

# BLOOD BOWL RULE BOOK



SEASON 12

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# BOBBA

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Bergen-Os Blood Bowl Association. The Committee consists of Managers from the Bobba League. These Managers elect new members. The Committee is not chosen by democratic means. It chooses itself between seasons. People can voice an interest in joining in, but it is up to the Committee to decide who is in.

The purpose of the Committee is to clarify rules, design new rules, settle debates, enforce penalties and fines, to maintain the league schedule and tables, and to consider suggestions of change from non-Committee members.

The Committee reserves the right to modify or introduce new or improved guidelines to ensure the continuing operation and welfare of the association, and the managers satisfaction. The Committee has to ensure that the schedules are kept and league and cup matches, relegation and promotion matches are played on time. The Committee is also responsible for sponsorship deals, economic management, publicity, promotion, public relations, and the nomination of, ordering of, production of, and presentation of prizes connected to the various division, cups, player rewards, and the likes.

Under presentation of new suggestions or ideas as to the continued running and well being of the league, cup or other associated event, the Committee reserves the right to rework any suggestion that any non Committee member may present to them.

The Committee has an obligation to interview and evaluate any new applicants for membership in the league, cup or any other associated event.

The Committee has the right to examine managers' knowledge of the rules at any point in the season.

The Committee has to be totally loyal to its cause, and thus not except any bribery, shady offers, or other subversive activities presented as an attempt to gain favours or other benefits for teams. The Committee will clamp down upon offenders with an iron fist of authority, and if needed, force-sell players. The Committee may use opportunities that may undertake preventative measures against undermining, sabotage or all types of subversive misinformation.

It is the Committee's responsibility to collect and to check referee sheets after matches.

If anybody who reads this rulebook has any ideas, comments, or questions, please do not hesitate to contact us. You can contact our "Keeper of Records":

Ronny Hagen med minst en god hjelper  
epost: morgil@start.no

BOBBA does not mean any plagiarism from any game system that is referred to, either in spirit, names, or in rules. If you find it offensive, then please don't take it personally, and don't continue to use them. They are not meant as anything serious!

## **Bobba Membership**

These membership regulations are presented in norwegian to make sure that as many as possible will understand them.

### **Medlemsbetingelser for Bergen-Os Bloodbowl Association**

#### **Overdragelse av medlemskap**

Medlemskapet er personlig og kan ikke overdras til annen.

#### **Spilling på eget ansvar**

Det er enighet om at spilling skjer på eget ansvar. Undertegnede er ansvarlig for at han/hun er fysisk og psykisk skikket til å takle det press som oppstår ved å være medlem. Klubben fraskriver seg ansvar for tap og skader på person eller gjenstander som oppstår under eller som følge av spillet, herunder tap og skader på klær og personlige eiendeler.

#### **Medlemsplikter og utestegning**

Er medlemmet i betalingsmislighold mister det retten til å spille kamper inntil betaling er foretatt. En slik nekting av spilling gir ingen rett til oppsigelse av medlemskapet fra medlemmets side.

Medlemmet plikter å følge de anvisninger og regler som komiteen gir.

Ved overtredelse som regnes som vesentlig mislighold av avtalen, kan klubben etter forutgående skriftlig advarsel bringe medlemskapet til opphør uten plikt til å foreta refusjon av innbetalt kontingent. En eventuell resterende del av kontingenten vil i et slikt tilfelle umiddelbart forfalle til betaling.

#### **Aldersgrense**

Aldersgrense for medlemskapet er satt til 16 år, og medlemmer under 18 år skal ha medlemskapet bekreftet av foresatte. Foresatte skal da undertegne denne avtalen sammen med medlemmet.

Medlemmer under 16 år kan kun delta sammen med foresatte.

#### **Diverse**

Ved purringer ilegges purregebyr. Kroner femti p.r. purring/faktura.

Har man ikke betalt innen utgangen av andre samling i sesongen, regnes det som for sen betaling.

Har man ikke betalt hele sesongen innen sesongen er ferdig, vil komiteen diskutere medlemmets medlemskap.

Ved store økonomiske problemer, kan man få betalingsutsettelse. Dette må avtales med klubbkassereren.

Det vil ikke bli gitt avslag på kontingenten. Man melder seg på for en sesong. Denne varer pr I dag 1 & ¼ år, og må betale for det.

