

BLOOD BOWL

M A N U A L

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The year is 2488 and all the races of the Known World come together in a celebration of pride, honor, skill and mindless violence. NAF Blood Bowl. Welcome to MicroLeague's PC version of the award-winning game from Games Workshop, Ltd.

In the beginning . . .

It all began a very long time ago on an ancient battlefield when, according to legend, both sides fell from mutual exhaustion. Thereupon, their leaders undertook a fruitless effort to negotiate a solution to their problems. Meanwhile, knowing it would be hours--or even days--before the leaders could reach an agreement, the armies of soldiers sat, slept and otherwise entertained themselves for the long break.

An Orc soldier who was wandering the grounds happened upon a strange bowl-shaped depression in the ground. It had a large silver dome at one end. Having developed an incredible hunger during battle and thinking the dome might conceal something edible, he proceeded to dig in the earth for worms when, suddenly, his claws hit something hard and smooth. He pushed. With a hiss and squeal, the large, rectangular object moved to reveal an ancient temple. Colorful armor adorned its walls and, in the center, stood a great bejeweled pedestal holding an enormous book.

Hearing of the Orc's discovery, the leaders abandoned their talks and went to see the mysterious place. A dwarf who was known to have the power of reading was called in to examine the great book and its contents. After three days, he delivered his findings to the multitude assembled at the site.

"This book," he said, "appears to be the religious text of a group of warriors from a land called America. The tome is dedicated to the lost god, Nuffle. The head priests of the many sects in this deity were known as *coaches*, and they led bands of warriors into great arenas where they attempted to exterminate one another. The object was not, however, violence simply for the sake of violence. No! It was, in truth, of great ritual significance!"

"A pig's bladder was inflated and carried or thrown from one end of the arena to the other in an effort to *score*," he continued. "Carrying the bladder over an opponent's end line gave a sect a number of things called *points*. The battle lasted a set time. At the end, the sect who had amassed the most points was declared the victor. Apparently, it was not necessary for the warriors to maim their opponents, although the coaches seem to have encouraged this practice when they could. Furthermore, the book states that Nuffle's sacred number was eleven, and that only eleven warriors from each side could be on the field of battle at one time. This does not mean that there were only eleven members of a sect, or *team*, as they were also known Warriors could go off and come on at will, as long as the sacred number was not exceeded. One could also hit an opponent at

any time, as long as one did not use a weapon! Nuffle said that one's body was one's weapon and, although he allowed armor, all weapons were forbidden from the arena. It is written that the arena for this conflict was a rectangular field set within a huge bowl."

"It seems to me," he went on, "that Nuffle has seen our dilemma. He has brought us to this mystical place for a very special reason. In his wisdom and omnipotence, he has shown us the way to resolve our differences. I suggest that we form a team from each army and send them forward to do battle in this holy fashion."

So it was that the first game of Nuffle Amoral Football took place. A pig's bladder was inflated and armor was taken from the temple. The teams were selected from among the greatest warriors. They lined up in formation as the great book had described. A shaman "umpire" dressed in fresh zebra skin for the occasion. Then, he blew the sacred whistle and the battle was underway.

There were very few rules and, to this day, no one is quite sure who won. There was quite a large amount of carnage, however, and, when it was over, everyone agreed they'd had a wonderful time. The days of armed battle were forgotten and the tribes rushed to their homelands to spread the news.

The dwarf seer, who had adopted the name "Sacred Commissioner Roze-El" (after a priest of high standing mentioned in the book) stayed behind to prepare the temple for the multitudes. It was then that he discovered a strange green surface just under the bloody mud of the field. It was the sacred Gridiron of which the great book told! Roze-El fell to his knees and offered a prayer of thanks to Nuffle. Then, he hurried to the temple to study the book and plan future physical offerings to the great god.

And so Blood Bowl came to be.

* * * Did you know...

A sizable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.



★ ★ ★ Did you know...

According to their unholy religion, the Chaos All-Stars must cook and eat their coach if they lose a game. If they win, of course, they're allowed to eat him raw!

Section 1: Bloody Basics

Chapter 1: Insert This, Push That and Let's Get on with it!

Installation

System requirements: IBM PC or 100% compatible, 486sx/25 or better processor, DOS 5.0 or higher, 4MB RAM, VGA, Double Speed CD-ROM drive (or 3.5" HD drive) and hard drive. Mouse recommended, supports all major sound cards. **Recommended System:** 486dx/33,4MB RAM, Double Speed CD-ROM drive, VGA, Sound Blaster@ compatible sound card and mouse.

The following instructions assume that you are using floppy drive A:, hard drive C:, and/or CD-ROM drive D:. If not, please make substitutions as needed to fit your own installation procedure.

1. After booting (starting) your system, insert Blood Bowl disk 1 into drive A: or the CD into the CD-ROM drive.
2. Type the appropriate drive letter (A: or D:) and press **ENTER**.
3. Type INSTALL **ENTER**.
4. You will be presented two options: "Install and Setup" and "Exit". If this is NOT a first time installation the option "Setup" will appear. See "Changing System Preferences" below for details on this option.
5. Follow the on-screen instructions.

Starting Blood Bowl: Once installation is complete, to begin the game type BB **ENTER** at the C:\BLOOD directory. CD-ROM users must have the Blood Bowl CD in the CD-ROM drive.

Changing System Preferences: If your system settings change after installation (for instance, you change your sound card), simply rerun the INSTALL program and select a new setting. Follow these steps:

1. Change to the directory in which Blood Bowl was installed. Type CD\BLOOD **ENTER**.

2. With Blood Bowl disk 1 in the A: drive or the CD in the CD-ROM drive, type INSTALL **ENTER**.
3. Select "Setup".
4. Follow the on-screen instructions.

Installation Tips

Blood Bowl requires 3MB free extended memory and an extended memory driver such as EMM 386. If you get a "Not Enough Memory" or similar message, try either:

1. freeing up conventional memory (below 640K), or
2. using a smaller sound driver such as the PC speaker.

If you are unsure of your current sound card settings (IRQ, DMA, PORT), run the SB Detect program located in the sound directory.

1. Type D: **ENTER**.
2. Type cd \ sound **ENTER**.
3. Type SBDETECT.COM **ENTER**.

Keyboard Controls

Blood Bowl can be controlled by mouse or keyboard. Keyboard equivalents for mouse controls are:

SPACE BAR c l i c k

SPACE BAR twice = double click

ENTER = right click

 move on screen cursor

 = scroll up arrow

 = scroll down arrow

CTRL ESC = exit to DOS

At any time while playing a game use the TAB key to cycle through players available to be moved.

