

SCHUFFL TEAMS

By Schmee, Pippin, JR Hartley, Podfrey, Jeeves, Don Vito, Marley and Sailor Sid.

BRETONNIAN TEAM					
0-16	Peasants	30K	6327	None	G/ASP
0-4	Squires	70K	6337	Honour, Wrestle	G/SAP
0-2	Enchantresses	80K	7237	Fair Appearance, Hypnotic Gaze	GA/SP
0-4	Knights	130K	7339	Block, Dauntless, Honour	GAS/P
Rerolls 70K					
Bretonnian teams may hire a Master Chef for 150K. Fair Appearance: The magic aura of an Enchantress makes it difficult for opponents to block them. Treat this Extraordinary skill as identical in effect to Foul Appearance. Star players available: Fay Enchantress (200K) ; Guillaume (180K) ; Jules de Bergerac (260K) ; Morg 'n' Thorg (430K) ; Planchet (160K) ; Zara the Slayer (270K) .					
The Royal Court of Bretonnia holds an annual league after the jousting season is over, contested by most noble families throughout the kingdom. Their Knights are among the best players in the Old World, taking to the sports field in their quest for the other Grail – the Blood Bowl trophy. For the rest of the team they gather a motley crew of Squires and Peasants. Especially pious teams are sometimes accompanied by the Enchantresses of the Lady of the Lake, able to bewitch the opposition with strange magic. Bretonnia is also famous for its cuisine – many Coaches bring their personal chef with them to away fixtures, who can keep the team supplied with champagne, snails, frogs' legs and generous helpings of garlic.					

DÆMON TEAM					
0-4	Bloodletters	80K	6428	Animosity, Frenzy, Instability	S/GAP
0-4	Dæmonettes	80K	7348	Claw, Disturbing Presence, Instability, No Hands	A/GSP
0-4	Pink Horrors	80K	6338	Animosity, Big Hand, Instability, Split	GM/ASP
—	Blue Horrors	—	6237	Animosity, Instability	—
0-4	Plaguebearers	80K	5329	Animosity, Foul Appearance, Horns, Instability, Thick Skull	G/ASP
Rerolls 70K					
Dæmon teams may not hire an apothecary. Star players available: Count Luthor Von Drakenborg (390K) ; Lewdgrip Whiparm (150K) ; Lord Borak the Despoiler (300K) ; Max Spleenripper (130K) ; Morg 'n' Thorg (430K) ; Nobbla Blackwart (130K) .					
The fame of the Blood Bowl championships has spread far-and-wide, even into the infernal Realms of Chaos. Here, the Dæmon Lords gather in a dark citadel and watch the big game reflected in a magic pool. Sometimes the younger dæmons put aside their traditional rivalries and form a Blood Bowl team, passing through the Warp Gates to play in a league for a season or two. These teams don't last long as their mutual hatred often tears them apart (and dæmons can only remain on the mortal plane for so long anyway) but they include a decent range of unique players with great natural ability. On a good day, they can prove very tricky to play against, but more often than not they will implode in a spectacular fashion.					

DWARF GUILD TEAM					
0-12	Engineers	50K	5329	Break Tackle, Thick Skull	GS/AP
0-1	Bazooka	40K	6338	Hail Mary Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	GP/AS
0-1	Bomber	40K	4329	Bombardier, Secret Weapon, Thick Skull	GP/AS
0-1	Kicker	60K	5328	Kick, Thick Skull	G/SAP
0-2	Catchers	70K	6338	Catch, Thick Skull	GA/SP
0-4	Blitzers	80K	5339	Block, Thick Skull	GS/AP
0-1	Chainsaw	80K	5328	Chainsaw, Secret Weapon, Thick Skull	GS/AP
0-1	Death Roller	160K	471[10]	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S/GAP
0-1	Kill Dozer	160K	371[10]	Break Tackle, Frenzy, Juggernaut, Loner, Mighty Blow, Multiple Block, No Hands, Secret Weapon	S/GAP
Rerolls 50K					
Star players available: Barik Farblast (60K) ; Boomer Eziasson (60K) ; Flint Churnblade (130K) ; Grim Ironjaw (220K) ; Morg 'n' Thorg (430K) ; Zara the Slayer (270K) .					
The Engineers' Guild is an ancient institution that considers itself separate from the rest of Dwarf society. Guild members were forbidden from mixing with other Dwarfs and this meant that playing or attending Blood Bowl games was banned. When the Guild council narrowly voted to lift the ban a few seasons ago several new teams sprung up at once. The Engineers turned out to be tough players, as was expected from Dwarfs, but their talent with tools and crafts translated into excellent ball-handling skills. What is more, the Guild foundries are always churning out new machineries of destruction that can be adapted to the Blood Bowl pitch (if they can be sneaked past the referee).					