#### **Oppsigelse av medlemskapet**

Oppsigelsen skal gjøres skriftlig før siste samling i sesongen. Leveres til klubbens sekretær/recordkeeper.

# BOBBA House Rules

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## Dice

It is important that other people than yourself are able to see what your dice roll. It is therefore only allowed to use dice that are clearly marked, and easy to see for both the referee and the opponent. If one of them is unhappy about your dice, the referee picks some dice that both players and the ref uses for the rest of the match.

When determining which side is up on your dice, we recommend using dice that have a relatively flat surface for easy identification of the top side of the dice. The referee decides how he will interpret dice landing on edge.

The dominant dice in BOBBA are normal six-sided dice. They will from here on be referred to as d6. When the text refers to a roll that requires a 4+, it means that the player must roll a 4, 5, or 6 on the die.

If not otherwise stated, rolling a die refers to the act of rolling a d6.

When making a roll, a high number is usually good and a low result is bad. Check the rules for the specific situation.

If a die roll with modifiers is tied, and a “winner” is needed, it is re-rolled without modifiers.

*Example: Two teams roll to see who is the beneficiary of 'pitch invasion' on the Kick-off table. Team 1 has a +3 modifier due to their effective fan factor (EFF) being 3 higher than Team 2's EFF. Team 1 rolls 5 on 2d6 and Team 2 rolls 8 on 2d6. The roll is tied (both teams' scores are 8 after the modifier has been applied). They now have to re-roll 2d6 to see who really won the roll, but modifiers are not added, since this re-roll is just made to break the tie.*

'1dW' means one winnings die. Which is (1d6 + 1) for 1<sup>st</sup>, 1d6 for 2<sup>nd</sup>, and 1d5 for 3<sup>rd</sup> and later divisions.

'1dS' means one spectator die. 1d6 for 1<sup>st</sup>, 1d5 for 2<sup>nd</sup>, and 1d4 for 3<sup>rd</sup> and lower divisions.

## Cheating

Apart from the cheating that is explained in the rules (fouling, weapons, etc...) this is an activity that will **NEVER** happen. If two teams are caught in fixing a match, the Committee will deduct 10 points and 500,000GPs from both teams. If a team uses a player not able to play the match, the team is fined the player's value, including SPPs. If a player uses a Skill a player doesn't have, the player loses one random Skill. There is an exception to this, and that is a loaned player using skills it does not have. Read more about this in the chapter called player loans.

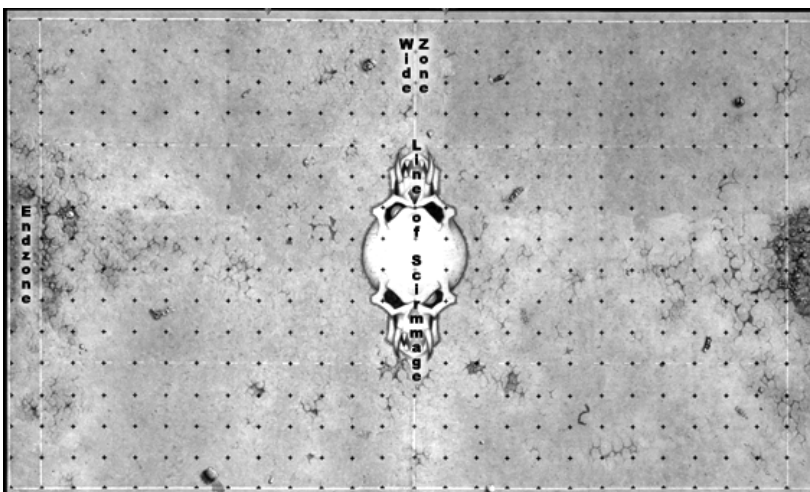
If you have accidentally used too much money, it is looked upon as a loan from BOBBA. 20% is added to the loan every match for 1<sup>st</sup> division teams. This rate is 15% for 2<sup>nd</sup> division, and 10% for 3<sup>rd</sup> and lower. If it happens repeatedly, BOBBA will force sell players instead of looking upon it as a loan.

If a team is caught cheating, and BOBBA enforces a cash fine, the fine is broken up into fractions. Half of the fine goes to BOBBA. The other half gets shared out evenly to all of the opponents that the cheat has been used against. This requires a BOBBA Committee investigation, and BOBBA Judgement.

