

**DEATHZONE<sup>®</sup>**

**PRESENTS**

**FLUFF 2013**

**Federated League of Underground Fantasy Football 2013**

**CHARTER AND SEASON PLAN**

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*Written and Authorised by S. A. CARROLL (Chief Executive)*

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## **WELCOME**

As the self-appointed Chief Executive of the Federated League of Underground Fantasy Football (FLUFF), I would like to welcome everyone to participate in the 2013 season of FLUFF. I'd like to express my gratitude to those who have already expressed an interest in competing in FLUFF 2013. My appreciation also goes to the FLUFF coaches who have agreed to help me in coordinating this year's FLUFF competition.

Over the course of the year, we will all be participating in many fashions dealing with FLUFF. The primary example of this is to do what most people are expecting to do, which is to play Blood Bowl. However, beyond this, there are also the duties concerned with the running of FLUFF. These duties range from running special events and keeping track of the treasury to settling rules disputes and preparing the seasons draw. All persons involved with FLUFF may help with any of these tasks as well as playing their own league matches.

There will be several events occurring within the league during 2013. These include the core Blood Bowl competitions, extra Blood Bowl series, league meetings, league auctions, etc. It is your prerogative, as Blood Bowl coaches, to partake in these events. You are also encouraged to enjoy yourself as much as possible along the way. So have fun, play well and most importantly... WIN!

## **DUTIES OF LEAGUE OFFICIALS**

With the discretion of the FLUFF board, the tasks below are to be handled by the person or persons appointed to each position. Please note that the FLUFF board consists of the Chief Executive, the League Commissioner, the Treasurer and two other sitting members. If a league official, at any time, abuses his/her position then it is in the power of the FLUFF board to relieve that person of that position and replace them with another member of the FLUFF board.

### **Chief Executive**

- The Chief Executive is the main representative of the league. Should the need arise for FLUFF to be represented by an official at an external Blood Bowl event then the Chief Executive will attend this event. At this event he/she will represent the views and opinions of FLUFF as a whole. The Chief Executive also has the duty of organising any of these external Blood Bowl events. The key idea behind this is to gain a better understanding of the worldwide climate of Blood Bowl playing and league organising.
- The Chief Executive also has the task of determining watch teams may be coached in FLUFF and what players may play on those teams.
- The Chief Executive has the power to advise any league official on the performance of their designated duty.
- The Chief Executive has the task of organising the season draw. This will include the normal season matches and finals season matches of the following tournaments: Blood Bowl Trophy, Mithril Spike, Dungeon Bowl, Chaos Cup and the 'Blue and the Grey' Origin Series.
- Finally, the Chief Executive has the task of initially setting the rules under which FLUFF matches will be played. It is here where the Chief Executive has the least power as the FLUFF board members and, specifically, the League Commissioner have the power to change the rules or interpret the rules in a way they deem fair. Please note that most of the rules played under in FLUFF come from the Blood Bowl Handbook, the Death Zone Playbook and the Blood Bowl Competition Rules Pack.

### **League Commissioner**

- It is the Commissioner's duty to resolve any disputes that erupt during any sanctioned FLUFF match or league event.
- The Commissioner should also make sure that no cheating happens in or out of matches.
- It is also the task of the Commissioner to rule on any rules indecision that presents itself. Generally, the Commissioner's word is final but certain circumstances may warrant such matters to be resolved by the FLUFF board.

### **League Treasurer**

- It is the Treasurer's duty to keep the FLUFF accounts. This includes; certifying and collecting on loans, authorising auctions and presenting the winnings of major FLUFF tournaments.
- Should a coach balk on a loan repayment, the matter must be immediately brought to the attention of the FLUFF board by the Treasurer.

### **Event Organiser**

- This duty is generally undertaken by the FLUFF board as a whole but may be given to a sitting board member to extend the effectiveness of the board when undertaking this task.
- The Event Organiser has the task of suggesting and preparing any non-match events, such as auctions, parties and valuable player presentations.

### **Evil/Pure Coaches**

- These positions will be explained in full further on but generally relate to the running of the Chaos Cup.

### **Northside/Southside Coaches**

- These positions will be explained in full further on but generally relate to the running of the 'Blue and the Grey' Origin Series.

## **TEAMS**

Each coach participating in FLUFF matches may only field players from the following team and star player lists. If a coach wishes to introduce a new team into the league, other than the core sixteen (Amazon, Chaos, Chaos Dwarfs, Dark Elves, Dwarfs, Goblins, Halflings, High Elves, Humans, Lizardmen, Norse, Orcs, Skaven, Undead, Werewolves and Wood Elves), then they must get permission from the FLUFF board to do so. Also, if a coach wishes to introduce a new star player into the league, other than those listed below, then they must get permission from the FLUFF board. Finally, all other team rules as explained in the Blood Bowl Handbook, Death Zone Playbook and Blood Bowl Competition Rules Pack must be adhered to unless otherwise ruled upon. NB: The Death Zone Playbook allows teams to field more than one of the same type of star player. This will not be permitted in FLUFF until the majority of FLUFF coaches show that they are in favour of the Death Zone ruling.

The following two paragraphs are relevant only to the three core Blood Bowl tournaments - the Blood Bowl Trophy, the Mithril Spike and the Dungeon Bowl. At the start of the FLUFF season, each coach must select a brand new (i.e. one costing 1000K gps, having a Team Rating of 100, etc.) individual team from the sixteen core races below. At any one time, the team may own up to four star players as long as they meet the 'Teams' requirement specified in the star player list. A coach may wish to retire their team, in between tournaments, and continue the FLUFF season with another brand new one. Note that if this is done then the coach will still be responsible for any debts incurred or loans undertaken within the current season. Also, the coach will retain their points standing in all current tournaments. This is done so as to allow leniency for coaches whose teams are suffering abnormally high casualties.

With the possibility that some coaches may not wish to completely run a Blood Bowl team in FLUFF, I have decided to introduce the new Human Assistant Coach (HAC) position. NB: Human, in this context, only relates to the fact that it is a position for an actual living person. The HAC position allows a person to get involved with the league without actually being primarily responsible for his or her own team. HACs, however, still count as regular members of the league; therefore, they may still be part of the league board, etc. HACs count as assistant coaches on their team's roster but do not have to be paid for. They must still be recorded, along with their name and job title, on their team's roster. NB: This is the only way a coach may start off a team worth more than 1000K gps. A team may have as many *legitimate* HACs as it likes but each individual HAC may belong to only one team (per tournament) and must have some secondary form of involvement in the running of their team. Furthermore, if their Head Coach is not present at a match then the HAC may take on the role of Head Coach. (i.e. They may argue the call if their Head Coach is absent, expelled, etc.) HACs do not directly receive any team winnings as these winnings all go to the team as a whole. Finally, HACs may never be the Head Coach of their own team unless they give up their HAC status.

