

Issue 9

BLOOD BOWL™

MAGAZINE

THE NECROMANTICS

ZARA THE SLAYER

SPIKE! MAGAZINE

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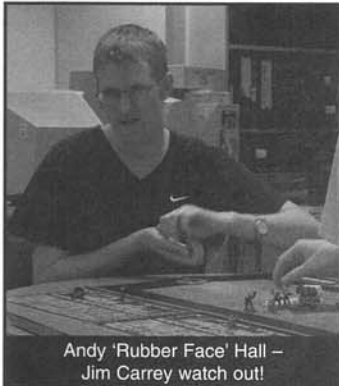
The players of the new necromantic team



A Necromantic team takes on a human team captained by Zara

BLOOD BOWL

MAGAZINE



Andy 'Rubber Face' Hall –
Jim Carrey watch out!

It's issue 9 and I'm in a very reminiscent mood today, so it's time for a bit of nostalgia! I first joined Fanatic at its inception in 2000 when Jervis plucked me from the depths of Mail Order. At the time, Blood Bowl was in a bit of a state. After a re-release in 1998, it had recently come out of the stores, the legacy of poor support for the hobby.

The first thing we did was make the game available again. This was closely followed by BBMag1 which contained the now infamous 4th Edition rules. Now they bring back a lot of mixed feelings here in the Fanatic Office as well as in the BB Community at large. However, it did two things that have helped make Blood Bowl what it is today. Firstly, it got everybody talking about Blood Bowl again – internet message boards and chat rooms flared up

after months of dormancy. Secondly, it also set the wheels in motion for the BBRC, in effect we learnt from our mistakes in that springing a whole new rules set on an unsuspecting Blood Bowl community was a bad thing, so the BBRC represents the community in the evolution of the game.

So where are we today? Well, Blood Bowl has never been more popular. The game is growing at a phenomenal rate, boxed sets and Handbooks are flying off the shelves, there's the living rulebook and an independent society in the NAF. The Tourney circuit gets bigger every year and soon there will be a Major in Europe, America and Canada. All in all, Blood Bowl has come a long way in the past three years. That's not to say everything's perfect – far from it! But it's never been a better time to be a Blood Bowl Coach.

Andy

Fourth Official

Jervis Johnson

Match Referee

Andy Hall

Linesman

Gary Roach

Ball Girl

Talima Fox

Cover

Mark Bedford
& Darius Hinks



Most Valuable Player

Matt Keefe for his
endless enthusiasm

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A Fanatic Studio
Publication

NEWS

The month sees a tide of new releases. So let's get straight to the nitty-gritty.

Ramtut makes a welcome return to the fray and this time he'll also play for the Necromantic team as well. This excellent model was sculpted by Phil Bowen. A Star Player card has been printed on the inside back cover.



Ramtut III – Out Now!
Designed by Phil Bowen

Zara the Slayer is my favourite release for a long time. As well as providing the Norse and Amazons with a much-needed Star Player it's just a great figure!



Zara the Slayer – Out Now!
Designed by Shane Hoyle

The stars of this issue are the undoubtedly the Necromantic team (or the Necromantics, as I like to call them – kind of reminds me of a team from the Wacky races).



Necromantic, new models – Out Now!
(as part of the Necromantic Team Boxed set)
Designed by Mark Bedford

**Next Issue:
The Vampires are back!**

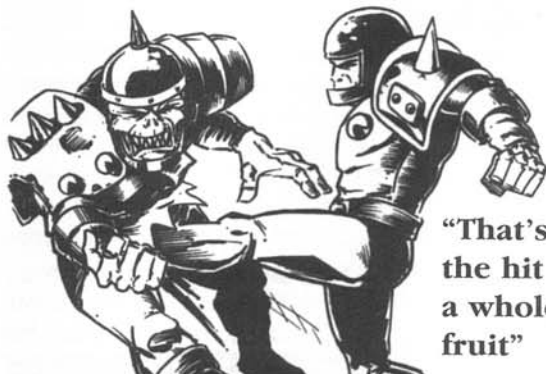


COMING SOON...

Mordheim Wild Beastmen
Inquisitor Inquisitor Scarn
Battlefleet Gothic Tau Fleet
Warmaster Giant Scorpion
Blood Bowl Vampire Counts

EVENTS CALENDAR

UK Games Day 14th September 2003
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The websites now contain an articles archive. This will tell you whether the rules are experimental, official or house rules. Some can be downloaded as free PDFs. Check out the website for more details.

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RAISING THE DEAD

Or, "How We Ended Up With Three Undead Teams Rather Than One!"

By Jervis Johnson

In my experience, game design is usually an evolutionary process. Oh sure, when you first start work on a game you start out with a set of criteria of what you plan to achieve (often loftily referred to as the game's 'design philosophy'), but these rarely survive first contact with your playtesters. And once a game is published, any notions the designer may have of completely controlling the direction the game will take are quickly forgotten – all he can really hope to do is gently guide it along a path that he feels happy with. I think that this process must be similar to that which authors are referring to when they say "the characters I have created have a life of their own", though in my case it's that the games I design seem to have a life of their own, the direction of which is decided as much by the players and (in some weird way) by the game itself as it is by me. The evolution of Undead teams from a single 'generic' Undead team into three 'specific' Undead teams (eg Necromantic, Khemri and Vampire Counts) is a very good example of this process in action, and in this article I am going to do my best to explain how it works, and how as the games designer I influenced the direction that the evolution took.

My story starts way, way back in 1992-93, when I was working on the current version of the Blood Bowl game. This was when the original 'generic' Undead team was created. At the time, we had decided to base Blood Bowl very closely on the Warhammer world, a decision that I now feel was a mistake. But more on this later. For the moment, the important thing to understand is that at the time I was doing my best to make the teams in Blood Bowl reflect rather closely the armies in Warhammer. At that time there was only one Undead army in Warhammer, and its army list mixed together a number of common horror movie archetypes into a single combined force. The Undead Blood Bowl team reflected this army list, mixing together the Blood Bowl versions of the troop types from the army list into a single team list.

When the first Undead was developed we were playtesting lots of new teams, not to mention a whole new game system too. The

sheer breadth of the project made it hard to focus on individual aspects of the whole, and if something worked reasonably well it would be put to one side while I concentrated my attention on things that weren't working well. The Undead team worked pretty much straight out of the gates, and went through the whole development process almost unchanged. With hindsight, I think this was a bit of a shame, as I now feel that the original Undead Blood Bowl team reflected in its form and structure a number of inherent flaws in the decision to base the 3rd edition version of Blood Bowl on Warhammer. If the Undead team hadn't proved to be well balanced I would have needed to study it rather more closely in order to figure out how to make it work, and this might have led me to realising that Blood Bowl really needed to be set in its 'own' world.

At the time, though, I didn't realise this, and it was only when Phil Bowen sent us his lovely 'Khemri team' conversions some six or seven years later that I once again considered the Blood Bowl Undead team. It is here where the evolutionary and interactive nature of game design (at least as practised by GW) started to have an influence on the shape and structure of the Blood Bowl game. Phil is a talented freelance designer, and he loved the work that the Warhammer team had been doing on the Khemri army. In the period since Blood Bowl had been released, the Undead in Warhammer had gone from having one army list to two: one for the Vampire Counts and another for Undead realm of Khemri. In effect this had allowed them to split the Undead archetypes they worked with into two strands, one based on gothic 'European' horror, and the other on Egyptian 'Mummy Returns' style horror. This decision had provided a much stronger character to the Undead, and made my original generic Blood Bowl team seem rather bland in comparison. Anyway, Phil wanted to rectify this by making some conversion kits that would allow coaches to field a far more characterful Khemri Undead team. I loved the idea, and happily agreed to produce the models and come up with some rules for the team. Little did I realise quite what

a can of worms wanting to release Phil's miniatures would open up!

However, to start off with the whole process was delightfully simple. We quickly agreed that the Khemri team should really only feature skeletons and mummies. This gave a very shallow roster, so taking a leaf from the Warhammer Khemri army, where magic is used to enhance the abilities of the otherwise rather useless skellies, we decided to allow some of the skellies in the Khemri team to have 'magic helmets' that allowed them to mimic the abilities of the position players in other teams. This was how the Blitz-Ras and Throw-Ras were born. The resulting team was well balanced (though some coaches may bicker about this), and we were soon planning when to release the models, plus Andy was hassling me to come up with a support article for the team for Blood Bowl magazine. And that was when things started to get complicated!

Up until this point I had simply been reacting to a 'good idea'. What I hadn't realised was that the decision to make the Khemri team brought into question the whole nature and structure of the original Undead team, the way that the Undead were depicted in the background for Blood Bowl, and indeed the assumption that the background for Blood

Bowl should be based closely on the background for Warhammer. The first step in this process was the realisation that if we were going to do a separate Khemri team, then we really needed to do a separate Vampire Counts team too. Entire teams of Vampires are not new to Blood Bowl; they are mentioned in the Blood Bowl background, and probably because of this there have been a number of Vampire team rosters invented over the years. I figured that the publication of the Khemri team would make this demand for a Vampire team pretty much overwhelming, and felt that we should come up with an official Vampire team if we could. In addition, the challenge of creating a balanced and playable Vampire team was one that I found hard to resist.

As the last sentence implies, the problem with Vampire teams has always been balancing them, but I reckoned that with a bit of thought we could come up with a 'negative trait' that would help compensate for the Vampire's excellent stats. This had already been touched upon with the infamous 'Off For A Bite' trait that we'd used for Vampire 'big guys' some years before, and after a few false starts we came up with a modified version of the trait and a roster that we liked. Though it has taken a lot more work and playtesting to get the final version of the



roster balanced, I feel that the current Vampire Counts team does a great job of balancing these different factors. Far more importantly (if you ask me, anyway), Steve Buddle has done a great job of making a superb range of players for the team, combining a suitably 'vampire' look with the 'cyber-fantasy' feel that defines Blood Bowl. This last point is, I think, quite extraordinarily important. Take a look at Steve's new Vampires, and compare them to the Luthor Von Drakenborg model. Although the Drakenborg model is perfectly acceptable in terms of quality and technique, there is nothing about it that says 'this is a Vampire from the Blood Bowl world'. Steve's models, on the other hand, fuse together imagery that we associate with vampires and imagery associated with Blood Bowl.

But I'm getting ahead of myself, because right back when we started work on the Vampire Counts, the decision to make the two new 'specific' Undead teams had raised fundamental questions about the role of the original 'generic' Undead team. In Warhammer there are now two Undead armies, and as we had Blood Bowl versions of both, this would mean that this was all that was required for Blood Bowl too if we wanted to base Blood Bowl on the Warhammer world. It was as I pondered the implications that dropping the original team would have that I realised that basing Blood Bowl too closely on the Warhammer background had been a mistake. As I looked at the 3rd edition Undead team and the models we'd made for it, I realised that we'd lost something, and what's more the two new teams we'd made hadn't filled in the missing gaps. The most obvious thing we'd lost was the cyber-fantasy look (aka as the 'spikes and black leather' look) associated with the game in its 1st and 2nd editions, which had been replaced with a look



A sneak peek at the new Vampires, more in the next issue.

based upon the uniforms and equipment worn by the troops in the Warhammer game. I decided then and there that I would start to 'reposition' Blood Bowl and make sure it had its own unique look by ensuring that any new models were done in the 2nd edition cyber-fantasy style. The new Elf team is an example of the steps we are taking in this direction.

