

Blood Bowl Match References

Version 1.5

Pre-Match

1. Weather

Each player roll D6, add results:

2D6	Results
2	Sweltering Heat — After each drive, D6 for each player, on 1 not available next drive. 2.77%
3	Very Sunny — -1 on all PASS rolls. 5.55%
4–10	Nice — Perfect weather for Blood Bowl! 83.36%
11	Pouring Rain — -1 on all CATCH , INTERCEPT and PICK-UP rolls. 5.55%
12	Blizzard — GO FOR IT fails on 1–2. Only QUICK and SHORT PASS allowed. 2.77%

2. Transfer Gold

Players can transfer money from their Treasury to Petty Cash to buy Inducements. This **does** affect **Team Value**. Team with highest TV declares first.

3. Inducements

Bloodweiser Babes +1 on KO recovery roll.	0–2	50k GP
Bribes Ignore sent off call on 2+ (roll D6).	0–3	100k GP
Extra Team Training Extra re-roll this game.	0–4	100k GP
Halving Master Chef Each half, roll 3D6, 4+ team gains Team Re-roll, opponent losses Team Re-roll.	0–1	300k GP
Igor Re-roll for Regeneration.	0–1	100k GP
Mercenaries Position player, original cost plus some. Add Noraml skill at additional cost. Position limit still in effect.	0+	+30k GP +50k GP
Star Players Select a Star Player from Race Team list.	0–2	Varies
Wandering Apothecaries Additional Casualty Re-rolls.	0–2	100k GP
Wizard Casts either Fireball or Lightning Bolt .	0–1	150k GP

4. Fans

Number of fans for each team is (2D6 + Fan Factor) * 10,000.

If your Fans are greater than your opponent's, your FAME is +1.

If you double your opponent's Fans, FAME is +2.

5. Kick-off

The kicking team lines up, then the receiving team lines up. Proceed to Match Kick-off Sequence.

Agility Tables

Dodging Out of TZs

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

Dodging Modifiers

Making a Dodge roll	+1
Per opposing TZ on the square that the player is dodging to	-1

Picking Up the Ball

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

Pick-up Modifiers

Picking up the ball	+1
Per opposing TZ on the player	-1

Throwing the Ball






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

Throwing Modifiers

Throw a Quick Pass	+1
Throw a Short Pass	+0
Throw a Long Pass	-1
Throw a Long Bomb	-2
Per opposing TZ on the player throwing the ball	-1

Match

Block Dice Results

	Attacker Down Attacker Knocked Down
	Both Down Both Knocked Down, void if Block skill used.
	Pushed Defender pushed back, attacker may follow.
	Defender Stumbles Defender pushed back and Knocked Down, unless Dodge used. Attacker may follow.
	Defender Down Defender pushed back and Knocked Down. Attacker may follow.

Injury Results

2D6	Result
2–7	Stunned — Leave player on pitch, place face down. Player may not turn over same turn. 58.33%
8–9	KO'd — Player placed in Dugout. On next kick-off, roll D6; 1–3 stay in dugout, 4–6 player moved to Reserves. 25.01%
10–12	Casualty — Player moved to Dead & Injured box. Roll on Casualty Table. 16.66%

Casualty Result

D68	Effect	D68	Effect
11–38	BH : No long term effect	55–56	SI : -1 AV
41–48	MNG : Miss next game	57	SI : -1 AG
51–52	NI : Niggling Injury	58	SI : -1 ST
53–54	SI : -1 MA	61–68	RIP : Dead

Kick-off Sequence

- Place ball on pitch.
- Scatter ball to determine where it's about to land (D8, D6).
- Roll on Kick-Off table and resolve result.
- Bounce, catch or touchback the ball.

2D6	Result
2	Get the Ref : Each player gets an extra Bribe. 2.77%
3	Riot : If receiving team's turn is on Turn 7, both move their turn markers back. If receiving team has not taken a turn, both move turn marker forward. Otherwise roll D6; 1–3 both move turn marker forward, 4–6 both move turn marker backwards. 5.55%
4	Perfect Defense : Kicking team can reorganize team. 8.33%
5	High Kick : Receiving can move one player not in a TZ to location where ball will land. MA doesn't matter. Must be unoccupied. 11.11%
6	Cheering Fans : Each roll D3 + FAME + Cheerleaders. Highest team (or tie) gets extra Team Re-roll this half. 13.88%
7	Changing Weather : Re-roll weather result. On 'Nice' result, ball scatters 1 extra square. 16.66%
8	Brilliant Coaching : Each roll D3 + FAME + Assistant Coaches. Highest team (or tie) gets extra Team Re-roll this half. 13.88%
9	Quick Snap! : All receiving team players can move 1 square (ignore TZs), may be used to opposing half of pitch. 11.11%
10	Blitz! : Any kicking team player not in TZ gets a free turn. A turnover ends bonus turn. 8.33%
11	Throw a Rock : Roll D6 + FAME. Highest (or tie) fans attack opponent. Choose randomly. Roll on Injury table, no Armor roll needed. 5.55%
12	Pitch Invasion : Both roll D6 + FAME for each opposing player on pitch, on 6+ player is Stunned. 1 before FAME = no effect. 2.77%

