

# **THE BRUTAL GAME 2006: BLOOD BOWL FOOTBALL (SOCCER)**

© By Scott Elaurant

## **Introduction**

These rules allow players with Games Workshop's Blood Bowl © game to play a blood-bowl-style fantasy football game, using the same game equipment and miniatures.

Although players will find the strategies in this game quite different from Blood Bowl, the game mechanisms are deliberately kept as similar as possible. Unless these rules specifically state otherwise, Blood Bowl rules are used where relevant. For example, rules for player blocks, dodges, knock downs, armour, injury, illegal procedures and re-rolls are all used.

## **Brutal Game History and Background**

The Brutal Game or Blood Bowl Football (or simply "Football" or Soccer in one human colony), is the main sport played in the Warhammer world. Unlike Blood Bowl, it is played with the feet, and no throwing or holding of the ball is allowed, (except by a teams Goaly). Players take pride in their ability to meet the ball, and more importantly their opponent, with a well placed kick.

The origins of BB Football are lost in time, but it is thought by sages that it may have evolved from an ancient game called "football" (or Soccer in that Albion colony). Some say that it was originally played only by humans between each other. But these same sources also claim that it was a game of skill not violence, and so they are generally not regarded as reliable.

Whatever the origin, BB Football is the most popular game in the world, played by every race on every continent. In money, players and fans, it easily surpasses Blood Bowl.

Each land has BB Football leagues open to club teams of players of the predominant race. Club teams also usually allow one or two imported players from a foreign race. Top clubs compete against each other in continental championships such as the old World Cup and even world club championships. At the highest level, the finest players of each race are selected for games between race teams in the "Cup of Death" each four years.

All Football games are controlled by FIFA, the Fear In Football Association. FIFA is as powerful as it is corrupt. FIFA organises the famous Old World Cup Club competition, and the infamous "Cup of Death" every four years.

## **Equipment Required**

The game is played with the miniatures, dice and templates from the Blood Bowl © game. The BB Football ball is round rather than the oval shaped ball used in Blood Ball.

All of the teams are based on Blood Bowl teams allowing the same miniatures to be used. Of course, players may customise miniatures with more "Football-like" poses.

## **Choosing a Team**

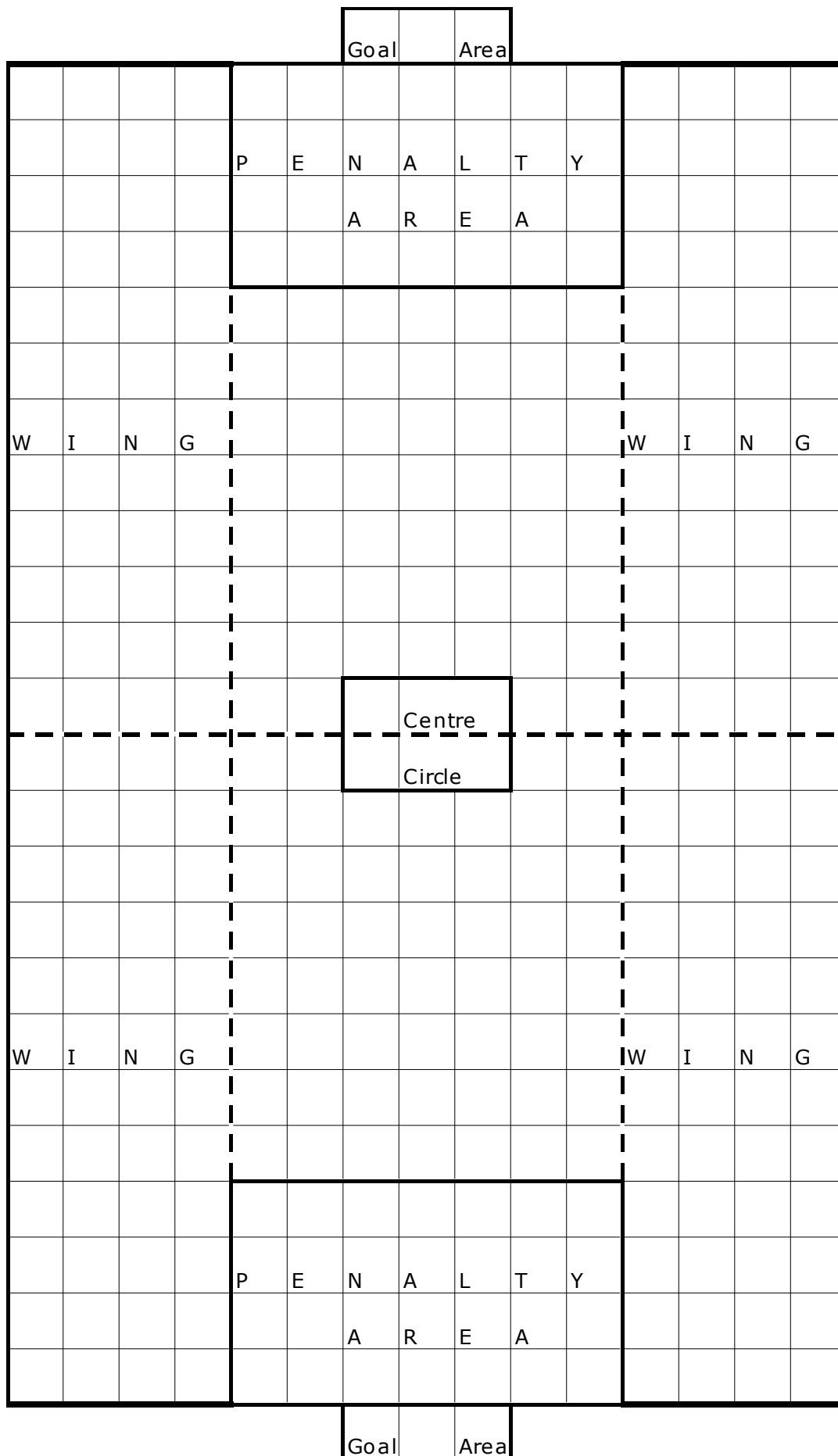
In BB Football team coaches are called "managers". Managers chose a race for their team, with the same choices as in Blood Bowl. They may pick starting teams worth 1,000,000GP. This includes fans, team rerolls and any extra management staff. Like Blood Bowl, starting teams must have at least 11 players.