But we'd also lost something else, and that was the ability to create teams that were right for Blood Bowl, even if this contradicted the background for the Warhammer world. What do I mean by this? Well, if you look at the 3rd edition Undead team and compare it to the 2nd edition team, you will see that Werewolf players and the star player Frank'n'Stein are both missing, because werewolves and Frankenstein monsters don't exist in the Warhammer world background. As I pondered this, it occurred to me that werewolves and Frankenstein monsters were just the kind of players that really should feature in a Blood Bowl Undead team. When all is said and done Blood Bowl is a parody of American football that takes as its premise "What if football was played by monsters?". Missing out two of the most famous monster archetypes simply because they weren't covered by Warhammer simply meant that Blood Bowl became stunted for no good purpose. After all, Blood Bowl is clearly not set on the Warhammer world, which is altogether a far too serious place to allow teams of Chaos Warriors or Undead creatures to wander from city to city in the Empire.

As this revelation dawned on me, I decided right then and there that I would no longer worry about keeping the Blood Bowl background and team rosters true to the Warhammer background. Oh sure, I would still cheerfully steal ideas and imagery from Warhammer, but only if it fitted well with Blood



NECROMATIC TEAM LIST (CURRENT VERSION FROM THE 2003 ANNUAL)

In the Old World, the dead do not rest easy. Ghouls lurk in haunted crypts, Necromancers raise zombies to do their bidding and create monstrous creatures from corpses, Werewolves hunt by the light of the full moon, and on the Blood Bowl field, players who died long ago return to the scenes of their former glory and play Blood Bowl once again...



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Zombies	30k	4	3	2	8	Regenerate
0-2	Ghouls	70k	7	3	3	7	Dodge
0-4	Wights	90k	6	3	3	8	Block, Regenerate
0-2	Flesh Golem	120k	4	4	2	9	Stand Firm, <i>Regenerate</i> , Thick Skull
0-2	Werewolf	120k	8	3	3	8	Catch, Frenzy, Razor Sharp Fangs

Re-roll counter: 70,000 gold pieces

NECROMATIC UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Zombie	Y	N	N	N	N
Ghoul	Y	Y	N	N	N
Wight	Y	N	N	N	N
Flesh Golem	Y	N	Y	N	N
Werewolf	Y	Y	N	N	N

Bowl. And if there were things that I wanted to include in Blood Bowl that were not part of the Warhammer world then I would use them too, because the Blood Bowl world is not the Warhammer world.

This decision had immediate and important implications for the original 'generic' Blood Bowl team, which quickly transformed from being a bland generic team into what I started to think of as my 'Hammer House Of Horror' team (I trust you all know and love the classic British Hammer horror movies of the 60s and 70s? If not, then get down to your local video store right now and rent some out!) All of the old horror staples are included in this team, including zombies, ghouls, werewolves and Frankenstein monsters (renamed flesh golems so that they could be position players rather than stars). By allowing the team to draw on the Count Luthor and Ramtutt III Star Players cards you are also able to include Vampires and Mummies in the team, but not in such overwhelming numbers as to steal the thunder from the Vampire Counts and Khemri teams. Fortunately, the resulting team roster proved much easier to create than the

Vampire Counts team, and really only required a couple of tweaks to balance it out against the other teams.

And that is how we ended up with three Undead teams rather than one! Hopefully, the article will give you some feel for the way that the game's development process really works, as well as underlining that change is not just driven by 'play balance'. Indeed, all of the changes made to the Undead have come about because of aesthetic reasons to do with the game's background and miniatures range, rather than any desire to fix failings in the original team roster. To my mind, these aesthetic considerations are every bit as important as the game rules – or to put this another way, Blood Bowl's enduring appeal is not only that it is a great game to play, but also that it is supported by a range of characterful miniatures and has a unique 'tongue-in-cheek' background. The old Undead team failed to do two of these three things, but the new Undead teams achieve all three. And that, in a nutshell, is why I changed them.

Keep rolling 6s!

ZARA THE SLAYER

by Andy Hall

There was once a prophecy. The Dwarfs of the Black Mountains believed that one day the Chosen One would come to them and that he would be a great warrior and defeat their enemies – the fetid Undead that surrounded the Black Mountains, from the ghouls and zombies on the shores of the great mountain lake of Black Water to the vampires of Sylvania at the foot of the mountains. For generations the Dwarfs had been under siege, their Blood Bowl team also performing badly in the Undead dominated Hell's Mouth League. However, the Dwarfs have always took reassurance in the prophecy handed down by each generation of Runesmith that one day the Chosen One would come.

The year was 2480 and a human baby girl was found by a miner on the way to his dwellings. She was bereft of any belongings, save for a swaddling cloth and a silver pendant in the shape of the sacred hammer. The miner was unsure what to do with the baby and was even tempted to leave her where she had been found, after all this was not a child of his race. Nevertheless, the miner took pity on the child and decided to seek advice from the wisest of the settlement, the Runesmith, Garlles Reaperbeard.

On seeing the girl, Garlles became extremely agitated and whispered to himself "This can't be". He sent the miner and the child away whilst he consulted ancient texts and cast the

Rune of the Watcher. Garlles summoned the miner back the very next day, in the meantime, news of the child had spread through the Black Mountain settlements and so a throng of Dwarfs stood before the steps of the Runesmith's dwelling. As the miner brought the child forward, Garlles announced to the massed crowd that the prophecy had finally come to fruition – the Chosen One had arrived!

There was, of course, uproar! After all, this was not the strong, young bearding promised in the prophecy but a female human! Garlles calmed the throng and explained that the prophecy never explicitly said that the Chosen One would be of Dwarven blood, but that this baby was definitely the Slayer as he had seen it in the Rune of the Watcher. The majority of the throng remained unconvinced but the Runesmith had spoken and it went against all Dwarf laws to doubt the word of one so wise. Garlles took the baby into his care and the Dwarfs of the Black Mountains continued their struggle through the seasons.

As Zara grew, it became clear she was no ordinary human. Her speed and strength was far more developed. At the mere age of fourteen, she was taking on hoary old Dwarf warriors in their prime at arm wrestling and winning, much to the consternation of the losers!



Zara takes on yet another team of the living dead

★ ZARA THE SLAYER ★ THE CHOSEN ONE	
	MOVEMENT 6
	STRENGTH 4
	AGILITY 3
	ARMOUR 8
SKILLS	TRAITS
Block Dodge Jump Up	Dauntless
	SPECIAL Stakes
TEAMS Humans, Amazons, Norse & Dwarf	
140,000 GOLD PIECES	

Stakes – Penalty roll 10+

Zara carries a supply of stakes on her for the specific reason of banishing the hated Undead. The stakes give her a +3 when attempting to roll for armour against any member of a Khemri, Necromantic or Vampire team (you must still make a Block first). If she blocks a player from any other team, then the stake is somewhat less effective, only giving a +1 against the Armour roll.



Still, a few of her peers doubted that she was the Slayer ordained in the prophecy. But this was to come to an end one fateful night. By then Zara was still only 16 and taking part in a tobacco spitting contest at The Bronze Axe, the local tavern. Just as she was slurping up a fresh'un, the tavern was attacked by a horde of Undead led by a fearsome Vampire (who just happened to also be Head Coach of the Black Sabbeths Blood Bowl team – raiding Dwarf settlements was just a hobby). The tavern erupted into chaos but Zara did not hesitate, and using a smashed chair leg proceeded to leap, kick and stake all Undead within range. The Vampire Head Coach was outraged and just before he turned into a flying rodent declared that he would meet Zara on the Blood Bowl pitch to settle it once and for all!

The Black Mountain Blades were due to play the Black Sabbeths the very next week and so, aided by Garlles, she was inducted into the team. Match day loomed and the Undead increased their attacks on the Black Mountain Dwarfs, no doubt, in the hope of killing the Slayer. But Zara was as stubborn as a Dwarf and constantly managed to beat off all attacks.

The match finally began. News had already spread through the Blood Bowl community that a Dwarf team was fielding a human girl and a lucrative contract with an opportunist

local CabalVision station was signed (although the rights to broadcast Zara the Slayer would constantly change throughout her career). The dejected coach of the Blades was nervous about playing her because whilst it had been established that Zara could kick ass, no one knew how good she was on the field (if only she hadn't spent what little training time she had in the make-up tent). The Blades were the first to receive and Zara collected the ball like a pro. The line thralls of the Sabbeths failed to stop her as she dodged and spun her way past, only stopping to stake one of the unlucky Vampires. This inspired the remaining Blade players and soon the Dwarf team was leading 3-0. The Head Vampire finally took to the field in the final down enraged at Zara. The Ref ran over to send the Vampire off but was petrified with a single glare. Zara realised her time as the Chosen One was near as this was the last game in the season, and you always face the Big Bad at the end of the season. The fight was fierce but short with only Zara left standing, much to the cheers of the Dwarf players and fans. With the death of the Vampire, the Black Mountain Dwarfs became free of the Undead ravages – the prophecy had been fulfilled.

After appearing on CabalVision Zara became extremely famous, like her fellow star players she now offers her services as a freebooter, especially in games against the Undead!

THE NORSE PLAYBOOK

Or... Drink and Fight and Drink and Fight and Drink and Fight! Anthony Watts Discusses the Finer Points of Norse Tactics in Blood Bowl

In the northern reaches of the Old World lies the frozen wasteland of Norsca, home to the fearsome ale swilling Norse. A Norseman's life is fairly simple, it consists mainly of drinking and fighting, a pursuit that seems to take up a great deal of their time. However, inbetween bouts of looting and pillaging, some Norsemen become restless and seek infamy and glory in other ways, mainly on the Blood Bowl pitch!

Hard on the Outside, Squishy in the Middle

At first glance, the Norse seem average at best with their basic movement, agility and strength. The biggest turn-off is their lowly Armour value of 7, but don't let that deter you! Armour is for sissies! They also have access to cheap players that are useful right off the bat and can make use of Wizards and Apothecaries like most other teams.

One of the greatest advantages of the Norse is that every player starts with Block. This really speeds up skill progression and let's you develop specialized players very quickly. The Norse are generally very strong in short leagues and in the early stages of league play, they can afford to pick on unskilled linemen and are almost on par with the average Blitzler

in terms of hitting. They also have access to one of the most fearsome position players in the entire game: the dreaded Norse Blitzler! With Block, Frenzy and Jump Up, these guys are gonna mess up somebody's pretty face real quick!

Norse do have their weaknesses though. Their AV of 7 means they are prone to injuries against developed teams and anyone with skills like Mighty Blow and Claw. The trick is to pick your fights first and control the flow of hitting throughout the game. Otherwise, your poor Apothecary is going to run out of space in the dugout for all the ale-soaked bodies. Coaches who like to foul can ruin your day as well, but two can play at that game.

Let's Get 'Em Lads!

Norse positions aren't all that specialized but they can all be developed into some interesting players with only a couple of skills. Let's take a look at them individually:

Linemen

Norse Linemen are the backbone of your team and are more useful than your average gutless Human linefodder. Starting with Block means you have a lot of choice in player



The Norseman hand out cans of whoopass!

development right from the first Skill choice. Tackle is always a good way to go, especially when you already have a bunch of specialized lineman and just can't decide on a Skill. It's almost a must in leagues that have lots of dodgy teams and it's great for beating the living daylights out of those pesky Block/Dodgers! It's a good idea to have at least one player with Kick and a couple of Dirty Players that can apply the boot liberally about the face and dangly bits of tough opponents. If you are lucky enough to roll doubles, Guard is a great choice.

Throwers

The biggest drawback with Norse Throwers is that they don't start with Sure Hands like some Throwers on other teams. This makes them less desirable on newly formed teams since they don't really offer much for the extra 20K they cost. If you're looking to fill out your roster down the road, they do offer a bit of flexibility on scoring drives. Sure Hands is a no-brainer as a first skill and will save you having to use your precious re-rolls for flubbed pick ups. Dump Off and Accurate are great secondary choices. With only two Catchers available as reliable receivers, the Norse passing game is a short distance one at best. Dump Off is great for getting the ball to another player if you are caught on a well planned Blitz, and the +1 to Pass rolls from Accurate is a great choice in any situation.

