

# BLOOD BOWL™

## AGILITY TABLE

PLAYER'S AGILITY	1	2	3	4	5	6+
D6 ROLL REQUIRED	6+	5+	4+	3+	2+	1+

### PICK UP MODIFIERS

- +1 For attempting to Pick Up the ball
- +1 If the player has Extra Arms
- 1 Per enemy tackle zone on the player's square
- 1 If the weather is Pouring Rain

### CATCHING MODIFIERS

- +1 For attempting to Catch an Accurate Pass
- +1 If the player has Extra Arms
- 1 Per enemy tackle zone on the player's square, unless he has Nerves of Steel
- 1 If the weather is Pouring Rain
- 1 For each player with Disturbing Presence within 3 squares

### INTERCEPTION MODIFIERS

- 2 For attempting to Intercept the ball
- +1 If the player has Extra Arms or Very Long Legs
- 1 Per enemy tackle zone on the player's square
- 1 If the weather is Pouring Rain
- 1 For each player with Disturbing Presence within 3 squares

### DODGING MODIFIERS

- +1 For attempting a Dodge
- +1 If dodging player has Titchy or Two Heads
- 1 Per enemy tackle zone on the square the player is dodging to, unless the player can use Stunty or the enemy has Titchy
- 1 If the player whose tackle zone is being left has Prehensile Tail
- 2 If an adjacent player uses Diving Tackle

### PASSING MODIFIERS

- +1 For attempting to throw a Quick Pass
- 0 For attempting to throw a Short Pass
- 1 For attempting to throw a Long Pass
- 2 For attempting to throw a Long Bomb
- +1 If the player has Accurate
- +1 If the player has Strong Arm, for all ranges except Quick Pass
- 1 Per enemy tackle zone on the player's square, unless he has Nerves of Steel
- 1 If the weather is Very Sunny
- 1 If the player has Stunty
- 1 For each player with Disturbing Presence within 3 squares

## BLOCKING

PLAYER'S STRENGTH	ROLL
Both players of equal strength	One block die
One player stronger	Two block dice*
One player more than twice as strong	Three block dice*

\*The coach of the stronger player picks which block die is used



- 1 **Attacker Down:** The attacking player is Knocked Down in the square where he is standing.



- 2 **Defender Stumbles:** Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only Pushed Back. The attacking player may follow up the defender.



- 3-4 **Pushed:** The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.



- 5 **Defender Down:** The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow up the defender.



- 6 **Both Down:** Both players are Knocked Down where they stand, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.



## INJURY TABLE

- 2-7 Stunned:** Place the player prone, face-down on the field. All face-down players are turned face-up at the end of their next team turn, even if a turnover takes place. Once face-up, they may stand up in a subsequent team turn following the normal rules.
- 8-9 Knocked Out:** Take the player off the field and place him in your Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you may return the player to the Reserves box and can use him as normal from now on.
- 10-12 Casualty:** Take the player off the field and place him in your Dugout in the Dead & Injured Players box. He misses the rest of the match. If you are playing a League game, roll immediately on the Casualty table to see what happens to him.

## WEATHER TABLE

- 2 Sweltering Heat:** It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
- 3 Very Sunny:** A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
- 4-10 Nice:** Perfect Blood Bowl weather.
- 11 Pouring Rain:** It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
- 12 Blizzard:** It's cold and snowing! The ice on the pitch means that any player attempting a Go For It! will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

## LEAGUE MATCH SEQUENCE

### PRE-MATCH SEQUENCE

- 1 Roll on Weather table
- 2 Transfer gold to Petty Cash (highest TV first, adds to TV)
- 4 Take Inducements
- 5 Work out Gate and FAME

### FAN FACTOR

Won(3D6)/tied(2D6) >FF +1FF

Lost(2D6)/tied(2D6) <FF -1FF

### THE GATE AND FAME

Each (2D6 + FF) × 1000 fans

Total Gate is both teams' fans

Equal fans show up +0 FAME

More fans show up +1 FAME

Double fans or more +2 FAME

### POST-MATCH SEQUENCE

- 1 Allocate MVP's
- 2 Work out Winnings
- 3 Roll for Fan Factor
- 4 Work out SPP's and roll on the Improvement table
- 5 Pay Spiralling Expenses
- 6 Update Team Roster

