

ARBBL GOES CHAOS



By [ARBBL](#)

This is our attempt to make up some rules for a Chaos-only league. It might not be fair, it might not be terribly balanced, but it will be random – just the way we like it!

Rules:

Standard CRP rules with the following changes:

1. See page 2 for starting teams and buying new players.
2. Mercenaries and Stars are not available – all other Inducements are allowed. Teams declared for Khorne may not use the Wizard inducement.
3. The cards can be taken.
4. In the pre-game, if a team has less than 11 fit players, and room on the roster, the coach may elect to take as many Journeyman **Beastmen** (not lineman from their own roster) as needed to make the team to 11 players.
5. If any player is sent off, for fouling or Secret Weapon use, you may either use a Bribe (if available) OR Argue the Call (see #5 below). You may not do both.
6. **ARGUE THE CALL** - When a player is sent off, you may decide to Argue the Call – roll a D6. On a 6, the ref accepts your arguments, and allows the player to stay on the field. On a roll of a 1, the ref takes exception of your depiction of his mother, and sends both the player and you (the Head Coach) to the dungeons for the remainder of the game.
7. **Brilliant Coaching** – add 1 to the roll if your Head Coach (i.e. you!) is still in the game, and has not been sent off for failing an Argue the Call roll.
8. **Secret weapons** – see section below (page 7).
9. All teams start as Chaos Undivided. Before any game (including the first) a coach may declare they are following a specific Power (Khorne, Slaanesh, Nurgle or Tzeentch), but once following a Power a team may not switch to a different Power, or follow Undivided again. A team cannot elect to follow a Power whilst having an undivided Lesser Daemon on the roster.
10. **MVPs** are awarded as normal – see Eye of the Gods (#10) below.
11. **Eye of the Gods** - At the end of the game, select a player in the same way you would for an MVP. The player makes an immediate roll on the Gift table (see page 4). If the player had been killed during the game the Gods resurrect them (change the injury to a Miss Next Game). A player may receive the MVP and the Eye of the Gods in the same game.
12. Any time a player earns a skill roll, they must also roll on the Gift table (see page 4).
13. When rolling for Fan Factor in the post-game, if you won a roll of double 1 on any 2 of the 3 dice will mean your Fan Factor goes down by 1. If you lost, a roll of 12 means your Fan Factor goes up by 1.
14. During the Post-match sequence, but after rolling for Fan Factor the coach may sacrifice any non-dead player (Daemons and Undead do not count), gaining +1 to the team's Fan Factor (once per post-game). This includes any player bought that post-game (for example, if your team contains a Minotaur, and you roll a 2nd). Journeymen not brought cannot be sacrificed.
15. In the post-game, if a team managed to kill an opponent, who was not subsequently Apothecaried or Regenerated, then that teams Fan Factor may be increased by one (once per game).
16. **Undead player**: See below (page 6).
17. **Chaos Spawn**: See below (page 6).
18. No mutation can be taken more than once (see #19 for exception). If you roll a mutation the player already has, re-roll until you gain a new mutation.
19. If a player with the No Hands skill gains Extra Arms, then they lose the No Hands, but don't get the benefit from the Extra Arms mutation. A 2nd roll of Extra Arms adds the benefits as normal (this rule supersedes the normal rule on multiples of one mutation).
20. If a player with Hopper gains Three Legs (or visa versa), the last mutation gained takes precedence, and the first mutations skills, bonuses and negatives are lost. Both mutations costs are still applied to the player however.
21. **Throw-Team Mate** is added to the Strength skill section, but can only be taken by Big Guy players that don't have it (Minotaur, Beast of Nurgle, Kroxigor, Snow Troll, and Rat Ogre [if using the optional rules] or players with the Enlarged mutation). Throw-Team Mate also allows the player to attempt to throw an opposing player with the Stunty skill. Normal TTM rules apply. After rolling for nega-traits, but before any other roll (such as Always Hungry) the opposing player makes an unmodified Agility roll. If this roll is passed, the player avoids the grasp of the Big Guy, and the throw fails.
22. See the Optional rules (page 7) for playing Chaos League using non-standard rosters.