The following paragraphs explain, in part, the way in which the special FLUFF tournaments - the Chaos Cup and the 'Blue and the Grey' Origin Series - will be run. These tournaments will be run in basically the same manner as core tournaments apart from squad selection. For the Chaos Cup, the league will be split into two separate groups. These will be the Evil teams group and the Pure teams group. These groups will be chosen by taking even portions of the top and bottom halves of the villainy roster. The villainy list (from pure to evil) is as follows:

Halflings → Wood Elves → High Elves → Humans → Dwarfs → Norse → Amazon → Lizardmen →  
Goblins → Orcs → Skaven → Werewolves → Dark Elves → Chaos Dwarfs → Undead → Chaos

The FLUFF will have a selection of teams, some of which may be of the same race, but generally all of the teams will be different. These teams must be ordered in the above order and split into the two groups as explained above. If there is an odd number of teams to select from then the FLUFF board will select, primarily on team rating, which group the median-villainous team will join.

The 'Blue and the Grey' Origin Series teams will be selected by splitting the league evenly into two divisions – Northside and Southside. The Northside division will consist of teams whose coaches live most Northerly. The Southside division will consist of teams whose coaches live most Southerly. Sometimes there will be an uneven number of eligible teams. In this case, the underdog rule in the Tournaments section will be applied.

Once these groups/divisions are selected, teams may then be formed from them. The coaches of these teams will select one of themselves to be the head coach for their team and then select the remainder of their sixteen player team, along with extra coaching staff, whilst abiding to the following criteria.

- From the group's team lists, a primary sixteen-player squad will be selected by each team's coaching staff (this primary squad may be less than sixteen players if the coaches wish). A secondary line up of up to eight players will be selected as replacements for whenever the team drops below sixteen players. This may be due to injury, death or if the coaching staff wishes to interchange certain players.
- The extra coaches (i.e. those that are not selected as head coaches) become their respective teams assistant coaches.
- Re-rolls, Fan Factor, Cheerleaders and Apothecaries for each team are determined by adding all of the group's team Re-rolls, Fan Factor, Cheerleaders and Apothecaries together.
- A team may only include one regular wizard, no matter how many a group may own.
- A team may NOT include a Dwarf Alchemist, Halfling Master Chef or Necromancer.
- The cost and team rating for the teams are determined as normal.
- Finally, the coaching staff will choose their team's name and logo.

Below are the team lists that contain information on what players each race can field in their Blood Bowl team along with the cost of those players and team Re-roll counters. These lists are based on the team lists from the Blood Bowl Competition Rules Pack but are generally identical to those listed in the Blood Bowl Handbook and Death Zone Playbook, except for a few name changes, additional positions and the cost of Re-roll counters. Please see the Chief Executive for clarification when a unexplainable discrepancy or omission arises.

### AMAZON

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Linewomen	6	3	3	7	Dodge	G,ASP	50K
0-2	Throwers	6	3	3	7	Dodge, Pass	GP,AS	70K
0-2	Catchers	6	3	3	7	Dodge, Catch	GA,SP	70K
0-4	Blitzers	6	3	3	7	Dodge, Block	GS,AP	90K

Re-roll counter: 50K

### CHAOS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Beastmen	6	3	3	8	Horns	GSM,AP	60K
0-4	Chaos Warriors	5	4	3	9		GSM,AP	100K
0-1	Minotaur	5	5	2	8	Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM,GAP	150K

Re-roll counter: 60K

### CHAOS DWARFS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Hobgoblins	6	3	3	7		G,ASP	40K
0-6	Chaos Dwarf Blockers	4	3	2	9	Thick Skull, Block, Tackle	GS,APM	70K
0-2	Bull Centaurs	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS,AP	130K
0-1	Minotaur	5	5	2	8	Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S,GAPM	150K

Re-roll counter: 70K

### DARK ELVES

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Linemen	6	3	4	8		GA,SP	70K
0-2	Runners	7	3	4	7	Dump-Off	GAP,S	80K
0-2	Assassins	6	3	4	7	Shadowing, Stab	GA,SP	90K
0-4	Blitzers	7	3	4	8	Block	GA,SP	100K
0-2	Witch Elves	7	3	4	7	Dodge, Frenzy, Jump Up	GA,SP	110K

Re-roll counter: 50K

### DWARFS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Blockers	4	3	2	9	Thick Skull, Block, Tackle	GS,AP	70K
0-2	Runners	6	3	3	8	Thick Skull, Sure Hands	GP,AS	80K
0-2	Blitzers	5	3	3	9	Thick Skull, Block	GS,AP	80K
0-2	Troll Slayers	5	3	2	8	Thick Skull, Block, Frenzy, Dauntless	GS,AP	90K
0-1	Death Roller	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S,GAP	160K

Re-roll counter: 50K

### GOBLINS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Goblins	6	2	3	7	Stunty, Dodge, Right Stuff	A,GSP	40K
0-1	Bombardier	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A,GSP	40K
0-1	Looney	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A,GSP	40K
0-1	Fanatic	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S,GAP	70K
0-1	Pogoer	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A,GSP	70K
0-2	Trolls	4	5	1	9	Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S,GAP	110K

Re-roll counter: 60K

### HALFLINGS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Halflings	5	2	3	6	Stunty, Dodge, Right Stuff	A,GSP	30K
0-2	Treemen	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S,GAP	120K

Re-roll counter: 60K

### HIGH ELVES

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Linemen	6	3	4	8		GA,SP	70K
0-2	Throwers	6	3	4	8	Pass, Safe Throw	GAP,S	90K
0-4	Catchers	8	3	4	7	Catch	GA,SP	90K
0-2	Blitzers	7	3	4	8	Block	GA,SP	100K

Re-roll counter: 50K

### HUMANS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Lineman	6	3	3	8		G,ASP	50K
0-2	Throwers	6	3	3	8	Sure Hands, Pass	GA,SP	70K
0-4	Catchers	8	2	3	7	Dodge, Catch	GP,AS	70K
0-4	Blitzers	7	3	3	8	Block	GS,AP	90K
0-1	Ogre	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S,GAP	140K

Re-roll counter: 50K

### LIZARDMEN

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Skinks	8	2	3	7	Dodge, Stunty	A,GSP	60K
0-6	Saurus	6	4	1	9		GS,AP	80K
0-1	Kroxigor	6	5	1	9	Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S,GAP	140K

