



Gathering of the Chaos Pact: (crp)

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The argument of tier assignments to teams has yet another thorn in it's side. The Chaos Pact team offers a coach greater diversity, giving the coach just enough rope to fail or succeed. How will an experienced coach handle the play and coaching changes that need to take place in order to be a champion?

Confused Choices:

Most experience coaches have a hard time initially with a Chaos Pact team because they have a picture in their head of what they want them to be. As with each team, a coach must contour "his" style to adapt to the strengths and weaknesses of a new team. It is often challenging to figure out why this play did not go off as planned when it worked with "my" other team. Like food, each item has it's own combination of ingredients, they might be similar, but they are not.

6 Different Positional and regular "lineman":

Let the Arguments begin and end here. The Chaos Pact leads in positional Players. The Chaos Pact Team is awarded with a wide variety of specials to the coach that opens "his" mind and his playbook to them. Each player selection might seem straight forward, (gotta have the Skaven....) but for the Pact balance and playing style affect what might seem to be a logical choice.

We will take a long hard look at each slot in the roster with build development I can guarantee most would not agree upon until they consistently win with the Pact. The breakdown is a group of 'normal' skills in the order I prefer. Following with doubles, 10, 11, 12. Sit back open your mind and look at a team with a winning record.

Minotaur: 150K *pricy* but the first player on your roster, hands down. Wild Animal is annoying but not a game changer and well worth the risk. The great attacker skills, Frenzy, Mighty Blow, and Horns allows you to *ALMOST!* want to let him run out on his own blitzing here and there. Careful! Loner does not like you. Granted the defensive Thick Skull increases his chances of staying on the pitch, herd him with a lineman. His Armor 8 is a tad thin, protect him. He needs to skill up fast, ask yourself by game four or 5 "How many TD's does my Mino have?".

Skills:

First Non Doubles Skill: Stand Firm, don't like your choice frenzy player close to a wall, your opponent will find a way to get him into the crowd. After Stand Firm, Guard and Juggernaut the order of everything else doesn't matter.

First Doubles Skill: Block (unless he already has Juggernaut) then Claws

10 (non doubles) Armor might be tempting depending on your development I cannot see it. Movement, NO

11 Unless you plan on making him your star ball carrier

12 TAKE +1 STR

Chaos Ogre: 140K is steep, but most coaches will get him. Bonehead is the key. If you fail a bonehead roll you lose that action and all your tackle zones, until he activates and rolls a 2+. During the game it is sometimes best to do nothing with him. (*"But I can throw this 2 die block ... yes but if he fails bone head does that create a big hole in your defense? But but but"*) He is equipped with the standard Big Guy Skills, Loner to annoy you, Thick Skull for Defense, and Mighty Blow for Offense. Here is the key Change: He has Throw Team Mate, meaning he can declare the team's pass action for that turn, move over to your LONE Goblin, snag him up and chuck him around the pitch. Like the Minotaur he has access to Strength skills.

Skills:

First Non Doubles Skill: GUARD, this is your bread and butter line support. Then Strong Arm, Stand Firm and Grab (you can take stand firm and grab in either order)

First Doubles Skill: Claws, then Nerves of Steel (*huh? NoS? your daft man!*) This guy will be in the scrum and around the ball all the time not to mention chucking the Goblin from Tackle Zones, opens your eyes and game to a whole new level. {*"BLOCK BLOCK BLOCK everyone must have block or my coaching career is over"* well if that is your thinking your coaching career has been over for a while}

10 (non doubles) Armor hmmm NO, Movement NO

11 Tempting to throw the goblin, maybe; but you don't use it enough

12 Take the double choice he does not need the strength increase (A strength 7 blitz with the minotaur is vastly different than the 5→6 for the Ogre)

Chaos Troll: 110K by far your cheapest buy guy. This is the guy you buy first after the start of the regular season. His added Strength and wealth of skills add desperately needed to leverage your team. He comes with the Standard Big Guy Loner, Mighty blow but it all changes there. He gets Really Stupid which not only does he have to roll a 2+ he need a non really stupid team mate in his tackle zone to pull it off, otherwise he needs a 4+. If failed he loses all of his tackle zones until he succeeds. The Funnest Skill of the game Always Hungry!!!. If he wishes use Throw Team Mate and snags the Goblin up he forgets the plan and wants to scarf down the Goblin for a little snack. If he rolls a 1 he eats the goblin (that gobo is dead **no appoth or anything**). (The goblin does get a chance to fight back). This guy has 3 jobs. Scrum, Slow down a cage lane, be freakin' annoying.