Starting Roster:

Normal rules for starting a team apply (you must have 11 rostered players), so 1,000,000gps, and only Beastmen, Chaos Warriors and Minotaurs are available.

0-16 Beastmen	60,000	6 3 3 8	Horns	GSM AP
0-4 Chaos Warriors	100,000	5 4 3 9	None	GSM AP
0-1 Minotaur	150,000	5 5 2 8	LONER, Frenzy, Mighty Blow, Horns, Thick Skull, Wild Animal	SM GAP

Buying players:

When you wish to buy a player, firstly decide whether you wish to spend 50,000gps for a human-sized player or 110,000gps for a (potentially) larger player. Deduct the correct amount from the team's treasury. Once decided, roll on the appropriate table. You may re-roll on the table for an extra 10,000gps, but MUST take the 2nd roll. If the roll means you get a player you cannot take (e.g. a 5th Chaos Warrior) then you must sacrifice a player of that type.

All players on the 50,000gps and 110,000 tables have their limits listed in their entry.

The cost of the players for TV calculation is also listed (for example, a Beastman costs 50,000gps, but adds 60,000gps to your Team Value).

50,000gps table

D8 roll	Player	Cost
1 - 2	0 – 12 Chaos Marauder 6/3/3/7 Block GSM/AP	50,000
3 - 4	0 – 16 Beastman 6/3/3/8 Horns GSM/AP	60,000
5	0 – 6 Beastman Ungor 7/2/3/7 Dodge GAM/PS	50,000
6	0 – 2 Chaos Hound 6/3/3/8 No Hands, Sure Feet, Sprint, Horns SM/GAP	50,000
7 - 8	0 – 4 Renegades (see table below)	variable

Renegade table

Renegades will lose their LONER skill when they gain their 1st Eye of the Gods or their 2nd Star player roll, whichever occurs first. This represents them being fully integrated into the team.

D8 roll	Player	Cost
1	Chaos Dwarf 4/3/2/9 LONER, Block, Tackle, Thick Skull GS/APM	70,000
2	Chaos Goblin 6/2/3/7 LONER, Stunty, Dodge, Right Stuff AM/GAP	40,000
3 - 4	Chaos Human 6/3/3/8 GM/ASP	50,000
5	Dark Elf 6/3/4/8 LONER GA/SPM	70,000
6	Fimir 5/3/2/8 LONER, Prehensile Tail, Single Eye (this player must re-roll any successful Pass roll) GS and Mace Tail (see Extra Mutation #9 page 5)/APM	40,000
7	Renegade Orc 5/3/3/9 LONER G/ASPM	50,000
8	Skaven 7/3/3/7 LONER GM/ASP	50,000

110,000gps table

D8 roll	Player	Cost
1	0-2 Mutant Goblin 6/2/3/7 Stunty, Dodge, Right Stuff, Two Heads, Big Hand, Claw, Horns AM/GSP <i>No-one is sure where these goblins come from, and no Chaos God has taken responsibility for creating them, but they do have an Impact on the game. When they're asked, they just mutter the word "Arbbl" over and over, whilst rocking in a corner!</i>	100,000
2 - 4	0-4 Chaos Warrior 5/4/3/9 GSM/AP	100,000
5	0-1 Chaos Ogre 5/5/2/9 LONER, Bonehead, Thick Skull, Mighty Blow, Throw Team-mate S/GAPM	140,000
6	0-1 Chaos Troll 4/5/1/9 LONER, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate S/GAPM	110,000
7 - 8	0-1 Minotaur 5/5/2/8 LONER, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal SM/GAP Nurgle worshipping teams ONLY: can exchange Minotaur for Beast of Nurgle 0-1 Beast of Nurgle 4/5/1/9 LONER, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles SM/GAP <i>A team dedicated to Nurgle may have a Beast and a Minotaur, but never more than 3 Big Guy players.</i>	140,000

Gift Table:

Every time a player earns enough SPP for a skill roll, they must also roll on the Gift table.