The position each player plays in the team must be defined. At least one player on each team must be nominated as a Goaly. Only one Goaly per team is allowed on the field at a time and he is the only player allowed to pick up and throw the ball. The other players must be either Defenders, Midfielders or Strikers. This position does not greatly affect game play, but will affect what skills the players may acquire in league or tournament play.

## **The Field of Play**

The game is played on a board which represents the field of play. The board is the same size as the Blood Bowl field. However, there are several differences with the Blood Bowl field:

- Each half is 15 squares wide and 11 squares deep, as in Blood Bowl;
- mark a line across the field at half way as in Blood Bowl;
- mark side and rear boundary lines as in Blood Bowl;
- in BB Football the end zone is out of play, except for the middle three squares, which are called the Goal;
- Mark a Penalty Zone, as the area seven squares wide and four squares deep immediately in front of each goal.
- Mark the middle three squares on each side of the half way line, as the Centre Circle;
- Mark a Penalty Spot three squares in front of the middle of the goal mouth;
- The four end squares down each side are called the "Wing".



## **GAME RULES**

Unless stated otherwise, the game rules are the same as in Blood Bowl. The main differences are listed as follows:

### **Starting Positions**

At the start of play, the kicking team places up to 11 of their players on the field, followed by the other team. The following restrictions are placed on players starting locations:

- All players must start on their own half of the field.
- The Goaly (only) must start in the Penalty Zone;
- Other players may start in any square on their side of the field;
- Up to five players may start adjacent to the half way line;
- A limit of two players may start in each wing area;
- The side kicking off must have two players in the Centre Circle. These may be any position except Goaly.

### **The Kick Off**

The ball is placed by the kicking team in the Centre Circle. It may be placed in possession of one of their players their. After the results of the Kick-Off table have been determined, the kicking team may move their players and run or pass the ball as they chose. They need not kick the ball into the opposing half.

### **The Round Ball**

As stated, BB Football uses a round ball. (Warhammer canon-balls are suggested.) This tends to bounce more predictably than an oval ball. Whenever Managers must determine scatter of a ball, they roll for direction only once, and then the number of squares it will travel in that direction.

### **Movement**

BB Football players move as in Bloodbowl, one square for each point of speed. Only one player per turn may attempt a Blitz. Players may still use Sure Feet and Sprint Skills to move further.

### **Possession of the Ball**

BB Football players (except the Goaly) may not pick the ball up, and must run with it at their feet if they are in possession of the ball. Thus rules such as Throwing, Catching and dropping the ball apply only to the Goaly. Other players use Dribbling skill to control the ball.

### **Dribbling**

Attempting to move with the ball at a player's feet is called dribbling. Before a player can dribble they must have possession of the ball. Having possession of the ball means having it at their feet, not in their

hands. Players need to roll Agility to gain possession of the ball, when they move into the square in which the ball is in. Players with Dribble skill may reroll failures.

A player in possession of the ball, may also attempt to run with it by Dribbling. This is the same as running with the ball in Blood Bowl, with the following changes:

- Dribbling Skill replaces Sure Hands;
- A player dribbling loses possession on any Push Back result if tackled, unless having the Dribbling skill.

### **Passing**

In BB Football, Passing refers to an attempt by a player to pass (short kick) the ball with their feet along the ground towards another player. To Pass a player must nominate the intended target player, then measure range with the Blood Bowl range template, then roll Agility, modified for range and tackle zones. A player with Pass skill may reroll a failure. Success results in an accurate Pass. Failure results in a Pass that scatters 1D3 squares from the target square and causes a Turnover. A Fumble scatters from the Passing players square and also results in a Turnover. An accurate Pass needs to be controlled by the receiving player making an Agility roll, with modifiers of +1 for an accurate Pass, and -1 per tackle zone. Players with Dribble Skill may reroll failures. Success scores a Star Player Point for the Passing player.

A Pass may be Intercepted by a player in the path of the Pass just as in BloodBowl. To do this roll Agility with a -2 modifier plus modifiers for tackle zones. A Goaly may similarly Intercept using Catch skill. An Interception results in a Turnover and the Intercepting player being in possession of the ball, or holding the ball if they are the Goaly in the Penalty area. Successful Intercept scores one Star Player Point (SPP) for the intercepting player.

BB Football is a fast, open game. If successful, a team may make two Passes in a turn (or a Pass and a Kick), although each individual player may only make one Pass in a single turn.

### **Kicking**

In BB Football, Kicking refers to an attempt by a player to make a long kick of the ball downfield, over the heads of other players. Kicks may be made by any player standing in possession of the ball (including a Goaly in the Penalty Area holding the ball), provided they are not in the tackle zone of an opposing player. Simply nominate the target square, roll the D8 for scatter, and roll a six sided dice for the number of

squares of scatter. This is the square the ball will land in. A distance roll of 1 is a fumble. A team may make only one Kick per turn.

