

Chaos Pact – So many paths, only one gets trodden!!!



All photos provided by me (feels nice to have one of my own teams here for once) ☺

Introduction

Chaos Pact are one of the most unique races in the game. They have an unusual mix of 3 Big Guy; a Minotaur, Troll and an Ogre, and a Dark Elf, a speedy but squishy Skaven Lineman and crafty Goblin, but the real stars of the show are the Marauders. In a rookie team they are your basic Human Lineman but in time they will be the backbone of your team and their development path will dictate how your team plays.

Chaos Pact probably has the widest range of options for team development in the game. Their Marauders have access to General, Strength, Passing and most importantly Mutation skills. This makes their linemen the best in the game once well developed in terms of value for TV. However Chaos Pact are far from a top tier starter race. Their Big Guys are unreliable, the Skaven Lineman has low Av and doesn't add a great deal to a team that is already fairly squishy. The Goblin is somewhat gimmicky and is really only kept about for scoring one turn touchdowns using Throw Team Mate and the Dark Elf while brilliant can become an SPP hog if you are not careful.

Why Play Pact?

Playing with 3 Big Guys is loads of fun and in one game you can completely decimate your opponent's team with them, however in the next game they may stand around and do nothing. For me this is part of their charm, but if you find the random side of Blood Bowl very frustrating then Pact probably aren't the team for you. As said before Pact have the most unique development options in the game and if you get lucky you could end up with hilarious players like a Goblin with Mighty Blow, Claw, Horns and Pilling On, then you can laugh manically as your Goblins single handily destroys a Dwarf team.

The other reason I love Pact is the options you get when creating your team, as you can see from the photos throughout this playbook, my Chaos Pact team are far from typical. I decided to create a team called Woodland Pact, using an Owl Bear for my Ogre, a Shambling Mound for my Troll and a Unicorn for my Minotaur. I also used a Wood Elf for my Dark Elf, a Pygmy for my Goblin, a Fawn for my Skaven Lineman and Dryads for my Marauders. I even took time to make a Bomber Dribblesnot out of another pygmy and for Ugroth I used a crazed Chainsaw wielding Mousling. The other Pygmy (with a spear/magic spear) is a Wizard and the Mushroom man above is my apothecary/coach pointing and laughing at my ineffective Big Guys. So be creative and make a truly unique team.



STARTING ROSTERS TV 1000k

Chaos Pact have quite a lot of options to consider when creating their starting roster. Should you start with all your Big Guys? Do you want a Skaven Lineman or not? How can you fit the Dark Elf Lineman in? Which Big Guy should I leave out? So which one is the best? I don't think there is much between them but I generally start with the 2nd option, because the Minotaur is the most effective Blitzzer of the 3 Big Guys. I really don't like the Minotaur because of his low Av and I hate Wild Animal but he is the most destructive of the 3 Big Guys which is their primary function in the teams first few games and later on you can fire him once your Marauders turn into your primary Blitzzers.

3 Big Guys

1	Ogre	140k
1	Troll	110k
1	Minotaur	150k
1	Goblin	40k
7	Marauder	350k
3	Re-roll	210k
		1000k

This starting roster is pretty much your full line-up. You can swap a Marauder for a Skaven Lineman if you like but I personally don't see any value in that player and would rather have the extra Marauder because they have access to more skills and a higher Av which is usually more important for a bash team. 3 Re-rolls is a must in my opinion, you do not have any skills in your team and although you should almost never use the Re-rolls for your Big Guys you do still need 3 for basic ball handling rolls and Blocking with your rookie Marauders. The one problem with this roster is that you do not have a

Dark Elf who is very important to your team, they add much more versatility to your team and they make scoring and winning a lot easier. You can drop another Re-roll so that you only start with a Dark Elf, but 2 Re-rolls are too few for me. You can make up for this though if you can skill up a Marauder after your first game or two and then give them Leader then you will be back up to 3 Re-rolls. The Goblin is a great asset just for scoring the One Turn Touchdowns in turn 8 or 16 of the game.

No Troll

1	Ogre	140k
1	Minotaur	150k
1	Dark Elf	70k
1	Goblin	40k
7	Marauder	350k
3	Re-roll	210k
	Total	960k

This starting roster is similar to the previous one, except you drop a Troll for the Dark Elf and it leaves 40k in the bank so you can buy an apothecary after the first game, or 30k if you drop the Goblin and replace him with another Marauder. After that you can save up for your Troll. The Troll is the cheapest of the 3 Big Guys, so it should only take a few games to buy him. 3 Re-rolls again is a must and starting with the Skaven Lineman is again optional, but as said before I find him pointless. You could also drop the Ogre and start with a Troll, that way you can start with an apothecary then start saving for the Ogre straight away, but I prefer starting with the Ogre as he is more reliable and more importantly better for using TTM (Throw Team Mate) to throw the Goblin. The Troll can TTM as well, but there is always the possibility he could eat the Goblin. I would recommend this roster above all others for short to mid length leagues.