D8 roll	Gift received	Cost
1 – 4	Extra Mutation – see table below (page 5)	20,000
5	0-1 Lesser Daemon – see table below	varies
6	‘Normal’ Mutation – see table below (page 4)	20,000
7	Secret Weapon : see notes below and table (page 6)	varies
8	<p>Skill of relevant power – if the player already has this skill/mutation from a skill roll/Gift, reduce their cost by 10,000gps</p> <p>Undivided: none, roll on the Extra Mutation table</p> <p>Khorne: Frenzy</p> <p>Slaanesh: Hypnotic Gaze</p> <p>Nurgle: Foul Appearance</p> <p>Tzeentch: none, roll on the Normal <i>or</i> Extra Mutation table (coaches choice)</p> <p><i>Note: these all count as mutations when counting towards spawnhood (yes, even Frenzy!).</i></p>	10,000

Lesser Daemons:

Only 1 lesser daemon per team, so if the team already has one, roll on the Extra Mutation table.

Power	Daemon	Stat line	Cost
Undivided	Lesser	6/3/3/7 Daemonic Aura, Dodge, Wings GAM/PS	80,000
Khorne	Bloodletter	5/4/2/8 Daemonic Aura, Frenzy GSM/AP	80,000
Slaanesh	Daemonette	6/3/4/7 Claw, Daemonic Aura, Disturbing Presence GAM/PS	80,000
Nurgle	Plaguebeaer	5/3/3/8 Daemonic Aura, Foul Appearance, Horns, Regenerate GSM/PA	80,000
Tzeentch	Pink Horror	6/3/3/7 Daemonic Aura, Extra Arms, Leap, Blue Horror GAM/PS	80,000

New skill:

Daemonic Aura: The Aura surrounding Daemons makes them difficult to hurt. Their AV is fixed, as is not effected by ANYTHING. However, there is a downside to the Aura. Their hold on the mortal plane is not fixed, so if they ever suffer a Casualty injury, they are considered Banished (Dead), regardless of the roll. Chaos Apothecaries cannot help Daemons. Regenerate is used as normal.

Blue Horror: Should a Pink Horror be removed from the field as a Casualty then the coach may place two Blue Horrors (*5/2/3/6 Daemonic Aura, Stunty, Dodge*) in the reserve box (may take the roster to more than 16 players). If at least one of these Blue Horrors survives the game, then the Pink Horror will be available for following matches. Any SPP that either Blue Horror gains will be kept by the Pink Horror. However, the Blues are so excitable, they **MUST** be placed on the field – they cannot be kept in reserve. Also, the Blues’ grip on the material world is much weaker than that of Pink Horrors, so any injury roll that causes a KO or CAS will be enough to Banish (Kill) the Blue Horror.

Banished Daemons and the Eye of the Gods:

Should a Daemon that was Banished during the match be lucky enough to gain the “Eye of the Gods”, then the coach can elect to re-summon the recently banished Daemon, who will keep any SPPs and/or skills/mutations it has gained. This can only happen in the post-game of the game the Daemon was killed – should the team get a Lesser Daemon after a later game, then it will be one freshly summoned from the Chaos realm.

‘Normal’ Mutations: All mutations add 20,000 to the player’s value.

D12 roll	Mutation	D12 roll	Mutation
1	Big hand	7	Prehensile Tail
2	Claw/Claws	8	Regeneration
3	Disturbing Presence	9	Tentacles
4	Extra Arms	10	Thick Skull
5	Foul Appearance	11	Two Heads
6	Horns	12	Very Long Legs

Extra Mutations: All extra mutations add 20,000 to the player's value.

