

# BLOOD BOWL FURY RULES

## REFERENCE SHEET



### INJURY TABLE 2D6 RESULT

2 - 7	Stunned, leave the player on the pitch, but turn him face-down.
8 - 9	<b>KO'd</b> , take the player off the pitch and place him in the Dugout in the KO'd Players box.
10 - 12	<b>Casualty</b> , take the player off the pitch and place him in the Dugout in the Dead & Injured Players box.

### CASUALTY TABLE

D6 + D8	Result	Effect
11 - 38	Badly Hurt	No long term effect
41	Broken Ribs	Miss next game
42	Groin Strain	Miss next game
43	Gouged Eye	Miss next game
44	Broken Jaw	Miss next game
45	Fractured Arm	Miss next game
46	Fractured Leg	Miss next game
47	Smashed Hand	Miss next game
48	Pinched Nerve	Miss next game
51	Damaged Back	Niggling Injury (MNG)
52	Smashed Knee	Niggling Injury (MNG)
53	Smashed Hip	- 1 MA (MNG)
54	Smashed Ankle	- 1 MA (MNG)
55	Serious Concussion	- 1 AV (MNG)
56	Fractured Skull	- 1 AV (MNG)
57	Broken Neck	- 1 AG (MNG)
58	Smashed Collar Bone	- 1 ST (MNG)
61 - 68	DEAD	Dead!

### THE GATE

Each team's fans =	$(2 \times D6 + FF) \times 10,000$
More fans than opponent =	FAME + 1
Twice as many or more fans than opponent =	FAME + 2

### WINNINGS

Winnings =	$(1 \times D6 + FAME) \times 10,000$ gold coins
Won or tied the match:	+ 10,000 gold coins
Winner may reroll, but must accept the second result.	

### FAN FACTOR

Lost or tied the match:	Roll 2 x D6
Won the match:	Roll 3 x D6
Won or tied and result > FF:	FF increases by 1
Lost or tied and result < FF:	FF decreases by 1

### AGILITY TABLE

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

### DODGING MODIFIERS

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

### PICK-UP MODIFIERS

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

### PASSING MODIFIERS

Throwing a Quick Pass	+ 1
Throwing a Short Pass	$\pm 0$
Throwing a Long Pass	- 1
Throwing a Long Bomb	- 2
Per opposing tackle zone on the player	- 1

### CATCHING MODIFIERS

Catching a hand-off	+ 1
Catching an accurate pass	+ 1
Catching a missed pass, kick-off, bouncing ball or throw-in.	$\pm 0$
Per opposing tackle zone on the player	- 1

### INTERCEPTION MODIFIERS

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

### TROW TEAM-MATE MODIFIERS

Throwing a Team-Mate at Quick Pass range	$\pm 0$
Throwing a Team-Mate at Short Pass range	- 1
Per opposing tackle zone on the throwing player	- 1

### LANDING MODIFIERS

Landing	$\pm 0$
Per opposing tackle zone on the square that the player is landing in.	- 1

### LEAGUE MATCH SEQUENCE

1. Pre-Match Sequence
  1. Roll on Weather table
  2. Transfer Gold from Treasury to Petty Cash
  3. Take Inducements
2. The Match
  1. Work out the number of Fans and FAME
  2. Receiving Team's Turn
  3. Kicking Team's Turn
  4. Etc...
3. Post-Match Sequence
  1. Improvement Rolls
  2. Update Team Roster



### KICK-OFF TABLE 2 x D6 RESULT

**2 GET THE REF:** Each team receives one additional Bribe to use during this game.

**3 RIOT:** If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space. If the receiving team has not yet taken a turn both teams' turn markers are moved forward one space. Otherwise roll a **D6**. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.

**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. 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, as long as the square is unoccupied.

**6 CHEERING FANS:** Each coach rolls a **D3** and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the highest score gets an extra reroll this half. If both teams have the same score, then both teams get a reroll.

**7 CHANGING WEATHER:** Make a new roll on the Weather table. 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 and the number of assistant coaches on their team to the score. The team with the highest total score gets an extra team rerolls this half. In case of a tie both teams get an extra team rerolls.

**9 QUICK SNAP!** The offence starts their drive a fraction of time before the defence is ready. 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 starts their drive a fraction of time before the offence is ready. 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 rerolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.

**11 THROW A ROCK:** Each coach rolls a **D6** and adds their FAME 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 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.

### WEATHER TABLE 2 x 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 pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.

**3 VERY SUNNY:** A glorious day, but the blinding sunshine causes a **-1** modifier on all passing rolls.

**4-10 NICE:** Perfect Blood Bowl weather.

**11 POURING RAIN:** It's raining, making the ball slippery and difficult to hold. A **-1** modifier applies to all catch, intercept, or pick-up rolls.

**12 BLIZZARD:** It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

### PASS RANGES CHART

Komplement vid passning där mätningen med Range Ruler är osäkert.