No Minotaur

1	Ogre	140k
1	Troll	110k
1	Dark Elf	70k
1	Goblin	40k
7	Marauder	350k
4	Re-roll	280k
	Total	990k

This is the most reliable of the starting Rosters. 4 Re-rolls is plenty for a team without any base skills and 2 Big Guys still gives you enough punch against most rookie teams. Starting with the Ogre gives you the most reliable Big Guy in the game and their best Big Guy for using TTM. The Dark Elf is the best Pact player on the starting roster and makes scoring and winning a lot easier. I also find the Dark Elf incredibly useful for capitalising on any loose ball situations. The Troll is the cheapest of the Big Guys though he is still one of my favourites, he functions very well as a road block and his nega-trait is easy to manage. However starting without the Minotaur can cause your team big problems against some races, most notably Dwarves. Dwarves will give this starting roster a torrid time, they can happily out block your team and even though your two Big Guys give you a higher average strength Dwarves will happily 1 dice block or half dice block the Big Guys all game. Having a third Big Guy makes a huge difference when playing teams like Dwarves and the Minotaur when used as your Blitzier every turn is great for crowd surfing players, hurting players and just pushing defensive players out of position. Love him or loathe him (as I do) the Minotaur is your most important Big Guy in your early games.

GENERAL TACTICS

When playing with Chaos Pact I always like to receive first, that way you can try and inflict as much damage as possible in the first half of the game to ensure victory and make defending a lot easier in the second half.

Offense

When the ball has been kicked you need to protect the ball where ever it lands, but unlike most teams you will have two or 3 Big Guys on the LoS that you want to roll 3 dice blocks with. If your opponent is smart they will spread their 3 LoS players out so you position one big guy next to each player. This will mean you have to commit a further 6 players to these LoS players in order to get 3 dice blocks with all your big guys, leaving you only 2 players to pick up and protect the ball with. This is NOT advisable and it is a common trap that many people fall into, and when things go wrong it leaves your back field horribly exposed, against slow bash teams this isn't such a big problem, so take the 3 dice blocks, but against Skaven, Slann and the Elves making the ball safe should always come first. The most important thing to do at the start of the turn is always protecting the ball. Move a couple of players two squares in front of the ball shielding it so that if you fail your pick up roll then the ball will be protected, it is usually best to use the Goblin to shield the ball, that way he isn't too close to the action and the other player would be a Marauder or Skaven Lineman if you take one. As said - against slower teams like Dwarves you may not need to shield the ball like this, and against faster teams like Wood Elves or Skaven you may need to protect it with a 3rd or 4th player, if the ball is close enough to them so they could capitalise on a fumbled pick up.

Next you need to do your blocks. Unlike most teams you will probably be blocking with your Big Guys first, this is fine and it is really what your Big Guys are best for in their early games. Just make sure you have set up so that you can get 3 dice blocks. If they fail their Really Stupid or Bone Head roll do not ever Re-roll it in your first turn, it is a waste. Generally speaking it is usually best to follow up with your Big Guys too, even if you don't knock your opponent's player down, the Ogre and Troll have a high enough St so that it should be impossible for your opponent to get two dice blocks on them if you have supported them properly.

After you have blocked with your players on the LoS (Line of Scrimmage) then it is time to set up a Blitz for your Minotaur. When doing this make sure that you can ensure a 3 dice block and if you roll all push backs then make sure that the second Frenzy hit will also be at least a 2 dice block as well, preferably 3 again. Also bear in mind that the Minotaur is not the toughest of the Big Guys, they have Av8 which is not good for a Big Guy and Frenzy can leave them in vulnerable situations as well, so make sure when Blitzing with him you are not leaving your Minotaur open to an easy Block or Blitz, if you do leave them open a few times, you will likely find them sitting the game out in the injury box from the being blocked or fouled. The Minotaur is a great target to foul because of his low Av and Frenzy can leave him in sticky situations, so be careful, he is arguably your most important player early on. Once all the bashing is done pick the ball up with your Dark Elf or other designated ball carrier.

After your first turn the rest of the half will unfold in very different ways depending on what type of opponent you are playing. Against most teams you should be able to out bash them and cause casualties along the way. Every turn do your safe blocks first then set up your Minotaur Blitz and try and take out players with him. Then set up a screen or a cage around your ball carrier so that he cannot be Blocked or Blitzed, easily. Try not to commit to a cage that is too tight too quickly, if you do this a good coach with swarm your cage and likely stop your cage moving forward all together and may even force you into losing possession of the ball.