D6/D12	Mutation
1	Acid Blood: A potent acid flows through this player's veins. Any time this player is removed from the pitch as a casualty, any player in an adjacent square must make an AG test. If passes, they avoid the acid. If failed, they make an unmodified AV/Inj roll.
2	Breathe Weapon: This player can breathe fire or noxious fumes etc. instead of making a Block action. Choose 3 adjacent squares in this player's Tackle Zone. Any player in these squares makes an unmodified AG roll. If they pass, they are unaffected. Any who fail make an AV/Inj roll.
3	Carapace: The player's skin is covered in horny plates. MA -1, +2 to AV (max 10), may not GFI.
4	Centauriod: The player gains the lower body of a horse, bull or similar 4-legged creature. MA becomes 6 (regardless of what it was), AG becomes 2 (unless it was less), gain Sprint and Sure feet.
5	Crystal Skin: The player's flesh is replaced by a tough but shatter able crystal. AV+1, +1 modifier to any injury rolls made against this player.
6	Enlarged: The player's muscles start to bulge, and his whole size and shape grows larger than the racial norm. Make their ST 5, -2 from their AG (minimum AG1) and add (roll D6) 1-2 Bonehead, 3-4 Really Stupid, 5-6 Wild Animal. If the player had it, they lose Stunty, Titchy and/or Right Stuff. The player gains access to Strength skills, but loses access to General and Agility (if they had it). This player does NOT count as a Big Guy.
7	Hopper: The player's legs fuse into one large muscular limb. Gains Leap skill, may never use the Kick skill.
8	Hypnotic Gaze: as per skill.
9	Long Arms: The player's arms become grossly elongated. Gains Catch skill, and +1 to Intercept rolls.
10	Mace tail: Instead of Blocking, the player can swing their tail - both coaches roll D6 and add AG - if the mutant beats opponents score, the opponent is knocked prone, and make AV/injury rolls as normal (Mighty Blow may be used). If the opponent's score is higher, there is no effect. Casualties give SPP as normal.
11	Obese: The player becomes enormously fat! MA -2, AG -1, ST+1, AV+1, gains Juggernaut, may not GFI.
12	Pinhead: The player's head shrinks. Gains Bonehead. If already has Bonehead, then replace Bonehead with Really Stupid. A Pinhead player ignores Foul Appearance and Disturbing Presence, and is not affected by Hypnotic Gaze.
13	Razor Sharp Claws: This player gains claws with edges as sharp as the finest blades. The player may add +1 to Injury rolls made when Blocking or being Blocked. May be combined with Mighty Blow.
14	Restoration: This player can come back from even the worse injuries, but it can take a while. Every time this player suffers a Serious Injury or is Killed (after any Regeneration and/or Apothecary attempts), roll a D6. On a 3+ result, the player slowly restores themselves. The player will miss the remainder of the game, but will be fit for the next match.
15	Scorpion Tail: The player gains a Scorpion-like tail. Instead of making a block, it can make Tail attack. Make an AV roll at -1 to the roll. Any injuries are at +1.
16	Short Legs: This player has unnaturally short legs for its race. -2 from it bases MA (to a minimum of 2), but the player can now Dodge as if it had the Stunty skill.
17	Shrunk: Reduce the player's base ST to 2 (any ST stat increases are kept), and give the player the Right Stuff and Stunty skills. If the player already has Stunty, they gain the Titchy rule. The player gains access to Agility skills, but loses access to General and Strength (if they had it). If the player is already Titchy, they gain Enlarged instead (see #6 on this table).
18	Spikes: The player's body is covered in long, sharp quills. Add +1 to the player's AV value. Whenever this player causes an opponent to be placed Prone during a block, add 1 to the AV roll (can be combined with Mighty Blow and Claw). However, whenever this player is placed prone, they must add +1 to the AV roll against them.
19	Spontaneous Combustion: At the end of every turn, the coach must make a Combustion roll. Roll a D8 - on a 2- 8, nothing happens, on a 1 the player explodes. The exploding player is killed (yep, that's DEAD, unless there's Regeneration or an Apothecary [<i>Chaos Apothecaries are very good!</i>]), and any adjacent players are Pushed (exploding player's choice, unless the player has Sidestep) and Knocked Down and must take an AV/Injury roll. The AV and Injury rolls are both at +x, where x=ST/2 rounded down (minimum 1). If the player was holding the ball, it bounces (the Chaos powers protect it). If the player explodes in the dug-out, all players in Reserve must make an AV/injury roll as above. The Chaos Powers find the misery this mutation causes (not least on the unfortunate recipient!) amusing, so this player also gains Restoration (see #14 on this table).
20	Teleport: After picking this player, but before declaring an action, roll a D6 - on a 1 or 2, the player will teleport. Declare the player's action, and then move the player D6 squares in a random direction (scatter the player for each square until you find the final destination). If the final square contains the ball, they may attempt to pick it up (a failure here does NOT count as a Turnover). If the final square contains a player, both players suffer a straight Injury roll (treat Stuns as KOs). If the player scatters off the field at any point of the teleport, the player is beaten up by the crowd as normal. This is not a Turnover unless the player had the ball. If still on the field after the teleport, the player may continue their action.
21	Temporal Instability: After declaring an action with this player, roll a D6. On a 1, they constantly step out of the timeline, making them appear to slow in relation to the rest of the players: MA-2, AG-1 and cannot GFI. On a 6, they feel everyone else is slowing compared to them: MA+2, AG+1 and gain Sprint. After completing their action, their stats return to normal.
22	Third Eye: Player gains a +1 modifier to Quick and Short passes and a -1 modifier to Long and Long Bomb passes.
23	Three Legs: Gains a third leg (or an extra odd leg, if they have more than 2), which makes co-ordination difficult. Gains Kick and Stand Firm, but MA-1 and cannot GFI.
24	Wings: A player with this skill may make Leap move (same as the Leap skill) with a +1 modifier to the Agility roll (a roll of 1 is still considered a failure) but the player must move 2 squares before using the Wings skill. If the player also has the Leap skill, he may use his Wings to "Leap" 3 squares instead of 2 (this will use 3 MA and the player will still need to move 2 squares before using Wings).

