

BLOOD BOWL

Mercenaries

House rules for Mercs in Blood Bowl.

By Robert Elliot

ORIGINS OF THE MERCENARY TEAMS

In the weeks before the build-up to the Finals, Stadium Owners have been known to provide exhibition matches for the fans, to raise interest before the big games, paying Mercenaries to play from all across the Old World (and beyond as well!) to provide exotic matches and get the excitement going! These mercenaries are so desperate for money, that they will do literally anything! In the beginning, the owners would pit these hapless makeshift teams against the best teams in the land, the result being obvious! Many Mercenaries died as they couldn't work with one another and invariably got singled out. The end of this came when the Chaos All-Stars played the mercenary Team, "Go Altdorf!", which was supposed to be advertising the fact the Altdorf Acolytes were playing the AllStars in the finals!. So incensed were the All-Stars that they were not getting the undivided attention they desired, that they destroyed "Go Altdorf" before the first half had even ended! There were no more replacements to be found (or those that were fit to play, simply didn't want to die!) The fans, quickly grew bored after there was no second half to be played, so the owners had to rethink their marketing Strategy...

Slowman Abraonawitch: "Right... things aren't looking good, the punters weren't happy with how short the last game was, and to be honest, they are getting jaded with this one sided massacre stuff! I love it, but it gets tiresome after a while! What do you suggest?"

"SaltPetre" Canyon: "Well, we could probably save money on hiring mercenaries if we didn't send them to their death every game, having to hire more, how about we play them against each other?"

Slowman Abraonawitch: "Hmmm... now that sounds like a plan to me! But what's going to get the crowd going, if they want to see a slugfest between two hopeless teams, they may as well go to watch that Necromantic team, the Black 'n' Blue Rovers! No, we need something to pull the audiences in. Come on! I don't pay you a pittance to sit quiet! Tell me something..."

"SaltPetre" Canyon: "Well, we could... err..."

Slowman Abraonawitch: "We could err what?"

"SaltPetre" Canyon: "I've got it! Picture this! The final is to be between The Chaos All-Stars and the Altdorf Acolytes. The classic battle between good and evil, well the Acolytes are actually slightly less underhand than the All-Stars, but we can sell the match as Good vs Evil! Now, how about in the preparations before the big match, we play out our own little game of good vs evil? We round up the nastiest mercenaries we have and label them as evil, and anyone else who looks like they might be good, well we can call them good... so we play these guys before the match, get the crowds going, we save money by losing less mercenaries, everyone is happy! Except for the Dwarfs, of course, Fergus Alecsson from Mummies United seems to be rather upset, but that's another matter"

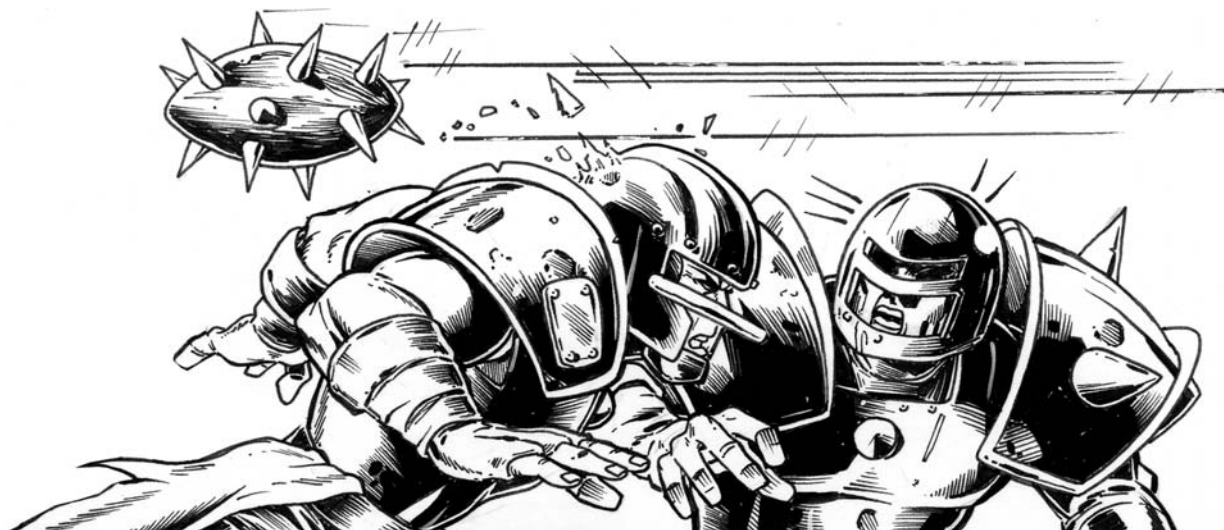
Slowman Abraonawitch: "Excellent! Get that man a Blood! Lets start organising this..."