Against slow teams or teams with an average movement you can often leave your ball carrier isolated quite far back behind a screen of players, these players can Block and Blitz their way toward the

opponent's end zone and the more players they KO+ along the way the easier it will be to overwhelm them in the centre of the field. Then march your screen towards the end zone with your ball carrier poised behind your screen waiting to score. The typical grind should see you score in turn 8 of your drive, that way you will give your opponent no chance to pull a TD back before the next half. Never score before the final turn unless it can't be avoided.

Against fast agile teams you will need to approach things in a slightly different way. You will need to cage up a little sooner and a little tighter, because any one dice Blitz your opponent can make they will do. Again - using the Minotaur against the agile races is the key to removing players from the pitch, especially early on when most of the Elves or Skaven etc... will not be Blodged up and their low armour will be their big weakness. This is especially true against Wood Elves in my experience; while they do start with two Blodge Leap players the rest of their team is vulnerable. So once you have Ko'd+ as many Elf linemen as you can with your 6 dice Mino Blitz you should be left with the two Wardancers and a couple of other players this is when you should start targeting their Wardancers (or Blitzers on the other Elf teams) and foul them when you get the chance. Against most agile races they will try to give you only one Blitz a turn using their high Agility to Dodge their players away from you every turn. So when Blitzing with your Mino try and position it so you not only get 6 dice but also try and push their players either of the edge of the pitch or into your other Big Guys or Marauders. Doing this will give you an even greater chance of knocking them down in the event of all push backs on the Blitz. At the end of your turn you need to take some time to work out what the best way of tying the agile teams player's up. Move your Big Guys into Elf/Skaven tackle-zones but make sure your Big Guys are close enough to each other and have support from the Marauders to make it impossible for the Elves to get a chain of two dice blocks against your players and Big Guys, if you allow this to happen then your team can end up being out blocked by the Elves and you will suffer casualties too. If done in the correct way you will force agile players to make a lot of Dodge rolls and while they will mostly be 2+ rolls they are still very risky early on and may result in turnovers, injuries from failed Dodges and possibly force them to burn through their Re-rolls.

You should try and avoid using your Big Guys as the corners of your cage because that will mean your cage is vulnerable when they fail their nega-trait roll. Any gaps left open like that will be exploited by agile teams. Instead use your Big Guys as a screen in front of your cage. It is also sometimes best not to block at all with your Big Guys, if they are successfully tying up a handful of players; making it easier for you to move your cage forward then just leave them alone, because one failed Bone Head roll or Really Stupid roll and you have just made it possible for those players to move in their next turn. The exception to this rule is probably the Minotaur who I almost always want Blocking or Blitzing and it is less of an issue when they fail their nega-trait roll because they do not lose their tackle-zone.

As your team develops and your team starts to get more and more CPOMB (Claw, Pile On, Mighty Blow) then the less you probably want to be Blitzing with your Minotaur and there will come a time when you should fire him. He is very expensive and once you have 3 or 4 Marauders skilled up with the killer combo he can no longer compare to their Blitzing ability unless he has rolled a few doubles when skilling up, and even then the Wild Animal still makes the Minotaur too unreliable. Marauders have so many development paths available to them, but if you want to win at all costs and cause as much damage as possible there is only one path that gets trodden and that is the CPOMB path. Stick CPOMB on 4 of them then Block and Guard en masse on the rest of your team with a few utility players mixed in. It is a shameful abuse of the TV system and it probably won't win you any friends but Chaos Pact are the best team at the game at minimising their TV and maximising their efficiency. Keeping their TV down artificially will stop your opponents using Wizards and other inducements against you and will likely be enough to stop them from getting extra Apothecaries to stop you destroying their team. Is CPOMB really that good? In short yes. It is incredibly powerful at removing players from the pitch and if you manage to knock a player down and you have CPOMB then you have roughly a 58% chance of knocking that player out or worse. It sadly just can't be ignored and makes the myriad of development paths this team can take pretty much redundant.

Defence

The way Chaos Pact defends differs depending on their opponent. Early in a league it is almost always best to leave your 3 Big Guys or 2 Big Guys and a Marauder on the LoS when setting up. This is especially true against the agile teams. If you bunch your 3 Big Guys up on the central three squares putting the Minotaur in the middle - then you can avoid the first turn of free blocks against you altogether. This tactic is less useful against high St teams or teams with lots of Block, against these teams you are better off just leaving 3 Marauders on the LoS and leaving your Big Guys further back so they can avoid being removed from the pitch.

Defending against fast high agile teams is all about rushing them into scoring fast. Elves or Skaven will often drop a Thrower deep into their own half, then run a number of players deep into your half in the first turn. If this happens, send two players as far up field as you can to pressurise the thrower first. Next use your Troll, Ogre and remaining Marauders to mark players that have moved into your half, try and mark a player with a Big Guy on one side of the player and a marauder in front but leave a square of space between the player being marked and the Marauder, this will mean an Ag4 player will need to make 3+ dodge rolls to escape. It can be a good idea to leave the opponent player that is deepest in your half unmarked, this is the player you want your opponent to throw the ball too. Instead of marking him, move one or two players back so if anyone does try and pass the ball to him you have a chance of intercepting, this will rarely work, but the important thing is to force your opponent into scoring fast, also by leaving the deepest one open you make your opponent make the longest/most risky pass possible. Finally use your Minotaur to Blitz any players with Guard or Mighty Blow on the agile teams side, it is also usually best to ignore the players with Dodge early on, because the odds of your Minotaur knocking them over are far smaller. If you are successful and you have pressured your opponent into scoring quickly then great you have your opponent right where you want them.

