

BLOOD BOWL

★ PASSING CHART ★

★ AGILITY TABLE ★

Player's AG	1	2	3	4	5	6
D6 Roll Required	6+	5+	4+	3+	2+	1+

An unmodified "1" is ALWAYS a failure and an unmodified "6" is ALWAYS a success

★ PASSING MODIFIERS ★

Throwing a Quick Pass	+1
Throwing a Short Pass	+0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player throwing the ball	-1

★ SKILL MODIFIERS ★

Accurate	+1 to D6 when Passing
Dump-Off	Thrower may make a Quick Pass when being Blocked
Hail Mary Pass	Inaccurate to any square
Nerves of Steel	Ignores opposing tackle zones
Pass	Reroll failed passes
Safe Throw	If Intercepted, thrower makes an unmodified Agility roll. If passed interception is cancelled
Strong Arm	The player may add 1 to the D6 when he passes Short, Long or Long Bomb range

★ PASSING CHART ★

Regular Throwing Ranges

13	B	B												
12	B	B	B	B	B									
11	B	B	B	B	B	B	B							
10	L	L	L	B	B	B	B	B	B					
9	L	L	L	L	L	B	B	B	B	B				
8	L	L	L	L	L	L	L	B	B	B	B			
7	L	L	L	L	L	L	L	L	B	B	B			
6	S	S	S	S	L	L	L	L	L	B	B	B		
5	S	S	S	S	S	L	L	L	L	B	B	B		
4	S	S	S	S	S	S	L	L	L	L	B	B	B	
3	Q	Q	S	S	S	S	S	L	L	L	B	B	B	
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B	
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
	0	1	2	3	4	5	6	7	8	9	10	11	12	13

T Thrower's Square
Q Quick Pass
S Short Pass
L Long Pass - N/A for Big Guy Throwing
B Long Bomb - N/A for Big Guy Throwing

★ THROW TEAM-MATE/RIGHT STUFF ★

Throwing a Quick Pass	+0
Throwing a Short Pass	-1
Throwing a Long Pass	N/A
Throwing a Long Bomb	N/A
Per opposing tackle zone on the player throwing AND on the square thrown player is landing in	-1

NOTES

Always Inaccurate. Thrown player scatters 3x's

Fumbles NOT a turnover: Fumbled player lands in his original square, roll to see if he lands on his feet, if the ball carrier falls over it IS a turnover.

CAN'T be intercepted

If thrown player lands on occupied square, knocks down player and knocked down player makes armor roll, scatter thrown player until he lands in unoccupied square. Cannot land on more than one player

B.L.O.O.D.S

BLOOD BOWL

★ REFERENCE CHART ★

★ LEAGUE MATCH SEQUENCE ★

1 PRE-MATCH SEQUENCE

- 1 Roll on Weather Table
- 2 Transfer gold from Treasury to Petty Cash
- 3 Take Inducements

2 THE MATCH

- 1 Work out the number of Fans and FAME
 - 2 Receiving team's turn
 - 3 Kicking team's turn
- Etc ...

3 POST-MATCH SEQUENCE

- 1 Determine Winnings.
- 2 Allocate MVP.
- 3 Work out SPP & make any improvement rolls.
- 4 See if Fan Factor increases or decreases.
- 5 Work out new Team Rating.
- 6 Update Team Roster.

★ WEATHER TABLE ★

SWELTERING HEAT: *It's so hot and humid some players collapse from heat exhaustion.*

- 2 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 drive.

SUNNY: *A glorious day!*

- 3 But the blinding sunshine causes a -1 modifier on all passing rolls.

NICE: *Perfect Blood Bowl weather.*

- 4-10 This has no adverse effect on the match.

POURING RAIN: *It's raining, making the ball slippery and difficult to hold.*

- 11 A -1 modifier applies to all Catch, Intercept, or Pick-Up rolls.

BLIZZARD: *It's cold and snowing!*

- 12 The ice on the pitch means that any player attempting to move an extra square (GF1) will slip and be Knocked Down on a roll of a 1 or a 2, while the snow means that only Quick or Short passes can be attempted.

★ INJURY TABLE ★

- Each Niggling Injury adds +1 to Injury Rolls for a player -

2D6 Result

2-7 STUNNED: Leave the player on the pitch but turn him face-down. All face-down players are turned face-up at the end of their teams next turn, even if a turnover takes place. Note that a player may not turn face-up on the turn they are Stunned. Once face-up they may stand up on any subsequent turn using the normal rules

8-9 KO'd: Take the player off the pitch and place them in the KO'd section of the Dugout. At the next kick-off, before you set up any players roll for each of your players who have been KO'd.