Skills:

First Non Doubles Skill: Multiple Block (make sure he has assist), Guard your bread and butter line support. Then, Stand Firm and Grab

First Doubles Skill: (*opening a can of worms ...*) 100% no other choice **PRO** (you have to get your head out for a minute and trust me on this, Pro allows him a 50/50 re-roll without using a team re-roll and it can be used every turn. With a troll you WISH you had a re-roll every turn. It can be used on anything but armor and injury ... (I have converted many a coach who have seen it in action, the Troll has to roll to many dice) open your eyes and see the light then close them and play it your way and be pissed at your troll instead of yourself), then Block or Prehensile Tail.

10 (non doubles) Movement, he is slow going and that extra reach heightens him as a lane closer, after that it depends on your skills

11 AHHH!, no

12 Take the double choice he does not need the strength increase, and you don't need the TV increase.

Dark Elf Renegade: 70K Your standard AG 4 Dark Elf Lineman *with* the crucial ability to get mutations The DER comes with Animosity meaning if he wants to throw it to a non Dark Elf he has to roll a 2+ or cancel the throw. He starts with access to Mutations, General and Agility that is 34 skills, where to start. You need to define his role before he earns one SPP. He has the chance of SOOO many different builds. At 70K you do not have to start him, as he is the cost of a re-roll. Pick him up second after the Troll.

Skills:

First Non Doubles Skill: Block (*What were you thinking Elves don't have dodge*) followed by Catch or pass block and extra arms (*and no still don't get dodge*). This can go crazy as it depends on the roll you wish him to play. With AG 4 he should have a Catch* attribute so the Marauders can throw to him. What about Diving Catch?, well it is tempting but he already has Ag 4 and you mostly use DC for the extra +1, in this case the skill re-roll has higher priority.

First Doubles Skill: Nerves of Steel or Guard or do not take the doubles (I recommend this option)

10 (non doubles) Movement no Armor no

11 <smack> you had to think about it for a second? **NO**

12 50/50 depends on his builds first off , no skills I would take the doubles

Skaven Renegade: 50K Your Lowly Skaven lineman, but he can get mutations... The SR is cheap a tad faster than a Marauder (but with less armor) and can get access to general and mutation skills. One slight problem is Animosity. Yes I know he is not designed to be your thrower but remember in those clutch moments you need to keep him away from the ball despite his tempting reach of 9 overall. As with the DER there is a wide variety of paths to follow with this player

Skills:

First Non Doubles Skill: Most players will shout BLOCK and I tend to agree depending on the roll you wish him to play. After that you can go crazy, Prehensile tail

First Doubles Skill: Nerves of Steel, followed by Dodge

10 (non doubles) Movement yes Armor no, but tempting

11 I want to say no but with his movement he can earn quite a few touchdowns.

12 Think again

Goblin Renegade: 40K The single best player on your team. This one model has to power to change a defensive setup by simply threatening to be on the pitch. He has the power to score in one turn or be a bomb and take out another player OF ANY STRENGTH without throwing a Block die (or -3). Not to mention with mutations this model can run into a scrum, pick up the ball, dodge out, and pass it (*not very well*) away from the scrum. He does suffer from Animosity so that tweaks things a little but hey it is a famous desperation play anyway. The development path for this guy is clear HAVE FUN!

Skills:

First Non Doubles Skill: Big Hand, 2 Heads, Extra Arms, Diving Catch (*this guy is sure to earn a bounty*)

First Doubles Skill: The only double skill I can think of is Nerves of Steel, Block is a waste of TV and skill slots.

10 (non doubles) Movement no Armor no

11 No reason to unless it is his 5th or 6th skill

12 Yes, as he starts with str 2 he is an easy blitz target by most models in the game.

Chaos Marauders: 50K and the biggest headache you can imagine. The only problem with Marauders is that they have access to 41 basic skills. That is more than most teams entire rosters. "Why is it a problem?" you ask, micro management. You will have at least 5 Marauders on your team. Each one should be developed in such a way as it supports your other slots. A passer, A few good linemen (with different skills), A kicker. Yes with that many skills choices you must realize that most of your Marauders will only get 1 maaaybe 2 skills. Plan these players VERY carefully.