Not all agile teams will play the passing game; some will play the elf-stall. The elf stall will see them try and lure as many players of yours as possible in to a midfield scrap. They will make it look as though they are trying to out Block you then when you have over committed they will Dodge all their players away and run their team in behind your defensive line to exploit the space back field, once this is done they will set up a cage deep in your back field and stall out the game. The most important thing to remember here is do not over commit players into the battle of attrition, you do not need to, keep your screen solid, keep a player or two further back in your half for protection and use your 3 Big Guys as an impenetrable wall. You do not need to commit your players into your opponent's tackle-zones in your turns, you do not even need to move forward, just hold your line and let your opponent commit their players into your tackle-zones then Block then and Blitz them over freeing all of your players up each turn. You may not cause damage straight away but the more free Blocks your opponent gives you – the more chance you have of clearing those pesky high agility players off the pitch. Also try when possible to trap as many Elves as you can between two of your Big Guys, with good positioning you can cage around a group of Elves and make it very hard for them to escape, this will make it even easier to get to the ball carrier and score in your opponent's drive. Patience and good positioning are the key the successfully stalling an agile teams attack.

Defending against bash teams works in much the same way as defending against an elf-stall, the only real difference is they will be a time when you can swamp your opponent's cage with all 3 of your Big Guys and this will drive them to a stand still and force them into risky plays. The reason this doesn't work so well against agile teams is they can usually dodge away without too much worry; bash teams do not have this luxury. Again the key to stifling a bashy team's cage like this is patience; do not rush in straight away with your Big Guys. Wait until you have managed to move a few key players of your opponent's away from the ball carrier with your Minotaur Blitzes. Once they are out of the way and being tied up then you can attack the cage. You may not even need to attack the cage if your screen has worked properly.

PLAYERS

Ogre



The Ogre is your most reliable Big Guy and every Pact team should always start with an Ogre. He gives you a good hitting ability against rookie teams, he has fairly high movement for a Big Guy so he can usually keep up with your cage and he is the Big Guy you should be using for Thrown Team Mate attempts.

Single Rolls

Guard, Pilling On, Grab/Stand Firm/ Break Tackle

Double Rolls

Claw/ Block /Tentacles

I like to give my Ogre Guard first, as it is good support for your other two Big Guys and he is also fast enough to keep up with your cage and support them. Pilling On would be my second pick for some extra punch; it also makes skilling him up a lot easier, though it should be used sparingly. The third skill is really down to personal preference, I prefer to take Grab or Stand Firm next, Grab allows you to Block players and keep them in your tackle-zone for the following turn without having to follow up, and it is also useful for bouncing opponents' players between your other two Big Guys. Stand Firm is great for stopping player's half dice Blocking your Big Guys which is annoyingly reliable when your opponent's player has Block and for this reason it is almost always my third pick, sometimes even second in a shorter length league.

For doubles it is up to your play style, I personally think Claw is unavoidable because Claw and Mighty Blow is such a good skill combination, especially once you give him Pile On as well. However there is a strong case for giving your player Tentacles, which doubles up very nice with Stand Firm. I think Tentacles is possibly the more interesting in the shorter leagues but in long leagues and perpetual leagues you have to go with Claw because of how powerful CPOMB (Claw, Pilling On and Mighty Blow) is. Block is also a great choice as it makes him more reliable when Blocking and also increases his defensive ability. Break Tackle is quite a nice final skill choice for the Ogre so keeping up with your cage is possible, however if your player already has Claw, Might Blow and Pilling On then players aren't going to try tying him up too often anyway. Don't bother taking any stat increases they just aren't worth it in this edition of the rules; it is sad yes, but true.

When you get a double on the Ogre or Troll it is a tricky pick as there are 3 really good options. The way I decide whether to pick Claw, Block or Tentacles is determined by the size of the league I play in and the teams I will be facing. If I am playing in a short to medium length league then I will look at my opponents, if there are a number of Av9 teams in the league like Orc, Dwarf and Chaos Dwarf then I will take Claw, if the league is mostly made up of agile teams then tentacles is the best pick. If the league is made up of Av7 and 8 teams like Humans, Norse, Amazons and Vampires etc then I will go for Block first. If I am playing in a perpetual league environment then I will always pick Claw first. It does come with its risks; but that extra punch usually means that you will gain more SPP through cas, which makes getting your next skills quicker. Then just keep skilling your Ogre and Troll up until one gets another double and pick Block, once one of them has Block and Claw you can retire the other Big Guys and this is the one you keep. By this point you should have a number of killer Marauders anyway, so there is little need for Big Guys in your team any more. But keeping one around can help vs high St teams and also gives you that TTM option.

