

BLOOD BOWL REFERENCE SHEET

WEATHER TABLE

- 2D6 Result**
- 2 Sweating Heat:** D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserve box. They must miss the next drive.
- 3 Very Sunny:** Apply a -1 modifier every time a player tests against their Passing Ability.
- 4-10 Perfect Conditions:** Perfect Blood Bowl weather!
- 11 Pouring Rain:** Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or to attempt to interfere with a pass.
- 12 Blizzard:** Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

CASUALTY TABLE

- D16 Result**
- 1-6 Badly Hurt:** The player misses the rest of this game, but suffers no long term effect.
- 7-9 MNG**
- 10-12 Niggling Injury and MNG**
- 13-14 Characteristic reduction and MNG**
- 15-16 This player is far too dead to play Blood Bowl!**

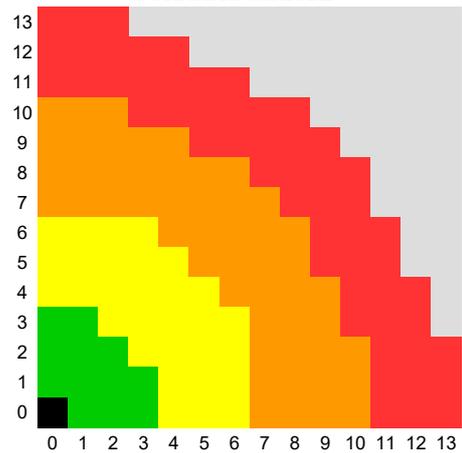
LASTING INJURY TABLE

D6	Lasting Injury	Characteristic Reduction
1-2	Head Injury	-1 AV
3	Smashed Knee	-1 MA
4	Broken Arm	-1 PA
5	Neck Injury	-1 AG
6	Dislocated Shoulder	-1 ST

PRAYERS TO NUFFLE TABLE

- D16 Result**
- 1 Treacherous Trapdoor:** Until the end of this half, every time any player enters a trapdoor square, for any reason, roll a D6. On a roll of 1, the trapdoor falls open and the player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd. If the player was in possession of the ball, it bounces from the trapdoor square.
- 2 Friends with the Ref:** Until the end of this drive, you may treat a roll of 5 or 6 on the Argue the Call table as a „Well, When You Put It Like That...“ result and a roll of 2 – 4
- 3 Stiletto:** Randomly select one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this drive, that player gains the Stab trait.
- 4 Iron Man:** Choose one player on your team that is available to play during this drive and that does not have the Loner(X+) trait. Until the end of this game, that player improves their AV by 1, to a maximum of 11+.
- 5 Knuckle Duster:** Choose one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this drive, that player gains the Mighty Blow (+1) skill.
- 6 Bad Habits:** Randomly select D3 opposition players that are available to play during this drive and that do not have the Loner (X+) trait. Until the end of this drive, those players gain the Loner (2+) trait.
- 7 Greasy Cleats:** Randomly select one opposition player that is available to play during this drive. That player has had their boots tampered with! Until the end of this drive, their MA is reduced by 1.
- 8 Blessed Statue of Nuffle:** Choose one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains the Pro skill.
- 9 Moles under the Pitch:** Until the end of this half, apply a -1 modifier every time any player attempts to Rush an extra square(-2 should it occur that both coaches have rolled this result).
- 10 Perfect Passing:** Until the end of this game, any player on your team that makes a Completion earns 2 SPP, rather than the usual 1 SPP.
- 11 Fan Interaction:** Until the end of this drive, if a player on your team causes a Casualty by pushing an opponent into the crowd, that player will earn 2 SPP exactly as if they had caused a Casualty by performing a Block action.
- 12 Necessary Violence:** Until the end of this drive, any player on your team that causes a Casualty earns 3 SPP, rather than the usual 2 SPP.
- 13 Fouling Frenzy:** Until the end of this drive, any player on your team that causes a Casualty with a Foul action earns 2 SPP exactly as if they had caused a Casualty by performing a Block action.
- 14 Throw a Rock:** Until the end of this drive, should an opposing player Stall, at the end of their team turn you may roll a D6. On a roll of 5+, an angry fan throws a rock at that player. The player is immediately Knocked Down.
- 15 Under Scrutiny:** Until the end of this half, any player on the opposing team that commits a Foul action is automatically seen by the referee, even if a natural double is not rolled.
- 16 Intensive Training:** Randomly select one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains a single Primary skill of your choice.