Chapter 2: Welcome to 2488

Introduction to the Known World

and NAF Blood Bowl. If you are familiar with the Warhammer Universe, you may want to take to the electronic field without further adieu and start kicking heads, butts and balls (if you're lucky)! Blood Bowl is designed for simple click and crush operation. Experienced players should find it easy to get around the game world, resorting to the primitive practice of reading a manual only for reference.

If you are a virgin player, fear not (yet)! The Blood Bowl manual is designed for minimal intellectual taxation, as required by law in the Known World. Whatever brainpower you choose to use should be reserved for planning your Blood Bowl strategy.

A quick note about terminology: from this point on, the word "players" refers to the electronic beings that are on the computer playing field. You and your opponent (whether human or CPU) will be referred to as "coach". Now, get on that field and earn your title!

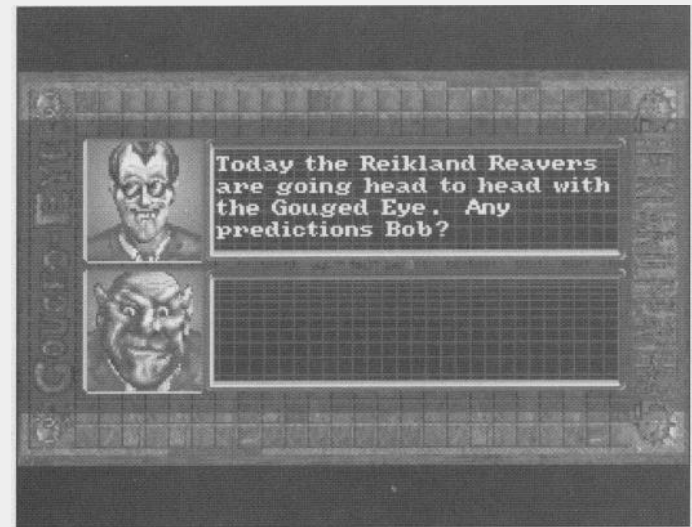
Chapter 3:



It's Not Football...it's Blood Bowl!

A Primer of Blood Bowl Rules

Blood Bowl is an epic conflict between two teams of armed insane



warriors. Most have no idea why they are waging such ferocious battles, but they like it. Players pass, throw or run an inflated pig's bladder (from now on, to be called "the ball" so as not to further enrage the pig or various and sundry animal rights groups) into their opponents' End Zone, while the other team, naturally - or unnaturally - tries to stop them.

Order of play is determined by the ritual coin toss. The kicking team's coach chooses a square for the kickoff. It can be any square including those in the end zone as long as it is in the opponent's half of the playing field.

Each team consists of 16 players from all the races remaining in the Known World. 11 players may be on the field at any one time.

Different races contain different combinations of players. For example, Orc teams have no catchers.

The basic types of Blood Bowl players (in human terms) are:

Blitzers - the best all-around players. They are fast, agile and strong enough to crash through the opponents line. Blocking is their speciality.

Catchers - the opposite of blockers. They are best at catching the

ball. Although agile, they are generally lightly armored and cannot afford to get into fights. Their specialty, of course, is waiting in the End Zone to catch touchdown passes.

Throwers - throw (What a concept!). They are the flashiest players on the team and usually have really big egos.

Linemen - not brilliant at any one thing. They're the big dumb guys who live to block and be blocked; most have sustained innumerable blows to the head.

As mentioned, Orc teams have no catchers, but they do have:

Black Orc Blockers - best known for powerful head-to-head blocking. They are heavily armored and very strong but painfully slow.

Other races feature more exotic and/or neurotic variations on the types of players described above. You'll see Skaven Gutter Runners and Storm Vermin, High Elf Lion Warriors, Witch Elves, Phoenix Warriors and more. Be sure to check your player profiles (Chapter 5) for individual information.

Some players have unique skills, which you will see as you become more and more familiar with your team. All players, however, have general basic skills (movement allowance, strength, agility and armor value) that are rated numerically. The higher the rating, the greater the skill. In other words, a rating of 1 is pretty wimpy, while a 12 could border on insanity.

Blood Bowl basic skills include:

MA Movement Allowance, the number of squares a player can move in one turn. (Average MA=3)

ST Strength, how physically powerful the player is in blocking. (Average ST=3)

AG Agility, how good the player is in dodging tackles, catching and throwing accurately. (Average AG=3)

AV Armor Value, the higher the number, the more heavily armored. (Average AV=8)

Blood Bowl is split into 2 halves of 16 turns each (8 turns per coach). At the end of the second half, the team with the most touchdowns wins. Each coach's turn consists of moves, blocks, blitz (one per turn), pass (one per turn) and/or hand-offs.

Move - A player may move the number of squares equal to his MA. A player who has been knocked down may stand up at a cost of three from his MA.

Block - A player may make a single block against an opposing player in an adjacent square. The block action comprises an entire move. If the block is successful (i.e., the opponent is pushed back), the player may take 1 free square by moving into the square formerly held by his opponent. Players who have been knocked down cannot perform this action.

Blitz - Only one per turn. A player moves his MA and makes one block at any time during his move. He may also stand up if he has been knocked down. *NOTE: This action may not be performed by more than one player per team turn. Any player may perform the blitz; the player does not have to be a blitzer (Blitzers are just better at it than other players).*

Pass - Only one per turn. A player may move his MA and can stand up if he has been knocked down. He may pass the ball at any time during his move, but once the pass is made, his move is over. *NOTE: This action may not be performed by more than one player per team turn.*

Hand-Off Only one per turn. A player moves his MA and can stand up if he has been knocked down. If he is holding the ball, he can hand it off to any adjacent player at any time during his move. He can then continue to move if he has MA remaining. Similarly, a player who is not holding the ball may take a hand-off from the ball carrier at any time during his move.

Players perform their actions one at a time. Each player must complete his action before another player can take one. Players do not have to use their entire MA. This continues until the coach has moved all of his or her players or s/he does not want to move anymore. Of course, if a turnover occurs, the turn is over (hence, the name..).

Turnover - causes a turn to end before all players have performed their actions. A turnover occurs when:

1. A player on the moving team is knocked down or falls over.
2. The ball is passed and intercepted, knocked down or incomplete.
3. A player on the moving team tries to pick up the ball and fails.
4. A hand-off is dropped by a player on the moving team.
5. A touchdown is scored.
6. Time runs out (Veteran Play only).

