Blitzer: A player who mixes speed, agility and hitting power in equal measure and consequently is always a fan favourite. Often far too charismatic off-pitch for you to hate them for being so darned talented.

Blocker: The brick wall of the team. A blocker’s job is to stop the other team’s players from getting where they want to, even if that means ripping their legs off in the process. Occasionally, a blocker will notice that the game features a ball.

Blocking: The act of smashing into an opponent with the maximum possible force.

Blood Bowl coin: Each game of Blood Bowl starts with a coin toss. This used to be done with any old coin, but in the early 2480s the NAF realised it had a great chance for commemorative merchandise. It wasn’t long before official Blood Bowl coins were being manufactured in their masses, each featuring the logo of a different team, event or player. Ironically, lots of Referees are staunch traditionalists and have carried on using whatever is in their pocket at the time.

Bob Bifford: Retired ogre player and commentator extraordinaire. One half of the famous presenting duo ‘Jim and Bob’.

Bribe: Bribes are heavily regulated by the Referees and Allied Rulekeepers Guild. A bribe consists of a single payment of 100,000 gold pieces, made at least thirty minutes before kick-off to the appointed treasurer. In exchange, the head coach may request that, at a given signal, the Referee looks away from whatever is currently happening on the pitch. Many find it a shame that such a fine tradition has had all the fun taken out of it but it is generally agreed that bribe regulation is a necessity.
**IN ASSOCIATION WITH BUGMAN’S XXXXYY – A BREW AS FROTHING AS THE PLAYERS!**

**Catcher:** A player who favours speed over armour, dodging past the opposition and heading up-field as quickly as possible in the hope of catching a pass and scoring touchdowns. Hilariously fragile, almost without exception.

**Chainsaw:** A brutal weapon which uses a clockwork or steam-powered motor to drive a rotating, bladed chain. It goes without saying that the use of a chainsaw is utterly, completely against the rules but Refs tend to wait until a drive ends before ejecting the offending player, for fear of losing a limb or two.

**Completion:** A pass which is caught by another player on the same team.

**Daisy Palmer’s Slow-acting Shoe Grease:** on the same team.

**Steam-powered motor to drive a rotating, bladed chain.**

**Scoring touchdowns. Hilariously fragile, almost without**

**Dodging past the opposition and heading up-field as**

**Coach:** The principal stones of strategy and tactics. When he (or she?) is a stone-cold tactician, a Head Coach is responsible for setting the game’s strategy. (The latter is a bit of a chore, but the former is more than often an easy enough task.)

**Head coach:** Whether a charismatic leader or a stone-cold tactician, a Head Coach is responsible for running a Blood Bowl team. It’s not an easy job – you have to have business acumen as well as the ability to think on your feet and manage a team of frenzied nutcases – but the dawn of fame and fortune will always ensure there are plenty of candidates.

**Inducements:** Some call them lucrative sponsorship opportunities, others bribes. In truth, they’re anything you can tempt a rookie team with to rope them into a game against a team that’s entirely likely to kill them.

**Jim Johnson:** One of the greatest (unliking statisticians in the sport), and one half of the famous commentating duo ‘Jim and Bob’. Oh, and he’s a vampire but best not to think about that too much.

**Kick-off:** A drive, when the Referee begins the match. The first team to touch the ball down the pitch to their opponents. Kick-offs are an explosion of action, usually accompanied by a roar of approval from the crowd (and the occasional thrown rock, but that’s hardly worth worrying about).

**Line-man:** Either the hard-working, underappreciated all-rounders who form the backbone of a Blood Bowl team or the ones you feed to the other side’s tails, depending on who you ask.

**Long Bomb:** A pass made at to a player at least 45 paces away, generally used as a last resort. Not to be confused with ‘Long Bomb’/Lugrians, backup reserve player for the Greenfield Grasshoppers, who get him, nickname because he was also ever used as a last resort.

**Majors:** A collective term for the four major open tournaments, which act as milestones in the Blood Bowl calendar: the Blood Bowl Open, the Chaos Cup, the Dungeonbowl and the Spike! Magazine Open.

**NAF:** Although it’s simply known to its fans as “Blood Bowl”, the full name of everyone’s favourite sport is Nuffle Amorical Football. The NAF was also the name of the governing body that was established to regulate the sport and which published the first full set of rules in 2409. Sadly, the NAF collapsed in 2489, leading to the explosion of action, usually accompanied by a roar of approval from the crowd (and the occasional thrown rock, but that’s hardly worth worrying about).

**Half-time:** A game of Blood Bowl is divided into two halves, as per Nuffle’s tidy decree. Half-time is a chance for players to rest and recuperate, and (in bigger stadiums) for match organisations to wow the crowd with spectacular shows.

**Quick Snap:** At the beginning of a drive, the offence are meant to wait until the ball is in the air before they start moving. Of course, in the air is fairly subjective and sometimes a team will get running as soon as the kicker’s foot touches the ball. Most Refs allow it, as trying to tell a mob of charging orcs to sit down and get back in line has its risks.

**Referee:** Usually the most unpopular person on the pitch, but still undesirably necessary, the Ref’s job is to ensure that both teams play more or less fair. (Bribes subject to current gold rates, all calls are final.)

**Referees and Allied Rulekeepers Guild:** We have been informed by our sponsors that we have to give the official definition of the RARG, which is that they are a hard-working bunch of officials who keep the violence at the right level and stop nefarious players from attempting to ruin what is an otherwise honorable and gentlemanly sport.

**Sacred Commissioner Race-El:** The first scholar to study the great book of Nuffle after its discovery. Race-El translated the ancient text and put in place the first draft of the Blood Bowl rules.

**The Blood Bowl Open:** One of the four major Open Tournaments that were founded in the wake of the NAF’s collapse in 2489.

**The Chaos Cup:** The first of the four major Open Tournaments that were founded in the wake of the NAF’s collapse in 2489.

**The Dungeonbowl:** The most unusual of the four major Open Tournaments that were founded in the wake of the NAF’s collapse in 2489, involving subterranean play, a hidden ball and magical teleportation...

**The Spike! Magazine Open:** One of the four major Open Tournaments that were founded in the wake of the NAF’s collapse in 2489. Sponsored by Spike! Magazine, the finals also play host to the Spike! Magazine Team of the Year and Player of the Year awards.

**Thrower:** A player who has a good arm and loves to show off, pitching the ball down the field with stunning accuracy and making sure they look good while doing it.

**Touchdown:** The act of scoring a point by crossing into the opposing End Zone while carrying the ball. Always cause for celebration and only the occasional riot.

**Weapons:** The rules of Blood Bowls are very clear on the subject of weapons: they are outlawed, no ifs, no buts! However, ‘personal protection equipment’ is allowed without question and there’s a bit of a grey area between the two which has led to lots of purely-defensive, non-performance-enhancing varieties, named for the rather easy targets of the offside Spartans or the offside Knights of the famed Oldbowl and Hammer tavern just down the road from the Dugout.

**Stretchers:** A casualty, a player with a known propensity for becoming such.

**Twelfth man:** The other player on the pitch, also, a riot or pitch invasion. As a result, many players dislike being the often overlooked (or unfairly blamed) actual No. 12 on the roster.

**Walk-on:** A player of such consistent off-side runs, good form they are almost guaranteed to start receiving small side-bets on their performance. Alternatively, an instance of trampling, deliberate or otherwise.