

Blood Bowl CRP Lite

V 1.7

Compiled by "Outcast", based on LRB5 Ickle Book by Dave "Ravage" McHale

Pre-Match Sequence

1. The Weather

Roll 2D6 on the Weather Table.

2. Transfer Gold from Treasury to Petty Cash

Both teams may transfer gold from their treasury into petty cash. Petty cash may be used during the current match to purchase inducements and adds directly to the team value of the team for this match. The team with the highest team value must declare how much gold they are transferring into petty cash first.

3. Inducements

Teams with a lower Team Value are given Inducement Funds to help even the odds of the match. If your team has a TV of 1,000,000 and your opponent has a TV of 1,200,000, your team is given 200,000 gold to spend on inducements. You may purchase inducements from the following list, or buy any Card(s) from the Card Tables that you can afford.

Bloodweiser Babes (0-2) - 50,000 gold pieces
Bribes (0-3) - 100,000 gold pieces
Extra Team Training (0-4) - 100,000 gold pieces
Halfing Master Chef (0-1) - 100,000/300,000 gold pieces
Igor (0-1) - 100,000 gold pieces
Mercenaries (Unlimited) - Various prices
Star Players (0-2) - Various prices
Wandering Apothecaries (0-2) - 100,000 gold pieces
Wizards (0-1) - 150,000 gold pieces

All inducements purchased are lost at the end of the match. No inducement can ever become a permanent part of your team.

4. Work out FAME

Each coach rolls 2D6 and adds their Fan Factor to the total multiplied by 1000 to determine the number of fans. If the roll for the gate means that your team is being supported by an equal number or fewer fans than the opposition, then your FAME for the match is zero. If you have more fans attending the match than your opponent, your FAME is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your FAME for the match will be +2 instead.

5. Start Playing!

Post-Match Sequence

1. Improvement Rolls

Assign the MVP award to one player on your roster for this match, and calculate new SPP totals for all players on the roster. Roll on the Improvement Table for any players that have reached a new level during this game.

2. Update Team Roster

- Delete any players that have been killed from the roster and record any changes to a player's value for improvements.
- Generate winnings. Each coach rolls a D6 and adds their FAME. Your team receives this amount x 10,000 gold pieces as winnings (+10,000 if you won or tied the match). If you win the match you may also choose to reroll your D6, but you must accept the second result.
- Spiralling Expenses. Any gold left in petty cash is transferred back to the treasury and each coach must now pay for Spiralling Expenses, if applicable.
- Calculate Fan Factor. If a coach lost or tied the match he should roll 2D6. The winning coach should roll 3d6. If a coach won or tied the match and his roll is greater than his team's current Fan Factor then his team's Fan Factor increases by one point. If the coach lost or tied the match and his roll is less than his team's current Fan Factor then his team's Fan Factor decreases by one point.
- Hire or fire players. If your team has any Journeymen on the roster you must either fire them from the team or you may permanently hire them by paying their rookie cost (if you have less than 16 players on your roster). If you hire a Journeyman, he loses the Loner skill but may retain any Star Player points he earned or skills learned from improvement rolls.

- If your team can only field 10 or less players for the next match, you may hire Journeymen for free until your team can field 11 players. A Journeyman is always a player from a 0-16 or 0-12 allowed position on the team's roster. He counts his normal rookie cost towards your total team value but has the Loner skill as they are unused to playing with your team. Journeymen may take the total players on your team (including injured players) to more than 16 at this point.
- Work out the new Team Value

Weather Table

2D6	Result
2	Sweltering Heat - Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	Very Sunny - Apply a -1 modifier to all passing rolls.
4-10	Nice - Perfect Blood Bowl weather.
11	Pouring Rain - Apply a -1 modifier to all catch, intercept or pick-up rolls.
12	Blizzard - GFIs will fail on a roll of 1-2. Only Quick/Short passes may be attempted.

Kick-Off Table

2D6	Result
2	Get the Ref - Each team receives 1 additional bribe for use during this game.
3	Riot - If the receiving team's turn marker is on 7 for the half, both teams turn markers move back one. If the receiving team has not yet taken a turn, both team's turn markers move forward one. Otherwise, roll a D6. On a 1-3, both team's turn markers move forward one. On a roll of 4-6, both teams turn markers move back one.
4	Perfect Defence - The kicking team's coach may reorganise his players in any legal formation.
5	High Kick - Any player from the receiving team who is not in an opposing tackle zone may move to the square the ball will land in (prior to the bounce).
6	Cheering Fans - Each coach rolls a D3 and adds their FAME and number of cheerleaders to the total. Highest score gets an extra Team Re-roll this half - if tied, both teams receive an extra re-roll.
7	Changing Weather - Make a new roll on the Weather Table. If the new result is 'Nice', then the ball scatters one extra square in a random direction before landing.
8	Brilliant Coaching - Each coach rolls a D3 and adds their FAME and number of assistant coaches to the total. Highest score gets an extra Team Re-roll this half - if tied, both teams receive an extra re-roll.
9	Quick Snap! - All players on the receiving team are allowed to move one square. This may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10	Blitz! - The kicking team receives a free 'bonus' turn. Players in an opposing tackle zone at the start of this turn may not perform an Action.
11	Throw a Rock - Each coach rolls a D6 and adds their FAME to the total. A randomly selected player belonging to the losing coach is hit by a rock (only players on the pitch are eligible). In the case of a tie, a player from each team is hit. Immediately roll for Injury. No Armour roll is required.
12	Pitch Invasion - Both coaches roll a D6 for each opposing player on the pitch, adding their FAME to each roll. On a modified roll of 6 or more, the player is stunned (KO any player with the Ball & Chain skill). A roll of 1 before adding FAME has no effect.

Injury Table

2D6	Result
2-7	Stunned - Place face down on the pitch.
8-9	Knocked Out - Place in the KO box.
10-12	Casualty - Roll on the Casualty Table.

Casualty Table

D68	Result	
11-38	Badly Hurt	No long term effect.
41	Broken Ribs	Miss Next Game.
42	Groin Strain	Miss Next Game.
43	Gouged Eye	Miss Next Game.
44	Broken Jaw	Miss Next Game.
45	Fractured Arm	Miss Next Game.
46	Fractured Leg	Miss Next Game.
47	Smashed Hand	Miss Next Game.
48	Pinched Nerve	Miss Next Game.
51	Damaged Back	Niggling Injury + Miss Next Game.
52	Smashed Knee	Niggling Injury + Miss Next Game.
53	Smashed Hip	-1 MA + Miss Next Game.
54	Smashed Ankle	-1 MA + Miss Next Game.
55	Serious Concussion	-1 AV + Miss Next Game.
56	Fractured Skull	-1 AV + Miss Next Game.
57	Broken Neck	-1 AG + Miss Next Game.
58	Smashed Coll Bone	-1 ST + Miss Next Game.
61-68	DEAD	DEAD!

Star Player Points (SPP) Table

Action	SPPs
Passing Completion	1
Casualty	2
Interception	2
Touchdown	3
MVP Award	5

SPP Level Table

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

Improvement Roll Table

2D6	Result
2-9	New skill.
10	+1 MA/AV OR new skill.
11	+1 AG OR new skill.
12	+1 ST OR new skill.

Value Modifier Table

Value	Improvement
+20,000	New skill.
+30,000	Skills that can only be taken on a double.
+30,000	+1 MA/AV.
+40,000	+1 AG.
+50,000	+1 ST.

Spiralling Expenses Table

TV	Expenses
<1,750,000	0
1,750,000 - 1,890,000	10,000
1,900,000 - 2,040,000	20,000
2,050,000 - 2,190,000	30,000
2,200,000 - 2,340,000	40,000
2,350,000 - 2,490,000	50,000
2,500,000 - 2,640,000	60,000
Continuing in steps of 150,000	+10,000 each

Passing Template

13	B	B																		
12	B	B	B	B	B															
11	B	B	B	B	B	B	B													
10	L	L	L	B	B	B	B	B	B											
9	L	L	L	L	L	B	B	B	B	B										
8	L	L	L	L	L	L	L	B	B	B	B									
7	L	L	L	L	L	L	L	L	B	B	B									
6	S	S	S	S	L	L	L	L	L	B	B	B								
5	S	S	S	S	S	L	L	L	L	B	B	B								
4	S	S	S	S	S	S	L	L	L	L	B	B	B							
3	Q	Q	S	S	S	S	S	L	L	L	B	B	B							
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B	B						
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B						
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B						
	0	1	2	3	4	5	6	7	8	9	10	11	12	13						

