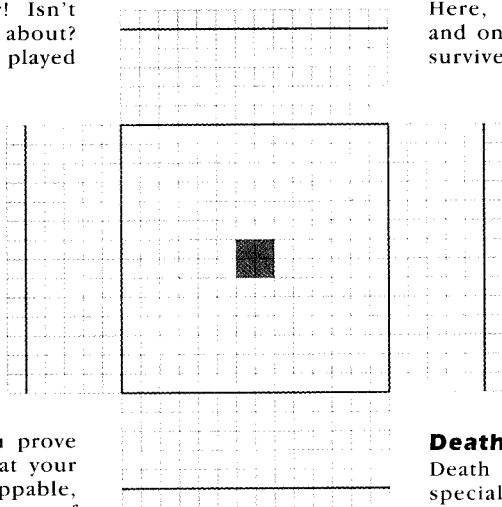
My friends and I have a league that plays every Wednesday and has got through two tournaments - the Chaos Cup and the Blood Bowl! I came up with the idea for the Death Bowl as the ultimate in bragging rights, the total testosterone game, as well as being a bit of a risk for those teams with higher Gang Ratings. Hopefully, you'll find it as much of a laugh as we do.



That which does not kill us makes us stronger! Isn't that what it's all about? You've been around, played

the baddest of the bad and left their corpses on the pitch, countless victories, and trophy after trophy, but where do you go from there? Even with your record the other teams in your league are still talking

trash! How can you prove once and for all that your team is the unstoppable, frenzied force of destruction you say it is? The answer lies in the underground circles, my



friend. Where fans go to wager tons of gold and

teams come for blood. Here, there's no referee and only the strongest can survive. Where the game itself becomes a test of will with no leagues and no relief. Where the most important game of your team's career (or its last!) will be played. Step through the gates if you dare, this is the Death Bowl!

Death Bowl

Death Bowl is played on a specially designed pitch (shown above) with four teams. The teams line up on or behind the heavy black lines with at least

**The Wasteland Warriors**

three players on the line. There is no kick off as the ball is placed in one of the four centre squares (chosen randomly). The end zones are marked in grey. To score you must get a standing model with the ball into the end zone directly across from your own. Roll a D6 to see who goes first and continue clockwise from there. It's a mad rush for the ball and Nuffle help the poor creature who gets it!

Team Rating

Only teams with a Team Rating of 250 or more may participate in a Death Bowl. Anything less and the bodies crowd the pitch too quickly!

Assisting a Block

Once a player declares a block, and only after he declares it, any opposing players in a position to assist may do so if they want to. (All's fair in love and Blood Bowl!)

Cards

Each team gets one Dirty Trick. No other cards are used in the Death Bowl.

Gate

Each team rolls for the gate as normal. Then all four rolls are added together for the final gate.

Healing

No apothecaries, healing scrolls or regeneration are allowed in a Death Bowl. 'Who needs all that pansy self-crap, just don't die in the first place!' – coach for the 2493 Death Bowl champions.

Referees

There are no referees in the Old World crazy enough to set foot in a Death Bowl.

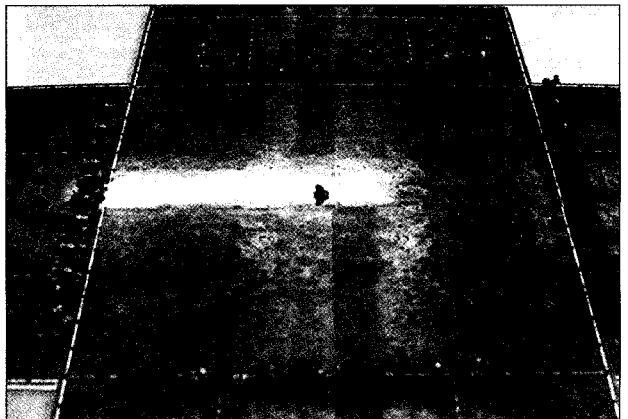
The only referee to ever step into a Death Bowl was killed by the fans before the first play! No penalties are ever called (except for illegal procedures).

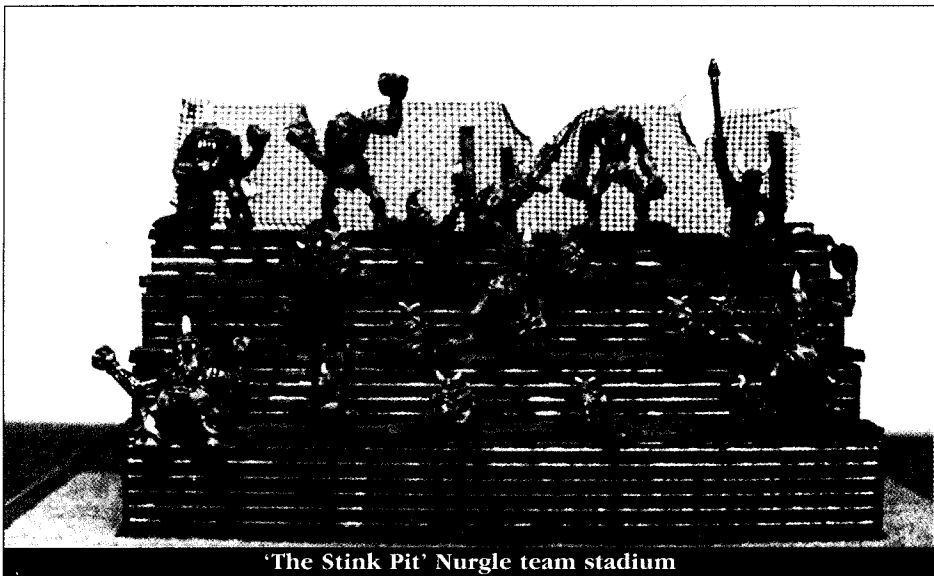
Winners

The winner of the Death Bowl receives 300,000gps plus the gate in gold, as well as the reward of being able to say 'Hey, I won a Death Bowl!' and watch all the other teams in the league run and cower in their dugout!

Fan Factor

All teams get a permanent

**The mindless violence is about to commence!**



'The Stink Pit' Nurgle team stadium

1D6 Result

- 1-2** The team is able to make it off the field and go into hiding long enough for the fans to forget about the loss. No effect.
- 3-4** The NFC finds out about the teams participation in the Death Bowl and fine them 300,000gp that must be paid before any further winnings can be applied to the team.
- 5-6** The fans catch the team before they could make it off the field and teach them a lesson about losing! The entire team is killed. DEAD! DEAD! DEAD!

itted it on disc, but he also scanned in his logo and sent us cromalins of the Quark Express pages as well! (see opposite)

If only more of you could do this then we could spend our afternoons down the pub! - Ed.

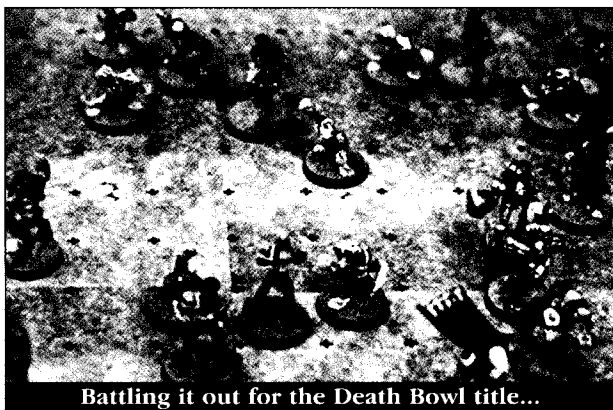
+1 to their Fan Factor in addition to the normal roll.

Losers and Ties

Losers receive the gate in gold and must roll on the following table:

If the game ends in a four way tie, all teams must roll on this table; see above. (Hey, next time win!)

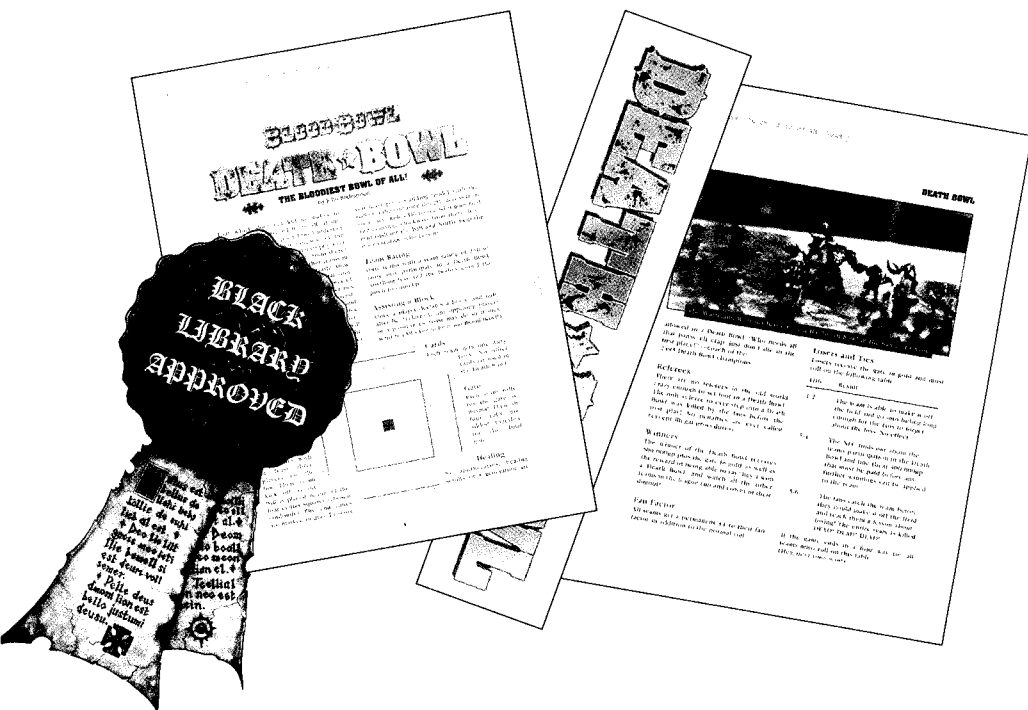
We liked this article so much, especially because of the amount of work that John had put into it. Not only had he subm-



Battling it out for the Death Bowl title...



'The Stink Pit' Nurgle team stadium



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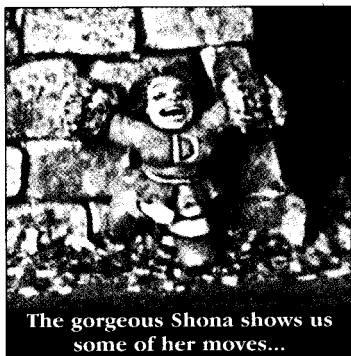
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Pom-poms out for the Lads...

Fruity fun and frolics with Cheerleaders in Blood Bowl



The gorgeous Shona shows us some of her moves...

BLOOD BOWL®

by Ricardo Nagliati, with
photography and stadiums by
Marcello Tommasi and Mike Barbieri

That smooth Tilean chap is back again with more Mediterranean madness. You will remember him from issue 29 in which he gave us his insight into Warhammer campaigning. (and how unfair it was that he lost!) This time, he returns to his other gaming love – the gore-covered Blood Bowl pitch. Ricardo noticed that there weren't any special rules for Cheerleaders in the game and being Italian, naturally, decided that the

'babes' of the Blood Bowl world needed his complete and undivided attention.

His mate Marcello helped him out with the photography and supplied the amazing stadium scenery and rumour has it that he has even more to show us. So, delve into Ricardo's world and discover what your Cheerleaders can do for you, although do beware, for this is very, very silly...

