

THE ICKLE BOOK OF

BLOOD BOWL™

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PRE-MATCH SEQUENCE OF PLAY

1. Hire Freebooters, Wizards & Star Players

Either coach is allowed to hire one or more Freebooters at the start of a league match. You may only hire Freebooters for league matches, they may not be used for one-off games. A Freebooter costs half the normal amount of money to hire, but he will only play for one game. For example, a Freebooter Human Blitzer would cost $90,000 \div 2 = 45,000$ gold pieces to hire for one game.

Wizards are also hired at this time. Note the cost for Wizards is not halved! A coach is only allowed to hire Freebooter players that would normally play for his team, so the coach of a Human team could only hire players from the Human team list, or Star Players that will play for Human teams. In addition, any Freebooters that are hired may not take the number of players in the team to more than 16.

Star players may only be hired for a single match when playing league games. The hiring fee of the Star Player is listed

as their second price under the Star Player's cost. This means that the only time you will pay the full cost (or first price listed) for a Star Player is when they are being used as a member of a team in a non-league game.

Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match.

2. The Weather

One coach rolls on the Weather table printed on the Blood Bowl reference sheet to see what the weather will be like for the match.

3. The Gate

In order to work out how many fans attend the match add the fan factor of the two teams taking part together, and then roll a number of D6 equal to the total. Add the scores of the D6 together, and then multiply the score by 1,000 – the result is the number of fans that attend the match.

Add 1 to each D6 for the gate if this is a semi-final match. Add 2 to each D6 for the game if this is a tournament finals match.

4. Handicaps

The lower rated team in a match now receives a number of rolls on the Handicap table, as shown on the chart on the next page.

5. Roll on Handicap Table

Once you know how many Handicap rolls you have you must consult the following table to discover what advantages your team gains for the match. The following 'general rules' apply to

all results rolled on the Handicap table:

- Roll on the table and apply the result immediately if you can. Then make your next roll, and so on until all rolls have been used up. If you are allowed to pick a result then do this after making all of your rolls.
- Re-roll any duplicate results.
- No handicap result may be used more than once.
- The descriptions below tell you when you can use a handicap result and what effect it has on the game.

6. Roll for Niggling Injuries

WEATHER

Weather Table

2	Sweltering Heat: Roll a D6 for each player on the field at the end of a half or after a touchdown is scored. On a 1 the player collapses and may not be set up for the next kick-off.
3	Very Sunny: A -1 modifier on all attempts to pass the ball
4-10	Nice: Perfect Blood Bowl weather.
11	Pouring Rain: A -1 modifier applies to any attempt to catch, intercept, or pick-up the ball.
12	12 Blizzard: Any player attempting to move an extra square (GFI) will slip and fall on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

HANDICAPS

Number of Handicaps						
TR Difference	0-10	11-25	26-50	51-75	76-100	100+
Handicap Rolls	0	1	2	3	4	4 + fifth result of your choice

Handicaps Table

<p>11-12 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.</p> <p>13-14 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.</p> <p>15-16 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.</p> <p>21-22 I AM THE GREATEST!: The two opposing players with the most Star Player Points refuse to be on the pitch at the same time in this match. Only one may be set up on the field at the start of each drive. In case of ties, the coach rolling this result may select the player effected.</p> <p>23-24 BAD PRESS: Libelous stories you have spread cut the opposing team's Fan Factor in half (rounding up) for this match only.</p> <p>25-26 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.</p>	<p>31-32 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.</p> <p>33-34 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.</p> <p>35-36 PALMED COIN: You automatically win the coin toss to start the game. Do not flip the coin.</p> <p>41-42 DOOM & GLOOM: The opposing team is feeling uninspired. For the first half, their Team Re-rolls are cut in half, rounded down.</p> <p>43-44 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.</p> <p>45-46 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 and this player can exceed your normal positional limits.</p>	<p>51-52 DUH, WHERE AM I?: One player of your choice from the opposing team has been out all night on a bender, and isn't really ready for the game. The Bone Head rule that applies to Ogres applies to the player for this match only. This result cannot be given to a player with Big Guy or Bone Head.</p> <p>53-54 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.</p> <p>55-56 KNUCKLEDUSTERS: A player of your choice in your team counts as having mighty blow for this match only.</p> <p>61-62 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.</p> <p>63-64 IRON MAN: A player of your choice in 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 (do not roll for Injury).</p> <p>65-66 BUZZING: A player of your choice in your team 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, intercept or catch the ball.</p>
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KICK OFF

Kick Off Sequence

Place Ball, Roll Kick-Off, Scatter Ball, Resolve Kick-Off Results, Bounce Ball. Ball lands during the Bounce Ball phase, so it cannot be caught, awarded for a touchback, etc., until after you have resolved the results from the Kick-Off table.

