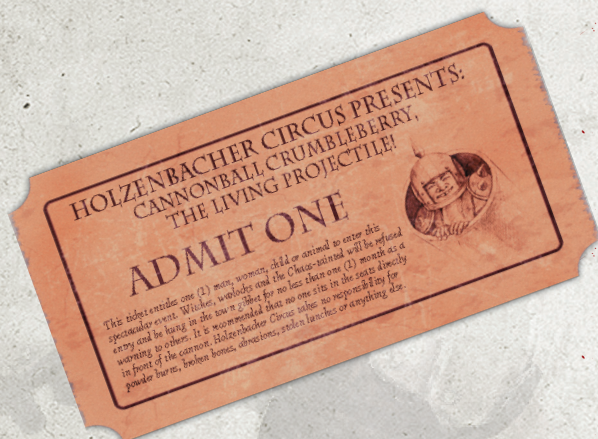


# GRAK AND CRUMBLEBERRY



This weekend at the Volkenburg Feldplatz, for TWO DAYS ONLY, witness the astonishing spectacle of a lifetime! Assisted by his able assistant Grak the Great, the SOARING STUNTY flies over bales of hay, amazed onlookers, and in a breathtaking finale, the BIG TOP itself!

Soon to be leaving the Holzenbacher troupe to enter the thrilling world of BLOOD BOWL, this may well be your LAST CHANCE to see this awe-inspiring demonstration. DO NOT MISS OUT!

Admission 3 schillings – children and livestock HALF PRICE!

Faded poster, pinned to the side of Grak & Crumbleberry's touring carriage

Grak and Crumbleberry are a pair of Star Players who are available exclusively at Warhammer World in Nottingham and selected events where Forge World is in attendance. Following plenty of feedback from the Blood Bowl community, this document updates their rules and introduces their back story! The rules presented here – both for the duo themselves and the Kick Team-mate skill – replace those found in their packaging.

## KICK TEAM-MATE

When a player with this skill makes a Blitz Action, they can kick an adjacent team-mate (who must have the Right Stuff skill) instead of throwing a block. No Block roll is made; instead, the target player is kicked as though they were a ball! The coach declares whether they will roll a D6 for a short kick or 2D6 for a riskier long kick. If they rolled 2D6 and scored a double, the kicker has been a little too enthusiastic; make an Injury roll for the target player, treating Stunned results as KO'd (if they were carrying the ball, it bounces from the square they were in).

Otherwise, the kicked player is moved (in a straight line) directly away from the kicking player's square a number of squares equal to the total that was rolled on the dice. Then they scatter three times. The kicked player does not count as entering any square they move through except the one they end up in after scattering.

If the kicked player moves off the pitch, they land among the crowd (never a pleasant fate!) and are sent to the KO'd box of the team's Dugout. If they were carrying the ball it will be thrown back on as normal, starting from the last square the player moved through before leaving play.

If the final square they scatter into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being kicked will scatter one more square. If this moves them onto another player, continue to scatter them until they end up in an empty square or off the pitch. Note that only the first player they land on is Knocked Down.

Then see the Right Stuff entry to determine how gracefully the player lands – where that skill refers to thrown players, it should be read as also referring to kicked players. If the player moved 6, 7 or 8 squares (before scattering), the Landing roll has a -1 modifier; if they moved 9 or more (before scattering), the Landing roll has a -2 modifier.





## STAR PLAYER PROFILE: GRAK AND CRUMBLEBERRY

**Age:** 47 (Grak), 24 (current Crumbleberry)

**Height:** 7 ft 9 in (Grak), 4 ft 3 in (current Crumbleberry)

**Weight:** 307 lbs (Grak), 164 lbs (current Crumbleberry)

**Originating Team:** None

**Position:** Kicker and... projectile

**Career Totals:** 13 (technically) passing touchdowns, 9 running touchdowns, 22 kills/serious injuries.

**Awards:** Highest Flying Halfling 2495

**Spike! Magazine Star Player Rating:** 271

### Career Highlights

**2489 to 2490**

Burt Crumbleberry's career as a circus performer takes a surprising turn when the cannon that is meant to fire him across the ring is waterlogged during a thunderstorm, threatening to cancel the spectacle entirely. Fortunately, an Ogre named Grak is in the stands and offers to help out – it turns out he's a local legend, renowned for his incredibly accurate cattle-tossing. Following a successful show he decides to join the circus, replacing the rusty old cannon entirely, and the duo's rise to fame begins. Two years later, famed Blood Bowl agent Josef Ziegel happens to see their elaborate aerial performance, and offers the pair more money than they've ever seen to sign up with him. They change careers without a second thought.

**2490**

The pair join the ranks of the many free agents on the Blood Bowl circuit, and are snapped up by the Greenside Gallants for a face-off against the Miasmic Maulfields. Unfortunately, a few minutes into the first half, Burt Crumbleberry is killed by an enraged Beastman. Behind the scenes, Ziegel goes into overdrive. Realising that the only thing Burt really brought to the partnership was a name and a pair of hands capable of holding a ball, he starts a frantic search for a look alike. By the time the final whistle blows, a new Crumbleberry has been found.

**2491 to 2493**

Over the next three years, Grak and Crumbleberry go from strength to strength... or, at least, Grak does. By the end of the 2493 season, there have been no fewer than sixty-three Crumbleberries. The Halfling's seemingly miraculous ability to recover from the most horrific of mortal injuries is never commented on; most fans put it down to magic, or are simply willing to suspend their disbelief. Increasingly relaxed in his role, Grak experiments with several new techniques, including booting his diminutive sidekick(s) up the field! Crumbleberry mortality rates soar – pun intended! – but the crowds love it, and Grak never looks back.

**Present**

The duo continue to work the circuit, Grak's aim becoming increasingly reliable as time goes by. Ziegel's standard 'never turn down a gig' contract sees them playing for a greater variety of teams than any other free agents, and several Crumbleberries are lost to 'friendly fire' from ravenous Trolls, furious Minotaurs and malicious Goblins. Still, as long as the coins (and willing Halflings) keep rolling in, the pair are unlikely to slow down anytime soon.

Name	Skills	Teams	Cost	MA	ST	AG	AV
Grak	Bone-head, Kick Team-mate, Loner, Mighty Blow, Thick Skull	Any team	300,000 gp	5	5	2	9
Crumbleberry	Dodge, Loner, Right Stuff, Stunty, Sure Hands			5	2	3	6

Grak and Crumbleberry must be hired as a pair, at the cost shown above. They take up two spaces on the team roster, so can only be hired if there are two spaces available. This means that they cannot be added to a team's roster permanently using the rules in Death Zone Season 2!