Re-roll counter: 60K

### NORSE

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Linemen	6	3	3	7	Block	G,ASP	50K
0-2	Throwers	6	3	3	7	Block, Pass	GP,AS	70K
0-2	Catchers	7	3	3	7	Block, Dauntless	GA,SP	90K
0-2	Blitzers	6	3	3	7	Block, Frenzy, Jump Up	GS,AP	90K
0-2	Werewolves	6	4	2	8	Frenzy	GS,AP	110K
0-1	Yhetee	5	5	1	8	Claws, Disturbing Presence, Frenzy, Wild Animal	S,GAP	140K

Re-roll counter: 60K

### ORCS

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Linemen	5	3	3	9		G,ASP	50K
0-4	Goblins	6	2	3	7	Stunty, Dodge, Right Stuff	A,GSP	40K
0-2	Throwers	5	3	3	8	Sure Hands, Pass	GP,AS	70K
0-4	Blitzers	6	3	3	9	Block	GS,AP	80K
0-4	Black Orc Blockers	4	4	2	9		GS,AP	80K
0-1	Troll	4	5	1	9	Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S,GAP	110K

Re-roll counter: 60K

### SKAVEN

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Linemen	7	3	3	7		G,ASPM	50K
0-2	Throwers	7	3	3	7	Sure Hands, Pass	GP,ASM	70K
0-4	Gutter Runners	9	2	4	7	Dodge	GA,SPM	80K
0-2	Blitzers	7	3	3	8	Block	GS,APM	90K
0-1	Rat Ogre	6	5	2	8	Frenzy, Mighty Blow, Prehensile Tail, Wild Animal	S,GAPM	160K

Re-roll counter: 60K

### UNDEAD

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Skeletons	5	3	2	7	Regeneration, Thick Skull	G,ASP	40K
0-16	Zombies	4	3	2	8	Regeneration	G,ASP	40K
0-4	Ghouls	7	3	3	7	Dodge	GA,SP	70K
0-2	Wights	6	3	3	8	Regeneration, Block	GS,AP	90K
0-2	Mummies	3	5	1	9	Regeneration, Mighty Blow	S,GAP	100K

Re-roll counter: 70K

### WEREWOLVES

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-16	Wolfkin Linemen	6	3	3	7	Block	G,ASP	50K
0-2	Wolfkin Throwers	6	3	3	7	Block, Pass	GP,AS	70K
0-2	Wolfkin Catchers	7	3	3	7	Block, Dauntless	GA,SP	90K
0-2	Wolfkin Blitzers	6	3	3	7	Block, Frenzy, Jump Up	GS,AP	90K
0-4	Werewolf Brutes	6	4	2	8	Frenzy	GS,AP	110K
0-1	Werewolf Titan	8	3	3	8	Claws, Frenzy, Regeneration	GA,SP	120K

Re-roll counter: 60K

## WOOD ELVES

QUANTITY	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	N/D	COST
0-12	Linemen	7	3	4	7		GA,SP	70K
0-2	Throwers	7	3	4	7	Pass	GA,SP	90K
0-4	Catchers	8	2	4	7	Dodge, Catch, Sprint	GAP,S	90K
0-2	Wardancers	8	3	4	7	Block, Dodge, Leap	GA,SP	120K
0-1	Treeman	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S,GAP	120K

Re-roll counter: 50K

Below is information on the star players available to teams in FLUFF. The information includes the cost of these players and the teams that they can play for. These profiles are taken from the Blood Bowl Competition Rules Pack and vary significantly from those listed in the Blood Bowl Handbook and Death Zone Playbook.

## STAR PLAYERS

NAME	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	COST	TEAMS
Roxanna Darknail	Witch Elf	8	3	5	7	Dodge, Frenzy, Jump Up, Juggernaut, Leap	250K	Amazon, Dark Elf
Zara the Slayer	Amazon Blitzler	6	4	3	8	Block, Dauntless, Dodge, Jump Up, Stab, Stakes	270K	Amazon, Dwarf, Halfling, High Elf, Human, Norse, Wood Elf
Willow Rosebark	Halfling	5	4	3	9	Dauntless, Side Step, Thick Skull	150K	Amazon, Halfling, Wood Elf
Lord Borak the Despoiler	Chaos Champion	5	5	3	9	Block, Dirty Player, Mighty Blow	300K	Chaos
Grashnak Blackhoof	Minotaur Blocker	6	6	2	8	Frenzy, Horns, Thick Skull, Mighty Blow	310K	Chaos, Chaos Dwarf
Hthark the Unstoppable	Chaos Dwarf Bull Centaur	6	5	2	9	Juggernaut, Thick Skull, Block, Break Tackle, Sprint, Sure Feet	330K	Chaos Dwarf
Zzharg Madeye	Chaos Dwarf	4	4	3	9	Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull, Tackle	90k	Chaos Dwarf
Nobbla Blackwart	Goblin	6	2	3	7	Block, Dodge, Chainsaw, Secret Weapon, Stunty	130K	Chaos Dwarf, Goblin
Hubris Rakarth	Dark Elf Blitzler	7	4	4	8	Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball	260K	Dark Elf
Horkon Heartripper	Dark Elf Assassin	7	3	4	7	Dodge, Leap, Multiple Block, Shadowing, Stab	210K	Dark Elf
Eldril Sidewinder	Woof Elf Wardancer	8	3	4	7	Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block	200K	Dark Elf, High Elf, Wood Elf
Flint Churnblade	Dwarf Blitzler	5	3	2	8	Block, Chainsaw, Secret Weapon, Thick Skull	130K	Dwarf
Grim Ironjaw	Dwarf Dragon Slayer	5	4	3	8	Thick Skull, Block, Dauntless, Frenzy, Multiple Block	220K	Dwarf
Boomer Eziasson	Dwarf Bombardier	4	3	2	9	Accurate, Block, Bombardier, Secret Weapon, Thick Skull	60K	Dwarf, Norse
Fungus the Loon	Goblin	4	7	3	7	Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty	80K	Goblin
Bommer Dribblesnot	Goblin Bombardier	6	2	3	7	Accurate, Dodge, Bombardier, Right Stuff, Secret Weapon, Stunty	60K	Goblin, Orc
'Ripper' Bolgrot	Troll Blocker	4	6	1	9	Grab, Regeneration, Mighty Blow, Throw Team-Mate	270K	Goblin, Orc
Scrappa Sorehead	Goblin	7	2	3	7	Dirty Player, Dodge, Leap, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	150K	Goblin, Orc
Deeproot Strongbranch	Treeman Blocker	2	7	1	10	Thick Skull, Block, Mighty Blow, Stand Firm, Strong Arm, Throw Team-Mate	300K	Halfling
Prince Moranion	High Elf Dragon Prince	7	4	4	8	Block, Dauntless, Tackle, Wrestle	230K	High Elf
Soaren Hightower	High Elf Thrower	6	3	4	8	Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm	180K	High Elf
Griff Oberwald	Human Blitzler	7	4	4	8	Dodge, Block, Fend, Sprint, Sure Feet	320K	Human
Mighty Zug	Human Blocker	4	5	2	9	Block, Mighty Blow	260K	Human