Catchers

Norse Catchers are pretty crummy when you compare them to catchers of other races. They have low movement and average agility and a maximum of two per team. They don't really seem like they are a great deal for a team that makes the most of its plays by running the ball, but the fact is they can be very useful if you look at them a bit differently. The Norse Catcher's greatest asset is his access to Agility skills. This makes him into quite a good base to build a defense specialist with skills like Diving Tackle, Dodge and Pass Block. Agility upgrades can make these guys a nightmare for passing teams, with AG 4 and Catch you get two shots at intercepting the ball on a 5+ and you can manoeuvre around with Dodge to get tackle zones on Catchers and Throwers. Movement upgrades are amazing as well when you combine them with Shadowing, Diving Tackle and Tackle. Use them as safties in your backfield on defense and watch those Elves eat turf for dinner instead of leaves and flowers.



Blitzers

These guys may have weak armour, but if I was the opposing coach I would be wetting myself if I saw four of these berserkers on the pitch! The best thing about Norse Blitzers is that they start with three amazing skills: Block, Frenzy and Jump Up. Jump Up is usually unavailable to tough players like this and can be devastating when combined with Piling On. This combo is great for taking down tough players with high AV that would otherwise smash their way through your team with ease. Having +3 to armour penetration is a huge bonus, and with Jump Up they can get up and hit anyone beside them next turn without using up a blitz action! Frenziars are also ideal for threatening sidelines and taking players who stray too close to the sidelines off the pitch for a sound beating by the crowd. Blitzers tend to work best in pairs, supporting each other as they search out prey around the pitch. Guard will be very useful in helping you get the most out of Frenzy on other Blitzers as well.

Big Guys

Norse can hire Minotaur and Ogre allies in addition to their normal line-up. The safest bet is the Ogre, you can stick him on the line and let him happily beat up the poor schmucks who are standing in front of him with his massive strength. Safe bets for skills are Block and Guard, and Pro is a good choice to

help negate those failed Bonehead rolls. Guard is great on Ogres. In the middle of the line he essentially makes the guys beside him ST 4, and with his own ST of 5 he is hard to take down from his spot.

Another somewhat riskier option is the Mintoaur. Putting the overgrown cattle on the line is probably not a good idea, these guys are meant to be put in the backfield and make

★★★ *Did you know...*

The NAF record for the Best Individual Game Catching (paces) was made at the Vynheim Valkyries' Longship Stadium. Unfortunately for the Valkyries, the record was made by the albino Osgar Vilechuck, star catcher of the visiting Goughed Eye, with an amazing 241 paces.

Vilechuck caught six bombs of 30 or more paces in this outstanding performance, particularly impressive, as the Longship Stadium was knee-deep in snow.

anyone who breaks through your defence pay with their life. Wild Animal makes them a bit of a liability sometimes, so make sure you don't put him in situations where he will have to make unfavourable blocks that can cause a turnover. Block is a must for a first skill – after that Tackle and Piling On a great options. On doubles, you can take mutations so don't forget about the havoc you can wreak with Claw and Razor Sharp Fangs!

How to Score Touchdowns and not Spill your Pint

The Norse may look hard at first glance, but you have to be smart about how you coach them depending on who you are playing and at what point in your league you're at. The best times for them is at the beginning of a league when all the other teams are sadly lacking Block and those scary skills like Claw and Mighty Blow. At this point you can afford to be more aggressive and beat up on the unskilled lineman. Use your Blitzers to threaten the sidelines and take anyone who strays too close to the edge off the pitch for playtime with the crowd.





Girls and boys come out to play!

After a few games, your opposition are going to start picking up skills as well. At this point it's time to ease up on the bashing a bit. When you are blocking it's probably not a good idea to follow up unless you are mixing it with a weaker team like Wood Elves or Skaven. AV 7 becomes a liability at this point and a few good rolls can make the rest of the game a nightmare for Norse. This becomes especially true in the later stages of long leagues where even a couple of players with Mighty Blow, Claw, or Piling On are going to rip through your men like rotted herring, Block or no Block. You can't afford to start losing players on a higher TR team where your limited cash flow won't pay for those crucial replacement players. Dirty Player can be a great equalizer here, don't be afraid to take two or three of these fellas and kick anything lying on its back!

With only two Catchers, the Norse will have a harder time with a passing game than Humans. Your Catchers are probably your best option for moving the ball, use their Catch skill to take handoffs from whoever manages to pick up the ball in your backfield and surround them with a loose cage of linemen. Blitzers working in pairs should target key opposition players depending on the team, Piling On and Guarding in unison and filling up the casualty box. Having the man advantage on the pitch will help you move the ball a lot easier since all your guys only have average movement and agility.

On defense, keep those Blitzers in a position to make plays up the side a bad idea. Make sure you have at least a couple of safties in your own backfield to deal with Catchers, Gutter Runners, etc, and put as many Tackle Zones on routes to the End Zone as possible. Hopefully, you will be able to stall the play long enough to pick on a few of the stragglers, make them pay for touchdowns with bodies when possible!

Norse can be an extremely fun team to play with a little practice. Just keep in mind that starting with Block doesn't make you invincible, and your low AV will get you in trouble if you play too aggressively. I hope this article will get you started on the path to victory. If you have any other good Norse tips be sure to share them with me at commish@tbbf.org!

★★★ *Did you know...*

One of the best sequences of victories in the history of the Asgard Ravens came during the players' strike of 2477. The Ravens won 5 out of 5 during this period. The owners had tried to draft in extra players, but failed, and were forced to field the Valhalla Chorus – the team's Cheerleaders. As a member of the Lowdown Rats put it: "We don't mind geddin' a beatin' sumtimz, but dose wimmin was danjerus!"

STADIUMS!

House Rules by John K Lewis

Rules for the showcase stadiums that are dotted around the Old World and beyond.

Every player dreams of playing in The Blood Bowl at Emperor Stadium. The stadium itself is enormous. Its capacity is well over 150,000 screaming fans and its facilities are unlike any other in the Old World. The walls rise straight up from the ground to a dizzying 150 feet, towering over the playing field with ivory pillars inscribed with the names and numbers of every Hall of Fame player. Intimidating players and coaches alike with its sheer size, the field serves as an immaculate shrine to Nuffle. Griff Oberwald's oft-recounted quote the first time he set foot on its emerald green turf best sums it up:

"Whoa!"

Not all players are lucky enough to play in Altdorf's prestigious Emperor Stadium. It requires either two enormously popular teams to fill its seats or an incredible talented and lucky team that will play in The Blood Bowl itself. Many players will spend their entire careers travelling to smaller stadiums like Orcidas Arena in Karak-Drazh, Longship Stadium in Norsca or even the Sylvania Super Dome without ever getting a chance to set foot in Emperor Stadium!

Finding a place to play Blood Bowl games can be a bit tricky. It's not as simple as meeting another team on the road and playing at the closest empty field. In the old days, the NAF

used a complex formula to create a schedule of matches, and teams were required to alternate home and away games. The schedule makers had tremendous power, and it was often only a matter of bribing the right official to get home field advantage. After the collapse of the NAF, very few teams have their own arenas and owners are forced to hire promoters to organize their matches.

A promoter's job includes contacting an opposing team, settling on a match date, setting up publicity, hiring attendants, and of course finding the right stadium. That last bit can require any number of calculations to estimate the expected attendance, including astrological analysis, referencing past attendance records, or asking an oracle to read the guts of a sacrificed pig (which is then used to make the game ball!). It's vitally important that the promoter fill the stadium as close to capacity as possible, because he's getting a percentage of the revenue. Since larger arenas cost more to rent, every unfilled seat is money taken out of the promoter's own purse.

After rolling the gate, reference the chart opposite to determine which stadium your promoter has selected. Each stadium has special rules associated with it, including a localized Weather table.



The Gate	D6 Roll	Stadium Name	Location	Special Rules
105,001+	6	Emperor Stadium	Aldorf	Temperate, Good Facilities
	5	Spike Arena	Magritta	Temperate, Corporate Sponsorship
	4	Dungeon Bowl	Barak-Varr	Underground, Astrogranite
	3	Marco Columbo Stadium	Luccini	Coastal, Good Facilities
	2	The Iron Rock Colosseum	The Iron Rock	Mountain, Extra Security
95,001-105,000	1	Praag Stadium	Praag	Arctic, Mega-Tron
	6	Gilles Stade	Couronne	Temperate, Lush Turf
	5	Bloodweiser Stadium	Marienburg	Temperate, Corporate Sponsor
	4	Lothorn Stadium	Lothorn	Temperate, Instant Replay
	3	Old Capital Stadium	Karaz-A-Karak	Underground, Bad Officials
89,001-95,000	2	Remas Stadium	Remas	Coastal, Astrogranite
	1	Skavenblight Stadium	Skavenblight	Temperate, Good Facilities
	6	Le Stade Stadium	L'Aguille	Coastal, Instant Replay
	5	Magnus Stadium	Nuln	Temperate, Mega-Tron
	4	Hellpit Arena	Hellpit	Underground, Bad Officials
83,001-89,000	3	Xianhuaepo Field	Xianhuaepo	Jungle, Bad Turf
	2	Malekith Stadium	Har Ganeth	Coastal, Extra Security
	1	Sunless Stadium	Vampire Coast	Dome, Astrogranite
	6	Itza Stadium	Itza	Jungle, Night Lights
	5	Gouge Eye Stadium	Karak-Ungor	Underground, Bad Turf
77,001-83,000	4	Orcland Stadium	Darklands	Mountain, Mega-Tron
	3	Mirangliano Arena	Mirangliano	Temperate, Lush Turf
	2	Sylvania Super Dome	Sylvania	Dome, Good Facilities
	1	Longship Stadium	Norsca	Arctic, Bad Turf
	6	Pirate Stadium	Moussillon	Coastal, Bad Officials
71,001-77,000	5	Azhag Memorial Stadium	Karak Varn	Mountain, Night Lights
	4	Karl Frans Arena	Middenheim	Temperate, Good Officials
	3	City of Pillars Arena	Karak Eight Peaks	Underground, Bad Facilities
	2	Numas Field	Numas	Desert, Night Lights
	1	Karak-Azul Stadium	Karak-Asul	Mountain, Astrogranite
65,001-71,000	6	Thorgrim Stadium	Karak-Norn	Underground
	5	Karond Kar Field	Karond Kar	Arctic, Instant Replay
	4	Sigmar Stadium	Talabheim	Temperate, Bad Officials
	3	Prag Stadium	Prag	Arctic, Good Facilities
	2	Ekrund Stadium	Ekrund	Mountain, Bad Turf
59,001-65,000	1	Saratosa Stadium	Saratosa	Coastal, Good Officials
	6	Hag Graef Stadium	Hag Graef	Arctic, Astrogranite
	5	Oldbowl Stadium	Aldorf	Temperate, Good Facilities
	4	Karak Izor Arena	Karak Izor	Mountain, Mega-Tron
	3	Mazdamundi Field	Hexoail	Jungle, Good Officials
53,001-59,000	2	Louis Stade	Quenelles	Temperate
	1	Nurglitch Stadium	Crookback Mountain	Mountain, Bad Turf
	6	Orcidas Arena	Karak-Drazh	Mountain, Corporate Sponsorship
	5	Victoire Stadium	Bordeleaux	Temperate, Good Officials
	4	Clar Karond Field	Clar Karond	Arctic, Bad Turf
47,001-53,000	3	Har Graef Stadium	Har Graef	Mountain, Bad Facilities
	2	Quatar Stadium	Quatar	Desert, Night Lights
	1	Sea Side Arena	Bilbali	Coastal, Lush Turf
	6	Tlaxtlan Stadium	Tlaxtlan	Jungle, Bad Facilities
	5	Naggarond Arena	Naggarond	Arctic, Bad Officials
41,001-47,000	4	Far Albion Arena	Far Albion	Coastal, Good Officials
	3	Gorbad Stadium	Mt. Silverspear	Underground, Good Facilities
	2	Karak-Kadrin Stadium	Karak-Kadrin	Mountain, Astrogranite
	1	Kislev Colosseum	Kislev	Arctic
	6	Crag Mere Field	Crag Mere	Mountain, Bad Facilities
25,001-41,000	5	Grand Leoncoeur Stadium	Brionne	Temperate, Lush Turf
	4	Tower of Gorgoth	Tower of Gorgoth	Desert, Astrogranite
	3	Black Crag Colosseum	Black Crag	Mountain, Good Officials
	2	Ariel Dome	Parravon	Dome, Lush Turf
	1	Bone Arena	Khemri	Desert, Good Facilities
0-25,000	6	Eight Peaks Stadium	Karak Eight Peaks	Mountain
	5	Erengard Colosseum	Erengard	Arctic, Bad Facilities
	4	Karak Azgal Arena	Karak Azgal	Underground, Bad Facilities
	3	Mingol Zharr-Field	Mingol Zharr-Naggrund	Desert, Bad Turf
	2	Hidden Arena	Zlattan	Jungle, Bad Officials
0-25,000	1	Zhufbar Colosseum	Zhufbar	Mountain
	5-6	Lowdome Stadium	Moot	Dome, Astrogranite
	3-4	Grom Field	Mount Gunbad	Mountain, Bad Facilities
0-25,000	1-2	Red Eye Stadium	Red Eye Mountain	Underground, Bad Turf
	1-6	Green Acres Stadium	Moot	Temperate