Troll

Single Rolls

Guard, Grab/Stand Firm, Pilling On

Double Rolls

Tentacles/Block/Claw

The Troll is essentially the same as the Ogre albeit slightly slower and less reliable. The skills you give to him are essentially the same however there is a little more focus on holding players up with him as he can't move as fast. I still give my Troll Guard first for team support, but my second skill choice is Stand Firm, this works very well when your Ogre is using Grab to push players next to the Troll and your Minotaur is Blitzing players his way too. It works particularly well when all of your Big Guys have Guard as well. Because of how I use my Troll I would argue that Tentacles is

possibly the best double pick, either that or Block, just so he is able tie players up better. Claw is still a fine choice though, because it is just so powerful when stacked with Mighty Blow and Pile on.

Note: Don't do your Throw Team Mate action with the Troll in case he eats your poor little Gobo



Minotaur



Single Rolls

Pilling On/Stand Firm/Juggernaut, Guard

Double Rolls

Claw, Block, Tentacles

The Minotaur is the least reliable of your 3 Big Guys, unless you plan on Blocking/Blitzing with him every turn, which is what you should do except for when sacking the ball carrier. If you try and move him without Blitzing then there is a 50% chance he will do nothing at all. I must admit I'm not a massive fan of the Minotaur, but he is also arguably the most important of your Big Guys. You just need to try and get enough tackle-zones on the player you are Blitzing to ensure you get a 3 dice block and if you

only roll push backs make sure you have tackle-zones in place to make the next hit a 3 dice block as well. If you use him in this way he will usually KO+ a few players each game which will swing the balance of the game in your favour.

Because his primary roll in the team is Blitzing he should be developed to do his job well. This means Claw should be his first double, then Block, then Tentacles if you are lucky enough to get three. Pilling On or stand Firm would be my first normal skill pick. Pilling On to rack up the casualties and Stand Firm is great for cage breaking and stopping him from getting surfed after you have just crowd surfed an opponent's player. Juggernaut is my next normal pick. If you haven't got Claws and Block by now then you need the protection that Juggernaut gives you when Blitzing. Finally Guard is great just when working in tandem with your other Big Guys.

Dark Elf

Like all Chaos Pact players there are a number of different ways to develop your Dark Elf Lineman. The two main types are the ball carrier/retriever and the ball sacker. There are pros and cons for each one, but generally I marginally prefer the ball carrier; however both builds do have similarities with later skill picks. I would argue that in a shorter league it would be better to build the Dark Elf as a ball carrier because with Blodge and Sure Hands it will be very difficult to get the ball off the Dark Elf. It is usually pretty easy to score with the Elf and it is easy to develop them for this roll very quickly. In a longer league environment there is an argument for creating the ball sacker Dark Elf few a few reasons- first of all they are very effective in this roll, but more importantly it means you are scoring with your other players, because when you develop a ball carrier Dark Elf they quickly become a huge SPP hog and they take all your touchdowns away from your Marauders.



Ball Carrier

Single Rolls

Dodge, Sure Hands, Block, Side Step, Two Heads, Diving Tackle, Fend

Stat Increases

+Ag, +Ma, +St

Dodge is the preferred first pick as it not only offers great protection but also gives the Dark Elf greater ability to Dodge out of tackle-zones. Sure Hands is my preferred second pick so you don't have to waste Re-rolls picking the ball up but also so Strip Ball players can't strip the ball off him so easily. I also like Sure Hands for retrieving loose balls when defending and having this ability early on in your team's development is extremely useful especially for picking the ball up in multiple tackle-zones. Even a 5+ pick up roll gives you 55% chance of picking the ball up if you have Sure Hands. Another reason I take Sure Hands over Block now is because most ball sackers now use Wrestle to free the ball up and Block will not defend against this anyway. Block would still be my next pick though for protections, followed by Side Step again for protection but also so you can hug the side lines and not fear being surfed. It basically gives you an extra square to work with in attack and makes using a side line half cage a possibility. Later skills include Fend – for protection. Two Heads – to make your Elf more effective at Dodging, finally Diving Tackle is useful in combination with Side Step for pressing opponent's cages and ball carriers. Fend would personally not make it on to my player, but it can be useful as a final skill.

