



BLOOD BOWL

LABS

REFERENCE SHEET

INJURY TABLE

2D6 Result

2-7 Stunned 8-9 KO'd 10-12 Casualty

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 | 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 = (2D6 + FF) x 10,000

More fans than opponent = FAME +1

Twice as many or more fans than opponent = FAME +2

WINNINGS

Winnings = (1D6 + FAME) x 10,000 gold pieces

Won or tied the match: +10,000 gold pieces

Winner may re-roll, but must accept the second result

FAN FACTOR

Lost or tied the match: roll 2D6

Won the match: roll 3D6

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 | +0 |
| Throwing a Long Pass | -1 |
| Throwing a Long Bomb | -2 |
| Per opposing tackle zone on the player | -1 |

Catching Modifiers

| | |
|---|----|
| Catching an accurate pass | +1 |
| Catching a hand-off..... | +1 |
| Catching a missed pass, kick-off, bouncing ball or throw-in | +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 | -1 |
| Throwing a Team-Mate at Quick Pass range..... | +1 |
| Per opposing tackle zone on the player | -1 |

Landing Modifiers

| | |
|---|----|
| Landing..... | +0 |
| Per opposing tackle zone on the square that the player is landing in..... | -1 |

LEAGUE MATCH SEQUENCE

1. Pre-Match Sequence

- Roll on Weather table
- Transfer Gold from Treasury to Petty Cash
- Take Inducements
- Work out the Gate and FAME

2. The Match

3. Post-Match Sequence

- Allocate MVPs and make Improvement Rolls
- Delete dead players from roster
- Generate Winnings
- Transfer Gold from Petty Cash to Treasury
- Pay spiralling expenses
- Update team's Fan Factor

FURY BBL



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 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 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 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 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

2D6 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 (GF!) 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.

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 |
| 176-300 | Legend | Six |
| 301-450 | Mega Legend | Seven |
| 451+ | Myth | Eight |

IMPROVEMENT ROLL TABLE

2D6 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 |