Passing Tables

Quick Pass (Accurate/Fumble)						
Agility	1	2	3	4	5	6
0 TZ	5/1	4/1	3/1	2/1	2/1	2/1
1 TZ	6/1	5/1	4/1	3/1	2/1	2/1
2 TZ	6/2	6/2	5/2	4/2	3/2	3/2
3 TZ	6/3	6/3	6/3	5/3	4/3	4/3
4 TZ	6/4	6/4	6/4	6/4	5/4	5/4
5 TZ	6/5	6/5	6/5	6/5	6/5	6/5
Short Pass (Accurate/Fumble)						
Agility	1	2	3	4	5	6
0 TZ	6/1	5/1	4/1	3/1	2/1	2/1
1 TZ	6/2	6/2	5/2	4/2	3/2	3/2
2 TZ	6/3	6/3	6/3	5/3	4/3	4/3
3 TZ	6/4	6/4	6/4	6/4	5/4	5/4
4 TZ	6/5	6/5	6/5	6/5	6/5	6/5
5 TZ	6/5	6/5	6/5	6/5	6/5	6/5
Long Pass (Accurate/Fumble)						
Agility	1	2	3	4	5	6
0 TZ	6/2	6/2	5/2	4/2	3/2	3/2
1 TZ	6/3	6/3	6/3	5/3	4/3	4/3
2 TZ	6/4	6/4	6/4	6/4	5/4	5/4
3 TZ	6/5	6/5	6/5	6/5	6/5	6/5
4 TZ	6/5	6/5	6/5	6/5	6/5	6/5
5 TZ	6/5	6/5	6/5	6/5	6/5	6/5
Long Bomb (Accurate/Fumble)						
Agility	1	2	3	4	5	6
0 TZ	6/3	6/3	6/3	5/3	4/3	4/3
1 TZ	6/4	6/4	6/4	6/4	5/4	5/4
2 TZ	6/5	6/5	6/5	6/5	6/5	6/5
3 TZ	6/5	6/5	6/5	6/5	6/5	6/5
4 TZ	6/5	6/5	6/5	6/5	6/5	6/5
5 TZ	6/5	6/5	6/5	6/5	6/5	6/5

Agility Tables

Dodge						
Pickup						
Catch Accurate						
Agility	1	2	3	4	5	6
0 TZ	5	4	3	2	2	2
1 TZ	6	5	4	3	2	2
2 TZ	6	6	5	4	3	2
3 TZ	6	6	6	5	4	3
4 TZ	6	6	6	6	5	4
5 TZ	6	6	6	6	6	5
6+ TZ	6	6	6	6	6	6

Catch Scattered						
Land Thrown Player						
Agility	1	2	3	4	5	6
0 TZ	6	5	4	3	2	2
1 TZ	6	6	5	4	3	2
2 TZ	6	6	6	5	4	3
3 TZ	6	6	6	6	5	4
4 TZ	6	6	6	6	6	5
5+ TZ	6	6	6	6	6	6

Interception						
Agility	1	2	3	4	5	6
0 TZ	6	6	6	5	4	3
1 TZ	6	6	6	6	5	4
2 TZ	6	6	6	6	6	5
3+ TZ	6	6	6	6	6	6

Inducements

0-2 Bloodweiser Babes (50,000gp)

The team purchases a keg of extra-special Bloodweiser magic ale for 50,000 gold pieces and get a lovely lady to serve players before going out or each drive. The combination of the ale and the young lady serving it means that for each purchase of this inducement, players on the team gain a +1 modifier to recover from KO'd for this match.

0-3 Bribes (100,000gp/50,000gp for Goblin teams)

Goblin teams may buy a bribe for 50,000 gold pieces; any other team can buy a bribe for 100,000 gold pieces. Each bribe allows a team to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.

0-4 Extra team Training (100,000gp)

Each extra team training session costs 100,000 gold pieces and allows the team to take one extra Team re-roll that may be used for this match only.

0-1 Halfling Master Chef (300,000gp/100,000gp for Halfling teams)

Halfling teams may hire a Halfling Master Chef for 100,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dug-out that they lose a Team Re-roll (but only if they have any left to lose).

0-1 Igor (100,000gp)

Any team that cannot purchase a permanent Apothecary can hire an Igor for 100,000 gold pieces to assist the team. An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, rewrapping funeral wraps and so on. He can really get the boys shambling back to the pitch. An Igor may only be used once per a game to re-roll one failed Regeneration roll for a player.

Unlimited Mercenaries (varies)

For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold

pieces to hire for a match.

The normal limits on the total number of players allowed in a team and in each position do apply to Mercenaries (so they aren't truly unlimited). However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Mercenaries to replace players that are missing a game if you wish.

All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition you may choose to give a Mercenary one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces. For example, a Mercenary Human lineman could be given Tackle if desired for a total cost of 130,000 gold pieces to hire for a match. Mercenaries cannot earn Star Player points other than the MVP for the game. Mercenaries can never gain new skills.

0-2 Star Players (varies)

Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess (see the Star Player table for stats and skills).

Star players act as free agents, playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. You may hire up to two Star Players that are allowed to play for your team. Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match.

Star Players may not take the number of players in the team to more than 16. However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Star Players to replace players that are missing a game if you wish. It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees!

Star Players can never earn Star Player points other than the MVP for the game. Star Player can never gain new skills. Finally purchased/induced Apothecaries or an Igor may not be used on Star Players ever. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to get in shape for their next match and will not use your team's amateur physicians.

0-2 Wandering Apothecaries (100,000gp)

Any team may hire a Wandering Apothecary or two to help your team during the match for 100,000 gold pieces each if your team can normally purchase a permanent Apothecary. Often these Apothecaries are powerful priests of the local deity. While they would never allow themselves to be a permanent part of a heathen Blood Bowl team, they have been known to assist for a single match for a generous donation to their faith. The rules for Wandering Apothecaries are identical to the rules for purchased Apothecaries. Only one Apothecary may be used to re-roll each Casualty roll.

0-1 Wizard (150,000gp)

A team may hire a Wizard to help them during the match for 150,000 gold pieces. Once per game, the Wizard is allowed to cast either a Fireball spell or a Lightning Bolt spell. Wizards may only cast spells at the start of their own turn before any player performs an Action OR immediately after their own team's turn has ended even if it ended with a turnover.

Fireball: Choose a target square anywhere on the pitch. Roll one dice to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the fireball's blast. Make an Armour roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

Lightning Bolt: Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.

Skill Descriptions

General Skills

Block - A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Dauntless - A player with this skill is capable of psyching themselves up so that they can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

Dirty Player - A player with this skill has trained long and hard to learn every dirty trick in the book. Add 1 to any Armour roll or Injury roll made by a player with this skill when they make a Foul as part of a Foul Action. Note that you may only modify one of the dice rolls, so if you decide to use Dirty Player to modify the Armour roll, you may not modify the Injury roll as well.

Fend - This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if he had declared a Blitz Action.

Frenzy - A player with this skill is a slaving psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if they can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible the player must also follow up this second block. If the frenzied player is performing a Blitz Action then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot Go For It again.

Kick - The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill the player must be set up on the pitch when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player then allowed to take the kick-off. Because his kick is so accurate, you may choose to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Kick-Off Return - A player on the receiving team that is not on the Line of Scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move up to 3 squares after the ball has been scattered but before rolling on the Kick-Off table. Only one player may use this skill each kick-off. This skill may not be used for a touchback Kick-off and does not allow the player to cross into the opponent's half of the pitch.

Pass Block - A player with this skill is allowed to move up to three squares when the opposing coach announces that one of his players is going to pass the ball (but not a bomb). The opposing coach may not change his mind about passing once Pass Block's use is declared. This move is made out of sequence, after the range has been measured, but before any interception attempts have been made. A player may not make the move unless able to reach a legal destination and may not follow a route that would not allow them to reach a legal destination. A legal destination puts the player in a position to attempt an interception, an empty square that is the target of the pass, or with his tackle zone on the thrower or catcher. The player may not stop moving until he has reached a legal destination, has been held fast by Tentacles or has been Knocked Down. The special move is free, and in no way affects the player's ability to move in a subsequent action. The move is made using all of the normal rules and skills (for example, having to dodge in order to leave opposing player's tackle zones.) Players with Pass Block may use this skill against a Dump Off pass. If a player performing a Pass Block in their own turn is Knocked Down then this is a turnover, no other players may perform Pass Block moves, and your turn ends as soon as the results of the pass and the block are resolved.

Pro - A player with this skill is a hardened veteran. Such players are called professionals or Pros by other Blood Bowl players because they rarely make a mistake. Once per turn, a Pro is allowed to re-roll any one dice roll he has made other than Armour, Injury or Casualty, even if he is Prone or Stunned. However, before the re-roll may be made, his coach must roll a D6. On a roll of 4, 5 or 6 the re-roll may be made. On a roll of 1, 2 or 3 the original result stands and may not be re-rolled with a skill or team re-roll; however you can re-roll the Pro roll with a Team re-roll.

