

# BLOOD BOWL

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## ★ AGILITY TABLE ★

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+
<b>Pick-up Modifiers</b>						
Picking up the ball	+1					
Per opposing tackle zone on the player	-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>Passing Modifiers</b>						
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					
<b>Catching Modifiers</b>						
Catching an accurate pass	+1					
Catching a missed pass, bouncing ball or throw-in	+0					
Catching a hand-off	+1					
Per opposing tackle zone on the player	-1					
Note: you can hand-off to an opponent.						
<b>Interception Modifiers</b>						
Attempting an Interception	-2					
Per opposing tackle zone on the player	-1					
<b>Landing Modifiers</b>						
Pass was accurate	+1					
Per opposing tackle zone on the square where the player lands	-1					

## ★ INJURY TABLE ★

2D6	Result
2-7	<b>Stunned</b> – 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	<b>Minor KO</b> – 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 3-6 you may return the player to the Reserves box and can use them as normal from now on.
10-12	<b>Casualty</b> - Roll a D6 on the Casualty Table

## ★ CASUALTY TABLE ★

2D6	Result
1-3	<b>Badly Hurt</b> – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the game.
4-5	<b>Serious Injury</b> – Take the player off the field and place them in the Dugout 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 all of the next game as well.
6	<b>Dead!</b> – 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

## ★ 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	Niggling Injury
44-46	Smashed Hand	Niggling Injury
51-52	Damaged Back	Niggling Injury
53-54	Smashed Knee	Niggling Injury
55-56	Pinched Nerve	Niggling 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

## ★ BLOCK DICE ★

Symbol	Result
	<b>ATTACKER DOWN:</b> The attacking player is knocked down.
	<b>BOTH DOWN:</b> Both players are knocked down, unless one or both of the players involved has the <b>Block skill</b> . If one player has the Block skill then he is not knocked over by this result, though his opponent will still go down. If both the players have the Block skill then neither player is knocked over.
	<b>PUSHED:</b> The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	<b>DEFENDER STUMBLES:</b> Unless the defender has the Dodge skill he is pushed back and then knocked over. If he does have the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	<b>DEFENDER DOWN:</b> 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.

## ★ KICK-OFF TABLE ★

2D6	Result
2	<b>Injury Time:</b> 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.
3	<b>Get the Ref!</b> 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.
4	<b>Perfect Defence:</b> 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	<b>Cheering Fans:</b> 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 is inspired by their fans cheering and gets an extra re-roll this half.
6	<b>Bad Kick:</b> The ball scatters a number of squares equal to the roll of two D6 on the kick-off, instead of only one D6.
7	<b>Changing Weather:</b> Make a new roll on the Weather table (see page 20).
8	<b>Quick Snap!</b> 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.
9	<b>Brilliant Coaching:</b> 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.
10	<b>Blitz!</b> 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.
11	<b>Throw a Rock:</b> 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.
12	<b>Pitch Invasion:</b> 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.



# BLOOD BOWL

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## ★ 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.

## ★ 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 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

## ★ WEATHER TABLE ★

### D6 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 field at the end of a half or after a touchdown is scored. 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 attempts to pass the ball.
- 4-10 **Nice:** Perfect Blood Bowl weather.
- 11 **Pouring Rain:** It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to any attempt to catch, intercept, or pick-up the ball.
- 12 **Blizzard:** It's cold and snowing! The ice on the field means that 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.

## ★ HANDICAP TABLE ★

### D66 Result

- 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.
- 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.
- 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.
- 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.
- 23-24 **BAD PRESS:** Libelous stories you have spread cut the opposing team's Fan Factor in half (rounding up) for this match only.
- 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.
- 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.
- 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.
- 35-36 **PALMED COIN:** You automatically win the coin toss to start the game. Do not flip the coin.
- 41-42 **DOOM & GLOOM:** The opposing team is feeling uninspired. For the first half, their Team Re-rolls are cut in half, rounded down.
- 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.
- 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.
- 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.
- 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.
- 55-56 **KNUCKLEDUSTERS:** A player of your choice in your team counts as having mighty blow for this match only.
- 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.
- 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).
- 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.

## ★ MATCH WINNINGS ★

The Gate	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= (D6 Roll+Modifiers) x 10,000

## ★ FAN FACTOR TABLE ★

### D6 Result

- 1 or less Fan Factor goes down one point
- 2-5 Fan Factor stays the same
- 6 or more Fan Factor goes up one point

Won the Match .....	+1
Lost the Match .....	-1
Team inflicted 2+ casualties .....	+1
Team scored 2+ TDs .....	+1
Tournament Semi-Final.....	+1
Tournament Final .....	+2
For every 10 Fan Factor .....	-1

## ★ STAR PLAYER ROLL TABLE ★

### D2D6 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.

## ★ STAR PLAYER POINTS TABLE ★

SPPs	Title	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+
126-175	Mega-Star	Six	8+
176+	Legend	Seven	9+

Per Passing Completion .....	1 SPP
Per Casualty .....	2 SPPs
Per Interception .....	2 SPPs
Per Touchdown .....	3 SPPs
Per Most Valuable Player award...	5 SPPs

## ★ SKILLS & TRAIT CATEGORIES ★

### GENERAL

- Block (S) Pass Block (S)
- Dauntless (T) Pro (S)
- Dirty Player(S) Shadowing (S)
- Frenzy (T) Strip Ball (S)
- Kick (S) Sure Hands (S)
- Leader (T) Tackle (S)
- Nerves of Steel (T)

### AGILITY

- Catch (S) Leap (S)
- Diving Catch (S) Side Step (S)
- Diving Tackle (S) Sprint (S)
- Dodge (S) Sure Feet (S)
- Jump Up (T)

### PASSING

- Accurate (S) Pass (S)
- Dump-Off (S) Safe Throw (S)
- Hail Mary (S) Strong Arm (T)

### STRENGTH

- Break Tackle (S) Multiple Block (S)
- Guard (S) Piling On (S)
- Mighty Blow (S) Stand Firm (T)

### PHYSICAL

- Big Hand (T) Razor Sharp Claws (T)
- Claw(s) (T) Spikes (T)
- Extra Arms (T) Tentacles (T)
- Foul Appearance (T) Thick Skull (T)
- Horns (T) Two Heads (T)
- Prehensile Tail (T) Very Long Legs (T)

### RACIAL CHARACTERISTICS

- Always Hungry Really Stupid
- Big Guy Regeneration
- Blood Lust Right Stuff
- Bone Head Stunty
- Easily Confused Take Root
- Hypnotic Gaze Throw Team-Mate
- Nurgle's Rot Thrud's Fans
- Wild Animal

## ★ AGEING RESULTS TABLE ★

### D2D6 RESULT

- 2-8 Gain Niggling 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.