

### 1) Team Ratings

Coaches should examine both rosters to make sure they are up to date and the team rating has been calculated correctly. Take this opportunity to familiarize yourself with the strengths, weaknesses and special skills of your opponents players.

### 2) The Handicap

The underdog may draw one random Special play card from the 50,000gp special play card deck for each 5 full points difference in the team ratings for this match.. Team Rating includes increases in player value due to skill increases and should have been calculated at the end of the previous match.

A deck of playing cards is used to represent the special play cards, players should draw cards from a deck of 52 standard playing cards including one joker if available. Your special play cards should be noted in the notes section of your game record sheet so you don't forget.

If the Joker is drawn the non underdog player may draw a card from the deck and look up its type on the second Special Play deck, which contains more powerful special events. The underdog continues drawing his normal number of special play cards, he does not loose one for drawing the Joker.

### 3) The Gate, fans and FAME

Each coach rolls 2D6 and adds their fan factor. This shows how many thousands of fans in the crowd are supporting their team. The team with the higher number of fans gets "+1 FAME" for the match. If the team has more than double the fans of the opposition they hae a FAME modifier of +2. Write the total gate on your game record sheet along with your fan modifier for this match (either 0.+1 or +2).

### 4) The Weather



Each coach rolls a D6 to see what the weather will be like for the match.

2D6	Result
2	<i>Sweltering Heat:</i> 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	<i>Very Sunny:</i> A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	<i>Nice:</i> Perfect Blood Bowl weather.
11	<i>Pouring Rain:</i> It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	<i>Blizzard:</i> It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GF) will slip and be <b>Knocked Down</b> on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

### 5) Coin Toss

Winner can choose to kick or receive.

- 6) **Kicking team sets up** at least 3 player on line of scrimmage and no more than 2 in either side zone.
- 7) **Receiving team sets up** with the same restrictions.
- 8) **Kicking coach places the ball** in his opponents half
- 9) Kicking Coach rolls on **Kick off table**

KICK-OFF TABLE			
2D6	Result	2D6	Result
2	<i>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 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.	7	<i>Changing Weather:</i> Make a new roll on the Weather table (see page 20). <b>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.</b>
3	<i>Riot:</i> 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.	8	<i>Brilliant Coaching:</i> 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.
4	<i>Perfect Defence:</i> 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.	9	<i>Quick Snap!</i> 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.
5	<i>High Kick:</i> 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.	10	<i>Blitz!</i> The defence start their drive a fraction before the offence is ready, catching the receiving team flat-footed. <b>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.</b> The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
6	<i>Cheering Fans:</i> 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 re-roll.	11	<i>Throw a Rock:</i> An enraged fan hurls a large rock at one of the players on the opposing team. <b>Each coach rolls a D6 and adds their FAME (see page 18) to the roll.</b> 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	<i>Pitch Invasion:</i> 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.
			

- 10) Receiving team takes the first turn
- 11) then the other team.
- 12) when a team scores or the half ends repeat steps 6) to 11)

## INJURY TABLE

- 2D6**  
**2-7**  
**Result**  
**Stunned** – Leave the player on the pitch, but turn them face-down. All face-down players are turned face up at the end of their team's 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 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 they must remain in the KO'd box and may not be used, although you may roll again for them at the next kick-off. On a roll of 4-6 you must return the player to the Reserves box and can 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 ★






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
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
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, and AV:** Miss next game 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.

**Dead!** – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he is raised to join another team!

Symbol	Result
	<b>ATTACKER DOWN:</b> The attacking player is Knocked Down.
	<b>BOTH DOWN:</b> Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player <b>uses</b> the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players <b>use</b> the Block skill then neither player is Knocked Down.
	<b>PUSHED:</b> The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	<b>DEFENDER STUMBLES:</b> Unless the defender <b>uses</b> the Dodge skill he is pushed back and then Knocked Down. If he does <b>use</b> the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	<b>DEFENDER DOWN:</b> 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.

## AGILITY TABLE

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

### 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 a missed pass, <b>kick-off</b> , bouncing ball or throw-in.....	+0
Per opposing tackle zone on the player .....	-1

### Interception Modifiers

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

Catching a hand-off .....	+1
Per opposing tackle zone on the player .....	-1

**Post Game Procedure**

- 1) Fill in the results of the game in record sheet
- 2) Delete dead players
- 3) MVP, each coach rolls a d20 to allocate MVP
- 4) Add up total star player point and write total in players SPP box and check if they are eligible for a new skill

**★ STAR PLAYER POINTS TABLE ★**

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

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	Four
76-175	Super Star	Five
176+	Legend	Six

- 5) For players getting a new skill roll on improvement table

**★ IMPROVEMENT ROLL TABLE ★**

2D6	Result
2-9	New skill
10	Increase the player's MA <i>or</i> AV characteristic by 1 point <i>or</i> a New skill
11	Increase the player's AG characteristic by 1 point <i>or</i> a New skill
12	Increase the player's ST characteristic by 1 point <i>or</i> a New skill

- 6) Adjust player value if they received new skills

**★ VALUE MODIFIERS TABLE ★**

+20,000	New Skill
+30,000	Skills that can only be taken on a double
+30,000	+1 MA <i>or</i> +1 AV
+40,000	+1 AG
+50,000	+1 ST

### **7) Calculate winnings from game**

Each coach rolls a D6, this is your winnings from 10,000 to 60,000gp  
The winning coach gets +1. Both teams add their FAME modifier to the dice roll.  
Each +1 adds 10,000 to the winnings.

### **8) Purchases**

Coaches can purchase new players for their team or training staff (Assistant coaches, apothecary, cheerleaders, wizard.  
After initial team construction rerolls cost double. Fan factor can not be purchased after initial team construction.

### **9) Fan Factor**

A coach who tied or lost the game rolls 2D6, the winning coach rolls 3D6, if the roll is higher than your fan factor it increases by one, if it is lower than your fanfactor it decreases by one.

### **10) Signing Journeymen.**

If you have a journeyman on your roster (see 11) you may purchase him for your team by paying his value. He will lose the loner skill and keep accumulated star player points from this game.

### **11) Hiring Journeymen**

If you only have 10 or fewer players available for your next match you may add a free rookies to your roster to make your active player total 11. They must be from the 0-16 position(s) on your roster. Journeymen will be on your team just for the upcoming match, has the loner skill and can take your roster over 16 players. After your next match you may choose to keep a journeyman on your roster by paying for them

### **12) Calculate your total team value**

- a) total cost of players, including increased value due to improvements
- b) value of rerolls, fan factor, and staff
- c) treasury

Calculate your team value (ie drop off the last 4 zeros)  
e.g. a team worth 1,170,000 has a team rating of 117.

**13) Jot down any memorable moments from the game in the comments section and then start planning your next match.**