

CHAOS CONSUME US

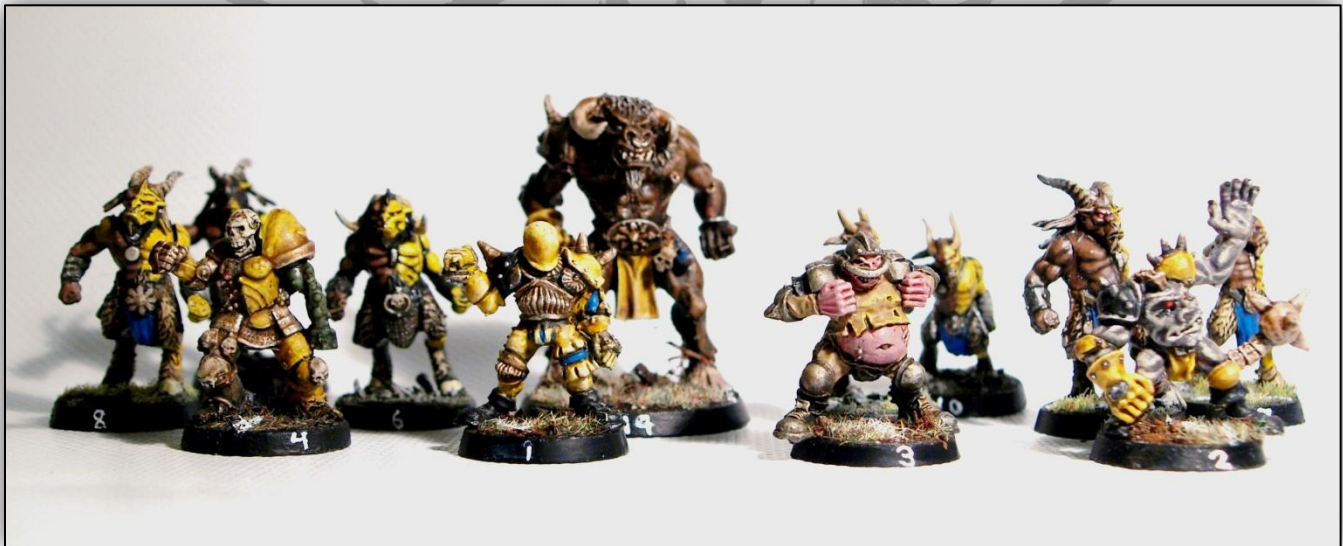
A Blood Bowl Guide to Chaos by Frank N. Stein

CHAOS CONSUME US

By Frank N. Stein

Introduction

If you are looking for a strategy guide on how to develop a well rounded, diverse Chaos team, full of cute mutations and versatile players.... this guide is not for you. This is a guide on how to develop a Chaos team chocked full of claw and hell-bent on destruction. Feared on the pitch, and despised in match making. Hated at game night, but teeming with fluff. You are playing Chaos. You are not looking for friends. You are looking to maim, kill and destroy. Play the heel. Look your friend in the eye, smile, and Pile On their favorite player. Why? Because fuck em', that's why. Blood Bowl needs the bad guy, embrace the role.



Chaos is not the best team. The rookie build is woefully inept, void of skills, and relying solely on the *slightly* above average stat line of their positional players. They are frustrating team in early Tournament Value (TV), burning through rerolls, getting out hit by bash teams, and out maneuvered by agility teams. In fact, their Win Percentage (WP) in FUMMBLs BlackBox hovers around 48% until 1600 TV when it finally breaks the 50% barrier. Getting the team to 1500+ TV is crucial. This is the tipping point, when your team starts to catch up on important skills, develop player removal skills and ride the power of horns, mutations and above average stat lines to victory. Even at high TV when your dreaded combination of Claw, Piling On, and Mighty Blow (clawpomb) starts decimating the opponent's ranks, elves still rule the pitch. Casualties do not always equate to victory. You can destroy the other team, and still lose the game. Alas, this is an alternate realm, where the powers of Chaos bow to the all mighty Nuffle.

ROSTER AND STARTING BUILDS

.CHAOS.										
Positional			MA	ST	AG	AV	Skills	Normal	Double	Price
	0-16	Beastmen	6	3	3	8	Horns	GSM	AP	60k
	0-4	Chaos Warriors	5	4	3	9		GSM	AP	100k
	0-1	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM	GAP	150k
Re-Rolls		60k								
Apothecary		50k								

Again, other than the unreliable Minotaur no positional player starts with any real skills. Horns are an amazing trait but only help once a turn. The Chaos team is not for beginners and needs to be developed to be effective. Here are the three starting rosters I would recommend fielding in a league, or tournament format.