Kick Off Table

<p>2 Injury Time: The referee waits to allow for injured players and other debris to be cleared from the field. If the receiving team's turn marker is on turn 4 or earlier, the game is held up so both teams turn markers are moved one space forward along the Turn track. If it is turn 5 through 8, the referee adjusts the clock to give the teams time to finish so both teams turn markers are moved one space back.</p> <p>3 Get the Ref! Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans decide the referee has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against the team whose fans got his predecessor, even if he spots them making a foul. If the score is tied, both teams' fans get the ref and the replacement will not award penalties against either team.</p> <p>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.</p>	<p>5 Cheering Fans: Each coach rolls a D6 and adds their team's fan factor and their number of cheerleaders to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half.</p> <p>6 Bad Kick: The ball scatters a number of squares equal to the roll of two D6 on the kick-off, instead of only one D6.</p> <p>7 Changing Weather: Make a new roll on the Weather table</p> <p>8 Quick Snap! The offense start their drive a fraction before the defence are 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 field.</p> <p>9 Brilliant Coaching: Each coach rolls a D6 and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.</p>	<p>10 Blitz! The defence start their drive a fraction before the offence are ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn where any player not in an enemy tackle zone may take a Move action. One eligible player on the Kicking team may take a Blitz action rather than a Move. Players 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.</p> <p>11 Throw a Rock: Each coach rolls two D6 and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the rock. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and roll for the effects of the injury straight away. No Armour roll is required.</p> <p>12 Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch. If one team has a higher Fan Factor then they may add +1 to each D6 roll. If a roll is 6 or more after modification then the player is Stunned.</p>
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AGILITY ROLLS

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

Passing

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

Fumbles: If the D6 roll for a pass is 1 or less *before or after* modification, then the thrower has fumbled and dropped the ball. The ball will bounce once from the thrower's square, and the moving team will suffer a turnover.

Inaccurate Passes: Roll for scatter three times, one after the other, to see where the ball ends up. Note that each of the Scatter rolls are made separately, so it is possible for the ball to end up back in the target square (though it will be harder to catch). The ball can only be caught in the final square where it ends up – if it scatters through a player's square, then the player is not allowed to try and catch the ball.

Catching

Catching an accurate pass	+1
Catching a missed pass, bouncing ball or throw in	+0
Per opposing tackle zone on the player	-1

Bouncing Balls

If the football is not caught, or the square where it lands is unoccupied (or occupied by a prone player) then it will bounce. Roll for scatter one more time. If the ball bounces into an occupied square, then the player in the square must attempt to catch it. If the player fails to catch the ball, then it will bounce again until it is either caught or bounces into an empty square or off the field. Failing a forced catch (if you blitz the ballcarrier and the ball scatters onto the blitzers square, for instance) does not cause a turnover.

Handoffs

Catching an handoff	+1
Per opposing tackle zone on the player	-1

Interception

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

Picking Up The Ball

If a player moves into a square in which the football is lying, they must attempt to pick it up, and may carry on moving. Players that move into the square with the ball at other times (i.e., when pushed back, etc) can't pick up the ball, and instead it will bounce one square. This does not cause a turnover. 1 before modification always fails and a roll of 6 before modification always succeeds. If the final modified score equals or beats the required roll, then the player succeeds in picking up the ball. Place the ball on the player's base to show that he has picked it up and carry on with the player's turn. If the D6 roll is less than the required total, then the player drops the ball, which will scatter one square. If the player drops the ball then his team suffers a turnover and their team turn ends immediately.

Pick-Up Modifiers

Picking up the ball	+1
Per opposing tackle zone on the player	-1

Dodging

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

THROW-INS

Use the Throw-in template to work out where the ball goes, using the last square the ball crossed before going off as a starting point. If the ball is thrown into a square occupied by a standing player, that player must attempt to catch the ball as described above. If the ball

lands in an empty square or a square occupied by a prone player, then it will bounce. If a throw-in results in the ball going off the field again, it will be thrown-in again, centered on the last square it was in before it left the field. 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. Throw-ins cannot be intercepted.

INJURIES

Injury Table

2-7 Stunned – Leave the player on the field, but turn them face-down. All face-down players are turned face up at the end of their next team turn, even if a turn-over 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 field 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 may return the player to the Reserves box and can use them as normal.