On a roll of 1-3 they must remain in the KO'd box and may not be used. On a roll of 4-6 you must return the player to the Reserves box and can use them as normal from then on.

10-12 CASUALTY: Take the player from the pitch and place them in the Dead & Injured section of the Dugout. The player must miss the rest of the match. In a league roll on the Casualty Table to see exactly what has befallen the player.

★ PASSING CHART ★

Regular Throwing Ranges

13	B	B													
12	B	B	B	B	B										
11	B	B	B	B	B	B	B								
10	L	L	L	B	B	B	B	B							
9	L	L	L	L	L	B	B	B	B	B					
8	L	L	L	L	L	L	L	B	B	B	B				
7	L	L	L	L	L	L	L	L	B	B	B				
6	S	S	S	S	L	L	L	L	L	B	B	B			
5	S	S	S	S	S	L	L	L	L	B	B	B			
4	S	S	S	S	S	S	L	L	L	L	B	B	B		
3	Q	Q	S	S	S	S	S	L	L	L	B	B	B		
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B		
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B	
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	
	T	Thrower's Square					L	Long Pass - N/A for Big Guy Throwing							
	Q	Quick Pass					B	Long Bomb - N/A for Big Guy Throwing							
	S	Short Pass													

★ KICK-OFF PROCEDURE ★

- Place the ball on the pitch.
- Scatter the ball to determine where the ball is about to land.
- Roll on the Kick-Off Table (*Below*).
- Resolve the Kick-Off Table result.
- Bounce/Catch/Touchback the ball.

★ THE FANS & FAME ★

- To determine Fans roll 2D6 and add Fan Factor.
- Multiply the score by 1,000 to find the fans supporting your team.
- FAME = 0 - Equal or fewer Fans than your opponent.
- FAME = +1 - You have more Fans than your opponent.
- FAME = +2 - You have twice as many Fans than your opponent.

★ KICK-OFF TABLE ★

2D6	Result	2D6	Result
2	GET THE REF: <i>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.</i> Each team receives 1 additional Bribe to use during the game. A bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off or a player armed with a secret weapon. Roll a D6, on a 2-6 the bribe is effective (<i>preventing a Turnover if the player was ejected for fouling</i>) but on a roll of a 1 the bribe is wasted and the call still stands. Each Bribe may be used once per match.	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.
3	RIOT: <i>The trash talk between two opposing players explodes and rapidly degenerates involving the rest of the players.</i> 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. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.	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 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.
4	PERFECT DEFENCE: <i>The kicking team's coach my reorganize his players.</i> 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.	9	QUICK SNAP: <i>The offence start their drive a fraction before the defence is ready, catching the kicking team flat footed.</i> All of the players on the receiving team are allowed to move one square. This is a free move and may be made into an adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
5	HIGH KICK: <i>The ball is kicked very high, allowing a player on the receiving team to move into the perfect position to catch it.</i> 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.	10	BLITZ! <i>The defence start their drive a fraction before the offence is ready, catching the receiving team flat footed.</i> The kicking team gets a free 'bonus' turn. However, players that are in enemy tackle zones at the beginning of the free turn may not perform an Action. The kicking team may use re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
6	CHEERING FANS: Each coach rolls a D3 and adds their teams 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.	11	THROW A ROCK <i>An enraged fan hurls a large rock at one of the players on the opposing team.</i> Each coach rolls a D6 and add their FAME to the roll. The fans of the team with the higher total are the ones who threw the rock. In case of a tie a rock is thrown at each team! Decide randomly which player in the opposing team was hit (<i>only players on the pitch a eligible</i>) and roll for the effects of the injury straight away. No armour roll is required.
		12	PITCH INVASION: Both coaches rolls a D6 for each opposing player on the pitch and adds their FAME to the roll. If the roll is a 6 or more after modification then the player is Stunned (<i>players with the Ball & Chain are KO'd</i>). A roll of 1 before adding FAME will always have no effect.