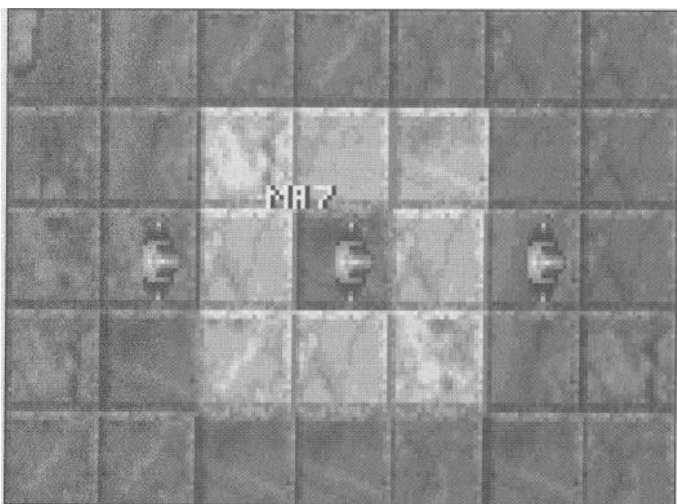
Re-Roll/Luck (League Play only)

The re-roll option can be a lucky break when you need it. This option must be chosen prior to making a play. If the play is successful, the game continues as usual. If, however, the play is unsuccessful, the re-roll option tries the play again. Using a re-roll costs 55,000 gold pieces.

Movement

Players may move one square at a time in any direction or combination of directions, including diagonally, as long as they do not enter a square held by another player.

Tackle Zone

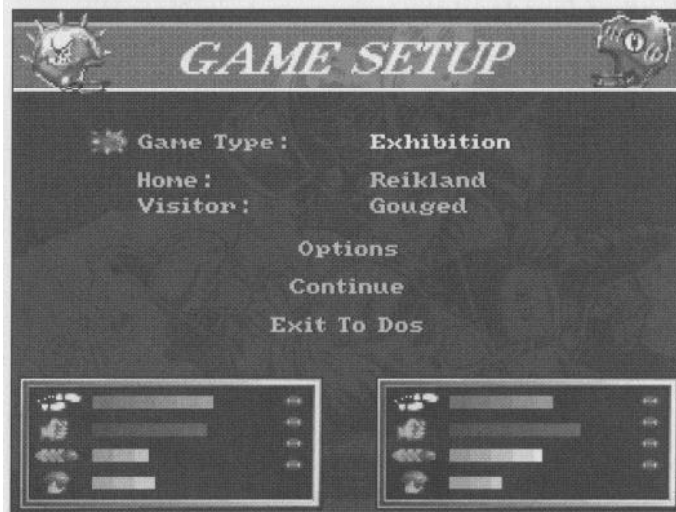


The eight squares surrounding a player on the field comprise his tackle zone. A player on the moving team may enter the tackle zone of an opponent, but getting out can be tough! He will most certainly be blocked. If the block is successful, there is a turnover. In addition, the blocked player may sustain injuries that will keep him sidelined for a time, depending on the seriousness of the injury. In many cases, blocked players are knocked down and unable to stand up until the coach's next turn. Players who have a high strength and/or agility rating may often withstand the block and, sometimes, the opponent will hurt himself in the attempt.

Chapter 4: Logic Required, Sanity is an Option

The Menus

Game Setup Menu



Once Blood Bowl is installed and the usual drippy credits have run (press ESC to skip them), the Game Setup Menu appears. With your keyboard, use the up and down cursor keys to highlight the choices, left and right keys to select. If you are using a **mouse** control, simply click the left mouse button (LMB) to cycle through and highlight your options.

Here you must decide:

Game Type: Choose Exhibition, Start League, or Continue Season. Naturally, Exhibition play is for those who just want to play a game and see who wins. Choosing Start League is for coaches who want to play some serious Blood Bowl, (See League Play). If you are a Blood Bowl novice, Exhibition play is highly recommended, since it is the best way to get to know the teams and players. Continue Season allows you to continue play with an existing league.

Home/Visitor: Select your home and visiting teams. As you view the team names, check the general skill windows at the bottom of the screen. The left window shows general team skill ratings for the home team, the right shows those of the visitor. Skills rated are (from top to

bottom) overall speed, strength, passing and catching ability. The longer the skill bar, the greater the skill. Spinning footballs denote the quality of the team on a scale of 1 to 5 (1=poor, 5=excellent).

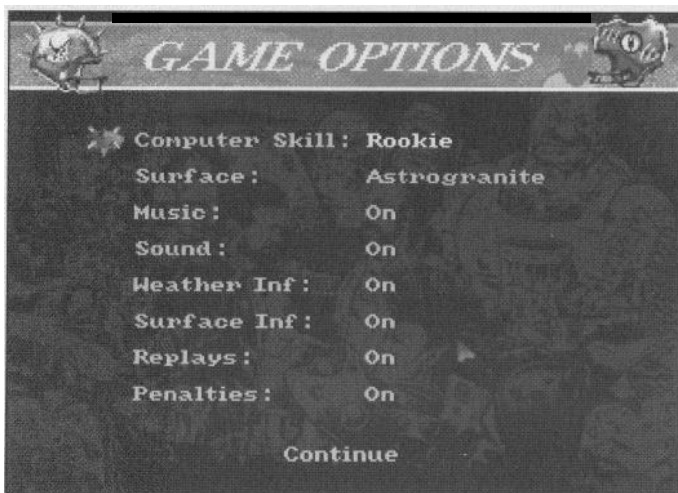
Options: To access more options, highlight "Options" in the Game Setup Menu and press the spacebar or click the LMB.

Continue: Press the spacebar to choose coaches and begin play.

Game Options Menu

As before, use your up and down cursor keys to highlight choices, left and right keys to select or click the LMB. The Game Options Menu allows you to choose:

Computer Skill: Rookie or Veteran play. The "Rookie" option allows an indefinite amount of time to complete each move. "Veteran" play requires that all turns (i.e., all moves for the entire team) be completed within 2 minutes.



Surface: Playing field surfaces are astrogranite, grass and ice. Each team has a home field surface on which they tend to play best. AG and AV values will vary slightly on other surfaces. See Team Profiles for your team's home field surface preference.

Music: Turn music on or off.

Sound: Turn sound effects on or off.

