

BLOOD BOWL

LEAGUE MATCH SEQUENCE

PRE-MATCH SEQUENCE

Figure Inducements and Purchase Them
 Transfer money from Treasury to Petty Cash & Spend It
 Figure Gate and each team's FAME
 Roll on Weather Table
 Figure out who receives first

POST-MATCH SEQUENCE

Generate Winnings
 Figure out new Fan Factor
 Figure out team MVP
 Make Improvement Rolls (if any)
 Delete dead players
 Record changes to player value from Improvements
 Transfer money back into Petty Cash and pay Spiraling Expenses if any
 Hire new players or staff

FAN FACTOR TABLE

Won the Match Roll 3d6	Result higher than current FF, FF +1
Lost/Tied the Match Roll 2d6	Result lower than current FF, FF -1

STAR PLAYER POINTS TABLE

Per Passing Completion.....	1 SPP
Per Casualty.....	2 SPP
Per Interception.....	2 SPP
Per Touchdown.....	3 SPP
Per Most Valuable Player award.....	5 SPP

SPPs	Title	Star Player Rolls
0-5	Rookie	None
6-15	Experienced	One
16-30	Veteran	Two
31-50	Emerging Star	Three
51-75	Star Player	Four
76-175	Super-Star	Five
176+	Legend	Six

STAR PLAYER ROLL TABLE

2D6	Result
2-9	New Skill
10	+1 MA or +1 AV or a New Skill
11	+1 AG or a New Skill
12	+1 ST or a New Skill

VALUE MODIFIER TABLE

+20,000	New Skill
+30,000	Skills that are only taken on Doubles
+30,000	+1 MA or +1 AV
+40,000	+1 AG
+50,000	+1 ST

INDUCEMENTS

TYPE	QTY	COST	DESCRIPTION
Bloodweiser Babes	0-2	50K ea	+1 mod to KO recovery Roll D6: 2-6 Ref reverses cal/ Secret Weapon stays, 1- ejected
Bribes	0-3	100K ea	Extra Team Reroll per Training (100,000 for Halflings) At start of every half, roll 3d6: every roll 4+, get extra reroll & opponent loses a reroll
Extra Team Training	0-4	100K ea	
Halfling Master Chef	0-1	300K	Reroll one failed Regeneration roll
Igor	0-1	100K	Player position +30K, 1 normal skill +50K
Mercenaries	0-?	Varies	
Star Players	0-2	Varies	
Wandering Apothecaries	0-2	100K ea	Extra Apothecary
Wizard	0-1	150K	One Zap or Fireball/match

GATE / FAME TABLE

Each Coach Roll 2D6 + Fan Factor) x 1,000= Gate	
Same total as opponent	+0 FAME
Higher total than opponent	+1 FAME
Double your opponent fans	+2 FAME

MATCH WINNINGS TABLE

Win/ Draw	(Roll D6 + FAME mod x 10,000) + 10,000
Lose	Roll D6 + FAME mod x 10,000

SKILL CATEGORIES

GENERAL		AGILITY	
Block	Pass Block	Catch	Leap
Dauntless	Pro	Divining Catch	Side Step
Dirty Player	Shadowing	Divining Tackle	Sneaky Git
Fend	Strip Ball	Dodge	Sprint
Frenzy	Sure Hands	Jump Up	Sure Feet
Kick	Tackle		
Kick-off Return	Wrestle		
PASSING		STRENGTH	
Accurate	Nerves of Steel	Break Tackle	Multiple Block
Dump-off	Pass	Grab	Piling On
Hail Mary Pass	Safe Throw	Guard	Stand Firm
Leader		Juggernaut	Strong Arm
		Mighty Blow	Thick Skull

MUTATION

Big Hand	Foul Appearance	Tentacles
Claw(s)	Horns	Two Heads
Disturbing Presence	Prehensile Tail	Very Long Legs
Extra Arms		

EXTRAORDINARY

Always Hungry	Hypnotic Gaze	Stab
Ball & Chain	Loner	Stakes
Blood Lust	No Hands	Stunty
Bombardier	Nurgle's Rot	Take Root
Bone-Head	Really Stupid	Throw Team-Mate
Chainsaw	Regeneration	Titchy
Decay	Right Stuff	Wild Animal
Fan Favorite	Secret Weapon	

INDUCEMENTS

TYPE	QTY	COST	DESCRIPTION
Bloodweiser Babes	0-2	50K ea	You purchase a keg of extra-special Bloodweiser magic ale for 50,000 gold pieces, and get a lovely lady to serve players before going out for each drive. 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.
Bribes	0-3	100K ea	Each bribe costs 100,000 gold pieces and 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 to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.
Extra Team Training	0-4	100K ea	Each extra team training session costs 100,000 gold pieces and allows the team to take one extra Team re-roll that may be used for this match only.
Halfling Master Chef	0-1	300K	Halfling teams may hire a Halfling Master Chef for 100,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. 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 is so distracted by the fantastic cooking smells emanating from their opponent's dug-out that they lose a Team Re-roll (but only if they have any left to lose).
Igor	0-1	100K	Any team that cannot purchase a permanent Apothecary can hire an Igor for 100,000 gold pieces to assist the team. An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, rewrapping funeral wraps and so on. He can really get the boys shambling back to the pitch. An Igor may only be used once per a game to re-roll one failed Regeneration roll for a player.
Unlimited Mercenaries	0-?	Varies	For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold pieces to hire for a match. The normal limits on the total number of players allowed in a team and in each position do apply to Mercenaries (so they aren't truly unlimited). However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Mercenaries to replace players that are missing a game if you wish. All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition you may choose to give a Mercenary one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces. For example, a Mercenary Human lineman could be given Tackle if desired for a total cost of 130,000 gold pieces to hire for a match. Mercenaries cannot earn Star Player points other than the MVP for the game. Mercenaries can never gain new skills.
Star Players	0-2	Varies	Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess (see the back cover for Star Player stats and skills). Star players act as free agents playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. You may hire up to two Star Players that are allowed to play for your team. Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match. Star Players may not take the number of players in the team to more than 16. However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Star Players to replace players that are missing a game if you wish. It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees! Star Players can never earn Star Player points other than the MVP for the game. Star Player can never gain new skills. Finally purchased/induced Apothecaries or an Igor may not be used on Star Players ever. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to get in shape for their next match and will not use your team's amateur physicians.
Wandering Apothecaries	0-2	100K ea	Any team may hire a Wandering Apothecary or two to help your team during the match for 100,000 gold pieces each if your team can normally purchase a permanent Apothecary. Often these Apothecaries are powerful priests of the local deity. While they would never allow themselves to be a permanent part of a heathen Blood Bowl team, they have been known to assist for a single match for a generous donation to their faith. The rules for Wandering Apothecaries are identical to the rules for purchased Apothecaries on page 17. Only one Apothecary may be used to re-roll each Casualty roll.
Wizard	0-1	150K	You may hire a Wizard to help your team during the match for 150,000 gold pieces. Once per game, the Wizard is allowed to cast either a <i>fireball spell</i> or a <i>lightning bolt spell</i> . Wizards may only cast spells at the start of their own turn before any player performs an Action OR immediately after their own team's turn has ended even if it ended with a turnover. Fireball: Choose a target square anywhere on the pitch. Roll one dice to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the fireball's blast. Make an Armor roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time. Lightning Bolt: Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armor roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.