10-12 Casualty – Roll a D6 on the Casualty table.

Casualty Table

1-3 Badly Hurt – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player misses the rest of the game.

4-5 Serious Injury – Place the player in the Dead & Injured Players box. The player must miss the rest of the game. If you are playing a League match, then the player must miss the next game as well. Roll the specific injury on the SI table immediately.

6 Dead! – Take the player off the field 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!

Serious Injury Table

11-36	Miss Next Game
41-56	Niggling Injury
61	-1 MA
62	-1 MA
63	-1 ST
64	-1 AG
65	-1 AV
66	-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.

Niggling 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 D6 per Niggling 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 or below a value of 1. Any injuries that could reduce it further are ignored.

STAR PLAYER POINTS

Star Player Points Table	
Per Passing Completion	1 SPP
Per Casualty	2 SPPs
Per Interception	2 SPPs
Per Touchdown	3 SPPs
Per MVP* award	5 SPPs

*MVP can be awarded to players that died during the match and players that did not play but could have. It cannot be awarded to players who miss game due to injury.

Star Player Table			
SPPs	Title	Skills	Ageing
0-5	Rookie	0	-
6-15	Experienced	1	3+
16-30	Veteran	2	4+
31-50	Emerging Star	3	5+
51-75	Star Player	4	6+
76-125	Super-Star	5	7+
126-175	Mega-Star	6	8+
176+	Legend	7	9+

Star Player Roll Table	
2-9	New Skill
10	+1 MA
11	+1 AG
12	+1 ST
double	Trait, or skill from any category

SKILL AND TRAIT DESCRIPTIONS

Accurate (Passing Skill) The player may add +1 to the D6 roll when he passes the ball.

Big Hand (Physical Trait) A player with big hands will pick up the ball on a D6 roll of 2 or more if they enter a square where the ball is on the ground. No modifiers apply to this D6 roll.

Block (General Skill) The Block skill affects the results rolled with the Block dice.

Blood Lust (Racial Characteristic) Vampires must occasionally feed on the blood of the living. Because of this, roll a D6 whenever a Vampire takes an action. On a 2+ the Vampire may carry out the action as normal. On a '1', however, the Vampire is overcome by the desire to drink Human blood and must carry out the following special Blood Lust action. The Vampire loses their declared action for the turn and must instead take a Move action. If the Vampire finishes the move standing adjacent to one or more standing, prone, or stunned Thralls, he attacks one of them. Immediately roll for injury on the Thrall who has been attacked without making an Armour roll. The injury will not cause a turnover unless the Thrall was holding the ball. If the Vampire is not able to attack a Thrall (for any reason), then he is removed from the field and placed in his team's Reserves box, and his team suffers a Turnover. If he was holding the ball it bounces from the square he occupied when he was removed, and he may not score a Touchdown (even if he gets into the End Zone while holding the ball before being removed). If the Vampire is Knocked Out or Injured before biting a Thrall, then he should be placed in the appropriate box of the Dug Out instead of being placed in the Reserves box. Note that the Vampire is allowed to pick up the football or do anything else they could normally do while taking a Move action, but must bite a Thrall to avoid the Turnover.

Break Tackle (Strength Skill) The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

Catch (Agility Skill) This player is allowed to re-roll the D6 if he fails to catch the ball. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Claw(s) (Physical Trait) A player with a claw may add +2 to the D6 roll to modify an Armour roll caused by a block. The claw may not be used to modify an Armour roll caused by a foul.

Dauntless (General Trait) The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used the coach of the Dauntless player rolls two D6 and adds them together. If the total is greater than the opponent's Strength value, then the Dauntless player's Strength is counted as being equal to his opponent's when he makes the block, before any bonuses for skills and defensive or offensive assists are added. If the total roll is less than or equal to the opponent's Strength value, then the Dauntless player must use his normal Strength for the block.

Dirty Player (General Skill) A player with this skill has trained long and hard to learn every dirty trick in the book. If he fouls an opposing player then add +2 to the Armour or the Injury rolls. Note that this skill can only be used if the player actually makes a foul; it may not be used if he is assisting another player who is making a foul. The Dirty Player skill may be used to modify an Armour or Injury roll for a foul, not both.

Diving Catch (Agility Skill) The player may use this skill if the ball was thrown to him and missed. It allows the player to move one square after the ball has scattered. This move is made after the ball has scattered, but before it hits the ground or can be caught. No Dodge roll is required to make this move. If the move takes the player into the square that the ball is in then he is allowed to try and catch it. Although a player using a Diving Catch ends up on the ground for a moment, because this is a controlled fall he will not be injured and he will almost instantly regain his feet. Therefore the player is **not** knocked over when he uses the skill.