Weather Influence: Turn on for weather effects to influence gameplay. Turn off for no weather influence. Dry, overcast conditions and a temperature range from cool to warm are perfect Blood Bowl weather. If it is raining or snowing, AV and AG levels will be slightly lower. Cold temperatures (below 15°F) make the players brittle, so their AV is lower. Hot temperatures (above 90°F) cause a slight reduction in ST. Scorching hot temperatures (above 100°F) cause a reduction in ST and AV.

Surface Influence: Turn on for playing surface to influence gameplay. Turn off for no surface influence.

Replays: Turn on to show automatic replay of particularly impressive moves. Turn off for uninterrupted gameplay.

Penalties: Turn on to incur penalties for dirty plays (like jumping on a player who's down). When a penalty is called, the sleazy player who resorted to the derelict action is removed from play until the next kickoff. Turn "Penalties" off to allow unlimited brutality.

Continue: Press spacebar to return to the Game Setup Menu, where you will select "Continue" once again and proceed to the Team Coaching Screen.

Team Coaching Screen

Select a human or computer coach for each team. The helmet symbol for the home team appears at the top, the visiting team at the bottom. Simply move the helmet under either human or computer coach. As before, use your up and down cursor keys to toggle the choices, left and right keys to select, or left click in the desired location.

Blood Bowl can be played human vs. computer (default), human vs. human, or computer vs. computer. Choosing computer vs. computer play will deny you the thrill of the kill, but it can be educational. The computer will continue to play until you quit the program. It will also keep track of the game and/or season results. Computer vs. computer play has many benefits for novice coaches. It is also a valuable option for those who are pressed for time. Simply set up for computer play and let the games begin! *WARNING: It will be very fast. Research shows that computer coaches quickly become addicted to Blood Bowl. They take no prisoners and make no excuses for their actions. Anything goes!*

Chapter 5:

Goreplay

Exhibition Play

You now have enough information to play an exhibition game. If this is your first Blood Bowl conflict ever, we humbly suggest you select a team from the Game Setup Menu and set the “rookie” option in the Options Menu.

Next, choose coaches: human vs. human (if there are 2 or more humans present or if there is only you and you feel like beating up on yourself), human vs. computer (if you’re brave), or computer vs. computer (if you’re really tired, totally unimaginative, pressed for time, just like to watch, or otherwise occupied). Press the spacebar to begin the game.

After a brief introduction, the announcers blab a bit (press ESC to skip them) and the ref will ask the visiting team to call the coin toss. If you are coaching the visiting team, simply left click on heads or tails. Otherwise, wait for the ref’s announcement.

The next screen that appears will show the starting players for the kicking team (Roster Screen). Double left click on the players name to see his player profile. A window will show the players position, strengths and movement allowance along with special skills. Click on for individual current game stats. Click or press to return to the starters screen.



While in the Roster Screen you may also make substitutions in your line-up:

- Left click on a players name to highlight.
- Right click anywhere on screen to show available substitute players.
- Left click on the name in the sub-list to substitute.

You can only make substitutions before a game, after a score, or at halftime. The substitute option is valuable when your players are on the injured list. The names of injured players will be color-coded on your Roster Screen. Each color represents a different level of injury and/or (!) death (See Chapter 8).

Click again or press the spacebar to begin the game. Next, the kicking team has the opportunity to choose a defensive formation. Left click the arrows on the scroll bar or use your and keys to view possible formations. To select, click or press the spacebar. If 2 human coaches are playing, the receiving team’s coach will then get a chance to select an offensive formation. Otherwise..

It’s kick-off time. To kick-off, simply click on any square, including those in the end zone, as long as it is in the receiving team’s half of



the playing field.

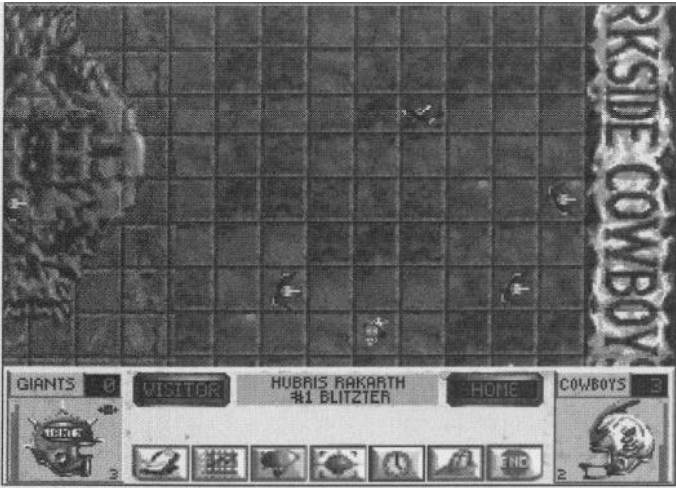
Chapter 6: This Bytes.

Game Controls

OK, first let's get something straight. In Blood Bowl, a turn is NOT a move and a move is NOT a turn. There's a big difference. A "turn" is an opportunity for a coach to perform game actions with the players on his team. Each coach gets 8 turns per game half.

A "move" is the action that the on-screen player performs, i.e., passing, throwing, blocking, running. During a single turn, a coach may move all or as many of his players as he wants until he ends his turn or a turnover occurs.








In short, you make your moves when it's your turn. Got it?

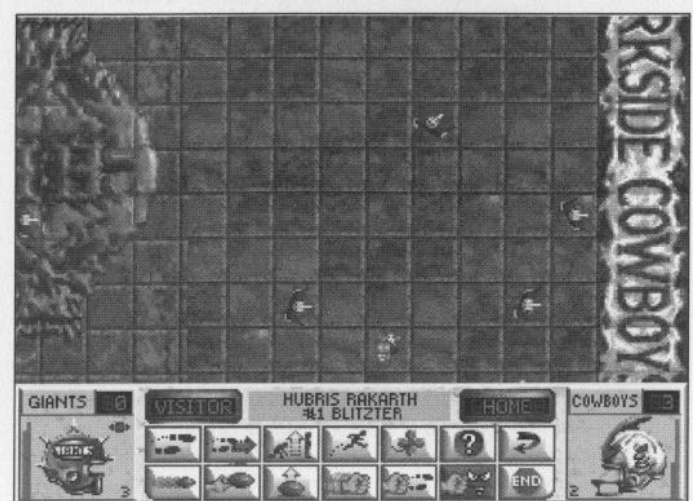


The Turn Window

Once the players are on the field, the Turn Window appears at the bottom of the screen. At each side of the Turn Window is a box showing the team name, helmet and game score. The digit in the lower right corner of the box shows the number of turns completed.