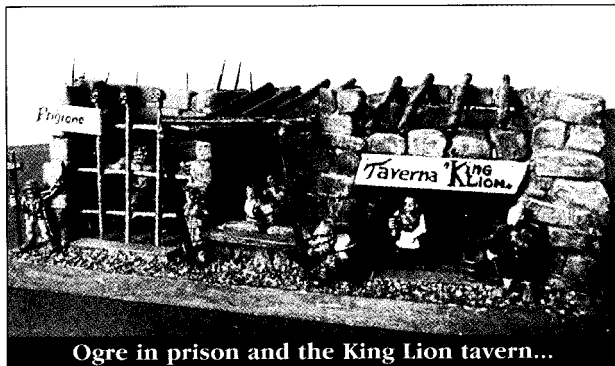
Nowadays it's unlikely to see a football match without Cheerleaders in attendance. Everybody knows the role of these beautiful girls during the match: they dance, yell and give the spectators something to gawp at to spur their favourite teams on to final victory. However, in a brutal game like Blood Bowl Cheerleaders generally have far more varied, weird and, more often than not, downright dirty tasks to push their team to victory. Let's take a look at how these enthusiastic supporters work towards adding further mayhem to your games of Blood Bowl.

After Wizards, Assistant Coaches, Star Players, Big Guys, Allies and the like, your Cheerleaders should get some

well deserved attention.

Coaches may buy Cheerleaders at 10,000 gps each and, as a general rule, their special use is limited to once per game at any time, unless stated otherwise in the following rules.

Note: When you use these special rules for Cheerleaders re-rolls are not permitted.



Ogre in prison and the King Lion tavern...

DUG OUT OF FAME

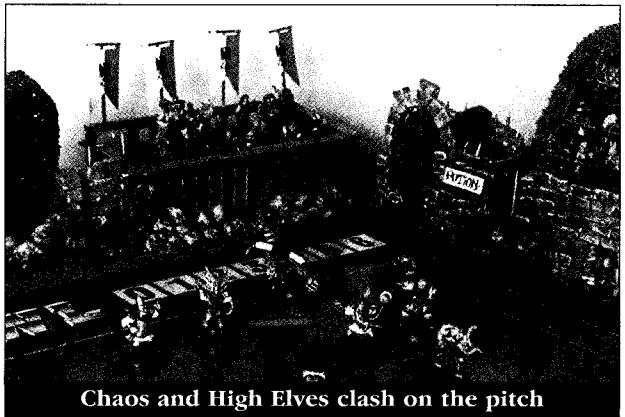
Cheerleaders for **High Elf** teams are reputedly the most beautiful in the whole World. Their tall, slim, graceful bodies and pale, marble features represent a charming, angelic temptation for any player. Before the match starts these wily maidens will often go into the opposing team's dug out, choose a player and, draping themselves seductively around him, pester him for small talk and autographs. Because the player gets so involved in his protracted conversation with the elegant maidens he will miss the match.

To represent this, choose a player in the opposition's team (this may include Star Players) and roll 1D6 for each Cheerleader on your team roster. If you score at least one '6' then your Cheerleaders have succeeded in enticing a starry-eyed young player to talk about flowers and tapestry and other 'girly' things for the entirety of the match – this player will therefore miss the game.

DEAF DA REF!

In direct contrast, **Orc** Cheerleaders are not at all renowned for their good looks (even other Orcs think that they look pretty rough, which is why they spend most of their time fighting!). These lumpy, stumpy, warty beasts gather at the edge of the pitch, screaming, squabbling and whistling in a most riotous fashion throughout the match. Sometimes the noise is so loud and disorientating that the players can't hear the ref's whistles and will go on playing regardless of the ref's feverish tooting!

Roll 1D6 for each Cheerleader



Chaos and High Elves clash on the pitch

in your team and if you score at least one '6' the referee cannot be heard during part of the match and any one penalty awarded against your team may be ignored. This may save you from a turnover, being sent off or whatever. Remember that this bonus will never allow you to re-roll a failed re-roll dice.

FURY OF KHAINE

Dark Elf Cheerleaders are even more vicious and cruel than they are darkly beautiful. These cackling witches attend Stadiums with one unique goal: to satisfy their insane lust for blood by seeking new victims for the altars of their evil god, Khaine. Whilst performing a lewd and mocking dance at their team's end zone all the time they are just waiting for an opposing player to dare to score a Touchdown, for he won't be happy for long! The dark daughters of the Hag Queens will attempt to kidnap him through guile or force and carry him off to Karond Kar where he will live out the rest of his days as a slave, if he is lucky, or perhaps suffer a more painful fate!

The first time the opposition score a Touchdown (provided

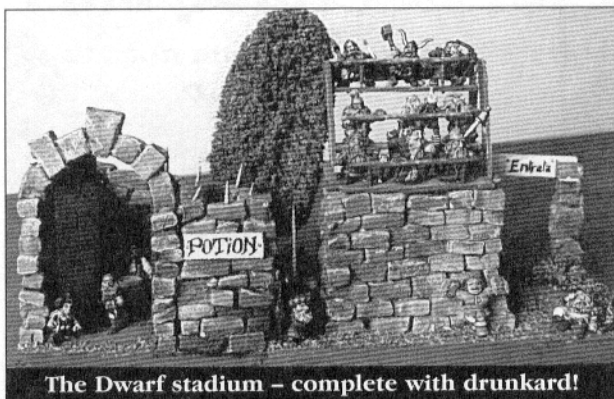
they do, of course!) roll 1D6 for each Cheerleader on your roster. If you score at least one '6' the player foolish enough to score the Touchdown is removed from the pitch (and the team roster) and will only be returned to the team if the Coach is willing to pay the extortionate ransom charged by the Dark Elf Coach (this may be no more than twice the cost of the kidnapped player).

HANGOVER!

Dwarf Cheerleaders are not overly fond of frisking around the pitch in skimpy, revealing costumes (and for that the rest of the Warhammer world is truly thankful!). These short, stout lasses are more famous for drinking large quantities of beer (not very uncommon for a Dwarf). Their favourite trick is to carry a big barrel of the finest Dwarf ale onto the pitch and invite the opposition to a pint or several before the match.

To represent this, after both teams have set up but before the match starts, roll 1D6 for each Cheerleader in the team. If you score at least one '6', one randomly determined player in the opposing team

Pom-poms out for the Lads...



The Dwarf stadium – complete with drunkard!

drinks a little too much ale which will affect how he plays. Each time the affected player moves roll 1D6.

1-2. *P***** as a Newt* – His head spins and he collapses (make Armour/ Injury rolls as normal).

3-6. *He can handle his beer* – He continues to play as normal, stopping occasionally to belch or vomit on the sidelines!

Note: the dice must be rolled only at the beginning of the player's movement (including getting up from a prone position).

INTO THE GRAVE

Since **Undead** are slow, shambling creatures summoned from their eternal slumber to continue their struggle on the Blood Bowl field, they don't have Cheerleaders in the ordinary sense, but squads of undertakers. These sinister fellows are not there so much to boost the morale of their team, but to find/steal potential new players. Before the match starts they will try to sneak into the opposing team's dug-out and kidnap a player. To represent this, roll 1D6 for each Cheerleader in

the team. If you score at least one '6', a player, chosen at random, from the opposition's team, will miss the match. At the end of the match roll 1D6:

1-2. The Player has been ritually sacrificed and raised as a Zombie, which may be included in the Undead team free of charge. He must therefore be struck off the original team's roster.

3-6. The Player manages to break out of the coffin, in which he was stowed, and returns to his team.

SOME LIKE IT COLD

In the windswept, freezing land of Norsca Blood Bowl is a very popular sport; matching sheer brutality and arrogance it seems to suit the lifestyle of the barbaric Norse perfectly. **Norse** Cheer-leaders are beautiful young women only barely dressed in their costumes made from the hide of the woolly mammoth and they support their team with loud bellowings during the match. When Norse teams play at home in their frozen stadiums their Cheerleaders pelt the opposition with snow balls! In the warmer parts of the world they have to substitute snow with ice cream.

To represent this, roll 1D6 for each Cheerleader in your team. If you score at least one '6', nominate an opposing player who is near the edge of the pitch. He must make an immediate Agility test or fall over from being pelted by these notorious valkyries. Make Armour/Injury rolls as normal. If the player was holding the ball this causes a Turn Over. This ability may be used at any time during the game.

WARNING – POTENTIAL NAUGHTINESS

18 You must be over eighteen to read this (although we won't tell if you don't!)

Human Cheerleaders may lack the refined class and sophistication of their High Elven counterparts but they more than make up for it with enthusiasm, er... ability. They are recruited from some of the finest brothels in the Old World and are very efficient though a bit on the expensive side (they cost double – 20,000 gps.). These insatiable strumpets sneak into the opposing team's dug out and get to work at seducing the opposition's players at the start of each drive. To represent this roll 1D6 for each Cheerleader on your team roster before every kick off. If you manage to score at least one '6' a player in the opposing team, chosen at random, is busy, getting his ears with one of your 'morally challenged' Cheerleaders and misses the drive although he will be available (albeit reluctantly!) for the next one!

LABOUR OF DOOM

Even **Chaos Dwarfs** have their own Cheerleaders, though they are mainly composed of Hobgoblins whose concept of glamour leaves a lot to be desired. They prance about sneakily by the edge of the pitch performing a horrendous version of the famous Arabian 'Dance of the Thousand Veils' (just don't ask!). In a similar way to Dark Elf Cheerleaders, they wait until an opposing player scores a Touchdown and then grab him and carry him away to the slave caravans of the Chaos Dwarfs.

To represent this roll 1D6 for each Cheerleader on the team roster. If you score at least one '6' remove the said player from the field and put him in your own dug out. At the end of the match, the opposing coach must pay a ransom (no more than double the player's original cost). If this is not paid immediately, the unlucky soul will spend the rest of his days as a slave at the furnaces of Zharr-Naggrund.

HEALING HANDS

Although **Wood Elf** teams generally perform so brilliantly in Blood Bowl matches, they wouldn't do so well were it not for the help of their loving, faerie-like Cheerleaders. These delicate, rustic maidens are trained by experienced masseuses who teach them how to deal with minor injuries that often occur during matches. Their work is quite expensive, however, and Wood Elf Cheerleaders cost double – 20,000 gp each.

Whenever a player suffers a K.O. you may declare that you are using one of your Cheerleaders on him.

Roll 1D6:

1. No amount of massage is going to wake this player up, he's out for the count!

2-6. The player is restored and may be placed in the reserves box. You must keep note of how many Cheerleaders you've used during the match and remember that each Cheerleader may only be used once per match.

THE KISS OF DEATH

In the gloomy lands of Sylvania where the sun seldom shines, Blood Bowl matches are the ideal excuse for dipping sharp fangs into smooth necks! Cheerleaders for **Vampire** teams are often the newly initiated; tall, gaunt but charming Vampire brides with long, ebony hair and red-tinged hypnotic eyes that few men can resist. Enshrouded in long black cloaks these sinister creatures silently stalk opposition players (especially the ball carriers) who venture too near the sidelines.

You may use them once during the game, at any time, on an opposing player who is adjacent to the sidelines. Roll 1D6 for each Cheerleader on

your team roster. If you score at least one '6', the opposing player is entranced and lead off of the pitch and bitten by these ravenous Cheerleaders. Make a basic Armour roll, if it is successful don't roll for injury but place the player in the reserves box. From now on the player will suffer from the *Off for a Bite* negative skill in the same way as Vampires. At the end of the match roll 1D6:

1-2. This skill will be permanent.

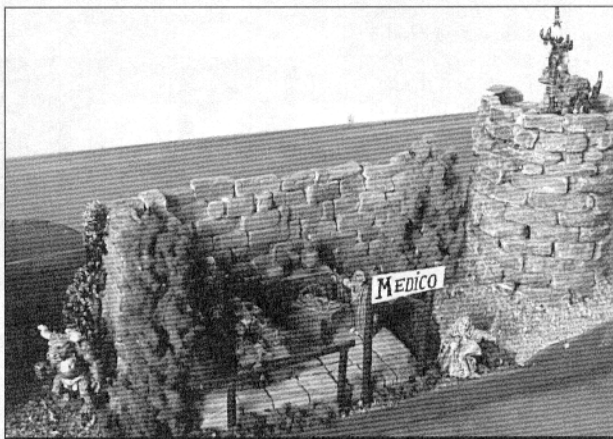
3-6. The player manages to get a blood transfusion from a dodgy backstreet Apothecary and is cured.