Diving Tackle (Agility Skill) The player may use this skill after an opposing player attempts to Dodge out of his

tackle zone. Place the player using this skill prone in the square vacated by the dodging player, but do not make an Armour or Injury roll for them. The opposing player must then subtract -2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the diving tackle skill, then only one of the opposing players may make a diving tackle. Diving tackle may be used on a re-rolled dodge if not declared for use on the first dodge roll. In addition, if diving tackle is used on the 1st dodge roll, both the -2 modifier and tackle zone still apply to the dodge re-roll.

Dodge (Agility Skill) A player with the Dodge skill is allowed to re-roll the D6 if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per team turn. In addition, the Dodge skill affects the results rolled on the Block dice, as explained in the Blocking rules in the Blood Bowl book.

Dump-Off (Passing Skill) This skill allows the player to make a Quick Pass when an opposing player declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out the pass using the normal rules before the opposing player makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn.

Easily Confused (Racial Characteristic) This player enjoys playing Blood Bowl so much that he can get so engrossed in the game that he often forgets what side he's playing on! The problem is often compounded by the fact that players trying to point out that he's playing on the wrong side will be struck to the ground as soon as they get within this player's earshot. After each touchdown and at the start of the second half roll a D6. On a roll of 1-3 this player will think he's playing for the other team (doh!). Give the model to the opposing coach to set up and he may treat this player as his player until the end of that half or the next touchdown has been scored. In which case roll a D6 again and on a 1-3 This player will swap sides once more –

follow the rules above. The opposing coach may use this player even if this takes his roster above the usual 16 players allowed! Note it is quite possible for this player to swap sides numerous times in the match! Also note you must roll even if this player is in the dugout and/or injured.

Extra Arms (Physical Trait) A player with one or more extra arms may add +1 to all his Catch rolls. This trait does not work on interception attempts.

Foul Appearance (Physical Trait) The player's appearance is so horrible that any opposing player within three squares of him must subtract -1 from the D6 when they pass, intercept, or catch the ball. In addition, any opposing player that wants to block the player must first roll a D6 and score 2 or more. If the opposing player rolls a 1 he is too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

Frenzy (General Trait) A player with Frenzy must always follow an opponent up if they push them back. In addition, if a frenzied player pushes back an opponent without knocking them over, then they must follow up the opponent and then throw another block at them, which is worked out using the normal rules. Frenzy is not used with secret weapon attacks or any other kind of attack other than a straightforward normal block on one opponent! Note that these changes mean that a frenzied player can now only throw ONE additional block per team turn, no matter what the result of the second block. Also note that if the second block pushes the opposing player back then the frenzied player must still follow-up. If the frenzied player is taking a Blitz action and runs out of normal movement, he can stop attacking (i.e., he does not have to throw the additional block), although he can Go For It to throw the block if you want him to – assuming he still has go for it squares left.

Guard (Strength Skill) A player with this skill may assist an offensive or defensive block even if he is in another player's tackle zone.

Hail Mary Pass (Passing Skill) The player may throw the ball to any square on the playing field, no matter what the range; the range ruler is not used. On a roll of 1 the player fumbles the throw, and the ball will scatter once from the thrower's square. On a roll of 2-6 the player may make the pass. The Hail Mary pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! Also note that this skill is very useful when combined with the Diving Catch skill. This skill may not be used in a blizzard.

Horns (Physical Trait) A player with horns may use them to butt an opponent. This adds +1 to the player's Strength when he makes a block.

However, the player may only use this ability as part of a Blitz, and only if he has moved at least one square before he makes the block (standing up at the start of your action does not count!). If the player has the Frenzy trait, then the horns bonus applies on the second block if it applied on the first.

Hypnotic Gaze (Racial Characteristic) The player has a powerful telepathic ability that he can use to stun an opponent into immobility. The player may use the hypnotic gaze at the end of any Move action on one opposing player who is in an adjacent square. Make an Agility roll for the player with hypnotic gaze, with a -1 modifier for each opposing tackle zone on the player with hypnotic gaze other than the victim's. If the Agility roll is successful, then the opposing player loses his tackle zone and may not catch or pass the ball, assist either player on a block or foul, or move voluntarily for the rest of the team turn. If the Agility test is failed, then the hypnotic gaze has no effect.