WEATHER TABLES

2D6	Temperate
2	Sweltering heat
3	Very Sunny
4-10	Nice
11	Pouring Rain
12	Blizzard

2D6	Coastal
2	Gale Force Winds
3-4	Strong Winds
5-9	Nice
10	Pouring Rain
11	Torrential Rain
12	Blizzard

2D6	Domed
2-12	Nice

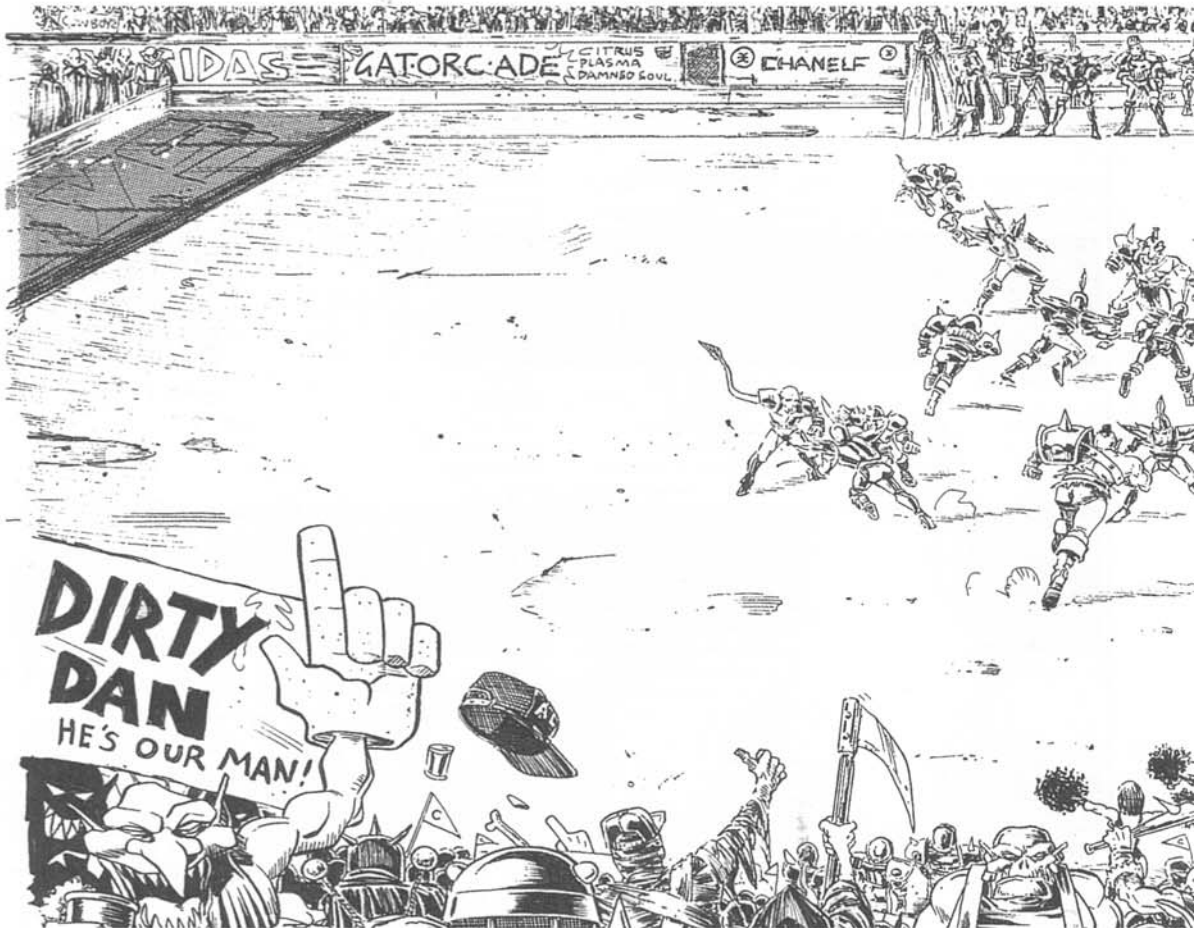
2D6	Desert
2-4	Arid
5-7	Very Sunny
8-9	Nice
10-11	Strong Wind
12	Gale Force Winds

2D6	Arctic
2-4	Ice Storm
5-6	Blizzard
7-9	Nice
10-12	Strong Wind

2D6	Jungle
2-4	Sweltering heat
5-6	Very Sunny
7-10	Nice
11	Pouring Rain
12	Torrential Rain

2D6	Underground
2-11	Nice
12	Earth Tremor

2D6	Mountainous
2	Gale Force Winds
3	Strong Winds
4-5	Very Sunny
6-10	Nice
11	Blizzard
12	Ice Storm



WEATHER RESULTS

Arid Heat: It is extremely hot and dry, and some players are suffering from heat exhaustion and dehydration. Roll a D6 for each player on the field after a touchdown is scored, or when the half ends. On a roll of a 1 that player needs special attention on the sidelines. Place him in the KO box. Treat him as if he had been knocked out in the last drive.

Sweltering Heat: It is so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored, or when the half ends. On a roll of 1, the player collapses. Place him in the Reserve box in the Dugout. He may not take part in the next kick-off.

Very Sunny: A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.

Nice: Perfect Blood Bowl Weather!

Pouring Rain: A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls

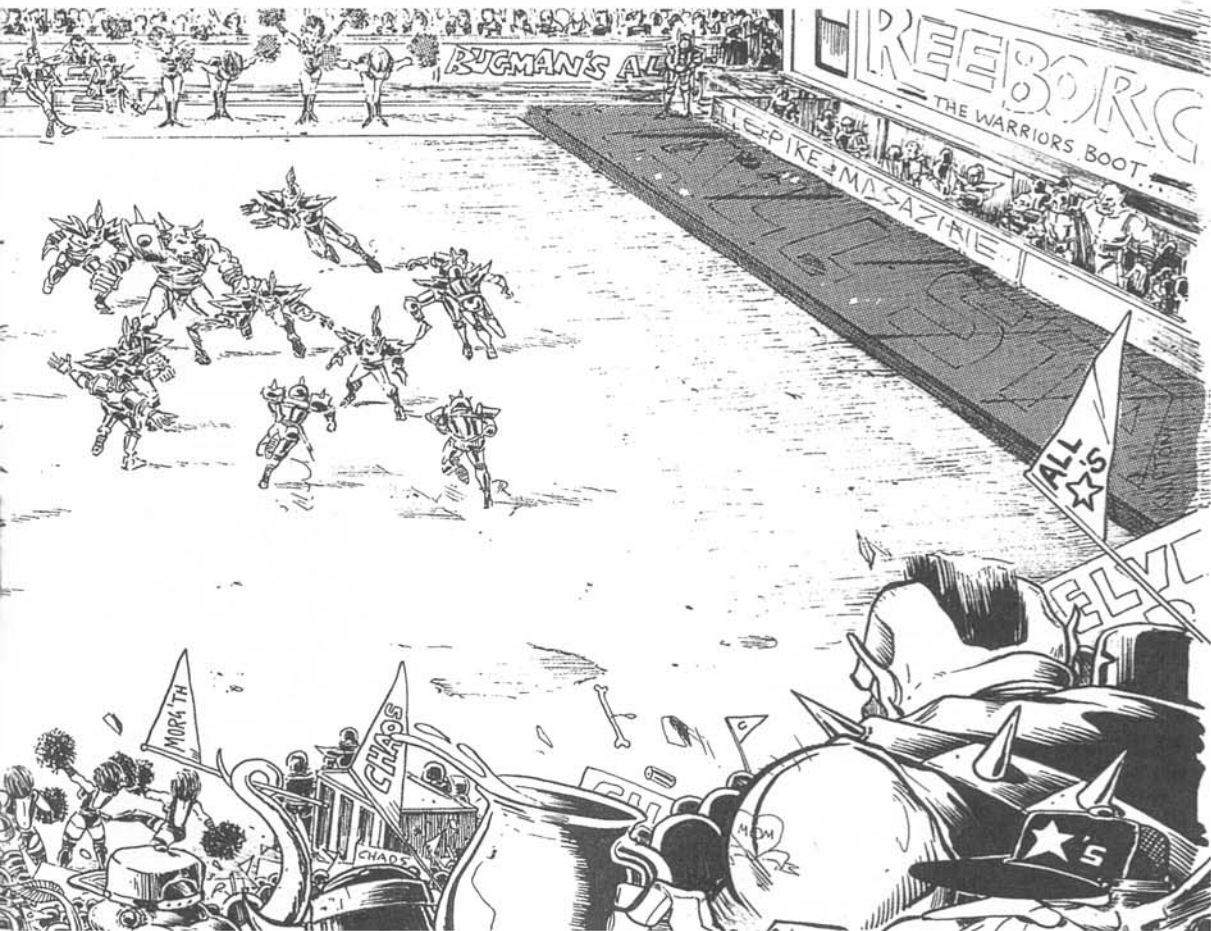
★★★ Did you know...

Pirate Stadium in Moussillon has a real pirate ship built into the stands!

When the home team would score, the guns would fire heavy-shot cannon balls into the stadium. This was later replaced with fake rounds after numerous complaints from the visiting teams who just happened to be right in the path of the cannons.

The cannons, however, are still used to keep riots down to a minimum, filled with grape shot they are an effective deterrent.

Torrential Rain: A torrential downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the Ball and all Catch rolls. In addition, Long Bombs and Hail Mary's may not be performed and the player's MA is reduced by 2 due to the extremely muddy conditions caused by the downpour. (Adjusted MA can never be below 1.) This type of rainfall is notoriously quick; roll again on the Weather table after this drive.



Blizzard: It is cold and snowing! The ice on the field means that any player attempting to Go For It is at a -1 on their dice roll, while the snow means that only Quick Passes or Short Passes may be attempted.

Ice Storm: It is extremely cold and raining ice! The ice on the field means that any player attempting to Go For It is at a -2 on their dice roll, while the ice and snow means that only Quick Passes may be attempted.