At the center of the Turn Window are a number of controls:

-  Click to return to the Roster Screen (or press for the Home Team Roster, **F3** for Visiting Team Roster).
-  Click to view current game stats or press **F4**.
-  Sky-Eye Blimp Cam. Provides an overhead view of the entire playing field. Also shows the Status Window with the current turn, half, and weather conditions. You may access the Roster Screen, current game stats and player profiles from this view. While in Blimp Cam view, left click any player (home or visitor) to bring up his profile. **Sky-Eye Blimp Cam view can be accessed at any time during gameplay by pressing F1.**
-  Center Ball Icon. Puts the football in the center of the action, literally! (**F7**)
-  Finish game quick. Confirm by typing Y or N. The computer will then quick-finish your game behind the scenes and show the final score. ()
-  Quits the current game and returns you to the Game Setup Menu.(m)
-  Ends the current coach's turn.



The Move Window

Like the Turn Window, the Move Window shows the team helmets, game score and the number of the turn. The Move Window also shows the player's name, number and type (lineman, blitzer, thrower, etc.). Quick key controls appear in brackets.

The Move Window controls are:



Move (Walk) Player Icon. [**ALT**_W] Click on the player you wish to move. As long as the Move Player icon is "depressed", you may move that player vertically, horizontally or diagonally by simply clicking the square to which you want him to move. The player must move one square at a time until his MA is used up or the coach wants him to stop. Once a player has completed his move, his on-screen icon becomes dim and you will be unable to move him until your next turn. If you choose to end a player's move while he has MA remaining, simply left click another player.



Extra moves. [**ALT**_E] Once a player's MA has been used, there's still a chance to inch him forward another square or two. Click "Extra Moves" for this option. Beware! Just because a player is allowed extra moves does NOT mean he can make them successfully. If a player is too tired to take his extra moves, he will pass out and fall down. You will be unable to move this player again until he is able to stand up.



Stands player up after he has been knocked down. [**ALT**_U] Simply click the Stand Icon, then click on the downed player. This move cost 3 squares from the player's MA.



Leap. [**ALT**_L] This icon is available only to those players who possess the leap skill (See Chapter 10). A player with the leap skill is allowed to jump over an adjacent square, even if it is occupied by a standing or prone opponent. Leaping costs a player 2 squares from his MA.



Re-roll/Luck (League Play only). [**ALT**_R] A Good Luck charm! Click this icon prior to attempting a play. If the play is successful, great! If, however, it's a botched play, the coach gets the chance to try it again. But luck doesn't come cheap. Although you will not see the actual replay, you will see your "luck meter" (located next to the helmet icons in either corner of the screen *after* a team has earned a gold value of at least 55,000) value diminish with the attempt, successful or not. If the play is unsuccessful the second time, a turnover occurs. A re-roll costs the team 55,000 gold pieces. If the team does not have enough gold, the re-roll

icon will not be lit.



Quick Stats View. [**ALT**_Q] Click this to activate a constant view of a player's movement allowance, strength, agility and armor value. This can be very helpful in planning your player's moves. Once clicked, the Player Profile View remains active. Click again to turn off. (If you would rather not keep this view activated constantly, press F6 to view the profile of the currently active player only.) *NOTE: You may also access this function for an opponent's players, but, doing so automatically ends the currently active player's move. If you need to check opponent's Quick Stats, it is best to check them before or after your player moves.*



Brings up Turn Window [**ALT**_X] without ending the current coach's turn. However, the currently active player's move will end when you access this function. If you need information from the Turn Window and do not want to end your player's move, use the F-key controls to bring up game statistics without interrupting play (See Turn Window controls).



Pass ball. [**ALT**_T] Each coach is allowed only one pass per turn. When you click the Pass Icon, the receiving players' squares will be highlighted and the passing ranges are color-coded as follows:

green=quick pass
yellow=short range pass
orange=long range pass
red=the bomb

When preparing to pass, be sure to also consider the skills of the player who will (hopefully!) be catching the ball.



Hand-off ball. [**ALT**_H] A player may hand-off the ball to any teammate in his tackle zone. Simply click this icon, then click the player to whom you will hand-off.



Pick up ball. [**ALT**_P] Move your player to the square in which the ball is positioned and click this icon to pick it up.



Block. [**ALT**_B] Click this icon to highlight opponents who can be blocked. Then click the player you select.



Blitz. [**ALT**_Z] Each coach is allowed only one blitz per turn. Move your player all or part of his MA. Then click the

player you wish to blitz. If you successfully push back or knock down an opponent and you have MA remaining, you may continue to move.



Dirty Play. **[Add On]** result to injury by crushing a downed player, thereby taking him out of play for a while, or, perhaps, permanently. Keep in mind that you may incur a penalty for such a move if the "Penalties" option is on.



Ends the current coach's turn. **[ALT In]**

At any time during play, press **[CTRL ESC]** to exit to DOS,



***** Did you know...**

That Storm Giant Galak Starscraper was a key part in the experimental 'eye in the sky' telepathic vision system when he carried a sorcerer on his shoulder who transmitted what he saw to crystal balls and magic mirrors all over the Old World. The experiment ended in disaster when the sorcerer fell off Galak's shoulder during a particularly exciting match and was impaled on the helmet spikes of a passing player.

Section 2: Virtuoso Play

Chapter 7:

The Meat of the Matter

League Play

This is war. Blood Bowl League Play is the true test of a team's worth. Each season consists of 8 games, in which each team will take on every other team in its division two times. As a team progresses through the division, it will earn more gold. Naturally, it will earn more for a win, but there is also a small amount earned for each loss. At the end of Season Play, you will move on to the Division Playoffs, followed by the Conference Finals and, finally, if your team survives, it's on to the coveted Blood Bowl Championship. Once a Blood Bowl Champion is crowned, the season ends. The next time you choose to play that league, you will be starting a new season and a Blood Bowl career is born.

To start your league, select the Start League option from the Game Setup Menu and enter a name for your league. A name can be any combination of numbers or letters and up to 8 characters long.

Conferences

There are two NAF Blood Bowl conferences, the AFC and NFC. Choose a conference by left clicking "Edit AFC" in lower left of screen or highlight with the cursor keys and press the spacebar. To edit a division within the conference:






1. Click the division you wish to edit.
2. When the window with team helmets appears, click and hold the left mouse button on the scroll bar. Drag the scroll bar down to view all teams.
3. Left click on the helmet of the team you wish to add to that division. Continue in this way until you have completely set up that division.
4. Click Continue or highlight and press the spacebar.