Kicks are very high, so cannot be intercepted by players they may pass over. Everybody knows that long kicks are inaccurate, so they only count as a turnover if they land in the square of an opposing player. A Goaly may try to Catch (or Diving Catch) a ball that has been Kicked to their square, or an adjacent square.

Players with Kick Skill halve the distance that their Kick will scatter. Their Kicks will scatter one square on a roll of 1 or 2, two squares on a roll of 3 or 4, and three squares on a roll of 5 or 6. A distance roll of 1 is still a fumble.

### **Shooting**

To score a goal, a player with possession of the ball must either Dribble the ball into one of the squares of the Goal, or Shoot the ball into one of the squares of the Goal. To Shoot, the player nominates the Goal square the Shot is aimed at, then rolls to hit an accurate Shot. To do this, the player must roll agility, with modifiers for range and tackle zones as for Passing. The angle also affects Shooting – there is an additional -1 modifier if the player Shooting is located in either Wing area. Note that for Shooting, a six is NOT automatically successful – there will be situations where an accurate Shot is impossible, depending on range and defenders.

Shooting at Goal is difficult and places a lot of pressure on the player, knowing the consequences of failure in most leagues... IF a Shot is successful, it must be rerolled unless the player has Shoot skill. If a shot is unsuccessful it may not be rerolled, whether the player has Shoot Skill or not.

If a Shot at Goal is inaccurate, it is a turnover and a TouchBack to the other team. They may restart by placing the ball in possession of any player in the back four squares of the field. A fumble is also a Turnover and causes the ball to scatter from the Shooting player's square. A Shot is fast – a player may always Shoot, even if the team has made two Passes or a Kick and Pass.

### **Heading**

A player may attempt to Head the ball when a Kick is going to land directly in his square. This requires an Agility Roll, with penalties for range and tackle zones just as in passing. A Header may be used to Pass the ball to another player, or Shoot at Goal. A Header may also be used to chest the ball down, gaining control for the Heading player.

Players with Header skill (or using a Team Reroll or successfully using Pro skill) may reroll a failed Headed Pass or chest down attempt. A Headed Shot at Goal is difficult under pressure and successful attempts must be rerolled unless the player has Header skill. Failed Headed Shot attempts may not be rerolled.

Heading the ball has the advantage that the ball may be lobbed over the top of other players, just like in a Kick. A Headed Pass may not be Intercepted except by a Goaly who Catches the ball. Similarly, a Headed Shot on Goal may not be blocked by a defender occupying any of the squares between the Heading player and the Goal. Only a Goaly can stop an accurate Headed Shot, by Catching the ball.

### **PassBlocking and ShotBlocking**

Sometimes players must put their body on the line to stop a dangerous Pass or Shot. A Pass may be PassBlocked by any one opposing player directly in the path of the Pass (i.e. under the centre of the template). To do this the PassBlocking player must roll equal or less than their Strength rating. If successful, the ball then scatters 1D3 squares in a random direction from the PassBlocking player's square.

A Shot may be ShotBlocked by any one opposing player directly in the path of the Shot (i.e. under the centre of the template). To do this the ShotBlocking player must roll equal or less than their Strength rating. If successful, the ball then scatters 1D3 squares in a random direction from the ShotBlocking player's square.

A successful PassBlock or ShotBlock causes a Turnover but does not result in a Star Player Point. However, a hard hit Shot or Pass can cause damage! A player making a successful PassBlock or ShotBlock must roll against armour for being hit by the ball! If failed, the player must take a casualty roll and is Knocked Down.

### **The Goaly**

The Goaly plays in a specialist position and Goaly players will tend to develop unique skills. A star Goaly is an invaluable player who will make it very difficult for the opposing team to score, greatly increasing their team's chances of winning. Only a Goaly can Catch, Pick Up or Throw the ball with their hands, and then only in their own Penalty Area.

Only the Goaly may attempt to pick up the ball, and only in their own Penalty Zone. The Goaly may move while holding the ball in the Penalty Zone, but must drop it and attempt to dribble to move outside the Penalty Zone.

Players will notice that there are a wide range of types of Goaly, with advantages and disadvantages. Large Goalys like Treemen and Ogres have the advantage of occupying two squares, enabling them to seal off two thirds of the entrance to the Goal. However many smaller Goalys are better able to develop Diving Catch skill, enabling them to potentially catch shots across all three squares of the Goal.

### **Throwing**

A Goaly who is holding the ball may Throw it to another player, just like a Pass in BloodBowl. To succeed, a player must roll Agility, with penalties for range and tackle zones just like passing. A Goaly with Throwing Skill may reroll failed Throwing attempts. An accurate throw need not be caught to be completed, but does not result in a Star Player Point either.

### **Catches and Saves**

Only the Goaly may attempt to Catch the ball, and then only in the Penalty Area. A Goaly may Catch the ball from a Pass, Kick or Shot that passes through their own or an adjacent square. To Catch the Goaly must roll Agility, with penalties for tackle zones, and a -2 if the attempt is on a ball in an adjacent square. A Goaly with catch skill may reroll an unsuccessful attempt. A Goaly with Diving Catch may first move one square before making the roll. If a Goaly is Knocked Down, he may not attempt to Catch or Save. A Catch scores one Star Player Point.

A Save is an attempt to Catch a Shot at Goal, and is made using the same skills. Note that this means that a Goaly with the Diving Catch skill may attempt to save a Shot in an adjacent square, not necessarily from the one he is standing in. Saving is important! The Saving player gains two Star Player Points.