Jump Up (Agility Trait) This player may stand up for free at the start of any action; he does not have to pay three squares of movement. This means that the player can take a Block action even when he is prone: he can stand up for free at the start of the action.

Kick (General Skill) In order to use this skill the player must be set up on the field when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Assuming all of these conditions are met then the player is allowed to take the kickoff. Because his kick is so accurate, the number of squares that the ball scatters on kick-off is halved, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Leader (General Trait) The player is a natural leader and inspires the rest of the team while he is on the field. Having such a player in the team allows the coach to take a Leader Re-roll counter at the start of the match and at halftime and place it on the Re-roll track along with his Team Re-roll counters. A team may only ever have one Leader Re-roll counter, even it has several players with this skill. The counter is used in exactly the same way as a Team Re-roll counter, but it may only be used if a player with the Leader skill is on the playing field (standing or prone) at the time the counter is used.

Leap (Agility Skill) A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of his normal movement. In order to make the leap, move the player to any empty square 1 to 2 squares from their current square, and then make an Agility roll for the player. No modifiers apply to this D6 roll at all and the player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then they make a perfect jump and

may carry on moving. If the player fails the Agility roll then he falls over in the square that he was leaping to, and the opposing coach may make an Armour roll to see if he was injured. A failed leap counts as a turnover, and the moving team's turn ends immediately. A player may only use the Leap skill once per action.

Mighty Blow (Strength Skill) Add +1 to any Armour or Injury rolls (*not both*) made by a player with this skill. This may only be used to modify an Armour or Injury roll caused by a block. Mighty Blow may not be used to modify an Armour or Injury roll caused by a foul. This skill may not be used by players with a Strength of 2 or less. The strength score comes from the player's position as it is written on the team roster, so a Goblin (St 2) can never use this skill, even if he gains St+1, and a Human Blitz (St 3) can use the skill even if he later loses a point of Strength.

Multiple Block (Strength Skill) The player is allowed to block two opposing players at the same time. The opposing players must be next to the player making the block and adjacent to each other. Their strengths are added together and both suffer the effects of the block equally. Both sides may use assists normally. Players in the tackle zones of both targets of a Multiple Block may not assist the blocking player unless they have Guard. In case of each opponent being pushed back, fully resolve the push back for one opponent before resolving the second opponent's push back.

Nerves of Steel (General Trait) The player may ignore the -1 dice modifier for enemy tackle zones when he attempts to pass, catch or intercept the ball.

Pass (Passing Skill) A player with the Pass skill is allowed to re-roll the D6 if he misses a pass.

Pass Block (General Skill) A player with this skill is allowed to move three squares when the opposing coach announces that one of his players is going to pass the ball. This move is made out of sequence, after the range has been measured, but before any interception attempts have been made. The move may *only* be made if it allows the player to move into a position to attempt an interception, or to put the thrower or catcher in his tackle zone. The opposing coach is not allowed to change his mind about passing the ball after the player with this skill has made his move. The special move is free, and in no way affects the player's ability to move in the following turn. Apart from this, however, the move is made using all of the normal rules, and the player does have to dodge in order to leave opposing players' tackle zones. Pass Block cannot be used against Throw Team Mate.

Piling On (Strength Skill) The player may use this skill after he has made a block, but only if the piling on player is

standing and the victim was knocked over and passed his Armour roll. You may re-roll the Armour roll for the victim. The piling on player is placed prone in his own square -- it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!) If the player has pushed back his opponent before knocking him over, then he must have followed up the block in order to use this skill. Piling On does not cause a turnover unless the piling on player is carrying the ball.

Prehensile Tail (Physical Trait) The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract -1 from the D6 roll if they attempt to dodge out of the player's tackle zone.

Pro (General Skill) A player with this skill is a hardened veteran. Such players are called professionals or Pro's by other Blood Bowl players because they rarely, if ever, make a mistake. Once per team turn, a Pro is allowed to re-roll any one dice roll he has made. However, before the re-roll may be made, his coach must roll a D6. On a roll of 4, 5 or 6 the re-roll may be made. On a roll of 1, 2 or 3 the original result stands and may *not* be re-rolled with a skill or team re-roll; however you can re-roll the Pro roll with a team re-roll. A player cannot use this skill to re-roll an Armour or Injury roll.

Razor Sharp Claws or Fangs (Physical Trait) The player may add +2 to any Injury rolls that he makes. This may only be used to modify Injury rolls caused by a block. They may not be used to modify an Injury roll caused by a foul.

