

# BLOOD BOWL REFERENCE SHEET 2

## (SEASONAL WEATHER TABLES)

### NORMAL WEATHER

#### 2D6 Result

- 2 **Sweltering Heat:** Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.
- 3 **Very Sunny:** A glorious day, but the clear skies and bright sunlight interfere with the Passing game! Apply a -1 modifier every time a player tests against their Passing Ability
- 4-10 **Perfect Conditions:** Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.
- 11 **Pouring Rain:** A torrential downpour leaves the players soaked and the ball very slippery! 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:** Freezing conditions and heavy falls of snow make the footing treacherous. 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.

### SPRING WEATHER

#### 2D6 Result

- 2 **Morning Dew:** The pitch is dew-covered from the cold of night, making everything a little slippery. Apply a -1 modifier every time a player attempts to Rush an extra square.  
Additionally apply a -1 modifier every time a player makes an Agility test to pick up the ball.
- 3 **Blossoming Flowers:** The flowers are blooming, the tree sap is pumping and the pollen count is high, forcing the hay fever-afflicted referee to seek shelter indoors. Whilst this weather condition is ineffect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.
- 4-10 **Perfect Conditions (well, almost):** It's not quite warm but then again, it's not quite cold – ideal weather for a game of Blood Bowl!
- 11 **Misty Morning:** A haze of thick mist has descended upon the pitch, greatly reducing visibility. Players can move only a maximum of six squares, although they may still Rush as normal.  
Additionally, only Quick and Short pass actions can be performed.
- 12 **High Winds:** The winds are whistling through the stadium and the players can barely hear each other. Roll a D6 each time a player on your team wishes to use a team re-roll. On a roll of 2+ , you may use a team re-roll as normal. On a 1, a team re-roll cannot be used.

### SUMMER WEATHER

#### 2D6 Result

- 2 **Sweltering Heat:** Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.
- 3 **Melting Astrogranite:** It's not just the players that are affected by the hot weather – even the pitch is melting! It might be the heat, or it might be the sticky footing, but the players are certainly struggling to move! The number of squares a player can attempt to Rush is reduced by one (to a minimum of one).
- 4-10 **Perfect Conditions (well, almost):** It's still hot, but not as hot as it has been lately!  
A (tolerable) warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.
- 11 **Blinding Rays:** No cloud cover in the clear, blue skies and the relentless glare of the sun leaves the players squinting and shading their eyes. Apply a -1 modifier every time a player tests against their Passing Ability.  
Additionally, only Quick and Short pass actions can be performed.
- 12 **Monsoon:** A sudden burst of torrential rain and high winds hits the pitch, making the ball slippery and erratic. 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.  
Additionally, when the ball scatters, it moves from the square in which it was placed four times before landing, rather than the usual three.

## AUTUMN WEATHER

### 2D6 Result

- 2 Leaf-strewn Pitch:** Huge drifts of leaves have piled up at regular intervals across the pitch. It looks terrible, but they're soft to land on!
- When a player Falls Over or is Knocked Down, the coach of the opposing team must apply a -1 modifier when making an Armour roll against them.
- 3 Autumnal Chill:** Winter is fast approaching and players are reluctant to leave the comfortable warmth of the dugout. During the End of Drive sequence, apply a -1 modifier when rolling to see if a player recovers from being KO'd.
- 4-10 Perfect Conditions (well, almost):** It's not quite warm but then again, it's not quite cold – ideal Blood Bowl weather! A pleasant autumn afternoon provides perfect conditions for Blood Bowl.
- 11 Pouring Rain:** A torrential downpour leaves the players soaked and the ball very slippery! 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 Strong Winds:** If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:
- | D8  | Wind Direction   |
|-----|--|
| 1-2 | Towards the kicking team's End Zone.                   |
| 3-4 | Towards the receiving team's End Zone.                 |
| 5-6 | Towards the Sideline to the left of the kicking team.  |
| 7-8 | Towards the Sideline to the right of the kicking team. |

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template. Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

## WINTER WEATHER

### 2D6 Result

- 2 Cold Winds:** The fans are shivering in the stands as a viciously cold wind blows steadily down the pitch- Apply a -1 modifier every time a player tests against their Passing Ability. Players also find it harder to get motivated and get back on the pitch. Additionally, during Step 2 of the End of Drive sequence, apply a -1 modifier when rolling to see if any player in the Knocked-out box recovers.
- 3 Freezing:** A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). When a player Falls Over or is Knocked Down, the coach of the opposing team must apply a +1 modifier when making an Armour roll against them.
- 4-10 Perfect Conditions (well, almost):** It's rather chilly and it's threatening to rain (or snow), but considering the time of the year, the conditions are almost perfect for Blood Bowl.
- 11 Heavy Snow:** The snow is several feet deep, making it very difficult indeed to run up and punch someone! When a player performs a Block action as part of a Blitz action (but not on it's own), their Strength characteristic is reduced by 1 when comparing their Strength against the Strength of the target of the Block action.
- 12 Blizzard:** Freezing conditions and heavy falls of snow make the footing treacherous. 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.



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