### WINNINGS

(1D6 + FAME) × 10.000 gp

Won/tied: +1; winner may re-roll

### SPIRALLING EXPENSES

TEAM VALUE	EXPENSES
1750K - 1890K	10.000 gp
Every 150K more	+10.000 gp

## CASUALTY TABLE

D68	RESULT	EFFECT
11-38	Badly Hurt	No long term effect
41	Broken Ribs	Miss next game
42	Groin Strain	Miss next game
43	Gouged Eye	Miss next game
44	Broken Jaw	Miss next game
45	Fractured Arm	Miss next game
46	Fractured Leg	Miss next game
47	Smashed Hand	Miss next game
48	Pinched Nerve	Miss next game
51	Damaged Back	Niggling Injury (& Miss next game)
52	Smashed Knee	Niggling Injury (& Miss next game)
53	Smashed Hip	-1 MA (& Miss next game)
54	Smashed Ankle	-1 MA (& Miss next game)
55	Serious Concussion	-1 AV (& Miss next game)
56	Fractured Skull	-1 AV (& Miss next game)
57	Broken Neck	-1 AG (& Miss next game)
58	Smashed Collar Bone	-1 ST (& Miss next game)
61-68	DEAD	Dead!

## STAR PLAYER POINTS

ACTION	EARN	SPP'S	TITLE
Completion by passing the ball accurately	1 SPP	0 – 5	Rookie
Casualty resulting from a block	2 SPP	6 – 15	Experienced
Intercepting the ball	2 SPP	16 – 30	Veteran
Touchdown	3 SPP	31 – 50	Emerging Star
Most Valuable Player award	5 SPP	51 – 75	Star
		76 – 175	Super Star
		176+	Legend

## IMPROVEMENT TABLE

2-9	New skill	+20.000 gp player value
10	+1 MA, +1 AV, or new skill	+30.000 gp player value
11	+1 AG or new skill	+40.000 gp player value
12	+1 ST or new skill	+50.000 gp player value
Double	New skill from any skill category	+30.000 gp player value

## KICK OFF TABLE

**2 Get the Ref:** The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way. Each team receives one Bribe that can be used once during this game to attempt to ignore one call by the referee on a D6 roll of 2+.

**3 Riot:** The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6:  
1-3 both teams' turn markers are moved forward one space.  
4-6 both teams' turn markers are moved back one space.

**4 Perfect Defence:** The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.

**5 High Kick:** The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.

**6 Cheering Fans:** Each coach rolls a D3 and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra Re-Roll this half. If both teams have the same score, then both teams get a Re-Roll.



**7 Changing Weather:** Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.

**8 Brilliant Coaching:** Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team Re-Roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team Re-Roll.

**9 Quick Snap!** The offence start their drive a fraction before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.

**10 Blitz!** The defence start their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team Re-Rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.

**11 Throw a Rock:** An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.

**12 Pitch Invasion:** Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.





## SKILLS

**Accurate** (Passing): +1 on Pass.

**Always Hungry** (Extraordinary): On Throw Team-Mate, roll D6 after move. On 1, roll another D6. On another 1, team-mate is eaten and killed outright. On 2+, fumble team-mate.

**Animosity** (Extraordinary): On Pass or Hand-off, if target is different race, roll D6. On a 1, player refuses. Coach may pick another target as long as same race. However, no more movement is allowed.

**Ball & Chain** (Extraordinary): See Ball & Chain on the reference sheet.

**Big Hand** (Mutation): Ignore modifiers for enemy TZs and Pouring Rain for Pick Up.

**Block** (General): When the block result is Both Down, player is not Knocked Down.

**Blood Lust** (Extraordinary): After declaring Action with Vamp, roll D6. On 1, Vamp must feed on a Thrall during Move or turnover.

**Bombardier** (Extraordinary): See Bombardier on the reference sheet.

**Bone-head** (Extraordinary): After declaring Action roll D6, on 1 player loses Action and no TZ, intercept, assist, move until success.

