

NARROW-TIER BLOOD BOWL 2012

Ever since I started playing 3rd edition Blood Bowl, I've wanted the different teams to be on *more* (but not *completely*) equal footing. If they were, more of the outlandish teams would get played, meaning more variety and fun for everyone. It seems that tier 2 and 3 are only there to give super coaches a challenge, which they could easily have found with a few simple restrictions (max 2 rerolls? No apothecary?) – and then super coaches wouldn't be stuck on an endless diet of stunty. Frankly, I find the 3 design tiers a nuisance in that regard – even more so because there is effectively a fourth tier – tier 0: The Überteams.

With that in mind, I've set out to create simple yet efficient nerfs and buffs for half of the existing teams – hoping to reduce the gap between the tiers. Note that it is not my ambition to make all teams completely equal, nor is it possible to make all teams equally strong against all types of opponents. Narrowing the gap significantly is the goal.

In this document, I've also included 8 rules to increase the number of viable rosters and strategies in CRP. Those rules (CRP+) and the roster NTBB roster tweaks in combination constitute the full NTBB rules.

TIER 0: SMALL NERF	
AMAZON	Blitzers lose Block but gain Wrestle. The whole team gains access to A-skills, because even before the nerf they were no good long term. Finally, Catchers have been given Diving Catch to avoid redundancy.
DWARF	Troll Slayers lose Block, but gain Juggernaut. After all they are suicidal.
ORC	+10K price bump on the excellent Orc Blitzers
UNDEAD	Mummies lose Mighty Blow, but gain Grab – and a long term boost in access to G-skills.
WOOD ELF	Wardancers lose Dodge, but gain Fend – pushing Strip Ball just a little away on their development curve.
TIER 1: NO CHANGE	
CHAOS, CHAOS DWARF, DARK ELF, ELF, HIGH ELF, LIZARDMEN, NECROMANTIC, NORSE, NURGLE, PACT, SKAVEN, SLANN,	
TIER 2: SMALL BUFF	
HUMAN	10K off the ogre. AV8 catchers to make them the toughest catchers, (because they sure aren't the most reliable catchers).
KHEMRI	Thick Skull on the Blitz-Ras and Thro-Ras to match their price and linemen. Decay on the guardians replaced with AV8. Guardians gain Break Tackle for a 10K hike.
UNDERWORLD	10K off the rerolls.
VAMPIRE	Thick Skull on the thralls for free.
TIER 3: BIGGER BUFF	
GOBLIN	An extra troll and 10K off the rerolls.
HALFLING	Halflings split into lineman (AV+) and catchers (AG+), and 10K off rerolls.
OGRE	A 10K discount on both ogres and rerolls, along with +1MA and +1AV on snotlings for free. Finally, Titchy prevents attackers from using Tackle on the block dice.

THE CRP+ RULES

8 rules to increase the tactical diversity in Blood Bowl, all of them approved by former BBRC members GalakStarscraper and DoubleSkulls.

On-pitch Rules

1) *"Pile On (Strength): The player is adept at landing a second blow on a player who is already incapacitated. The player may use this skill after he has made a block as part of one of his Block or Blitz Actions, but only if the Pile On player has just made an injury roll and is currently standing adjacent to the victim. You may re-roll **Injury** roll for the victim. The Pile On player is Placed Prone in his own square -- it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!). Pile On does not cause a turnover unless the Pile On player is carrying the ball. Pile On cannot be used with the Stab or Chainsaw skills."*

2) *Claw (Mutation): A player with this skill is blessed with a huge crab like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more **before** modifications automatically breaks armour.*

3) *A generic +1 modifier applies to the Armour roll when fouling.*

4) *Sneaky Git (Agility): The player is a sneaky silver tongued git. He'll argue the call, get the referee drunk, don a disguise, or just plain sneak back onto the pitch - anything to get back to the game after being sent off. To represent this, whenever a Sneaky Git is sent off by the Referee (including for carrying a Secret Weapon) he is sent to the K.O. box of the dug-out, and may recover in the normal manner.*