First, let's take a look at the most widely used and competitive starting Chaos roster. This gives you access to all four Chaos Warriors, seven Beastmen and three rerolls. You are forgoing a starting apothecary and the powerful, but undependable Minotaur. Still this roster is as consistent and reliable as you are going to field. Fielding all four Chaos Warriors from game one increase the odds of MVPs hitting the important players and getting them that crucial first skill. The main drawback of this lineup is the lack of a starting apothecary. This is only a problem if someone goes 10, 10 on your Chaos Warrior and charts him in the first game. With AV9 this is a risk I think worth taking.

Quantity	Player / Item	Cost
7	Beastmen	60k
4	Chaos Warriors	100k
3	Rerolls	180k
Total		10000k

Ah, but you want that furry, frenzied, Minotaur, eh? I am not a fan of a Minotaur on a low TV Chaos team. But I understand the attraction. A ST6 blitzing, frenzied, mighty blow piece in an early TV environment can be a game changer. The problem is, with Wild Animal and Loner it can swing games in both directions! I guarantee the Wild Animals on the crucial blitz or both downs on a 3 die block. They are wild cards, and I am a fan of consistency. So what are you giving up to start a Minotaur? Odds are you are giving up a Chaos Warrior and a reroll. This makes the team much more prone to dicing and the whims of Nuffle.

Quantity	Player / Item	Cost
7	Beastmen	60k
3	Chaos Warriors	100k
1	Minotaur	150k
2	Rerolls	120k
Total		9900k

Finally, there is the all Beastmen build. This team forgoes the Chaos Warriors all together and fields ten Beastmen and the Minotaur, all supported by 3 rerolls and an apothecary. I am a big fan of Chaos Warriors so I do question the validity of this build. In perpetual matchmaking leagues and without the Chaos Warriors TV bloat this team can turn into a highly specialized, min/maxed killing machine.

Quantity	Player / Item	Cost
10	Beastmen	60k
1	Minotaur	150k
3	Rerolls	180k
1	Apothecary	50K
Total		9800k

As stated above, Roster 1 is by far the most consistent, and my personal favorite. There are slight variants of all these rosters, but this is a good starting point.

PLAYERS AND DEVELOPMENT

Before we get into individual players and development lets discuss an ideal Chaos lineup. First, develop four dedicated Killers. Split them up between three Chaos Warriors and one Beastmen Killer. You need to dish out as much punishment as possible on the kickoff. Having four dedicated Killers allows you multiple chances at charting opponent's players. Once you have the numbers advantage the casualties' compound. In addition to the Killers, you need the backline support players. These are the Block, Guard Beasts and the utility Chaos Warrior. The importance of these players cannot be overstated. By going the four Killer route you can easily be out-guarded by other bashy teams and you will wind up throwing one die blocks and burning rerolls. Don't let this happen. Finally, a successful Chaos team will need at least one dedicated ball carrier with Block/Sure Hands and hopefully a double or Stat increase. That's 8-9 dedicated players leaving you with 2-3 blank LOS fodder or unique pieces. With limited doubles and stat increases this should put your TV somewhere in the 1550-1600 range. This is a sweet spot.

Now, Lets dive into the individual player builds.

0-16 BEASTMEN:

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Beastman	60,000	6	3	3	8	Horns	GSM	AP

Beastmen are one best lineman in the game. With a respectable stat line, great skill access, and the ability to use their Horns to dish out unassisted 2 die blocks they are extremely versatile. With access to General, Strength and Mutation skills, they can easily be developed to plug any gap on the Chaos team. With a stat increase, or double, they can be true stars. At AV8 they are a bit squishy, but they are cheap and not obvious targets. The first skill on any Beastmen is always Block. There are arguments for other choices, but for consistency, let's go Block first then develop the player from that point on. This allows a team to quickly redevelop key players as they are inevitably killed off.

Beastmen Ball Carrier (1-2)

One of the keys to a successful Chaos team is having a reliable ball handler. With Mutation access this can be accomplished fairly easy. Since we start the majority of our Beastmen with either Block, a double (dodge), or a stat increase, the career path is fairly straight forward.

Normal: Block, Sure Hands, Two Heads (Extra Arms, Tackle, Guard, Fend)

Doubles: Dodge, Sidestep

Stat increase: +Ag, +St, +Ma



When building ball carriers the two skills that are most important in early development are Block and Sure Hands. If you don't roll doubles for Dodge, or any stat increase, stick to this path. Again, Block first for both protection and hitting power. Next up is Sure Hands. Sure Hands is a Nuffle send for Agility 3 teams and gets you that free reroll. Additionally it offers protection from those Leaping Strip Ball War Dancers who can be a nightmare until you develop Tackle pieces.