Earth Tremor: The weather result is Nice, but a short Earth Tremor shakes the ground. At the start of this drive, after both teams have set up, roll a D6 for each player. On a roll of 1, that player loses their balance and falls over. No armour roll is made, players simply start play prone.

Strong Winds: Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs and Inaccurate Passes will travel an additional D6 squares in this direction when determining scatter.

Gale Force Winds: All Kick-Offs are automatically touchbacks. No Passes may be attempted.

STADIUM FEATURES

Astrogranite: *Introduced as a cheap substitute for real grass, Astrogranite is now a staple of many Stadiums. Players have complained that Astrogranite results in more injuries, but the NAF has turned a deaf ear because fans love the extra carnage!*

Astrogranite results in a +1 on all Armour rolls resulting from a Block. This bonus is not cumulative with other bonuses like MB.

Lush Turf: *Many a Halfling and Wood Elf team have installed Lush Turf on their pitches. The Halflings apparently like the softer landing they receive, while the Wood Elves claim that it gives them better footing.*

Lush Turf results in a -1 on all Injury rolls resulting from a Block.

Bad Turf: *Some Stadiums simply don't keep their pitch up in good repair. Such fields have bare spots, mud, snow and debris on them. For some reason, Hobgoblin grounds-keepers are particularly successful at producing such turf.*

Bad Turf requires 4 MA to stand up, rather than the normal 3 MA. (If a player has less than 4 MA, roll a D6 for the player. On a roll of 1-3 they fail to stand up and their action is



over. On a roll of 4-6 they stand but cannot move any further unless they Go For It).

Mega-Tron: *The Mega-Tron is a huge illusionary screen which hovers above the stands. It is used to show fans advertising and to highlight spectacular plays. Unfortunately, some players spend too much time watching replays and miss the next drive.*

Select 1D3 random players from each team just before setting up for a drive, these players are watching the Mega-Tron and forget to take to the field! This could result in a team having less than 11 players on the pitch.

NiteLights: NiteLights are huge, glowing globes that allow games to take place at night. Favoured by the Vampire teams, NiteLights are almost required to get them on the field!

If a stadium has NiteLights, roll a D6 at the start of the match. On a 1-3 it's a night game and you should ignore the following weather effects: Very Sunny, Sweltering Heat, Arid. On a 4-6 it's a day game, play weather effects as normal.

Bad Facilities: *Many Blood Bowl arenas are in bad shape. Poor locker rooms, crummy training facilities, and dilapidated dugouts results in an overall bad environment for playing the game.*

Both teams remove 1 Re-Roll for this game only. You can't reduce Re-Rolls below zero.

Good Facilities: *Some Blood Bowl arenas are in beautiful shape. Great locker-rooms, wonderful training facilities, and immaculate dugouts result in perfect playing conditions. For example, the Skavenblight Stadium is kept in perfect condition year round, even if the grass has a slight green glow to it.*

Both teams add 1 RR's (maximum 8 total) for this game only.

Corporate Sponsorship: *Sponsorship on Blood Bowl has a long history. Blood Bowl is big business and a new trend of companies building stadiums should not be overlooked. Bloodweiser Stadium, Spike Arena, and Orcidas Arena are just some examples.*

You may add a D3 X 10,000GC extra winnings after the match.

Good Officials: *Some Officials are simply better than others. Good Officials have a knack for spotting fouls and are particularly hard to fool. Eagle Eyed Refs are a blessing to teams whose dirty player is missing the game.*

Good Officials add +1 to their Ref rolls.

Bad Officials: *Some Officials are simply better than others. Bad Officials like "Yellow" MacMurdy aren't very good at standing up to boisterous coaches and players. Coach Gak Throatmangler loved playing at Kislev Colosseum because a simple glance in the Ref's direction was enough for MacMurdy to reverse any call.*

Bad Officials can be talked out of sending a player off on a 4+ when a coach Argues The Call. They still send the arguing coach off on a 1, however.

Instant Replay/Cabalvision Review: *Recently some of the more uppity teams (see: High Elves) have been upset by what they consider to be bad officiating on the field. In order to help resolve this problem, they have created Instant Replay/Cabalvision Review. The system allows the Referee to examine a play in more detail if they choose to do so. Unfortunately, the system is quite expensive and the cost is passed on to the coaches.*

A coach may add a +1 to a Ref Roll by

spending 10K from his treasury. The gold must be deducted before the roll is made. The coach can spend up to 50K in this manner, but on a natural Ref Roll of 1, the player still gets away with it.

Extra Security: *Stadiums with extra security have safeguards against thuggish fans, drunken spectators and violent attendants. Employing the best security can often prevent the crowd from being the deciding factor in a game.*

The following kick-off results are ignored: Riot, Pitch Invasion.

CONCLUSION

Finding every possible reference to stadiums in the current text was no easy matter. I'm sure I've missed a couple, but I made every effort in incorporate what information was available. Once I had a list of the stadiums from the text, I then set about finding every location that would likely have a stadium. Again, not an easy task.

There are several house rules already in place for stadiums, but these are mostly rules regarding a team purchasing a stadium of their own. I avoided taking this route for several reasons. Any time you allow experienced teams to purchase something for an advantage, you end up hurting rookie teams who can't enjoy the same advantage. In addition, building your own stadium limits the number of places your team is likely to play. It also didn't fit the current world history for teams to have their own stadiums.

I then set about making up Weather tables for the various locations. Part of this was easy, because there was already an excellent article regarding playing on the Lizardmen's home fields (by Andy Hall). Rather than creating a separate weather table for each stadium, which would have take up this entire magazine, I created climates zones and mapped each stadium to one.

Lastly, I made the features of each stadium. The first version of these rules had several different features for each stadium, but testing indicated that this was overly complicated. Simply having one feature per stadium was enough to give them each an individual flavour.

I hope you enjoy playing with these rules as much as I enjoyed making and testing them.

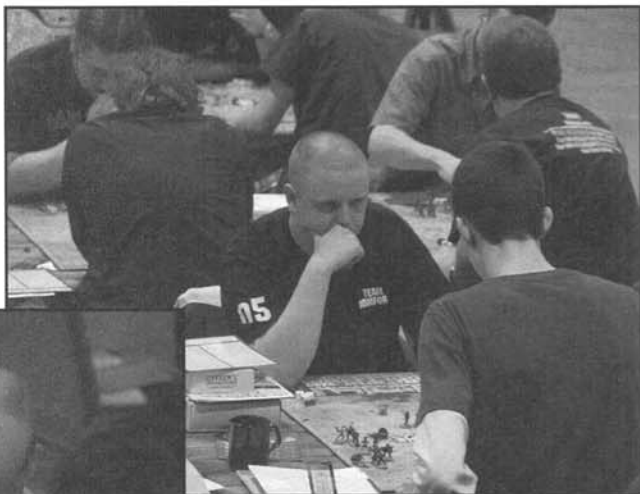
WERE YOU THERE?

More photos from the 42nd Blood Bowl



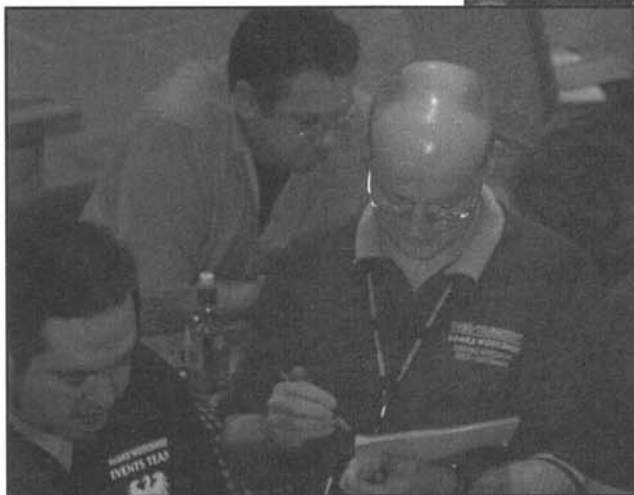
Page 20 Above: The top tables – the elite of the Blood Bowling world!

Page 20 Below: Concentrate on your own game!

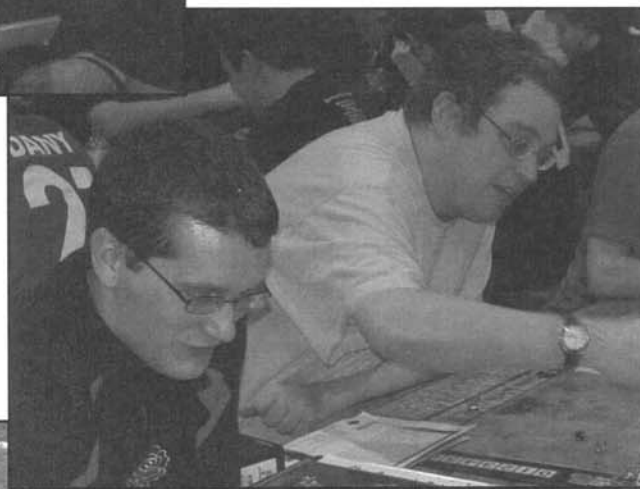


Above: Some serious psyching out going on!

Left: Brian, the tournament organiser ticks off on his 'to do' list.



*Right: Brothers?
Below: Anthony Watts won the best painted team Award with the below team – check out the Troll!*



BLOOD BOWL 7's

By Tom Merrigan,

with invaluable assistance from Andy Hall and Jervis Johnson

House Rules for an alternative version of the game

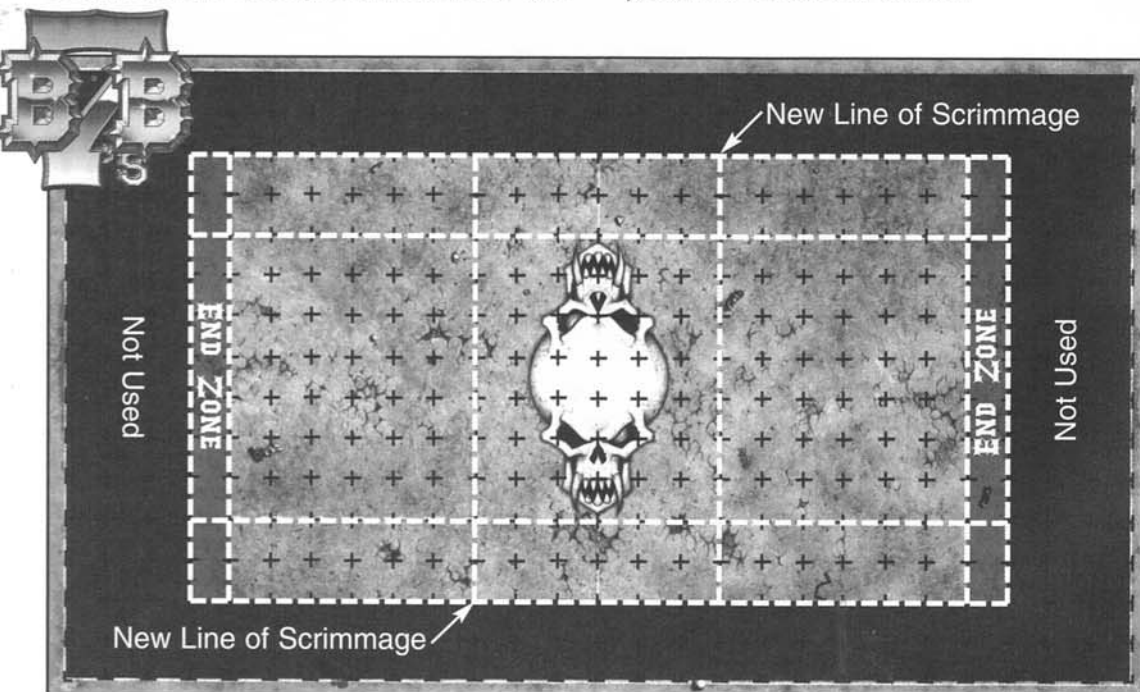
BB7's has been hard to categorise, it cannot really be tagged as Experimental as it will not directly affect the main game. However, we have put a few rules in there that might find their way into a future rules review as a tidying up exercise. The BB7's concept is also a sound one, so although it is a variant house rules article (like Dungeonbowl), we might do something with it at a future date.