## Rules Evolution

BOBBA is under constant evolution and development. To help BOBBA become even better than it is at the moment (quite a task!), players are encouraged to give the Committee constructive ideas about how things can be changed. These must be delivered at the latest by the second from last of that season's BOBBA gatherings to a Committee member.

**BUT!** The Committee only wants to see constructive ideas. Things like "All Orcs should go up in MA and ST." are not serious, and will be ignored. In other words, please try to refrain from making rules suggestions as a reaction to a thrashing you just received. Also, please try to keep rules ideas to the spirit of the game. The Committee will also only evaluate suggestions that are statements, not questions like "How does this work?". Rather suggest a clarification about the rules, how you think it should be.



## The Shape of the Field

It is divided into squares. The squares regulate the movement of the players, the ball and anything else that strays onto the field. Each square can contain a player, a part of a big guy, the ball, or a player holding the ball.

There are areas at each end, called the END ZONES. The ball has to be held in the opponent's endzone to score, see "Touchdowns (TD)". In the middle of the field is the centerline (or midline, halfway line). Along each sideline there is a wide zone. The part of the centerline in between the wide zones is referred to as the line of

scrimmage.

## ***Drive***

In BOBBA, a drive is defined as a series of turns that starts with a Kick-off, and is terminated by a touchdown being scored, the ball disappearing for some reason or another, or the end of a half.

## ***Cards***

Cards referring to 'illegal procedure' are to be removed from the decks, or replaced by another card in the same deck, when drawn.

Cards have priorities over the written rules, although some clarifications and modifications have been made check the card clarification chapter. The general rule about Healing staff being protected from harm will apply even if the card says it can be targeted against any staff member.

The only exception are cards that says 'till the next touchdown is scored', or something similar. This is to be read as 'to the end of the drive'.

Magic item cards that describe items like scrolls, helmets, etc... may be traded between teams, but not kept between matches.

It is not permitted to bargain, to give or take bribes in attempts to get people not to play specific cards, or play them in a specific way. After the match, you are allowed to give the opponent a gift if you think he has been kind towards you, but if this gift is pre-arranged, both teams will face penalties as if they had fixed the match.

## ***Teams***

A team consists of any number of players, but the Manager (you!) may only nominate a maximum of 16 players to play any given match. The chosen players that are going to play the match, are hereafter referred to as "The Playing Team". The Playing Team has to be as large as possible (i.e. you cannot keep healthy players from playing a match, even if you want, and you can not rent out players if you have 16 or less players ready to be nominated as a Playing Team). Of the Playing Team, only 11 players may be at the field at any given time (unless otherwise allowed or disallowed). The part of the Playing Team that at any given time is fighting on the field, is called "The Fielded Team".

The Playing Team is selected before each match, and thus cannot be changed during the match. The fielded team is selected at each Kick-off, and can thus be changed several times each match. A fielded team can only include three or less allied (non-teamlist) players. You may have more on your Playing Team, but never more than three on the field. Look in the chapter Multi raced teams for details.

When creating a new team, a Manager has a number of gold pieces (GP's) determined by BOBBA at his disposal, For a new league we recommend 1.000.000. He may buy players, staff members, re-rolls (RRs) and fan factor (FF), or he may save the money for later use. The players he may buy, and the price of staff members and RRs varies, depending on his choice of Base-race.

A team in the 1<sup>st</sup> division starts with a stadium capacity of 100,000. In lower divisions, a team's stadium starts with a fan capacity 20,000 lower per division than a first division teams. But a team never starts with less capacity than 60,000. The field status (FS) starts out as 'standard'.

The Manager of a new team that starts in an existing division (i.e. one that doesn't start this season), will be allowed a higher amount then 1.000.000 and might be allowed to buy Star Player Points, but ultimately, the Committy will decide this depending upon the situation. We recommend, with our current rules 1.300.000, and be allowed to buy SPP in batches of 6 to give random players on his team.

There is a limit of 9 to a starting team's FF, at 10.000gp pr FF (only time one may buy FF). A teams FF may exceed this during the duration of the league.