After Block/Sure Hands the path is less clear. I believe Two Heads is superior to Extra Arms. If things go correctly, you will use Extra Arms once per drive while Two Heads can be used often. The Beastmen should already have Sure Hands, so he is picking up the ball on an 88% clip as is. Increasing it to 97% is nice, but not needed. Two Heads can get you out of jams that your normal Agility 3 would keep you locked in. Additionally, unless you roll a double for Dodge, you are using your expensive team rerolls on any failed dodge attempts.

Speaking of Dodge, take dodge on the majority of doubles on any Beastmen. This is especially true with your ball carrier. I would take Dodge at anytime during progression. A Blodge, Sure handed ball carrier will go a long way to making your team successful. Additionally, Dodge compliments two heads, and makes the piece difficult to mark out on defense. Sidestep is another respectable double skill for a ball carrier, but not one that I would take early in development.

Stat increases should be taken as they arise and will help drive your carrier's development. A Strength increase makes the carrier harder to take down, the Agility increase negates the need for Extra Arms or Two Heads, and Movement Allowance just makes him better overall. At MV7 they are chasing down Elves with ease.

By their 4th skill, try and take something that will help on the other side of the ball. Eliminate one sided players, take Tackle or Guard. This way you can leave him back from the defensive fray and pick off over zealous catchers, or run in for a well timed assist.

Finally, Fend is a great skill to protect your star carrier in later development. Especially if it's an expensive piece due to doubles or stat increases.

Beastmen Linebeast (3+)

Once I have developed a Block, Sure Handed ball carrier begin to spam Linebeasts. The Linebeast is one of the most crucial players on the Chaos roster. Since this team will be developed to maximize casualties you will be Piling On with your Chaos Warriors as much as possible. Make sure you have enough Guard left standing in to insure 2 die blocks when needed.

Normal: Block, Guard (Tackle, Stand Firm, Mighty Blow)

Doubles: Dodge, Diving Tackle

Stat increase: +Ag, +St (+Av)



Again, for consistency we are starting with Block. This will keep them on their feet and let your team adapt as needed. The second normal skill is always Guard. Guard is the glue that holds the team together. The static nature of Guard makes ever piece on a Chaos team better. It makes blocking the Strength 4 Chaos Warriors difficult for an opponent, and increases two die blocks exponentially.

On doubles, I usually take Dodge. This is for sheer survivability factor of your Linebeasts. Their job is to be standing in the scrum taking shots and assisting the Warriors. At Strength 3 and AV8 they are going to be punched and the armor is going to break. Dodge makes them much, much more durable. Another great skill on a double is Diving Tackle. Diving Tackle can dissuade Agility 3 player from dodging away from your heavy hitters.

After Block, Guard your next skill depends on what the team is lacking. If short on Tacklers, Tackle is a great skill for obvious reasons. It also couples well with Diving Tackle if you have doubled into that already. If you have doubled into Dodge, Stand Firm is amazing. A Block, Stand Firm, Guard player is one of the most annoying pieces in the game.

As for stat increases I would go for Strength at any time. Adding another Strength 4 monster to the team will throw off the games intended balance. Depending on how far you are into development an Agility increase can turn a Linebeast into your back up Ball Carrier. It's always good to have someone waiting in the wings. Finally, consider an Armor Value boost, but only very late in development.

In summation, the linebeasts main role is Block, Guard. How you develop them from there on is directed by dice. Odds are you are not getting more than three or four skills on these players anyways. With AV8, and the amount of hits they are absorbing, you will see a high turnover at this position. Keep developing these pieces, you will never have enough.

Beastmen Killer (1-2)

Now we get to the good stuff.

To be competitive with Chaos, you need to remove players from the pitch. It really is as simple as that. Luckily for you, you have easy access to the dreaded Claw, Mighty Blow, and Piling On (clawpomb) combo. I'm not here to discuss whether Clawpomb is overpowered, or if it needs to be nerfed. It fits the fluff, and it does the job.

Take a look at a normal injury chart for a Clawpomb player:

Av	Penetrate	Stun	KO	Cas
10	82.64%	24.19%	31.67%	26.77%
9	82.64%	24.19%	31.67%	26.77%
8	82.64%	24.19%	31.67%	26.77%
7	82.64%	24.19%	31.67%	26.77%
6	92.28%	23.86%	36.66%	31.76%
5	97.22%	22.42%	39.80%	35.01%

That's fairly self explanatory. You are breaking armor consistently, and have a 1/3 chance at removing them from the pitch.