Secret Weapons:

Chaos doesn't strictly follow the "no weapon" rule the NAF tries so hard to enforce (and who wants to referee a game where you might be turned into a watermelon at any moment?), so there is more leeway for players to bring illegal weapons onto the field of play. Only Beastmen and Marauders can use Secret Weapons, Chaos Warriors see it as below them, and the coaches don't trust the other player types to use them effectively.

Only one of each weapon may be present on a team – if a weapon the team already owns is rolled, re-roll until you get a different weapon. If all 5 weapon types are owned, any further Secret Weapon results on the Gift table are taken as rolls for an Extra Mutation.

A player given a Secret Weapon via the Gift table may keep and use the weapon, place it in the teams "treasury" for future use or give it to a team-mate, but once given to a player, that player will not take to the field without it, nor pass it on. The listed cost is added to the player's value.

At the end of each drive, roll 2D6 for each secret weapon – if the roll equals or beats the listed SW score, the ref doesn't send the player off. If the roll is below the SW score, the player is sent off, though you can Argue the Call or use a bribe as normal.

D8 roll	Weapon	SW roll	Cost
1	Ball & Chain (makes MA 4 regardless of mutations the player has or gains, unless already less than MA4)	9+	30,000
2	Blunderbuss (gain Accurate and Hail Mary Pass)	8+	40,000
3 – 6	Chainsaw	8+	50,000
7	Dagger (gain Stab)	6+	30,000
8	Explosive Bombs	8+	40,000

Undead players:

Any player that earns their power's attention may not be allowed to rest when they finally die on the Blood Bowl pitch. Any time a player who has gained 5 or more skills/mutations from SPPs and Gifts dies (after Regeneration or Apothecaries have been attempted) the coach should roll a D6. On a 1-3, the player is allowed to finally rest, but on a 4+, the Power breathes Unlife into the corpse, and the player continues to play for the team as an Undead player. The player's stat line is modified as follows: MA -2, AG -1, all SPPs, skills and injuries are kept, and the player gains Regeneration (if they did not have it already). The player is placed in Reserve, and can be fielded in the remainder of this match.