## ***Multi-Raced Teams and Race Relations***

Players that are not on your teamlist, are called allied players. When calculating a team's TRV, allied players' basecost are counted twice. Also, the team loses the ability to use team RRs for having allied players on 'The Fielded Team'. For the first allied player of a specific race, two RRs are put on hold, one RR for the second and one RR for the third, and another one for the forth (should your team have this possibility). If the team chooses to have allied players of a second allied race, they must start over counting for that race. If a team end up putting more RRs on hold than it has, the opposing team gains the difference in "Anti-RRs". Anti-RRs are used by the opponent to make the team with allied players re-roll things they do not want to re-roll.

At this point it is VERY important to understand that a team with allied players does not loose RRs, just the ability to use them. They do not count as used, and are just frozen.

The state of RRs is worked out every time there is a set-up, and a change in the Fielded team. Recalculation does not happen during a drive.

If both teams must give Anti-RRs to the other team because of allied players, both players calculate their frozen RRs and the awarded Anti-RRs independently of each other.

*Example: A team starts the match with two allied players and thus freezes three RRs. Since it only had two, the team has these two RRs frozen, and the opposing team has an Anti RR activated. After turn four, one team scored and no re-rolls*

have been used. At the following Kick-off the team starts without foreign players. This would mean that the team would have its two re-rolls un-frozen, and the opponent would have his Anti-RR frozen.

A player that has played a long time on a team with players from other races may eventually get along with that team. After allied players have played 10 matches at a team they will have the chance of getting along well with the player of the given team. Roll a d6. On a result of 6, the allied player has been given Friendly ability towards the team in question. Another roll is made after 20 matches, with a +1 modifier, and then another at 30 matches with +2. Players with dislike do not get any bonus tho this roll, players with distrust get a maximum of +1 and players with indifferent get the maximum of +2. It's the Manager's responsibility to make the Friendly ability roll after 10 matches. If he doesn't remember doing it the 10<sup>th</sup> match, he has to wait to the 20<sup>th</sup> match before he can make the roll. In other words: Forget it, and you don't get it! Better luck next time.

When calculating the RR loss, allied players who are Friendly towards your team will count as players of your own race.

A team consisting of more than fifty percent allied players on recorded team, runs the risk of staff members defecting. For each match, roll d6 for every staff member. On a result of 1 or 2 he leaves. Any player not on your team list is considered an allied player. In addition to losing RRs, there may be other problems, given in the special rules for each race. Staff members are only allowed if they are of the team's Base-race. In other words, no allied staff members. "Fielded" team may have a maximum of 3 allied players.

The relationship between different races dictates what races can play together on a team. The relationships, ranging from "worst", to "best" is: Animosity, dislike, distrust and indifferent (●). If your team hires or signs a player that your fans (same race as your own Base-race) dislikes, there is a chance that some of your fans will desert you. On a d6 roll of 1 or 2 your FF drops by one, else nothing happens. If your team somehow hires or signs a player that your fans feel animosity towards, your FF will automatically be reduced by 1d6. If a team is caught doing this to deliberately lower its FF, then the Committee will take action against it. Any rolls made to try to pass or hand of the ball to a player from another race will be made once pr turn for each race, and count for any player of that race. If the player carrying the ball decides to keep it for himself he may roll again next turn.

What your race feels towards players of another race is specified in the chapter about each race. Look in the table and find what you think of this race, it is assumed you will always find an individual of that race which feels the same way towards your race.

<i>Race Relationships Summary</i>	
<i>Relationship</i>	<i>Effect</i>
Animosity (A)	Will never be on the field together with a player toward which one feels animosity.
Dislike (DL)	Will only give the ball to a disliked player on 5+, else one will keep the ball for himself.
Distrust (DT)	Will only give the ball to a distrusted player on 3+, else one will keep the ball for himself.
●	Players can interact normally. One still loses RRs however.

## **Swapping Favours**

Favours such as healing, can be done at any time, according to the swapping favours table, below. All loans or deals have to be written, signed and delivered to BOBBA on a ref-sheet, who later may force sell players if the deal is broken by either part.

<i>Swapping Favours Summary</i>	
<i>Relationship</i>	<i>Effect</i>
Animosity (A)	No deals may be made.
Dislike (DL)	Deals may be made on a roll of 5+.
Distrust (DT)	Deals may be made on a roll of 3+.
●	You can do a great deal without rolling.

One roll is made for each deal. Slightly rephrasing the deal and then make a new roll, is considered cheating and will be dealt with accordingly

You only need to roll on this table if a player or staff member is doing something. You also only roll once to see whether the staff member is willing to help the opposing

team.

