

BLOOD BOWL

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

THROWING TEAM-MATES MODIFIERS

Throwing a Quick Pass	+0
Throwing a Short Pass	-1
Throwing a Long Pass	NOT ALLOWED
Throwing a Long Bomb	NOT ALLOWED
Per opposing tackle zone on the player throwing the ball	-1

INTERCEPTION MODIFIERS

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

LANDING MODIFIERS

Attempting to land after an Accurate or Inaccurate Throw	+0
Per opposing tackle zone on the square the player is dodging to	-1

CATCHING MODIFIERS

Catching an Accurate Pass	+1
Catching a scattered pass, bouncing ball or throw-in	+0
Per opposing Tackle Zone on player catching ball	-1

DODGING MODIFIERS

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

PICK-UP MODIFIERS

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

FOULING MODIFIERS

Who	+/- Armor Roll
Fouler	+0
Offensive/Defensive Assists*	+1/-1 per assist

*May only assist if not in opposing tackle zone

EJECTIONS

2D6 armor roll*	Result
Doubles not rolled	Nothing Happens
Doubles rolled	Ejected

TURNOVER TABLE

A player on the moving team is Knocked Down (being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball ... e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or

A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or

A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or

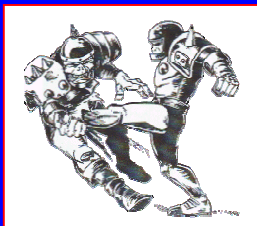
A touchdown is scored or

The four minute time limit for the turn runs out (if used)

A pass attempt is fumbled even if a player from that team catches the fumbled ball or

A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or

The referee ejects a player for fouling.



INJURY TABLE

2D6	Result
2-7	Stunned: Place face down on the field. All they can do on the next action is be placed face up. Once face up, they may stand up on any subsequent turn using the normal rules.
8-9	KO'd: Take the player off the field and place them in the Dugout in the KO'd players box. At the next kickoff, before you set up any players, roll for each of your players that have been KO'd. On a 1-3 they must remain in the KO'd box and may not be used. On a roll of 4-6, you may return the player to the Reserves box and use them as normal from now on.
10-12	Casualty – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.

CASUALTY TABLE

ROLL	RESULT	EFFECT
11-38	Badly Hurt	Miss Rest of Game
41-48	Serious Injury	Miss Next Game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar Bone	-1 ST
61-68	DEAD	DEAD

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

Niggling Injury: Miss next game as above. In addition, write an 'N' in the Injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury roll made against this player.

-1 MA, ST, AG, AV: Miss the next match as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points or below a value of 1. Any injuries that could reduce it further are ignored.

WEATHER TABLE

2D6	Result
2	Sweltering Heat: It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. 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 attempts to pass the ball.
4-10	Nice: Perfect Blood Bowl Weather.
11	Pouring Rain: It's raining, making the ball slippery and difficult to hold, This causes a -1 modifier applies to all catch, intercept or pick-up rolls. Blizzard: It's cold and snowing! The ice on the field means that any player attempting to move an extra square will slip and fall on a roll of 1-2, while the snow means that only quick or short passes can be attempted.
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PRE KICK-OFF SEQUENCE

Place ball on Pitch
Scatter Ball (1d8 direction/ 1d6 distance)
Roll on the kick-off table

KICK-OFF TABLE

2D6	Result
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 for the rest of the half he will not send players from either team off for making a foul nor ban players using secret weapons. Riot: The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. Roll a D6. On a 1-3, the referee lets the clock run on during the fight; both teams' turn markers are moved <i>forward</i> along the turn track a number of spaces equal to the D6 roll. If this takes the number of turns to 8 or more for both teams, then the half ends. On a roll of 4-6 the referee resets the clock back to before the fight started, so both teams turn markers are moved one space <i>back</i> along the track. The turn marker may not be moved back before turn 1; if this would happen, do not move the Turn marker in either direction.
3	Perfect Defense: The kicking team's coach may reorganize his players – in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.
4	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.
5	Cheering Fans: Each coach rolls a D3 and adds their team's FAME (see page 18) 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 reroll.
6	Changing Weather: Make a new roll on the Weather table (see page 20). 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.
7	Brilliant Coaching: Each coach rolls a D3 and adds their FAME (see page 18) 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.
8	Quick Snap! The offense starts their drive a fraction before the defense 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.
9	Blitz! The defense starts their drive a fraction before the offense 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.
10	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 (see page 18) 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 Armor roll is required.
11	Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) 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.
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POST KICK-OFF SEQUENCE

Resolve kick-off table
Bounce (1d8 direction/ 1 square)
Catch or Touchback