Regeneration (Racial Characteristic) If the player suffers a Casualty result on the Injury Table, then roll a D6 for Regenerate after the roll on the Casualty Table and after any Apothecary roll if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to "re-organize" himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that opposing players still earn Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

Right Stuff (Racial Characteristic) Right Stuff is a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. A player with this Characteristic may be thrown by a large monster with the Throw Team-Mate skill.

Safe Throw (Passing Skill) Roll a D6 if a pass made by the player is successfully intercepted. On a roll of 2 or more the interception is cancelled out. On a roll of 1 the interception takes place as normal.

Shadowing (General Skill) The player may use this skill when the active player on the opposing team moves out of his tackle zone for any reason. Each coach rolls a D6 and adds their own player's movement allowance to the score. If the shadowing player's coach manages to equal or beat the other coach's score, then he may move his player into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own team turn. If the Shadowing player's coach rolls less than the other coach's score then his player is left standing. A player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

Side Step (Agility Skill) This player's coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to **any** adjacent square, not just the three squares shown on the Push Back diagram. The player may not use this skill if there are no open squares on the field adjacent to this player. The coach may choose which square the player is moved to even if the player is knocked over after the push back.

Spikes (Physical Trait) Add +1 to the player's Armour value.

Sprint (Agility Skill) The player may attempt to move up to three extra squares rather than the normal two when Going For It (see page 20). Their coach must still roll to see if the player falls over in each extra square he enters.

Stand Firm (Strength Trait) A player with this skill may choose to never be pushed back as the result of a block. He may completely ignore 'Push Back' results, and 'Knockdown' results always knock the player over in the square where he started. If a player is pushed back into a player with Stand Firm then neither player moves. In addition, the player does not fall over if he fails a Dodge roll. Although the player stays on his feet, he must return to his starting square. His action ends and he may do nothing else that turn. A turnover, however, does not take place.

Strip Ball (General Skill) Player forces any opposing player that he pushes back to drop the ball in the square that they are pushed to, even if the opposing player is not knocked over.

Strong Arm (Passing Trait) Reduce the range by one band (but never lower than 'Quick') when the player passes the ball. For example, a long pass is treated as a Short pass, etc. Strong Arm does not

allow Short range passes with Dump Off or Long passes in a Blizzard.

Stunty (Racial Characteristic) The player may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier). This ability does **not** apply if the player is armed with a secret weapon. Stunty players must increase the range by one category when they make a pass. The opposing coach adds +1 whenever he makes an Injury roll to a stunty player. This is in addition to any other modifiers that might apply.

Sure Feet (Agility Skill) The player may re-roll the D6 if he falls over when trying to Go For It (see page 20). A player may only use the Sure Feet skill once per action.

Sure Hands (General Skill) A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

Tackle (General Skill) Opposing players who are standing in this player's tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a block at them.

Tentacles (Physical Trait) The player may attempt to use this trait when an opposing player attempts to dodge or leap out of his tackle zone. Each coach rolls a D6 and adds their player's ST value to the score. If the result for the tentacled player is higher than the result of the moving player, then the moving player is held firm and may not leave the square or attempt to move any further. If a player attempts to leave the tackle zone of several players that have the Tentacles ability, then only one of the opposing players may attempt to grab him with the tentacles.

Thick Skull (Physical Trait) Roll a D6 if the player is KO'd. On a roll of 4 or more the player shakes off the effects of the injury and it is treated as a Stunned result instead. The player may remain on the playing field and is placed face-down. On a roll of 3 or less the player is placed in the KO'd Players box in the Dugout as normal.

Thrud's Fans (Racial Characteristic) Thrud has a loyal following who will come just to see Thrud play no matter who he plays for and this increases the gate by 3D6x1000. The Team that currently has control of Thrud also gain three points of Fan Factor while Thrud is playing for them.

Two Heads (Physical Trait) Add +1 to all Dodge rolls the player makes.

Very Long Legs (Physical Trait) Add +1 to the player's Movement. In addition, the player is allowed to add +1 to the D6 roll whenever he attempts to intercept the ball.