NAME	POSITION	MA	ST	AG	AV	SKILLS/SPECIAL	COST	TEAMS
Hemlock	Lizardman Skink	8	2	3	7	Block, Dodge, Side Step, Jump Up, Stab, Stunty	170K	Lizardman
Silibili	Lizardman Saurus	7	4	1	9	Block, Grab, Guard, Stand Firm	250K	Lizardman
Icepelt Hammerblow	Norse Werewolf	5	6	1	8	Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull	330K	Norse, Werewolf
Wilhelm Chaney	Norse Werewolf	8	4	3	8	Catch, Claws, Frenzy, Regeneration, Wrestle	250K	Norse, Werewolf
Varag Ghoul- Chewer	Orc Blitzer	6	4	3	9	Block, Jump Up, Mighty Blow, Thick Skull	290K	Orc
Fezglitch	Skaven Fanatic	4	7	3	7	Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	100K	Skaven
Hakflem Skuttlespike	Skaven Mutant	9	3	4	7	Extra Arms, Prehensile Tail, Two Heads, Dodge	200K	Skaven
Headsplitter	Rat Ogre Blocker	6	6	3	8	Frenzy, Prehensile Tail, Mighty Blow	340K	Skaven
Skitter Stab Stab	Skaven Mutant	9	2	4	7	Dodge, Prehensile Tail, Shadowing, Stab	160K	Skaven
Count Luthor Von Drakenborg	Vampire	6	5	4	9	Regeneration, Hypnotic Gaze, Block, Side Step	390K	Undead
Hack Enslash	Skeleton	6	3	2	7	Chainsaw, Regeneration, Secret Weapon, Side Step	120K	Undead
Ramtut III	Mummy	5	6	1	9	Break Tackle, Mighty Blow, Regeneration, Wrestle	380K	Undead
Setekh	Mummy	6	4	2	8	Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	220K	Undead
Jordell Freshbreeze	Wood Elf Wardancer	8	3	5	7	Block, Diving Catch, Dodge, Leap, Side Step	260K	Wood Elf
Morg'N'Thorg	Ogre Blocker	6	6	3	10	Thick Skull, Block, Mighty Blow, Throw Team-Mate	430K	Any team except Undead

## **TOURNAMENTS**

There will be five major FLUFF sanctioned tournaments held throughout the 2013 season. These are the Blood Bowl Trophy, Mithril Spike, Dungeon Bowl, Chaos Cup and 'Blue and the Grey' Origin Series. The first three tournaments are to be held separately from one another but the last two will be scheduled for competition during other tournaments' timetables. Below is most of the relevant information pertaining to each tournament's draw. Finally, and most importantly, in the Blood Bowl Trophy and Mithril Spike Preliminary seasons ladder points are awarded as follows:

- **5** points for a *WIN & MAIM* result (i.e. a team wins and also inflicts casualties on every opposing player that participated in the match)
- **4** points for a *WIN* result (obviously only awarded to the winner)
- **3** points for a *WIN-DRAW* result (i.e. the game is not finished for reasons agreed upon by the game participants and/or the FLUFF Chief Executive)
- **2** points for a *DRAW* result
- **1** point for a *LOSS* result (obviously only awarded to the loser)

Please note that only drawn finals results will cause the drawn game to go into overtime, and the FLUFF board will resolve drawn ladder positions (this may be done by taking the highest total casualties of a team, etc). Also, if a Preliminary round match is not played between two teams, for a legitimate reason, then the result is counted as a WIN-DRAW.

### **MITHRIL SPIKE**

Preliminary Round: (01/01/2013 - 28/04/2013)

Finals Round: (29/04/2013 - 26/05/2013)

- This tournament will consist of an OPEN Preliminary round. This means that each coach can field a team against any number of opposing coaches as many times as he/she wishes. After the Preliminary round, there will be a Finals round consisting of two matches - the Final and Grand Final. NB: The same two coaches may not play more than three games in a row in the Preliminary round.
- Final: THIRD vs. SECOND (i.e. the placings on the Mithril Spike ladder after the Preliminary round).
- Grand Final: WINNER OF FINAL vs. FIRST (i.e. as explained above).
- *In addition to the usual winnings, teams receive the following:*
  - Grand Final WINNER receives: 200K gps, a permanent Fan Factor increase (see the Death Zone Playbook) and the Mithril Spike Trophy (including its Trophy Re-roll).
  - Grand Final RUNNER-UP receives: 100K gps.
  - SPIKE! Magazine Player of the Season receives: a permanent Fan Factor increase (see the Death Zone Playbook).

### **BLOOD BOWL TROPHY**

Preliminary Round: (27/05/2013 - 29/09/2013)

Finals Round: (30/09/2013 - 27/10/2013)

- This tournament will consist of a number of Preliminary round matches dependent on the number of teams in the competition. For competitions with 4 or fewer coaches, each coach will field a team against every other coach twice, and no more than twice, within the Preliminary round. For competitions with 5 or more coaches, each coach will field a team against every other coach once, and no more than once, within the Preliminary round. For example, if there are 6 teams in the competition, there will be a maximum of 15 Preliminary round matches. After the Preliminary round, there will be a Finals round consisting of four matches - two Semi-finals, a Play-Off and the Grand Final.
- Semi-final #1: THIRD vs. SECOND (i.e. the placings on the Blood Bowl Trophy ladder after the Preliminary round). Winner advances to Grand Final. Loser advances to Third and Fourth place Play-Off.
- Semi-final #2: FOURTH vs. FIRST (i.e. as explained above). Winner advances to Grand Final. Loser advances to Third and Fourth place Play-Off.
- Play-Off: LOSER OF SEMI-FINAL #1 vs. LOSER OF SEMI-FINAL #2.
- Grand Final: WINNER OF SEMI-FINAL #1 vs. WINNER OF SEMI-FINAL #2.
- *In addition to the usual winnings, teams receive the following:*

- Grand Final WINNER receives: 350K gps, an additional 20K gps winnings per game while it holds the Blood Bowl Trophy, a Blood Bowl Players' Award for each player that took part in the Grand Final (see the Death Zone Playbook) and the Blood Bowl Trophy (including its Trophy Re-roll).
- Grand Final RUNNER-UP receives: 150K gps and a Blood Bowl Players' Award for each player that took part in the Grand Final (see the Death Zone Playbook).
- THIRD PLACE receives: 100K gps.
- FOURTH PLACE receives: 50K gps.