Beastmen Killer skill progression:

Normal: Block, Mighty Blow, Claw, Piling On (Tackle, Frenzy, Fend)

Doubles: Jump Up (Dodge)

Stat increase: ST

A Killers first skill is debatable. Some coaches skip Block and go straight for the unholy trinity of Might Blow, Claw and Piling On. This is an ultra aggressive build that forsakes the security, and reliability of Block for the pure destruction of Clawpomb. I understand the lure of this build, but disagree with neglecting Block. Again, I am all for consistency. Block allows you to throw two die blocks with a mere 3% chance of a turnover. More importantly, it protects your Killer. As we talk about later in the guide, Killers are huge targets. Opponents will take every chance they get to knock your goat to the ground and either Pile On or give him a swift kick to the face. With AV8 you want to minimize this sort of activity. Block first.

Next, pick up Mighty Blow, followed by Claw. There are arguments for going Piling On before Claw but it's beneficial to have your goats up and mobile. This might slow their progression, but will make actually 'winning' early games an option. If 3-4 of your players are lying prone a few things will happen. First, there are not enough players left standing to prevent your Killer from becoming the center of a boot party. Second, without Claw, those AV9 team aren't going to be too concerned about your Might Blow, Piling On pieces. Their armor will hold and either your cage will get bogged down or you will be out of position on defense. Block, Mighty Blow, Claw then Piling on.

On doubles, grab Jump Up. This turns your Killer into the terminator, essentially netting you an extra blitz every turn. However, disregard any double until you secure Block and Mighty Blow. If you double on your third skill go Piling On before Claw.

From here, you should be looking at Tackle or Frenzy. Both give you nearly the same odds at taking out a Dodge player. If you are light on Tackle pieces take Tackle over Frenzy. It is easier to control and more consistent.

For skill increases, it's Strength or nothing. Any other skill increase will just delay you getting the unholy trinity of Clawpomb. Even later in development, the Skill is probably the better choice.

Beastmen Fodder

Finally, there are the inevitable rookie goats. These are the goats with Block, or random stat increases that you stick on the line against other Bash teams, or are waiting in the wings to take the place of retired Killers, Linebeasts or Ball Carriers.

It's not a bad idea if a goat happens to develop into a Wrestle/Tackle Blitzler. It's always good to have a player that can reliably pop a ball loose. Blodge be damned. At higher Tournament Value, a Dirty Player goat is always good to have around just in case anything worthwhile hits the astrogranite. Put the hoof in!

0-4 CHAOS WARRIORS:

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Chaos Warrior	100,000	5	4	3	9		GSM	AP

The Chaos Warrior, the perfect mix of Strength, Agility and Durability. They can be developed quickly in with the help of a quick hand off for a Touch Down, or bashing two die blocks and casualties. With superb skill access, and a blank slate, they can be molded to any coach's desire. For the purpose of this guide we are going to focus on two specific builds- The Killer and the Utility Warrior.



Chaos Warrior Killer (2-3)

Much of what was said regarding your Beastmen Killer can be said of your Chaos Warrior Killer. The skill progression tends to be very similar, with subtle differences. The Strength 4 of the Warrior means they will not need Horns to reliably get two dice on a block. Thus, they will be perfect monster for offensive line of scrimmage duty, and more durable when they take the inevitable boot on the ground. When the Three Chaos Warrior Killers are bunched together they become a variable buzz saw of Claws and casualties.

Normal: Block, Mighty Blow, Claw, Piling On (Guard, Frenzy, Fend)

Doubles: Jump Up (Dodge)

Stat increase: ST

First skill on your Chaos Warrior Killers is Block. This is for similar reasons to the goats in that we are trying to get a consistent front line. Additionally, Chaos Warriors are an expensive piece that you want to protect when at all possible. They will be targets, let's minimize the times they are being knocked to the ground by your opponent.

Next, were going after the player removal suite of Clawpomb. First is Might Blow, followed by Claw and then finally Piling On. The progression of skills should only be altered if a double is rolled early (Jump Up) or your league is trending to a lower AV, in this case Piling On before Claw can be justified.

Doubles should be ignored until you have secured Block and Mighty Blow. After this, I would take Jump Up. Jump Up on a Clawpomb player is one of the most devastating combinations in the game, especially on a Strength 4, Agility 3 Chaos Warrior. Later in development, Dodge can be taken to minimize your Chaos Warriors down time.