Ball Sacker

Single Rolls

Wrestle, Strip Ball, Leap, Tackle/ Two Heads /Dauntless/Dodge,

Stat Increases

+Ag, +Ma, +St

The Ball Sackers roll is as the name suggests going for opponent's ball carrier when defending. Wrestle is the most effective blocking skill for bringing an opponent down so that is first pick, next is Strip Ball. The Wrestle + Strip Ball skill combination is one of the most effective and powerful skill combinations in the game. When playing against an opponent with no Sure Hands or Dodge you have a 98% chance of sacking the ball when blocking the player with two dice or 1 dice with a Re-roll. Even

a half dice block (two dice your opponent chooses) will give you a 90% chance of sacking the ball. If you can get the ball down this way then your Goblin Ball Retriever can pounce and run to safety. Leap is the third skill pick so cage breaking is made easier. Then for later skill picks Two Heads so you don't need to Leap can be useful, Dodging into a typical tight cage will be a 5+ which gives you a 55% chance if you have given your Elf Dodge, Two Heads will give you a 75% chance of pulling this off which is better odds than Leaping into a cage without a Re-roll. Tackle is good for making your ball sacking ability even great and is the fourth skill I would go for. Dauntless is useful later on in a league or tourney where you may be facing St4 or St5 ball carriers. Dodge is good for protection and for dodging into cages to sack the ball carrier.

Skaven Lineman

Taking a Skaven Lineman in a Chaos Pact team is a highly debated issue amongst many coaches; I personally don't really see the need for them. They have one extra movement than a Marauder but they do not get access to Strength or Passing skills and they have a lower Av so are usually Blocked or Blitzed every chance your opponent gets. That said they can be useful and their main roll in the team is typically as a back field Blitzer which they can do very effectively. This role basically means when defending you leave your Skaven Lineman behind your line of defence to pick up any runners that try and break through your defensive line and knock them down.



Back Field Blitzer

Single Rolls

Wrestle, Horns, Frenzy, Tackle, Two Heads

Double Rolls

Dodge

Stat Increases

+Ag, +Ma, +St

The usual stat increases are good, +Ma so they have a wider reach while defending, +Ag so they can escape tackle-zones more reliably if your opponent tries to tie them up. +St Means they are more effective at Blitzing and will be able to get a 2 dice Block a lot easier. Wrestle is a great first skill as it is useful for bringing down players including Blodgers. Horns is preferred as the second skill as it gives your players St 4 when Blitzing which makes defending with this player a lot easier. Frenzy next gives you an even greater chance of knocking a player over; basically giving you a second chance at knocking them down, it is also great for surfing players as well. Tackle is again another weapon in your armoury for bringing players down and finally Two Heads and Dodge on a double are both excellent picks for helping to keep your Skaven Lineman mobile and escaping tackle-zones.

Goblin



As with all the positional players in the Pact team the development path you take your Goblin on depends a lot on the size of the league or tournament you are playing in. The typical Goblin should be developed as a ball retriever or a one turn touchdown specialist, but if you get a double early on you can develop them as a killer Goblin. The only Stat increases worth taking for a Goblin are +Ma and +Ag. They both help with scoring one turn touchdowns and for dodging in and out of cages. +Av is never worth the increase in my opinion and the double 5 will usually be better and if you roll a 6 and a 4 +Ma is usually preferable anyway. I wouldn't bother taking +St on a Goblin either because the double is generally a lot more useful and you can always take Horns later on if your Goblin becomes a killer Blitzzer. +St is also a huge TV increase just to make your player St3.

Ball Retriever

Single Rolls

Big Hand, Two Heads, Extra Arms, Side Step/Catch/Diving Tackle

Double Rolls

Sure Hands, Block

Stat Increases

+Ag, +Ma

The ball retriever is the typical development path for the Goblin; his main job is to pick the ball up when it is surrounded and escape into the cover of his team mates. This player type works particularly well in unison with the Dark Elf ball sacker and the Skaven Backfield Blitzzer. Two Heads means the Gobblins Dodge actions are a 2+ rolls, Big Hand means your Goblin can pick the ball up in any amount of tackle zones on a 3+ Extra Arms will then make this a 2+ Roll. The Goblin doesn't really need any further skills after this any more will really be a waste of TV. The reason I like to pick Big Hand first rather than Two Heads is it gives you an extra chance for getting +Ag which means Two Heads and Extra Arms will not be needed. +Ma is useful just so you can Dodge into a cage get the ball and Dodge out again into safety, it also makes scoring a one turn touchdown via Throw Team Mate a little more likely.

Sure Hands is great on a double as it gives you a free re-roll for picking up the ball which saves your Re-rolls for the long chain of Dodges you usually have to pass to get in and out of a cage to pick up a ball. Block is just for protection.

Other normal rolls worth considering are Catch for receiving Hand-Offs when trying to score a one turn touchdown, Side Step so you can avoid getting blocked multiple times if you find yourself in an opponent's tackle-zone at the end of your turn. Finally Diving Tackle is quite a nice skill combined with Side Step, but it is very unlikely your Goblin will ever get the chance to pick their final skill.

