

- Bloodweiser Babes (0-2) - 50,000 gold pieces
- Bribes (0-3) - 100,000 gold pieces
- Extra Team Training (0-4) - 100,000 gold pieces
- Halfling Master Chef (0-1) - 300,000 gold pieces
- Igor (0-1) - 100,000 gold pieces
- Mercenaries (Unlimited) - Various prices
- Star Players (0-2) - Various prices
- Wandering Apothecaries (0-2) - 100,000 gold pieces
- Wizards (0-1) - 150,000 gold pieces

WEATHER TABLE

2D6	Result
2	<i>Sweating 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.

★ 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+	Legend	Six

INJURY TABLE

2D6	Result
2-7	Stunned – Leave the player on the pitch, but turn them 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 they are Stunned. Once face-up they may stand up on any subsequent turn using the normal rules.
8-9	KO'd – Take the player off the pitch and place them 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 they must remain in the KO'd box and may not be used, although you may roll again for them at the next kick-off. On a roll of 4-6 you must return the player to the Reserves box and can use them as normal from now on.
10-12	Casualty – Take the player off the pitch and place them 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.

★ SKILL CATEGORIES ★

GENERAL		AGILITY	
Block	Pass Block	Catch	Leap
Dauntless	Pro	Diving Catch	Side Step
Dirty Player	Shadowing	Diving Tackle	Sneaky Git
Fend	Strip Ball	Dodge	Sprint
Frenzy	Sure Hands	Jump Up	Sure Feet
Kick	Tackle		
Kick-Off Return	Wrestle		
PASSING		STRENGTH	
Accurate	Nerves of Steel	Break Tackle	Multiple Block
Dump-Off	Pass	Grab	Piling On
Hail Mary Pass	Safe Throw	Guard	Stand Firm
Leader		Juggernaut	Strong Arm
		Mighty Blow	Thick Skull
MUTATION			
Big Hand	Foul Appearance	Tentacles	
Claw / Claws	Horns	Two Heads	
Disturbing Presence	Prehensile Tail	Very Long Legs	
Extra Arms			
EXTRAORDINARY			
Always Hungry	Hypnotic Gaze	Stab	
Ball & Chain	Loner	Stakes	
Blood Lust	No Hands	Stunty	
Bombardier	Nurgle's Rot	Take Root	
Bone-head	Really Stupid	Throw Team-Mate	
Chainsaw	Regeneration	Titchy	
Decay	Right Stuff	Wild Animal	
Fan Favourite	Secret Weapon		

★ 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

★ 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 TABLE

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 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	<i>Riot:</i> 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	<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.
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.
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.



2D6	Result
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.
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.
9	<i>Quick Snap!</i> 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	<i>Blitz!</i> 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	<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.

FANS: 2D6 + FF * 1.000

**FAME: +0 weniger Fans
+1 mehr Fans
+2 doppelt so viele**

★ IMPROVEMENT ROLL 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

★ SPIRALLING EXPENSES TABLE ★

Team Value	Expenses	Team Value	Expenses
< 1,750,000	0	2,200,000 to 2,340,000	40,000
1,750,000 to 1,890,000	10,000	2,350,000 to 2,490,000	50,000
1,900,000 to 2,040,000	20,000	2,500,000 to 2,640,000	60,000
2,050,000 to 2,190,000	30,000	Continuing in steps of 150,000	+10,000 each

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

- 1 für jede Tacklezone
- 2 für Interception
- 1 für Dodge, Pick-Up
- +1 für Catch Accurate Pass, Hand-Off
- +0 für Catch Missed, Kick-Off, Bouncing or Throw-In