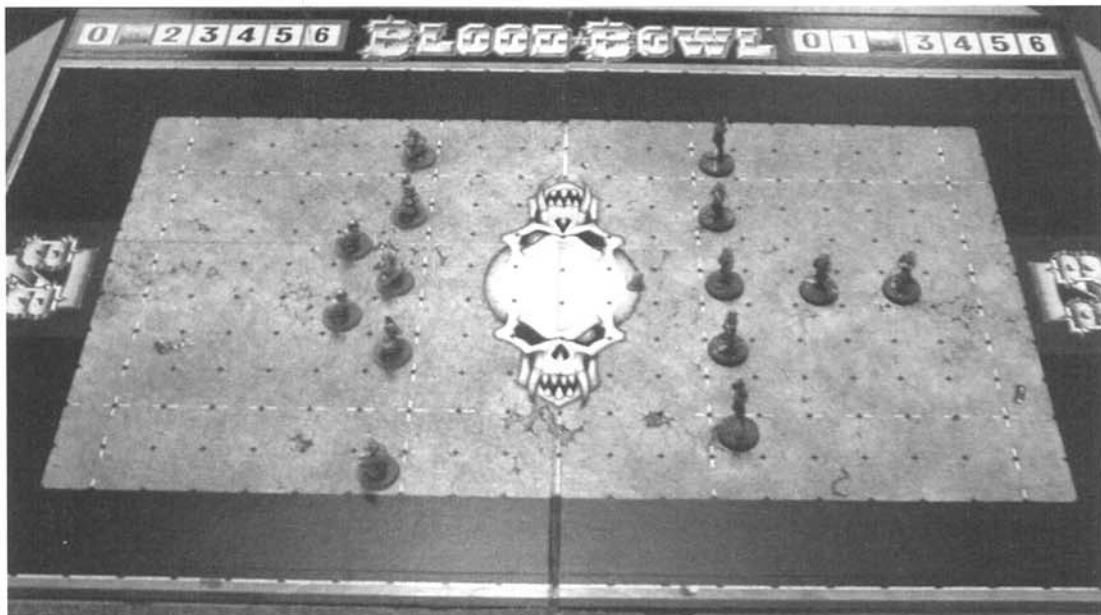
Welcome to Blood Bowl Sevens, the game of Fantasy Football in your lunchtime. Inspired by the popular 40K in 40 minutes, Blood Bowl Sevens was created so staff at Games Workshop head office could enjoy a game of Blood Bowl in their hour lunch break. For many staff, family and other social commitments means that the only time they get to play games is during their lunch break. Traditionally, this has meant playing one half of Blood Bowl in one lunch break and the other in another. However, what usually happens is you run out of time and end up rushing the last couple of turns or you get busy the following day and the second half could take up to a week to be played. Not very suitable for league commissioners trying to run an office league!

So, the idea was to create a version of Blood Bowl that could be played within an hour and

that would allow league commissioners to quite simply put together a Blood Bowl league. The easiest way I could envisage making this possible was to do two things – to reduce the number of players taking part in a match and to also reduce the size of the pitch. Here I was inspired again, by 'Hong Kong' Sevens – a seven aside rugby tournament.

With fewer players and a smaller pitch early play testing proved successful. However, the game still didn't feel quite right. It needed something to tie everything together. What I hit on next was to make all the difference. I decided to make Blood Bowl Sevens an amateur form of Blood Bowl. This would give me greater ability to make the changes I needed to make the game flow appropriately and, all importantly, be able to be played in a single lunchtime. So without further ado I present... Blood Bowl Sevens.





Dwarf and Elf teams line up for the kick off.

MAKING THE BOARD

The Blood Bowl Sevens board that was used throughout playtesting is very easy to make. Once I had decided on how big the board actually needed to be (by no means an easy task and one that took more than a couple of attempts) I marked out the area that would be used on a standard Blood Bowl board. The diagram opposite shows the exact dimensions of the board.

I then set about covering the playing area and any other areas on the board (ie the score trackers) that would be used with newspaper. I also used duct tape to keep the newspaper from moving and to provide an airtight seal. With the useful areas covered, what remained were all the parts of the original board that would not be used.

The next step was to spray the remainder of the Blood Bowl board with Citadel Chaos Black spray paint. I used two coats of spray, and when the second of these was dry I also added a coating of Citadel Matt varnish spray to add extra durability. When the varnish was dry I carefully removed the newspaper and duck tape to reveal my brand new Blood Bowl Sevens gaming board.

The final step was to paint two new lines of scrimmage (see the diagram below) and the two end zones onto the pitch. This was done by carefully painting a white dotted line in the four appropriate places. Once this was completed the board was finished. However, as an additional touch to finish the board off I

have also added two Blood Bowl Sevens logos, one to each end of the board.

GAME RULES

These are the core rules you will need in addition to those in the Blood Bowl rulebook in order to play Blood Bowl Sevens. Except where noted below, players should use the rules in the Blood Bowl Handbook and latest addition of the Blood Bowl Annual.

SETTING UP THE GAME

Each coach may set up 7 players between their End Zone and their line of scrimmage. In Blood Bowl Sevens the teams set up apart from each other in a similar fashion to Rugby (there I go again, stealing ideas). This means that there are two lines of scrimmage (one for each team), rather than just one in the middle of the pitch. The following other restrictions also apply:

1. The kicking team always sets up first.
2. At least three players must be set-up on the line of scrimmage.

THE KICK OFF

After both players have set up, the coach of the kicking team places the football anywhere on the field in front of the kicking team's Line of Scrimmage. The kick then proceeds as usual but a 'touchback' only occurs if the ball goes off the field (as normal) or crosses back over the kicking team's Line of Scrimmage (not over the halfway line). Note: this may result in the ball finishing in front of the receiving team.

THE KICK OFF TABLE

The following changes should be made to the Kick Off table.

1. A roll of a 2 (Riot) will result in the game being stopped for D3 turns, rather than D6.
2. A roll of 12 (Pitch Invasion) will result in D3 rather than D6 players being injured.

THE INJURY TABLE

Blood Bowl Sevens uses the following Injury table, rather than the one in the Blood Bowl Handbook. This is a simpler version of the table that is both quick and easy to use.

2D6 Result

- 2-7 STUNNED** – Leave the player on the field but turn him face down. All he may do for his next action is turn face up. Once face up, he may stand up on any subsequent turn using the normal rules.
- 8-9 KO'D** – Take the player off the field and place this in the dugout in the KO'd Players box. At the next Kick-Off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 they must remain in the KO'd box and may not be used, although you may roll again for them at the next kick-off. On a roll of 4-6, you may return the player to the Reserves box and can use them as normal from then on.
- 10 BADLY HURT** – Take the player off the field and place him in the Dead & Injured Players box. The player must miss the rest of the game.
- 11 SERIOUS INJURY** – Take the player off the field and place him in the Dugout in the Dead & Injured Players box. The Player must miss the rest of the game. If you are playing a League match, then the player must miss the next game as well.
- 12 DEAD!** – Take the player off the field and place him in the Dead & Injured box. The player won't be playing Blood Bowl anymore unless he joins an Undead team!

SKILLS

In order to keep the game balanced using the new Injury table, the following skills should be amended as follows:

Dirty Player: The player with this skill may add +2 to the Armour roll when fouling.

Mighty Blow: A player with this skill may add +1 to any Armour roll caused by a block or foul.

Piling On: A player with Piling On may re-roll a failed Armour roll against a victim caused by a block. If he does use the re-roll then he must be placed prone in his own square (although you do not have to make an armour roll for him). If the victim has been pushed back then the player must follow up to use this skill. Piling on does not cause a turnover unless the player was also carrying the ball.

Razor Sharp Claws or Fangs: A player with this skill may add +2 to any Armour rolls that he makes.

Stunty: The +1 to the Injury roll is no longer used. Instead there is a +1 to the Armour roll whenever a Stunty player is blocked. All other Stunty rules remain the same.

FOULING

One player per team turn is allowed to make a Foul action. This allows the player to move a number of squares equal to his MA and then make a foul against an opposing player who is both prone and in an adjacent square. The coach nominates the victim and then makes an Armour roll for him.

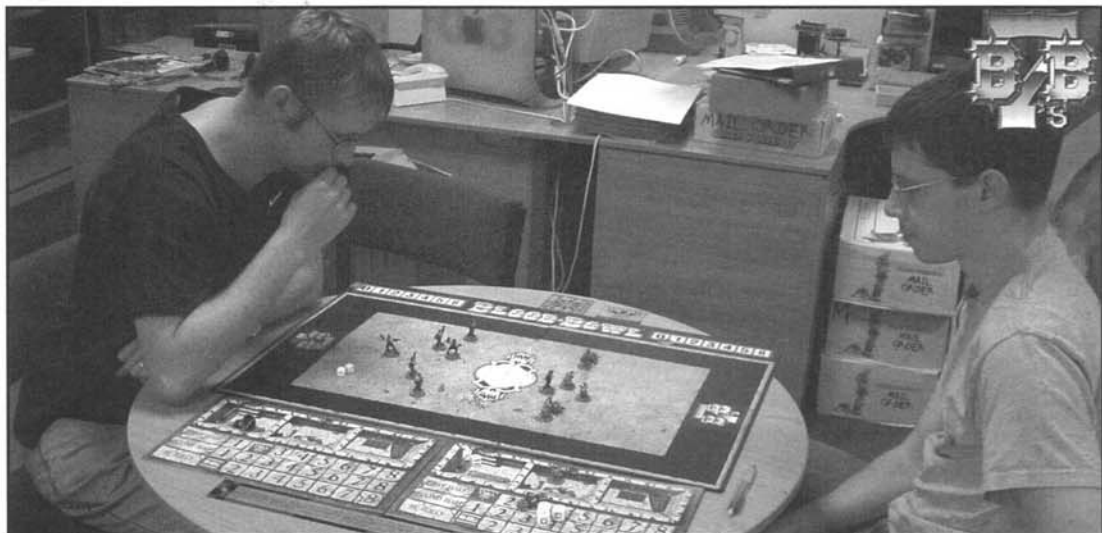
Other players that are adjacent to the victim may assist the player making the foul; each extra player joining in adds +1 to the Armour roll. Defending players may also give assists to a player that is being fouled. Each defensive assist modifies the Armour roll by -1 per assist. No player may assist a foul if they are in the tackle zone of an opposing

★ ★ ★ Did you know...

That the current Blood Bowl 7's champions of the World Amateur championship is a team that hails from a small island called Fridgi somewhere in the southern seas.

The Fridgians are a plucky bunch who excell at the seven-man game. Their lead scorer, Qommie Bazzard is a national hero after not only scoring a hat trick but also beating up rival team captain, the Skink, Howzes Zat.

Qommie is now trying to start up a full eleven-man team!



"Think Andy, think... don't let them see that you're crap..."

player and no player may assist a foul if he is not standing. If the score beats the victim's Armour value then he is injured and a roll is made on the Injury table to see what has happened to him.

If the coach rolls a double for the Armour roll then, no matter what happens to the victim, the referee spots the foul and sends off the player who committed it for the rest of the match. Assisting players are let off with a severe caution! If the ref spots a foul then the team suffers a turnover and their turn ends immediately. A coach may not replace a player who has been sent off until after a touchdown has been scored or a half has ended.