Catching the Ball

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

Catching Modifiers

Catching an accurate pass	+1
Catching a hand-off	+1
Catching a scattered pass, bouncing ball or throw-in	-1
Per opposing TZ on the player catching the ball	-1

Post-match

1. Improvement Rolls

Star Power Points	SPP	# Rolls	2D6	Result
Completion	1	0–5	0	2–9 New Skill 83.35%
Casualty	2	6–15	1	MA, AV or
Interception	2	16–30	2	10 New Skill 8.33%
Touchdown	3	31–50	3	11 AG or
MVP	5	51–75	4	New Skill 5.55%
		76–175	5	12 ST or
		176+	6	New Skill 2.77%

2. Update Team Roster

2.1 Delete Dead Players

Remove all dead players.

2.2 Generate Winnings

((D6 + FAME) * 10,000 GP) + (if *won* or *tied* then 10,000 GP)

If you *won*, you can re-roll D6; must accept second roll!

2.3 Petty Cash

Transfer Petty Cash back to Treasury. Coach must now pay Spiralling Expenses, before recalculating TV (Recalculate in 2.8).

TV	Expenses	TV	Expenses
< 1,750,000	0	2,200,000–2,340,000	40,000
1,750,000–1,890,000	10,000	2,350,000–2,490,000	50,000
1,900,000–2,040,000	20,000	2,500,000–2,640,000	60,000
2,050,000–2,190,000	30,000	Every 150,000	+10,000

2.4 Fan Factor

Roll 2D6 on lost or tie, 3D6 on win. Compare value to current. On win or tie and value greater than current, Fan Factor increases by 1. On loss or tie and value less than current, Fan Factor decreases by 1.

2.5 Hire New Players/Team Goods

Changes to team happen now, hire or fire players, add or remove team goods. Buy Team Re-rolls (cost double). Firing players does not return their value.

2.6 Hire Journeymen

Coaches may now hire Journeymen at Rookie cost. They lose Loner skill and keep SPPs.

2.7 Acquire Journeymen

Take on Journeymen to be able to field 11 players for next match. Only available from 0–12 or 0–16 Positions. Same as normal, except have Loner skill. No cost.

2.8 Team Value

Work out the value of the team, include extra value for improvements, support staff, Team Re-rolls and Fan Factor. Do NOT include Treasury gold or players that will Miss Next Game.

Normal skill	+20k
Double skill	+30k
+1 MA or +1 AV	+30k
+1 AG	+40k
+1 ST	+50k

Conceding

A Coach that concedes before setting up for a kick-off, they suffer no penalties. For any other reason; the winner takes the loser's winnings (Step 2.2) and MVP (Step 1). Also, any Player on losing team with 51+ SPP will leave team on roll 1–3 on D6. Roll for each player.

Intercepting the Ball

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

Interception Modifiers

Attempting an Interception	-2
Per opposing TZ on the player	-1

Blood Bowl Skills Reference

Version 1.5

Skills

Accurate (Passing)

+1 on Pass

Always Hungry (Extraordinary)

On *Throw Team-Mate*, roll D6 after move. On 1, roll another D6. On 1, teammate is killed. On 2+, fumble teammate.

Animosity (Extraordinary)

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

Ball & Chain (Extraordinary)

Only allowed to take *Move*, use throw-in template for each square of movement. If square is occupied, player throws Block (friend or foe). Ignores Foul Appearance. Prone or Stunned players are pushed back & armor is rolled. On push-back, player must follow, then carry on move as normal. If Knocked Down or Prone, roll injury (no armor roll needed). May use Grab skill. Can never use Diving Tackle, Frenzy, Kick-off Return, Leap, Pass Block or Shadowing skills.

