

BLOOD BOWL®

LEAGUE MATCH SEQUENCE

PRE-MATCH SEQUENCE

1. Hire Freebooters, Wizards and Star Players.
2. Roll on Weather Table.
3. Work out the Gate.
4. Work out Handicap.
5. Roll on Handicap Table.
6. Roll for Niggling Injuries.

POST-MATCH SEQUENCE

1. Work out each team's winnings.
2. Allocate MVP's points and make Star Player Rolls.
3. Roll on the Fan Factor Table.
4. Hire new Players.
5. Work out new Team Rating.

HANDICAP ROLL TABLE

Difference in Team Ratings	Number of Rolls
0-10	0
11-25	1
26-50	2
51-75	3
76-100	4
101+	4 + pick a fifth result of your choice

THE GATE

Tournament Semi-Final	+1 per dice
Tournament Final	+2 per dice
The Gate = (One dice per Fan Factor + modifiers) x 1,000	

HANDICAP TABLE (D66)

- 11 **APPEARANCE FEE:** The player on the opposing team with the most Star Player Points has decided that he needs to be paid money to take the field against "those bums." Roll a d6 and multiply the result by 5,000. The result is the number of gold pieces the player must receive before he will take the field. If he isn't paid, he'll sit in the Dugout, refusing to come out until his fee is met or the game ends! The opposing coach may choose to pay the appearance any time after the start of the match if he wishes.
- 12 **EXTRA TRAINING:** Your team has worked long and hard all week for this opponent. You may take an extra Team Re-roll to use for this match only.
- 13 **INTENSIVE TRAINING:** One player is really psyched for this week's match, and has been working very hard preparing for it. Pick a player on your team. He may take one extra skill to use for this match only, just as if he had rolled a New Skill result on the Star Player Table.
- 14 **INSPIRATION:** Watching the opposing team in their previous match has taught one of your players a thing or two. Pick a player on your team and give him an extra MVP. If the additional SPPs are enough to give him a new skill then generate it immediately.
- 15 **I AM THE GREATEST!** Two randomly selected players on the opposing team refuse to be on the pitch at the same time for this match only. Only one may be set up on the field at the start of each drive.
- 16 **UNDER SCRUTINY:** The opposing team may not Foul or use players equipped with Secret Weapons for this match.
- 21 **BAD PRESS:** Libellous stories you have spread cut the opposing team's Fan Factor in half (rounding up) for this match only.
- 22 **BAD HABITS:** The opposing team loses one re-roll for this match only.
- 23 **BIASED REFEREE:** The opposing team count as being under the eyes of the referee for the whole match (i.e. all fouls will be spotted on a 4+)
- 24 **RUNNING LATE:** Agents in your employ manage to delay D6 randomly selected players on the opposing team for this inconvenient match. The players must miss the first drive.
- 25 **GREASED SHOES:** Pick a player on the opposing team. You've paid someone to grease the bottom of their shoes and their agility is reduced to 1 until a touch down is scored or the half ends.
- 26 **ILLEGAL DRUGS:** Declare this special play immediately (now!). You may choose one player in your team to have either +1 ST OR +1 AG for this match only.
- 31 **MORLEY'S REVENGE:** The opposing team's drinks have been spiked with a powerful laxative. D3 randomly selected opposing players have drunk the spiked drink, and must roll a D6 before every kick-off. On a roll of 1-3 they are otherwise engaged and may not take part in this drive. On a roll of 4-6 they may be set up normally.
- 32 **BRIBE THE ANNOUNCERS:** You receive your MVP award before the game starts. If this takes a player up a level, he may roll for his new skill immediately. Note that you don't get a second MVP at the end of the match.
- 33 **SMELLING SALTS:** You make all rolls to move a player from the Knocked Out box to the Reserves box on a roll of 2 or better for this match.
- 34 **SPONSORSHIP DEAL:** Your team is sponsored by Bloodwieser and receives an extra 10,000 gps after the match – but only if you say 'Make Mine A Blood' loudly at the start of every drive!
- 35 **PALMED COIN:** You automatically win the coin toss to start the game
- 36 **SCUTT'S SCROLL OF WEATHER MAGIC:** You have tricked a gullible wizard into parting with a useful scroll. You may pick the weather when the game starts.
- 41 **TEAM ANTHEM:** Add +1 to your Fan Factor for this game only.
- 42 **GRUDGE MATCH:** You may take any number of Foul actions per turn for this match. However you may not foul the same player more than once per team turn.
- 43 **DOOM & GLOOM:** The opposing team is feeling uninspired. For the first half, their Team Re-rolls are cut in half, rounded down.
- 44 **IT WASN'T ME!** One randomly selected player on the opposing team has been getting a little rowdy in anticipation of today's 'cakewalk,' and he's been arrested! He must miss the match.
- 45 **THAT BOY'S GOT TALENT!** In your last match you spotted a talented fan in the stands, and he agrees to play for your team. Add one player at any position to your roster for this match only. The player leaves the roster when the match ends. Note that you may add a 17th player to a match in this fashion.
- 46 **NEWS FEATURE:** The big cablevision networks produce a special news feature about your team of plucky underdogs and their chances in the upcoming match. The extra revenue this generates will allow you to roll 2d6 at the end of the game for your match winnings.
- 51 **BRIBE THE REF:** You may set up 12 players on the field once during the match.
- 52 **IN THE BAG!** The Opposing team is feeling cocky about their chances of winning this match. They can only field the 11 worst players on their team, based on SPP's. This restriction stops for the rest of the match as soon as your team takes the lead.
- 53 **MICKEY FINN:** Pick one member of the opposing team's coaching staff other than the head coach. You have spiked his punch, and he is unavailable this match.
- 54 **STILETTO:** A player of your choice in your team counts as having razor sharp claws for this match only.
- 55 **DUH, WHERE AM I?:** One randomly selected player on the opposing team has been out all night on a bender, and isn't really ready for the game. The Bonehead rule that applies to Ogres applies to the player for this match only.
- 56 **ASSASSIN:** Your team has hired an assassin to take out one of the other team's top guns. Pick a player on the opposing team and make an injury roll for him. The opposing coach may use his Apothecary or Regenerate trait on the player, but an Apothecary used in such a fashion is not available for this match.
- 61 **BRIBE THE REF:** You have taken up a collection to 'convince' the ref that your players are a nice, clean bunch of fellows! You may ignore the first penalty called against your team.
- 62 **KNUCKLEDUSTERS:** A player of your choice in your team counts as having mighty blow for this match only.
- 63 **VIRUS:** A mysterious illness breaks out among the opposing team, knocking out the unhealthiest members of the bunch. Any opposing player with a niggling injury is too sick to show up for this match.
- 64 **THAT BABE'S GOT TALENT!** Your team visits the local tavern the night before the game. One of the exotic dancers displays her, umm, 'talents,' and your players leave her a generous tip. She and a few friends decide to hang out with your team for the day. D6 Cheerleaders join your team for this match only.
- 65 **IRON MAN:** One randomly selected player on your team is determined to play hard for the whole game, no matter what the cost – in fact, he refuses to get injured! If an opposing player beats his armour roll, he is only Stunned.
- 66 **BUZZING!** One of your players has gone heavy on the coffee in anticipation of today's game. For this match only he gains the Jump Up trait and the Frenzy trait, but will automatically fail any attempt to pick up or catch the ball.