*Example: A Skaven healer trying to help an orc team with 2 orcs dead. You will only roll to see whether the healer wants to help the Orcs once and then decide what to do. You do not roll once for each orc.*

You do not have to roll for activities such as borrowing money. All loans from other teams must be payed back at the end of the season. If for some reason you want to borrow large sums close to the seasons end, apply to the comitty to extend the period to the end of the following season.

New teams may not borrow any money for the first 4 matches of their BOBBA career, except from other new teams.

## **Player Transfers**

Managers can freely agree on any transfers provided the players in question are willing to play for the team in question, see rules for selling players. The minimum fee for a player is TRV\*10000 GP.

If a transfer has been agreed upon at any of the BOBBA meetings remember that the teams may be on different league rounds. If there is a difference the transfer takes place at the higher. If agreeing on transfers outside the meetings all

matches are considered postponed and one does not have to consider how far into the league each team is. It will however not be accepted that a team near the end of a season sells a player to a team who has almost all their matches left intending him to play them all. No exact rulings are possible here, if in doubt ask a comitty member or the current record keeper. If a team has decided to pull itself from the league either permanently or on a break for at least a season no transfers regarding players on this team is allowed.

## ***Player Loans***

Players can be loaned from teams to other teams that tolerate them. It is still necessary to roll for swapping favours. It is the team that is lending out that has to see if their player is willing. If a player is willing then no other roll is needed for the agreed upon duration of the loan. If he is not willing no other roll can be made to check his willingness to play for the same team until next season. Then the managers has to agree on the condition of the loan, and keep each other informed of the player's situation (i.e. skill gains, injuries, deaths, and other unfortunate things).

Every time there is a player loan, there is a fee of 10,000GPs. This is per player loaned, and is paid to BOBBA by the team that is borrowing the player. The rules for timing of transfers is valid for player loans as well.

If a team loans or rents out a player, then the player is loaned or rented for a period of matches specified in the deal. At the end of the season all players loand out rejoin their teams to fight for a place in the lineup this year.

In the event of a loaned player using skills that it does not have, it will not lose skills as normally required. The penalty goes to the sinning manager's team, and the HC loses 1 AP permanently and increases his TF by 1.

New teams may not borrow any players for the first 4 matches of their BOBBA career, except from other new teams.

## ***Cash Loans***

In the case of a team hitting hard times, then it is possible to loan money from BOBBA to rebuild one's team. The manager works out how much cash the team needs, and makes a proposal to the BOBBA Committee. They have to approve or refuse the loan. It is up to the Committee to monitor repayment.

The loan is paid back in full with an additional 20% interest on the original total. A part of the loan is paid back after each match. A minimum of half the team's net winnings after each match (in the «Pay Fines» phase of the Post Match Sequence) has to be paid back, until the full loan has been paid.

*Example: The Flying Fatfolks (a Halfling Team) play Teenage Mutant Ninja Orcs (who are not mutated at all!). TMNO then proceeds to remove the FFF trees and half of the halflings. The winnings for the match are so small that the FFF has no chance of fielding more than 6 players (all halflings) for the next match. FFF wants a loan.*

*FFF works out the total of the loan, and makes an application to the Committee (e.g. 400,000GPs). This is treated at once. The Committee approve the loan, as the situation is desperate for FFF. They add on 20 % to the loan, to give a total of 480,000GPs.*

*After their next match, FFF gain 160,000GPs in winnings. The Manager decides that he will want to buy two halflings (total cost 30,000 each, total 60,000GPs) after he has paid his interest. His expenditure will be less than 50 % of the amount to pay back (50 % of 160,000GPs = 80,000), so this is OK. So the FFFs decide to pay back the 50% and the rest of his winnings after purchases (20,000GPs) to BOBBA. He could have chosen to keep the 20,000GPs extra.*

*The Committee say «Thank You», and correct the amount standing of the loan to 380,000GPs. Both the Manager and the Committee make a note of this new total.*

Failure to pay 50% of your winnings will result in big trouble for the offending team. Such failure WILL NEVER HAPPEN!!! If a team is robbed before they can pay the interest, then no action will be taken, as the team has no winnings in the «Pay Fines» phase.

To apply for a loan, the team has to have played at least one season. This is in order to prevent new teams starting with only a few players, taking a loan, and buying more players than they could have done with their starting money. Teams starting in a division that has played a season before, may take a loan after the first half of the season has passed.