Big Hand (Mutation)

Ignores modifiers for enemy TZs or Pouring Rain weather for Picking Up the Ball.

Block (General)

While blocking, on Both Down, player is not Knocked Down.

Blood Lust (Extraordinary)

After declaring *Action* with Vamp, roll D6. On 1, Vamp must feed. *Block* may be changed to *Move*. At end of *Action*, but before pass, hand off or score; if standing next to Thrall, make Injury roll, treat any casualty as Badly Hurt. No turnover unless ballcarrier bitten. After bite finish *Action*. Failure to bite is a turnover, move Vamp to Reserve Box. Can't score unless he feeds.

Bombardier (Extraordinary)

A Bombardier who is not Prone or Stunned may throw a bomb instead of taking any other *Action*. This is not a *Pass Action*. The bomb is thrown just like throwing a ball, except that the player may not move or stand up before throwing it. Intercepted bomb passes are not turnovers. Fumbles or any bomb explosions that lead to a player on the active team being Knocked Down are turnovers. All ball throwing skills may be used. A bomb may be intercepted or caught using the same rules for a ball, catcher may take special bonus *Action* to throw bomb. Ballcarrier can catch or intercept & throw a bomb. The bomb explodes in empty square or not caught (i.e., bombs don't 'bounce'). On fumble, explodes in thrower's square. A bomb in crowd does nothing. On bomb explode, any player in same square is Knocked Down, & players in adjacent squares are Knocked Down on a roll of 4+. Can be hit even if Prone or Stunned. Make Armor & Injury rolls for Knocked Down players. No SPP on Casualty.

Bone-head (Extraordinary)

On *Action* roll D6, on 1 player losses *Action*. No TZ, intercept, pass, assist, or move until roll of 2+.

Break Tackle (Strength)

Use ST instead of AG on Dodge roll.

Catch (General)

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 welder, Armor roll +3. If welder is Knocked Down, Armor roll +3. If opponent is Knocked Down while blocking, Armor roll +3. Use once per turn (not with Frenzy or Multiple Block). Can't move after *Blitz*. No SPP on Casualty.

Claw/Claws (Mutation)

When opponent is Knocked Down during *Block*, any Armor roll of 8+ after modifications automatically breaks armor.

Dauntless (General)

On *Block*, roll D6 + ST if <= Opponent ST, use normal ST. If > Opponent ST, use opponent ST for *Block*. Then factor assists.

Decay (Extraordinary)

On Casualty, roll twice on Casualty table, apply both. Only miss 1 game, Regeneration heals both.

Dirty Player (General)

On *Foul*, +1 to Armor or Injury roll.

Disturbing Presence (Mutation)

Any player within 3 squares must subtract 1 from Catch, Pass or Intercept for each Disturbing Presence nearby.

Diving Catch (General)

+1 accurate pass on square. May catch pass, throw-in or kick-off in TZ as normal. Diving catchers cancel each other.

Diving Tackle (General)

Opposing player -2 on Dodge from player's TZ. Only one DT applies. After, Place Prone in vacated square (no Armor/Injury).

Skills

Dodge (General)

Re-roll failed Dodge. Helps with Pow/Push on *Block* (push only).

Dump-Off (Passing)

Make *Quick Pass* if opponent *Blocks*. Finish pass before block. No turnover on throw. No use on second block from Frenzy nor with Bombardier or Throw Teammate.

Extra Arms (Mutation)

+1 to Pick Up, Catch or Intercept.

Fan Favorite (Extraordinary)

+1 FAME on Kick-Off table per Fan Fav, but not on Winnings roll.

Fend (General)

Opponent may not follow-up after block even if player Knocked Down. Can continue move after *Blitz*.

Foul Appearance (Mutation)

Before *Block*, opponent must roll D6, on 1 *Block* wasted.

Frenzy (General)

Always use skill. 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 or GFI.

Grab (Strength)

On *Block*, can chose an empty adjacent square for push. 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 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 next *Action* or drive ends.

Juggernaut (Strength)

On *Blitz* opponents can't use Fend, Stand Firm or Wrestle vs blocks. Also, may treat Both Down as Push.

Jump Up (General)

On any but *Block* may stand up for free. Can *Block* while Prone on AG roll with +2 modifier. Failed loses action & still Prone.

Kick (General)

May chose to halve (round down) kick-off scatter.

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 Leader on field (both halves) after Master Chef. Carries over to OT.

Leap (General)

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 Armor. Only use once per turn.