**Break Tackle** (Strength): Once per turn use ST not AG for Dodge, choose after rolling.

**Catch** (Agility): Re-roll failed Catch, Hand-Off or Intercept.

**Chainsaw** (Extraordinary): Must use on Block or Blitz, can use on Foul. Roll D6 instead of Block dice. On 1 hits wielder, Armour roll +3. If wielder is Knocked Down, Armour roll +3. If opponent is Knocked Down while blocking, Armour roll +3. Can't move after.

**Claw/Claws** (Mutation): When opponent is Knocked Down during Block, any Armour roll of 8+ after modifications breaks Armour.

**Dauntless** (General): When blocking roll a D6 + ST. If <= Opponent ST, use normal ST. If > Opponent ST, use opponent ST for block before assists. Separate roll for every block.

**Decay** (Extraordinary): On Casualty, roll twice on Casualty table, apply both.

**Dirty Player** (General): On Foul, add +1 to either Armour or Injury roll.

**Disturbing Presence** (Mutation): Any player must subtract 1 from Catch, Pass or Intercept for each Disturbing Presence player within 3 squares.

**Diving Catch** (Agility): +1 to Catch an accurate pass targeted at the player. May try to catch pass, throw-in or kick-off in TZ. Diving Catchers cancel each other.

**Diving Tackle** (Agility): Can give opposing player -2 on Dodge from TZ, use after roll. Only one Diving Tackle applies. After, Place Prone in vacated square (no Armour/Injury).

**Dodge** (Agility): Re-roll one failed Dodge per turn. Change Defender Stumbles to Push.

**Dump-Off** (Passing): May make Quick Pass when blocked by opponent. Pass before block. No turnover on throw. No use on second block from Frenzy nor with Bombardier or Throw Team-Mate.

**Extra Arms** (Mutation): +1 to Pick Up, Catch or Intercept.

**Fan Favourite** (Extraordinary): +1 FAME on Kick-Off table per Fan Favourite.

**Fend** (General): Opponent may not follow-up after block, even if player is Knocked Down. Opponent can continue to move after Blitz.

**Foul Appearance** (Mutation): Before Block, opponent must roll D6, on 1 Block wasted.

**Frenzy** (General): After all blocks must follow up if he can. On Push or Pow/Push result, must throw second block if able. On Blitz, must pay to follow, unless no more move/GFI.

**Grab** (Strength): On Block, can chose an empty adjacent square for push back. Grab cancels Side Step, use normal rules instead.

**Guard** (Strength): Assist blocks even while in another player's TZ.

**Hail Mary Pass** (Passing): Throw to any square on 2+ (1 is fumble). Pass is never accurate & can't be intercepted. Scatter 3 times.

**Horns** (Mutation): On Blitz, +1 ST.

**Hypnotic Gaze** (Extraordinary): Use at end of Move Action on adjacent opponent. AG roll (-1 for each TZ other than target), on success target loses TZ & no catch, intercept, pass, assist or move until its next Action.

**Juggernaut** (Strength): On Blitz opponents can't use Fend, Stand Firm or Wrestle, and player may treat Both Down as Push.

**Jump Up** (Agility): On any but Block may stand up for free. Can Block from Prone on AG roll with +2 modifier, but if failed loses Action and still Prone.

**Kick** (General): May halve (rounded down) kick-off scatter if not on LoS or in Wide Zone.

**Kick-Off Return** (General): During kick-off, if not on LoS or in TZ; move 3 squares after scatter before kick-off table result. Only 1 player can use. Can't cross LoS.

**Leader** (Passing): +1 Re-roll while a Leader is on the field (both halves) after Master Chef.

**Leap** (Agility): Player can leap to any empty square within 2, even over other players. Unmodified AG roll, except Very Long Legs. No Dodge needed. If failed, Knocked Down in target square, roll Armour. Once per turn.

**Loner** (Extraordinary): 4+ to use Team RR.

**Mighty Blow** (Strength): While blocking, add +1 to either Armour or Injury roll.

**Multiple Block** (Strength): On Block, if next to 2 opponents can block both sequentially. Defenders get +2 ST. Can't follow either. Can be used instead of Frenzy, not together. Must be standing for second block.