THROWING THE BALL

As an unprofessional league, Blood Bowl Sevens players are not as athletic as their professional counter parts. To represent this, all Blood Bowl Sevens players must increase the range by one category when they make a pass. This means a Quick Pass counts as a Short Pass, a Short Pass as a Long Pass, and a Long Pass as a Long Bomb. Players may not attempt a Long Bomb at all as the distance is just too great. If the player has the Stunty skill then they must increase the range by two categories instead of just one.

PICKING A BLOOD BOWL SEVENS TEAM

A Coach has 600gp with which to pick their Blood Bowl Sevens team. He may choose his team from any of those in the Blood Bowl Handbook or the latest edition of the Blood Bowl Annual. Use the standard rules for

choosing your Blood Bowl Sevens team, but with the following changes:

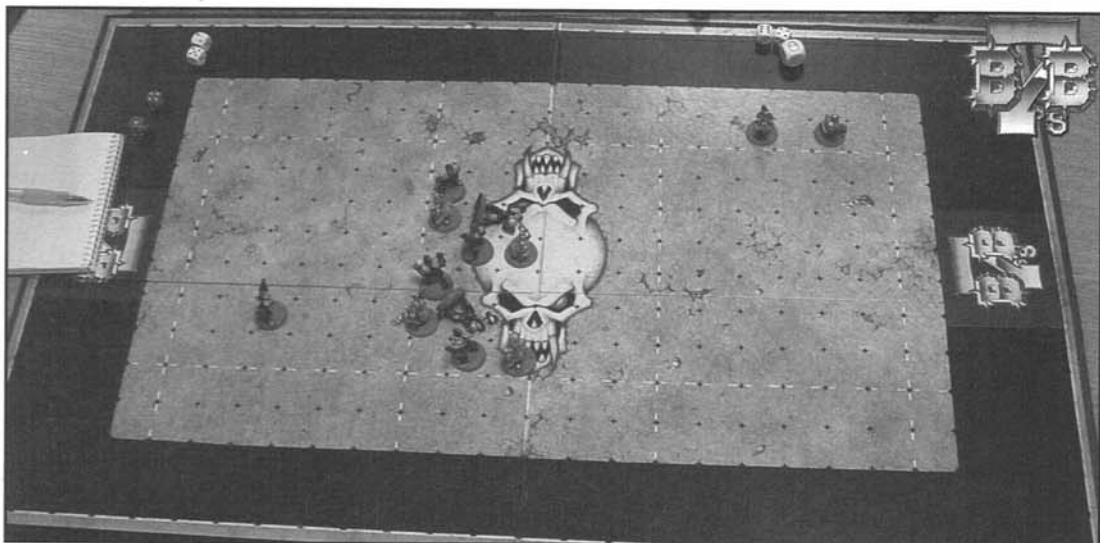
1. All team costs are divided by 1,000. So if a player usually costs 80,000gp in Blood Bowl, they will cost a total of 80gp to sign to your Blood Bowl Sevens team. Similarly, an Apothecary will cost 50gp (50,000gp / 1000). This is done primarily to reflect the unprofessional nature (low sponsorship and low pay) of the Blood Bowl Sevens leagues.
2. You must have between three, but no more than 10 players on your team roster.
3. Each point of Fan Factor bought costs 20gp each (instead of 10gp).
4. Team re-rolls may not be purchased.
5. Assistant Coaches and Cheerleaders cost 50gp each (instead of 10gp).
6. Star Players may not be purchased, not even as freebooters. Blood Bowl Sevens is an unprofessional league and a Star Player wouldn't be seen dead in such a place, let alone playing for a Blood Bowl Sevens team.

CAMPAIGN RULES

Use the following campaign rules instead of those printed in the Blood Bowl Handbook.

THE GATE

The Gate for a match of Blood Bowl Sevens is worked out in the following way. Each coach rolls a D6 per point of Fan Factor (FF) their team has. The score for each team is then added together and multiplied by 5 to give the total number of people who turn up for a match.



It's all gone pear-shaped...

For example, the Worlds Edge Slayers have a FF of 1 and the Hellpit Hell Spawns a FF of 2. That means that between them the two coaches roll a total of 3D6. In this case the total score comes to 11, which is then multiplied by 5 to give a total score of 55. This means that a total of 55 fans have turned up to see the game between the Worlds Edge Slayers and the Hellpit Hell Spawns.

MATCH WINNINGS

After a match, each coach must calculate their team's match winnings. The coach that won the match receives $(D6 + 1) \times 10gp$. The coach that lost the match receives $D6 \times 10gp$.

STAR PLAYER POINTS

Players do not gain Star Player points in Blood Bowl Sevens. Instead, after every game, choose one player on your team roster that took part in the match and roll a D6 and consult the Star Player Roll table as normal. This roll is made automatically and is the only manner in which a player can gain new skills.

You must pick a player on your roster after each match you play and make a roll for them on the Star Player Roll table. You are not allowed to decline choosing a player and making the roll. You may pick a player that has already received a Star Player Roll (SPR) but the more skills a player receives, the greater the chance of them being noticed by a professional team and drafted into the professional Blood Bowl league (see The Draft below).

THE DRAFT

As players become more experienced there is

a chance they will be noticed by a professional major league team. When this happens there is little a coach can do as their best player is poached on the promise of a huge salary, all the beer they can drink and a bevy of beautiful women. It is little wonder that not many players refuse such an offer.

Every time you make a roll on the Star Player table you must make an additional roll to see if a professional Blood Bowl team has drafted the player in question. Roll 1D6 and consult the table below.

SP Rolls	Title	Draft
None	Rookie	None
1	Experienced	2+
2	Veteran	3+
3	Emerging Star	4+
4	Star Player	5+
5	Super Star	6+
6	Mega Star	Automatic

If the score equals or beats the score shown on the Draft column then the player has not yet drawn the attention of a professional team and will continue playing for his Blood Bowl Sevens team. If the roll is less than the score required then the player is drafted into the professional Blood Bowl league and never seen by his Blood Bowl Sevens team again. You should remove the player from your Roster and adjust your Team Rating accordingly.

TEAM RATING

A Blood Bowl Sevens Team Rating is calculated in the following manner. Add up the

entire cost of the team in gold pieces, including any money that is in the team treasury. This number is then divided by 10 to give the team's base Team Rating score, which for starting teams will always be 60.

In addition, an extra 10 points is added to the Team Rating for every SPR a player on the team roster has received. So if you had a team where three players had received 1 SPR each and one player had received 2 SPR, then you would add an additional 50 (5 SPR x 10) to your Team Rating. If a player is drafted out of your team you will need to make sure you amend your team rating appropriately, subtracting the cost of the player and any SPR they may have had from your Team Rating.

APOTHECARIES

A coach may still buy an Apothecary for their team, but due to the fact Blood Bowl Sevens is an unprofessional league, an apothecary usually amounts to little more than a fan on the side of the pitch with a big bucket of water and the 'lucky' team sponge. Because of this an apothecary will only work on the D6 roll of a 4+, rather than the standard roll of 2+ when trying to negate the effects of an injury or niggling injury.

WIZARDS

The standard Blood Bowl rules for adding wizards to your team are not used. Instead, a coach may hire a Wizard for a single match at a cost of 90gp. Although Wizards like the unprofessional leagues as it gives them the opportunity to try out a new spell or two, or practice turning someone into a toad, they

have very expensive fees and so can rarely be afforded for more than a single match. After a match, the Wizard will leave the team to find new services unless you are willing to fork out an additional 90gp.

TEAM REROLLS

A coach may not purchase any team re-rolls when creating their team, nor may they purchase any once the league has started. Being an unprofessional league, good coaching staff are hard to find and players very rarely turn up for training anyway. This means that the chances of a Blood Bowl Sevens team being able to effectively train and execute any form of set play is exceptionally rare. Re-rolls gained as a result of the Kick-Off table may be used as normal.

DESPERATE MEASURES

If the opposing team has a team rating that is more than 50 points higher than your own, you may use a Desperate Measure to try to even the odds in the match.

It's important that you are able to keep the Desperate Measure selected secret until you use it, and because of this you will need to use one of the random number counters supplied with the game to pick it. Take the counters numbered from 1-12, and randomly select one. Keep the counter you have chosen secret from your opponent until you use it. Note that this will mean that your set of random number counters will no longer be complete, so you will need to either use your opponent's counters or use a different method of selecting random players during the match until the counter has been used.



Desperate Measures (2D6)	
Counter	Result
1	Banana Skin
Action:	One of your players has been snacking on an energy-boosting banana.
Declare:	When an opposing player enters a tackle zone next to one of your players.
Effect:	The opposing player falls over and must make an Injury roll.
2	Razzle-Dazzle
Action:	One of your players has been practicing hard for the up-coming match because he has heard a scout from a big professional team will be watching.
Declare:	After a player has completed an action.
Effect:	The player may take a second action.
3	Hangover!
Action:	One player on the opposing team has been out celebrating the night before the match and turns up late.
Declare:	Before the match.
Effect:	One player on the other teams misses the first drive of the match.
4	Spy
Action:	You have hired a spy to steal your opponent's playbook in order to give you the edge in the match.
Declare:	When you suffer a turnover.
Effect:	Counts as using a team re-roll.
5	Biased Referee
Action:	The referee has been bribed to turn a blind eye.
Declare:	Before an opponent rolls the dice to make a block or a foul.
Effect:	Opponent is called for illegal procedure and immediately suffers a turnover unless they can successfully argue the call.
6	Is It A Touchdown?
Action:	The referee's view is momentarily obscured.
Declare:	When an opposing player scores a touchdown.
Effect:	The opposing team suffers a turnover and will only score a touchdown if the player with the ball is still standing in the End Zone at the end of their next turn.
7	Assassin
Action:	You have hired an assassin before the match to take one opposing player out of the match.
Declare:	At the start of one of your turns.
Effect:	The assassin hits an opposing player with a poison dart. Pick one player on the opposing team and place them in the Knocked-Out box in their dugout.
8	Illegal Drugs
Action:	One of your players has been taking some performance enhancing drugs prior to the match.
Declare:	At the start of the game.
Effect:	Choose one player on your team. That player has either their strength or their agility increased by 1 for the duration of the match. After a touchdown is scored or at the end of a half, roll a D6 for the player. On a 1 the player suffers an allergic reaction to the drugs. The player must miss the rest of the match
9	Grudge Match
Action:	Both teams have an ugly history of playing against each other...
Declare:	At the start of the game.
Effect:	Your team may take any number of foul actions per team turn, rather than just one.
10	Knuckle-Dusters
Action:	One of your players has smuggled some knuckle-dusters onto the pitch.
Declare:	When one of your players makes a block.
Effect:	The victim of the block is automatically knocked down and fails their Armour roll – no dice are rolled for the block or Armour roll.
11	Set Piece
Action:	In preparation for the big match your team has been practicing some set piece plays.
Declare:	When you pass the ball.
Effect:	The pass is automatically accurate and is automatically caught, no dice roll is required for either. Opposing players may still try to intercept the ball, and the player the ball is thrown to must be in range of the thrower.
12	Magic Scroll
Action:	A suspicious looking man from a betting syndicate gives you a spell scroll prior to the match.
Declare:	At any point during the match.
Effect:	Counts as having a Wizard on your team, allowing you to cast one spell.



COACH'S CORNER

Do you have an opinion? Write in and let us know what's on your mind. Send them to Fanatic@games-workshop.co.uk (with Coach's Corner in the subject line) or write to: Coach's Corner, Fanatic, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, United Kingdom.

THEY'RE ALL RACIST!