## **DUNGEON BOWL**

(28/10/2013 - 31/12/2013)

- This tournament will consist of a Knock-Out competition where two matches are played against each teams' opponents. The total score from the pair of matches are summed together and constitute the score for the round. The teams with the highest scores from each of the pairs of matches advance to the next round/s. The Chief Executive will impartially resolve ties.
- Knock Out Series: The placings below are determined by the positions that the teams end up in after the Blood Bowl Trophy tournament and are based on a 6-team competition. This draw will be revised accordingly if there are more than or fewer than 6 teams in the competition.
- Round One (A): SIXTH vs. FIFTH
- Round One (B): FOURTH vs. THIRD
- Round One (C): SECOND vs. FIRST
- Round Two (D): WINNER OF (A) vs. WINNER OF (B)
- Round Three (E): WINNER OF (D) vs. WINNER OF (C)
- *In addition to the usual winnings, teams receive the following:*
  - Final Round WINNER receives: 150K gps, the services of a College Wizard until the start of the next Dungeon Bowl Tournament and the Dungeon Bowl Trophy (including its Trophy Re-roll).
  - Final Round RUNNER-UP receives: 100K gps.
  - Please note that these matches count as finals when considering match results, etc.

## **CHAOS CUP**

(Schedule TBD)

- This tournament will consist of three matches played between the Pure and Evil teams mentioned earlier.
- The team that wins two or more of these matches becomes the winner of the tournament and receives the winnings allocated to it on the 'Chaos Cup Winnings Table'.
- The losing team receives their share of the winnings as allocated to it on the 'Chaos Cup Winnings Table'.
- The modifiers are +1 to the roll for a winning Evil team and -1 to the roll for a winning Pure team.
- *In addition to the usual monetary winnings, teams receive the following:*
  - The monetary winnings as allocated on the 'Chaos Cup Winnings Table'.
  - The Chaos Cup monetary winnings should be divided up as evenly as possible between the two teams. The total monetary winnings then go into the team treasury for each respective team and shall be used to strengthen the team for the next Chaos Cup. i.e. To buy more players from non-league teams to field in the matches, etc.
  - The Head and Assistant Coaches from the winning team receive the chance to bask in the glory of the Chaos Cup and receive an extra Trophy Re-roll because of this privilege. NB: Only the Head Coach gets to hold onto the Chaos Cup Trophy.
  - In addition, the Head Coach of the winning team receives an extra Random Event Special Play Card each time he fields his Chaos Cup or usual team in a league match, as long as his Chaos Cup team holds the Chaos Cup.
  - Please note that these matches count as finals when considering match results, etc.

## **'BLUE AND THE GREY' ORIGIN SERIES**

(Schedule TBD)

- This tournament will consist of three matches played between the Northside (Blue) and Southside (Grey) teams mentioned earlier.
- The team that wins two or more of these matches becomes the winner of the tournament.
- *In addition to the usual winnings, teams receive the following:*
  - Series WINNER: 100K gps each for the Head and Assistant Coaches, a permanent Fan Factor increase (see the Death Zone Playbook) for the Head Coach's usual team, three extra MVP awards for players of the winning team.
  - Series LOSER: 50K gps each for the Head and Assistant Coaches.
  - If the underdog (i.e. the team with the least amount of players to select from when choosing an origin squad) wins the tournament then the winning team's coaches receive an extra 50K gps winnings each. In addition, the losing team's Head Coach receives a permanent Fan Factor decrease (which is treated as a negative increase; however, a team's Fan Factor may never drop below one).
  - The usual winnings must be distributed, as evenly as possible, among the origin teams' coaches.
  - Please note that these matches count as finals when considering match results, etc.

## **TOURNAMENT LADDERS/FIXTURES**

Below are tables with which coaches can record current league standings. These provide a quick reference on a team's next opponent, mainly dealing with the likelihood of a victory, etc. The tables are fairly self-explanatory and may be filled out however a coach wishes to. These tables may be replicated as a coach wishes.

### **MITHRIL SPIKE LADDER**

TEAM	WON	W/D	DRAW	LOST	POINTS

### **BLOOD BOWL TROPHY LADDER**

TEAM	WON	W/D	DRAW	LOST	POINTS

### **DUNGEON BOWL FIXTURES**

MATCHES (A): SIXTH PLACE vs. FIFTH PLACE  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCHES (B): FOURTH PLACE vs. THIRD PLACE  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCHES (C): SECOND PLACE vs. FIRST PLACE  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCHES (D): WINNER MATCHES (A) vs. WINNER MATCHES (B)  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCHES (E): WINNER MATCHES (D) vs. WINNER MATCHES (C)  
 \_\_\_\_\_ vs. \_\_\_\_\_

### **CHAOS CUP FIXTURES**

MATCH ONE: PURE TEAM vs. EVIL TEAM  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCH TWO: PURE TEAM vs. EVIL TEAM  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCH THREE: PURE TEAM vs. EVIL TEAM  
 \_\_\_\_\_ vs. \_\_\_\_\_

### **'BLUE AND THE GREY' ORIGIN SERIES FIXTURES**

MATCH ONE: NORTHSIDE TEAM vs. SOUTHSIDE TEAM  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCH TWO: NORTHSIDE TEAM vs. SOUTHSIDE TEAM  
 \_\_\_\_\_ vs. \_\_\_\_\_

MATCH THREE: NORTHSIDE TEAM vs. SOUTHSIDE TEAM  
 \_\_\_\_\_ vs. \_\_\_\_\_

## **TREASURY**

Just as in any good corporation, the Federated League of Underground Fantasy Football must maintain funds with which to operate. In order to do this effectively, a League Treasurer will be appointed to manage these funds. Initially, the FLUFF treasury will have 1000K gps with which to run the league. These funds will contribute to trophy winnings and also help pay for special events (see below).

Furthermore, seeing as teams often come in need of money, the treasury is offering loans (under the authority of the FLUFF board) at twenty-percent interest per match. For example, if a coach borrows 200K gps (in order to replace casualties) from the treasury and pays it back after playing three matches then the team would owe [200K gps + 3 x 40K gps =] 320K gps. Please note that the interest is not compounded. If a team cannot pay this money back by the end of the current tournament then the matter must be brought before the FLUFF board. A likely action of the board is to disqualify the coach and his/her team from the current tournament.