Shadowing - The player may use this skill when a player performing an Action on the opposing team moves out of any of his tackle zones for any reason. The opposing player rolls 2D6 adding their own player's movement allowance and subtracting the Shadowing player's movement allowance from the score. If the final result is 7 or less, the player with Shadowing may move into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own turn. If the final result is 8 or more, the opposing player successfully avoids the Shadowing player and the Shadowing player is left standing. A

player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

Strip Ball - When a player with this skill blocks an opponent with the ball, rolling a 'Pushed' or 'Defender Stumbles' result causes the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

Sure Hands - A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

Tackle - Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

Wrestle - This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

Agility Skills

Catch - A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Diving Catch - The player is superb at diving to catch balls others cannot reach and jumping to more easily catch perfect passes. The player may add 1 to any catch roll from an accurate pass targeted to his square. In addition, the player can attempt to catch any pass, kick off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of his tackle zones as if it had landed in his own square without leaving his current square. A failed catch will bounce from the Diving Catch player's square. If there are two or more players attempting to use this skill then they get in each other's way and neither can use it.

Diving Tackle - The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The opposing player must subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour or Injury roll for the Diving Tackle player.

Dodge - A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules in the Blood Bowl book.

Jump Up - A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action he may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone which requires an Agility roll with a +2 modifier to see if he can complete the Action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

Leap - A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the player to any empty square 1 to 2 squares from his current square and then make an Agility roll for the player. No modifiers apply to this D6 roll unless he has Very Long Legs. The player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then he is Knocked Down in the square that he was leaping to, and the opposing coach makes an Armour roll to see if he was injured. A player may only use the Leap skill once per turn.

Side Step - A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

Sneaky Git - This player has the quickness and finesse to stick the boot to a downed opponent without drawing a referee's attention unless he hears the armour crack. During a Foul Action a player with this skill is not ejected for rolling doubles on the Armour roll unless the Armour roll was successful.

Sprint - The player may attempt to move up to three extra squares rather than

the normal two when Going For It. His coach must still roll to see if the player is Knocked Down in each extra square he enters.

Sure Feet - The player may re-roll the D6 if he is Knocked Down when trying to Go For It. A player may only use the Sure Feet skill once per turn.

Strength Skills

Break Tackle - The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

Grab - A player with this skill uses his great strength and prowess to grab his opponent and throw him around. To represent this, only while making a Block Action, if his block results in a push back he may choose any empty square adjacent to his opponent to push back his opponent. When making a Block or Blitz Action, Grab and Side Step will cancel each other out and the standard pushback rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

Guard - A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.

Juggernaut - A player with this skill is virtually impossible to stop once he is in motion. If this player takes a Blitz Action, then opposing players may not use their Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead for Blocks he makes during a Blitz action.

Mighty Blow - Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

Multiple Block - At the start of a Block Action a player who is adjacent to at least two opponents may choose to throw blocks against two of them. Make each block in turn as normal except that each defender's strength is increased by 2. The player cannot follow up either block when using this skill, so Multiple Block can be used instead of Frenzy, but both skills cannot be used together. To have the option to throw the second block the player must still be on his feet after the first block.

Piling On - The player may use this skill after he has made a block as part of one of his Block or Blitz Actions, but only if the Piling On player is currently standing adjacent to the victim and the victim was Knocked Down. You may re-roll the Armour roll or Injury roll for the victim. The Piling On player is Placed Prone in his own square – it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!). Piling On does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills.

Stand Firm - A player with this skill may choose to not be pushed back as the result of a block. He may choose to ignore being pushed by 'Pushed' results, and to have 'Knock-down' results knock the player down in the square where he started. If a player is pushed back into a player using Stand Firm then neither player moves.

Strong Arm - The player may add 1 to the D6 when he passes to Short, Long or Bomb Range.

Thick Skull - This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

Passing Skills

Accurate - The player may add 1 to the D6 roll when he passes.

Dump-Off - This skill allows the player to make a Quick Pass when an opponent declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out the Dump-Off pass before the opponent makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn. Dump-Off may not be used on the second block from an opponent with the Frenzy skill or in conjunction with the Bombardier or Throw Team-Mate skills.

Hail Mary Pass - The player may throw the ball to any square on the playing pitch, no matter what the range: the range ruler is not used. Roll a D6. On a roll of 1 the player fumbles the throw, and the ball will bounce once from the thrower's square. On a roll of 2-6 the player may make the pass. The Hail Mary pass may not be intercepted, but it is never accurate - the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! This skill may not be used in a blizzard or with the Throw Team-Mate skill.

Leader - The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

Nerves of Steel - The player ignores modifiers for enemy tackle zones when he attempts to pass, catch or intercept.

Pass - A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

Safe Throw - This player is an expert at throwing the ball in a way so as to make it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If this is successful then the interception is cancelled out and the passing sequence continues as normal. In addition if this player fumbles a pass of a ball (not a bomb or team-mate) on any roll other than a natural 1 then he manages to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover.

Mutation Skills

Big Hand - One of the player's hands has grown monstrously large, yet remained completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather when he attempts to pick up the ball.

Claw / Claws - A player with this skill is blessed with a huge crab like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more after modifications automatically breaks armour.

Disturbing Presence - This player's presence is very disturbing whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

Extra Arms - A player with one or more extra arms may add 1 to any attempt to pick up, catch or intercept.

Foul Appearance - The player's appearance is so horrible that any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 and score 2 or more. If the opposing player rolls a 1 he is too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

Horns - A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) he makes during a Blitz Action.

Prehensile Tail - The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

Tentacles - The player may attempt to use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. The opposing player rolls 2D6 adding their own player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm, and his action ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles ability, then only one of the opposing players may attempt to grab him with the tentacles.

Two Heads - Having two heads enables this player to watch where he is going and the opponent trying to make sure he does not get there at the same time. Add 1 to all Dodge rolls the player makes.

Very Long Legs - The player is allowed to add 1 to the D6 roll whenever he attempts to intercept or uses the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player.

Extraordinary Skills

Always Hungry - The player is always ravenously hungry – and what's more they'll eat absolutely anything! Should the player ever use the Throw Team-Mate skill, roll a D6 after he has finished moving, but before he throws his team-mate. On a 2+ continue with the throw. On a roll of 1 he attempts to eat the unfortunate team-mate! Roll the D6 again, a second 1 means that he successfully scoffs the team-mate down, which kills the team-mate without opportunity for recovery (Apothecaries, Regeneration or anything else cannot be used). If the team-mate had the ball it will scatter once from the team-mate's square. If the second roll is 2-6 the team-mate squirms free and the Pass Action is automatically treated as a fumbled pass. Fumble the player with the Right Stuff skill as normal.

Animosity - A player with this skill does not like players from his team that are a different race than he is and will often refuse to play with them despite the

coach's orders. If this player at the end of his Hand-off or Pass Action attempts to hand-off or pass the ball to a team-mate that is not the same race as the Animosity player, roll a D6. On a 2+, the pass/hand-off is carried out as normal. On a 1, the player refuses to give the ball to any team-mate except one of his own race. The coach may choose to change the target of the pass/hand-off to another team-mate of the same race as the Animosity player, however no more movement is allowed for the Animosity player, so the current Action may be lost for the turn.

Ball & Chain - Players armed with a Ball & Chain can only take Move Actions. To move or Go For It, place the throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if you leave a tackle zone. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process for each and every square of normal movement the player has. You may then GFI using the same process if you wish. If during his Move Action he would move into an occupied square then the player will throw a block following normal blocking rules against whoever is in that square, friend or foe (and it even ignores Foul Appearance!). Prone or Stunned players in an occupied square are pushed back and an Armour roll is made to see if they are injured, instead of the block being thrown at them. The player must follow up if they push back another player, and will then carry on with their move as described above. If the player is ever Knocked Down or Placed Prone roll immediately for injury (no Armour roll is required). Stunned results for any Injury rolls for the Ball & Chain player are always treated as KO'd. A Ball & Chain player may use the Grab skill (as if a Block Action was being used) with his blocks (if he has learned it!). A Ball & Chain player may never use the Diving Tackle, Frenzy, Kick-Off Return, Leap, Pass Block or Shadowing skills.

Blood Lust - Vampires must occasionally feed on the blood of the living. Immediately after declaring an Action with a Vampire, roll a d6: On a 2+ the Vampire can carry out the Action as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with his declared Action or if he had declared a Block Action, he may take a Move Action instead. Either way, at the end of the declared Action, but before actually passing, handing off, or scoring, the vampire must feed. If he is standing adjacent to one or more Thrall team-mates (standing, prone or stunned), then choose one to bite and make an Injury roll on the Thrall treating any casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball. Once the Vampire has bitten a Thrall he may complete his Action. Failure to bite a Thrall is a turnover and requires you to feed on a spectator - move the Vampire to the reserves box if he was still on the pitch. If he was holding the ball, it bounces from the square he occupied when he was removed and he will not score a touchdown if he was in the opposing end zone.