SKILL AND TRAIT CATEGORIES

Skills and Trait Categories Table					
General	Agility	Passing	Strength	Physical	Racial Characteristics
Block (S)	Catch (S)	Accurate (S)	Breach Tackle (S)	Big Hand (T)	Always Hungry
Dauntless (T)	Diving Catch (S)	Dump-Off (S)	Guard (S)	Claw (T)	Big Guy
Dirty Player (S)	Diving Tackle (S)	Hail Mary (S)	Mighty Blow (S)	Extra Arms (T)	Blood ust
Frenzy (T)	Dodge (S)	Pass (S)	Multiple Block (S)	Foul Appearance (T)	Bone Head
Kick (S)	Jump Up (T)	Safe Throw (S)	Piling On (S)	Horns (T)	Easily Confused
Leader (T)	Leap (S)	Strong Arm (T)	Stand Firm (T)	Prehensile Tail (T)	Hypnotic Gaze
Nerves of Steel (T)	Side Step (S)			Razor Sharp Claws (T)	Nurgle's Rot
Pass Block (S)	Sprint (S)			Spikes (T)	Really Stupid
Pro (S)	Sure Feet (S)			Tentacles (T)	Regeneration
Shadowing (S)				Thick Skull (T)	Right Stuff
Strip Ball (S)				Two Heads (T)	Stunty
Sure Hands (S)				Very Long Legs (T)	Take Root
Tackle (S)					Throw Team-Mate
					Thud's Fans
					Wild Animal

Skills Categories per Position											
Position	General	Agilty	Strength	Pass	Physical	Position	General	Agilty	Strength	Pass	Physical
AMAZON						KHEMRI					
Linewomen	*					Skeleton	*				
Catchers	*	*				Thro-ra	*			*	
Throwers	*			*		Blitz-ra	*		*		
Blitzers	*		*			Mummies	*		*		
BIG GUYS						LIZARDMAN					
Kroxigor			*			Skinks		*			
Beast of Nurgle			*		*	Saurus	*		*		
Minotaur			*		*	NECROMANTIC					
Ogre			*		*	Zombie	*				
Rat Ogre			*		*	Ghoul	*	*			
Treeman			*			Wight	*				
Troll			*			Flesh Golem	*		*		
CHAOS						Werewolf	*	*			
Chaos Warriors	*		*			NORSE					
Beastmen	*		*			Linemen	*				
CHAOS DWARF						Catchers	*	*			
Chaos Dwarves	*		*			Throwers	*			*	
Hobgoblins	*					Blitzers	*		*		
Bull Centaurs	*		*			NURGLE					
DARK ELF						Nurgle Beastmen	*		*		*
Linemen	*	*				Rotters	*		*		*
Throwers	*	*		*		OGRE					
Blitzers	*	*				Ogres			*		
Witch Elves	*	*				Goblins		*			
DWARVES						ORC					
Long Beards	*		*			Linemen	*				
Runners	*			*		Throwers	*			*	
Blitzers	*		*			Black Orcs	*		*		
Troll Slayers	*		*			Blitzers	*		*		
ELF						SKAVEN					
Linemen	*	*				Linemen	*				*
Catchers	*	*				Throwers	*			*	*
Throwers	*	*				Gutter Runners	*	*			*
Blitzers	*	*				Storm Vermin	*		*		*
GOBLIN						UNDEAD					
Goblins		*				Zombies	*				
HALFLING						Skeletons	*				
Halfings		*				Ghouls	*	*			
HIGH ELF						Wights	*				
Linemen	*	*				Mummies	*		*		
Phoenix Warrior	*	*				VAMPIRE					
Lion Warrior	*	*				Thralls	*				
Dragon Warrior	*	*				Vampires	*	*	*		
HUMAN						WOOD ELF					
Linemen	*					Linemen	*	*			
Catchers	*	*				Catchers	*	*			
Throwers	*			*		Throwers	*	*		*	
Blitzers	*		*			War Dancers	*	*			

POST MATCH SEQUENCE

1. Treasury Phase

At the end of a match, each team receives a fee for playing the game from the owner of the stadium where the match was played. The amount received represents the money that is left after all expenses have been paid. Teams with a higher rating get less gold because they have to pay out more money to the players in their team and for other expenses. In order to work out their winnings each coach rolls a D6, and then cross references their team rating with the gate for the match on the Match Winnings table (see below) to see if there is any modifier to the D6 roll. The modified D6 roll is multiplied by 10,000 to see how many gold pieces are added to the team's treasury. If the modified D6 roll was 5, for example, the coach would be allowed to add 50,000 gold pieces to his treasury. The table includes modifiers that will reduce the D6 roll. Treat modified scores of less than 0 as 0.

2. Star Player Rolls

In league matches it is possible for players to earn Star Player points which may give them Star Player rolls at the end of the match. This phase is used by each coach to update the Star Player points the players in their team have earned, and to make any Star Player rolls for the players in their team.