League Coaching Screen

Once you have selected your league, you'll need to decide how each team will be coached.

1. Click the up and down arrows to the right of each window or use your Q and Z keys to cycle through the teams in your league.
2. Click the HUMAN box if you or another human will personally coach the team. All other teams will be CPU controlled.
3. Click the VIEW GAME box for all CPU-controlled games that you want to see. All other games will be played behind the scenes.

Other options include:


-  Free Agent Icon. Displays information about free agents available to a team.
-  Clipboard Icon. Displays the team roster. Click the right mouse button to display a list of substitute players.
-  Season Stats Icon. Displays the cumulated current season stats for a team.
-  Career Stats Icon. Displays the cumulated career stats for a team.
-  Arrow Icon. Click to leave the League Coaching Screen and continue to the Schedule Screen.

Gold Values



Now, let's get mercenary. You're playing with the big boys now. When you first set up your league, you will see that all teams start with 0 gold. They will earn more as they progress through the season. Each game has a "pot" of gold that can be earned. The size of the pot depends on the importance of the game. For example, when two teams that are high in the standings face one another, the pot will be bigger. Playoff and championship games also have larger pots than regular season games. The winning team earns 70% of the pot at the end of each game, while the loser earns 30%.

Once you have raised enough gold, you can buy free agents. Click the FREE AGENT icon to display free agents available to a team (See Star Players & Free Agents, chapter 9). If you have gold to burn, it can also be used for the re-roll/luck option in the Move Window (55,000 gold pieces per re-roll).

Free Agents

The Free Agent Window displays a picture and information about the free agents available to a team. Click the up and down arrows or use your **Q** and **Z** keys to cycle through the players. If you can afford to buy a free agent, the  icon will be lit.



To purchase a free agent, left click on the  icon. The first name on your team's roster will appear. You must cut a player from your lineup to add the free agent. Use the up and down arrows to scroll through your roster. Choose the player you wish to cut and left click on the  icon. The free agent is now yours.

Schedule Screen

The Schedule Screen displays the final scores of all CPU-controlled games for that round of play. Left click and drag the scroll bar or use the **Q** and **Z** keys to cycle through the scores. Any game that does not show a score is either a game that involves at least one human coach or a CPU-controlled game to be viewed (i.e., VIEW GAME was selected in the League Coaching Screen).

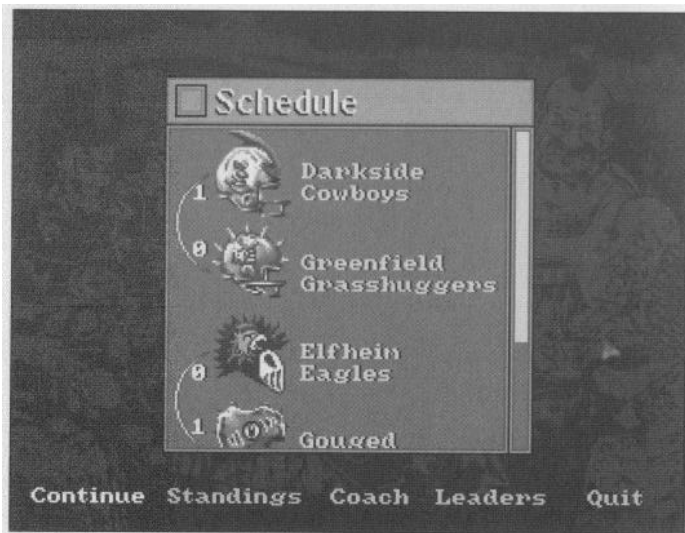
Schedule Screen Options include:

Continue - Click to continue to the next game to be played or viewed by a human. If all games have been played, the next round of games will be simulated or displayed. If a Blood Bowl champion has been crowned, play will automatically proceed to a new season, as long as you continue to play the same league.

Standings - Click to display current league standings. Wins, Losses, Ties and Total Points Scored up to the current time will be displayed.

Coach - Click to return to the League Coaching Screen to purchase free agents and/or view season and career stats.

Leaders - Click to display a number of categories including intercept-



tions, kills, touchdowns, etc. Click on each individual category to display the top four league leading players.

Quit - Click to return to the Game Setup Menu.

Overtime

When a game ends in a tie, the teams will automatically go to overtime. In regular season League Play, overtime consists of 2 four-turn (per coach) halves. If no one scores during overtime, the final score remains a tie.

In Exhibition and League Play-off games, the teams go to sudden death overtime. Halves remain 8 turns each as in standard play. Overtime continues until one team scores the tie-breaker.

Chapter 8: Ooze and Arghs

Injuries

During gameplay, a player who is knocked down has sustained an injury. Injuries come in a variety of shapes, sizes and levels of debilitation. In most cases the player will be able to stand up in a turn or two. However, if a player is seriously injured he will be removed from play.

In general, when a player has been knocked down and is laying on his stomach, he will be able to stand during the next turn. If he is laying on his back, he is merely stunned and will usually be able to stand after a turn or two. If he goes down in a pool of blood, he has been more seriously hurt and will disappear from the field. To check the status of a seriously injured player, refer to your Team Roster. You will find a sub-list showing the names of injured players and a color code of his health status.

1. Yellow=knocked out. Player will return to the game after the next kickoff.
2. Orange=seriously injured. Player has been badly hurt and will be out for the remainder of the game, perhaps more.
3. Red=killed. Player will not be back in this lifetime,

All Undead players and a few others have "regenerate" skills. They laugh in the face of danger. When such players are injured, they will almost always return to the game after the next kickoff.

★ ★ ★ Did you know...

Merchandising and advertising has become a very large part of a Blood Bowl player's job. Varag Ghoul-Chewer of the Gouged Eye team, for example, pile a mouthwash to getting rid of those really stubborn blood-stains and bad breath problems. Meanwhile Morg'th N'htrog, the gigantic Ogre battering ram, makes a good living advertising a firm that makes brick or sanitation facilities!

★ ★ ★ Did you know...

As the game has developed, some of the 'woollier' areas of the rules have been revised, so there is now a rule to cover just about every circumstance that could ever crop up on the field before, during and after a game. The Official Rules of Blood Bowl come as a set of fourteen mammoth volumes, each a thousand or so pages long. However, as there are more and more rules, so there are more and more opportunities to break them, and although most referees would throw their arms up in horror at such a suggestion, it's the breaking of the rules that really makes the game fun!