### **Picking Up the Ball**

Only the Goaly may attempt to Pick Up the ball, and then only in the Penalty Area. A Goaly may Pick Up the ball if it is on the ground in their own square. To Pick Up the Goaly must roll Agility, with penalties for tackle zones. A Goaly with Sure Hands skill may reroll a failed attempt.

### **Blocking and Tackling**

In BB Football players may block and tackle just as in Blood Bowl. However, there are two critical differences:

- Players may only try to block a player who is in possession of the ball.
- Players may never block the Goaly while in the Penalty Area.

## **Scoring a Goal**

A team scores a Goal if the ball enters the opposing team's Goal Area by any means possible. This includes an accurate Shot or Header at Goal, a player in possession of the ball Dribbling the ball into the Goal, an opposing player (Goaly) holding the ball and being pushed back into the Goal Area, or even a Kick scattering into the Goal Area. If the goal is scored in the player's turn, the player gains Star Player Points.

Whenever a Goal is scored, play restarts from half way, with the non-scoring team Kicking Off. (Same as in Blood Bowl).

## **Own Goals**

There may be situations when the ball may end up in the goal during the turn of the team defending that goal. In that case it is classified as an own goal, awarded against the last defending player who touched it. This player *loses* two Star Player Points! Again, the teams start from half way with a Kick-off, with the team suffering the own-goal again having possession of the ball.

## **Throw-Ins, Goal Kicks and Corner Kicks**

### *Throw-In*

Any time the ball is carried, passed, shot, scattered or kicked over the side field edge, it is a Throw-In to the opposing team. This counts as a Turnover and the ball is immediately given to the opposing team. Whichever player is closest to the location is placed where the ball left the field of play with the ball.

### *Goal Kick*

Any time the ball is carried, passed, shot, scattered or kicked over the opposing team's rear boundary, it is a Goal Kick. This counts as a Turnover and is treated similar to a Touchback. The ball is immediately given to the team defending that half. The opposing Manager may place the ball with their closest player in their half. The Manager may always opt to give the ball to their Goaly, in their Penalty Zone.

### *Corner Kick*

If the ball crossed the rear boundary from a defending player (including scattering PassBlocks or ShotBlocks), the attacking team gains a Corner Kick. This counts as a Turnover and the ball is placed in the nearest corner square of the rear field edge, with any one player, by the opposing Manager.

## **Off Side**

This is Blood Bowl Football, and we don't bother with any silly off-side rules!

### **Fouls and Penalties**

Fouls are treated the same as in BloodBowl, however there is one big difference – Red and Yellow Cards. Each time a player is caught committing a Foul, they receive a Yellow Card. After a second Yellow Card they receive a Red Card, and must be removed from the field. They may NOT be replaced on the field at the next Kick Off, and also miss the next game in League play.

If a player is caught committing a foul while in their own Penalty Zone, a Penalty Kick is awarded against that player's team. The opposing team may place any player, with possession of the ball, at the Penalty Spot. The Goaly is placed anywhere on the row in front of the goal. Other players must be moved outside the Penalty Zone.

To take the penalty, the kicking player rolls for a Shot (against Agility) with no modifiers except a -1 for short range. If the kick is successful, there is no save and a goal is scored. If the kick is not accurate, roll for scatter normally. The Goaly may attempt to save, and a goal will be scored if the shot is accurate and the save fails, or not if it succeeds. A fumble (1) means a miss, and possession to the defending team.

### **Injuries and Replacements**

Like BloodBowl, player casualties may be replaced at any break in play, such as a Kick-Off, but also at any Corner Kick, Goal Kick or Penalty Kick. Substitutions for non-casualties may also be made at these times. A replacement player must enter the field from the side line at half way. A substituted (not injured) player must leave the field, by any boundary, before a replacement may enter. A maximum of three replacements per game are permitted.

### **Sudden Death**

In "knock-out" competitions, "Sudden Death" rules apply if tied at full time. Restart, rolling to see which team kicks off. The first side to score a goal or cause a casualty wins.

