

BLOOD BOWL LIVING RULEBOOK 6.0 RESUME

PREMATCH SEQUENCE

- 1) roll 2D6 on the Weather table
- 2) Transfer Gold from Treasury to Petty Cash
- 3) Take inducements:
 - a) Bloodweiser Babes (0-2): 50000 gp
 - b) Bribes (0-3): 100000 gp
 - c) Extra Team Training (0-4): 100000 gp
 - d) Halfling Master Chef (0-1): 300000 gp
 - e) Igor (0-1): 100000 gp
 - f) Mercenaries (Unlimited): various price
 - g) Star player (0-2): various prices
 - h) Wandering Apothecaries (0-2): 100000 gp
 - i) Wizards (0-1): 150000 gp
- 4) Work out the number of Fans and FAME:
 - a) Number of Fans: $(2D6 + \text{Fan Factor}) \times 1000$
 - b) If you have more fans than opponent: +1 FAME for the match
 - c) If you have twice as many or more fans than opponent: +2 FAME for the match
- 5) Determine sequence of play

★ STAR PLAYER POINTS TABLE		
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 TABLE ★	
2D6	Result
2-9	New skill
10	Increase the player's MA or AV characteristic by 1 point or a New skill
11	Increase the player's AG characteristic by 1 point or a New skill
12	Increase the player's ST characteristic by 1 point or a New skill

If doubles are rolled: ignore the result of the Improvement table and take a skill from any skill category (Normal or Double column)

POST-MATCH SEQUENCE

- 1) Improvement rolls
 - a) allocate MVP
 - b) update Star Player Points (SPP)
 - c) if necessary roll on the improvement table for the players who levelled up
- 2) Update Team Roster
 - a) delete dead players
 - b) if it is the case, modify a levelled up player's value
- 3) Generate winnings for the match c):

every coach gets: $(1D6 + \text{FAME}) \times 10000$ gp + **10000 if you won or tied the match.** The winner can reroll the dice
- 4) Spiralling expenses
 - a) each coach must now pay for spiralling expenses (0 expenses up to a TV of 1'749'499)
- 5) Modify Fan Factor
 - if a coach lost or tied rolls 2D6, while the winner rolls 3D6
 - if a coach won or tied and the roll is greater than his current value, his fan factor increases by one point
 - if a coach lost or tied the match and the roll is lower than his current value, his fan factor decreases by one point
- 6) Gold transfer from Petty Cash to Treasury
 - a) buy/fire new players, re-rolls (double-cost)
 - b) hire/fire the journeyman: if hired for the rookie cost he loses the Loner skill but may retain any SPP he earned or skills learned from improvement rolls
- 7) If you have 10 or less players YOU MAY bring Journeymen (player from 0-16 or 0-12). A Journeyman counts his normal rookie cost toward your team value BUT HAS THE LONER SKILL.
- 8) Work out the total value of the team

WEATHER TABLE	
2D6	Result
2	<i>Sweltering Heat:</i> 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	<i>Very Sunny:</i> A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	<i>Nice:</i> Perfect Blood Bowl weather.
11	<i>Pouring Rain:</i> It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	<i>Blizzard:</i> 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.

INJURY AND CASUALTY

INJURY TABLE	
2D6	Result
2-7	Stunned – Leave the player on the pitch, but turn him face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn he is Stunned. Once face-up he may stand up on any subsequent turn using the normal rules.
8-9	KO'd – Take the player off the pitch and place him 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 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you must return the player to the Reserves box and can use him as normal from now on.
10-12	Casualty – Take the player off the pitch and place him in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.

★ 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
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar	-1 ST
	Bone	
61-68	DEAD	Dead!

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

Niggling Injury: Miss next game as above. In addition, write an 'N' in the injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury roll made against this player.

-1 MA, ST, AG, and AV: Miss next game as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points or below a value of 1. Any injuries that could reduce it further are ignored.

Dead! – Take the player off the pitch 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 another team!

KICK OFF

KICK-OFF TABLE			
2D6	Result	2D6	Result
2	<i>Get the Ref:</i> 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 he can be more easily persuaded to look the other way. Each team receives 1 additional Bribe to use during this game. A Bribe allows you 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 (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.	7	<i>Changing Weather:</i> Make a new roll on the Weather table (see page 20). 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.
3	<i>Riot:</i> The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and 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.	8	<i>Brilliant Coaching:</i> Each coach rolls a D3 and adds their FAME (see page 18) 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.
4	<i>Perfect Defence:</i> 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.	9	<i>Quick Snap!</i> The offence start their drive a fraction of time 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.
5	<i>High Kick:</i> 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.	10	<i>Blitz!</i> The defence start their drive a fraction of time 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.
6	<i>Cheering Fans:</i> Each coach rolls a D3 and adds their team's FAME (see page 18) 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 re-roll.	11	<i>Throw a Rock:</i> 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 (see page 18) 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	<i>Pitch Invasion:</i> Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) 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.

