

ARBBL goes to the Pub

(Minor updates by Darkson, but the majority from the original "Human Pub Team Rules" idea by Carl Brown)

The Blood Bowl matches that are broadcast across the globe on the various Cabal channels are just the tip of the iceberg. Teams like the Reikland Reavers and the Gouged Eye are the best of the best and it is easy to forget that there is a whole host of other teams that risk life and limb every weekend in the pursuit of their favourite sport.

The majority of fans play the game to one extent or another (generally without the spikes, but not always), and with the ever increasing coverage of the big games by Cabalvision, more and more "little leagues" are starting to develop.

CREATING A TEAM

There are numerous pubs, taverns, inns and drinking holes scattered across the cities of men. Many of them have their regulars and it is these die-hards that make up the teams. Unfortunately these same men (and women) are not the most athletic specimens of the human race.

To create a human pub team use the following rules:

1. Humans only.
2. All costs are divided by 10,000 and are in schillings – this does nothing to the rules, but just more accurately represents what these players are actually worth!
3. Total money to create the team is 85 schillings (in pub leagues the schillings total represents the level of commitment to the team rather than actual coinage - most pub owners would retire if they had the actual cash!).
4. Each team consists of 0-14 players.
5. These are the patrons of the Pub, and as such, the Barkeepers will never allow them to get *too* badly beaten in a game. All players have the **No Death** skill – remove the Dead results on the Casualty table with the following table:

61-63	Miss Next Game and gain a Niggle
64-66	Gains Bonehead – if the player is already Bonehead, changes to Really Stupid .
67-68	Punch Drunk - at the start of a drive, before setting up, roll a D6 for this player. On a 1, they get confused and go to play for the other side! For the next drive, they count as a member of the opposition. At the end of the drive, they recall who they play for, and return to the correct dug out (do not roll for the next drive).

6. All teams *must* have a Bouncer 4/3/1/9 Grab, Stand Firm S/GAP – this players costs nothing to hire, but adds 8 schillings to the Team Value.
7. You may take up to 2 from the following list: 0-1 Human Blitzer (10 schillings), 0-1 Human Catcher (7 schillings), 0-1 Dwarf Blocker (7 schillings), 0-1 (Pro-)Elf Lineman (6 schillings), 0-1 Norse Lineman (5 schillings), 0-1 Amazon Linewoman (5 schillings), 0-1 Beastman (6 schillings), 0-1 Halfling (3 schillings). These players have the Loner and Animosity skills in addition to their normal skills (yes, even the Humans – they're the stars of the team, don'tcha know!) *Note: You cannot take the Dwarf and Elf together, nor take the Dwarf, Elf or Halfling if you take the Beastman.*
8. All other players will be from the 0-13 Human Linemen – these players all have the Amateur skill as described below.
9. **Amateur:** At the start of each game, before working out TV difference, roll a D6 for each player with this skill. On a roll of a 1, they are unavailable for this match ("Forgot my kit", "Washing my hair" or "Shopping with the missus"). If the team has a Bouncer available for the match, they may re-roll 1 failed Amateur roll.
10. **Makeweights:** After rolling for Amateur, the coach may find himself with less than 11 players. If the coach is happy with his squad, it's not a problem, but if he'd like to have a few more bodies, he can coerce passers-by to play! The coach can take as many Makeweights as he likes to make the team up to 11 players. Makeweights have a 5/3/2/7 Loner, Animosity stat-line, and can never be retained week-by-week, so you don't need to track SPP or Exp for them. Each Makeweight adds 4 Schillings to the cost of the team, before working out inducements.

11. **Inducements:** Bribes and Cards only! No Wizards, no Mercenaries, no Journeymen and sure as hell no Stars! Can you really see Griff turning out for his local (Zug maybe...)? As with all the costs, divide the listed cost by 10,000 to find the cost in Schillings.
12. People forget that in amateur leagues, the skill level is less than in the Professional leagues, but they also forget that the Referees are amateurs to! To represent this, you cannot buy team re-rolls, but you can buy "Looking the Other Way" (LOW) tokens though, for 5 schillings each. These may be played and replenished in the same way that TRRs are. The failed action stands, but it means the referee missed the screw up, and allows you to carry on with your turn. Rolls on the Kick-Off table that give you a re-roll give you a LOW token instead.
13. All teams start with a FF of 5, this is free, but adds to the TV as normal. You may not purchase any further FF. The gate roll represents how many people (and their dog!) turn up to watch (D6 of 5 + FF 2 gives 7 spectators).
14. **Cheerleaders:** You can purchase cheerleaders in the normal manner; however they operate in a slightly different manner. If you get the cheering fans result on the kick-off table you only add the number of cheerleaders you have to the dice roll if the game is currently a draw, or you are leading. If you are losing, then you subtract the number of cheerleaders you have from the roll. They suddenly start to heckle and berate the players from the side-lines, turning into what could only be called 'jeer-leaders'.
15. No Assistant Coaches can be purchased (if they can coach, they can play!)
16. "Sacking" players – you can only sack a player that has taken 2 or more permanent injuries – as the owner of a bar, do you really want to annoy your patrons enough to send them elsewhere? Any sacked players become Assistant Coaches, but follow the rules as listed for Cheerleaders.
17. Winnings are rolled as normal, but actually represent the enthusiasm that the game has generated among the team and patrons of their drinking establishment. But it's spent in exactly the same manner as regular Blood Bowl winnings.
18. MVPs are worth 3SPP. SPPs and Skills are gained as normal.
19. All players gain Experience (EXP). Add a box to the SPP column, and at the end of each game roll a D6 for every player could take part (i.e. they weren't MNG or missing due to a failed Amateur roll). If the roll is equal to or greater than their current EXP value, they gain 1 SPP. This means the max EXP is 7.
20. Leader can be taken, and is used as a regular re-roll, not as a LOW.
21. **Stat increases:** Stat increases may be taken, but players showing a better than average level at the game are more likely to be snapped up by one of the pro teams (or at least a team at a higher level than the "Altdorf Poor Quarter League Division 4 (South)" they currently play for. At the start of a game, before working out TV, roll a D6 for each stat increase a player has. If any come up a 1, the player has been snapped up by one of the watching scouts. Remove the player permanently from the roster. Bouncers will never leave in this way.

GENERAL NOTES

You will soon find that most matches are played with teams who are missing players, those that do turn up are carrying injuries, and most of the players are not very good at doing, well, anything really. But that's the whole point! This league is just for fun, don't take it too seriously - I feel it makes you appreciate your 'real' team more after you've played with the pub teams.

How to use a pub team? Go for it! So what if you need two sixes to complete the pass, just think of the fun and chaos that follows if (when!) you fail - your opponent's team is just as bad as yours.