## PLAYER SKILLS

Skill	Type	Effect
Accurate Pass	Midfielder	+1 to roll to Pass
Accurate Shot	Striker	+1 to roll to Shoot
Block	General	Not affected by Block dice result
Break Tackle	Goaly	Use Strength instead of Agility to exit tackle zone
Catch	Goaly	Re-roll failed attempt to pick up ball
Claws	Trait	+2 to armour roll for injury in a Block
Dauntless	General	Roll 2D6 higher than opponents Strength to count equal
Dirty Player	General	+2 to armour roll for injury in a Foul
Diving Catch	Goaly	May move 1 square to make Catch
Diving Header	Striker	May move 1 square to make Header; end on ground
Diving Tackle	Agility	-2 to opponents Dodge roll; tackler ends on ground
Dodge	Agility	Reroll failed attempt to Dodge
Dribble	General	Re-roll failed attempt to Dribble or gain control of Pass
Dump-Off	Midfielder	Player with ball may make Quick Pass if Blocked
EasyConfused	Racial	At any Kick-Off roll 4-6 or player plays for opposing team
Extra Arms	Trait	+1 to roll to Catch
Foul Appearance	Trait	-1 to Pass/Intercept/Catch attempts within 3 squares
Frenzy	General	Allows second Block after Push Back
Guard	Defender	May assist Block even if in opposing Tackle Zone
Heading	Defender	May re-roll failed attempt at Headed Pass or Shot
Horns	Trait	+1 to Strength if Blitzing
HypnoticGaze	Racial	Make Agility Roll for opposing player to lose Tackle zone
Jump Up	Agility	May stand up for free and make Block
Kick	General	Halve scatter distance for Kick
Leader	General	+1 team re-roll; only one per team
Leap	Agility	Agility roll to jump to sqare one or two away
Mighty Blow	Defender	+1 to armour or injury rolls when making Block
Mult.Block	Defender	May Block two opponents at same time (add Strengths)
NervesOfSteel	Striker	Ignore -1 for Tackle zones on Pas or Shoot
Pass	Midfield	Re-roll failed attempt to Pass
Pass Block	Defender	May move three squares to Block or Intercept Pass
Piling On	Defender	Re-roll armour roll after Block if opponent down; prone
Prehens.Tail	Trait	-1 to opposing attempts to Dodge out of Tackle Zone
Pro	General	Roll 4 to 6 to reroll any skill, including Block
RazorSharp	Trait	+2 to injury roll if made after Block
Regeneration	Racial	Roll 4-6 to treat injury roll result as Knocked Out
Right Stuff	Racial	May be Thrown by team mate
Safe Pass	Midfielder	Roll 2+ to cancel effect of Intercepted Pass
Shadowing	General	Roll opposed D6 + Speed to follow opposing player
Shoot	Striker	Do not Re-roll successful attempt to Shoot
Side Step	Agility	May chose which open square to be Pushed Back to
Spike	Agility	+1 to player's own Armour Roll
Sprint	Agility	May "Go For It" up to three squares
Stand Firm	Defender	May ignore Push Backs; Knock Downs in own square
Strip Ball	General	If Goaly holding ball pushed back, player loses ball
Strong Leg	Midfield	Reduce Pass and Shoot range by one band
Stunty	Racial	Ignore all opposing Tackle Zones when Dodging
Sure Feet	Agility	Re-roll failed attempt to Go For It
Sure Hands	Goaly	Goaly may re-roll failed attempt to Pick Up; no Strip Ball
Tackle	General	Opponents may not use Dodge skill in Tackle zone
Tentacles	Trait	Roll opposed D6 + Strength to prevent Dodge
Thick Skull	Trait	Roll 4-6 to Ignore effects of Knock Out
Throw	Goaly	Re-roll failed attempt to Throw (hand pass) ball
Two Heads	Trait	+1 to Dodge rolls
Very Long Legs	Trait	+1 to Movement and attempts to Intercept

## **Skill Choices**

Players may start with some of the following skills, or may gain them through experience. Roll a dice for each skill increase:

2-9 = General or Position skill

10 = Speed +1 or skill

11 = Agility +1 or skill

12 = Strength +1 or skill

Double - may chose skill from any position.

Permissible Skills:

General skills are available to all players;

Diving Header – may move 1 square to meet pass and immediately shoots at goal.

Since team mates may not be thrown, Throw Team mate skill is replaced by Kick, and Right Stuff is replaced by Pass.

## **League Play**

The post-game sequence is just the same as in the Blood Bowl Death Zone supplement.

Players Gaining Experience and Skills

Skill points are gained for the following:

- Player of the match (MVP) 5 points
- Scoring a goal 3 points
- Scoring an own goal -2 points
- Causing a casualty 2 points
- Assist (last pass before goal) 1 point
- Accurate Corner kick taken 1 point
- Saved a shot (Goaly) 2 point

A new skill is gained when a player has accumulated 6, 11, 26, 51, 101 ... experience points.

## **The Cup of Death**

The pinnacle of Blood Bowl Football is the Cup of Death, held every four years at Gristly Stadium in Altdorf. This competition is only open to national teams containing the best players of their race, with no allies permitted. Victors earn more than just glory – winning captains are resurrected by FIFA hired necromancers. The price of defeat is high too, with losers required to drink from the cup....

The format of the Old World Cup is rigidly controlled by FIFA and has changed over time. Now the 30 most successful national teams from each continent, plus the home team and previous champion, compete in two stages. The 32 teams are split into eight groups of four to play each other in the first round. The two teams from each group with the most points (win=3, draw=1, loss=0) then enter the second round, which is a knock-out format. The winners are World Champions.

Old World Cup teams play up to 7 games, and have squads of 22 players (increase numbers of the cheapest player type by 50%). The team budget is 2000000. Players are allowed to start with prior experience and skills gained in qualifying games. Each 5 experience points or part thereof adds 10,000 to a players cost. Experience can be used for appropriate skills but not Stat gains.

### **Summary of Competition Types and Teams**

There are a range of different types of Blood Bowl Football competitions. First, players may play either a 1 off friendly game, or a league (including Cup of Death qualifiers), or a major competition, such as the Old World Club Championship, and the Cup of Death. Second, players may be managers of Club or Racial (National) teams. Club teams are cheaper and may play up to 2 allied players. Racial teams have the best players available, including players with prior experience and immortal stars for some lands, but may not play allies – they are a racial team after all! Racial competitions consist of seven rounds, with a first round of group games, and then knock-out playoffs for the teams with the best record. The split depend on the number of teams.

The competition type affects the team that may be chosen.

<b>Competition</b>	<b>Team Value</b>	<b>Squad Size</b>	<b>Player Race</b>	<b>Special</b>
Club Friendly	1000000	11 to 14	Race Only	None
Club League	1000000	11 to 16	Up to 2 Allies	
Club Competition	1500000	16	Up to 2 Allies	Immortals
Racial Friendly	1250000	12 to 16	Race Only	Experience
Racial Qualifier	1750000	18	Race Only	Experience
Cup of Death	2000000	23	Race only	Experience, Immortals

In some cases players with experience (prior developed skills) may be purchased. For an additional 20000GP a player with 10 SPP (=1 extra skill) may be purchased. For an additional 50000GP a player with 25 SPP (=2 extra skills) may be purchased. Only standard skills for that player type may be purchased – not stat increases or special skills.