Note:

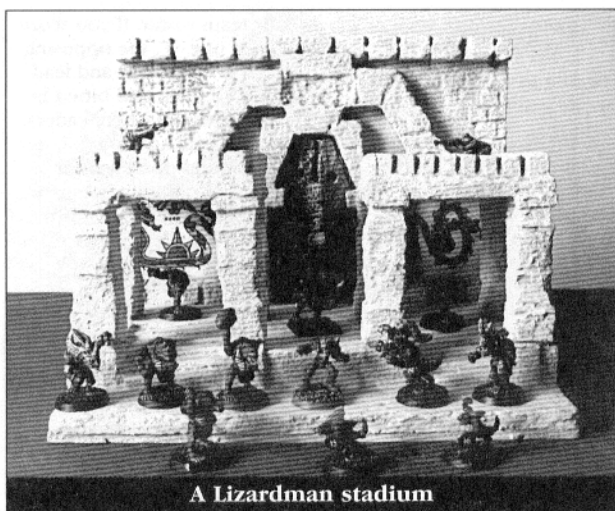
An Apothecary may cure bitten players in between matches.

CLEAN TRICKS

You may imagine that **Halfling** Cheerleaders are always busy with huge banquets which is quite true but, apart from eating and drinking at humungus parties, they do get around to attending Blood Bowl



A very popular place for players – the Apothecary!



A Lizardman stadium

matches sometimes. The least popular job is doing the dishes afterwards. So, whenever they have the opportunity, they invite a player from the opposing team to a slap-up meal the evening before the match. Naturally, this player will attend just to have a good laugh at the Halfling's expense, after all, won't most of them be dead or injured the next day? Unfortunately, after gorging himself stupid on the delicious wares that the Halflings have prepared he will be too full to even move and this is when the little rascals scurry over to him and chain him to the kitchen sink. The player is then told that he has to do the dishes (at a Halfling feast there are literally thousands of them!) otherwise the Halflings will not release him! Reluctantly and quite humbly the player has no choice but to accept and miss the entire match.

To represent this, nominate an opposing player and roll 1D6 for each Cheerleader on your team roster. If you score at least one '6' the opposing

player will miss the match.

RIBBET-RIBBET!

In Lustria there are a few Blood Bowl arenas situated in the middle of the lush jungle outside of the Pyramid cities of the Old Ones (often known as 'Amphibian-Theatres').

Lizardmen Cheerleaders are spawned specifically from Skink stock that are used as messengers because they are very swift and agile and are fluent in hundreds of different jungle noises. They put these to use on the Blood Bowl pitch athletically leaping

around the sidelines croaking, hissing and whistling their support to their slower brethren. This works remarkably well and inspires the team into selfless, probably insane acts.

To represent this, at any one time, declare that you are using your Cheerleaders and nominate one of your players, what kind of action he is about to take and roll 1D6 for each Cheerleader in your team. You may add a +1 modifier for each '6' that you rolled to the dice roll the player is about to make. Remember that a 1 is always a failure.

Note: Lizardmen Cheerleaders cannot affect any special dice rolls but only those on six sided dice.

MORE BALLS!

Goblins are sneaky, runt-like little creatures who have a very nasty habit of carrying lots of weird (and often very dangerous) stuff with them onto the Blood Bowl pitch. Their Cheerleaders are by no means an exception. They are spiteful, raggedy little urchins barely distinguishable from their male brethren. (In fact it is often claimed that Gobbo



Lizardman Cheerleaders ready to Ribbet!

women don't exist and that Goblin Cheerleaders are just the smaller males in drag!) Their favourite trick is to throw an extra ball on the pitch during a match (usually at the ball carrier!) to distract the opposing players just long enough for the Gobbos to take advantage of the situation and grab the real ball and score a Touchdown.

To represent this, at any time during the game, roll 1D6 for each Cheerleader on your team roster. If you score at least one '6', and the opposition player who is in possession of the ball is within one square of the sidelines he will drop it (which will scatter as usual) in the confusion of being pelted with spare balls immediately causing a turn over. This ability may be used up to three times during the match.

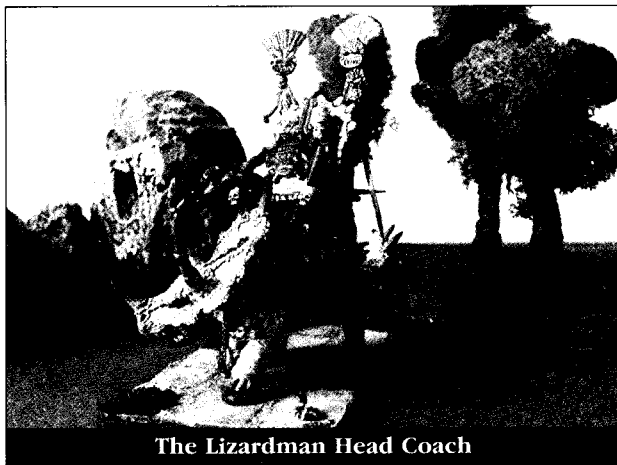
DANCES WITH SYLPHS

From fey realms hidden in the mists of secret woodland, **Forest Folk** (check out the Blood Bowl Compendium and Journal 17) venture out of their mystic places in search of fame on the Blood Bowl pitch. These teams are formed from the faerie creatures of legend: Gnomes, Satyrs and Centaurs. Their teams are eagerly supported by their Cheerleaders who are made up of Sylphs, woodland elemental spirits that take on the forms of beautiful, slender girls with smooth skin the colour of bark and leaves adorning their hair. These small fairy creatures perform a strange and frantic dance on the sidelines of the Blood Bowl pitch. Their movements are so graceful and mesmerising that players from the opposition team just can't help but dance along with them.

To represent this hypnotic effect roll 1D6 for each Cheerleader in your team at the start of each drive. For each '6' you score you may nominate a player in the opposing team who will move erratically, just as if he was possessed by the fey music of the forest. For each of the affected player's subsequent turns use the scatter template and move each them 1D6 squares, ignoring any Tackle Zones and any compulsory movement (such as *Bone Head*, *Wild Animal* for example). If they finish their move in an occupied square just place them in any empty adjacent square; if it is impossible to move a player because he is surrounded by

DIG HIM OUT...

Skaven have always had a predilection for tunnelling beneath the earth. In their vast underground warrens there are labyrinths of tunnels so complex that even they themselves sometimes get lost. Skaven have no real concept of Cheerleaders, they do not understand why other races use their attractive females to inspire the males in the team to play better when slavedrivers with whips do the job generally a lot better! These menacing ratmen will attempt to dig a tunnel under opposing team's dug out and kidnap whoever they can find before the match.



The Lizardman Head Coach

other players, just place him prone and make Armour/Injury rolls as normal. The Forest Folk Head Coach may choose which of the opposing players to move and in which direction they are heading but may not deliberately push them off the pitch. Also, players forced to move this way will automatically drop the ball although it will not cause a turn over.

To represent this, before both teams set up, roll 1D6 for each Cheerleader in your team. If you score at least one '6' your tunnel has reached the other team's dugout. Immediately roll 1D6 again:

1. The tunnel collapses and kills D3 of your Cheerleaders in the cave-in.

2-5. A randomly selected player in the opposing team misses the match.

Pom-poms out for the Lads...

6. One member of the coaching staff (Wizard, Apothecary or Assistant Coach) misses the match.

These captives may be ransomed for a maximum of double their normal cost.

CHAOS CHEERLEADERS

The Coaches of Chaos teams must decide which of the four powers they owe their allegiance to and therefore which of the Chaos Cheerleaders they will be using in their team (for any really stupid people out there, NO, you cannot use the Cheerleaders of another power in your team – so there!).

FATAL EMBRACE

Slaaneshi Cheerleaders are daemonic beings akin to Daemonettes. They combine the lure of sensual pleasure and divine beauty to create vivid hallucinations in the minds of opposition players. They may use this ability once during the game when an

opposing player enters the squares adjacent to the sidelines on the Chaos player's half of the pitch.

To represent these effects roll 1D6 for each Cheerleader in your team. If you roll at least one '6', the opposition player will be beguiled by erotic, glamorous visions and will literally storm off of the pitch into the arms (or claws, Yuk!) of the Slaaneshi Cheerleaders. If the player was carrying the ball he will drop it and it will be a turn over. To see what happens to him roll 1D6:

1. His exertions with the Cheerleaders were quite extreme – roll on the Injury table!

2-6. After finally overcoming the hallucinations of the Cheerleaders the player manages to stagger to the Reserves box and have a bit of a lie down!

SMELLY TOUCH DOWNS!

Nurgle teams do not have real Cheerleaders (for which

we can thank the Gods!) but use Nurglings, tiny, bloated daemons that emanate a disgusting foul odour and several unpleasant diseases to boot! They gather in gibbering clumps in their team's end zone producing hideous odours in an attempt to keep opposition players from scoring. The coach may use them whenever an opposition player is about to score a Touchdown and may use this ability up to three times during the match before the Nurglings get bored and wander off to pollute a river or something!

To represent the Nurglings' effects roll 1D6 for each Nurgling in the team. If you roll at least one '6' the opposing player will stop one square away from the end zone, coughing and spluttering and he will refuse to continue moving until the next turn when he is more composed (he may Hand-off or Pass the ball to a team mate though).



Marco and Mike's Blood Bowl stadium in all its glory...

WIND OF CHANGE

Tzeench Cheerleaders are perhaps the strangest in the Blood Bowl world. Looking remarkably similar to Pink Horrors these bizarre and enigmatic creatures often use strange magic with which to change the opposing team's Cheerleaders into anything from McWurty burgers to piles of Troll dung! Fortunately this ability only lasts for the duration of the match. They also have the ability of swaying the referee by confusing him with wierd visions. The Head Coach may use them in one of two ways:

Before the match starts roll 1D6 for each Cheerleader in your team:

1. For each '+5+' you score you may reduce your opponent's Cheerleaders by one for the duration of the match (afterwards they will revert back to normal apart from feeling a little strange!).
2. For each '6' you score you may add +1 when arguing the call on a penalty awarded against your team by the ref.

THE EYE OF GOD

Khorne is the Blood God and supreme warrior god of battle, strength and martial honour. His followers live for war and often fail to distinguish between the Blood Bowl pitch and the battlefield.

Khornate Blood Bowl players are the most brutal and merciless in the world. Their Cheerleaders are none the less cruel and savage as they stand at the edge of pitch driving their team on to further acts of barbarism with strange blood rites.

To represent this roll 1D6 for each Cheerleader in your team. For each '6' scored you may choose a player in your team who is now allowed to make two *Blocks* instead of one for the duration of the game. With this extra action if the blocker goes down for any reason the normal rules apply and the Khornate team suffers a turnover.

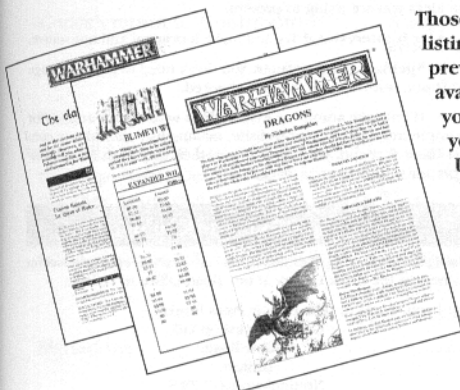
Well, that's about it for now. I hope you like my ideas and that they bring much murder and mayhem to your games of Blood Bowl. - Riccardo

★★★ Did You Know...

The Snotshire Dribblers, infamous Snotling team, went one step further than their Gobbo cousins whose Cheerleaders would pelt opposition players with dozens of spare balls whenever they were about to score. The Dribbler's Cheerleaders used a Pump Wagon cunningly disguised as a mobile stage (it had a few ribbons on it!).