As mentioned before, the treasury's money does go towards paying for special Blood Bowl related events. These could include league-sponsored player auctions and limited trophy tournaments. Therefore, it is imperative that the position of the League Treasurer is shown a lot of respect and that all debts are settled promptly. Please advise the Treasurer of any game winnings, as he/she must keep close records of how much money is in the treasury. Remember that it is your league and you must take responsibility for the smooth running of it as much as the league officials do.

## **EVENTS**

The FLUFF board intends for FLUFF coaches to have as much fun as possible throughout the season. Therefore, the board will be planning special events over the year for coaches to participate in. Below is a list, along with brief descriptions, of the type of events to be planned. If any FLUFF coaches have more ideas for events then they may contact the Chief Executive to discuss them.

**PLAYER AUCTIONS** – These events will be subsidised by the league treasury. The main idea behind these auctions is that most coaches purchase players at the normal price indicated on the team price sheets. However, at auctions, the price will be regulated by who wants to buy the players. That is, if a player is popular (whether they are a normal or a star player) then higher bidding will take place and the price eventually reached may be higher than the normal price for that player. Otherwise, the price paid for that player will be less and it will be a bargain purchase. The FLUFF board will discuss the technique by which these auctions are to be held.

**MID-SEASON TRADES** – For teams who play with players of the same or similar race, trades may be held. This is where the teams get together and swap players. This will help coaches fortify their teams with veteran talent instead of buying fresh rookie players.

**SPECIAL TOURNAMENTS** – This might include the Battle of the Magic Tournament (where coaches field teams of Wizards) or a Brawlers' Marathon (where the team that gets the most casualties wins). These are more than likely to occur in the latter part of the season when teams are at their optimal strength and coaches will be able to be compensate for player losses due to casualties, etc. These events will be subsidised by the league treasury.

**OTHER INTERNAL EVENTS** – These may include awards nights, player drafts and other representative league matches.

**EXTERNAL EVENTS** – These may include get-togethers, games nights, miniature trades, miniature auctions, etc.

**RULES REVIEWS** – In between tournaments, the FLUFF board may elect to conduct a review of the rules by which FLUFF tournaments are run. These reviews will consider all aspects, including the rules of play, permitted teams and star players, tournament structures and awards, and so on.

## **RULES & RULES CLARIFICATIONS**

Obviously, one of the most important aspects of playing in a Blood Bowl league are the rules under which you play. Below is a comprehensive list of rules and rules clarifications by which all the FLUFF coaches must adhere. These rules (and clarifications) come primarily from the Blood Bowl Handbook (published in 1998) and Death Zone Playbook (published in 1998). Further rules clarifications may be found in the Blood Bowl Competition Rules Pack; however, the rules in the original game and its supplement take precedence unless otherwise stated. Please note that if any coach has a rules query or wishes to introduce a new rule then they must first bring the matter to the League Commissioner and then to the FLUFF board. Also, the rules below have precedence over the rules explained in the Blood Bowl Handbook and Death Zone Playbook.

- With permission from the FLUFF board, new coaches are allowed to join the league at any time. The FLUFF board will then revise the draw accordingly for the tournaments that are running at the time.
- There will be no team allying without the permission of the FLUFF board.
- No other teams (besides the core sixteen) may be coached in FLUFF unless permitted by the FLUFF board.
- A coach may only field one team at a time, per tournament.
- A coach *may* play non-league matches with his league team as he wishes, without having to forfeit game winnings. This is done so as to not discourage coaches from playing matches with any of their teams.
- If a coach does not complete his quota of tournament matches then his team *may* be disqualified from the tournament.
- A new team must start the league with a minimum of 11 players.
- The rule of one: Before modification a 1 always fails and a 6 always succeeds.
- The basic actions players can perform during their team's turn include Move, Block, Blitz (1 player per turn), Pass (1 player per turn), Hand-off (1 player per turn) and Foul (1 player per turn).
- No time limit on turns.
- Miniatures do not need to be painted; however, their roster number needs to be shown somewhere on the model or its base.
- No need to represent assistant coaches, cheerleaders, apothecaries or wizards with miniatures.
- At least three (3) players must take the field.
- A coach may not concede a match; however, if a team has less than 3 players available to set up on the Line of Scrimmage (e.g. the rest of the team have suffered casualties), the game ends immediately.
- You move your turn counter at the start of your turn or you may be called for an illegal procedure.
- Dodges are made when leaving a square in the opposing players' tackle zones.
- The coach who made the block decides which square to move the pushed player to.
- Players must be pushed back to a valid empty square, if possible.
- Cannot push a player off the ground unless there are no eligible field squares.
- Armour rolls need to be over the opponents AV.
- A player cannot move after throwing the ball.
- A player can throw the ball to opposing players or an empty square. This will cause a turnover if a friendly player does not somehow catch the ball.
- The thrower can measure range for several targets before declaring whom he is throwing to.
- Throw range is measured from the centre of both the thrower and target's squares.
- Scatter on an inaccurate pass is three squares. The ball can only be caught after these scatters.
- Throw-ins start in the last square the ball occupied.
- The ball is defined as caught if it ends up in the hands of friendly player, even if it had bounced, or had been thrown in. This only applies to passing actions, not pick-ups or hand-offs.

- Players must attempt to catch the ball.
- Cannot re-roll any one action more than once.
- Cannot use a re-roll to force your opponent to re-roll.
- Can use an individuals' re-roll more than once in a turn but not for the same re-roll. For example a team re-roll and pro to re-roll two (2) different blocks during a frenzy.
- Catch can be used to re-roll failed catches, hand offs, and interceptions.
- Sudden death or overtime kick-off is determined by coin toss.
- Must start the competition with a fan factor between 1 and 9. After that the fan factor can be anywhere from 1 to infinity.
- Coaching Staff includes the Head Coach, Assistant Coaches, Cheerleaders, Apothecaries and Wizards.
- The rules for Wizards as specified in the Competition Rules Pack (pg 70) will be used in FLUFF.
- Dwarf Alchemists, Halfling Master Chefs and Necromancers may NOT be used in FLUFF.
- After the initial purchase of a team, any later purchases of team re-rolls are at double the cost of the team re-roll.
- Secret weapons can be sent off for fouling, just like a normal player.
- Penalty rolls for secret weapons are taken after a touchdown or at the end of the half. This applies even if the secret weapon was not used.
- Opposing coach must roll the penalty number or greater to ban the player with the secret weapon.
- Penalty rolls can only be made for players on the field during that play.
- Coaches may argue the call with the referee (when called for an Illegal Procedure, when one of their players is sent off or when the referee attempts to ban the use of a secret weapon) and will succeed on a roll of 6 on a D6. However, the coach will be expelled from the game if he rolls a 1 on a D6. If a team, whose head coach has been expelled, has a HAC that has not been expelled then the team may still argue the call.
- The strength determining if the player uses dauntless is the opposing player's strength before assists.
- Frenzied players roll for dauntless before each and every block.
- When a player who is carrying the ball is pushed back and knocked down, he drops the ball in the square he was pushed to.
- A Hand-off counts as a Completion when earning Star Player Points.
- A player's characteristic may not be increased to more than 10.
- Only one skill may be used to modify a dice roll.
- Stand Firm skill does not negate Frenzy if a pushback occurs.
- Frenzy and Diving Tackle cannot be used together.
- Right stuff is only useable by players of strength 2 or less. This implies that a strength increase negates this ability.
- Throw Team-Mate would be negated if the player's strength fell below 6.
- To intercept the ball, the player's square must be at least partially under the range ruler.
- Only one player may try to intercept per pass.
- A fumble is whenever a 1 (or less) is rolled for a throwing action, before and/or after modification.
- Fumbles cannot be intercepted.
- The ball is placed after rolling on the kick-off table.
- Team re-rolls can only be used during your turn and you cannot re-roll injury rolls.
- Fractions in team ratings are rounded down (i.e. truncated).