Killer Gobo

Single Rolls

Claw, Horns, Two Heads

Double Rolls

Mighty Blow, Pilling On, Block,

This may not be a totally serious suggestion, but I have seen one Goblin like this before and he was great fun to play against, so if you are lucky enough just do it for a laugh. If you roll a double on your first skill roll with your Goblins, then Mighty Blow can be a fun first pick to take, then next single skills would of course be Claw and Horns which turn your Goblin into a really effective killer. If you are lucky enough to roll another double then Pilling On is the next choice. This will turn your effective killer into a perfect killer who will have 58% chance of removing a player from the pitch if he manages to knock them over. My only problem with developing a Goblin down this path is that Marauders can do all this anyway and will require no doubles to do it. For that reason I prefer to play my Goblin more to type as a Ball Retriever/one turn touchdown Specialist.

One Turn Gobo

Single Rolls

Two Heads, Catch, Sure Feet

Stat Increases

+Ag, +Ma

The One Turn Gobo is built solely for scoring one turn touchdowns and it is arguably the most sensible development path for him. The Goblin will likely spend every game sitting on the bench and just get brought on so he can be thrown down field by the Ogre and run the ball in for a Touchdown. My preferred first pick is Two Heads, so the final few Dodges required to score are 2+ rolls. Catch would be my next pick so you don't have to waste a Re-roll receiving the Hand Off from your ball retriever before being thrown. +Ag is great as it makes landing from the Throw Team Mate action a 3+ instead of 4+ and it also means you don't have to pick Two Heads as your Dodges will all be 2+ rolls already. +Ma is great as it may be the difference between having to make a Go For It roll or not, or if your Throw Team Mate action goes way off target it may be the difference between being able to score or not. Sure Feet, just to save you from wasting Re-rolls on GFIs (Go For Its).

Marauders

Marauders are the best linemen in the game for value for money in the long run; however they are just your average Human Lineman to start off with. The key to making a successful Chaos Pact team in a long - perpetual league environment is developing a number of these players as fast as possible to be killers, with one working as your ball carrier (if you did not give this role to your Elf) and any others as basic support players with Block and Guard. In a short league (up to 10 games) you may be better off just trying to develop one killer players (mighty blow, Claw, Pilling On), while all the others just spam Guard then Block to help your Big Guys get their 3 dice blocks all game.



Killer Marauder

Single Rolls

Mighty Blow, Claw, Block/Pilling On, Tackle, Guard/Pro/Horns

Double Rolls

Jump Up

Stat Increases

+ St

You should aim to have 4 of these guys in your team once fully developed. It is usually best to pick Mighty Blow and then Claw as your first two skills, this will give your team some real punch and will make getting your players to their third skill very quick and easy. When you get your third skill you should either go for Block or Pilling On. Pilling On gives you far greater odds for removing players from the pitch and will make getting to your fourth skill a lot quicker. So it stands to reason that this is the better option to pick in a smaller league. In a perpetual league environment or a lengthy league then picking Block next is a good choice too but Pilling On probably still takes precedence. Fifth skill is tackle so you can take down Blodgers more reliably. Finally Guard, Pro or Horns is a good choice. Guard so your killers can support each other, Pro is good for Re-rolling push backs on Blocks and Horns makes them a specialist Blitzzer and makes it easier to get two dice Blitzes. Doubles aren't generally worth it, though Jump Up is worth picking as the last skill or two over Tackle or Guard/Pro/Horns. However if you get the double before your fifth skill choice you are better off ignoring it. Jump Up is a great skill for killers as it can effectively give you the chance to Blitz twice in a turn if someone is standing next to your prone Killer Marauder, all you need is to roll a 2+ and you can block them. Stat increases are again probably not worth bothering with on the whole, but +St is always worth it.

Ball Carrier

Single Rolls

Sure Hands/Block, Two Heads, Fend

Stat Increases

+ St, +Ag, +Ma

Double Rolls

Dodge

This is the standard Marauder ball carrier build. Pick Block or Sure Hands first, I prefer Sure Hands as getting to your second skill is pretty easy once you have a player that can reliably pick the ball up. Next skill is Two Heads which will give you +1 to Dodging, essentially making your Marauder Ag4 for Dodging. Finally pick Fend for protection and Dodge if you get a double for both protection and greater Dodging ability.

All the usual stat increases are worth while on this player type, +St is great for a ball carrier, a St4 ball carrier with Sure hands and Block is a nightmare for any team to deal with. +Ag will make him more versatile and +Ma will give him a greater edge over the slower teams.

Support Players

Single Rolls

Block/Guard, Mighty Blow

Any Marauders you have left after your Killers and ball carrier should be support players. In a short league give them Guard first, in a longer league/perpetual league I prefer block then Guard. Finally give them Mighty Blow if they reach their third skill to they can start their path on becoming another CPOMB player should anything happen to your others. Other skills worth considering are Kick, maybe a dirty player or two for when you already outnumber your opponent and some more Tackle if they get to their third and fourth skill. Stat increases probably aren't worth it on a player with these skills, though +St and +Ag are always nice, but +Ma or +Av just aren't needed on a player that already has Block and Guard, if they get the Stat increase first then take the player down a different development route.