This play appeared to work, at first, deterring the other team's players from scoring, until the Dribbler's Cheerleaders lost control and churned across the pitch into the crowd. In the ensuing mayhem, 233 spectators, 12 NAF officials, the ref, the assistant ref and several players on the other team were mangled by the insane machine, which gave the Dribblers their first, and only award - for most spectator deaths! Unfortunately, all but two of the Dribblers had also been killed in the disaster which meant the team had to disband after only one season!

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Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

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- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

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- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

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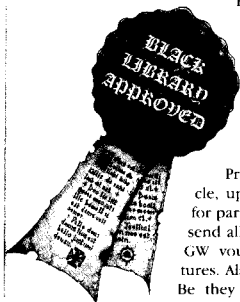
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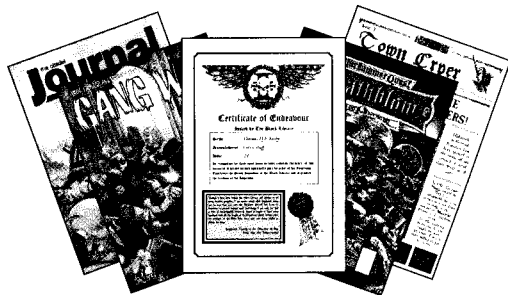
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'THE NEW BATCH'



A guide to some promising new Star
Player talent

By Gary 'The Nutter' Thorpe
and Elvis Lancaster

A while ago (about two years or thereabouts) Gary and I concluded that the Elf teams and the Undead had too few Star Players available. We decided that this had to change and so came up with these new Star Players. After about 300 hours of play testing and tweaking we're now satisfied with these results.

In recent seasons there have been many players that have come and gone (mainly in wooden boxes!) but in the end there are very few who can make the grade as Star Players in that bloodiest of all games, Blood Bowl. Usually the players with great promise are snapped up by the big teams but sometimes they can lead a small team into the big leagues just because of their inspirational plays. Today we will review some of the most potent players from the last few seasons.

Wrag Bonesnapper

Wrag, the incredible Ghoul player has become an important member of the Champions of Death as he has scored a magnificent 23 touchdowns in the last two seasons. Considering the general slowness of Undead teams he is a great asset to them. His ability to perform diving catches is especially handy seeing as the Undead aren't renowned for their accuracy in throwing the ball.

His greatest game to date was against the recently reformed Dwarf team, The Lumberjacks, coached by the novice Joe Grimno scoring a momentous 4 touchdowns.

Awards

7 times voted Most Valuable Player, 1 Spike Cup Winner's Medal.



Landir Yvrace

Landir is the best living example of why High Elf teams are one of the most adaptable races to the passing game. In one game he made 7 successful long bombs, a record which stands today. He

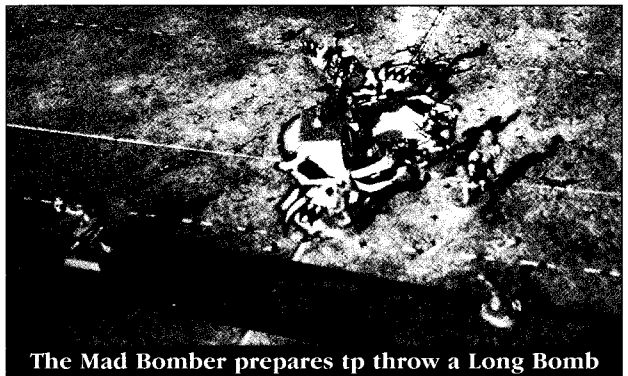
plays for the Lords of Yvresse who are a relatively new team to the Old World but have advanced from the Bilbali minor league to competent contenders for the Spike Cup largely due to Landir's strong arm passing which helps them score consistently.

Awards

9 times voted Most Valuable Player, Bilbali Minor League Championship Medal 2494.

Kharesse 'Deadly Violet' Melek

Kharesse is a ferocious young Witch Elf who has built up a considerable reputation due to her frenzied commitment at finishing off any player who stands in her way by repeatedly blocking them and then viciously fouling them if they are still conscious when they hit the turf. Combined with her quick wits and pace she has become a very effective player who has aided



The Mad Bomber prepares tp throw a Long Bomb

Har Garneth's Hell Raisers to victory in the Chaos Cup recently.

Awards

McMurtu Spamburgers 'Most Violent Kill' award 2494, AFC Most Valuable Player award 2495, 3 running touchdowns, 17 casualties inflicted.



Sharproot Straightbranch

The Dryads of the Loren forests have very rarely been known to leave their woodland homes but a few have become jealous of their larger companions the Treemen's fame. A few such as Sharproot have decided to follow them into the sport of Blood Bowl and they are actually very effective at strengthening the lineup of Wood Elf teams. The Athelorn Avengers are now quite an imposing side due to Sharproot's strength and steadfastness on the line of scrimmage.

Awards

5 times voted Most Valuable Player, 11 Casualties inflicted.

Gumbo Ranchstock

Gumbo has officially been named by Spike! Magazine as the only Halfling who can consistently throw and catch a ball without dropping it immediately through fear of what the opposition might do to him. He may not have much more skill at Blood Bowl than a typical human

linesman but he is still adored by the halfling fans throughout the Moot.

Awards

21 times voted Most Valuable Player (the rest of his team are all useless you realise), 2 running touchdowns, 1 casualty inflicted (he finally beat that Snotling).

Fang

Fang is one of those revered Norse lycanthropes (or Werewolves to you and I!) but he has managed to change this to his advantage. He managed to avoid persecution by developing the ability to change into a were creature almost whenever he wants and used this ability to great effect on the Blood Bowl field. He has become one of the most violent players that there is but has been known, on occasion, to play almost an entire game in human form whereupon his team usually loses (unsubstantiated allegations of bribery by the opposition have been often raised).

Awards

4 times voted Most Valuable Player, 31 casualties inflicted, 'Most Balls Eaten During a Match' award 2494, 'Most Dog Biscuits Eaten During a Match' award 2494 and 'Most Halflings Eaten During a Match' award 2495 (an incredible 105 Halflings!).

Special

Revert to Human Form – Whenever Fang is KO'd he reverts to his human form with standard linesman stats and no skills for the rest of the match.

Naqat Queer

Naqat is one of many Skaven players who regularly indulge in that peculiar Skaven habit of warpstone Snuff. This habit

often causes foul and obscure mutations. Naqat has been blessed by the Horned Rat it would seem with tentacles replacing his arms and having his face mutated into one of the most lurid visions allowed in a public place. When this horrendous look is combined with his strength and athleticism he is without doubt a potent player who certainly warrants his place amongst the Pestilens Plaguebringers.

Awards

7 times voted Most Valuable Player, 2 casualties, 1 catching touchdown and the Spike! Magazine Award for 'Most Revolting Player' 2494, 2495.



Grimran 'The Guvnor'

Grimran first played Blood Bowl at the tender age of 30 and he found himself to be a natural at the game. He proved to be a very strong and resilient player who soon also developed the ability to be an inspirational captain for his team with a good head for skillful special plays.

Awards

9 times voted Most Valuable Player, 4 running touchdowns, 6 casualties caused, one 'Bulbous Head' award.

Special

Dazzler – When his team use the Razzle Dazzle card the play works on 2+ instead of 3+. 1 is still failure.

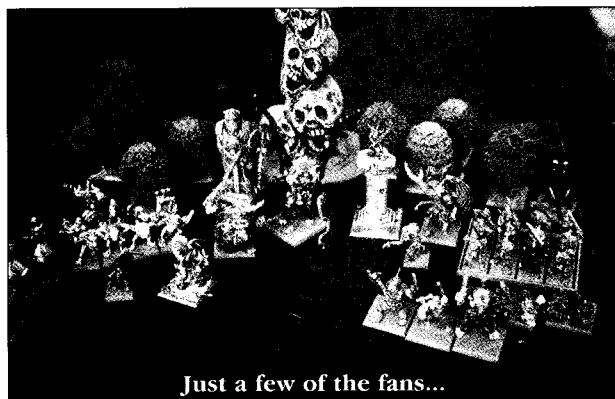
Slugglutton Deathspike

Over the years Slugglutton has played for just about every major Chaos team with

The New Batch

distinction. Once he was Slarkhaar Von Argnor a mighty Champion of Chaos, that was until he was called upon by the Chaos powers to play Blood Bowl. He took to the sport like a piranha to water and after ten years of killing and maiming for his masters he was rewarded with immortality as a Daemon Prince of Chaos. Since his change he has become a far

their appetites got the better of them and soon enough they were just a Giant team again. There are still a few coaches out there crazy enough to hire Giants to their team provided they have enough sheep to sate its appetite and are wary enough to avoid its massive bulk during training. Thundershout is an example of a particularly enthusiastic Giant player.



more potent player and on more than one occasion has demolished an opposing team single handedly.

Awards

47 times voted Most Valuable Player, 132 casualties inflicted, 13 running touch downs, Gat-Orcade Most Amusing Decapitation award 2465, 72, 91, 94.

Thundershout Gristlegnasher

The Giants of the Old World developed a considerable interest in Blood Bowl with some even forming teams of their own. Their neglect to pick up the ball however contributed to their lack of success. There was also a time when they teamed up with some Snotlings to great success but unfortunately

Awards

5 times voted Most Valuable Player, 1 passing touchdown, 114 casualties caused.

Special

Insatiable Appetite – After every game Thundershout must be given 10,000 gold pieces (deducted from the treasury) worth of sheep and other cattle to sate his enormous appetite otherwise he will eat 1 point of Fan Factor worth of your crowd!

Splat!! – Whenever Thundershout is knocked down by a Block, Dirty Trick or other means he falls in a random direction using the D8. The ball scatter template is then placed next to Thundershout's feet in the direction indicated. (This means that normally 9 squares

are covered, squares partially covered are counted as covered on a 4+ on a d6 roll.) Any players who are covered by the template have to make a basic Agility roll or they are knocked over and suffer an automatic Injury roll.

Stomp – Thundershout gets very enthusiastic when playing Blood Bowl so that sometimes he jumps up and down on his opponents in unrestrained glee! This may be performed by Thundershout once per turn instead of the team's foul. He may Stomp on any opposing player in any of the three front squares. For this he causes an Armour roll on the opponent + his Strength (7). However Thundershout falls over on a roll of a 1 on a D6 as with Splat!!

The Mad Bomber

The Mad Bomber was originally Klauz Von Ehg a gunpowder expert from the university of Nuln and had a hobby of occasionally playing Blood Bowl before his untimely death at the hands of a Necromancer Blood Bowl coach who thought that it would be a good idea to add a bombardier to his team! This idea proved a hit with the fans because The Mad Bomber's accuracy when throwing his bombs is equally as dangerous to his own team as the opposition.



Awards

1 time voted Most Valuable Player, Most Amusing Death award 2457, 59, 67, 72, 73, 74, 85, 91, 93. 151 casualties caused.

So that is the end of our roundup for this season. However don't forget to turn in again when we will be back with other wonderful sports items such as descriptions of the great Elephant Nose, Trump 'a Lump the Ogre Catcher and other legends of the Blood Bowl records, most importantly Spssssssb the Troll known for his unsurpassed fatulence...

HOW TO CONVERT THE NEW BATCH

As well as devising rules and background for these players we have decided to enhance your enjoyment of them by producing this simple conversion guide. Now you can make your very own Fang and Slugglutton Deathspike models to play in your teams!

Wrag Bonesnapper

This one's so easy it's criminal:

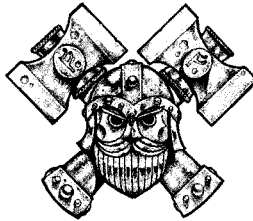
1. Take Ghoul 74522/1 and carefully remove the hands at the wrists.
2. Replace the left hand with that of Ghoul 74522/4 (be careful not to damage it in removal). Model in a wristband or chain if the join is not that neat.
3. Use fine chain and a thin plastic disc to make a 'dogtag' necklace (to paint his player number on).
4. Replace his other hand with a plastic Ork hand (from the Ork arm sprue). The one with the glove is easiest as this allows a slightly messier join than a bare hand.