Finally, the only stat increase worthwhile in early development is Strength. Anything else is just diluting the player, and postponing its purpose. After the Killer is fully developed, feel free to take any stat increase you fancy. If you do roll a Strength increase early, you should give serious consideration to switching the Chaos Warrior to the utility build.

The Utility Warrior (1-2)

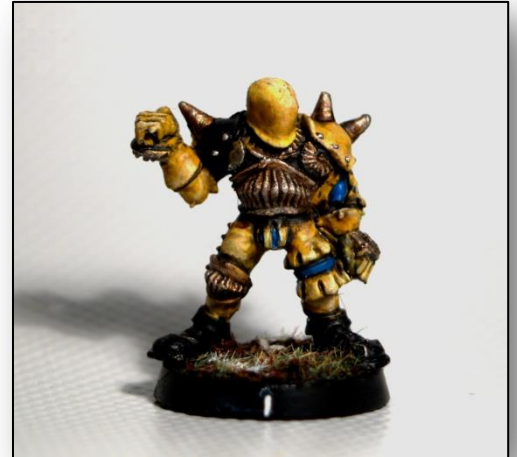
The Utility Warrior is the jack of all trades. Holding the line like a champ, lending the occasional assist, dishing out a bit of punishment, and harassing your opponents attack. His career path is often decided by your skill rolls. If you are chocked full of normal rolls, you are looking at a Block, Guard, Stand Firm road block. If you are rolling doubles like a pro, you are looking at a Diving Tackle, Prehensile Tail nightmare. If you are lucky to roll a Strength increase, you are going Tentacles and have one of the most annoying and influential players on your team. The Utility Warrior plays many rolls, and all of them are important.

Normal: Block, Guard, Mighty Blow, Claw, Stand Firm (Piling On, Tackle, Prehensile Tail)

Doubles: Dodge, Diving Tackle (Tentacles, Side Step)

Stat increase: ST, AG

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On the Utility Warrior, feel free to stray from the Block spamming. If you roll a double first, begin tailoring your player. If you roll a normal skill, go with either Block, or Guard depending on your teams progression. Next choice is the first skill neglected.

For doubles take Dodge. This couples well with the Block, Guard, Stand Firm (Side Step), Dodge position. Another path progression is Block, Tackle, Diving Tackle, Prehensile Tail, Stand Firm. I realize this is long career path to plot out, but you will be surprised how durable Warriors can be. The Diving Tackle build become a terrifying player to park next to a receiver, or lineman to control their movement, leaving them upright to be smashed by your Killers.

On a Strength increase your next skill should be Tentacle. Once you place a Strength 5 Warrior with Tentacles in the middle of your Killers you are going to be doing a lot of damage. Stand Firm pairs well with the Strength increase and will keep the Warrior in position. Guard is an obvious compliment.



THE MINOTAUR:

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	GSM	AP

The Minotaur is the standard Big Guy for the Chaos roster. He comes packed with Strength 5, Horns, Frenzy and Might Blow. When the dice are hot, he can dish out beatings with the best of them. When the dice are cold, however, you are dealing with a 150k turnover machine. As you probably guessed, I am not a fan of fielding a Minotaur on a competitive team. But he is great fluff wise, at times fun to play, and the miniatures look great.

Standard Minotaur (0-1)

Normal: Claw, Guard, Tentacles (Break Tackle)

Doubles: Block (Dodge)

Stat increase: (ST)

First normal skill on a Minotaur should be Claw. This will keep the casualties flowing, and hopefully get you closer to your second skill. At this point, the only two viable options are Guard, or Tentacles. I really like Tentacles, but being <http://clawpomb.blogspot.com/>



beholden to Wild Animal limits their effectiveness. Break Tackle would be fine, but with Wild Animal an Loner it is unreliable.

Any double should be taken immediately. Block is the key to this player. Getting Block on a Minotaur makes him extremely more reliable, and a true force to be reckoned with. If you are lucky enough to double up again, go with Dodge. This allows you to take Break Tackle and have a reroll that is not influenced to Loner. Break Tackle with Strength 5, Horns and Dodge make for a fantastic cage breaker. Who needs Leap when you can just run straight up the middle?

As for stat increases, pass up the initial Strength increase for Block. Strength 5 is strong enough, and Block is that important.

Consider sacking the Minotaur after three skills if you have not hit a double. This will give you a greater chance of getting that Blocking Bull. This is the only way the Minotaur can justify his cost.

General Tactics

Early TV Strategy (1000-1300)

Early TV with Chaos is a frustrating affair. Plan for the worst and expect it to happen. The key to early victory is protecting the ball and playing extremely conservatively. Understand you are NOT a bash team at this TV. You are a team with high strength, and decent Agility. Be flexible and adapt as the game progresses.

