



# BLOOD BOWL™



## QUICK REFERENCE SHEET

### AGILITY TABLE

Player's AG	1	2	3	4	5	6+
<b>D6 Roll Required</b>	6+	5+	4+	3+	2+	1+
<b>PASSING MODIFIERS</b>						
Throwing a Quick Pass	+1					
Throwing a Short Pass	+0					
Throwing a Long Pass	-1					
Throwing a Long Bomb	-2					
Per enemy tackle zone on the player throwing the ball	-1					
<b>PICK-UP MODIFIERS</b>						
Picking up the ball	+1					
Per opposing tackle zone on the player	-1					
<b>INTERCEPTION MODIFIERS</b>						
Attempting an Interception	-2					
Per opposing tackle zone on the player	-1					
<b>CATCHING MODIFIERS</b>						
Catching an accurate pass or hand-off						+1
Catching a scattered pass, bouncing ball, kick-off or throw-in						+0
Per enemy tackle zone on the player catching the ball						-1
<b>DODGING MODIFIERS</b>						
Making a Dodge roll						+1
Per opposing tackle zone on the square that the player is dodging to						-1
<b>LANDING MODIFIERS</b>						
Attempting to Land after a Leap or Being Thrown						+0
Per opposing tackle zone on the square that the player is landing in						-1

### MATCH SEQUENCE

- Pre-Match Sequence
  - Roll on Weather table
  - Take Inducements
- The Match
  - Work out the number of Fans and FAME
  - Receiving Team's Turn
  - Kicking Team's Turn
  - Etc...
- Post-Match Sequence
  - Improvement Rolls
  - Update Team Roster

### INJURIES

**2-7 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 below) to see exactly what has happened to the player.

### BLOCKING



**ATTACKER DOWN:** The attacking player is Knocked Down.



**BOTH DOWN:** Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.



**PUSHED:** The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.



**DEFENDER STUMBLES:** Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.



**DEFENDER DOWN:** 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.

Player's Strengths  
 Both players have equal strength  
 One Player Stronger  
 One player more than twice as strong

Number of dice  
 1 Block Die  
 2 Block Dice\*  
 3 Block Dice\*

\*The coach of the stronger player picks which dice are used

### CASUALTIES

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!



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### WEATHER

**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 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 Very Sunny:** A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
- 4-10 Nice:** Perfect Blood Bowl weather.

**2D6 Result**


- 11 Pouring Rain:** It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
- 12 Blizzard:** It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

### KICK-OFF

**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.
- 3 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 has managed to stay away, and is able to keep track of the time spent by the players fighting spotlessly; both teams' turn markers are moved forward 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 felt the urge to intervene personally and after the fight is over he decides to try and resume the game from when the fight started. However the referee adjusts the clock back too much so both teams turn markers are moved one space back 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.
- 4 Perfect Defence:** 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.
- 5 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.
- 6 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 re-roll.
- 7 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.
- 8 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.
- 9 Quick Snap!** 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.
- 10 Blitz!** The defence start their drive a fraction before the offence 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.
- 11 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 Armour roll is required.
- 12 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.

**SCATTER CHART (d8)**

1	2	3
4		5
6	7	8

**SIDELINE SCATTER CHART (1d6)**

1-2	3-4	5-6
		
<b>SIDELINE</b>		