Chapter 9: Viscous, Expensive, Egotistical Maniacs

Star Players & Free Agents

In addition to the normal (?) players on your team, you will find that some are noted as Star Players. Some teams are fortunate enough to have several such players in their ranks. Star Players are the heroes of the Blood Bowl arena and the most talented players on any team. Each has his own talents and special skills that make him stand out from the rest.

All free agents are Star Players, but not all Star Players are free agents. Check your team roster to see what Star Players you already have. Once you have won enough gold, check the free agents to see if you can hire more. Star Players are highly compensated for their skills and are usually quite picky in choosing for whom they will play. Most of them will only play for certain teams, although some will play for anyone who will pay their price.

Here is a list of the available free agents. Refer to the Free Agent Window described in Chapter 7 for individual details. Free agents and their positions are listed under the races for whom they will play.

Dark Elf

Chandra SniperbladeThrower
Chazmanian DevilWitch Elf
Crowbar BreaklegOgre Blocker
Ebony SinnLineman
Grashnak BlackhoofMinotaur Blocker
Horkon HeartripperAssassin
Jeffrey ButcherOgre Mutant
Jeremiah KoolBlitzer
Jodiah SpiteLineman
Kendal StormThrower
Panther FacileWitch Elf
Prince NightstalkerThrower

Dwarf

Crowbar Breakleg	.Ogre Blocker
Digger NovgorodRunner
Drill Elfgouger	.Long Beard
Gore ThroatgougerMinotaur Blocker
Goren SteamrollerTroll Slayer
Grashnak Blackhoof .	.Minotaur Blocker
Grim IronjawDragon Slayer
Hthark the Unstoppable	.Bull Centaur
Jeffrey ButcherOgre Mutant
Kris GilbrickTroll Slayer
Magnum Hardcastle .	.Troll Slayer
Pike BeardcutterRunner
Rocky UpheaveTroll Slayer
ZZharg MadeyeChaos Dwarf

Halfling

Basil Sage	Halfling
Deeprout Strongbranch . .	.Treeman Blocker
D w e e b e Nelcon	Halfling
Mangy Bedlam Halfling
Mustard Kemal Halfling
Plucky Weinerdog Halfling
Scotty Nochance Halfling
Smudge	Halfling
The Stump Treeman Blocker
Willow Barkskin Treeman Blocker

High Elf

Breda Freedom .	.Phoenix Warrior
Che-waiLion Warrior
Crowbar Breakleg	.Ogre Blocker
Jeffrey ButcherOgre Mutant
Jordell Freshbreeze	.Wardancer
Patricio ArceDragon Warrior
Pem FectonPhoenix Warrior

High Elfcontinued

Prince Moranion	Dragon Prince
Valerius RushDragon Warrior
Willow BarkskinTreeman Blocker
Yorken Soar	Dragon Warrior

Human

Alexander Hail	Catcher
Crowbar BreaklegOgre Blocker
Damien StormBlitzer
Fang BatwingVampire
Gore ThroatgougerMinotaur Blocker
Grashnak BlackhoofMinotaur Blocker
Iman HasteCatcher
Jeffrey ButcherOgre Mutant
Kaasi NivedCatcher
Lorak SpineripperLineman
Lord Borak the Despoiler	Chaos Champion
Luthor von DrakenborgVampire
Marcus Mercury	Catcher
Michael angelo von HiebertBlitzer

Orc

Bomber DribblesnotGoblin
Borgen HalfbridgeTroll Blocker
Bren the BrickBlack Orc Blocker
Crowbar BreaklegOgre Blocker
Friz FrogeyeLineman
J.J. GonzoGoblin
Jeffrey ButcherOgre Mutant
Krebb NoseflairBlitzer
Lord Borak the DespoilerChaos Champion
Nobbla BlackwartGoblin
R.K. HatchetBlitzer
Ripper BolgrotTroll Blocker
Scrappa SorehandGoblin
Smuck De mBlack Orc Blocker
Snazzy JohnsonGoblin
Snotflicker TongThrower
The DooverBlitzer
TinyBlack Orc Blocker

Skaven

Ben Storm Vermin
Bomber Dribblesnot Goblin
Caliber Kraven Thrower
Crowbar Breakleg Ogre Blocker
Gregor Hangman Gutter Runner
Hakflem Skuttlespike Skaven Mutant
Headsplitter Rat Ogre Blocker
J.J. Gonzo Goblin
Jeffrey ButcherOgre Mutant
Jonah Jugular Thrower
Nobbla Blackwart Goblin
Noma Phlegm Storm Vermin
Scrappa Sorehand Goblin
Snazzy JohnsonGoblin
Sneaky Rattus Gutter Runner
Seeth Festerguard. Storm Vermin
Stinky Blood-dripper Storm Vermin

Undead

Beat Foreye	Zombie
Chintro GallowsMummy
Decadent StenchWight
Fang BatwingVampire
Gore ThroatgougerMinotaur Blocker
Luthor von Drakenborg . .	.Vampire
Needle FaintheartSkeleton
Scarlet CumminsGhoul
Solanum NigramGhoul

Section 3: Hemo-Stats

Chapter 10: Mutant Poop

Special Skills and Team Profiles

All Blood Bowl players are not created equal. As you get to know your players you will find that many are equipped with natural abilities that give them an edge. Some have developed unique talents. Others are just mean and rotten.. qualities that are highly desirable on the playing field. The following is a description of skills to look for in your players.

Accurate - This player has superb passing ability.

Block - This player has incredible blocking skill.

Break Tackle - This player's agility is equal to his strength when attempting to dodge a block. For example, if he has a Strength 4 and Agility 2, he will have Agility 4 when dodging a block.

Catch - This player has exceptional catching, hand-off and interception skills.

Dauntless - This player can psych himself up so his strength is equal to that of a stronger opponent. This skill is only useful when blocking a stronger opponent.

Dirty Player - This player has trained and studied the fine art of dirty play. He knows every trick in the book and is more than happy to use them.

Dodge - This player has outstanding dodging abilities and is rarely knocked down when leaving an opponent's tackle zone.

Extra Arm - This player has an extra appendage that makes for extraordinary catching skill.

Frenzy - This player can make as many blocks as it takes to knock an opponent over. Each additional block costs one movement if the frenzied player is taking a Blitz action. The extra blocks are free if he is taking a Block action, but he may not throw more blocks than his MA.