MATCH WINNINGS TABLE

The Gate	TEAM RATING									
	1-99	100-125	126-150	151-175	176-200	201-225	226-250	251-275	276-300	301+
0-20,000	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
20,001-40,000	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
40,001-60,000	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
60,001-80,000	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
80,001-100,000	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
100,001-120,000	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
120,001-140,000	+7	+6	+5	+4	+3	+2	+1	0	-1	-2
140,001-160,000	+8	+7	+6	+5	+4	+3	+2	+1	0	-1
160,001+	+9	+8	+7	+6	+5	+4	+3	+2	+1	0

Won Match: +1 Match Winnings = (dice roll + Modifiers) x 10,000.

SKILL & TRAIT CATEGORIES

GENERAL			AGILITY	
Block (S)	Leader (T)	Strip Ball (S)	Catch (S)	Leap (S)
Dauntless (T)	Nerves of Steel (T)	Sure Hands (S)	Diving Catch (S)	Side Step (S)
Dirty Player (S)	Pass Block (S)	Tackle (S)	Diving Tackle (S)	Sprint (S)
Frenzy (T)	Pro (S)		Dodge (S)	Sure Feet (S)
Kick (S)	Shadowing (S)		Jump Up (T)	

PASSING		STRENGTH	
Accurate (S)	Pass (S)	Break Tackle (S)	Multiple Block (S)
Dump-Off (S)	Safe Throw (S)	Guard (S)	Piling On (S)
Hail Mary Pass (S)	Strong Arm (T)	Mighty Blow (S)	Stand Firm (T)