At the end of every game (except the first), roll a D6 – on a 1, the corpse gives out, and the player is finally gone to the great Blood Bowl pitch in the sky.

Chaos Spawn:

The Chaos Powers are quick to give mutations to their favoured servants, but they are fickle, and soon turn their attention elsewhere. Should a player ever have 6 or more (Tzeentch allows 9 or more) mutations, including starting mutations (e.g. Horns), SPPs and Gifts, then the player risks turning into a Chaos Spawn. In the Post-game, roll a D6 for any player with 6 (9) or more mutation, and add one to the dice roll for each mutation over 6 (9 for Tzeentch) – on a roll of a 5 or 6, the player turns into a Spawn. Add +2 ST (to a maximum of 7), reduce MA to 4 (unless already lower), add a further D6 random mutations (randomise from the Normal and Extra mutation tables), the player becomes Really Stupid (loses Bonehead if it has it), and now moves in the same way as a Goblin Fanatic. The mutations add to the players cost, but at a reduced cost of 10,000gps. If the former player had a Secret Weapon, they can no longer use it. Any gifts the spawn earns in future will be a random mutation (randomise between Normal and Extra mutations) – they cannot be gifted Daemons or Secret Weapons.

Any time a Spawn earns another mutation, from skill level or gift, roll a D6. On a roll of a 1-3, the Spawn dissolves into a pile of goo – remove from the roster (as this happens in the post-game, Apothecaries, Regeneration and/or Restoration have no effect).

Optional rules:

Any roster can be taken – this represents a team turning to Chaos. Choose a roster as normal. New players can only be brought by rolling on the tables above. Any team that turns to Chaos may only have up to 3 Big Guy players on the roster, either from the original race or from the player tables above.

To represent the players' resistance to Chaos, all players on the parent roster gain Animosity to the new chaos players until either of the following:

1. At any time when the non-Animosity players on the roster (including those MNG) equal or outnumber the Animosity players on the roster (including those MNG). In this instance, the team has fully turned to Chaos. All original players lose Animosity, and gain access to normal mutations on double rolls (if they did not already have access), or normal mutations on a normal roll (if they already had mutations access on doubles).
2. At any kick-off, after set-up, but before the Kick-off roll is made, if the on-pitch non-Animosity players outnumber the on-pitch Animosity players, the parent players lose Animosity until the next drive.

For example: the Human team, the Black Guard, turn to Chaos, and a few games in, consist of 7 humans and 6 Beastmen. The Humans all have Animosity against the Beastmen. During the game, 5 Humans and all the Beastmen take to the field, meaning the Humans lose animosity for the drive. After the game, the Black Guard gain a Chaos Troll. The Humans are now equalled by the Chaos players, and lose animosity for good, and gain Mutation access on doubles.

We'd only recommend that new teams are "turned" in this way – teams that have played in a normal league probably won't fit in to well. In the event a Dwarf team turns to Chaos, and has a Deathroller on the roster, the Deathroller has a SW roll of 10+.

As per usual, the league commissioner's word is final, so if there's something you don't like, don't agree with, or think is just plain stupid, change it. Similarly, if there's something you think can be improved, change that as well. If you do change something, and it works well, let us know. If you change something, and it doesn't work, let us know that as well!

A big shout-out to Tom "GalakStarscraper" Anders, whose MBBL2 PBeM league's rules and ideas we've plundered mercilessly.

We have to admit to the debt of gratitude to the Blood Bowl 2nd Edition Star Players Companion book, and the Realms of Chaos – Slaves to Darkness book, both of which we've borrowed ideas from.

And finally, if you do use these rules, let us know how you get on – we always like to hear from people that take their gaming as seriously as we do. 😊

Contact us at vm.arbbl@googlemail.com or on our website at <http://arbbl.webs.com/>.

Version 2.0

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And thanks to the other ARBBL guys, Chris, Ray, Pass and CJ for playtesting.
06/07/11