STAR PLAYERS

Chaos Pact have the worst selection of Star Players in the game. Only three of them are actually useable the other 3 are a complete waste of time. Fortunately one of the three is very good; Bomber Dribblesnot, and he is very cheap, sadly the other two; Ugroth and Zzargh are pretty poor and it just gets worse from there. Crazy Igor is one of the worst star players in the game, only really surpassed by the two Slann stars, then we have Lewdgrip Whiparm the insanely expensive and completely pointless Chaos Thrower and finally we have Morg, well he is awesome, but too expensive to ever induce with a team like Chaos Pact.

Bomber Dribblesnot

Bomber is your best star player by far and should be induced every chance you get, throwing bombs at your opponent is great fun and Accurate means you should never need to roll higher than a 3+ to get the bomb where you want it. Make sure when using the bomb you save it till quite late in your turn because there is every chance your bomber will drop the bomb at his own feet and knock him self over, or someone will catch the bomb and throw it back at you. If either happens there is a good chance you will find your star bomber in the injury box. Don't bother wasting your Re-rolls on any 1s rolled either because like all star players he has Loner so the risk of a wasted Re-roll often isn't worth it. Keep him protected as he will have a target on his head but don't keep your players too close in case he fumbles the bomb. Use a screen defence to keep him safe. Also try not to throw the bombs over any Catchers because they will have a fairly good chance of catching the bomb then you could be in trouble.



Zzharg Madeye

Zzharg Madeye is a pretty useless star player. Thanks to secret weapon he will only last one drive and his secret weapon isn't even scary enough to force your opponent into a quick score and neither is his skill set. St4 is a nice edition to your team and that added strength to your already strong team can be a pain, but without Block he cannot block reliably so he is just there to get in the way and take some hits. Tackle can be useful if your team lacks tackle and you are playing a Dodge heavy team but because of Loner you do not want to be Blocking with him till your final action of the turn and you will likely be Blitzing with your Big Guys anyway. The added skills the Blunderbuss gives you are Pass and Hail Mary Pass, but this is again pretty much useless. I have never seen him use this skill before in attack to any advantage, however it isn't bad when defending if the ball should bobble near him, you can fairly safely pick the ball up with Sure Hands and his Ag 3 which is nice and then blast the ball down field to stop your opponent scoring. This sounds great in theory but chances of this ever happening will be rare.





Ugroth Bolgrot

Ugroth is a chainsaw player. He has no skills, but he does have a chainsaw... which is nice. No Block or Dodge makes him vulnerable but with Av9 he can usually take a couple of hits by his own chainsaw before killing himself. He is also quite a nice player to have in a Pact team because your Guard players should be able to keep him fairly safe from opponent blocks /blitzes. I also love fouling with Chainsaws; it's one of my favourite uses for them, especially when playing against players like horrible killer Nurgle Warriors with av9 and CPOMB. For this reason it is often a good idea to take a Bribe when you take a chainsaw, not for keeping him on two drives, but instead so you can foul every turn, till your bribe has gone. Fouling with chainsaws is also a good idea because you can usually keep them out of range from your opponent's players making it hard or impossible to Blitz him

Crazy Igor

I'm not really sure what make Igor crazy, perhaps it is the fact he calls himself a star player, maybe it is because he voluntarily plays for Vampires and lets them bite him, or maybe its because of the terrible skills he has picked. Since he is a thrall, he has basically picked +Av the worst of all stat increases, Dauntless; completely pointless without Block, and especially in a Pact team, a team that should never struggle for Strength, and finally Thick Skull; which makes him stay on the pitch for a little longer. But would you really want him on the pitch anyway and if he is on the pitch would anyone miss him if he was gone.... probably not.



Lewdgrip Whiparm

Lewdgrip... this guy is almost as terrible as Crazy Igor and he is 30k more which may even make him worse. Tentacles is a great skill, except he is St3 which makes it completely pointless unless you are planning on playing against a lot of Snotling. No Block or Dodge makes him very easy to knock over, which leaves you with Sure Hands, Pass and Strong Arm, which makes him okay at passing, but you never want to pass with Chaos pact anyway. In short he is pointless.

The only time you might consider using him is against teams with Leap, Wrestle and Strip Ball. But even then the better options would be the secret weapons.

Morg

As much as I love Morg, sadly he will never get a place in a Pact. He is just far too expensive and your TV is usually pretty high because of the three big guys in your team. But if you are playing up a huge TV then a 4th big guy can be very very useful and they don't come much better than Morg.



All art work courtesy of Knut Rockie