PHYSICAL ABILITIES			RACIAL CHARACTERISTIC	
Big Hand (T)	Horns (T)	Tentacles (T)	Always Hungry	Throw Team-Mate
Claw (T)	Prehensile Tail (T)	Thick Skull (T)	Big Guy	Really Stupid
Extra Arms (T)	Razor Sharp Claws (T)	Two Heads (T)	Bone Head	Regeneration
Foul Appearance (T)	Spikes (T)	Very Long Legs (T)	Hypnotic Gaze	Right Stuff
			Stunty	Wild Animal
			Take Root	

STAR PLAYER POINTS TABLE

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

SPP's	Title	Star Player Rolls	Ageing
0-5	Rookie	None	None
6-15	Experienced	One	3+
16-30	Veteran	Two	4+
31-50	Emerging Star	Three	5+
51-75	Star Player	Four	6+
76-125	Super-Star	Five	7+
126-125	Mega-Star	Six	8+
176+	Legend	Seven	9+

AGEING RESULTS TABLE

2D6	Result
2-8	Gain Nigging Injury.
9	Decrease Players AV by 1 point.
10	Decrease Players MA by 1 point.
11	Decrease Players AG by 1 point.
12	Decrease Players ST by 1 point.

SERIOUS INJURY TABLE

D66	RESULT	EFFECT
11-13	Concussion	Miss next game.
14-16	Broken Ribs	Miss next game.
21-23	Groin Strain	Miss next game.
24-26	Gouged Eye	Miss next game.
31-33	Broken Jaw	Miss next game.
34-36	Fractured Arm	Miss next game.
41-43	Fractured Leg	Nigging Injury.
44-46	Smashed Hand	Nigging Injury.
51-52	Damaged Back	Nigging Injury.
53-54	Smashed Knee	Nigging Injury.
55-56	Pinched Nerve	Nigging Injury.
61	Smashed Hip	-1 MA.
62	Smashed Ankle	-1 MA.
63	Smashed Collar Bone	-1 ST.
64	Broken Neck	-1 AG.
65	Serious Concussion	-1 AV.
66	Fractured Skull	-1 AV.

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. Before each match you must roll one dice per Nigging Injury the player has suffered. On a roll of '1' the player must miss the match.

-1 MA, ST, AG, 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, any injuries that could reduce it further are ignored.

FAN FACTOR TABLE

DICE ROLL	RESULT
1 or less	Fan Factor goes down 1 point.
2-5	Fan Factor stays the same.
6 or more	Fan Factor goes up 1 point.
Won the Match	+1
Lost the Match	-1
Team scored 2+ TDs	+1
Team inflicted 2+ casualties	+1
For every 10 Fan Factors	-1
Tournament Semi-Final	+1
Tournament Final	+2

STAR PLAYER ROLL TABLE

2D6	Result
2-9	New skill.
10	Increase the player's MA by 1 point.
11	Increase the player's AG by 1 point.
12	Increase the player's ST by 1 point.



PLAYER SKILL LIST

TEAMS	General Skills	Agility Skills	Strength Skills	Passing Skills	Physical Abilities
AMAZON					
Linewomen	*				
Catchers	*	*			
Throwers	*			*	
Blitzers	*		*		
CHAOS					
Chaos Warriors	*		*		*
Beastmen	*		*		*
CHAOS DWARF					
Chaos Dwarfs	*		*		
Hobgoblins	*				
DARK ELF					
Linemen	*	*			
Throwers	*	*		*	
Blitzers	*	*			
Witch Elves	*	*			
DWARF					
Long Beards	*		*		
Runners	*			*	
Blitzers	*		*		
Troll Slayers	*		*		
GOBLIN					
Goblins		*			
HALFLING					
Halflings		*			
HIGH ELF					
Linemen	*	*			
Phoenix Warriors	*	*		*	
Lion Warriors	*	*			
Dragon Warriors	*	*			
HUMAN					
Linemen	*				
Catchers	*	*			
Throwers	*			*	
Blitzers	*		*		
LIZARDMEN					
Skinks		*			
Saurus	*		*		
NORSE					
Linemen	*				
Catchers	*	*			
Throwers	*			*	
Blitzers	*		*		
ORC					
Linemen	*				
Throwers	*			*	
Black Orcs	*		*		
Blitzers	*		*		
SKAVEN					
Linemen	*				*
Throwers	*			*	*
Gutter Runners	*	*			*
Storm Vermin	*		*		*
UNDEAD					
Zombies	*				
Skeletons	*				
Ghouls	*	*			
Wights	*				
Mummies	*		*		
WOOD ELF					
Linemen	*	*			
Catchers	*	*			
Throwers	*	*		*	
Wardancers	*	*			