5) *Wizard: The cost of hiring a wizard is increased to 200K.*

League Rules

6) This rule completely replaces the Petty Cash rule:
Bank: A coach may stash up to 100K cash in his Bank at the end of the post-game sequence (or when creating his team). This cash is unavailable until the next post-game sequence - where it is immediately moved back into the treasury, (and can be affected by Spiralling Expenses). Cash in the Bank does not count towards TV, but cash in the treasury does. Cash in the Treasury can be used as petty cash during the Pre-Match Sequence.

7) *Concessions: The team that receives the concession no longer gets the conceding team's cash. The cash is just lost.*

8) *Spiralling Expenses: The recommended Spiralling Expenses are set at a starting point of 180, with steps of 10.*

AMAZON TEAMS

The amazons lend a certain femininity to Blood Bowl. As graceful as they are dangerous, they do not shun the brutality that is otherwise associated with the men-folk.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linewomen	50,000	6	3	3	7	Dodge	GA
0-2	Catchers	70,000	6	3	3	7	Dodge, Catch, Diving Catch	GA
0-2	Throwers	70,000	6	3	3	7	Dodge, Pass	GPA
0-4	Blitzers	90,000	6	3	3	7	Dodge, Wrestle	GSA

Re-roll counter: 50,000 gold pieces each



CHAOS TEAMS

The chaos worshippers pay tribute to their foul gods in many ways - one being blood bowl, and there is no doubt that they're all about the 'Blood' in Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM
0-4	Chaos Warriors	100,000	5	4	3	9	None	GSM
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Loner, Thick Skull, Wild Animal	SM

Re-roll counter: 60,000 gold pieces each



CHAOS DWARF TEAMS

The twisted followers of Hashut are hard hitting and tough. The chaos dwarves make up for their lack of speed by employing "loyal" hobgoblin slaves to steal the necessary touchdowns.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Hobgoblins	40,000	6	3	3	7	None	G
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GSM
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Loner, Thick Skull, Wild Animal	SM

Re-roll counter: 70,000 gold pieces each. Minotaurs and chaos dwarf blockers may take a mutation on a doubles skill roll.



CHAOS PACT TEAMS

Among all species and nations there are those unable to resist the lure of chaos. Shun by their race, these outcasts will often band together, seeking to serve their dark lords while having a bit of old fashioned fun and bloodshed.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Marauders	50,000	6	3	3	8	None	GPMS
0-1	Skaven Renegade	50,000	7	3	3	7	Animosity	GM
0-1	Dark Elf Renegade	70,000	6	3	4	8	Animosity	GAM
0-1	Goblin Renegade	40,000	6	2	3	7	Dodge, Stunty, Right Stuff, Animosity	AM
0-1	Chaos Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	SM
0-1	Chaos Ogre	140,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Loner, Bonehead	SM
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Thick Skull, Wild Animal, Loner	SM

Re-roll counter: 70,000 gold pieces each. Troll, Ogre and Minotaur may only take a mutation on a doubles skill roll.



DARK ELF TEAMS

Evil incarnate, the dark elves enjoy nothing more than humiliating the opposition - and they are both agile and vicious enough to do so. Few teams escape the dark elves with just their pride in bandages.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	6	3	4	8	None	GA
0-2	Runners	80,000	7	3	4	7	Dump-Off	GAP
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA
0-4	Blitzers	100,000	7	3	4	8	Block	GA
0-2	Witch Elfs	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA



Re-roll counter: 50,000 gold pieces each

DWARF TEAMS

Short, tough, and well-armoured, the dwarfs prefer a vicious smashing game, and completely disregard the rules in their attempt to clear the pitch of the opposing team's potential scorers.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Blockers	70,000	4	3	2	9	Thick Skull, Block, Tackle	GS
0-2	Blitzers	80,000	5	3	3	9	Thick Skull, Block	GS
0-2	Slayers	90,000	5	3	2	8	Thick Skull, Juggernaut, Frenzy, Dauntless	GS
0-2	Runners	80,000	6	3	3	8	Thick Skull, Sure Hands	GP
0-1	Deathroller	160,000	4	7	1	10	Mighty Blow, Break Tackle, Stand Firm, Dirty Player, Juggernaut, Secret Weapon, No Hands, Loner	S



Re-roll counter: 50,000 gold pieces each

ELF TEAMS

Not all elves fled to Ulthuan or hid in fair Loren. Some elves stayed behind in the world of men, and these elves engage in whatever adventure they can find – such as Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	4	7	None	GA
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA
0-2	Throwers	70,000	6	3	4	7	Pass	GAP



Re-roll counter: 50,000 gold pieces each

GOBLIN TEAMS

With the art of throwing sadly lost to them, the agile goblins have turned their diminutive size to their advantage. Moving through the opponents legs, they can leave the best drilled defense dumbfounded.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A
0-1	Bombardier	40,000	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon	A
0-1	Looney	40,000	6	2	3	7	Stunty, Chainsaw, Secret Weapon	A
0-1	Pogoer	70,000	7	2	3	7	Dodge, Very Long Legs, Stunty, Leap	A
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Stunty, Secret Weapon	S
0-3	Trolls	110,000	4	5	1	9	Throw Team Mate, Loner, Regenerate, Mighty Blow, Really Stupid, Always Hungry	S



Re-roll counter: 50,000 gold pieces each. Goblins induce Bribes for just 50K.

HALFLING TEAMS

Halflings enjoy the good things in life, including a fabulous post-match celebration gourmet dinner, and as big food corporations found their way into Blood Bowl, the halflings turned to their ancient allies for assistance.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Halflings	30,000	5	2	3	7	Dodge, Right Stuff, Stunty	A
0-6	Halfling Catchers	50,000	5	2	4	6	Dodge, Stunty, Right Stuff	A
0-2	Treemen	120,000	2	6	1	10	Throw Team Mate, Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root	S

Re-roll counter: 50,000 gold pieces each. May induce a Master Chef for just 100K

HIGH ELF TEAMS

The high elves prefer the passing game and their skill at it is unparalleled. Haughty and proud as they are, they expect to win no matter who they're facing.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	6	3	4	8	None	GA
0-2	Blitzers	100,000	7	3	4	8	Block	GA
0-4	Catchers	90,000	8	3	4	7	Catch	GA
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP

Re-roll counter: 50,000 gold pieces each

HUMAN TEAMS

Jack of all trades, master of none - the imperial team is made up of humans from the empire, and is arguably the best all round team there is.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	6	3	3	8	None	G
0-4	Catchers	70,000	8	2	3	8	Dodge, Catch	GA
0-4	Blitzers	90,000	7	3	3	8	Block	GS
0-2	Throwers	70,000	6	3	3	8	Sure Hands, Pass	GP
0-1	Ogre	130,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Loner, Bonehead	S

Re-roll counter: 50,000 gold pieces each.

KHEMRI TEAMS

In the hot land of Khemri, the dead walk again. Animated by Nagash's awful spell, teams of undead have risen from the halls of fame deep within the ancient necropoli. These ancient players wander the world, in search of new opponents.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeletons	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-2	Blitz-Ra	90,000	6	3	2	8	Regenerate, Thick Skull, Block	GS
0-2	Thro-Ra	70,000	6	3	2	7	Regenerate, Thick Skull, Pass, Sure Hands	GP
0-4	Tomb Guardians	110,000	4	5	1	8	Regenerate, Break Tackle	S