Early TV Defense:

Against Bash: On defense, don't get bogged down in scrums with Orcs, Dwarves, Undead and the likes. While you might have the Strength advantage, the skills and Armor Value will win out in the end. Play the 'pitch control' game, limit their running lanes, and make them use their blitzes to move their cage. Direct their cage towards one flank by inviting blitzes on intentionally weak points in your line. Play the step away defense until you can push in, disrupt their cage, and force them to make dodges, or risk one die blocks to accomplish their score. If a runner breaks away, they are a prime target for a Strength 4 Blitz from one of your goats.

Against Dash: Set up a standard 3-4-4 with the four Warriors one square off the line of scrimmage. Force them into awkward Blitzes in order to move their receivers past your defense. From here, send a goat hunting for the Thrower/Ball Carrier and pressure them into making a decision. Mark their players, and sandwich the ones you can. No 2+ dodges. If they are going to score, make them do it quickly.

Early TV Offense:

Against Bash: When playing offense against other Bash teams, avoid a solid cage. They will simply blitz a corner player and load your cage with guard/block players. Over the course of a 5-6 turn drive this will get the better of you. Rather than the straight cage, I would employ a screen or a loose cage. Mark their low agility players, and obstruct the movement lanes of high Strength pieces. This is where the Agility and Movement of your goats will shine. They aren't Elves, but they can sure as hell beat most Bash teams in a foot race.

Against Dash: Look to cage up as soon as possible. Protect the ball. While they might be able to Blitz away a weak cage corner, you will free up marked players and reestablish the cage with ease. Furthermore, the more low AV players getting hit, the better. If they are using a 2-2-2 zonal defense, and denying space while you slowly plod up the field- so be it. Blitz the players you think you can remove from the pitch- non blodgers, low AV, niggled, etc- and mark the rest. If you can reduce the 2-2-2 zone with a few casualties it makes it difficult for them to keep you out of the end zone.

Finally, if you are in complete control of the game and don't feel threatened by a missed handoff or two, score with the Chaos Warriors. Skilling up these players should be a top priority.

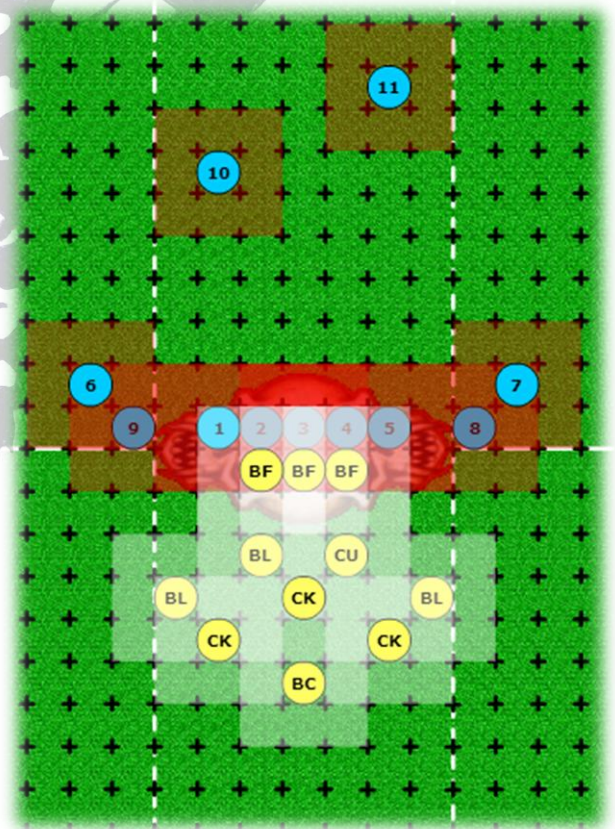
Developed TV Strategy (1500+)

At 1500tv your team should be starting to take shape. You will have 2-3 Killers, enough support players to back them up and a reliable ball handler. This is when the odds start to slightly change in your favor. You begin to focus on player removal, and inflicting as much destruction as possible. You still have to protect the ball but, it becomes easier when they fear marking your players. If you win the coin toss, always receive first. Your goal is to remove at least 2 players on the kick off. The casualties will begin to snowball.

Defense against Bash: Assuming you are defending in the first half, I use the below defensive formation. This setup puts your least expendable positional on the LOS, and protects all your essential players. Second, it leaves your Utility Goats and Warriors to move into position to allow your Killers to get a clean shot at something important.