## Racial Teams

For reasons lost in history, each race refer to their lands' team by a particular name. Many have reached the Cup of Death finals, but only a few have advanced beyond the first round. Their names are listed:

Race	Team Name	Race	Team Name
Amazon	Uruguay, Ecuador	Lizardman	Japan, Korea
Chaos	Australia	Necromantic	Serbia, Croatia
Chaos Dwarf	Spain, Portugal	Norse	Norway, Sweden
Dark Elf	Argentina	Nurgle	Turkey
Dwarf	Italy	Ogre	France
Goblin	Mexico, USA	Orc	Germany
Halfling	Other teams	Skaven	Holland, Belgium
High Elf	Brazil	Undead	Russia, Ukraine
Human	England, Ireland	Vampire	Hungary, Poland
Khemri	Iran, Saudi Arabia	Wood Elf	Ghana, Cameroon

## TEAM DESCRIPTIONS

Each race has different types of players available. Where a player type is not listed by position, a player of that type may be any position for which there is not a specific player. For example, Amazon Blitzers may be Defenders or Midfielders.

### Amazon (Uruguay)

Lustria is not only the home to the famous Elven teams Argentina and Brazil, but also to a number of other highly skilful Amazon teams, including Uruguay, Ecuador, Paraguay and (in the past) Chile and Peru. Not as agile as Elves, they still play with flair.

No.	Player Type	Cost	MA	ST	AG	AV	Skills & Traits
0-2	Goaly	70000	6	3	3	7	Dodge, Catch
0-4	Blitzer	90000	6	3	3	7	Dodge, Block
0-10	Linewomen	50000	6	3	3	7	Dodge
0-2	Striker	70000	6	3	3	7	Dodge, Shoot

Re-roll counter 40,000 gold pieces each

### Chaos Warriors (Australia)

Australia only recently returned to the Cup of Death after a long absence. Their aggressive and vigorous style of play won them many fans. Some criticise them as lacking in skill but they have great potential, provided a clever coach can teach them skills.

No.	Player Type	Cost	MA	ST	AG	AV	Skills & Traits
0-2	Ogre Goaly	120000	5	5	2	9	Mighty Blow, Thick Skull, Big Guy Bonehead ThrowTeamMate
0-12	Beastmen	60000	6	3	3	8	Horns
0-4	ChaosWarriors	100000	5	4	3	9	

Re-roll counter 70,000 gold pieces each

### Chaos Dwarves (Spain and Portugal)

Chaos Dwarf teams are the twisted descendants of Dwarf explorers who have been terribly affected by the influence of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all - they still love playing Football! Chaos Dwarves have been underachievers in the Cup of Death, reaching the finals many times but never taking a major prize. Yet their club teams are the most powerful in the Old World. They have produced many talented players.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Minotaur Goaly	110000	5	5	2	8	MightyBlow, Frenzy, Horns, Thick Skull, ThrowTeamMate
0-8	Hobgoblin	40000	6	3	3	7	
0-6	ChaosDwarf	70000	4	3	2	9	Block, Tackle, Thick Skull
0-2	Centaur Striker	130000	6	4	2	9	Sprint, Sure Feet, Thick Skull

Re-roll counter 70,000 gold pieces each

### Dark Elf (Argentina)

Dark Elves have won two Cups of Death. Argentinians combine agility and amazing athletic ability with low cunning and evil temperament. Although best suited to the passing game, Dark Elves enjoy the running game, especially when a side throws up a remarkable runner like Diego. They are noted for brutal tackles.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Thrower	110000	6	5	4	8	Kick
0-12	LineElf	70000	6	3	4	8	
0-4	Blitzer	100000	7	3	4	8	Block
0-2	WitchElf Striker	110000	7	3	4	7	Frenzy, Dodge, Jump Up

Re-roll counter 50,000 gold pieces each

### Dwarf (Italy)

One of the original Brutal Game teams, Dwarves have won the Cup of Death four times. Dwarfs seem to be ideal Brutal Game players, being short, tough, well-armoured, and having this stubborn knack of refusing to die! It is a battle of attrition against the Italians, with the survivors scoring the winning goals! They are painfully defensive, but very hard to beat. Called the Azurri, they often score after opponents fall asleep.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Troll Slayers	90000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull
0-12	Long Beards	70000	4	3	2	9	Block, Tackle, Thick Skull
0-2	Goaly	80000	5	3	3	9	Block, Thick Skull
0-2	Strikers	80000	6	3	3	8	Dribble, Thick Skull

Re-roll counter 40,000 gold pieces each

### **Goblins (Mexico and United States)**

Though the strongest teams in their regional competition, Goblins have achieved little at the highest level, never winning the Cup of Death. A Goblin team's game plan owes much more to hope than potential. Goblins can make quite good strikers because they are small and agile, but the art of the throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote. Still, use of a devious secret weapon may allow a Goblin team to win.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Troll	100000	4	5	1	9	Mighty Blow, Always Hungry, Really Stupid, Big Guy, Regenerate, ThrowTeam Mate
0-16	Goblins	40000	6	2	3	7	Right Stuff, Dodge, Stunty

Re-roll counter 60,000 gold pieces each

### **Halflings (other teams)**

Halflings have never won the Cup of Death, nor, despite playing under many names, have they ever made it past the first round. The technical deficiency of Halfling teams is legendary. They're too short to pass or head, they run at half pace, and the whole team can spend all afternoon trying to block an Ogre without any chance of success. Halfling Managers try to make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's Penalty Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one won't be jelly by the time you kick the thing...