Bombardier - A coach may choose to have a Bombardier who is not Prone or Stunned throw a bomb instead of taking any other Action with the player. This does not use the team's Pass Action for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects and use of Hail Mary Pass), except that the player may not move or stand up before throwing it (he needs time to light the fuse!). Intercepted bomb passes are not turnovers. Fumbles or any bomb explosions that lead to a player on the active team being Knocked Down are turnovers. All skills that may be used when a ball is thrown may be used when a bomb is thrown also. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. A player holding the ball can catch or intercept and throw a bomb. The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect. When the bomb finally does explode any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

Bone-Head - The player is not noted for his intelligence. Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1 they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. (So if a Bone-head player declares a Blitz Action and rolls a 1, then the team cannot declare another Blitz Action that turn.) The player loses his tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future Action or the drive ends.

Chainsaw - A player armed with a chainsaw must attack with it instead of making a block as part of a Block or Blitz Action. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more the chainsaw hits the opposing player, but on a roll of 1 it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect. A player armed with a chainsaw may take a Foul Action, and adds 3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, and so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to his Armour roll to see if the player was injured. However blocking a player with a chainsaw is equally dangerous, if an opponent knocks himself over when blocking the chainsaw player then add 3 to his Armour roll. This skill may only be used once per turn (i.e. cannot be

used with Frenzy or Multiple Block) and if used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a chainsaw player do not count for Star Player Points.

Decay - Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two results with this effect. A successful Regeneration roll will heal both results.

Fan Favourite - The fans love seeing this player on the pitch so much that even the opposing fans cheer for your team. For each player with Fan Favourite on the pitch your team receives an additional +1 FAME modifier for any Kick-Off table results, but not for the Winnings roll.

Hypnotic Gaze - The player has a powerful telepathic ability that he can use to stun an opponent into immobility. The player may use hypnotic gaze at the end of his Move Action on one opposing player who is in an adjacent square. Make an Agility roll for the player with hypnotic gaze, with a -1 modifier for each opposing tackle zone on the player with hypnotic gaze other than the victim's. If the Agility roll is successful, then the opposing player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or move voluntarily until the start of his next action or the drive ends. If the roll fails, then the hypnotic gaze has no effect.

Loner - Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e. used).

No Hands - The player is unable to pick up, intercept or carry the ball and will fail any catch roll automatically. If he attempts to pick up the ball then it will bounce, and will cause a turnover if it is his team's turn.

Nurgle's Rot - This player has a horrible infectious disease which spreads when he kills an opponent during a Block, Blitz or Foul Action. Instead of truly dying, the infected opponent becomes a new rookie Rotter. To do so, the opponent must have been removed from the roster during step 2.1 of the Post-game sequence, his Strength cannot exceed 4, and he cannot have the Decay, Regeneration or Stunty skills. The new Rotter can be added to the Nurgle team for free during step 6 of Updating Your Team Roster if the team has an open Roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

Really Stupid - This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl pitch (which considering the IQ of most other players, is really saying something!). Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. If there are one or more players from the same team standing adjacent to the Really Stupid player's square, and who aren't Really Stupid, then add 2 to the D6 roll. On a result of 1-3 they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for that turn (for example if a Really Stupid player declares a Blitz Action and fails the Really Stupid roll, then the team cannot declare another Blitz Action that turn). The player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or voluntarily move until he manages to roll a result of 4 or better at the start of a future Action or the drive ends.

Regeneration - If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that opposing players still earn Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

Right Stuff - A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

Secret Weapon - Some players are armed with special pieces of equipment that are called 'secret weapons'. Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the pitch. Nonetheless, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Once a drive ends that this player has played in at any point, the referee orders the player to be sent off to the dungeon to join players that have been caught committing fouls during the match regardless of whether the player is still on the pitch or not.

Stab - A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with his stabbing attack instead of throwing a block at them. Make an unmodified Armour roll (except for Stakes) for the

victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then they have been wounded and an Injury roll must be made. This Injury roll must ignore all modifiers from any source - including Niggling injuries. If Stab is used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

Stakes - This player is armed with special stakes that are blessed to cause extra damage to the Undead and those that work with them. This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.

Stunty - The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when they pass. In addition, this player treats a roll of 7 and 9 on the Injury table after any modifiers have been applied as a KO'd and Badly Hurt result respectively rather than the normal results. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

Take Root - Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take his Action as normal. On a 1, the player "takes root", and his MA is considered 0 until a drive ends, or he is Knocked Down or Placed Prone (and no, players from his own team may not try and block him in order to try to knock him down!). A player that has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow him to move out of his current square or be Placed Prone. The player may block adjacent players without following-up as part of a Block Action however if a player fails his Take Root roll as part of a Blitz Action he may not block that turn (he can still roll to stand up if he is Prone).

Throw Team-Mate - A player with this skill has the ability to throw a player from the same team instead of the ball! (This includes the ball if the player thrown already has it!) The player throwing must end the movement of his Pass Action standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as the player with Throw Team-Mate passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e. he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

Titchy - Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, the player may add 1 to any Dodge roll he attempts. On the other hand, while opponents do have to dodge to leave any of a Titchy player's tackle zones, Titchy players are so small that they do not exert a -1 modifier when opponents dodge into any of their tackle zones.

Wild Animal - Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a Block or Blitz Action. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

Skill Category Chart

General		Agility	
Block	Pass Block	Catch	Leap
Dauntless	Pro	Diving Catch	Side Step
Dirty Player	Shadowing	Diving Tackle	Sneaky Git
Fend	Strip Ball	Dodge	Sprint
Frenzy	Sure Hands	Jump Up	Sure Feet
Kick	Tackle		
Kick-Off Return	Wrestle		
Passing		Strength	
Accurate	Nerves Of Steel	Break Tackle	Multiple Block
Dump-Off	Pass	Grab	Piling On
Hail Mary Pass	Safe Throw	Guard	Stand Firm
Leader		Juggernaut	Strong Arm
		Mighty Blow	Thick Skull
Mutation			
Big Hands	Foul Appearance	Tentacles	
Claw/Claws	Horns	Two Heads	
Disturbing Presence	Prehensile Tail	Very Long Legs	
Extra Arms			
Extraordinary			
Always Hungry	Fan Favourite	Secret Weapon	
Animosity	Hypnotic Gaze	Stab	
Ball & Chain	Loner	Stakes	
Blood Lust	No Hands	Stunty	
Bombardier	Nurgle's Rot	Take Root	
Bone-head	Really Stupid	Throw Team-Mate	
Chainsaw	Regeneration	Titchy	
Decay	Right Stuff	Wild Animal	

