

Blood Bowl Quick Reference (As it Should Have Been!)

Pre-Match

Weather Table, Abbreviated

2d6	Result
2	Sweltering Heat: D3 random players sent to Reserves each drive end
3	Very Sunny: -1 to all Pass tests
4-10	Perfect
11	Pouring Rain: -1 to catch, pickup, intercept
12	Blizzard: -1 to Rush, max pass Short

Inducements (p89)

Highest-Lowest TV

NB no +50k for Away team!

Lowest TV after inducements may roll on

PTN Table

[SP Cards?]

Prayers to Nuffle Table, Abbreviated (p39)

d16	Result
1	Treacherous Trapdoor: This Half, player entering TD square falls in on 1. Treat as Crowd Pushed.
2	Friends with the Ref: This drive, Argue Call on 5-6, Don't Care 2-4
3	Stiletto: Pick random non-Loner on your team, gets Stab this drive
4	Iron Man: Choose a non-Loner, gets +1 AV for rest of game, max 11+
5	Knuckle Dusters: Choose a non-Loner, gets Mighty Blow +1 this drive
6	Bad Habits: D3 random opposition non-Loners gain Loner 2+ this drive
7	Greasy Cleats: Random opposition player gets -1 MA this drive
8	Blessed Statue of Nuffle: Choose a non-Loner, gets Pro for rest of game
9	Moles under the Pitch: -1, cumulative, to all Rush this half
10	Perfect Passing: Earn 2 SPP per Completion for rest of game
11	Fan Interaction: If you Push into Crowd this drive, earn 2 SPP
12	Necessary Violence: Earn 3 SPP per Casualty this drive
13	Fouling Frenzy: Earn 2 SPP per Foul this drive
14	Throw a Rock: If Opposition stalls this drive, Knock Down on 5+
15	Under Scrutiny: Any opposition that Fouls this half is automatically seen
16	Intensive Training: Random non-Loner gains Primary skill of choice for rest of game

One roll per 50k difference in CTV

Fans

1d3 + Dedicated Fans x 1,000 for fans

Kick Off

Flip for Kick – Kicking Team Sets Up First

Choose the Kicking Player – not on Scrim or side zones

Place the Ball

Deviate the Ball

Roll on Kick-Off Table

Ball Comes Down and Bounces

Kick-Off Table, Abbreviated (p41)

2d6	Result
2	Get the Ref: Each team gains a Bribe, p91, this game only
3	Time-Out: If kicker is on Turn 6+, both back 1 space; otherwise forward 1 space
4	Solid Defence: d3+3 Open kicking team players may be set up again
5	High Kick: One Open receiving player may be moved under the ball
6	Cheering Fans: Roll-off D6+Cheerleaders; winner rolls PTN
7	Brilliant Coaching: Roll-off D6+Ast Coaches, winner extra re-roll <i>next drive</i> . If a tie, no effect.
8	Changing Weather: Re-roll Weather, if <i>Perfect</i> , ball scatters extra square
9	Quick Snap: D3+3 Open receiving players may move 1 square
10	Blitz: D3+3 Open kicking players may Move, Blitz or Pass
11	Officious Ref: Roll-off D6+FF, loser selects random player (both on tie) D6, 1 Sent Off, 2+ Prone and Stunned
12	Pitch Invasion: Roll-off D6+FF, loser selects D3 random players (both on tie), Prone and Stunned

Actions in the Turn

Move (p44)

Stand Up 3 squares; if not enough MA, 4+

Jumping Prone/Stunned Players (p45)

Target square must be empty

Uses MA, test AG

-1 per Marking player (highest of marking source or target square)

No Dodge required if marked

Failed AG, Fall Over in target. Nat 1, Fall Over in source

Pass (p48)

Check Range and Target

Test for Accuracy

-1 per marking player

-1 Short, -2 Long, -3 Long Bomb

Accurate or Natural 6; lands in target square

Failed – scatters from target square

Modified 1 (Wildly) – deviates from thrower

Natural 1 or “-” – bounces from thrower

Interfere with Pass (p50)