So it seems that the mercenary's fortunes had turned for the better. The match was a roaring success, the crowds were happy, and the money flowed in... but I'm guessing you would like to know a little more about the composition of these guys

TEAM ROSTERS

The players available to a mercenary team aren't skilled, and the best players barely compare to a lineman on a professional team. The team never practices before they are chucked out into the arena, so teamwork is somewhat lacking. As Mercenaries usually travel in groups and have played together before, they tend to distrust any strange looking beings that they are forced to play with, I mean, why should a Dwarf hand the ball over to an Elf so he can score and take the bonus? Ogres don't mind who they play with, they are just glad of the opportunity to break skulls and earn a few gold crowns at the same time!

Some players are too haughty to play as a Mercenary (High Elves), some require a Necromancer, and some are just too far away (Amazons and Lizardmen spring to mind!) for it to be worth the effort! For this reason, Mercenary teams are predominantly found in the Old World. Now, on to the rosters!



‘GOOD’ MERCENARIES

Qty	Position	MA	ST	AG	AV	Skills	Cost	Skills
0-4	Human	6	3	3	8	Dislike	50k	G/ASP
0-4	Half Elf	6	3	3	7	Dislike	50k	GA/SP
0-2	Wood Elf	7	3	4	7	Dislike	70k	GA/SP
0-4	Dwarf	4	3	2	9	Block, Thick Skull, Tackle, Dislike	70k	GS/AP
0-4	Norse	6	3	3	7	Block, Dislike	50k	G/ASP
0-4	Halfling	5	2	3	6	Dodge, Right Stuff, Stunty, Dislike	40k	A/GSP
0-1	Ogre	5	5	2	9	Mighty Blow, Thick Skull, Bonehead, Loner, Throw Team Mate	140k	S/AGP

Reroll Cost: 70,000

‘EVIL’ MERCENARIES

Qty	Position	MA	ST	AG	AV	Skills	Cost	Skills
0-4	Orc	5	3	3	9	Dislike	50k	G/ASP
0-4	Beastman	6	3	3	8	Horns, Dislike	50k	GS/APF
0-2	Dark Elf	6	3	4	8	Dislike	70k	GA/SP
0-4	Chaos Dwarf	4	3	2	9	Block, Thick Skull, Tackle, Dislike	70k	GS/AP
0-4	Skaven	7	3	3	7	Dislike	50k	G/ASPF
0-4	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, Dislike	40k	A/GSP
0-1	Ogre	5	5	2	9	Mighty Blow, Thick Skull, Bonehead, Loner, Throw Team Mate	140k	S/AGP

Reroll Cost: 80,000

AVAILABLE STARS

Helmut Wulf 6 3 3 8 Chainsaw, No Hands, Stand Firm 120k/60k
Morg n' Thorg 190k/95k.

Dislike: This skill represents a player's tendency to distrust any players that aren't part of his race. When a player with this Negative skill wishes to Hand-Off or Pass the ball to a player that isn't part of his race, roll a D6, on a 1-3, the player refuses to give up the ball; otherwise he may Pass or Hand-Off as normal. He may Hand-Off or Pass to members of the same race without penalty.

OPTIONAL RULES

The rosters are intended to be used for one off matches, or a small number of games, but you can try running these teams in your tabletop league if your commissioner allows it! The rosters haven't been extensively tested against LRB rosters, but they start out at a respectable level, but as other teams gain positionals like Bull Centaurs and Wardancers, the team quickly falls behind. The rosters provide an interesting challenge, where you have a range of linemen, using the elves for an aerial based play, or using the Dwarves to hold the line. The lack of positionals also forces the coach into new tactical skill choices, Rather than Block/Guard/Mighty Blow as skill picks for your Beastmen, Strip Ball might be a useful alternative.

If you fancy a more complex (and fun!) game, you can consider trying these optional rules.

If you fancy the idea of Mercenaries teaming up for a season, and all 12 player types available to choose from then you should consider this rule, for balancing issues. It would be a formidable front line if you could field 4 Dwarfs and 4 Chaos Dwarfs, and 2 Wood Elves and 2 Dark Elves, all at once! So to limit the effect, Use this special rule, called Animosity. It is also fitting that Dwarfs hate pretty much everyone!

Animosity: (Optional Rule) Although Mercenaries distrust other races, some distrust degenerates to pure hatred, and players will not take the field while “the enemy” are on pitch, though they will happily collect money for being on the roster, even if there aren't enough players to take to the pitch! This rule applies to Chaos Dwarfs/Dwarfs, Dwarfs/Goblins, Dwarfs/Orcs and Dark Elves/Wood Elves.

Distrust: This player will play alongside any other player type, but if a ball carrier that is on their team, from a different race finishes their action beside them, then the player with Distrust must roll a D6. On a roll of 2+ nothing happens, but on a roll of one, the player tries to rip the ball of his team-mate for fear of him doing something stupid! The player must then roll for a catch roll and a fumble is a turnover.

ABOUT THE AUTHOR

Rob Elliott was just out of nappies when BB was invented, but has been playing on and off for roughly 10 years, and plays a lot of BB online too.!