13	B	B												
12	B	B	B	B	B									
11	B	B	B	B	B									
10	L	L	L	B	B	B	B	B	B					
9	L	L	L	L	L	B	B	B	B	B				
8	L	L	L	L	L	L	L	B	B	B	B			
7	L	L	L	L	L	L	L	L	B	B	B			
6	S	S	S	S	L	L	L	L	L	B	B	B		
5	S	S	S	S	S	L	L	L	L	B	B	B		
4	S	S	S	S	S	S	L	L	L	L	B	B	B	
3	Q	Q	S	S	S	S	S	L	L	L	B	B	B	
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B	
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
	0	1	2	3	4	5	6	7	8	9	10	11	12	13

<b>T</b>	Throwers Square	<b>Q</b>	Quick Pass Range
<b>S</b>	Short Pass Range	<b>L</b>	Long Pass Range
<b>B</b>	Long Bomb Pass Range		

### 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 2 x D6 RESULT

2 - 9	New skill
10	+ 1 MA or + 1 AV or a New skill
11	+ 1 AG or a New skill
12	+ 1 ST or a New skill

## VALUE MODIFIERS TABLE

+ 20,000	New Skill
+ 30,000	Skills that can only be taken on a double
+ 30,000	+1 MA or +1 AV
+ 40,000	+1 AG
+ 50,000	+1 ST

## SPIRALLING EXPENSES

TEAM VALUE	EXPENSES
< 1 700 000	0
1 700 000 to 1 890 000	10,000
1 900 000 to 2 090 000	20,000
2 100 000 to 2 290 000	30,000
2 300 000 to 2 490 000	40,000
2 500 000 to 2 690 000	50,000
2 700 000 ≤ ∞	60,000

## SKILL CATEGORIES CHART

GENERAL		AGILITY	
Block	Pass Block	Catch	Leap
Dauntless	Pro	Diving Catch	Side Step
Dirty Player	Shadowing	Diving Tackle	Sneaky Git
Fend	Strip Ball	Dodge	Sprint
Frenzy	Sure Hands	Jump Up	Sure Feet
Kick	Tackle		
Kick-Off Return	Wrestle		

PASSING		STRENGTH	
Accurate	Nerves Of	Break Tackle	Multiple Block
Dump-Off	Steel	Grab	Piling On
Hail Mary	Pass	Guard	Stand Firm
Pass	Safe Throw	Juggernaut	Strong Arm
Leader		Mighty Blow	Thick Skull

MUTATION		
Big Hands	Foul Appearance	Two Heads
Claw/Claws	Horns	Very Long Legs
Disturbing	Prehensile Tail	
Presence	Tentacles	
Extra Arms		

EXTRAORDINARY		
Always Hungry	Fan Favourite	Secret Weapon
Animosity	Hypnotic Gaze	Stab
Ball & Chain	Loner	Stakes
Blood Lust	No Hands	Stunty
Bombardier	Nurgle's Rot	Take Root
Bone-head	Really Stupid	Throw Team-Mate
Chainsaw	Regeneration	Titchy
Decay	Right Stuff	Wild Animal

## INDUCEMENT DESCRIPTIONS

**0-2 Bloodweiser Babes (50,000 gp):** The team gains a +1 modifier to recover from KO'd for this match.

**0-3 Bribes (100,000 gp/50,000 gp for Goblin teams):** Each bribe allows a team to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.

**0-4 Extra team Training (100,000 gp):** Each extra team training session allows the team to take one extra Team re-roll that may be used for this match only.

**0-1 Halfling Master Chef (300,000 gp/100,000 gp for Halfling teams):** Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dugout that they lose a Team Re-roll (but only if they have any left to lose).

**0-1 Igor (100,000 gp):** Any team that cannot purchase a permanent apothecary can hire an Igor. An Igor may only be used once per a game to re-roll one failed Regeneration roll for a player.

**Unlimited Mercenaries (varies):** A Mercenary costs 30,000 more than an ordinary player of his position, look at blood bowl competition rules for more information.

**0-2 Star Players (varies):** Look at blood bowl competition rules for more information.

**0-2 Wandering Apothecaries (100,000 gp):** Any team may hire a Wandering Apothecary or two to help your team, if the team can normally purchase a permanent apothecary. Only one Apothecary may be used to re-roll each Casualty roll.

**0-1 Wizard (150,000 gp):** A team may hire a Wizard to help them during the match. Once per game, the Wizard is allowed to cast either a **Fireball** spell or a **Lightning Bolt** spell. Wizards may only cast spells at the start of their own turn before any player performs an action or immediately after their own team's turn has ended even if it ended with a turnover.

**Fireball:** Choose a target square anywhere on the pitch. Roll a **D6** to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the blast. Make an Armour roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down, then the moving team does not suffer a turnover unless the player was carrying the ball.

**Lightning Bolt:** Pick a standing player anywhere on the pitch, and roll a **D6**. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.