3. Fan Factor

A team's fan factor may not be voluntarily changed once the league has

started. Instead, each coach must roll after every match to see if their fan factor changes. Roll a D6, add or subtract any modifiers, and look up the result on the Fan Factor Table. Any change to the team's fan factor must be recorded on the team roster. There is no limit to how high a team's fan factor may go, but it can never be reduced to less than 1.

Fan Factor Table	
D6	Result
1 or less	FF down 1 point.
2-5	FF stays the same.
6 +	FF up 1 point.

Won the Match	+1
Lost the Match	-1
Team Scored 2+ TDs	+1
Team inflicted 2+ casualties that counted for SPPs	+1
Tournament Semi-Final	+1
Tournament Final	+2
For every 10 Fan Factor	-1

4. Purchases

In this phase the coaches may buy new players for their teams, either as replacement players for any that were killed during the match, or as new players to add to the team. New coaching staff (ie, assistant coaches, cheerleaders, Apothecaries etc) may also be hired. A coach is also allowed to purchase additional Team Re-roll counters for his team. New Team Re-roll counters cost DOUBLE the amount shown on the team list. If a coach hires

a new player for a team that already has 16 players, then one of the old players will have to be retired to make room for him. Simply delete the retired player from the roster and fill the resulting space with the details of the new player. Each player that retires allows the coach to add an extra assistant coach to his team for free. A coach can, if he wishes, retire a player even if they do not have a new player to take his place.

5. Update Team Roster

This phase is used to make sure that both teams' rosters are up to date and filled in correctly. A team's value in gold pieces, total Star Player points, and team rating need to be recalculated at the end of each game, and any notes or points of special interest can be recorded on the team roster at this time. There are spaces on the back of the roster that can be used to keep a record of the results of the matches that a team has played.

Conceding

If one coach concedes the match then the winner gains all of the loser's money (from the game's gate) and his MVP, and may add +2 to his Fan Factor roll. In addition, the loser automatically loses one Fan Factor and may not roll for a new one, and any players in the loser's team that have 51 SPPs or more will leave the team on a D6 roll of 1-3. Roll separately for each player with 51 or more SPPs to see if they leave.

WINNINGS

Winnings Table										
Gate	1-99	100-125	125-150	151-175	176-200	201-225	226-250	251-275	276-300	301+
0 20K	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
20K+1 – 40K	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
40K+1 – 60K	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
60K+1 – 80K	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
80K+1 – 100K	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
100K+1 – 120K	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
120K+1 – 140K	+7	+6	+5	+4	+3	+2	+1	0	-1	-2
140K+1 – 160K	+8	+7	+6	+5	+4	+3	+2	+1	0	-1
160K+	+9	+8	+7	+6	+5	+4	+3	+2	+1	0

Won Match: +1

Match Winnings = (D6 roll + Modifiers) x 10,000

THE PASS SEQUENCE

1. Declare a Pass action, move if desired, and then start the throw.
2. Declare target of the pass and determine range modifier
3. Pass Blockers move if any are eligible to do so.
4. Check for interceptors and roll for possible interception. If intercepted stop here.
5. Roll D6 to throw and minus # of tackle zones, foul appearance, and range modifiers on Thrower from roll.
6. If pass was fumbled, stop here. Otherwise continue.
7. If the throw is Accurate, go to step #8, otherwise scatter 3 times (to represent where the ball will land, not the ball bouncing.) If ball scatters off pitch, go to throw-in.
8. If the ball lands in a square with a player, determine modifiers on Catch and roll for Catch, otherwise scatter the ball one time from the empty square the ball landed in.

TURNOVERS: WHEN...

- 1) A player on the moving team is knocked down or falls over that was not thrown by Throw Team-Mate (Piling On, Diving Catch, and Diving Tackle do not count).
- 2) Pass or hand-off is not caught by player from moving team when ball comes to rest.
- 3) Pass is fumbled. (Throw Team-Mate fumbles are only turnovers when player has ball)
- 4) Player from moving team fails to pick up ball (failed catches aren't automatic turn-overs)
- 5) A player with the ball thrown or attempted to be thrown by Throw Team-Mate fails to land successfully
- 6) A player is ejected by the referee for a foul
- 7) A touchdown is scored
- 8) Four-minute time limit runs out.

A coach that suffers a turnover must end his turn immediately – even if part way through a player's action. The only three exceptions to this is that Armour rolls and injury must still be made for players that have been knocked over, the ball must be scattered until it comes to rest, and your players stunned on previous turns are turned face up.