- The Fan Advantage Modifier (FAME) rule from the Competition Rules Pack (pg 18, see below) will be used in FLUFF.

#### The Fans

A large number of spectators attend every game of Blood Bowl, some to support one team, some to support another. Others just come to enjoy the spectacle. The number supporting one team compared to the other can have a big effect on the outcome of the game. To determine how many fans turn up to support your team, roll 2D6 and add your Fan Factor to the total. Multiply the score by 1,000 to find the number of fans that have turned up to support your team. For example, the Lowdown Ratz have a Fan Factor of 5. 2D6 are rolled to see how many fans attend. The dice rolls are 2 and 6. Add in the Fan Factor of 5 for a total of 13, which means that 13,000 rat fans have turned up for the match.

The number of fans supporting your team can easily affect which team wins or loses. Their cheers can encourage extraordinary effort from your players or a well aimed rock-filled can of Bloodweiser from a fan can forever remove an opposing star. To represent the effect the fans have on a match, each team has a **Fan Advantage Modifier** (abbreviated to FAME) that can affect some of the results on the Kick-Off table and your winnings in the Post-game. If the roll for the total fans means that your team is being supported by an equal number or fewer fans than the opposition, then your FAME for the match is zero. If you have more fans attending the match than your opponent, your FAME is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your FAME for the match will be +2 instead.

- When calculating the number of Fans attending a Tournament Semi-Final each player rolls an additional D6.
- When calculating the number of Fans attending a Tournament Final each player rolls two additional D6.
- Roll a D6 to determine how many Special Play cards you get at the start of the match. 1: 1 card. 2-5: 2 cards. 6: 3 cards. You can only take 1 Magic Item but can take any number of other cards.
- The following rules tables from the Death Zone will be used in FLUFF: League Match Sequence, Handicap Table, Match Winnings Table and Fan Factor Table.

LEAGUE MATCH SEQUENCE		HANDICAP TABLE		
<b>PRE-MATCH SEQUENCE</b>	<b>POST-MATCH SEQUENCE</b>	<b>DIFFERENCE IN TEAM RATINGS</b>	<b>BONUS CARDS</b>	<b>BONUS MVP'S</b>
1. Hire Freebooters.	1. Work out each team's winnings.	0-10	0	0
2. Roll on Weather Table.	2. Allocate Star Player points and roll on Star Player Table.	11-20	1	0
3. Work out the Gate.	3. Roll on the Fan Factor Table.	21-30	1	1
4. Work out Handicap.	4. Make any purchases.	31-50	2	1
5. Take Special Play cards.	5. Work out new Team Rating.	51-75	2	2
6. Roll for Niggling Injuries.		76-100	3	2
		101+	3	3
		<b>Bonus Cards:</b> Number of extra Special Play cards the team may take at the start of the match.		
		<b>Bonus MVP's:</b> Number of extra MVP's the players in the team are awarded at the end of the match.		

MATCH WINNINGS TABLE								FAN FACTOR TABLE	
<b>THE GATE</b>	<b>TEAM RATING</b>							<b>DICE ROLL</b>	<b>RESULT</b>
	0-99	100-125	126-150	151-175	176-200	201-250	251+	1 or less	Fan Factor goes down 1 point.
0-15,000	+1	+0	+0	+0	+0	+0	+0	2-5	Fan Factor stays the same.
15,001-30,000	+2	+1	+0	+0	+0	+0	+0	6 or more	Fan Factor goes up 1 point.
30,001-45,000	+3	+2	+1	+0	+0	+0	+0	Won the Match	+1
45,001-60,000	+4	+3	+2	+1	+0	+0	+0	Lost the Match	-1
60,001-75,000	+5	+4	+3	+2	+1	+0	+0	Team scored 2+ TDs	+1
75,001+	+6	+5	+4	+3	+2	+1	+0	Team inflicted 2+ casualties	+1
								Tournament Semi-Final	+1
								Tournament Final	+2
<p>Won Match: +1  Match Winnings = (dice roll + Modifiers) x 10,000.</p> 									

- The Kick-Off Table and Weather Table from the Competition Rules Pack (see below) will be used instead of the corresponding tables from the Blood Bowl Handbook.

KICK-OFF TABLE	
2D6	Result
2	<i>Get the Ref:</i> The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way. Each team receives 1 additional Bribe to use during this game. A Bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.
3	<i>Riot:</i> The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.
4	<i>Perfect Defence:</i> The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
5	<i>High Kick:</i> The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
6	<i>Cheering Fans:</i> Each coach rolls a D3 and adds their team's FAME (see page 18) and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.
7	<i>Changing Weather:</i> Make a new roll on the Weather table (see page 20). Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	<i>Brilliant Coaching:</i> Each coach rolls a D3 and adds their FAME (see page 18) and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
9	<i>Quick Snap!</i> The offence start their drive a fraction of time before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10	<i>Blitz!</i> The defence start their drive a fraction of time before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn. However, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
11	<i>Throw a Rock:</i> An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME (see page 18) to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
12	<i>Pitch Invasion:</i> Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

WEATHER TABLE	
2D6	Result
2	<i>Sweltering Heat:</i> It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	<i>Very Sunny:</i> A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	<i>Nice:</i> Perfect Blood Bowl weather.
11	<i>Pouring Rain:</i> It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	<i>Blizzard:</i> It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

- Unless otherwise specified in this document, the rules for Interception, Fouls, Team Value, Playing League Matches and Optional League Rules from the Competition Rules Pack will NOT be used in FLUFF.