Star Players

Name	Cost	MA	ST	AG	AV	Skills
Barik Farblast	60,000	6	3	3	8	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull
Bertha Bigfist	290,000	6	5	2	9	Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate
Brik Far'th & Grotty Brik Far'th	290,000	5	5	2	9	Loner, Bone-Head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate
Grotty		6	2	4	7	Loner, Dodge, Right Stuff, Stunty
Bomber Dribblesnot	60,000	6	2	3	7	Loner, Accurate, Bombardier, Dodge, Right Stuff, Secret Weapon, Stunty
Boomer Eziasson	60,000	4	3	2	9	Loner, Accurate, Block, Bombardier, Secret Weapon, Thick Skull
Count Luther Von Drakenborg	390,000	6	5	4	9	Loner, Block, Hypnotic Gaze, Regeneration, Side Step
Crazy Igor	120,000	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull
Deeproot Strongbranch	300,000	2	7	1	10	Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate
Dolfar Longstride	150,000	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block
Eldril Sidewinder	200,000	8	3	4	7	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block
Fezglitch	100,000	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon
Flint Churnblade	130,000	5	3	2	8	Loner, Block, Chainsaw, Secret Weapon, Thick Skull
Fungus the Loon	80,000	4	7	3	7	Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty
Glart Smashrip Jr	210,000	7	4	3	8	Loner, Block, Claw, Juggernaut
Grashnak Blackhoof	310,000	6	6	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull
Griff Oberwald	320,000	7	4	4	8	Loner, Block, Dodge, Fend, Sprint, Sure Feet
Grim Ironjaw	220,000	5	4	3	8	Loner, Block, Dauntless, Frenzy, Multiple Block, Thick Skull
Hack Enslash	120,000	6	3	2	7	Loner, Chainsaw, Regeneration, Secret Weapon, Side Step
Hakflem Skuttlespike	200,000	9	3	4	7	Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads
Headsplitter	340,000	6	6	3	8	Loner, Frenzy, Mighty Blow, Prehensile Tail
Helmut Wulf	110,000	6	3	3	8	Loner, Chainsaw, Secret Weapon, Stand Firm
Hemlock	170,000	8	2	3	7	Loner, Block, Dodge, Jump Up, Side Step, Stab, Stunty
Horkon Hearripper	210,000	7	3	4	7	Loner, Dodge, Leap, Multi Block, Shadowing, Stab
Hthark the Unstoppable	330,000	6	5	2	9	Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull
Hubris Rakarth	260,000	7	4	4	8	Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball
Humerus Carpal	130,000	7	2	3	7	Loner, Catch, dodge, Regeneration, Nerves of Steel
Icepelt Hammerblow	330,000	5	6	1	8	Loner, Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull
Ithaca Benoin	220,000	7	3	3	7	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands
J Earlice	180,000	8	3	3	7	Loner, Catch, Diving Catch, Dodge, Sprint
Jordell Freshbreeze	260,000	8	3	5	7	Loner, Block, Diving Catch, Dodge, Leap, Side Step
Lewdgrip Whiparm	150,000	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles
Lord Borak the Despoiler	300,000	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow
Lottabottol	220,000	8	3	3	8	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs
Max Spleenripper	130,000	5	4	3	8	Loner, Chainsaw, Secret Weapon
Mighty Zug	260,000	4	5	2	9	Loner, Block, Mighty Blow
Morg 'n' Thorng	430,000	6	6	3	10	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate
Nobbla Blackwart	130,000	6	2	3	7	Loner, Block, Chainsaw, Dodge, Secret Weapon, Stunty
Prince Moranion	230,000	7	4	4	8	Loner, Block, Dauntless, Tackle, Wrestle
Puggy Baconbreath	140,000	5	3	3	6	Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty
Quetzal Leap	250,000	8	2	4	7	Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs
Ramtut III	380,000	5	6	1	9	Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle
Rashnak Backstabber	200,000	7	3	3	7	Loner, Dodge, Side Step, Sneaky Git, Stab
Ripper	270,000	4	6	1	9	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate
Roxanna Darknail	250,000	8	3	5	7	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap
Scrappa Sorehead	150,000	7	2	3	7	Loner, Dirty Player, Dodge, Leap, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs
Setekh	220,000	6	4	2	8	Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball
Slibli	250,000	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm
Sinnedbad	80,000	6	3	2	7	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab
Skitter Stab-Stab	160,000	9	2	4	7	Loner, Dodge, Prehensile Tail, Shadowing, Stab
Soaren Hightower	180,000	6	3	4	8	Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm
Ugroth Bolgrot	100,000	5	3	3	9	Loner, Chainsaw, Secret Weapon
Varag Ghoul-Chewer	290,000	6	4	3	9	Loner, Block, Jump Up, Mighty Blow, Thick Skull
Wilhelm Chaney	240,000	8	4	3	8	Loner, Catch, Claws, Frenzy, Regeneration, Wrestle
Willow Rosebark	150,000	5	4	3	8	Loner, Dauntless, Side Step, Thick Skull
Zara the Slayer	270,000	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
Zzhang Madeye	90,000	4	4	3	9	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull

Team Rosters

Amazon

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linewomen	50,000	6	3	3	7	Dodge	G	ASP
0-2	Throwers	70,000	6	3	3	7	Dodge, Pass	GP	AS
0-2	Catchers	70,000	6	3	3	7	Dodge, Catch	GA	SP
0-4	Blitzers	90,000	6	3	3	7	Dodge, Block	GS	AP
0-8 Re-roll counters: 50,000gp each									
Star Players: Helmut Wulf, Willow Rosebark, Roxanna Darknail, Zara the Slayer, Bertha Bigfist, Morg 'n' Thorg									

Chaos

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM	AP
0-4	Chaos Warriors	100,000	5	4	3	9	None	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	SM	GAP
0-8 Re-roll counters: 60,000gp each									
Star Players: Max Spleenripper, Lewdgrip Whiparm, Brick Far'th & Grotty, Lord Borak the Despoiler, Grashnak Blackhoof, Morg 'n' Thorg									

Chaos Dwarf

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Hobgoblins	40,000	6	3	3	7	None	G	ASP
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-roll counters: 70,000gp each									
Star Players: Zzharg Madeye, Nobbla Blackwart, Rashnak Backstabber, Grashnak Blackhoof, Hthark the Unstoppable, Morg 'n' Thorg									

Chaos Pact

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-12	Marauders	50,000	6	3	3	8	None	GSPM	A
0-1	Goblin Renegade	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Renegade	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf Renegade	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Chaos Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAPM
0-1	Chaos Ogre	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-roll counters: 70,000gp each									
Star Players: Bomber Dribblesnot, Zzharg Madeye, Ugroth Bolgrot, Crazy Igor, Lewdgrip Whiparm, Morg 'n' Thorg									

Dark Elf

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-Off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Frenzy, Dodge, Jump Up	GA	SP
0-8 Re-roll counters: 50,000gp each									
Star Players: Eldril Sidewinder, Horkon Heartripper, Ithaca Benoin, Roxanna Darknail, Hubris Rakarth, Morg 'n' Thorg									

Dwarf

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-8 Re-roll counters: 50,000gp each									
Star Players: Barik Farblast, Boomer Eziasson, Flint Churnblade, Grim Ironjaw, Zara the Slayer, Morg 'n' Thorg									

Elf

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves Of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP
0-8 Re-roll counters: 50,000gp each									
Star Players: Dolfar Longstride, Eldril Sidewinder, Prince Moranion, Hubris Rakarth, Jordell Freshbreeze, Morg 'n' Thorg									

Goblin

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bombardier	40,000	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-2	Trolls	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000gp each

Star Players: Bomber Dribblesnot, Fungus the Loon, Nobbla Blackwart, Scrappa Sorehead, Ripper, Morg 'n' Thorg

Halfling

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Halflings	30,000	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-2	Treemen	120,000	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000gp each

Star Players: Puggy Baconbreath, Willow Rosebark, Zara the Slayer, Bertha Bigfist, Deeproot Strongbranch, Morg 'n' Thorg

High Elf

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP

0-8 Re-roll counters: 50,000gp each

Star Players: Dolfar Longstride, Soaren Hightower, Eldril Sidewinder, Prince Moranion, Zara the Slayer, Morg 'n' Thorg

Human

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	70,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Sure Hands, Pass	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 50,000gp each

Star Players: Helmut Wulf, Puggy Baconbreath, Mighty Zug, Zara the Slayer, Griff Oberwald, Morg 'n' Thorg

Khemri

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-2	Thro-Ras	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Blitz-Ras	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Tomb Guardians	100,000	4	5	1	9	Decay, Regeneration	S	GAP

0-8 Re-roll counters: 70,000gp each

Star Players: Sinnedbad, Hack Enslash, Humerus Carpal, Ithaca Benoin, Setekh, Ramtut III

Lizardman

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunty	A	GSP
0-6	Saurus	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 60,000gp each

Star Players: Helmut Wulf, Hemlock, Lottabottol, Quetzal Leap, Slibli, Morg 'n' Thorg

Necromantic

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Flesh Golems	110,000	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-2	Werewolves	120,000	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP

0-8 Re-roll counters: 70,000gp each

Star Players: Hack Enslash, J Earlice, Setekh, Wilhelm Chaney, Ramtut III, Count Luthor von Drakenborg

Norse

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	50,000	6	3	3	7	Block	G	ASP
0-2	Throwers	70,000	6	3	3	7	Block, Pass	GP	AS
0-2	Runners	90,000	7	3	3	7	Block, Dauntless	GA	SP
0-2	Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS	AP
0-2	Ulfwerener	110,000	6	4	2	8	Frenzy	GS	AP
0-1	Snow Troll	140,000	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal	S	GAP

0-8 Re-roll counters: 60,000gp each
 Star Players: Boomer Eziasson, Helmut Wulf, Wilhelm Chaney, Zara the Slayer, Icepelt Hammerblow, Morg 'n' Thorg

Nurgle

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Nurgle Warriors	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Beast of Nurgle	140,000	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM

0-8 Re-roll counters: 70,000gp each

Star Players: Max Spleenripper, Lewdgrip Whiparm, Brick Far'th & Grotty, Lord Borak the Despoiler, Grashnak Blackhoof, Morg 'n' Thorg

Ogre

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Snotlings	20,000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-6	Ogres	140,000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 70,000gp each

Star Players: Bomber Dribblesnot, Nobbla Blackwart, Scrapa Sorehead, Bertha Bigfist, Brick Far'th & Grotty, Morg 'n' Thorg

Orc

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	50,000	5	3	3	9	None	G	ASP
0-4	Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Sure Hands, Pass	GP	AS
0-4	Black Orc Blockers	80,000	4	4	2	9	None	GS	AP
0-4	Blitzers	80,000	6	3	3	9	Block	GS	AP
0-1	Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60,000gp each

Star Players: Bomber Dribblesnot, Ugroth Bolgrot, Scrapa Sorehead, Ripper, Varag Ghou-Chewer, Morg 'n' Thorg

Skaven

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Sure Hands, Pass	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM

0-8 Re-roll counters: 60,000gp each

Star Players: Fezglitch, Skitter Stab-Stab, Hakflem Skuttlespike, Glart Smashrip Jr, Headsplitter, Morg 'n' Thorg

Slann

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	60,000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-4	Catchers	80,000	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 50,000gp each

Star Players: Helmut Wulf, Hemlock, Lottabottol, Quetzal Leap, Slibli, Morg 'n' Thorg

Undead

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Mummies	120,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

0-8 Re-roll counters: 70,000gp each

Star Players: Sinnedbad, Hack Enslash, J Earlice, Setekh, Ramtut III, Count Luthor von Drakenborg

Underworld

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-12	Underworld Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	SM	GAP

0-8 Re-roll counters: 70,000gp each

Star Players: Bomba Dribblesnot, Fezglitch, Nobbla Blackwart, Skitter Stab-Stab, GlartSmashrip Jr, Morg 'n' Thorg

Vampire

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Thralls	40,000	6	3	3	7	None	G	ASP
0-6	Vampires	110,000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	GAS	P

0-8 Re-roll counters: 70,000gp each

Star Players: Helmut Wulf, Crazy Igor, J Earlice, Wilhelm Chaney, Count Luthor von Drakenborg, Morg 'n' Thorg

Wood Elf

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 50,000gp each

Star Players: Dolfar Longstride, Willow Rosebark, Eldril Sidewinder, Jordell Freshbreeze, Zara the Slayer, Morg 'n' Thorg

House Ruled Team Rosters

Daemons of Khorne

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Pit Fighter	60,000	6	3	3	8	Frenzy	GP	AS
0-4	Bloodletter Daemon	80,000	6	3	3	7	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Herald	90,000	6	3	3	8	Frenzy, Horns, Juggernaut	GS	AP
0-1	Bloodthirster	180,000	6	5	1	9	Loner, Wild Animal, Claw, Frenzy, Horns, Juggernaut, Regeneration	S	GAP

0-8 Re-roll counters: 70,000gp each

Star Players: Grashnak Blackhoof, Morg 'n' Thorg

Brettonian

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Linemen	40,000	6	3	2	7	Fend	G	ASP
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS	AP
0-4	Blitzers	120,000	8	3	3	8	Block, Catch, Dauntless	GS	AP

0-8 Re-roll counters: 60,000gp each

Star Players: Dolfar Longstride, Willow Rosebark, Mighty Zug, Zara the Slayer, Griff Oberwald, Morg 'n' Thorg

Apes of Wrath

Qty	Title	Cost	MA	ST	AG	AV	Skills	Norm	Dbl
0-16	Line Ape	50,000	6	3	3	7	Extra Arms	G	ASP
0-2	Orang-utan	70,000	5	3	3	8	Extra Arms, Big Hand, Strong Arm	GP	AS
0-2	Ape Runner	80,000	7	3	3	7	Extra Arms, Wrestle	GA	SP
0-4	Gorilla	80,000	5	4	2	8	Extra Arms, Grab, Wild Animal	GS	AP
0-1	Silverback	130,000	5	5	1	9	Loner, Extra Hands, Wild Animal, Mighty Blow, Grab	S	GAP

0-8 Re-roll counters: 60,000gp each

Star Players: Morg 'n' Thorg, Deeproot Strongbranch, Willow Rosebark

Credits

Thanks to Dave "Ravage" McHale for the LRBS Ickle Book, the basis of which was used with his kind permission to create this document.

LRBS Ickle Book Credits

Cheers to Dave "Troll" Stephens for his input during the creation of this document, Matt Shepard from TBB for his original Ickle Book for LRBS4, Tom "GalakStarscraper" Anders and the rest of the BBRC for all their hard work, and of course Specialist Games for giving us this game we all enjoy so much.

Appendix - Special Play Cards

Miscellaneous Mayhem Deck (50,000gp)

2♥ – Badyear Git

Play at any kick-off after all players have been set up and the ball placed, but before the scatter. The ball scatters 2d6 instead of 1d6.

3♥ – Sprinkler Malfunction

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. All attempts to pass, catch, or pick up the ball have an additional -1 modifier for this drive.

4♥ – Eclipse

Play at the beginning of your turn before any player takes an Action. For your turn and your opponent's turn, all players on the pitch have only the characteristics and skills of a rookie Goblin.

5♥ – Fanatic Invasion

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved. Place a miniature to represent a rookie Goblin Fanatic into any empty square on the pitch. The coach playing this card may immediately move the Fanatic. Each coach can only take a Move Action with the Fanatic after his turn has ended but before his opponent's turn. This Fanatic has no tackle zones and blocks without any offensive assists. At the end of the drive the ref automatically ejects the Fanatic from the game.

6♥ – Friendly Fans

Play during the pre-game after all inducements are purchased. Any player on your team that is pushed into the crowd this game is only Stunned.

7♥ – Rowdy Fans

Play during the pre-game after all inducements are purchased. For this match, any block or foul made by or against an opposing player adjacent to the sidelines is treated as having one extra assist from your team. Also, no opposing player adjacent to the sidelines can assist a block or foul.

8♥ – Heckler

Play at the beginning of your turn before any player takes an Action. An opposing player of your choice may not use any skills (including block and dodge defensively) other than those that must be used (frenzy, loner, etc.) for this turn and the following opposing turn.

9♥ – Hometown Fans

Play during the pre-game after all inducements are purchased. You may choose the direction the ball is thrown in on the throw-in template every time it goes out of bounds only during the first half.

10♥ – Incoming!

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For this turn, any player from the opposing team must dodge any time they leave a square within 2 squares of either sideline or end zone.

J♥ – Rogue Wizard

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Place a marker on the pitch, scatter the marker 5 times. If it does not scatter off the pitch at any point, the fireball explodes as the spell; the centre is where the marker is.

Q♥ – Ball Clone

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. If the ball is on the ground, a 2nd ball materializes in the square and one of them is bounced from it. The first player that crosses into the end zone with one of the balls rolls a D6. On a 1-3, the ball vanishes and a touchdown is not scored. This effect ends when a drive ends. Players may not pick-up, catch, or intercept a ball if they already are carrying one. A ball bouncing into the square with the other ball will bounce again.

K♥ – Johnny Waterboy

Play during the pre-game after all inducements are purchased. For this match, your players gain a +1 modifier to recover from KO'd for this match (a roll of 1 is still a failure).

A♥ – That Babe's Got Talent!

Play during the pre-game after all inducements are purchased. You automatically win all Cheering Fan and Brilliant Coaching rolls on the Kick-Off table for this match. In addition, you get an additional +1 to your FAME for any other Kick-Off table result for this match but not for the winning roll.

Special Team Plays Deck (50,000gp)

2♦ – Come To Papa!

Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled. Move one player not on the line of scrimmage to the square where the ball will land.

3♦ – Dogged Defense

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For this turn all your players that are Prone (not Stunned) exert tackle zones as if they were standing, however they cannot assist or cancel assists, catch, or take any other Action that requires a standing player.

4♦ – Flea Flicker

Play at the beginning of your turn before any player takes an Action. You may take an extra Pass Action, however the first Pass Action you take must be a quick pass.

5♦ – Fumbleroski

Play at the beginning of your turn before any player takes an Action. For this turn any failed pick up, catch, or fumbled pass rolls do not cause turnovers. Also a player can intentionally fail to pick up or catch the ball, or fumble a pass. Any failed attempt to pick up or throw the ball ends the player's Action. Any player failing a catch roll counts as having taken an Action for the turn as well, even if they have not performed an Action yet.

6♦ – Going The Extra Mile

Play at the beginning of your turn before any player takes an Action. A player of your choice may Go For It any number of times this turn. Each Go For It after the second has a cumulative modifier of -1 to the roll (example: the 4th GFI would have a -2 modifier to the D6 roll). If the player has Sprint he may add 1 to one Go For It roll made this turn (a natural 1 will still result in a failure though).

7♦ – Heroic Leap

Play at the beginning of your turn before any player takes an Action. Choose a player with ST4 or less. This turn the chosen player may leap, as the skill, with a 3+ to land regardless of that player's agility or skills.

8♦ – New Blocking Scheme

Play at the beginning of your turn before any player takes an Action. Any player on your team that is in any of an opponent's tackle zones and adjacent to another player on your team may switch squares with the adjacent player from your team, unless either one has the ball. This may be done with only one set of two players.

9♦ – Perfect Kick

Play after all players have been set up for a kick-off, but before any kick-off result is rolled. Place the ball anywhere in the line of scrimmage or the end zone of the opponent's half excluding the wide zones. To determine the landing square for the ball, instead of the normal kick-off scatter, scatter the ball for one square 3 times using the sideline throw-in template for each scatter, you may choose how the template is facing on each scatter as long as it is facing a sideline or end zone.