Against the non-claw Bash teams you have the upper hand. Isolate Block Guard players, and concentrate your efforts on taking them off the pitch. Make sure you follow up with other linebeasts so your clawpomers aren't ganged fouled into the injury box. Try and keep their cage within striking distance. Once the lethal players are removed, work on the easy targets. Non block lineman, non dodgers, niggers, etc... If you can reduce their numbers enough, you will be able to swarm the remainder of their team and keep them locked down by you Warriors and Linebeasts. Keep your Ball Carrier back, but close enough to the scrum to pick up a loose ball, or an over confident runner.

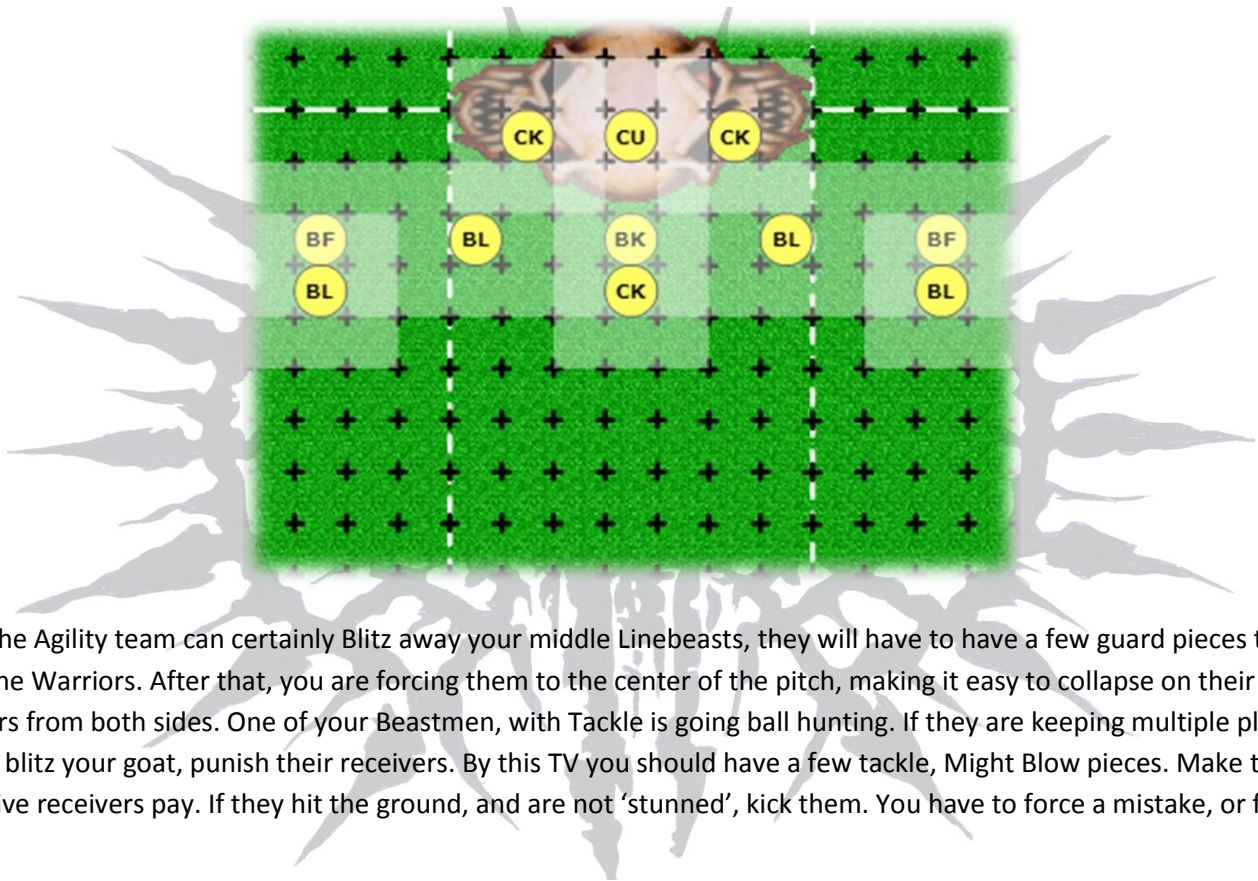
Against other Clawed Bash teams, you have to play very conservatively. The key to these matches are protecting your Killers, and eliminating theirs. We are developing 3-4 Killers for this very reason. If you are only running 1-2 Killers, and Nuffle forbid they go down, the match is going to spiral out of control quickly. Speaking of their Killers going down, when they do Pile On, surround and foul them. Even if you are just stunning them you are keeping them from Piling On important players. Back to skill selection, if they skipped Block on their Killers, the error in this decision is going to be glaring. Against Nurgle teams, target the Rotters. They are squishy, and decayed. Removing the Rotters will mitigate the effectiveness of the Nurgle Warriors. Limit their assists and you will the Bash war.