The Committee has the right to grant or turn down a loan as it sees fit based upon the case presented by the manager.

In extreme cases contrary to these rules, it is possible to talk to the Committee for an exceptional loan.

Regardless of where a team can find money to be loaned (other players & BOBBA) there is a max limit as to how much a team can borrow. This is equal to 10 \* average winnings, or 250,000 in 4<sup>th</sup> Division. 300,000 in 3<sup>rd</sup> division, 350,000 in 2<sup>nd</sup> division and finally 450,000 in 1<sup>st</sup> division.

## ***Force-selling***

If a team does not have enough money to pay a fine, then BOBBA can step in, and force sell the worst players (decided by total SPP) to raise money to pay the fine. This continues until the fine is paid. The player has no say in it.

## ***The Season***

The season is where everything happens in BOBBA. There are three tournaments per season; The League, The BOBBA Cup, and the special cup.

During the league, every team has to play every other team in the division twice, once at home and once away. A victory awards 3 points, a draw 1 point, and a loss gives nothing. Well, what did you expect? You lost!

If a team does not show up, then the match is awarded as a walkover. The game counts as an Empty Schedule Slot (ESS), and the team that did show up received 1dW+1 for a victory. These will be credited by the Committee when the team's team sheet is updated. The team that does not show up will have all players at +2 MF unless the committee deems otherwise.

The final standings of the teams are determined by the points gathered throughout the season. If two teams have the same number of points, then the result of the matches played between them are examined, and the dominant team is placed above the second team. If this evaluation results in a draw, then the teams' seasonal goal difference is compared, with the greater goal difference being placed first, should this prove even as well, the team who scored the most goals will win.

There are prizes for the three top ranked teams of the first division and for the winners of all the lower divisions. There are also prizes for the finalists of the cup. In addition to this there are a number of trophies awarded each season; Top scorer (most TD), Tombstone award (most SI+Kills), and the Golden Thrower (most completed Passes). Each season's matches are evenly distributed among the meetings of a season. This preset number of matches has to be played during this meeting.

At these meetings the matches designated to this meet is to be played preferably in correct order. Any matches from previous meets that has been postponed to this meet has to wait.

If for some reason you are unable to attend the meeting and therefore not play your matches, you are responsible for getting those matches played within 4 weeks after the meeting. If this is impossible, you have to call our excellent record keeper (Ronny) to make any special arrangements. At the end of this 4 week time limit all matches will be lost by the responsible party, and the responsible manager(s) may also be treated as if their team deliberately avoided the match (check the "Not able to play/ pulling out" chapter in this book for details.)

## ***Play-offs and Special Games***

As in any self respecting league system, there is a promotion/demotion system. In lower divisions, the team that wins the season will be automatically promoted to the division above, and the lowest team in the higher division will be demoted to the lower division. The second and third place teams in the lower division must play a qualification match against the third and second lowest positioned teams in the upper division. All of these matches are played on neutral fields.

The play-offs and finals have a +1 to the winnings and the spectators. In play-offs, extra time is played if the result is tied after normal time. In this case, the teams have to set up simultaneously, and the extra time is started with a drop ball. Start by randomly choosing one of the central squares. Then scatter the ball as if it was a kick in a random direction. It can not be intercepted at this point. After the ball lands, bounces etc, the team without the ball starts. Extra time continues until one of the teams manage to score, and there are no Kick-offs in extra time (that means no kick off table rolling for the referee!).

## ***Big Match/TV Coverage***

Every league round, there will be several matches that are broadcast live on TV. This allows both team managers to roll 1dW + 1d6 when on winnings table, with no modifications for the extra d6. For a TV Match there is also a +3 modifier on the Fan Factor change table. This works in addition to the "Big Match" card. The "Big Match" card should read 1dW + 1d6 as well. Big matches are determined randomly by the Committee at the start of the season.

## ***The Cup***

During the League, there is a cup. The cup is a knockout tournament. It can be hard, but is often worth it. Each cup round is held at predefined points during the season, with the finals being held after the league is finished. The home team can choose to play any cup matches at a neutral field. All league rules apply to matches unless otherwise noted. Every cup match needs a winner, if the match is not decided by full time, then we go to extra time.

All spectator rolls in the cup are made using the division's own dS. The final has a +2 modification to winnings and spectators.