Skills: (Skills listed assume a single skill for each player)

First Non Doubles Skill: Block, Wrestle, Guard followed by, Claw, Disturbing Presence, and Prehensile Tail respectfully for the line. Pass, then Safe Throw for the passer. Finally Kick and Guard for your fieldsman

First Doubles Skill: For your line; *none*, Jump Up, Side Step. The Passer gets *none*. Finally the Fieldsman gets Diving Tackle

10 (non doubles) Movement <all> no Armor <line> if 3rd skill yes, <passer, fieldsman> no

11 <line> no, <passer> yes, <fieldsman> no

12 In general yes.

Chaos Pact Tactics:

The variation of players with the wealth of skills offered is a jewel to be carved and honed.

Extremely few teams get more than one player with more than 76 star player points and on the same team you should get 2 above 51 (depending on survival). In many venues you find authors providing a well meant list of 4 or 5 skills they would love to give the players. Don't get me wrong on this but they play a different version of Blood Bowl than the rest of us. Players are groomed as the season develops but they are not all groomed at the same time. Often players are hedged based on situation alone, sometimes messing up ones plans for development. Each Coach should have an idea which direction he would like to see a player develop and a good coach arranges his play to maximize star player point gains for that player. With the long thought out and planned scheme to build, is the equally devastating random humdrum of everyday life.

Every player is subject to grave risk when he enters the pitch. Common everyday actions can stun him or worse. It does not help to have equally burly Halflings pounding your players into the dirt sometimes causing causalities, long term injuries or even death. The more a player is on the pitch and the more developed he becomes puts him at an even higher level of risk. The Chaos Pact avoids this by simply being themselves.

The advantage of having so many varied players screaming at the top of their lungs for more action, is that they all get some. You may have a 76, you will have at least one 51 and a few 31s. You will be one of the few teams in your league where most if not all of your players are skilled. Offense, Defense, Special teams, Attack, Support, Defense, Line, Foulers, Passers. These are not a few players but roles spread out amongst your team. Lose a guy - no big deal you can fill that hole. Few teams can make that claim for all aspects of the game.

Planning the Game and your players' role in it starts when you first pick up the roster sheet (and goes all to Nuffle after you roll a stat increase). How do we plan a team when

we haven't purchased a player? You must understand the team. Each team in Blood Bowl has its strengths and weaknesses, you have to decide what you want a team to do and select the correct team for that playing style. You have played several teams now and wish to expand your horizons or maybe this is your first team. Which type of team is The Chaos Pact?

The Chaos Pact, simply put, is an aggressively offensive defense. *Which pitch turf have you been using? Aggressively Offensive, Defense? What in tar nation are you thinking?* You have a great Blitzer that can be developed into the top blitzer in the Minotaur, IF you constantly support him. Pick your target and your next target before you make a blitz.. Trap a player to feed him to the Mino Blitzing machine. Cage a cage to slow him down and pick at his players. Remember a wrestle on defensive is better than both down on offensive. So make him come to you while you single out his players and take him down. Use that arsenal of skills to fluster your opponent. We all know a Troll moves 4. If he started in the backfield would you not have had enough time to get him into position to stop the cage?

Slow your opponent down and slowly crush one player at a time. When the time comes tighten the loop. YOU DO NOT HAVE TO GO AFTER THE BALL!, you just need to prevent him from scoring. A 1 TD win and a 3 TD win are both wins. Most opponents have specialty players, that once taken out, greatly hinders the coaches ability to play. Take him out of his game and make him play yours.

Your game is all about ball control and wild plays. Step 1 secure the ball. Step 2 Keep The Ball. These are the fundamentals of Blood Bowl, but we all have our games where one or both elude us. Your elf with the AG 4 is great at picking up the ball until someone with sure hands comes along. (The reason is the elf is no longer going to be in that position as he currently picks up the ball then has to hand it off to a Marauder). Have a couple of Marauders around to offer some protection.