Accurate Pass: -3

Inaccurate: -2

Wildly: -1

-1 if Marked

Success is Deflection, may attempt to Catch

Catch (p51)

Accurate or Handoff: no modifier

Convert Deflection, catch bouncing,

thrown by crowd or scattered/deviated: -1

Per Marking player: -1

Throw Team-Mate (p52)

As Pass, max Short range

Pass/Nat 6: Superb

Fail: Success, scatters

Modified 1: Terrible; deviates from

thrower

Nat 1 or “-”: Fumble; dropped, bounces from thrower, attempt to Land

Landing (p54)

Superb: No modifier

Success or Fumble: -1

Terrible: -2

-1 per player Marking target square

Failure: Fall Over

Occupied Square – occupier Knocked Down

Block (p56)

Into the Crowd: Roll an Injury

Blitz (p44/56)

Foul (p63)

Armour roll, +1 per Assist

Turnovers Caused By

Active player falls over

Active Player knocked down or placed prone

Active Player forced off pitch

Failed Pickup

Fumbled Pass, even if caught by Active

Pass or Hand-Off not caught or goes to

Opposition

Thrown Team-Mate with ball fails to land or

eaten

Player sent off

Armour Rolls (p29)

2D6 >= AV

Injury Table, Abbreviated (p60)

2d6	2D6 Stunty	Result
2-7	2-6	Stunned
8-9	7-8	KO
	9	Badly Hurt, no Casualty
10+	10+	Casualty

Casualty Table, Abbreviated (p61)

d16	Result
1-6	Badly Hurt
7-9	Seriously Hurt: MNG
10-12	Serious Injury: NI, MNG
13-14	Lasting Injury: ChrRed & MNG
15-16	Dead!

+1 per current NI

Lasting Injury Table, Abbreviated (p61)

d6	Result
1-2	Head: -1 AV
3	Ankle: -1 MA
4	Arm: -1 PA
5	Neck: -1 AG
6	Shoulder: -1 ST

Characteristic Maxima/Minima (p28)

Stat	MA	ST	AG	PA	AV
Max	9	8	1+	1+	11+
Min	1	1	6+	6+	3+

Deviate, Scatter, Bounce, Throw-In (p25)

Deviate: D6 squares D8 direction

Scatter: 1 square 3 times, D8 direction, only catchable on the last

Bounce: 1 square D8 direction

Throw-in: 2d6 squares, template direction

End of Match

Tally SPP (p70)

Action	SPP
Complete Pass/Throw Team-mate	1
Deflect Pass	1
Intercept Pass	2
Casualty	2
Touchdown	3
MVP (random player, bleh)	4

Outcome and Winnings

Total Fans /2 + your TDs x 10,000

Dedicated Fans

Winner: D6 >= Dedicated for +1

Loser: D6 < Dedicated for -1

Draw: No changes

Spending SPP (p71)

	Random Primary	Random Secondary	Choose Secondary	Random Stat
First Adv	3	6	12	18
Second	4	8	14	20
Third	6	12	18	24
Fourth	8	16	22	28
Fifth	10	20	26	32
Sixth	15	30	40	50
TV+	10k	20k	40k	v

Char	TV Increase
AV	10,000
MA, PA	20,000
AG	40,000
ST	80,000

Characteristic Improvement Table (p71)

d16	Result
1-7	MA or AV or choose a Secondary
8-13	MA, PA or AV or choose a Secondary
14	AG or PA or choose a Secondary
15	ST or AG or choose a Secondary
16	Free choice of Characteristic

No Characteristic can be improved more than twice

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Skill Upgrade Selection (p74)

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	Pass	Stand Firm
	5	Sprint	Tackle	Two Heads	Running Pass	Strong Arm
	6	Sure Feet	Wrestle	Very Long Legs	Safe Pass	Thick Skull

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