Re-roll counter: 70,000 gold pieces each. No Apothecary

LIZARDMAN TEAMS

Millenia after the exodus of the old ones, the loyal lizardmen still try to implement their great plan, and one of their means of worship is blood bowl. Deep in the lustrian jungles, beyond the reach of 'civilisation', blood bowl is still played the way it was meant to be.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunty	A
0-6	Sauruses	80,000	6	4	1	9	None	GS
0-1	Kroxigor	140,000	6	5	1	9	Prehensile Tail, Mighty Blow, Thick Skull, Bonehead, Loner	S

Re-roll counter: 60,000 gold pieces each

NECROMANTIC TEAMS

Under the ruthless leadership of deranged necromancers Blood Bowl players who died long ago return to the scene of their former glory.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Zombies	40,000	4	3	2	8	Regenerate	G
0-2	Werewolves	120,000	8	3	3	8	Regenerate, Claw, Frenzy	GA
0-2	Wights	90,000	6	3	3	8	Regenerate, Block	GS
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA
0-2	Flesh Golems	110,000	4	4	2	9	Stand Firm, Thick Skull, Regenerate	GS

Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.



NORSE TEAMS

In the frozen land of Norsca, it's not just the crowd that goes berserk! The crazed norsemen work themselves into a frenzy and tackle polar bears for the sheer heck of it. It is not uncommon for the ball to get lost in the snow, in which case games tend to get rather violent. In fact, this is where "sudden death" overtime got its name.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-12	Linemen	50,000	6	3	3	7	Block	G
0-2	Throwers	70,000	6	3	3	7	Block, Pass	GP
0-2	Runners	90,000	7	3	3	7	Block, Dauntless	GA
0-2	Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS
0-2	Werewolves	110,000	6	4	2	8	Frenzy	GS
0-1	Yhetee	140,000	5	5	1	8	Disturbing Presence, Claws, Frenzy, Wild Animal, Loner	S

Re-roll counter: 60,000 gold pieces each



NURGLE TEAMS

The fact that these worshippers of the foul god Nurgle smell awful is assumed rather than proven. People simply tend to die before they get close enough to get an accurate whiff.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regenerate	GSM
0-4	Nurgle Warriors	110,000	4	4	2	9	Disturbing Presence, Nurgle's Rot, Regenerate, Foul Appearance	GSM
0-1	Beast of Nurgle	140,000	4	5	1	9	Foul Appearance, Regenerate, Disturbing Presence, Mighty Blow, Really Stupid, Tentacles, Loner, Nurgle's Rot	SM

Re-roll counter: 70,000 gold pieces each, No apothecary. The Beast of Nurgle may only take a mutation on a doubles skill roll.



OGRE TEAMS

Ogre teams aren't renowned for the finesse of their game plan, but their crude tactics have made ogre teams popular with the fans, if slightly less so with the opposing teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Snotlings	20,000	6	1	3	6	Dodge, Stunty, Right Stuff, Titchy*, Side Step	A
0-6	Ogre	130,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Bonehead	S

Re-roll counter: 60,000 gold pieces each. **Titchy** stops attackers from using tackle on block dice.



ORC TEAMS

The orcs viciousness and instinctual brutality make them terrifying blood bowl players - seemingly mindless force coupled with the deceptively effective running plays of their blitzers, is a winning combination.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	5	3	3	9	None	G
0-2	Throwers	70,000	5	3	3	8	Sure Hands, Pass	GP
0-4	Black Orcs	80,000	4	4	2	9	None	GS
0-4	Blitzers	90,000	6	3	3	9	Block	GS
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A
0-1	Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	S

Re-roll counter: 60,000 gold pieces each.



SKAVEN TEAMS

Speed is the essence of the skaven team - both when scoring their lightning fast touchdowns, and when fleeing their many lethal opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	7	3	3	7	None	GM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge	GAM
0-2	Blitzers	90,000	7	3	3	8	Block	GSM
0-2	Throwers	70,000	7	3	3	7	Sure Hands, Pass	GPM
0-1	Rat Ogre	150,000	6	5	2	8	Prehensile Tail, Mighty Blow, Frenzy, Loner, Wild Animal	SM

Re-roll counter: 60,000 gold pieces each. All players may only take a mutation on a doubles skill roll.