Landir Yvrace

Tricky to do but rather cool.

1. Using a razor saw carefully cut High Elf Trumpeter 2 (75613/10) in half at the waist

so that the upper body half has the belt, you only need the bottom half but the top is a very useful bit for the bits box.



2. Decapitate Phoenix Guard 1 (075670/1) be careful as you need the head. It may be easier to saw him off at around the shoulders and then use clippers and finally a file until just the head is left.
3. Decapitate 'old' Silver Helm Torso 2 (075637/2) – you need the torso but the head will make a good bit if undamaged. Remove the lance while being careful not to damage the hand.
4. Pin the torso of the silver helm to the musician legs.
5. Pin in place the Phoenix Guard head – position it as you wish.
6. Remove the 'shield tab' from the left hand.
7. Model knuckle dusters in both hands using fine chain.

Kharesse 'Deadly Violet' Melek

Easy as a pie...
Mmm... Pie...

1. Remove the swords from Witch Elf 2 (75904/3).
2. If the hands look fine you're done,

otherwise model on knuckle dusters/chain flails (like the mummy has).

Sharproot Straightbranch Lemon squeezy.

Add a Space Marine plastic shoulder pad to the left arm of Dryad 4 (74202/3). It is a good idea to plain the shoulder pad up so that it looks wooden – lots of metal does not fit in with Wood Elves.

Gumbo Ranchstock

1. Carefully cut the banner pole from Halfling Standard Bearer (07886/3).
2. Use miliput to model a snack in his hand – a banana, a hot dog, or perhaps even a McMurty spam burger!

Fang

No conversion needed – use Werewolf 1 (074542/13). (When he reverts to human form use a plastic Human Linesman model.)



The New Batch

Naqat Queer

This conversion should cause you no problems.

1. Cut the cleaver arm from Skaven Champion with cleaver (074406/2) using clippers or a razor saw, be careful not to cut yourself!
2. Replace the arm with Beast of Nurgle twin tentacles (73018/5).

It's a good idea to paint him with strangely coloured skin and/or fur.

Grimran 'The Guvnor'

1. Cut the hammer from Throne of Power Bearer 1 (828/6).
2. Use fine wire or chain to model knuckle dusters on to the hammer hand.
3. In the open hand place a plastic Blood Bowl Ball. (You may need to carefully bend the hand open using fine pliers (use a piece of cloth to prevent damage to the model's fingers).
4. Add the Fan Tail of the 'old' Lord of Change (073214/2A) to his um... posterior.
5. Now cut away the rectangular bit between his shoulders where the wings go. Cover this area with miliput. When the putty is dry texture it like the surrounding fur.
6. Now add any little details you like – a scenic base, a ball in his hand, a few spikes

Slugglutton Deathspike

This one is rather hard and is definitely not for beginners.

1. Assemble the following as normal: Daemon Prince Head 1 (020104805), Daemon Prince Hair (020104806), Daemon Prince Right Arm 1 (020104812), Daemon Prince Torso 2 (020104804).
Daemon Prince Legs 2 (020104802), Daemon Prince Left Arm 1 (020104808).
2. Cut the left hand from Blue Horror 3 (020104703).
3. Pin this hand into the Daemon Prince's left wrist.
4. Add the Fan Tail of the 'old' Lord of Change (073214/2A) to his um... posterior.
5. Now cut away the rectangular bit between his shoulders where the wings go. Cover this area with miliput. When the putty is dry texture it like the surrounding fur.
6. Now add any little details you like – a scenic base, a ball in his hand, a few spikes

growing from his flesh etc. The viler and more mutated the better!

7. Now he should be finished except for one little thing: hold him up and shout 'KILL! MAIM! BURN! KILL! MAIM! BURN! KILL! MAIM! BURN!...'

Thundershout Gristlegnasher

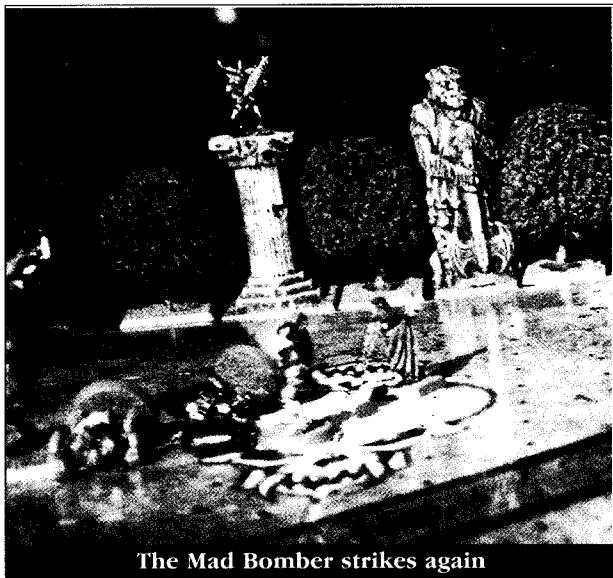
Not a hard conversion but quite expensive.

1. Take a normal Marauder Giant. Assemble his torso, legs, head, left arm, and barrel.
2. Remove the tree-trunk from his hand (it's a weapon and they are not allowed).
3. Glue his right arm to his right hand.
4. Now he needs something new to hold – a snack I think (the ball would look too small). Now what tasty treat would he have? A sheep? A member of the crowd (struggling to escape or perhaps even with a bite taken out of them!). The ref? Well any of these fine snacks would be very appropriate! Mine has a Skaven with the head bitten off. (Cos Skaven they taste o' rat!)
5. Now glue the arm to the body.
6. Just to finish him off add a head band made from miliput.

The Mad Bomber

Use Skeleton with Bomb (074503/19) from the old 86-91 catalogue. I think he looks really cool as he is so I couldn't bring myself to convert him.

(You can find the rest of the cards for the 'New Batch' on the inside covers of this Compendium)



The Mad Bomber strikes again



FANG WEREWOLF BLOCKER



MOVEMENT

7

STRENGTH

5

AGILITY

4

ARMOUR

8

SKILLS

Claws
Sprint
Dodge
Frenzy

TEAMS

HUMAN OR UNDEAD

SPECIAL

NONE

170,000 GOLD PIECES



THUNDERSHOUT GRISTLEGNASHER GIANT



MOVEMENT

6

STRENGTH

7

AGILITY

1

ARMOUR

10

SKILLS

Mighty Blow
Stand Firm
Thick Skull
Throw Team Mate
Piling On
Very Long Legs

TEAMS

ORCS, GOBLINS, NORSE

SPECIAL

APPETITE/STOMP/SPLAT

200,000 GOLD PIECES



SLUGGLUTTON DEATHSPIKE DAEMON PRINCE



MOVEMENT

6

STRENGTH

6

AGILITY

3

ARMOUR

10

SKILLS

Mighty Blow
Foul Appearance
Razor Sharp Claws
Stand Firm

TEAMS

CHAOS

SPECIAL

NONE

190,000 GOLD PIECES



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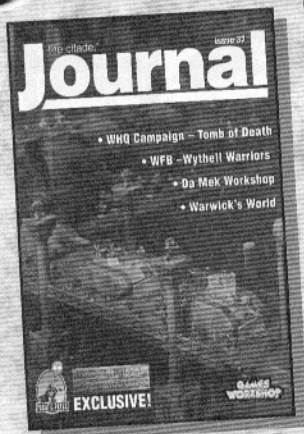


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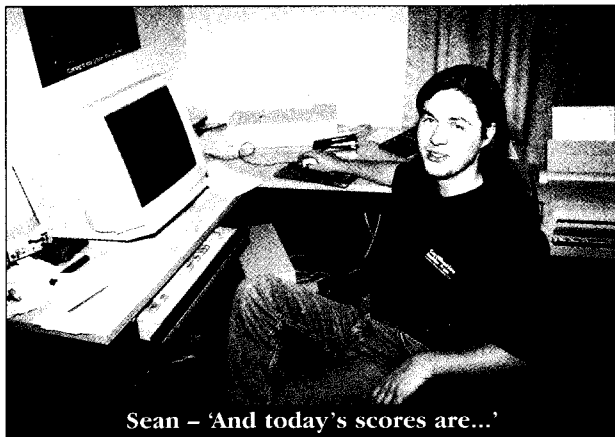


WEIRD SPIN ON AN OLD BANANA!



A different way to run a Blood Bowl League by Sean Bennesch

Sean is a young Blood Bowl coach from Ontario, Canada and is keen to bring his own particular brand of Blood Bowl violence to the rest of the world.



Sean – 'And today's scores are...'

PART I: Free Agents

Free Agents may be taken from Blood Bowl, Death Zone, the Blood Bowl Compendiums, Citadel Journal or the 'Oberwald' (maintained on the Internet by fellow Canuck, Dean Maki).

(Note that I refer to Star Players as 'Free Agents' from here on.)

At the beginning of the Season, the League Commissioner should invite all Official NAF Teams (see Part II below) to the Season's first Free Agent Auction. Numbered counters, corresponding with each of the Free Agents included in the league should be placed in a hat or similar receptacle. One by one, the Commissioner removes a

counter and the Coaches may start bidding for the player (see 'bidding', below). The total number of counters that will be removed from the hat during the Free Agent Auction is three for every NAF Team in the League. Note that Exhibition teams can never sign Free Agents to a contract, as these are uber-professionals who will only play for official, cup-contending teams!

Bidding

When a Free Agent's number is pulled from the hat, his card should be pulled from the pile so that his stats and skills are prominently displayed. Any teams eligible to hire the Star Player may bid auction-style (with the starting price as listed on the Star Player card, a Free Agent will only play for at least that

much!). For example, the Commissioner asks:

'Do I hear 150,000 gold for Ripper Bolgrot?' and the Coach(s) answer, if interested (the 'going once ... going twice... gone!' convention should be used, to give all Coaches a fair chance to bid).

The price listed for a Free Agent is the price to sign him to a one year contract, maximum (until the winner of that year's Blood Bowl is determined).

The Auction continues until all Free Agents have been offered to be bid upon. Most likely, many of the available players won't or can't be bid for, and will remain in the Free Agent Pool.

The Free Agent Pool

If a Star Player isn't hired, he remains an available Free Agent, possibly for the rest of the year, and is placed in the Free Agent Pool. All the Free Agents who were pulled from the hat but not hired should be carefully noted by the Commissioner. These are the Free Agents who may be hired at the next Free Agent Auction. Any Free Agents not pulled from the hat at the Season Opening Auction will not be available for the remainder of the Season, as they are taking a year's sabbatical in a remote part of the Old World, enjoying their fame and fortune to their fullest!

Free Agents on the Roster

Any Free Agent hired counts against the team's roster maximum of sixteen players. Under no circumstances may a Coach hire more than four Free Agents! Additionally, if the Free Agent is a 'position player' (i.e. not a lineman type), the player would occupy a 'position' spot on the team's roster. For example, the Guggenheim Ravens (Humans) hire Griff Oberwald. Griff is a Blitzzer, so the Ravens could have a maximum of three other Blitzzers on the team roster.



No. of Auctions per Season

Altogether, the Commissioner should hold four auctions per Season: one at the beginning of the Season, one as soon as the Dungeonbowl Tourney begins, one as soon as the Chaos Cup Season begins and one as soon as the Blood Bowl Invitational begins. In these auctions, the Coaches may only bid on those Free Agents not taken in the first Auction.

Under no circumstances may a Free Agent be signed to a contract at any time, other than at the Free Agent Auction!

Free Agents not Showing at a Match

Generally, Free Agents are the most self-centred, erratic members of a Team. To take this into account, if a Coach has any Free Agents on his team, before every game he must roll a blocking dice for each one on the roster. If it's

a 'Skull' result, the Star sits out the game because certain perks in his contract were ignored!