Keeping the ball, (ah if I only knew how) There are several key methods. Move-Pass-Score (Elves/Skaven/Slann), usually trying to keep it to 2 and no more than 3 turns. Turtle Cage (Dwarves/Orcs) Form a nice tight cage and rumble down the field behind your path clearer. Double Loop (Light Armor- Low AG- mid speed teams) Forming a loose cage as you expect one of your outside guys being squashed like a bug and the ball carrier can move to the next spot of the cage. Guess which type the chaos pact are Wrong! They are all 3.

The Chaos Pact have speed in the Skaven, Minotaur, Dark Elf (and if need a few support Marauders) ^^Marauder locks up a fellow, Minotaur clears a lane, Marauder locks up threat, Skaven and Dark Elf clear and separate^^ Some body in that frontal force is gonna score. The turtle is a turtle is a turtle. Mino clears potential threats Marauders waltz along being cagey, everyone else bugs the defense. Double Loop (A goblin goes into a tavern and makes a bet with an Ogre, a Minotaur, and a Troll that he can beat all three of them on the pitch...) You have guys with skills use them. Spread out and amber down the field.

Offensive Setup:

#1 Passer on the sweet spot, Fieldsman a few squares before him, DER behind him for the quick SPP. On the line Block, Ogre, Wrestle. Wide out Mino and Guard, Other Wide out Skaven and fieldsman-2, Fieldsman-3 of either side of the line depending on Defense setup.

Get the ball (hopefully) with the Passer, and pass to the DER who will in turn hand it back to the Passer. The Fieldsman-1 moves into position to protect the ball. The Guard moves to the blitz target (*be sure to also cover a possible 2nd hit*), Mino Blitzes (*so forth toward the goal line if possible*). The line scrums, OGRE last (*in case he no zones*). The guys on the other wide out advance up field (*avoiding contact if possible*).

#2 Passer, DER, 2 Fieldsman off the line to get the ball, Mino, Ogre, and 3 line in the center. Other 2 on one of the sides. Side guys advance avoiding contact. Guard hits and follows, Mino Blitzes the line, Ogre hits the line other 2 guys start a cage, get the ball and get into position (say 5 squares from the main cage). Punch through, while winging your guys out the side (be sure to separate). Deal with any blitzers in your backfield. Enter cage if necessary. Plow along until you are ready to score.

#3 Goblin Threat: Get the goblin next to the Ogre with the <line> nice and tight. The Mino and a fieldsman does his thing, Depending on how the mino clears his side it might be a good time to throw the Gobo. You can wait a turn or 2 and get a whack in with the Ogre. Play the quick SPP as the last play of the turn.

Defense:

The Chaos Pact starts with your average hit 'em till it hurts defense by picking off guys with the Mino while the <line> and the Ogre get in a scrum. 90% of the time your goblin sits out. Your unskilled fieldsmennn will harass advancers and try to tie them up with hopefully double coverage as he tries to set his cage. (*then pick on the advancers*) Remember the Mino and hicover manan are to stay out of the scrum and pick off single lonely players. With the Mino and the defensive coverage picking off out gunned players hopefully you will get man-up through K. O.s or CAS.

One concept is to slowly fall back as your mino does his work, giving him as many turns as possible to clean of loose players. Then you can attack the cage. As with fast teams like the Elves or Skaven, tie them up best you can and target the threat players. Get some luck and you can take 1 or 2 out.

Defense with the pact changes as you skill up. With some cool skills like Diving Tackle, Tentacles, and Prehensile Tail you can slow the 2 turn touchdown teams to a crawl. It also help keeping the Defensive Line from Dodging off the line. The Chaos Pact Defense gets mean fast. You are Humans on steroids, use that to your advantage. Got the Goblin on the field, no problem throw him to support your backfield. It is also OK to have the Mino Blitz into your backfield. Make your threats real.

In Closing:

The Chaos Pact are unlike any of the teams you have played. They are Strong with 3 Big Guys, They are average Agility and Armor, They can do anything other teams can do and more. The challenge is the diversity and the plague of having to much to choose from. Keep it close and actually manage this team. The Chaos Pact team is outside the box and not every coach can adapt a style to create a winning team. I can guarantee one thing from playing the Chaos Pact, you will come out of this knowing despite what you knew about coaching Blood Bowl, that you have a lot to learn.