Dear Andy

I agree with you that BB is a 'steam punk' setting – that is a future fantasy of the Warhammer world. However, why won't the citizens of 'Altdorf' allow Chaos fans to their city and play Blood Bowl?

The game has rules, that are near our own world: humans, gravity and death (in most cases). Ok, I hear you say, well the Warhammer world cannot be in a state of indefinite conflict. The economy would not support it and just think, Bloodwieser and Orcidas are not going to be doing too well because the military budget is eating up their profits. Therefore, there is a peacetime. Then they play Blood Bowl!

So now you are going to argue 'oh it's alright for Altdorf to have Elves (not dark?), Dwarfs (non Chaos) and Halflings, etc. Personally, I think this is racist. Just because Chaos is coming, they should put up more police – like an England footy game. If we expand your theory, no one would go to Chaos, Skaven, or Undead games because there is not enough sanitation or food hygiene. Ok, the NAF has had to legislate for that so they can play Blood Bowl the Old World over.

Just imagine the treaties of different regions. Empire's border tensions with Bretonnians or the cod war with the Norse the Wood Elves are against building stadiums on Green Belts or Lizardmen demand sprinklers. So with all those racial difference requirements there will have to be a Blood Bowl 'Federal Association for Racial Campaign for Equality'. FARCE does its best to bring an enjoyable and affirmative environment to all of the fans of Blood Bowl despite the punch ups on and off the pitch by over zealous fans.

Cheers
Richard Stephens
Bristol

Isn't everybody racist in the Blood Bowl world?

CRAZY LITTLE HOUSE RULE

Hi,

As an experienced Blood Bowl coach, I've played with literally every team out there, but during that time I have noticed a somewhat worrying trend in that, although players may gain skills, they never seem to develop beyond the small painted metal lump on a green piece of card. Giving each character a name helps to develop the players, but playing 'in character' has, in virtually every other GW publication, been crucial. So here's a little house rule I came up with – and it has worked wonders, both for the depth of the game and the enjoyment we get out of it.

The idea is this: each race now has access to a unique skill. This is a special skill which only players from that race may have. In addition, it may only be gained on the roll of a double. If you have an allied or mixed race team (eg Ogres) the Ogres could not take the Goblin's unique skill. Having a different skill for each race really does help to bring out a player's character. Here are a few of my examples:

Gang Up (Goblin) Gives +2 when assisting Block or Foul.

Ignore Ball (Chaos) -2 pick up modifier, but may re-roll 1 Block per team turn.

Pride (High Elf) Failing an action gives +1 to the roll in the next turn to regain the lost pride of failure

Grudge (Dwarf) An injured Dwarf (including stunned) gains the Mighty Blow skill against the offender until the offender is injured.

Sarcastic (Chaos Dwarf) Any action (except Block) taken in a CD's tackle zone suffers a further -1 penalty as the sarcastic barbs hit home

Sorry for the rambling e-mail, but I think it's actually quite important. Believe me when I say it makes the whole game a lot more fun – it also gives meaning to the players on the field.

Yours
Seb Nichols
Disgruntled Ogre Coach



Spike!

BLOOD BOWL NEWS AND VIEWS



The Ed-Eater

With the final already a distant memory, pundits and fans are already talking about the upcoming 2503/04 season.

The teams are preparing to travel once more and the CabalVision

channels are having their usual last-minute negotiations for broadcasting rights. An interesting phenomenon of this exclusivity is the fact that all Reikland Reavers games are with the NBC, whilst CBS has the rights to the Orland Raiders. If or when these two giants of the Blood Bowl world meet, the natures of their contracts means that NBC viewers will only see the Reavers players, the Raiders having been blurred out and vice versa for the ABC viewers.

The money generated by these lucrative contracts means that teams have been spending record amounts of money in this year's off-season. Some of it has not all been wisely spent. For instance, the Greenfield Grasshuggers have spent their money on financing the world's biggest sausage, which they hope to devour at their first league game, although reports have already come in that some 'Sausage Thief' had already stolen half of the sausage.

The Low Down Rats also squandered their CabalVision fee – which could have spent on buying in some badly needed players – on a year's rental on a bouncy castle!

Not all teams have been so unwise; the Marauders have in fact been uncharacteristically thrifty, leaving them with a large amount of money in the bank. While this will undoubtedly leave the Marauders in a strong position for later in the season, surely that money could have been better spent now on players and a new assistant coach after the Marauders' Head Coach, Goran Slaver, killed his last one with a chainsaw.

The other big teams have been a little less cautious and have bought some fine young players from this season's draft. Like new Elf Blitzer, Orion Spangletongue – who is going to the Eagles. This guy is a mere stripling at only 80 years old but has caused a furore at college level by being the first player to throw the ball and catch the same pass at the other end of the field. We'll be keeping a close eye on him at Spike!

Other notable players include Goblin, Fubby "Farting" Francis who has already killed a few backroom staff at his new home with the Underworld Creepers. And recently deceased, but now playing for Necromantic team, Cushing Hammer, Zombie Plague Moore.

Until next time BB Fans!

Pierce'd Organ, the Ed-Eater

Coming this season on the Necromancers Broadcasting Circle

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Extreme pre-match festivities, "what no fan has done before"

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Back by popular demand, thirty uninterrupted minutes of nothing but pictures of Griff 'yes, I'm really human' Oberwald!

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Tactics magazine dedicated to Dwarfs.

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Again!

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Serialised drama starring Beryl Sweet, look out for episode 14, where Beryl stands on a cliff some more.

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The favourite talk show for the Undead, hosted by Dry-Rot Lederhosen.

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All the action from the recently allied Guilds of Goblin Mudwrestling. Featuring Spungo the Magnificent and his archrival, Bulk Slogan.

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★ **WECWCWFE: The Regal Rumpus – LIVE!**

50 goblins thrown into a giant, mud filled pit, fighting for the unified GoGMW Title. Featuring The Flatulator, and Big Fatty.

And Films coming soon to NBC CabalVision Movie channels include: *One flew over the KO'd Ref*, and *I know what you did last season!*

★★★ 'Got yours?' ★★★

NBC is part of the CabalVision Network

ASK LORD BORAK!

Spike! Magazine's very own Agony Uncle
answers your queries

Dear Lord Borak,

In my life. Oh, why do I give valuable time. To people who don't care if I live or die?

Morrissey

Dear Morrissey,

When a person feels depressed, something needs attention. Too much stress can make it hard to cope and important feelings may be suppressed or turned inside out. A major loss or grief requires time and emotional support for real recovery – and even a buildup of minor stresses (disappointments, setbacks, crappy record sales) can contribute to depression. Any person with deep, long-lasting, or recurring depression should seek the care of a licensed mental health professional, or better yet, fouling Wood Elves seems to work every time.

Bigmouth strikes again,

Borak

Dear Lord Borak,

I am a Blood Bowl referee and I'm sick and tired of the lack of respect displayed by you and all the other players out there! Time and time again I have been assaulted, spit on, cursed at and generally bullied to the point where I don't know why I even bother with this job any more! What can be done to end the mistreatment of referees in Blood Bowl?

The Ref

Dear Ref,

We treat YOU with disrespect?! Now that is amusing! What I'd like to know is why I was ejected last week for stepping on a Halfling's skull when his head clearly ended up under my foot as a result of him slipping on the turf. And just the other day, I was apparently accused of "unsportsmanlike conduct" just because I had a Wood Elf head in my hands. I thought it was the ball, it wasn't my fault! Now if you refs stopped giving us such a hard time and let us play the freakin' game, maybe you'd find your job a bit easier! So next time you see my boots covered in blood and teeth, just think to yourself "well maybe they were already like that" before you get hasty and blow the whistle.

I do it for the kids,

Borak

Dear Lord Borak,

I am a Blood Bowl coach who has just been fired from my job. I have eight children to feed. What do I do?

Coach Sigmund Sauerbraten

Dear Sigmund,

The key to overcoming undesirable situations in life is to remain positive. Look at it this way, you've got all this free time to do whatever you please AND all that food! Eight kids will keep you going for months. Make sure you keep one or two around so you have some income from their work in the mines.

Cbin up,

Borak

Dear Lord Borak,

My wife and I are in the process of potty training our two year old daughter. Could you offer any words of advice to help speed up the process?

Your friend,

Jason

Dear Jason,

Over the years, many critics have called my performance on the field crap, so I suppose I am qualified to answer this question. If speeding up the process is all you are interested in, I suggest that squeezing your child may give you the results you are looking for. I suppose you could try, rewarding them with praise, but I can hardly see what sort of good that would do.

It was hard not to curse in that one,

Borak

Feeling happy? Blinded by the colour pink? Can't find your wig? Then perhaps you need to ask Lord Borak the Despoiler a question of your own! Send your questions to askborak@tbbf.org and he will think about answering your pathetic plea for help in his next column. And don't forget to visit Ask Lord Borak online at: <http://www.tbbf.org/>

★ **ZARA THE SLAYER** ★
THE CHOSEN ONE



MOVEMENT

6

STRENGTH

4

AGILITY

3

ARMOUR

8

SKILLS

Block
Dodge
Jump Up

TRAITS

Dauntless

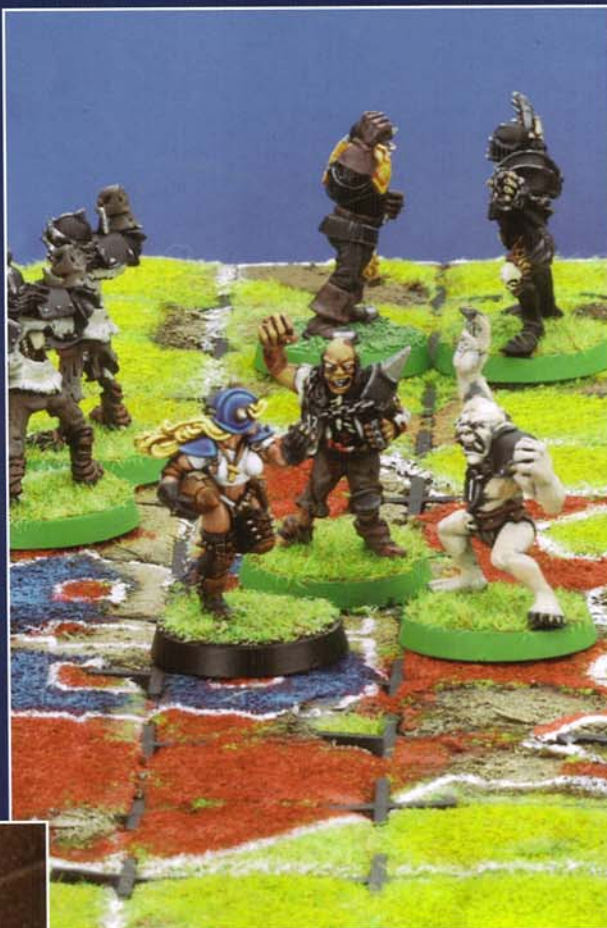
SPECIAL

Stakes

TEAMS

Humans, Amazons, Norse & Dwarf

140,000 GOLD PIECES



★ **RAMTUT III** ★
UNDEAD MUMMY



MOVEMENT

5

STRENGTH

6

AGILITY

2

ARMOUR

9

SKILLS

Block
Mighty Blow
Break Tackle

TRAITS

Regenerate

SPECIAL

None

TEAMS

Khemri & Necromantic

160,000 GOLD PIECES

BLOOD BOWL™

RAISING THE DEAD

Designer's notes and updated roster
by Jervis Johnson

ZARA THE SLAYER

The Chosen One
by Andy Hall

THE NORSE PLAYBOOK

More team tactics
by Anthony Watts

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An Alternative game
by Tom Merrigan

SPIKE! MAGAZINE

This issue: The Ed-eater speaks!



Ramtut strides on to the field



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