Kick off sequence:

- 1) place the ball onto the pitch
- 2) scatter the ball (1 D8 for direction and 1D6 for distance)
- 3) Roll on the kick-off table
- 4) the ball bounces
- 5) (touchback)

Ball into crowd:

- 1) D6 for direction
- 2) 2D6 for distance counting from the square where the ball was before leaving the pitch

TABELLA AGILITÀ

AGILITÀ DEL GIOCATORE	1	2	3	4	5	6+
Lancio richiesto con 1D6	6+	5+	4+	3+	2+	1+
Un lancio non modificato di "1" è sempre un fallimento, ed un tiro non modificato di "6" è sempre un successo						

MODIFICATORI LANCI	
Passaggio Veloce Quick Rápido	+1
Passaggio Corto Short Corto	+0
Passaggio Lungo Long Largo	-1
Passaggio Bomba Bomb Bomba Larga	-2
Per ogni zona di tackle avversaria in cui si trova il giocatore che lancia	-1
MODIFICATORI DOVUTI ALLE SKILL	
ACCURATO Accurate Precisión	+1 al D6 quando lancia
BRACCIO FORTE Strong Arm Brazo Fuerte	+1 al D6 quando lancia Corto, Lungo o Bomba
LANCIO DISPERATO Hail Mary Pass Pase a lo Loco	Sempre inaccurato, disperde tre volte, non può essere intercettato né usato durante la Bufera di Neve
LANCIO SICURO Safe Throw Pase Seguro	Se intercettato, si può ripetere il lancio usando solo l'Agilità pura se riesce l'intercetto è annullato. È fumble solo con 1, con altri risultati la palla non cade
NERVI D'ACCIAIO Nerves of Steel Nervios de Acero	Ignora le zone di placcaggio avversarie quando lancia o riceve
PASSARE Pass Pasar	Si può ripetere un lancio fallito
SCARICARE Dump-off Pase Precipitado	Il giocatore può effettuare un passaggio Veloce prima di subire un Blocco

MODIFICATORI LANCIARE COMPAGNI	
Passaggio Veloce Quick Rápido (lancio senza ulteriori modificatori FUMBLE con 2)	+0
Passaggio Corto Short Corto (lancio senza ulteriori modificatori FUMBLE con 3)	-1
Passaggio Lungo Long Largo	NON PERMESSO
Passaggio Bomba Bomb Bomba Larga	NON PERMESSO
Per ogni zona di tackle avversaria in cui si trova il giocatore che lancia il compagno E in cui si trova il quadrato di atterraggio del compagno lanciato	-1
*sempre inaccurato: il giocatore lanciato scatterà 3 volte	
*un Fumble non è un Turnover automatico; il compagno cade nel suo quadrato originale, lanciare per vedere se cade in piedi	
*non può essere intercettato	
*se il compagno lanciato finisce in un quadrato occupato, atterrare immediatamente il giocatore che lo occupa, che deve effettuare un tiro armatura (anche se disteso o stunned), e continuare a scatterare il compagno lanciato fino a quando non finisce in una casella vuota o fuori dal campo. (cioè non può Atterrare più di un giocatore)	

MODIFICATORI INTERCETTI	
Tentare un intercetto	-2
Per ogni zona di tackle avversaria in cui si trova il giocatore che intercetta	-1
MODIFICATORI DOVUTI ALLE SKILL	
BRACCIA IN PIÙ Extra Arms Brazos Adicionales	+1
GAMBE LUNGHE Very Long Legs Piernas Muy Largas	+1
NERVI D'ACCIAIO Nerves of Steel Nervios de Acero	Ignora le zone di placcaggio avversarie

MODIFICATORI RACCOLTA PALLA	
Raccogliere la palla	+1
Per ogni zona di tackle avversaria in cui si trova la palla	-1
MODIFICATORI DOVUTI ALLE SKILL	
MANONA Big Hand Mano Grande	Ignora le zone di placcaggio avversarie e/o Diluvio
BRACCIA IN PIÙ Extra Arms Brazos Adicionales	+1

MODIFICATORI RICEZIONE (PALLA O BOMBE)	
Ricevere un Lancio Accurato o un Hand-off	+1
Ricevere un Lancio non Accurato, un Rimbalzo o una Rimessa Laterale	+0
Per ogni zona di tackle avversaria in cui si trova il giocatore che riceve	-1
MODIFICATORI DOVUTI ALLE SKILL	
BRACCIA IN PIÙ Extra Arms Brazos Adicionales	+1
NERVI D'ACCIAIO Nerves of Steel Nervios de Acero	Ignora le zone di placcaggio avversarie
RICEZIONE IN TUFFO Diving Catch Recepción Heroica per Ricevere un Lancio Accurato nel proprio quadrato	+1

MODIFICATORI SMARCARSI	
Tentare di Smarcarsi	+1
Per ogni zona di tackle avversaria in cui si trova il quadrato dove vuole andare il giocatore che si smarca	-1