**Nerves of Steel** (Passing): Ignore TZ modifiers for Pass, Catch or Intercept.

**No Hands** (Extraordinary): Can't Pick Up, Intercept, Catch or carry the ball. If attempting to Pick Up, bounce the ball and turnover.

**Nurgle's Rot** (Extraordinary): On death by Block, Blitz or Foul, opponent becomes rookie Rotter at the end of the match.

**Pass** (Passing): Re-roll Pass rolls.

**Pass Block** (General): After opponent announces Pass, can move 3 squares to intercept or get thrower or catcher in TZ. Can be used against Dump-Off.

**Piling On** (Strength): Only after Block or Blitz, and when still standing adjacent to Knocked Down target. Re-roll Armour or Injury roll. Player Placed Prone in own square. Not turnover, unless holding ball.

**Prehensile Tail** (Mutation): Additional -1 to players trying to Dodge out of TZ.

**Pro** (General): Player can re-roll anything but Armour, Injury or Casualty, on a D6 roll of 4+. Can use Team Re-roll on Pro roll.

**Really Stupid** (Extraordinary): After declaring Action roll D6, on 1-3 player loses Action and no TZ, intercept, assist, move until success. +2 on roll if adjacent to an ally without Really Stupid.

**Regeneration** (Extraordinary): After Casualty & Apothecary rolls. Roll D6, on 4+ ignore injury, place in Reserves. Can't be re-rolled.

**Right Stuff** (Extraordinary): See Throw Team-Mate on the reference sheet.

**Safe Throw** (Passing): On Interception, make AG roll, if passed, no interception. Only fumble on natural 1, otherwise player keeps ball, no turnover.

**Secret Weapon** (Extraordinary): At end of drive, if player has played at all, sent off by ref.

**Shadowing** (General): If target moves out of TZ; target coach roll 2D6 + target MA - shadow MA. If < 7, move into vacated square (no dodge needed). Only one player can use Shadowing on a target.

**Side Step** (Agility): When pushed back player can chose any empty adjacent square. Against Grab use normal rules instead.

**Sneaky Git** (Agility): On Foul only caught by referee if Armour breaks.

**Sprint** (Agility): Can Go For It! 3 times.

**Stab** (Extraordinary): Stab instead of throwing block, unmodified Armour roll, if it breaks, then unmodified Injury roll. No move after.

**Stakes** (Extraordinary): +1 Armour roll for Stab against Khemri, Necromantic, Undead or Vampire teams.

**Stand Firm** (Strength): Choose to not be pushed back.

**Strip Ball** (General): On block results 'Pushed' or 'Defender Stumbles', ball carrier drops the ball in square they are pushed.

**Strong Arm** (Strength): +1 Pass roll for Short, Long or Long Bomb range.

**Stunty** (Extraordinary): Ignore TZ on Dodge (if no Secret Weapon). -1 on Pass. Use Stunty Injury table (7 - KO, 9 - Badly Hurt).

**Sure Feet** (Agility): Re-roll on Go For It!

**Sure Hands** (General): Re-roll on Pick Up the Ball. Also, Strip Ball doesn't work.

**Tackle** (General): Opponents cannot use Dodge skill when leaving TZ or block result.

**Take Root** (Extraordinary): After declaring Action, but before taking it, roll D6. On 1, MA is 0 until drive ends or Knocked Down/Placed Prone. If failed on Blitz no block allowed.

**Tentacles** (Mutation): If target dodges or leaps out of TZ; roll 2D6 + target ST - tentacle player ST. On <=5 target held firm, Action over.

**Thick Skull** (Strength): Stunned on a roll of 8 on the Injury table.

**Throw Team-Mate** (Extraordinary): See Throw Team-Mate on the reference sheet.

**Titchy** (Extraordinary): +1 Dodge. No -1 when opponent Dodge into TZ.

**Two Heads** (Mutation): +1 Dodge rolls.

**Very Long Legs** (Mutation): +1 Intercept or Leap rolls. Cancels Safe Throw.

**Wild Animal** (Extraordinary): After declaring Action roll D6, 4+ proceed. +2 Block/Blitz.

**Wrestle** (General): On 'Both Down', both Placed Prone (even with Block is used). No Armour roll. Not turnover, unless holding ball.