★ AGILITY TABLE ★

Player's AG	1	2	3	4	5	6
D6 Roll Required	6+	5+	4+	3+	2+	1+

An unmodified "1" is ALWAYS a failure and an unmodified "6" is ALWAYS a success

PASSING MODIFIERS

Throwing a Quick Pass	+1
Throwing a Short Pass	+0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player	-1

CATCHING MODIFIERS

Catching an accurate pass	+1
Catching an missed pass, bouncing ball, kick-off or throw-in	+0
Per opposing tackle zone on the player	-1
Attempting to land after an inaccurate throw	-0
Per opposing tackle zone on the square the player is thrown to	-1

INTERCEPTION MODIFIERS

Attempting an Interception	-2
Per opposing tackle zone on the player	-1

PICK UP MODIFIER

Picking up the ball	+1
Per opposing tackle zone on the player	-1

DODGING MODIFIERS

Making a Dodge roll	+1
Per opposing tackle zone on the square the player is Dodging to	-1

BLOOD BOWL

★ LEAGUE REFERENCE CHART ★

★ CASUALTY TABLE ★

D68	Result
11-38	No long term Effect
41-48	Miss next game
51-52	Niggling Injury & Miss next game
53-54	-1 MA
55-56	-1 AV
57	-1 AG
58	-1 ST
61-68	DEAD!

★ INDUCEMENTS ★

<p>BLOODWEISER BABES (0-2) The combination of the ale and the young lady serving it means that for each purchase of this inducement, players on the team gain a +1 modifier to recover from KO'd for this match.</p>	50,000 GPS
<p>BRIBES (0-3) Each bribe allows a team to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (<i>preventing a turnover if the player was ejected for fouling</i>), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.</p>	100,000 GPS <i>50,000 GPS for Goblin teams.</i>
<p>EXTRA TEAM TRAINING (0-4) The training allows the team to take ONE extra Team re-roll that may be used for this match only.</p>	100,000 GPS
<p>HALFLING MASTER CHEF (0-1) Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition, the opposing team lose a Team Re-roll (<i>but only if they have any left to lose</i>).</p>	300,000 GPS
<p>IGOR (0-1) An Igor may only be used once per a game to re-roll ONE failed Regeneration roll for a player.</p>	100,000 GPS <i>ONLY for teams who can NOT hire a permanent Apothecary</i>
<p>Mercenaries (Unlimited) All Mercenaries have the Loner skill. In addition, a Mercenary may be given one additional skill allowed on a Normal roll for +50,000 GPS</p>	Player Position cost + 30,000 GPS
<p>STAR PLAYERS (0-2) Star Players can never earn Star Player points other than the MVP for the game. Star Players can never gain new skills. Finally, purchased/induced Apothecaries or an Igor may not be used on Star Players ever.</p>	Various
<p>WANDERING APOTHECARIES (0-2) Gain an additional Apothecary for the match.</p>	100,000 GPS <i>ONLY for teams who CAN hire a permanent Apothecary</i>
<p>WIZARDS (0-1) Wizard rules on page 70 of the Handbook</p>	150,000 GPS

★ STAR PLAYER POINTS ★

COMPLETION (COMP)	1SPP
CASUALTY (CAS)	2SPP
INTERCEPTION (INT)	2SPP
TOUCHDOWN (TD)	3SPP
MOST VALUABLE PLAYER (MVP)	5SPP

★ PLAYER RANKS ★

SPP's	TITLE	ROLLS
0-5	Rookie	0
6-15	Experienced	1st
16-30	Veteran	2nd
31-50	Emerging Star	3rd
51-75	Star	4th
76-175	Super Star	5th
176+	Legend	6th

★ IMPROVEMENT ROLLS ★

2D6	RESULT	+ TO PLAYER COST
2-9	New Skill	+ 20,000 GPS
10	+1 MA or AV, or New Skill	+ 30,000 GPS
11	+1 AG or New Skill	+ 40,000 GPS
12	+1 ST or New Skill	+ 50,000 GPS
DOUBLE	Any Skill	+ 30,000 GPS

★ WINNINGS ★

WIN	(D6 + FAME) x10'000 + 10'000 Can re-roll once.
DRAW	(D6 + FAME) x10'000 + 10'000 .
LOST	(D6 + FAME) x10'000

★ FAN FACTOR ★

RESULT	DICE ROLLED	OUTCOME
WIN	3D6	If result higher than current Fan Factor then Fan Factor +1.
DRAW	2D6	If result higher than current Fan Factor then Fan Factor +1. If lower than current Fan Factor then Fan Factor -1.
LOST	2D6	If lower than current Fan Factor then Fan Factor -1.