FOREST FOLK TEAM					
0-16	Fairies	40K	6135	Dodge, Stunty, Titchy, Wings*	A/GSP
0-4	Gnomes	90K	5338	Stand Firm, Stunty, Thick Skull	G/ASP
0-4	Fauns	90K	6337	Horns, Jump Up, Wrestle	G/ASP
0-2	Centaur	100K	7328	Sprint, Sure Feet	GS/AP
0-1	Forest Giant	130K	4618	Loner, Mighty Blow, Really Stupid, Thick Skull	S/GAP
Rerolls 70K					
Wings: Fairies can flutter out of the reach of opponents that try to block them. Treat this Extraordinary skill as identical in effect to Foul Appearance. Star players available: Jordell Freshbreeze (260K) ; Mr Turnus (180K) ; Tinkerbell (100K) ; Trevor the Gnome (180K) ; Sagittarius (220K) ; Willow Rosebark (150K) .					
Many people assume that the great forests that cover the middle of the Old World are only inhabited by Elves, but they are mistaken. There are many other woodland creatures that share the trees, and they like to play Blood Bowl just as much as anybody! The Forest Folk sometimes band together to play in the lower Elven leagues, but have been known to leave their fairy glades and mushroom cottages behind to take on other opponents. They have yet to make their mark in the international game but many sports fans have predicted big things for these arboreal athletes.					

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NIPPONESE TEAM					
0-16	Linemen	50K	7337	None	G/ASP
0-2	Ninja	90K	7337	Fend, Side Step, Stab	GA/SP
0-4	Samurai	100K	7338	Block, Honour , Nerves of Steel	GA/SP
0-2	Sumo	100K	4438	Grab, Juggernaut	GS/AP
Rerolls		70K			
Star players available: Chun-Li (260K) ; Eddie Honda (240K) ; Helmut Wulf (110K) ; Hoshi Komi (200K) ; Morg 'n' Thorg (430K) ; Zara the Slayer (270K) .					
Blood Bowl has been played in the Far East for many years but, aside from such stars as Hoshi Komi, has made little impact in the Old World. Recently the Emperor of Nippon tried to rectify this by hosting a money-spinning tournament in the off-season, the <i>Bingo Basho</i> . He offered a twenty-million-crown prize to the greatest teams from the Old World for a series of knock-out games. The Reikland Reavers, the Gouged Eye and the Darkside Cowboys all took part and revitalised interest in the game. Nowadays there are many Nipponese leagues, the best of which are more than equal to those in the West. They favour a fast, running style of play but many pundits have noted their deficiency in the passing game.					

ROBOT TEAM					
0-16	Line-bots	50K	5318	Break Tackle, Regenerate	G/ASPM
0-2	Throw-bots	80K	6337	Regenerate, Strong Arm, Sure Hands	GP/ASM
0-4	Bash-bots	90K	3419	Break Tackle, No Hands, Regenerate	GS/APM
0-2	Bomb-bots	30K	5315	Break Tackle, Detonate , No Hands, Regenerate, Secret Weapon, Stand Firm	G/ASPM
0-1	Death-bot	80K	3718	Ball & Chain, No Hands, Regenerate, Secret Weapon	S/GAPM
0-2	Omni-bots	120K	8337	Catch, Dodge, Extra Arms, Haywire , Regenerate, Two Heads	GA/SPM
Rerolls		70K			
Robot teams may not hire an apothecary. Star players available: Buff-bot [Bash- (+90K), Omni- (+120K) or Throw- (+80K)] ; Helmut Wulf (110K) ; Hover-bot (90K) ; Morg 'n' Thorg (430K) .					
The enigmatic Robot teams started to show up in some Blood Bowl leagues last season. Their origins are shrouded in mystery, but are variously attributed to eccentric inventors, weird techno-sorcery or visitors from the future. The robots can be powered by clockwork, lamp-oil or even by harnessing the energy of lightning. They make up for what they lack in skill with a relentless tenacity, but the multi-limbed, multi-headed Omni-bots can pull off amazing catching and dodging plays – until their wiring goes wrong that is! Robot technology is being improved almost by the month and, judging by the continuous upgrades that the inventors are coming up with, it won't be long before these mechanical marvels hit a winning streak.					