Defense against Dash:

Even at high TV, when all your bashers are online, you are still an underdog verse the high flying Agility teams. They can score at will, and they will limit the amount of Blocks you are throwing against their team. A good Agility team won't go for the straight 2-3 turn score and will attempt to drag it out as long as possible. This will make the 2-1 grind, your standard path to victory, far from certain. Especially if they can hold off until turn 7 or 8. If the Agility coach is playing correctly, they will spend the majority of the time on their side of the pitch, blitzing players closing in on their thrower or ball carrier and positions pieces to score with a hand off and pass, or a pass and run. While you can mark their players, and blitz once a turn, they can hop away with great effectiveness. Sometimes the Chaos gods smile upon you and force a snake eyes early in a turn allowing you to pummel all the marked players, but you can't rely on luck as a strategy.

A standard defense would look something like this:



While the Agility team can certainly Blitz away your middle Linebeasts, they will have to have a few guard pieces to move the Warriors. After that, you are forcing them to the center of the pitch, making it easy to collapse on their receivers from both sides. One of your Beastmen, with Tackle is going ball hunting. If they are keeping multiple players back to blitz your goat, punish their receivers. By this TV you should have a few tackle, Might Blow pieces. Make their expensive receivers pay. If they hit the ground, and are not 'stunned', kick them. You have to force a mistake, or force a score.

Take special note of any player capable of an easy one turn touchdown. While people complain about clawpomb, it's this sneaky little bastard that upsets the balance of the game. It's well worth a random blitz, or an awkward foul. No one wants a draw or a loss because someone rolled a MV increase, or two.

If they are playing an 11-12 person team, it's worth targeting the unskilled players. Again, these are easier to knock down, and send to the injury box. Without the extra assists, all those star players they have aren't going to be worth squat. They won't stop you on defense and you can kick the hell out of anything that falls over.

Once more, force a mistake or force a score. Don't let them run the clock.

Developed Offense:

If you win the coin flip, receive. You want to be on Offense first, punishing the opposition. Keep two players back, two guarding sidelines, and then load the Line of Scrimmage. You want to chain push their LOS players into multiple blocks. Additionally you want some defense against the 'perfect defense' kick off result. Your goal is to remove 2 players from the pitch on the kick off, hopefully 3 or 4. Assuming there was no Blitz on the kick off results; the two players guarding the wide zones are going to retreat toward the Ball Carrier and establish a screen or half cage. Retrieve the ball, and look for safety.

From this point on, you are looking for a loose cage, with guard players holding the corners. The Chaos Warriors and Linebeasts are working together as a rolling wall of death. Pushing into players, and using their Strength and Guard advantage to force more casualties and bad decisions. Your drive will be a battle of attrition, and unless your dice have gone cold, you should easily be winning.

There will come a time when you are up in players, and you can break the cage. Send your Ball Carrier and a few Guard players down towards the end zone. Use the remainder of your Killers to further punish your opponent. The goal is to have them reduced to 5-6 players by half time.

This sounds simplistic, but it's really all we have.

When to Pile On?

As much as I want to say ALWAYS there are times you don't want to Pile On and leave your player prone.

When not to Pile on?

- If Piling On will take away an assist from another Clawpomb player.
- If it will leave him wide open for a foul.
- If you do not have Claw, and you knocked the opponent down and did not break their Armor. (unless it's a very important player, the pile on and hope for the best)
- If it's the second half, and your initial hit was a KO.

When do you want to Pile On?

- If it's a full-fledged Clawpomb player and you are hitting something worth killing.
- If you are playing another Clawpomb team, and you don't want to leave your player standing. It's better to get kicked than clawpombed.
- If your opponent has Bloodweiser Babes, it's the first half, and your initial hit resulted in KO. Better to Pile On, and look for the injury. Odds are those KO players are coming back.
- If they are snarky, whiny, rules lawyers... Pile On and try and put them on tilt.

Conclusion

You are going to take your lumps in the beginning, and dish them out in the end. Chaos is not the best team that is proven time and time again by WP, and tournaments. Blood Bowl is Rock, Paper, and Scissors. Sometimes you're the hammer, sometimes you're the nail.

Opponents will whine about their star players getting crushed, but really, who cares. I don't get upset when my character is killed in an RPG, my Knight is taken in Chess, or someone lands on Boardwalk. Again, it's a game. I play to win, but I also play for fluff. My Chaos Warrior really does want to kill your team.

Thanks for reading, and as always, comments and criticism are welcomed.

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