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Treeman	110000	2	6	1	10	Mighty Blow, Stand Firm, Thick Skull, Big Guy, Take Root, ThrowTeam Mate
0-16	Halfling	30000	5	2	3	6	Right Stuff, Dodge, Stunty

Re-roll counter 60,000 gold pieces each

### **High Elves (Brazil)**

High Elves have the greatest record in international competition, having won the Cup of Death five times. Indeed their fans have come to so expect success that other teams find them insufferably arrogant. The skill of their players is legendary whether running or passing. The team is called Brazil, and their best players are in demand the world over.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-10	LineElf	70000	6	3	4	8	
0-2	Phoenix	110000	6	3	4	8	Kick
0-4	Lion Strikers	90000	8	3	4	7	Dribble
0-2	DragonWarr	100000	7	3	4	8	Block

Re-roll counter 50,000 gold pieces each

### **Humans (England, Ireland, Scotland)**

Humans have won the Cup of Death only once, despite claiming to have invented the game, a claim other teams find increasingly hard to believe. They have struggled in the highest level matches. Although human teams do not have the individual stars available to other teams, they do not suffer from any outstanding weaknesses either. This makes human teams extremely flexible, equally at home running the ball, passing it, and pounding the opposition into the turf instead! The national team is called England, and Ireland and Scotland are also Human.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-10	Linemen	50000	6	3	3	8	
0-2	Passers	70000	6	3	4	8	Kick, Pass
0-4	Strikers	70000	8	2	3	7	Dribble, Dodge
0-2	Blitzers	90000	7	3	3	8	Block

Re-roll counter 50,000 gold pieces each

### **Khemri (Iran, Saudi Arabia)**

Relative newcomers to the Blood Bowl world, the Khemri come from lands of desert sands. They lack some skills, and have not yet won many games, but the Khemri keep coming even so!

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-10	Skeletons	30000	5	3	2	7	Regenerate
0-2	Goaly	70000	5	3	2	7	Regenerate, Sure Hands, Kick
0-4	Blitz-Ra	90000	6	3	2	8	Regenerate, Block
0-2	Mummies	110000	3	5	1	9	Regenerate, Mighty Bow

Re-roll counter 50,000 gold pieces each

### **Lizardmen (Japan and Korea)**

The Mage-Prests foretold the Brutal Game thousands of years before it was discovered by Roze-El. So it is no surprise that Lizardmen play it. Providing a unique blend of dexterity and strength, a Lizardmen team can last the distance against a power team such as Orcs, while still being able to pull off the running plays. Local club competitions are weak, but many Saurus players are stars in leagues throughout the Old World.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Kroxigor Goaly	130000	6	5	1	9	Mighty Blow, Pre.Taill, Thick Skull, Big Guy, Bone Head
0-12	Skinks	60000	8	2	3	7	
0-6	Saurus	80000	6	4	1	9	

Re-roll counter 60,000 gold pieces each

### **Necromantic (Serbia, Croatia)**

The Necromantic team was once in the past a superpower of Football, with the racial team called Yugoslavia. However the team fell apart from internal division and was not heard of again. New Necromantic teams are rising once more from the various fragments. Necromantic teams are powerful, combining the staying power of the Khemri with some skilled star players.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-12	Zombies	30000	4	3	2	8	Regenerate
0-2	Ghouls	70000	7	3	3	7	Dodge
0-2	Wights	90000	6	3	3	8	Block Regenerate
0-2	GolemGoaly	120000	4	4	2	9	Stand Firm, Regenerate, Thick Skull
0-2	Wolf Striker	120000	8	3	3	8	Block, Frenzy, Claws

Re-roll counter 70,000 gold pieces each

### **Norse (Norway & Sweden)**

The Norse have been a runner up in one final but never won the Cup of Death. Norse teams have a well deserved reputation for ferocity both on and off the playing field. The Norse that takes up Kick Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing field, and beer, women and bloody carnage while on it! They are very tough tacklers.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-12	Linemen	50000	6	3	3	7	Block
0-2	Goaly	70000	6	3	3	7	Block, Catch
0-2	Midfielder	70000	6	3	3	7	Block, Pass
0-4	Blitzers	90000	6	3	3	7	Block, Frenzy, Jump Up

Re-roll counter 60,000 gold pieces each

### **Nurgle (Turkey)**

Coming from a land of decadence and corruption, the Nurgle team is far more evil than it first seems. Many opponents complain of sickness after playing away ties against Turkish teams. On the field though, the Turks are a rising force.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-2	Goaly of Nurgle	120000	4	5	1	9	Foul Appearance, Mighty Blow, Tentacles, Really Stupid, Big Guy, Regenerate, Nurgles Rot
0-12	Beastmen	60000	6	3	3	8	Horns
0-4	Rotter	110000	4	4	2	9	Foul Appearance, Regenerate

Re-roll counter 70,000 gold pieces each

### Ogre (France)

Ogre teams have a commanding physical presence, containing a wealth of strong, fast players. For many years their potential was not realised at the highest level, but they now have won the Cup of Death, and Ogre teams take the field confident against all foes. Fans call them “Les Bleus” while opponents call them “Frogs”, but this nickname surely only applies to the Goblins who make up the numbers, and not the Ogre players themselves.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-6	Goblins	60000	6	2	3	7	Right Stuff, Dodge, Stunty
0-12	Ogre	120000	5	5	2	9	Bonehead, Mighty Blow, Thick Skull, Throw Team Mate