SOUTHLANDS TEAM					
0-12	Meerkats	40K	6236	Dodge, Stunty	A/GSP
0-4	Baboons	50K	5337	Dirty Player	G/ASP
0-2	Hyenas	70K	6337	Pass, Sure Hands	GP/AS
0-2	Cheetahs	80K	9237	Sprint	A/GSP
0-2	Hippos	90K	5428	Break Tackle	S/GAP
0-2	Lions	90K	6338	Claw, Loner	GA/SP
0-1	Rhino	140K	4519	Horns, Juggernaut, Loner, Really Stupid, Thick Skull	S/GAP
0-1	Elephant	140K	352[10]	Bone Head, Loner, Mighty Blow, Stand Firm, Thick Skull	S/GAP
Rerolls		70K			
Star players available: Duma (220K) ; The Gorilla-taur (320K) ; Grashnak Blackhoof (310K) ; Simba (240K) ; Surikate (140K) ; Tarzan (260K) .					
The Southlands are so far away that nobody really knows much about them. Explorers brought back stories of fabulous golden cities and kingdoms ruled by animals. When the people of the Old World began to establish trading colonies on the coast they also brought Blood Bowl with them. The animal kings took up the game enthusiastically and soon a number of leagues were set up, including teams made from the explorers and traders. To begin with, the colonist teams were dominant, but a great upset was caused 12 seasons ago when the first native team won the Jungle Cup and commenced an unbeaten tour of the Old World. Since then many other teams have followed their example and gone on to great success.					

THIEVES' GUILD TEAM					
0-16	Pickpockets	50K	6337	Strip Ball	G/ASP
0-1	Anarchist	50K	6337	Bombardier, Secret Weapon	GP/AS
0-4	Footpads	70K	6338	Piling On, Sneaky Git	GS/AP
0-2	Assassins	90K	7337	Shadowing, Stab	GA/SP
0-2	Master Thieves	100K	8337	Dodge, Side Step	GA/SP
Rerolls		70K			
Thieves' Guild teams may take bribes for 50K. Star players available: Helmut Wulf (110K) ; Hubris Rakarth (260K) ; Ithaca Benoin (220K) ; Morg 'n' Thorg (430K) ; Rashnak Backstabber (200K) ; Wilhelm Chaney (240K) .					
Blood Bowl matches draw huge crowds every week and the money-spinning potential offered by gambling, protection rackets and crooked deals has always attracted unsavoury criminal interest. In Tilea, however, the influence of the underworld is even greater; most of the teams are owned or backed by one of the major criminal families. Several teams are drawn from the ranks of the gangs, bringing the skills they learned on the street to the Blood Bowl pitch. They will stop at nothing to win a game, bribing match officials and breaking every rule in the book in pursuit of victory.					

WIZARD TEAM					
0-16	Wizards	70K	6337	Wizard	GAP/S
0-1	Elemental	130K	6537	Elemental , Foul Appearance, Loner, Mighty Blow, Regeneration	S/GAP
Rerolls		60K			
Wizard teams may take a Team Wizard for 100K. Star players available: Gandalf (200K) ; Peking Homunculus (180K) ; Radagast (220K) ; Morg 'n' Thorg (430K) ; Saruman (200K) ; Zara the Slayer (270K) .					
Wizards are fairly common at Blood Bowl matches (either helping a team with well-aimed spells or arranging for the match to be broadcast through a crystal ball) but are rarely seen on the pitch itself. Occasionally the younger students at the Magical Colleges team up to show the rest of the world what they're capable of. Wizard players lack the basic skills that make a good Blood Bowl player – they spend too much time poring over dusty books in the library – but can make up for this when the use of a devastating spell lets them pull off a dazzling play. Their conjuring doesn't always work, but the sight of a Wizard flattening an Ogre with a ball of glittering fire then flying 50 yards into the end-zone has to be seen to be believed!					

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ADDITIONAL SKILLS

Animosity (Extraordinary) [from the BBRC]

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 or more, 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.

Detonate (Extraordinary)

A player with this skill has been packed with dynamite, gunpowder and other explosives prior to the game. This means that if they suffer an Injury, they must add 6 to their roll as they explode in a ball of fire and smoke. However, the blast also means that any players in adjacent squares (regardless of which side they're on) are knocked over on a D6 roll of 4+ (although they do not suffer +6 to their Injury rolls).

Elemental (Extraordinary)

A player with this skill is a magical being composed of raw natural forces. They are not affected by the result of the Weather Table. Unfortunately, they must be summoned to the pitch before the game starts and are rather difficult to control. You must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1, 2 or 3 the magical control breaks down and the Action is wasted. If a player with the **Wizard** skill is in an adjacent square, the D6 roll receives a +2 bonus.

