

Blood Bowl Reference Guide – The One Pager

v0.95, 23 February 2017

<http://bit.ly/bbrefguide>

SEQUENCE OF PLAY DZ 23 GW 12 CRP 7

Sequence of Play may be impacted by League Rules

Pre-Match	<ul style="list-style-type: none"> Roll on the Weather Table Choose Inducements DZ 23 CRP 69 Draw Special Play Cards DZ 6 GW 25 Roll for Fans / figure FAME GW 24 CRP 18
Match	<ul style="list-style-type: none"> Flip for the Kick – winner decides Kick-Off – receiving team begins turn Play! – 8 turns/player per half alternating
Post-Match (League Use Only)	<ul style="list-style-type: none"> MVP Rolls DZ 21 CRP 26 Record Fortune & FAME DZ 24 CRP 29 REGISTER MATCH RESULTS ONLINE Prepare for the Next Match

WINTER WEATHER

2D6	Result	Effect
2	HOWLING WINDS	-1 TO PASS, WIND SCATTER 2D3 IN WIND DIRECTION
3	FREEZING	+1 TO ARMOUR ROLL WHENEVER A PLAYER IS KNOCKED DOWN
4-10	BRISK	No effect
11	HEAVY SNOW	-1 ST ON BLITZ ACTION
12	BLIZZARD	Go For It fails on roll of 1 or 2, only quick/short passes

* WIND DIRECTION IS ESTABLISHED BY DICKING OFF, WIND DIRECTION TOWARDS LOOSER, RE-ROLL TIES.

KICK-OFF GW 27 CRP 19

2D6	Result	Effect
2	Get the Ref	Each team +1 bribe
3	Riot	Turn marker impacted
4	Perfect Defense	Kicking team reorganizes
5	High Kick	Move player under ball
6	Cheering Fans	D3 for + FAME, winner reroll
7	Changing Weather	Reroll Weather, ball scat +1
8	Brilliant Coaching	D3 for + FAME, winner reroll
9	Quick Snap!	Receiving team move one
10	Blitz!	Kicking team bonus turn
11	Throw a Rock	D6 + FAME, loser rock hit
12	Pitch Invasion	All players roll for Stunned

AGILITY

Agility Table						
Player's AG	1	2	3	4	5	6+
D6 Die Roll	6+	5+	4+	3+	2+	1+

Dodging

+1	When making a Dodge roll
-1	Per opposing tackle zone on the square that the player is dodging to

Picking Up The Ball

+1	When attempting to pick up the ball
-1	Per opposing tackle zone on the player

Passing

+1	Quick Pass
0	Short Pass
-1	Long Pass
-2	Long Bomb
-1	Per enemy tackle zone on the player throwing the ball

Catching

+1	Catching an accurate pass
0	Catching a scattered pass, bouncing ball, kick off, high kick, or throw in
-1	Per enemy tackle zone on the player catching the ball

Handing-Off

+1	Catching a hand-off
-1	Per opposing tackle zone on the receiver

Interceptions

-2	Attempting an Interception
-1	Per opposing tackle zone on the player attempting to intercept the ball

INJURIES GW 17 CRP 11

2D6	Result	Description
2-7	Stunned	Turn the player face down until next turn
8-9	KO'ed	Remove player from pitch, add to KO'ed box of Dugout
10-12	Casualty	Remove player from pitch, add to Dead & Injured box of Dugout

CASUALTIES DZ 20 CRP 25

D6+D8	Result	Effect
11-38	Badly Hurt	Out
41	Broken Ribs	MNG
42	Groin Strain	MNG
43	Gouged Eye	MNG
44	Broken Jaw	MNG
45	Fractured Arm	MNG
46	Fractured Leg	MNG
47	Smashed Hand	MNG
48	Pinched Nerve	MNG
51	Damaged Back	NI
52	Smashed Knee	NI
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 Bone	-1 ST
61-68	DEAD	Dead!

- All Casualties are out for remainder of the match
- MNG: Missed Next Game, all rolls 41+
- NI: Niggling Injury, MNG +1 on die roll for all future injury rolls
- Stat losses are limited to 2 points per attribute and cannot go below value of 1

FAN FACTOR & FANS GW 24, 26 CRP 18

- Fan Factor represents how popular the team is
- Teams start with a Fan Factor of 0, can purchase additional points for 10,000 Gold Pieces, up to nine points, each point adds 10,000 to Team Value (TV)
- Before kickoff, each team must roll to determine how many fans show up to the game, roll 2D6 and multiply by 1,000 and add 1,000 per fan factor to determine how many of your fans show up
- FAME is your Fan Advantage Modifier, and impacts results on the Kick-off Table and Post-Game winnings
- If you have an equal or less number of fans than your opponent, your FAME is 0
- If you have more fans than your opponent, your FAME is +1
- If you have twice as many fans or more than your opponent, your FAME is +2

STAR PLAYER POINTS GW 26 CRP 26

Star Player Points (SPP) Table

1 SPP	• Passing Completion
2 SPP	• Casualty • Interception
3 SPP	• Touchdown
5 SPP	• Awarded MVP

- Method for determining MVP may be League specific

Regular Throwing Ranges

13	B	B												
12	B	B	B	B	B									
11	B	B	B	B	B	B	B							
10	L	L	L	B	B	B	B	B						
9	L	L	L	L	L	B	B	B	B					
8	L	L	L	L	L	L	B	B	B	B				
7	L	L	L	L	L	L	L	B	B	B				
6	S	S	S	S	L	L	L	L	B	B	B			
5	S	S	S	S	S	L	L	L	B	B	B			
4	S	S	S	S	S	S	L	L	L	L	B	B	B	
3	Q	Q	Q	S	S	S	S	L	L	L	B	B	B	
2	Q	Q	Q	S	S	S	S	S	L	L	L	B	B	
1	Q	Q	Q	Q	S	S	S	S	S	L	L	L	B	B
0	T	Q	Q	Q	S	S	S	S	S	L	L	L	B	B

- T Thrower's Square
- Q Quick Pass
- S Short Pass
- L Long Pass
- B Long Bomb