Dead Free Agents

If a Free Agent is killed, the player is removed from the Free Agent Pool for the entire Season. The Free Agent should be put back into the Free Agent Deck the following Season, and may be bid upon at that time.

Freebooters

Note that Freebooters may be hired as per Death Zone rules, as long as they are hired from the remaining pool of Free Agents drawn in the Season's first Free Agent Auction. Although Exhibition Teams may not hire Free Agents, they may hire Freebooters (not even stuck-up primadonnas

will turn up their noses at huge sums of cash!).

PART II: Alternative League Guidelines

There are two types of teams in a Blood Bowl League. One type is an official member of a Division, and can participate in the various Blood Bowl Tournaments. The other type of team is put together for 'pick up' games to attract large crowds for fun and to gather huge sums of cash, which are used to support various personal 'hobbies' (but I digress...).

The point is, the two team types co-exist and can play each other as much or as little as they like.

Exhibition Teams

An Exhibition Team is a team founded in the spirit of the Death Zone League format, the wandering 'circus-type' team that plays to provide entertainment and make money. A real-world





Crablaw Zappas team photo

comparison would be the Harlem Globetrotters, who play to entertain and don't compete in the NBA. A player may Coach as many Exhibition Teams as he likes. Also, a League Commissioner may Coach as many Exhibition Teams as he likes! Exhibition Teams conform to all the rules in Blood Bowl and Death Zone (note that their players gain experience and the Team has a Team Rating, etc.) with a few exceptions:

1. They may not sign Free Agents, who are uber-pros available only to 'professional' Blood Bowl Teams.
2. They do not have to roll for retirement of Stars with Niggling Injuries (see below).
3. They may not play in Tourney Games unless they make the crossover to Official Nuffle Amoral Football status (yes, in 2498, the NAF has made a comeback!).

Making an Exhibition Team into an NAF Team

If a Coach wishes to transform his Exhibition Team into an Official NAF Team, he must make a roll for every player with 26 or more Star Player Points who has one or more Niggling Injuries, to see if

they retire. Roll a D6; if the result is equal to or below the number of Niggling Injuries the player has, he decides to call it quits and never play Blood Bowl again!

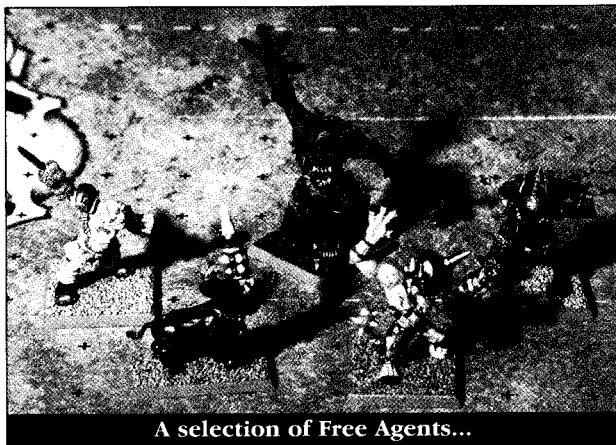
Now, the team is an Official NAF Team, with all the glories and curses inherent to the role. An Exhibition Team may acquire NAF status at any time, but the timing of the switch may effect the team's chances to qualify for the Blood Bowl Invitational Tournament.

Official NAF Teams

The second type of team is the Official NAF League team.

A Coach may have only one team in an NAF League, and the League Commissioner may not have an Official NAF Team! Only an Official NAF team may play in Tournaments and win the Blood Bowl! NAF Divisions: An Official NAF team must be a member of an NAF Division.

Each Division must be designed by the League Commissioner. A Division should consist of at least 4 and have no more than 10 teams (note that it is possible to have only one division in an NAF League, if the Commissioner so chooses). Note that the Commissioner



A selection of Free Agents...

should put the most experienced Coaches in different divisions, so that the divisions are of roughly equal strength, and so that the participants in the Blood Bowl Invitational are determined fairly, resulting in a well-balanced Blood Bowl Tourney!

One Prize Per Division

Spike Magazine, Dungeonbowl and Chaos Cup Champions are determined for each Division, so if a League has three Divisions it will have three Spike Champions, three Dungeonbowl Champions and three Chaos Cup Champions. However, note that at the end of the season there can be only one Blood Bowl Champion! If the Commissioner likes, he may rename the Spike, Dungeonbowl, and Chaos Cup prizes so that the winners of each Division Tourney win 'different' Tournaments (it doesn't matter what they're called, as long as the prizes awarded for winning the Tourney remain the same).

The Blood Bowl Season

The Blood Bowl Season is year-round, divided into three 'open' Tourney periods of roughly four months each. These Open Tournaments are qualifiers to help determine who will participate in the Blood Bowl Invitational:

1. Spike Magazine Trophy (prizes as per Death Zone).
2. Dungeonbowl (prizes as per Death Zone).
3. Chaos Cup (prizes as per Death Zone).

The date spread for these tournaments should be determined by the League Commissioner, at the beginning of the season. For example, Spike Magazine tourney games may be played between September and December, with the Spike Magazine Champion(s) being determined at the end of December, etc.

Exhibition Games

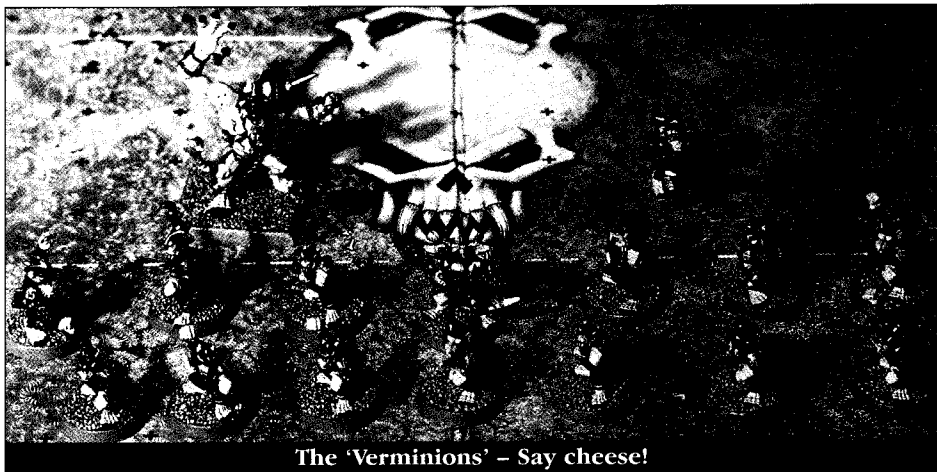
If players wish, they may play Exhibition Games at any time, against an Exhibition Team or NAF team in any Division. These games are conducted exactly as per the Blood Bowl



and Death Zone rules, and will always effect the team's Team Rating, but can never result in the collection of Tourney Points! If a Coach is challenged by another Coach and he doesn't wish to play the Exhibition Game he may opt out, with no penalty! Note that overtime is never played in Exhibition Games; if, after 2 halves, the game is tied, it's considered a draw.

Tourney Games

Tournament games must be played so that the winner of the Tournament for each Division can be determined. If a Coach challenges another Coach in his Division to a



The 'Verminions' – Say cheese!

Weird Spin on an Old Banana!

Tourney Game, the other Coach must play.

Failure to play the game will result in the cowardly Coach losing his NAF status and any Blood Bowl Seed Points his team might have acquired, and becoming an Exhibition Team! Note that if Tourney Games or Championship Games remain tied after two halves, the game goes into overtime, as per Death Zone. If, after two more four-turn periods, the game is still tied, it is considered a tie. Unlike the Death Zone rules, a Tourney or Championship Game winner can never be determined by a 'shoot-out'.

Two conditions must be met to play a Tourney Game:

1. Both teams must be in the same NAF Division.
2. Both teams may play a maximum of one Tourney Game against each other for each and every Tournament.

Tourney Points and Blood Bowl Seed Points

There are two types of Points a Team can gather during the Season. Tourney Points are gathered throughout a Tournament to determine the Team's final standing within that Tournament.

Blood Bowl Seed Points, on the other hand, are distributed after a Tournament, based upon the Team's final placement in that Tournament.

At the end of the Tournament, the Commissioner will have to determine who the top teams are in each Division. This is determined by adding all the teams' Tourney Point totals (based on whether they won, lost or tied Tournament Games, as described above). Any ties in Tourney Point totals go to the team with the

TOURNEY POINTS

Tourney Points are awarded as follows:

Won Tourney Game	=	2 points
Tied Tourney Game	=	1 point
Lost Tourney Game	=	0 points

So, for example, if the Crablaw Zappas won four Spike Tourney Games, the Zappas would end up with 8 Tourney Points for Spike. (Note that these Tourney Points are specific to each Tournament. At the beginning of the next Tournament (Dungeonbowl or Chaos Cup), a team's Tourney Points go back to zero).



SEED POINTS

At the end of each Tournament, Blood Bowl Seed Points are awarded. The number of Seed Points earned depends on where the team finished in the Tournament for his Division.

Spike Magazine Tourney/Blood Bowl Seed Points

Winner	=	2 points
Runner-Up	=	1 point

Dungeonbowl Tourney/Blood Bowl Seed Points

Winner	=	4 points
2nd	=	3 points
3rd	=	2 points
4th	=	1 point

Chaos Cup Tourney/Blood Bowl Seed Points

Winner	=	6 points
2nd	=	5 points
3rd	=	4 points
4th	=	3 points

(As is obvious from the above, the later a Tournament occurs in the Season, the more relative importance it has).

So, for example, if the Crablaw Zappas won Spike (2 points), came in third in Dungeonbowl (2 points), and won the Chaos Cup (6 points), the team would end up with a total of 10 Blood Bowl Seed points for the year and would be a shoe-in to be invited to the Blood Bowl Invitational! (Note that, unlike Tourney Points, which go back to zero for the next tournament, Blood Bowl Seed Points are added throughout the year).

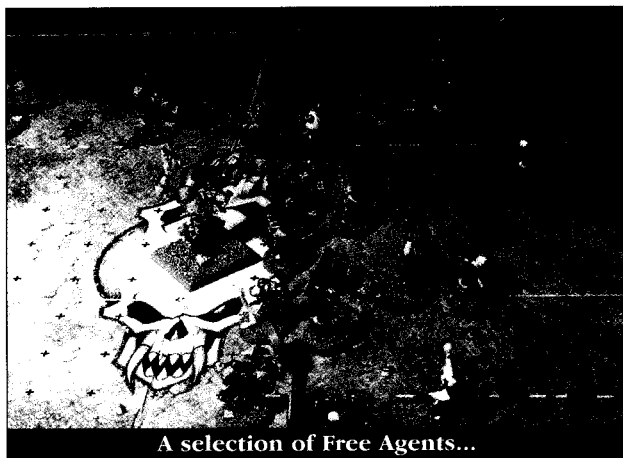
higher Team Rating. The top two teams in the Division will have a game to determine the Champion for that Division. Note that Championship games can never result in a tie, the teams will play until a winner is determined, as per sudden death overtime rules in Death Zone (4-turn periods at a time, no team re-rolls allowed). Unlike Death Zone, a Tourney or Championship Game winner can never be determined by a 'shoot-out'.

Losing Free Agents

After every Tournament Final, all teams that didn't win the Tournament have to roll to see if their Free Agents will stay with the team. For each Free Agent, roll 2 blocking dice. If the result is double Skulls, the Free Agent leaves



the team, disgusted that they didn't win the Tourney! The team, of course, may re-acquire the same Free Agent in the next Free Agent Auction, but will have to bid against all other eligible teams. The team will, in no way, be compensated for the loss of money as a result of this desertion. Note that the team who won the Tournament for its Division doesn't have to roll to see if it keeps its Free Agents, the Stars are happy to play with a winner and will stay on (the exception of this is the Blood Bowl winner, who loses all his Free Agents, as does everybody else!).



