

# Pre-Game

## 1. Roll on Weather table

WEATHER TABLE	
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.

## 2. Transfer Gold from Treasury to Petty Cash

Both teams at this point may transfer gold pieces from their team treasury into petty cash. Petty cash may be used during the current match to purchase inducements and adds directly to the team value of the team for this match. The team with the highest team value must declare how much gold he is transferring into petty cash first.

## 3. Take Inducements

An underdog in a match may be given a certain amount of gold that can be used to buy things for the team to help them in the upcoming match. The amount of gold the team receives is equal to the *difference* between the total value of the underdog team and the total value of the opposing team.

Any of the gold that is not spent on Inducements is lost and may not be added to the team treasury. In addition, *either* coach may use gold from their petty cash to purchase Inducements. If the superior opponent wishes to purchase inducements with gold from his Petty Cash, he must do so **before** the underdog purchases any of his inducements. Inducements are selected from the following list:

- Bloodweiser Babes (0-2) - 50,000 gold pieces
- Bribes (0-3) - 100,000 gold pieces

- Extra Team Training (0-4) - 100,000 gold pieces
- Halfling Master Chef (0-1) - 300,000 gold pieces
- Igor (0-1) - 100,000 gold pieces
- Mercenaries (Unlimited) - Various prices
- Star Players (0-2) - Various prices
- Wandering Apothecaries (0-2) - 100,000 gold pieces
- Wizards (0-1) - 150,000 gold pieces

## 4. The Fans

To determine how many fans turn up to support your team, roll 2D6 and add your Fan Factor to the total. Multiply the score by 1,000 to find the number of fans that have turned up to support your team. If the roll for the gate means that your team is being supported by an equal number or fewer fans than the opposition, then your FAME for the match is zero. If you have more fans attending the match than your opponent, your FAME is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your FAME for the match will be +2 instead.

## Setting up the game

Each coach must set up 11 players, or if they can't field 11 then as many players as they have in Reserves, between their end zone and the halfway line, and within the following restrictions:

1. The kicking team always sets up first.
2. No more than two players may be set up in each wide zone (i.e., a maximum of four players may be split wide, two on each flank).
3. At least three players must be set up next to the half way line, on the line of scrimmage.

If you cannot set up 3 players on the Line of Scrimmage you must either concede the match, or carry on playing by placing as many players on the line of scrimmage as possible.

A player that concedes (see page 15) before setting up for a kick-off where he could only field 2 or less players suffers no additional penalties.

## Kick-Off

Place the ball on the pitch  
Scatter ball to determine where the ball is about to land

- Roll on the Kick-Off table
- Resolve the Kick-Off table result
- Bounce/ catch/or touchback the ball

## 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.
- 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 lets the clock run on during the fight; 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 resets the clock back to before the fight started, 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.



### 2D6 Result

- 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.



## MOVING THE TURN MARKER

A coach who is called for an illegal procedure must either end his turn or immediately lose one re-roll, which will count as the use of a team re-roll for the turn if one has not already been used. If the coach chooses to not end his turn and has no re-rolls left, then the opposing coach gains a re-roll. If a coach forgets to move the Turn marker, but rectifies his mistake before the opposing coach spots the error, then he cannot be called for an illegal procedure. If a coach incorrectly calls an illegal procedure then he must lose a re-roll immediately, if he has no re-rolls remaining his opponent gains a re-roll.

## LIST OF ACTIONS

**Move:** The player may move a number of squares equal to their Movement Allowance (MA)

**Block:** The player may make a single block against a player in an adjacent square. Players that are Prone may not perform this Action.

**Blitz:** The player may move a number of squares equal to their MA. He may make one block during the move. The block may be made at any point during the move, and 'costs' one square of movement.

*IMPORTANT:* This Action may not be declared by more than one player per turn.

**Pass:** The player may move a number of squares equal to his MA. At the end of the move the player may pass the ball.

*IMPORTANT:* This Action may not be declared by more than one player per turn.

### Handing-off the ball:

The player may move a number of squares equal to his MA. At the end of the move the player may hand-off the ball.

*IMPORTANT:* This Action may not be declared by more than one player per turn.

### Fouls:

The player may move a number of squares equal to his MA. At the end of the move the player may foul a player who is knocked down.

*IMPORTANT:* This Action may not be declared by more than one player per turn.

## Move

### PICKING UP THE BALL

If a player moves into a square in which the ball is lying, they **must** attempt to pick it up, and – if they wish and are able – carry on moving.

## Block

### Assisting a block

In order to make an assist, the player:

1. Must be adjacent to the enemy player involved in the block, and...
2. Must not be in the tackle zone of any other player from the opposing team, and ...

3. Must be standing, and ...
4. Must have his tackle zones.

## Pass

### Interceptions

One player on the opposing team may attempt to *intercept* a thrown ball. To be able to make an interception, the player must:

have the plastic ruler pass over at least part of the square the intercepting player is standing in, and ...

have a tackle zone, and ...

be closer to the thrower than the thrower is to the target player/square of the pass, and ...

be closer to the target player/square of the pass than the thrower is to the target player/square of the pass.

## Fouls

The coach nominates the victim, and then makes an Armour roll for him. Other players that are adjacent to the victim must assist the player making the foul, and each extra player adds 1 to the Armour roll. Defending players adjacent to the fouler must also give assists to a player that is being fouled. Each defensive assist modifies the Armour roll by -1 per assist. No player from either side may assist a foul if they are in the tackle zone of an opposing player, do not have their tackle zones, or are not standing.