Loner (Extraordinary)

On Team Re-roll, D6, 1-3 lose re-roll lost.

Mighty Blow (Strength)

+1 to Armor or Injury roll. Can't be used with Stab or Chainsaw.

Multiple Block (Strength)

On *Block*, if next to 2 opponents can block both. Defenders get +2 ST. Can't follow either. Can be used instead of Frenzy, not together. For second block, must be standing.

Nerves of Steel (Passing)

Ignore TZ modifiers for Pass, Catch or Intercept.

No Hands (Extraordinary)

Can't pick up, intercept or carry ball. Auto-fail catch. On attempt, bounce & turnover.

Nurgle's Rot (Extraordinary)

On RIP from *Block*, *Blitz* or *Foul*, opponent becomes rookie Rotter. Opponent must be removed from roster in Step 2.1 of Post-Game; Rotter added for free during Step 2.5.

Pass (Passing)

Re-roll inaccurate pass or fumbles.

Pass Block (General)

After opponent announces *Pass*, can move 3 squares to intercept or TZ on thrower or catcher. Can be used against Dump-Off. If Knocked Down during = turnover.

Piling On (Strength)

Only after *Block* or *Blitz*, & still standing adjacent to Knocked Down target. Re-roll Armor or Injury. Player Placed Prone in own square. Not turnover, unless holding ball. Can't use w/ Stab or Chainsaw.

Skills

Prehensile Tail (Mutation)

Addition -1 to Dodge out of player's TZ.

Pro (General)

Player get re-roll on all but Armor, Injury or Casualty. First D6, 4+ re-roll allowed. Can use Team Re-roll on *Pro* roll.

Really Stupid (Extraordinary)

After declaring an *Action* but before taking it roll D6, 4+ proceed. Non-Really Stupid adjacent ally, +2 to roll.

Regeneration (Extraordinary)

After Casualty & Apothecary rolls, roll D6. 4+ ignore injury, place in Reserves. Can't be re-rolled. SPP still earned.

Right Stuff (Extraordinary)

Can be thrown by Throw Team-Mate. For Landing, AG roll, -1 per TZ. If failed, Placed Prone, make Armor roll. If not injured, can make *Action*. Failed landing isn't turnover unless with ball.

Safe Throw (Passing)

On Intercept, make AG roll, if passes no interception. On non-1 fumble; no fumble, player keeps ball, no turnover.

Secret Weapon (Extraordinary)

At end of drive, if player has played at all, banned 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 shadower per target.

Side Step (General)

When pushed back player can chose any empty adjacent square.

Sneaky Git (General)

Only caught on *Foul* if armor breaks.

Sprint (General)

3 Go For It squares instead of 2.

Stab (Extraordinary)

Stab instead of throwing block, unmodified Armor roll, if it breaks, then unmodified Injury roll. No move after *Blitz*. No SPP for Casualty.

Stakes (Extraordinary)

+1 Armor 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', ballcarrier 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 (unless Secret Weapon). -1 on Pass roll. Injury roll 7 = KO & 9 = BH.

Sure Feet (General)

Re-roll on Go For It. Only once per turn.

Sure Hands (General)

Re-roll on Pick Up the Ball. Also, Strip Ball doesn't work.

Tackle (General)

Can't use Dodge skill when leaving TZ nor for block result.

Take Root (Extraordinary)

After declaring *Action* 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 dodge or leap out of TZ; target coach roll 2D6 + target ST - tentacle ST, 5 < target held firm, *Action* over. Only one per target.

Thick Skull (Strength)

8 on Injury table = Stunned not KO.

Throw Team-Mate (Extraordinary)

Throw Right Stuff, adjacent, standing teammate. Roll -1 Pass, no Long/Long Bomb, always inaccurate, scatter 3 times. No intercept. Fumbled player goes back to start square. Thrown out of bounds = pushed out. If land on player, player is Knocked Down, roll Armor, then scatter until empty square. Right Stuff for landing.

Titchy (Extraordinary)

+1 Dodge. No -1 dodge when opponent leaves TZ.

Two Heads (Mutation)

+1 Dodge rolls.

Very Long Legs (Mutation)

+1 Intercept or Leap rolls. Also, voids Safe Throw for intercept rolls.

Wild Animal (Extraordinary)

After declaring *Action* before taking, D6; +2 *Block/Blitz*; need 4+.

Wrestle (General)

On 'Both Down', both Placed Prone (even if Block is used). No Armor roll. Turnover only if active player has the ball.