Haywire (Extraordinary)

This player is powered by complicated wiring and delicate circuits, which are not used to the stresses of the Blood Bowl pitch. This can sometimes result in erratic behaviour. You must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of a 1 they blow a fuse and the Action is wasted. In addition, if the player is not prone you must roll a D8 on the scatter template and move the player 1 square in that direction, regardless of tackle zones. If the roll indicates an occupied square or that the player would move off-pitch, the player remains stationary instead. If the player moves into a square containing the ball, they may not attempt to pick it up – it will scatter away.

Honour (Extraordinary)

Players with this skill are bound by a rigid code of conduct, which means that they may not take Foul Actions or ever provide an assist to a player making a foul.

What is more, unless a team roster includes at least one non-Loner player who does *not* have this skill, the team and its fans are especially well-behaved. They may not take Bribes or Dirty Tricks and in addition their fans will never hurt the Referee, throw anything onto the pitch or take part in a riot. Instead of benefitting from these Kick Off results, the team gains an extra reroll for the remainder of that half.

Instability (Extraordinary)

Players with this skill are dæmonic entities that are only loosely tied to the earthly plane. When they are injured, a roll of nine after modification means that instead of being knocked out, the player is banished from the pitch for the rest of the match. If they were carrying the ball it scatters as normal. A roll of ten or more also banishes the player, but may have more serious effects. Roll a D6 for each banished player after the match. On a 1–3 the player returns from the warp; on a 4–5 he or she must miss the next match and on a 6 they are lost forever!

Split (Extraordinary)

A player with this skill is a Pink Horror, a dæmon able to split into two lesser beings when their original form is destroyed. When such a player is banished (see the **Instability** skill), they are removed from the pitch, but leave behind up to two Blue Horrors. The first Blue Horror is placed prone in the square vacated by the original player and the second is placed prone in a random (D8) adjacent square (if the space you roll is occupied, or off-pitch, the second Blue Horror fails to manifest – if the ball is in the square it will scatter away). They are treated as part of the team from that point on.

The Blue Horrors are permanently banished at the end of the half or when a touchdown is scored. However, you still roll a D6 to determine the fate of the original Pink Horror at the end of the match as usual. If the Pink Horror was carrying the ball it scatters from the square they vacated as usual. Pink Horrors pushed into the crowd do not have a chance to split. Blue Horrors may temporarily bring the number of your players on the pitch to above 11.

Wizard (Extraordinary)

A player with this skill is a powerful magic-user, able to cast spells during the match. After both teams has set up, but before the kick off at the start of each half, the coach must prepare a casting deck using the Magic Item cards from the 3rd edition *Death Zone* box. The total number of cards in the *Death Zone* box was 27. Remove two *Healing Scroll* cards and one each of *Extra Training* and *Magic Sponge*. Shuffle the remaining 23 cards in the deck and then deal 1 card (face down) for each player on the team with the **Wizard** skill that is on the pitch. Once this is done place the casting deck to one side.

A player with this skill may take a Casting Action during their turn. There is no limit to the number of Casting Actions a team can take in one turn (but see below). The spellcaster may not move as part of the Casting Action.

The spellcaster must make an Agility roll to find out if the spell was cast successfully. The first casting attempt of the turn receives a +2 modifier. The second attempt a +1 modifier, the third +0 and so on. The roll is also modified by –1 for each enemy tackle zone the spellcaster is in. The spell fumbles on a 1 or less before or after modification. Failure to cast a spell does not result in a turnover, but a fumbled spell does. Failed or fumbled spells may be re-rolled.

Successful: The spellcaster's team may draw a card from the casting deck. If the deck is empty, no more spells can be cast that half. Keep the card in your hand and use it as described in the text, except for the modifications below. Once played a card is discarded and cannot be used again that match

Extra Training

In the case of this card only option 1 is available.

Grasping Tentacles of Atlanson

The opposing player may use a re-roll to attempt the dodge again, unless they had already rerolled it when the spell was cast.

Hawking's Curse

The opposing player may use a re-roll to attempt the GFI again, unless they had already rerolled it when the spell was cast.

Kelhoffer's Magic Foot

Play this card at any time: it takes effect on your team's next kick-off. Place the ball in any valid square. If the chosen square is unoccupied, the ball will not bounce.

Labbatt's Flying Fist

This spell can only be used during your own turn. Choose an adjacent square from which the block is made (to adjudicate any push backs). No assists apply to the block.

Lurve Potion

This spell may only be cast during your own turn.