Re-roll counter 70,000 gold pieces each

### Orcs (Germany)

The Orc national team has won the Cup of Death three times and is a perennial finalist. This is despite often having players criticised for lacking in skill. Orcs have been playing the Brutal Game since it was invented, and the national team Germany is a feared opponent. Orc teams are tough and hard-hitting, grinding down the opposition to create gaps for their Blitzers.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-6	Lineorcs	50000	5	3	3	9	
0-4	Blitzers	80000	6	3	3	9	Block
0-4	Goblins	40000	6	2	3	7	Right Stuff, Dodge, Stunty
0-4	Black Orc	80000	4	4	2	9	
0-2	Goaly	70000	5	3	3	8	Sure Hands, Kick

Re-roll counter 60,000 gold pieces each

### Skaven (Holland, Belgium)

Only Elves beat the Skaven for skill, and nobody beats them for speed. Many an opponent has been left in the starting blocks as fast-moving Skaven players scamper through a gap in the line and score. Skaven have twice played in the Old World Cup final, but have never won the tournament despite a wealth of talented players. The Skaven national team is, not surprisingly, called Netherlands, or “the Low Countrys”. Famous Skaven club sides include Anthrax and PS Vermin.

No.	Player Type	Cost	MA	ST	AG	AV	Skills & Traits
0-2	Rat Ogre	130000	6	5	2	9	MightyBlow, Frenzy, PreTail,BigGuy, WildAnimal
0-8	Linemen	50000	7	3	3	7	
0-2	Throwers	70000	7	3	3	7	Dribble, Pass
0-4	Gutter Runner	80000	9	2	4	7	Dodge
0-2	Centaur Striker	90000	7	3	3	8	Block

Re-roll counter 70,000 gold pieces each

### **Undead (Russia, Ukraine, Bulgaria, Rumania)**

The Undead have never won the Old World Cup, although their national team is always a feared opponent. The Undead are slow and some say unimaginative players, but they carry out orders without fail! There are several Undead National sides, all with similar styles of play, called Russia, Ukraine, Bulgaria and Rumania. Undead Club sides have been quite successful, particularly Dynamo Kislev, and Red Goblet Belgrade.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-6	Skeletons	30000	5	3	2	7	Regenerate
0-6	Zombies	30000	4	3	2	8	Regenerate
0-4	Ghouls	70000	7	3	3	7	Dodge
0-2	Wights	90000	6	3	3	8	Block Regenerate
0-2	Mummies	110000	3	5	1	9	Mighty Blow, Regenerate

Re-roll counter 70,000 gold pieces each

### **Vampire (Hungary and Poland)**

Transylvania is the home of the vampire and the Hungarian and Polish teams have both benefited from being able to recruit these naturally talented players from the local region. They have had great teams in the past, but have struggled in recent years. Still, few players can slice through a defence better than vampires.

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-6	Vampires	110000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regenerate
0-12	Thralls	40000	6	3	3	7	

Re-roll counter 70,000 gold pieces each

### **Wood Elf (Ghana, Cameroon)**

Wood Elf teams like Ghana and Cameroon represent the finest of the African continent teams. Blessed with great speed and skill, Wood Elf teams can score against any foe. Their light armour makes them vulnerable in a longer competition, and they have yet to win the Cup of Death. Still, it takes a very agile or lucky opponent to lay a hand on a Wood Elf!

No.	Player Type	Cost	MA	S T	A G	AV	Skills & Traits
0-10	LineElf	70000	7	3	4	7	
0-4	Winger	90000	9	2	4	7	Dribble, Dodge
0-2	Passer	90000	7	3	4	7	Pass
0-2	Wardancer	120000	8	3	4	7	Block, Dodge, Leap

Re-roll counter 50,000 gold pieces each

## Immortal Legends

These players have carved out such epic chapters in the history of the Brutal Game that FIFA simply could not let them die!. Now thanks to the finest necromantic skills that FIFA's considerable cash can buy, these players have been resurrected to play on. FIFA insists that Immortal Legendary Players only play for their own race at National Level. At Club Level, Immortal Players are available to a variety of teams. Thus Johan the Knife can play for a Chaos Dwarf or Skaven club team, and the Skaven national team, but cannot play on the national Chaos Dwarf team.

Name Player Type	Cost	M A	S T	A G	A V	Skills & Traits
Mellee High Elf Lion Striker	180000	8	3	5	7	Dribble, Dodge, Shoot, Pass, Diving Header, Header
Diego PrimaDonna Dark Elf Midfielder	180000	7	4	4	7	Dribble, Frenzy, Dodge, Jump Up, Dirty Player, Pass
Johann the Knife Skaven Midfielder	160000	7	3	4	7	Dribble, Pass, Kick, Dodge,
Kaiser Franz Orc Defender	170000	6	3	4	9	Block, Dribble, Tackle, Pass, Leader
Ripper Charlton Human Midfielder	140000	6	4	3	8	Block, Pass, Leader, Pro
Evil Eusebio ChaosDwarf Centaur	180000	6	4	3	9	Sprint, Sure Feet, Thick Skull, Dribble, Shoot, Accurate Shot
Count Puskas Vampire Striker	160000	6	4	4	8	Hypnotic Gaze, Regenerate, Dodge, Shoot
Zizou Ogre Midfielder	180000	5	5	3	9	Mighty Blow, Thick Skull, Throw Team Mate, Block, Pass, Dribble
Roger Killer Wood Elf Wardancer	150000	8	3	4	7	Block, Dodge, Leap, Dribble, Shoot
Slashin' Vlashin Undead Wight Goaly	150000	6	3	4	8	Block, Regenerate, Catch, Diving Catch, Kick