PASSING RANGE



BLOOD BOWL REFERENCE SHEET

2D6 Result

KICK-OFF TABLE

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| <p>2 Get the Ref: Each team gains a free Bribe Inducement.</p> <p>3 Time-out: If the kicking team's turn marker is on turn 6, 7 or 8 for the half, both coaches move their turn marker back one space. Otherwise, both coaches move their turn marker forward one space.</p> <p>4 Solid Defence: D3 + 3 Open players on the kicking team may be removed and set up again in different locations.</p> <p>5 High Kick: One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in.</p> <p>6 Cheering Fans: Both coaches roll a D6 and add the number of cheerleaders. The coach with the highest total may immediately roll on the Prayers of Nuffle table. In case of a tie, neither coach rolls on the Prayers to Nuffle table.</p> <p>7 Brilliant Coaching: Both coaches roll a D6 and add the number of assistant coaches. The coach with the highest total gains one extra team re-roll for the drive ahead. In the case of a tie, neither coach gains an extra team re-roll.</p> | <p>8 Changing Weather: Make a new roll on the Weather table and apply that result. If the weather conditions are „Perfect Conditions“ the ball will scatter before landing.</p> <p>9 Quick Snap: D3 + 3 Open players on the receiving team may immediately move one square in any direction.</p> <p>10 Blitz: D3 + 3 Open players on the kicking team may immediately activated. One Blitz action, a Throw Team-mate action and Move actions are allowed. If a player Falls Over or is Knocked Down the Blitz ends immediately.</p> <p>11 Officious Ref: Both coaches roll a D6 and add their Fan Factor. The loser randomly selects one of their players on the pitch. On a tie, both coaches randomly select a player. Roll a D6. On a roll of 2+, the player becomes Stunned. On a roll of 1, the player is Sent-off.</p> <p>12 Pitch Invasion: Both coaches roll a D6 and add their Fan Factor to the result. The loser randomly selects D3 of their players on the pitch. In case of a tie, both coaches select D3 players on the pitch. All selected players become Stunned.</p> |
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ADVANCEMENT TABLE

	Randomly select a Primary skill	Choose a Primary skill or randomly select a Secondary skill	Choose a Secondary skill	Randomly select a characteristic improvement
Experienced (first adv.)	3 SPP	6 SPP	12 SPP	18 SPP
Veteran (second adv.)	4 SPP	8 SPP	14 SPP	20 SPP
Emerging Star (third adv.)	6 SPP	12 SPP	18 SPP	24 SPP
Star (fourth adv.)	8 SPP	16 SPP	22 SPP	28 SPP
Super Star (fifth adv.)	10 SPP	20 SPP	26 SPP	32 SPP
Legend (sixth adv.)	15 SPP	30 SPP	40 SPP	50 SPP

VALUE INCREASE TABLE -->

New Skills	Value Increase
Randomly selected Primary skill	+10,000 gp
Chosen Primary skill	+20,000 gp
Randomly selected Secondary skill	+20,000 gp
Chosen Secondary skill	+40,000 gp
Characteristic Improvement	Value Increase
+1 AV	+10,000 gp
+1 MA or +1 PA	+20,000 gp
+1 AG	+40,000 gp
+1 ST	+80,000 gp

CHARACTERISTIC IMPROVEMENT TABLE

D16 Result

- 1-7** Improve either MA or AV by 1 (or choose a Secondary skill).
- 8-13** Improve either MA, PA or AV by 1 (or choose a Secondary skill).
- 14** Improve either AG or PA by 1 (or choose a Secondary skill).
- 15** Improve either ST or AG by 1 (or choose a Secondary skill).
- 16** Improve a characteristic of your choice by 1.

SKILL CATEGORIES (RANDOM SELECTION)

1 st D6	2 nd D6	Agility	General	Mutations	Passing	Strength
1-3	1	Catch	Block	Big Hand	Accurate	Arm Bar
	2	Diving Catch	Dauntless	Claws	Cannoneer	Brawler
	3	Diving Tackle	Dirty Player (+1)	Disturbing Presence	Cloud Burster	Break Tackle
	4	Dodge	Fend	Extra Arms	Dump-off	Grab
	5	Defensive	Frenzy	Foul Appearance	Fumblerooskie	Guard
	6	Jump Up	Kick	Horns	Hail Mary Pass	Juggernaut
4-6	1	Leap	Pro	Iron Hard Skin	Leader	Mighty Blow (+1)
	2	Safe Pair of Hands	Shadowing	Monstrous Mouth	Nerves of Steel	Multiple Block
	3	Sidestep	Strip Ball	Prehensile Tail	On the Ball	Pile Driver
	4	Sneaky Git	Sure Hands	Tentacles	Passing	Stand Firm
	5	Sprint	Tackle	Two Heads	Running Pass	Strong Arm
	6	Sure Feet	Wrestle	Very Long Legs	Safe Pass	Thick Skull

EXPENSIVE MISTAKES

D6	100,000 to 195,000 gold pieces	200,000 to 295,000 gold pieces	300,000 to 395,000 gold pieces	400,000 to 495,000 gold pieces	500,000 to 595,000 gold pieces	600,000+ gold pieces
1	Minor Incident	Minor Incident	Major Incident	Major Incident	Catastrophe	Catastrophe
2	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Major Incident	Catastrophe
3	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Major Incident
4	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident
6	Crisis Averted	Minor Incident				

Crisis Averted: Thanks to some careful management, your team behaves itself for once!

Minor Incident: The team gets up to some mischief and you lose D3 x 10,000 gold pieces from your Treasury.

Major Incident: Half the gold in your Treasury (rounding down to the nearest 5,000 gold pieces) is lost to an unfortunate mishap.

Catastrophe: Your Treasury is emptied, except for 2D6 x 10,000 gold pieces which you sensibly squirreled away for just such an occurrence.