10♦ – Option Play

Play at the beginning of your turn before any player takes an Action. A player of your choice gains the Dump-Off and Pass skill until the drive ends.

J♦ – Punt

Play after your turn has ended, but before your opponent's turn begins. If a player you control has the ball, you may place the ball in any square you want and scatter the ball three times. If the ball is not caught it will bounce as normal.

Q♦ – Spectacular Catch

Play at the beginning of your turn before any player takes an Action. For this turn a player of your choice gains Catch and Diving Catch.

K♦ – Suicide Blitz

Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins. A player of your choice not holding the ball may take a Blitz Action immediately. This player suffers from the No Hands skill for this Action only.

A♦ – Wake Up Call

Play before you set up any players for a drive. Instead of rolling for a player to come back from being KO'd, you may have the player automatically recover by placing the player on the pitch Stunned. You may do this with any number of KO'd players. After placing as many players from KO'd on the pitch as you desire, roll a D6 for each player that is Stunned. On a 4+, that player is turned to Prone.

Magic Items Deck (50,000gp)

2♣ – Beguiling Bracers

Play at the beginning of your turn before any player takes an Action. Choose one player on your team. That player gains the skills Hypnotic Gaze, Side Step, and Bone-head for the remainder of this game.

3♣ – Belt Of Invulnerability

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Armour rolls made against a player of your choice may not be modified or re-rolled by any positive modifiers for the remainder of this game. This includes (but is not limited to) Claw, Mighty Blow, Dirty Player, Piling On, fouling assists, Stunty and Chainsaw attacks.

4♣ – Fawndough's Headband

Play at the beginning of your turn before any player takes an Action. A player of your choice gains Pass and Accurate for this turn, but an additional +1 modifier on any interception rolls against him is applied as well.

5♣ – Force Shield

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Choose the player on your team holding the ball. That player gains the Sure Hands and Fend skills until he no longer has the ball.

6♣ – Gikta's Strength Of Da Bear

Play at the beginning of your turn before any player takes an Action. A player of your choice gains +1 Strength until the drive ends. After this the player has -1 Strength for the remainder of this game.

7♣ – Gloves Of Holding

Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled. A player of your choice gains the Catch and Sure Hands skills, but may not take Pass or Hand-off Actions for the remainder of this game.

8♣ – Inertia Dampener

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Choose one player on your team. For the remainder of this drive, any opponent moving one square or more first and then blitzing this player suffers a -1 modifier to his Strength (minimum Strength of 1) for the block attempt.

9♣ – Lucky Charm

Play during the pre-game after all inducements are purchased. A player of your choice may ignore the first time his armour is broken, and just be Placed Prone. Any roll that ignores armour, such as the crowd or throw a rock, is not affected by a lucky charm.

10♣ – Magic Gloves Of Jark Longarm

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. A player of your choice gains the Pass Block skill, and an additional +1 modifier to all interception rolls until the drive ends.

J♣ – Good Old Magic Codpiece

Play during the pre-game after all inducements are purchased. A player of your choice may not be fouled for this game and injury rolls against this player cannot be modified or re-rolled by anything including (but not limited to) Dirty Player, Mighty Blow, Piling On, and Stunty.

Q♣ – Rabbit's Foot

Play at the beginning of your turn before any player takes an Action. A player of your choice without Loner gains the Pro skill for the remainder of this game.

K♣ – Ring Of Teleportation

Play after your turn has ended (unless your turn ending would end the half.) One player on your team of your choice can be moved D6 squares in a single direction of your choice (note: you must move the full D6 squares). Treat this movement as if the player had been thrown with the Throw Team-Mate skill but without the 3 scatters to determine the landing square. The landing roll from the teleportation is automatically successful unless he has bounced off another player.

A♣ – Wand Of Smashing

Play at the beginning of your turn before any player takes an Action. Choose one player on your team. That player gains +1 strength and the Mighty Blow skill for this turn.

Dirty Tricks Deck (50,000gp)

2♠ – Blatant Foul

Play at the beginning of your turn before any player takes an Action. The armour roll for your Foul Action this turn automatically succeeds and is considered a non-doubles roll, however the injury roll for the foul must be rolled as normal with the player sent off on doubles.

3♠ – Chop Block

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved. This card may only be played on one of your Standing players that did not take an Action during your last turn. Your player is Placed Prone and the opposing player is now considered Stunned.

4♠ – Custard Pie

Play at the beginning of your turn before any player takes an Action. Choose one player on the opposing team adjacent to one of your Standing or Prone players (not Stunned). That opposing player is so flabbergasted by the pie hit that he loses his tackle zones for the remainder of this turn as per a successful Hypnotic Gaze roll.

5♠ – Distract

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. The chosen player gains the skill Disturbing Presence for this turn and all opposing players starting their Action within 3 squares of the player count as having Bone-head (lost Tackle Zones from failed Bone-head rolls return at the end of this turn).

6♠ – Greased Shoes

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. This turn all opposing players need to roll a 5+ to Go For It instead of the normal 2+.

7♠ – Gromskull's Exploding Runes

Play before setting up for a drive. Choose one player on your team. That player gains the Bombardier, No Hands, and Secret Weapon skills for this game. Because the Rune can be very volatile, any pass roll made with a Rune bomb is performed with a -1 modifier to the pass roll.

8♠ – Illegal Substitution

Play at the beginning of your turn before any player takes an Action. You may place any player from the reserves box in an unoccupied square in the end zone you are defending. This player may only take a Move Action this turn. This may take your team to 12 players for the remainder of the drive.

9♠ – Kicking Boots

Play after all players have been set up for a kick-off, but before any kick-off result is rolled. A player of your choice gains the Kick and Dirty Player skills and a -1 MA for the remainder of this game.

10♠ – Pit Trap

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Choose a player: that player is Placed Prone, no armour roll is made, and if the player had the ball bounce it as normal.

J♠ – Spiked Ball

Play after all players have been set up for a kick-off, but before any kick-off result is rolled. Until the drive ends any failed pick up or catch roll (but not interception roll) is treated as the player being attacked with the Stab skill by an opponent.

Q♠ – Stolen Playbook

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. A player of your choice gains Pass Block and Shadowing until the drive ends.

K♠ – Trampoline Trap

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Choose any opposing player. Using all the rules for the Throw Team-Mate skill, the player is automatically thrown (i.e. cannot be fumbled) to a target square that is D6 squares away in a random direction from his own square (use the scatter template). The player will need to make a landing roll as normal if they land on the pitch.

A♠ – Witch's Brew

Play after all players have been set up for a kick-off, but before any kick-off result is rolled. Choose an opponent and roll on this table. 1: The player gains the Jump Up and No Hands skills until the drive ends. 2: No effect. 3-6: The player gains the Really Stupid skill until the drive ends.

Good Karma Deck (100,000gp)

2♥ – All Out Blitz

Play at the beginning of your turn before any player takes an Action. For this turn, you may declare a second Blitz Action.

3♥ – Banana Skin

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. An opposing player of your choice in a tackle zone of one of your players is automatically Knocked Down. Roll for Armour/Injury as normal. If the player was holding the ball, it does not cause a turnover.

4♥ – Butterfingers

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this drive, one selected opposing player not currently holding the ball gains the No Hands skill.

5♥ – Chainsaw

Play before setting up for a drive. A player of your choice gains the Chainsaw, Secret Weapon, and No Hands skills for this game.

6♥ – Dazed And Confused

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this game, one selected opposing player who is currently Prone or Stunned gains the Bone-head skill.

7♥ – Doc Bonesaw

Play after a drive has ended and KO'd recovery rolls have been made. A player from your team that has been KO'd or Badly Hurt is moved to Reserves.

8♥ – Extra Training

Play during the pre-game after all inducements are purchased. Your team receives one extra team re-roll for this match.

9♥ – Fan Up roar

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. No team re-rolls may be used by your opponent for this turn or his next turn (unless the drive ends before your opponent's second turn).

10♥ – Hurry Up Offense

Play before moving your turn marker. You receive an immediate free turn. However, after each Action roll a D6, on a 1 the free turn ends. This roll may not be re-rolled. Your opponent immediately begins a free turn after your free turn is over, and the same rules will apply for when it ends. If a TD would have been scored during your free turn, the touchdown does not count unless a player from your team still has the ball in the end zone at the end of your opponent's free turn.

J♥ – Intensive Training

Play at the beginning of your turn before any player takes an Action. For the remainder of this game, one player of your choice from your team gains one extra skill. This can be any skill that he can learn from an Improvement roll without a doubles roll.

Q♥ – Unsportsmanlike Conduct

Play immediately after your opponent scores a touchdown. The player that scored the touchdown is KO'd. He may not roll to recover from KO'd until the end of the next drive.

K♥ – Knutt's Spell Of Awesome Strength

Play at the beginning of your turn before any player takes an Action. For this turn, one player of your choice from your team is treated as having double his strength.

