

BLAINE

Plays for anyone

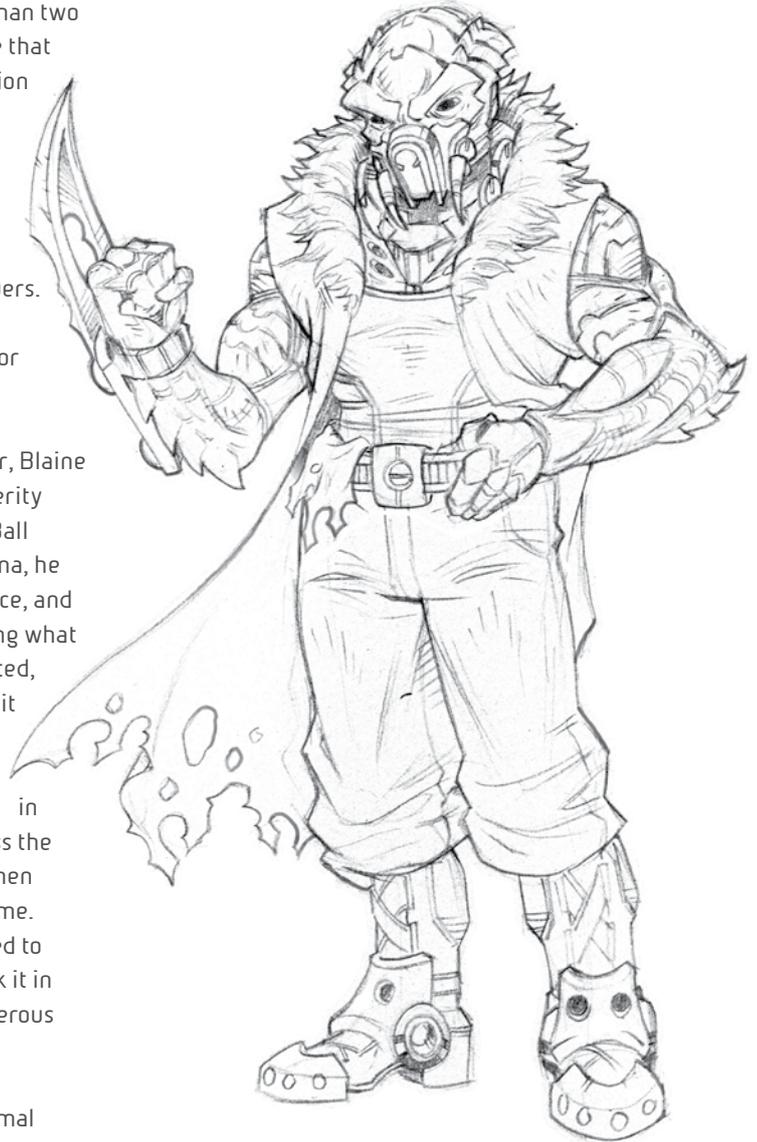
Across the GCPS, there is a name which immediately inspires fear in even the most hardened security agents. A name that is whispered by convicts in high-security lockdown and uttered as a threat by underworld thugs: Blaine.

His story is hard to pin down, as law enforcement officers have discovered on numerous occasions. Stories about him seem to go back centuries, and he's often cited as being in more than two parts of the galaxy at the same time. It's entirely possible that this is the result of a complex web of lies and disinformation spread by one of the galaxy's most notorious felons, a theory lent weight by the fact that genetic profiles taken at different times in his criminal career give entirely conflicting readings. Another popular theory is that Blaine is not one being, but an enclave of like-minded maniacs assuming the same identity to baffle their pursuers. It certainly seems to be working; although he's been incarcerated multiple times, he never stays behind bars for long. Whoever he is, fate seems to be on his side.

In one of the most audacious moves of his criminal career, Blaine appeared in front of countless witnesses at the Co-Prosperity Park Arena just as the much-vaunted top billing of SlamBall VIII was about to start. As the Smackers entered the arena, he stepped out with them. The crowd was shocked into silence, and the arena controllers spent several tense minutes debating what to do. They could send in a security team, have him arrested, and get on with the match as scheduled; or they could wait and see what happened.

What happened was one of the most unexpected spikes in viewing figures in DreadBall history as word spread across the infosphere like wildfire. Blaine, one of the most wanted men in Corporation space, had turned up at a major league game. Who could do anything but watch? Even the 29ers seemed to realise that this was sports history in the making and took it in their stride, even when the klaxon sounded and the dangerous criminal was suddenly amongst them.

From the way he played it was obvious that he had no formal training, but he made up for it by using every dirty trick in the book and fighting like a wild animal. He used his DreadBall glove as an offensive weapon, severing arteries and slicing tendons



Jack	Move	Strength	Speed	Skill	Armour	Min Cost per Game	Notes
Jack	5	3+	3+	5+	4+	15mc	Illegal Modifications, Slide, Does This Hurt?

PLAYER STATLINE

with its sharpened blades. It was a bloodbath. The Smackers were a hard-hitting team at the best of times; with Blaine on their side they were unstoppable.

As the game came to a close with a six-point victory to the Marauders, Enforcer patrols surrounded the arena, ready to pick up their man. They were preparing to swoop in when a call came through from their superior officers. It was the order to stand down. Apparently, someone at the DGB was keen to see Blaine play again.

This continued for an entire season. Blaine still refused to be seen outside the arena, eluding security screenings and hovercam networks – not to mention a growing army of fans – with the ease of a lifetime criminal. He stayed away from the standard MVP auctions, preferring to choose which teams to

play for and negotiating with them away from prying eyes. Stories began to spread that in some cases he wasn't asking for credits as payment, but information, or even just a future favour. It seemed for all the world as though Blaine was planning something.

Then, just as his legitimate sporting career seemed to be taking off, Blaine vanished as suddenly as he had appeared. Had his scheme come to fruition, or had he simply tired of the Core? Reports surfaced over time, as confusing as they ever had been, placing him at any number of locations across the GCPS. There are some that say he's made a move into the shady world of illegal DreadBall matches, but only one thing is for certain; until Blaine wants to be seen again, no one will know for sure where he is.



ILLEGAL MODIFICATIONS

Jack or Guard

Subtle alterations to a player's kit can grant him the opportunity to bring weapons into the arena. As long as they are used discreetly, the Ref won't suspect a thing.

When a player makes a *Slam*, *Slamback* or *Stomp* test they may elect to use their *Illegal Modifications*. This adds 2 dice to the test. If an opponent is killed (i.e. sent off for 4 turns or more) as a result, the player may be called for a Foul.