

New Teams for Blood Bowl

During the 2007 Rules Review, the 5 members of the Blood Bowl Rules Committee (BBRC) unanimously voted that the following three teams would be good additions to Blood Bowl. However these three teams cannot be made officially experimental or an official part of the Living Rulebook until such time in the future when Specialist Games has the ability to create a range of miniatures to properly support all three of their releases at once. Paul Gegg and Tom Anders of the BBRC have written up this article to describe these teams for your leagues to consider as possible house rules until their status can be made official.

(Note: insert cool article for SG/Fanatic Online here by Paul and I talking about the three teams, some strategies for playing them, the background they have in relation to the game's history, and discussion of how to create these teams using existing GW miniatures).

RULES RELATED TO THE NEW TEAMS

A change is required to the Journeymen inducement text to allow the new teams into the game:

Journeymen

If your team can only field 10 or less players for the next match, you may bring Journeymen onto your team for free until your team can field 11 players for the next match. **A Journeyman is always a player from a 0-16 or 0-12 allowed position on your team's roster, 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.

One new skill is always added to the game to represent the infighting found in mixed race teams that are not normally allies.

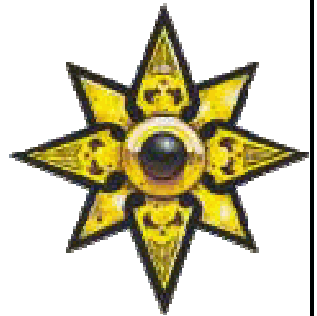
Animosity (Extraordinary): A player with this skill does not like players from his team that are a different race than he is and will often refuse to play with them despite the coach's orders. If this player attempts to hand-off or pass the ball to a team-mate that is not the same race as the Animosity player, roll a D6. On a 2, the pass/hand-off is carried out as normal. On a 1, the player refuses to try 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 or Hand-off Action to another team-mate of the same race as the Animosity player. If that is not possible, the Action is lost to the team for the turn.

And last put not least the details of the three new teams:

Teams:

CHAOS PACT

Chaos Pact teams are a mix of evil and chaotic races. The Marauders while enthusiastic have to be coached to fill the different needs of the team while other races provide the muscle and fineness to support the Marauders. However due to the arrogance, stupidity, or animalistic nature of the team members, it is rare to see a well organized and effective Chaos Pact team. The Chaos All-Stars are the best example of how great this team can be with the right coach.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
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: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Fezglitch, Mad Max, Morg 'n' Thorg, Ugroth Bolgrot, Zzharg Madeye

SLANN TEAMS

The Slann team is an ancient race of space travellers stranded on our planets many ages ago. After realizing that rescue was never coming they settled down and began ordering the Lizardmen around as their leaders. While most Slann prefer to become fat and lazy lording over the Lizardmen, a few of younger and more energetic members enjoy travelling the realm and playing Blood Bowl. While the Slann have no passing game to speak of, their ability to leap, dive, and intercept are second to none.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	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: 50,000 gold pieces each

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

UNDERWORLD TEAMS

On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form Blood Bowl teams. The Underworld Creepers are the best known and most successful of these Underworld teams to date. However these teams often have very poor records as they spend most of their time infighting and blaming each other for the errors for each play. The one feature of this team that makes many fans attend is that the players sleep and bathe in Warpstone (and some eat it). While this kills off most of the potential players before they ever join a team, the ones that do survive often develop fascinating mutations.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
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: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Fez glitch, Glart Smashrip Jr., Morg 'n' Thorg, Nobbla Blackwart, Skitter Stab-Stab