A selection of Free Agents...

(Note that any Star Players who return to the Star Player deck will lose any injuries or stat decreases they might have previously acquired, as they use their fame and fortune to become well and whole again!)

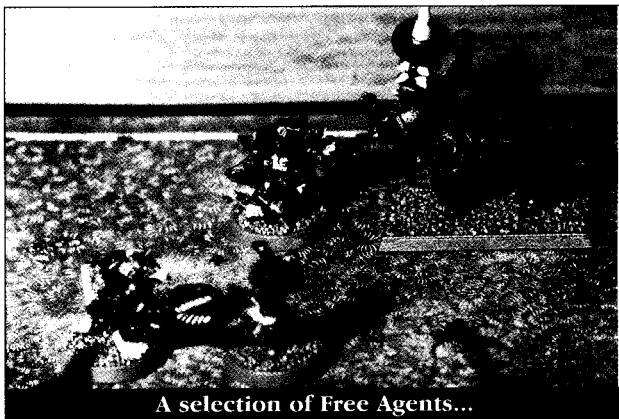
Retirement of Home-Grown, Niggled Stars

All Teams (including the tournament winner) have to roll to see if any niggled Stars will retire (Blood Bowl is, after all, a brutal sport!). For every player with 26 or more Star player points ("homegrown" star players) who have one or more

Niggling Injuries, each Coach must roll a blocking dice. If the roll is a Skull, it means the player is thinking of retiring. Roll a D6. If the result is less than or equal to the number of Niggling Injuries the player has, he has had it and calls it quits (the player may be kept on as an Assistant Coach, if the Coach wishes). The team will, in no way, be compensated for the loss of money as a result of the retirement.

Blood Bowl Invitational Tournament

After the Chaos Cup, the total Blood Bowl Seed Points



A selection of Free Agents...

BLOOD BOWL INVITATIONAL

Four-seeded League

- Game One: 3rd seed vs. 4th seed
 Game Two: Winner of Game one vs. 2nd seed
 Game Three: Winner of Game Two vs. Top Seed
 (Blood Bowl Championship!)

(Distribute prizes as per Death Zone).

Eight-Seeded League:

Round One

- Game One: Seventh Seed vs. Eighth Seed
 Game Two: Fifth Seed vs. Sixth Seed
 Seeds one through Four: BYE!

Round Two

- Game Three: Winner of Game One vs. Third Seed
 Game Four: Winner of Game Two vs. Fourth Seed
 Seeds One and Two: BYE!

Round Three

- Game Five: Winner of Game Three vs. Second Seed
 Game Six: Winner of Game Four vs. Top Seed

Round Four

- Winner of Game Five vs. Winner of Game Six
 (for the Blood Bowl Championship!)

(Distribute prizes as per Death Zone).

(BBSP's) for the year are added up for all Teams in all Divisions. The number of teams invited to the Blood Bowl Invitational depends on the overall size of the NAF League.

If there were 4-12 teams in the League, the top 4 seeded teams in the League are invited. (In the case of ties in BBSP's, Team Rating is used to determine which team gets the higher 'seed' ranking).

If there were 13+ teams in the League, the top 8 seeded teams in the League are invited. (In the case of ties in BBSP's, Team Rating is used to determine which team gets the higher 'seed' ranking.)

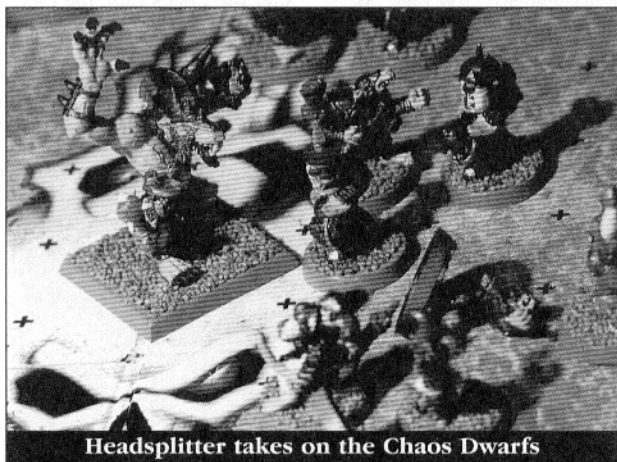
The Blood Bowl Invitational is a more intense tourney than the others, and should take place in the space of about 2 weeks. The Blood Bowl Invitational follows a stricter format than the other tournaments (see table).



End of the Line

At the end of the season, all Free Agents' contracts are up and they are thrown back into the Free Agent deck, perhaps to be auctioned off at the beginning of the next Season (note that at the beginning of the next Season, any Free Agents will lose any injuries or stat decreases they acquired, as they use their fame and fortune to become well and whole again!).

Additionally, at the end of the season all teams lose half of their Team Rerolls (round all



Headsplitter takes on the Chaos Dwarfs

fractions up). This represents the fact that teams will get a little rusty in the off season, reflects the loss of players (if any) and won't be as motivated to win at the beginning of the next season as they were to win near the end of the previous one!

As in the first three Tournaments, teams that played in the Blood Bowl must determine if any niggled players decide to retire. For each player with 26 or more Spp's (homegrown Star Players) who have one or more Niggling Injuries, the participating Coaches must roll a blocking dice. If the roll is a Skull, it means the player is thinking of retiring. Roll a D6. If the result is less than or equal to the number of Niggling Injuries the player has, he has had it and calls it quits (the player may be kept on as an Assistant Coach, if the Coach wishes). The team will, in no way, be compensated for the loss of money as a result of the retirement.

For the Blood Bowl Champion, the chance that niggled players will retire is greater than for the other teams (injured players prefer to retire on a high note!). For each player with 26 or more Spp's who have one or more Niggling Injuries, the Blood Bowl Champion Coach must roll a D6. On a roll of 1-3, the player is thinking of retiring. Roll another D6; if the result is less than or equal to the number of Niggling Injuries the player has, he has had it and calls it quits, never to play Blood Bowl again but forever savouring the sweet taste of bone-crushing victory! (the player may be kept on as an Assistant Coach, if the Coach wishes).



The 'Usual Suspects'





ADDING SOME LATERAL THINKING TO YOUR GAME



Thinking tactically in Blood Bowl

By Andy Meechan

You've played against the same Coaches with their same teams and their same tactics for a lot of games. You've no doubt sussed their favourite plays and have, hopefully, developed some nasty counter-plays of your own. You've also noticed that they use similar tactics no matter what race they coach. No doubt they know the same about you.

What you need is to 'throw them a curve' in your plays, let them think and react and not respond like automata. Put some interest into your games again – this is, of course, where lateral thinking comes in.



LETTING THEM SCORE

'Confidence in your team and Coaching abilities is key to this play. Your opponent's overconfidence in the situation you will present to him will ultimately be their downfall.'

It's the start of the second half, you're 1-0 up against a power team and you have to kick. You need two clear turns to score, call it four to be safe. There is no way that you can stop them from scoring in eight turns. What do you do?



You let them score.

Giving away touchdowns sits uneasy on any Coach, just ask around and you'll find out that nobody likes losing a touchdown. It's a mark against their defensive ability. Well, ignore them as they are merely misguided and will ultimately be the ones who suffer from your use of lateral play.

Allowing your opponent to score gives you a threefold return – and a job to do. Firstly you will be receiving the ball, so there's no need to 'spring' it from a cage. Secondly it presents an opportunity for players to recover from KO's. Finally by setting yourself up for a last-ditch game winner, you're gaining SPPs. The downside is that you are setting yourself up for a last-ditch game winner, it's a high-pressure situation. You'll have to think on your feet; this is what

makes the game enjoyable.

You don't want to make the touchdown look too easy or the Coach might realise that he's no longer playing to his game plan, but to yours. Set up a solid defence as normal and play as hard as you would in other circumstances with only one exception – make a mistake. This 'mistake' should allow your opponent to capitalise and move the ball closer to your endzone. He will no doubt be able to 'take advantage' of you and consolidate the safety of the ball. By turn 4 (turn 5 at worst) he will have scored. More fool him.

It is now turn 4 or 5 and you are receiving with a team whose star is now conscious and on-pitch again. You can score in two turns, but have three or four – use them. The game is yours.

Or is it? Things to bear in mind here are that the score is now 1-1 and your opponent only scored in turn 4 because he needs time to retrieve the ball from you and score the winner. Nobody plays for a draw. Think fast and play faster as you have the advantages. The only thing that can stop you is a run of bad luck. Fortunately for you 'fate' smiles upon those who play for the game and produce last-ditch winners.

Congratulations, you've just

won 2-1. (*I have? Why that was nice of you – Ed.*)

PREDICTING BALL POSITION

'If you know where your opponent is going to move the ball before he does, then you must make full use of your advantage.'

Firstly I will expand on the term 'passing lane' as it will be used this frequently in the following narration. The passing lane is the path along which the ball will be thrown. There can be several lanes open to a thrower be they open-field lanes or high risk long-bombs over the heads of the opposing team. In general the thrower will choose the lane with the safest throw, failing that he will choose the lane which leads to a receiver in an advantageous (or safe) position.

One way to predict where your opponent will throw the ball is to restrict his target options. If you leave more than one passing lane free then your opponent has the advantage. On the other hand, if you restrict the number of lanes to only one reasonable choice then if he chooses to pass you can be one step ahead.

How do you restrict the number of passing lanes? This is where your player's individual skills come in; players who are catchers or pass-blockers are particularly valuable, as are those who are naturally agile. Placing such players around the pitch means that the thrower will rank a lane which crosses them (or near them in the case of the pass-blocker) lower than another, safer, lane.

This works for you twofold. Firstly – and most obviously –

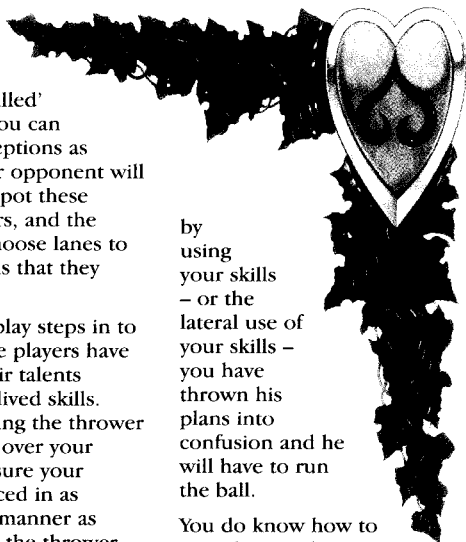
if the thrower chooses the passing lane above your 'skilled' players, then you can execute interceptions as usual. But your opponent will soon learn to spot these blocking players, and the thrower will choose lanes to negate the skills that they have.

So our lateral play steps in to show that these players have not wasted their talents learning short-lived skills. Instead of hoping the thrower chooses a lane over your players, make sure your players are placed in as demonstrative manner as possible – now the thrower knows where your dangerous players are he is sure to go out of his way to avoid them. This means that with careful placing of your 'danger' players you can 'present' the thrower with only one safe passing lane. If he chooses to pass, you can be certain that the ball will travel along this lane.



Now that you know where he will pass you can position your 'ball capture squad' with certainty. Such players will be able to strip balls, tackle with ease or just be generally quite violent (or frenzied!) – they will make short work of a receiver.

So what if he chooses not to pass? Well we can call this a mission accomplished. Not only have you delayed his touchdown by a turn, but also



by using your skills – or the lateral use of your skills – you have thrown his plans into confusion and he will have to run the ball.

You do know how to stop the run don't you?

Here's something that we nabbed from Andy's website which we thought that you'd appreciate:

DRYADS

This suggestion is based on the Dryads article found in White Dwarf 196.

Teams

The Treeman team may include up to eight Dryads.

Special Rules

Aspect Skill*

Each Dryad may choose from one of the following three aspects for the game, it helps if the miniature is painted appropriately. A different Aspect can be taken each game, but must be used for the whole game.