A♥ – Lewd Maneuvers

Play at the beginning of your turn before any player takes an Action. Choose a wide zone. Any player from either team that is currently in that wide zone may take no Action this turn or on the opposing turn that follows this turn.

Good Karma Deck (cont.)

2♦ – Lurve Potion

Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins. One randomly selected opposing player, in a wide zone of your choice, is placed in the Reserve box. If the player was holding the ball, it bounces once from their original square.

3♦ – Magic Helmet

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this game, one player of your choice from your team gains +1 AV and the Thick Skull skill.

4♦ – Miracle Worker

Play after a drive has ended before rolling for KO'd players. One player on your team who has suffered a Casualty roll of 41 or higher is now considered to be KO'd.

5♦ – One With The Kicker

Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled. One player on your team gains Kick-Off Return and Diving Catch for the remainder of this game.

6♦ – Razzle Dazzle

Play at the beginning of your turn before any player takes an Action. For this turn, you may declare either a second Pass Action or a second Hand-off Action.

7♦ – Suitable Pitch

Play after all players have been set up for a kick-off, but before any kick-off result is rolled. Choose to either add more dangerous objects or to remove them. If you add more dangerous objects then all Armour rolls caused by being Knocked Down are modified by +1. If you choose to remove them, the modifier is -1 instead. This modifier affects both teams and stays in effect until the drive ends.

8♦ – Rune Of Fear

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. During only this turn of your opponent, every player on your team is treated as having the Foul Appearance and Disturbing Presence skills.

9♦ – Scutt's Scroll Of Weather Magic

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Select a weather result. The weather will immediately change to that result and remain there until a Weather Change kick-off roll is made.

10♦ – Stiletto

Play at the beginning of your turn before any player takes an Action. For the remainder of this game, one player of your choice from your team gains the Dirty Player and Stab skills.

J♦ – Team Anthem

Play during the pre-game after all inducements are purchased. Your team automatically wins the coin toss to kick or receive without flipping the coin. In addition, your team receives an additional +2 modifier to your FAME for any Kick-Off table result for this match but not for the winnings roll.

Q♦ – The Fan

Play during the pre-game after all inducements are purchased. Add the fan to your team as a player even if this takes your team to more than 16 players. The fan's stats are MA 6, ST 4, AG 2, AV 7, and he has the Loner and Frenzy skills. The fan leaves your team when the half ends.

K♦ – The Wall

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved. During only this turn of your opponent, every player on your team is treated as having the Stand Firm skill.

A♦ – Woof Woof!

Play at the beginning of your turn before any player takes an Action. The ball must be on the ground for this card to have an effect. Roll for Scatter direction with the Throw-in template. The ball scatters D6 squares in that direction and is where the dog places it on the ground (no bounce roll). If the final square is occupied, scatter once more in the same direction. If at any time the scatter result indicates the dog ran into the crowd, stop scattering and have the crowd throw-in the ball.

Random Events Deck (200,000gp)

2♣ – Bad Habits

Play during the pre-game after all inducements are purchased. The opposing team loses D3 team re-rolls for this game only.

3♣ – Ballista

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. The Ballista works exactly like a Wizard's Lightning Bolt.

4♣ – Blackmail

Play at the beginning of your turn before any player takes an Action. You may treat a chosen opposing player, other than the ball carrier, as a member of your team for this turn only. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling his own team.

5♣ – Buzzing

Play at the beginning of your turn before any player takes an Action. For the remainder of this game, one player of your choice from your team not holding the ball gains +1 to his AG and the Jump Up, No Hands and Frenzy skills.

6♣ – Duh, Where Am I?

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this game, one selected opposing player gains the Really Stupid skill.

7♣ – Ego Trip

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Choose one opposing player. For the remainder of this game, that player must be activated first every turn or not be activated at all.

8♣ – Zap!

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. Roll a D6. On a 1, the spell has FIZZLED and this card has no effect. On a 2+, one targeted player is treated as having ONLY the following characteristics and skills for the remainder of the drive (MA: 4; ST: 1; AG: 4; AV: 4; Dodge, Leap, No Hands, Stunty, Titchy). If he was carrying the ball it will bounce once from his square. His characteristics/skills will return to normal at the end of the drive, but any injury he suffers as a frog is permanent.

9♣ – Gimme That!

Play at the beginning of your turn before any player takes an Action. For the remainder of this game, one player of your choice from your team gains the Dauntless, Juggernaut, and Strip Ball skills.

10♣ – Iron Man

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this game, any event that results in an Injury roll against a selected player from your team is treated as a Stunned result.

2♠ – Kid Gloves

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this game, all armour breaks against your team by a selected opposing player from fouling or blocking will be treated as Stunned results without this player actually rolling to see an injury result.

3♠ – Knuckledusters

Play at the beginning of your turn before any player takes an Action. For this turn, one player of your choice from your team can convert any and all Block dice he rolls to 'Defender Down' results.

4♠ – Magic Sponge

Play after a drive has ended. Roll a D6. On a 1, the sponge's magic fails. On a 2+, you may heal one player in the Dead and Injured box to move him to Reserves.

5♠ – Mine

Play at the beginning of your turn before any player takes an Action. Mine works exactly like a Wizard's Fireball spell except that the centre square must have an opposing player in it for this card to be played.

6♠ – Not-So-Secret Weapon

Play at the beginning of your turn before any player takes an Action. Place a miniature to represent the Groundsman in any square on the pitch adjacent to the sidelines but not in an end zone. The Groundsman has all the stats and skills of a rookie Dwarf Deathroller. You may treat this player as a normal member of your team and it may take you above 11 players on the pitch for this drive. The Groundsman will only play this drive before he returns his equipment to the garage.

7♠ – Orcidas Sponsorship

Play at the beginning of your turn before any player takes an Action. For the remainder of this game, one player of your choice from your team gains +1 MA and the Sprint and Sure Feet skills.

Random Events Deck (cont.)

8♠ – Rakarth's Curse Of Petty Spite

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins. For the remainder of this game, one selected opposing player may not re-roll any dice roll either through team or skill re-rolls.

9♠ – Tackling Machine

Play at the beginning of your turn before any player takes an Action. For the remainder of this game, one player of your choice from your team gains the Diving Tackle, Jump Up, Tackle, and Wrestle skills.

10♠ – Get 'Em Lads!

Play at the beginning of your turn, before any player takes an Action as long as your team suffered any injuries (including Stunned) during the opposition's previous turn. For this turn, each of your players gains +1 ST.

Desperate Measures Deck (400,000gp)

J♠ – Assassin

Play during the pre-game after all inducements are purchased. Pick a player on the opposing team. He must miss this game.

Q♠ – Doom And Gloom

Play during the pre-game after all inducements are purchased. Roll a D6 for each re-roll the opposing team has; for each result other than 1, the opposing team loses a re-roll for the match.

K♠ – Da Freight Train

Play at the beginning of your turn before any player takes an Action. Place a miniature to represent Borg in any square adjacent to the sidelines but not in an end zone. Borg's characteristics/skills are MA 6;ST 5;AG 2;AV 9 with Loner, Mighty Blow, Thick Skull, Break Tackle, Juggernaut, and Strip Ball. You may treat this player as a normal member of your team, he may take an Action as normal the turn he is placed on the pitch, and it may take you above 11 players on the pitch for this drive. Borg will leave your team at the end of the current half.

A♠ – Morley's Revenge

Play during the pre-game after all inducements are purchased. Randomly select three opposing players. For the remainder of this game, each one must roll a D6 before every kick-off. On a roll of 1-3, he may not take part in this drive. On a roll of 4-6, he may be set up normally.

J♠ – I Am The Greatest

Play during the pre-game after all inducements are purchased. For each drive, only one of the two players with the highest Team Value or Inducement Cost on the opposing team eligible to be set-up for that drive (ie not Sent Off or in the KO'd or Dead & Injured box) may be placed on the pitch.

Q♠ – Mindblow

Play at the beginning of your turn before any player takes an Action. Roll a D6 for each opposing player on the pitch. On a 2+, that player as he had failed a Bone-head roll previously. This effect only last until the end of your turn after which the Bone-head effect is removed without the player needing to start his next action to cancel it.

K♠ – Come On Boys!

Play after your turn has ended, but before your opponent's turn begins. If your turn just ended from a turnover, your team does not actually suffer a turnover from that failed roll. The Action of the player causing the turnover is ended, but any player on your team who has not yet declared an Action may continue their turn as if the turnover did not occur. Any further turnovers this turn simply end the Action of the player committing the turnover instead of ending the turn.

A♠ – Mysterious Old Medicine Man

Play during the pre-game after all inducements are purchased. Your team may subtract 1 from all Injury rolls against its players this game. If this takes the result below 2, the player is treated as Prone not Stunned. Rolls on the Casualty table against your team are not affected by this effect.