- Except for the Loner skill, which is not used in FLUFF, the rules for skills and secret weapons will be as documented in the Competition Rules Pack. For example, Regeneration is on a D6 roll of 4+.
- The Star Player Points Table and Improvement Table from the Competition Rules Pack (see below) will be used instead of the Star Player Points Table and Star Player Roll Table from the Death Zone Playbook, respectively.
- When rolling for improvements, if the New Skill result is rolled then the player may select a skill they would (N)ormally be allowed to select from the Skill Table from the Competition Rules Pack (see below). If a double is rolled then the player may either select a skill they would (N)ormally be allowed to select or a skill they would be allowed to select if they rolled a (D)ouble.

★ STAR PLAYER POINTS TABLE		
★		
Per Passing Completion .....	1 SPP	
Per Casualty .....	2 SPPs	
Per Interception .....	2 SPPs	
Per Touchdown .....	3 SPPs	
Per Most Valuable Player award .....	5 SPPs	
SPPs	Title	Star Player Rolls
0-5	Rookie	None
6-15	Experienced	One
16-30	Veteran	Two
31-50	Emerging Star	Three
51-75	Star	Four
76-175	Super Star	Five
176+	Legend	Six

★ IMPROVEMENT TABLE ★	
2D6	Result
2-9	New skill
10	Increase the player's MA <i>or</i> AV characteristic by 1 point <i>or</i> a New skill
11	Increase the player's AG characteristic by 1 point <i>or</i> a New skill
12	Increase the player's ST characteristic by 1 point <i>or</i> a New skill

★ SKILL CATEGORIES ★			
<b>GENERAL</b>		<b>AGILITY</b>	
Block	Pass Block	Catch	Leap
Dauntless	Pro	Diving Catch	Side Step
Dirty Player	Shadowing	Diving Tackle	Sneaky Git
Fend	Strip Ball	Dodge	Sprint
Frenzy	Sure Hands	Jump Up	Sure Feet
Kick	Tackle		
Kick-Off Return	Wrestle		
<b>PASSING</b>		<b>STRENGTH</b>	
Accurate	Nerves of Steel	Break Tackle	Multiple Block
Dump-Off	Pass	Grab	Piling On
Hail Mary Pass	Safe Throw	Guard	Stand Firm
Leader		Juggernaut	Strong Arm
		Mighty Blow	Thick Skull
<b>MUTATION</b>			
Big Hand	Foul Appearance	Tentacles	
Claw / Claws	Horns	Two Heads	
Disturbing Presence	Prehensile Tail	Very Long Legs	
Extra Arms			
<b>EXTRAORDINARY</b>			
Always Hungry	Fan Favourite	Secret Weapon	
Animosity	Hypnotic Gaze	Stab	
Ball & Chain	Loner	Stakes	
Blood Lust	No Hands	Stunty	
Bombardier	Nurgle's Rot	Take Root	
Bone-head	Really Stupid	Throw Team-Mate	
Chainsaw	Regeneration	Titchy	
Decay	Right Stuff	Wild Animal	

- Team Rating is calculated as follows: (Value of Team)/10 + (Total SPP)/5 (rounded down) + (Treasury)/10.
- The Injury Table and Casualty Table from the Competition Rules Pack (see below) will be used instead of the Injury Table and Serious Injury Table from the Blood Bowl Handbook and Death Zone Playbook, respectively. This is because triage and medical care in FLUFF is superior to that provided in other most other leagues and, therefore, players are less likely to succumb to life-threatening injuries.

### INJURY TABLE

2D6	Result
2-7	<b>Stunned</b> – Leave the player on the pitch, but turn him face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn he is Stunned. Once face-up he may stand up on any subsequent turn using the normal rules.
8-9	<b>KO'd</b> – Take the player off the pitch and place him in the Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you <b>must</b> return the player to the Reserves box and can use him as normal from now on.
10-12	<b>Casualty</b> – Take the player off the pitch and place him in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.

### ★ CASUALTY TABLE ★

D68	Result	Effect
11-38	Badly Hurt	No long term effect
41	Broken Ribs	Miss next game
42	Groin Strain	Miss next game
43	Gouged Eye	Miss next game
44	Broken Jaw	Miss next game
45	Fractured Arm	Miss next game
46	Fractured Leg	Miss next game
47	Smashed Hand	Miss next game
48	Pinched Nerve	Miss next game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar	-1 ST
	Bone	
61-68	DEAD	Dead!

**Miss Next Game:** Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

**Niggling Injury:** Miss next game as above. In addition, write an 'N' in the Injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury roll made against this player.

**-1 MA, ST, AG, and AV:** Miss next game as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points or below a value of 1. Any injuries that could reduce it further are ignored.

**Dead!** – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he is raised to join another team!

- Random Event, Dirty Trick and Magic Item Cards from Death Zone will be used instead of the Special Play Cards from the Competition Rules Pack. The only exception is that the *Bankruptcy!* card will not be allowed due to its severity.
- Where the rules on a Special Play Card make no sense due to them clashing with the rules outlined in this document or for whatever other reason (e.g. a card such as *Crazy Referee!*, which affects a team's fan factor during the game and thus is no longer applicable as the FAME rule is being used), the player who drew or attempted to play the card may immediately replace the card from whichever deck they drew the original card. After the match that player must notify the League Commissioner of the card and the issue with it.
- Whenever a player is killed as a result of the *Blatant Foul!*, *Sorry Sir!* and *Sorry!* Special Play Cards, the coach may purchase a replacement player of the same type for half the normal price. If a Star Player is killed by these cards, the coach may rehire that Star Player for have the normal price. These purchases may only be made during the Post Match Sequence of the match in which the player was killed.
- You do not suffer an injury if you fail when you attempt to "Go For It".

## USEFUL RESOURCES

Blood Bowl is an exciting and engrossing game played all over the world. Because of this, many people have set up websites dedicated to all things related to Blood Bowl. The FLUFF board recommends coaches search the web for Blood Bowl related information to get a greater appreciation for the game and to improve their knowledge and skills on the field. Additionally, the FLUFF board will provide a range of useful resources with which to establish and develop your teams and skills as a Blood Bowl coach. These include access to the rule books, rules packs, team roster templates, etc. A lot of this information will be provided on the FLUFF 2013 website at <http://home.iprimus.com.au/frustrum>. Remember, that you may contact the Chief Executive whenever you have rules question or query in general about Blood Bowl or FLUFF 2013.