Magic Helmet

Cast this spell at any time on any player that is still on the pitch; the effects last until the end of the half or when a touchdown is scored.

Magic Pills

Cast this spell at any time on any player that is still on the pitch; the effects last until the end of the half or when a touchdown is scored.

Magic Potion

Cast this spell at any time on any player that is still on the pitch; the effects last until the end of the half or when a touchdown is scored.

Mind Blow

This spell may only be cast after the end of your turn and just before the start of your opponent's turn.

Rakarth's Spell of Petty Spite

Cast this spell at any time; the effects last for the rest of the game.

Failure: Nothing happens. Discard the top card from the casting deck.

Fumble: The opposing team may take the top card from the casting deck then use it according to the rules above.

There is no (theoretical) limit to the number of cards that can be played in a single turn. At the start of the second half, after setting up both teams, the coach must discard any remaining cards in his or her hand and create a new casting deck from the spells that have not been cast or discarded so far.

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STAR PLAYER LIST

Star Player	Cost	MA	ST	AG	AV
Buff-bot (Bash)† +Block, +Loner, +Secret Weapon, +Stand Firm	+90K	—	+1	—	—
Buff-bot (Omni)† +Block, +Loner, +Nerves of Steel, +Secret Weapon	+120K	+2	—	—	—
Buff-bot (Throw)† +Dodge, +Loner, +Pass, +Secret Weapon	+80K	+1	—	+1	—
Chun-Li Catch, Dodge, Loner, Mighty Blow, Sure Hands	260K	7	3	4	7
Duma Dodge, Loner, Sprint	220K	10	2	3	7
Eddie Honda Grab, Juggernaut, Loner, Mighty Blow, Thick Skull	240K	4	5	3	8
Fay Enchantress Dodge, Fair Appearance , Hypnotic Gaze, Loner, Sidestep	200K	7	2	4	7
Gandalf Dodge, Honour , Loner, Stand Firm, Wizard	200K	6	3	4	7
The Gorilla-aur Break Tackle, Extra Arms, Juggernaut, Loner, Sprint, Sure Feet	300K	6	5	3	8
Guillarme Accurate, Honour, Loner, Nerves of Steel, Pass, Sure Hands	180K	6	3	3	7
Hoshi Komi Catch, Dodge, Leap, Loner	200K	8	3	4	7
Hover-bot Dodge, Leap, Loner, Secret Weapon, Very Long Legs, Wings	90K	8	2	4	7
Jules de Bergerac Block, Dauntless, Honour, Loner, Mighty Blow	260K	7	4	3	9
Mr Tumnus Horns, Jump Up, Loner, Shadowing, Tackle, Wrestle	180K	7	3	3	7
Peking Homunculus Dodge, Magical Focus* , Secret Weapon, Stunty	100K	6	2	4	6
Planchet Dirty Player, Loner, Sneaky Git, Stand Firm	100K	6	3	2	7
Radagast Disturbing Presence, Guard, Loner, Take Root, Wizard	200K	6	4	3	7
Sagittarius Loner, Mighty Blow, Sprint, Sure Hands, Sure Feet	220K	7	4	3	8
Saruman Animosity , Dodge, Hypnotic Gaze, Loner, Wizard	200K	6	3	4	7
Simba Block, Claw, Loner, Nerves of Steel	240K	6	4	3	8
Surikate Block, Dodge, Loner, Sprint, Stunty	140K	6	2	4	7
Tarzan Catch, Leap, Loner, Tackle, Wrestle	300K	8	4	4	7
Tinkerbelle Block, Dodge, Loner, Stunty, Titchy, Wings	100K	7	1	3	5
Trevor the Gnome Loner, Fend, Side Step, Stand Firm, Stunty, Thick Skull	180K	6	3	3	8

† A Buff-bot upgrade adds the listed skills and stat-increases to any one player on your team. The effects last for a single match.

* A player with this Extraordinary skill focuses the magical power of the rest of the team. Fellow team members that are adjacent to this player receive a +1 bonus to all Casting rolls.

SCHUFFL 2010 recommendations

Round 1

Pippy [Robots nerf]: "Haywire should allow Omni-bots to crowd-surf themselves, as this is more fun."

Marley [Robots buff]: "All of the Robots' ball-carriers are AV 7; perhaps Throw-bots should be AV 8 so you don't end up with all your ball-carriers stunned."

Pippy [Wizards nerf]: "The coach should be able to play only one card per turn to prevent outrageous combos developing."

Pippy [Southlands buff]: "Lions should be ST 4."