SLANN TEAMS

In the dawn of the world, before the collapse of the warpgates the slann and the lizardmen celebrated their old one masters, by playing a mysterious ritual game. Now, millenia later, that game is known to the world as blood bowl - and the slann are still excellent at it!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	3	8	Leap, Very Long Legs	G
0-4	Catchers	80,000	7	2	4	7	Very Long Legs, Diving Catch, Leap	GA
0-4	Blitzers	110,000	7	3	3	8	Very Long Legs, Jump Up, Leap, Diving Tackle	GAS
0-1	Kroxigor	140,000	6	5	1	9	Prehensile Tail, Mighty Blow, Thick Skull, Bonehead, Loner	S

Re-roll counter: 50,000 gold pieces each



UNDEAD TEAMS

In the warhammer world the dead do not rest easy. Undead teams rely on endurance and experience, and have the obvious advantage of being able to hit overtime with a full squad, which is likely more than can be said for their opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeletons	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-16	Zombies	40,000	4	3	2	8	Regenerate	G
0-2	Wights	90,000	6	3	3	8	Regenerate, Block	GS
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA
0-2	Mummies	120,000	3	5	1	9	Regenerate, Grab	GS

Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.



UNDERWORLD TEAMS

Decades of warring against the surface races has forged a special bond between the sneaky goblins and the industrious skaven. Add some warpstone to the mix and the result is guaranteed to be spectacular. Add Blood Bowl on top of that and you've got a big entertaining mess.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Underworld Goblin	40,000	6	2	3	7	Dodge, Stunty, Right Stuff	AM
0-2	Skaven Lineman	50,000	7	3	3	7	Animosity	GM
0-2	Skaven Thrower	70,000	7	3	3	7	Animosity, Sure Hands, Pass	GPM
0-2	Skaven Blitzer	90,000	7	3	3	8	Animosity, Block	GSM
0-1	Warpstone Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	SM

Re-roll counter: 60,000 gold pieces each.



VAMPIRE TEAMS

Hidden from the eyes of the world live the lords of the night - the vampires. Eternal unlife leaves them with a lot of spare time, so some of the unrulier ones have have taken up blood bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Thralls	40,000	6	3	3	7	Thick Skull	G
0-6	Vampires	110,000	6	4	4	8	Regenerate, Bloodlust, Hypnotic Gaze	GAS

Re-roll counter: 70,000 gold pieces each



WOOD ELF TEAMS

The epitome of elegance, the wood elves ignore the violence preferred by so many other teams, relying on their natural athletic ability to keep them out of trouble and in the lead.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	7	3	4	7	None	GA
0-4	Catchers	90,000	8	2	4	7	Dodge, Catch, Sprint	GA
0-2	Throwers	90,000	7	3	4	7	Pass	GAP
0-2	Wardancers	120,000	8	3	4	7	Block, Leap, Fend	GA
0-1	Treeman	120,000	2	6	1	10	Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root, Loner, Throw Team Mate,	S

Re-roll counter: 50,000 gold pieces each



BRETONNIA TEAMS

In the fair land of Bretonnia arrogant Bretonnian nobles and their yeomen are questing for an alternative grail - the Bloodweiser trophy. Convinced of their own skill, the young knights fill out their team with lineman levy, drafted from the many local and incompetent all-peasant teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	40,000	6	3	2	7	Fend	G
0-4	Blitzers	120,000	8	3	3	8	Block, Catch, Dauntless	GS
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS

Re-roll counter: 60,000 gold pieces each

The Bretonnian team is not an official team, nor is it a part of the NTBB rules.

For more information check out: <http://www.plasmoids.dk/bbowl/BBBretonnians.htm>