If the Armour and/or Injury roll is a doubles (i.e., two 1s, or two 2s, etc), the referee has spotted the foul, and the player taking the *Foul Action* is sent off to the dungeon that lies under every Blood Bowl pitch.

## Throw-Ins

Roll one D6. The result will show the direction the ball travels in. Then simply roll two D6 to see how many squares the ball will travel in that direction, counting from the square marked with the ball as the first square.

## Turnovers

1. 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
2. A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or
3. 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
4. A touchdown is scored or
5. The four-minute time limit for the turn runs out or
6. A pass attempt is fumbled even if a player from that team catches the fumbled ball or
7. 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  
 8. A player is ejected by the referee for a foul.

## Injuries

INJURY TABLE	
2D6	Result
2-7	<b>Stunned</b> – 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	<b>KO'd</b> – 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	<b>Casualty</b> – 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. <b>In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.</b>

## Apothecary

During a match, an Apothecary may attempt to cure a player who has suffered a Casualty. An Apothecary can be used only once per match. Immediately after the player suffers the Casualty, you can use the Apothecary to make your opponent roll again on the Casualty table (see page 25) and then **you** choose which of the two results to apply. If the player is only Badly Hurt after this roll (even if it was the original Casualty roll) the Apothecary has managed to patch him up and pump him full of painkillers so that the player may be moved into the Reserves box.

## Necromancer

Instead of purchasing an Apothecary, Necromantic and Undead teams use the services of a Necromancer. The Necromancer is free to the team and allows the team **once per a match** to 'Raise the Dead'. If a player on the opposing team with Strength 4 or less that does not have Regeneration or Stunty is killed during the match (after Apothecary attempt if any) then the team **may immediately place a new Zombie player** in the Reserves box of their dugout (this may cause a team to have more than 16 players for the remainder of the match). During Step 5 of Updating Your Team Roster, you may add this player to your roster for free if you have less than 16 players on the team. A free Zombie still counts at full value towards the team value.

★ 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	Nigging Injury
52	Smashed Knee	Nigging 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	-1 ST
	Bone	
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.

*Nigging Injury:* Miss next game as above. In addition, write an 'N' in the Injuries box on the team roster. **Each Nigging 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!

# POST-MATCH SEQUENCE

## 1. Improvement Rolls

At the end of the match, one randomly selected player eligible to play during this match that was not induced and has not been removed from the team by death by the end of the match is awarded a Most Valuable Player award.

★ 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

★ 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

No characteristic may ever be increased by more than 2 points over its starting value or to a value greater than 10.

If the Improvement Roll is a double (e.g. 1,1 or 2,2 etc), you may ignore the result of the Improvement table (even if it was a characteristic increase) and take a skill from any skill category that this player can access from either the Normal or Double column.

★ 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

## 2. Update Team Roster

1. Delete any players that have been killed from the roster, and record any changes to a player's value for improvements.
2. Generate winnings for the match. Each coach rolls a D6 and adds their FAME (see page 18). Your team receives this amount x 10,000 gold pieces as winnings

for the match. If you won or tied the match you receive an additional 10,000 gold pieces. If you won the match you may also choose to reroll your D6, but you must accept the second result even if it is worse than the first. Remember that teams that concede a match do not receive any winnings.

3. Any gold left in petty cash is transferred back to treasury and then each coach must now pay for spiralling expenses through gold in treasury.

★ SPIRALLING EXPENSES TABLE ★			
Team Value	Expenses	Team Value	Expenses
< 1,750,000	0	2,200,000 to 2,340,000	40,000
1,750,000 to 1,890,000	10,000	2,350,000 to 2,490,000	50,000
1,900,000 to 2,040,000	20,000	2,500,000 to 2,640,000	60,000
2,050,000 to 2,190,000	30,000	Continuing in steps of 150,000	+10,000 each

4. If a coach lost or tied the match he should roll 2D6. The winning coach should roll 3d6. If a coach won or tied the match and his roll is greater than his team's current Fan Factor then his team's Fan Factor increases by one point. If the coach lost or tied the match and his roll is less than his team's current Fan Factor then his team's Fan Factor decreases by one point.

5. Each coach must decide if they wish to spend any gold in the team treasury to buy new players and coaching staff for their team, and/or let go (i.e. fire) any team re-rolls, players, or coaching staff from their team who are no longer wanted - however, you don't get your gold back. In addition, each coach can choose to spend gold from their treasury to increase their team's re-rolls. Adding a re-roll costs double the amount shown on the team list, but only adds the basic (un-doubled) cost to the total value of the team.

6. If your team has any Journeymen (**see step 7 below**) on the roster you must either fire them from the team or you may permanently hire them by paying their rookie cost if you have less than 16 players on your roster. If you hire a Journeyman, he loses the Loner skill but may retain any Star Player points he earned or skills learned from Improvement rolls.

7. If your team can only field 10 or less players for the next match, you may bring Journeymen onto your team for free until your team can field 11 players for the next match. **A Journeyman is always a player from a 0-16 allowed position on your team's roster, counts his normal rookie cost towards your total team value, but has the Loner skill as they are unused to playing with your team.** Journeymen may take the total players on your team (including injured players) to more than 16 at this point.

8. Work out the total value of the team and record it on the roster. The value of a team is worked out by adding up the value of the team's players (including extra values for improvements), support staff, team re-rolls, and Fan Factor. Do not include the value of gold in your treasury or any players that will be forced to miss their next match due to injury.