Guard - This player will gladly assist an offensive or defensive block even if he is in another player's tackle zone.

Horns - This player likes to use his head, particularly the horny part. His strength increases by +1 when making a block. However, he may only use this skill when taking a Blitz action, and only after he has moved at least 1 square.

Jump up - This player may stand up at no cost to his MA. If he is down he is allowed to take a Block action because he can stand up for free at the start of the action.

Leap - This player is allowed to jump over an adjacent square, even if it is occupied by an opponent. The leap costs 2 squares from his MA.



Mighty Blow - This player adds +1 to his armor value if he has a strength rating of 3 or more. This skill comes in handy in life and limb-threatening situations.

Nerves of Steel - This player is not easily threatened when positioned within an opponent's tackle zone. He still passes and catches with ease.

* * * *Did you know...*

The top two 'Spike! Magazine All-time Most Violent Player Awards' are:

1. The late Engel "The Exterminator" von Evilstein was probably the most violent player ever. Just before he was killed during an explosive attempt to wipe out the entire Underworld Creepers team at one go, he was reckoned to have killed or seriously injured an unbelievable 824 players!
2. The great Minotaur player Mad Bull Chainspleen was the most famous and violent player of his day. Not content with just smashing an opponent into the turf and jumping up and down on the body, Mad Bull had a nasty habit of devouring the battered opponent afterwards! An average of two players a match went down (both gravitationally and culinarily), earning Mad Bull a fearsome reputation on the field and making him a sure-fire hit with all right-thinking Blood Bowl fans!



Pass - This player has outstanding passing ability.

Prehensile Tail - This player's long, thick tail is an extremely useful blocking device. Woe to those who try to dodge out of his tackle zone!

Razor Claws or Fangs - This player has a natural ability to inflict serious injury at all times.

Regenerate - This player is usually undead or in such a state of physical decay that he will most likely never die. In cases of serious, near-death injuries, there is a better than 80% chance that he will return to the field at the next kick-off or the start of the next game, whichever comes first.

Safe Throw - When this player is passing, there's very little chance of an interception.

Sprint This player may attempt to move 3 extra squares, rather than the usual 2.

Stand Firm - This player is never pushed back in a block. He may, however, be knocked down, but he will remain in the square where he started. He will also never be knocked down when dodging a block, but he will stumble as he moves into the next square. As a result, his move ends but no turnover occurs.

Strip Ball - This player forces any opponent he pushes back to drop the ball even if he does not knock them down.

Strong Arm - When this player is passing, reduce the range by 1 level. For instance, a long pass will be treated as a short pass.

Stunty - This player is so small he will almost never be tackled. He merely ducks underneath opponent's arms and runs between their legs.

Sure Feet - It is unlikely that this player will fall over when trying to move extra squares.

Sure Hands - This player will never fail to pick up the ball and, once he has it, he sticks like glue. As a result, he can even withstand an opponent's "Strip Ball" skill.

Tackle - This player's tackle zone is his most prized possession and he is outraged by any opponent's attempt to violate it. Those who venture in will rarely escape.

Thick Skull - This player's skull has a concrete-like quality that enables him to withstand serious injury (as well as education!). Although not very intelligent, he is seldom more than temporarily stunned by an opponent.

Two **Heads** - This player may not have double brain power, but, when it comes to dodging, two heads are better than one. While one head watches where he's going, the other is busy harassing his opponent. The opponent is so confused he is rarely able to complete a successful block.

Team Profiles

The Gougued Eye, Orc Once a laughing stock, this team has become perhaps the best of the Ore teams over the past few years. Now under the leadership of Varag Ghou-Chewer, they continue to improve their tough, hard-hitting opposition and a major tournament title is well within their reach Home field surface: ice.

Dwarf Giants, Dwarf One of the oldest teams in Blood Bowl history with a distinguished reputation, the Giants have set many impressive records. Under the leadership of Grimwold Grimbreath, they hope to continue their long tradition of taking out their opponents potential scorers, wearing down the rest and leaving no one to stop them from scoring. Home field surface: ice.

Reikland Reavers, Human - The Reavers are the finest all-round team in the sport with a consistent winning record that has earned them 4 Blood Bowl Championships. Although they don't have many of the outstanding strengths of the other races, neither do they have the weaknesses. With Blitzer Griff Oberwald as their leader, the Reavers may be virtually unbeatable. Home field surface: grass.

* * * Did you know...

"Spike" Magazine number 3 All-time Most Violent Player Award is currently held by Max "Kneecap" Mittleman. Although a referee rather than a player. Max was always a big hit with the fans for his refusal to follow the NAF referees' guidelines. Instead Kneecap dispensed summary justice with the aid of a pair of pliers, a branding iron and a chainsaw. His record for the Most Players Dismembered by a Referee stands to this day.



Notes:

Darkside Cowboys, **Dark Elf** - Combining high intelligence, natural grace, degenerate violence and a hatred for all things - living and non-living - has proved to be a winning key for these Dark Elves. Their evil nature, cunning and athletic agility make them natural-born champions. Home field surface: astrogranite.

Underworld Creepers, **Skaven** - Although considered primarily a Skaven team, the Creepers are actually an unlikely combination of Skaven and Goblins. They are famous for their dirty tricks and low-down tactics on the field, as well as the violent arguments that follow an unsuccessful play. These colorful antics have made them one of the best-loved teams in Blood Bowl history. Though sadly lacking in strength, the Creepers compensate with the speed of lightning. Home field surface: astrogranite.

Champions of Death, **Undead** - The Champions of Death are one of the best Blood Bowl teams in the Known World. Despite having players who are older than the combined ages of any team they play, the skeletons, ghouls, mummies and other walking dead continue to play like a bunch of eternally talented youngsters. Home field surface: astrogranite.

Elfheim Eagles, **High Elf** - **The** Eagles are a young team, yet have quickly become one of the finest passing teams around. Unfortunately, high elves consider being close to - and maybe (Ugh!) touching - an opponent a fate worse than death. Until they overcome this distaste they will never be champion material. Home field surface: grass.

Greenfield Grasshuggers, **Halfings** - Why Halfings actually make the effort of getting suited up for a game every week has baffled fans for years. They are most often shamefully stomped, beaten and left for dead. But some say that, according to Halfling tradition all players get to join in a dinner banquet when it's over. It is not unusual to see injured Halfings get up from their stretchers and tear off in the direction of the locker room as soon as the final whistle sounds. Home field surface: grass.