Birch: When Blitzing, you may make two Blocks – both must be against the same opponent. If they go down on the first Block, then the second is lost. Colours, Predominantly Silver.

Adding Some Lateral Thinking to Your Games



Oak: The Dryad may add +1 ST and +1 AV for the whole game. Colours, Brown.

Willow: The Dryad player chooses the blocking dice result to use when being blocked as if he had a higher strength. Colours, Light Brown with Yellow/Green leaves.

Star Player Points

Although Dryads are not Big Guys themselves, the Dryads gain SPPs at the same rate as Big Guys due to their long lifespans and attendant laid-back view on life. They may choose from Strength and

General Skills and choose from the following Physical abilities on doubles:

1. **Thorns:** The Dryad sprouts Rose-like thorns all over its body when 'psyching up' for the game. Acts as *Horns*.

2. **Stone Bark:** Acts as *Spikes*.

3. **Tendrils:** Particularly suited to the Willow Aspect. Acts as *Tentacles*.

Method to the Madness

No. Available: This means that Allies (Halflings and Wood Elves) can only take 2 max. I suggest this because the Wood Elves can only take

2 Wardancers (or 2 Treemen) so why could they take more than 2 Dryads?

The Stats: A tougher, but less agile Wood Elf lineman.

The Skills: Thick Skull due to his tree nature, see the article in WD.

Aspect: This reflects the Dryad shapeshifting ability in combat – again see the WD article. Limited to one of three for the duration of the game for ease of use. This is due to them psyching up for the game rather than any particular block.

Cost: Running this through Jervis's formula. It may well be closer to 120K due to the Aspect skill.

SPP's: Whether or not the Dryad can choose from any table or not on doubles is debatable. However I may be tempted toward the Big Guy options.

A Final Word

The cost could be reduced by 20K if a negative skill such as *Sappy* is given to the starting Dryad.

Sappy: The Dryad is lovesick for his forest home and would rather hang out in a glade somewhere than pulp heads on the field. Roll 1D6 before the start of the game. On a 1 or 2 he doesn't show for the game (this is based on the , rough, 30K reduction on the Treeman *Take Root*).



Dryads

NO.	PLAYER	MA	ST	AG	AV	SKILLS	VALUE
0-8	DRYADS	7	3	3	7	Thick Skull, Aspect*	110,000

Skill Tables: Strength/General/Dryad Physical Abilities



UNSPORTSMANLIKE CONDUCT

Rules for bribing the Ref

By Matt Brown

'Welcome sportsfans to yet another wonderful day all set for a great game of the Old World's most popular sport, Blood Bowl.'

'That's right Jim, the sun is high in the sky and there are no clouds to be seen. Hopefully we will be able to persuade the Champions of Death to play in such unfavourable conditions.'

'Here comes the Referee for the game Boris Backbender... but what's this Bob? The Evil Git's coach has just passed what looks like a bag to Boris and he's leaving the field of play... incredible. I've never seen anything like it!'

'Me neither Jim, but as they say, let's play ball.'

DODGY DEALINGS

One of the oldest tricks in the book is the bribe. Don't listen to anyone who tells you otherwise, everyone has their price especially on the Blood Bowl pitch. These rules are to be used in conjunction with special play cards and the Ref rules found in the first Blood Bowl Compendium.



MAKING A BRIBE

There are two prime instances during a match at which a sympathetic referee would be most welcome. The first is when you make a penalty roll to send off a player with a secret weapon. The second is when 'Arguing the Call' with the ref because he obviously doesn't know what he's talking about – sending off your man, the shame of it!

The method for making a bribe is the same in both cases:

1. Announce that you are going to bribe the ref.
2. State how much you are bribing him with and deduct it from the treasury.
3. Make your roll with the appropriate modifiers.

Irrespective of the result, the money is now gone and cannot be reclaimed even if the bribe fails. Also, you may never spend more money than you have available in your treasury.

SECRET WEAPON PENALTY ROLLS

Penalty rolls are made by a coach after a touchdown is scored or when a half ends for each Secret Weapon his opponent's team has fielded. This is to see if the ref sends the player off. The coach rolls 2D6 and tries to score equal to or more than the weapon's penalty roll value to have it sent off (page 18 of the Blood Bowl rulebook).

Wouldn't it be good if the ref took a closer look? Right...

Following the Making Bribe directions above, when you

are about to make a penalty roll you announce your bribe attempt. For each full 10,000gp you spend on the bribe you may add +1 to a penalty (i.e 30,000gp's = +3 to the roll). Note that the bribe only applies to one particular penalty roll and you should state which weapon it is for before rolling. If there are more than one roll to be made. Of course, there's nothing stopping you making bribes for each penalty roll, so long as you have the money available.



In addition to this extra scrutiny by the ref, he is now less likely to accept an opposing coach's arguments to the contrary. So, if your opponent argues the call with the ref he must subtract -1 from his dice roll for each full 10,000gp's that you spent on the bribe.



Obviously attempting to bribe the referee does carry certain risks. If you roll a double for the penalty roll (before any modifications) the referee is so incensed by your actions that he Expels the Head Coach from the game. This does not affect the result of



the bribe in any way and the ref could still send off the offending player because of it.

ARGUING THE CALL

As Head Coach your most important job is to yell and shout at the referee if he makes a call against your team. To represent this in game terms you are allowed to argue the call when the referee does any of the following; sends off one of your players, issues an illegal procedure call against you or bans the use of a secret weapon.

Normally you would roll 1D6.

On a 1 the referee Expels you from the game. On a 2-5 he ignores you and his call stands and on a 6 he actually accepts your argument and reverses his decision.

But wouldn't a little gold lend weight to your argument? My thoughts exactly...

When you are about to argue the call for whichever reason, you may decide to bribe the ref. Follow the procedure as stated earlier. This done roll

a D6. For each full 10,000gp's spent on the bribe you may add +1 to the dice roll. The bribe will only last for this one roll so if you argue the call later, there'll be no bonus unless you bribe again.

If arguing the call because a weapon has been banned you may find yourself on the receiving end of a bribed ref and so be on a negative modifier. You must remember to take these into consideration when working out the final result of the call. However, no matter what modifiers there are a natural roll of '1' is still always an expulsion and a natural '6' is always a reversal of a decision.

EXPULSION

If for whatever reason your Head Coach is expelled from the game you may not argue any more calls or make any more bribe attempts during that match.

EXAMPLE OF BRIBERY AT WORK

Head Coach McCleod of the Almighty is disgusted because his Star Player, Haksel Rose, spent the whole of the first half of the match KO'd because of a Dark Elf Assassin's poisoned knife. About to make a penalty roll he announces that he's going to bribe the ref to send off the offending Dark Elf. He spends 50,000gp's from his treasury for a +5 modifier and throws 2D6 scoring an '8' with +5 for the bribe this becomes 13, enough to have the miscreant sent off.

His rival, the Head Coach of the Black Warlocks argues the call and decides to bribe the ref also if only to lessen the chances of being expelled upon failure. He spends 20,000gp's. In total the modifiers are +2-5=-3. He rolls a D6... a '6'! automatic success. Coach McCleod curses vowing to get that Dark Elf and the ref had better watch out too!

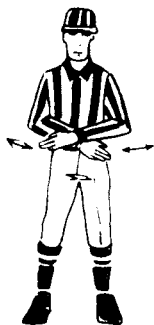
Ok guys, there it is. Now... where's my cut?



SOME TYPICAL REFEREEING SIGNALS

From time to time you'll see the referee give a strange hand signal to indicate the outcome of a decision or declare something's happened. These are some of the most common signals

(This was originally featured in the old Blood Bowl handbook and has been reprinted here for your enjoyment. Art by Aly Morrison)



No! No! No! No!



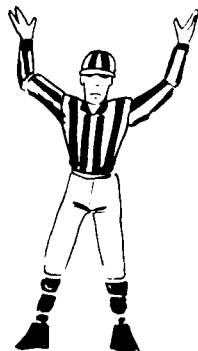
You leave me out of this, you big bully!



Put me down you big...



Well, where's my cheque?



Alright, I give up - I'm going home - you guys can get another referee... etc.



Hmm, now do I really want to get involved in this?



No, not my fingers, please not my fingers..



Illegal holding!



STOPPP IIIITTT!!



Now wait a minute, I was only suggesting that you put him down before pulling his ears off



Foul!



Mmmmfghhhmnggh!

BLOOD BOWL BLOOD BOWL BLOOD BOWL

HOT FROM THE FORGES

This issue we've got a bunch of Blood Bowl babes for you, some thorny Dryads and some Knightly heroes to use in your Bretonnian teams...

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ON FOOT**
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DRYADS £3.00 each



DRYAD 1
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DRYAD 2
020402002



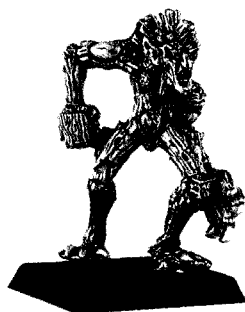
DRYAD 3
020402003



DRYAD 4
020402004



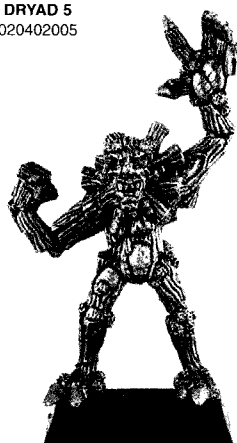
DRYAD 5
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DRYAD 7
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73336/9



Chaos Cheerleader
73498/16



Dwarf Ref
73348/6A



Human Ref
73336/8



Dwarf Cheerleader
73348/63



Gobbo Cheerleader 1
73324/3A



Gobbo Cheerleader 2
73324/3B



KHARESSE MELEK WITCH ELF



MOVEMENT

7

STRENGTH

4

AGILITY

4

ARMOUR

7

SKILLS

Block
Tackle
Frenzy
Dodge
Jump Up

TEAMS

DARK ELF

SPECIAL

NONE

150,000 GOLD PIECES



LARHOLEN SWIFT HIGH ELF PHOENIX WARRIOR



MOVEMENT

6

STRENGTH

3

AGILITY

5

ARMOUR

8

SKILLS

Pass
Sure Hands
Accurate
Strong Arm

TEAMS

HIGH ELF

SPECIAL

NONE

140,000 GOLD PIECES



SHARPROOT DRYAD



MOVEMENT

5

STRENGTH

5

AGILITY

4

ARMOUR

8

SKILLS

Block
Guard
Mighty Blow

TEAMS

WOOD ELF

SPECIAL

NONE

150,000 GOLD PIECES



GUMBO RANCHSTOCK HALFLING THROWER



MOVEMENT

6

STRENGTH

2

AGILITY

4

ARMOUR

7

SKILLS

Right Stuff
Dodge
Stunty
Kick

TEAMS

HALFLING

SPECIAL

NONE

80,000 GOLD PIECES



the citadel

Journal

Bretonnian Teams *by Robert Miller*

Chivalrous knights, aspiring Squires and lowly peasants take to the Blood Bowl pitch in this interesting variation on a human team.

Deathbowl *by John Bridegroom*

Fourway Blood Bowl pitch, four teams, four times as much blood, violence and mayhem!

Pom-poms Out For the Lads... *by Ricardo Nagliati*

Those gorgeous babes of Blood Bowl show that they have a few hidden talents all of their own.

The New Batch *by Gary Thorpe and Elvis Lancaster*

More talented Star Players for you to hire, from The Mad Bomber to Thundershout Gristlegnasher the Giant.

Weird Spin on an Old Banana *by Sean Bennesch*

Nothing to do with bananas really, but some cool alternative rules for running your own Blood Bowl leagues.

Unsportsmanlike Conduct *by Matthew Brown*

How do you stop your best Star Player being sent off for committing just a little foul? Why, by bribing the referee of course!

Hot from the Forges

More useful miniatures to use in your games of Blood Bowl.

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