The prize for the cup is very nice indeed. First place receives a 4<sup>th</sup> level player from his team list. The skills are rolled immediately. Second place gets a 3<sup>rd</sup> level player, third place gets a 2<sup>nd</sup> level player, and fourth place gets a 1<sup>st</sup> level player. For an explanation of player levels, see "star player gain rolls".

## ***Special Cup***

After the League is finished and the cup final has been played there is a break of 5 matches for teams to recuperate and rest. Then the BOBBA special cup takes place. This is really three different tournaments in a cycle the Chaos Cup, Dungeon Bowl and last the Handicap Cup. In BOBBA 10 there will be a Chaos Cup tournament, the two others will follow in order the next two seasons until in BOBBA 13 we start the cycle anew.

Special regulations & rules for these tournaments follow later in this book. All of these tournaments are voluntary for each team to participate in, there will be no penalties for teams not entering. After entering however all rules for not showing up for a match counts as normal.

## ***In-between Seasons***

There is a pause in-between seasons to allow everybody to get their breath back. But not for too long. Managers and teams get time equal to 10 matches to rest. During these 10 matches.

Staff members can use their AP's once in the off season to do what ever they want. They use these in the time before the new season starts.

Players see a lot of other great players during a season. Now when they have more time the coaches can show them how to learn from all they have seen. All players in the 1<sup>st</sup> division gain 1 SPP for every 4 matches they have played during the current season. All players in 2<sup>nd</sup> division gain 1 SPP for every 6 matches, 3<sup>rd</sup> division 1 SPP for every 8, and 4<sup>th</sup> division 1 SPP for every 10<sup>th</sup> match he has played. If a player plays 24 matches in the 4<sup>th</sup> division he gains 2 and 40% chance of getting a third SPP.

A non-permanently niggling injured player will be cured during the off season, and a non-permanently peaked player will lose his peak but will not gain the SPPs that he has "earned" during his peaked period, he will also loose the SSPs that he would normally get for his effort.

In addition, you recalculate the motivation factor during the off season.

## **Sponsor Deals**

All teams get new sponsor deals in between the seasons.

All teams in the first division get 2d6x10,000gp, teams in the second division get 1d6+1d4x10,000gp, and teams in the third division and lower divisions will get 2d4x10,000gp.

In addition to this the winners of different titles will get better long-term sponsorship deals. These sponsorship deals will last for the three next seasons, and are cumulative with one another and the normal sponsorship deals.

<i><b>Prize Sponsorship Deals Table</b></i>	
<i>Position</i>	<i>Sponsorship deal</i>
Winner of 1 <sup>st</sup> Division	2d6 x 10,000GPs
Winner of 2 <sup>nd</sup> Division	1d6 x 10,000GPs
Winner of 3 <sup>rd</sup> and Lower Divisions	1d4 x 10,000GPs
Second in 1 <sup>st</sup> Division	2d4 x 10,000GPs
Third in 1 <sup>st</sup> Division	1d6 x 10,000GPs

# Playing the game

## General Rules

### Stats

There are four stats in Blood Bowl. Any temporary change in these stats will give the player the full bonus of having this change in his/her stat until the effect disappears.

<i>Player Stats Table</i>		
<i>Stat</i>	<i>Name</i>	<i>Description</i>
MA	Move	How much a player can move each team-turn
ST	Strength	How strong a player is
AG	Agility	How good the player is at handling the ball, dodging etc...
AV	Armour Value	How hard he is to hurt

<i>Injury Table</i>	
<i>2d6</i>	<i>Effect</i>
12+	Killed (KI). Place a killed player prone in the SI/KI box. Will die if not helped by Healer.
11	Seriously injured (SI). Place him standing in the SI/KI box. Misses the rest of the match and more if not healed.
10	Badly hurt (BH). Place the player prone in the KO box. He will miss the rest of the match. Can be healed.
8 ⇨ 9	Knocked out (KO). Place the player standing in the KO box. At next Kick-off rolls a d6 for the player, on a 4+, move him to the reserves box. If the player is an elf he will only enter the reserves box at a roll of 5+.
1 ⇨ 7	Stunned. Turn the player face down. He must use one turn to turn face up before he is able to do anything. Counts as having AG 0, because of that he can not do anything that requires agility.
0 or lower	The injury has no effect. Leave the player as it is.

### *Armour Rolls and Injury Rolls (AR and IR)*

If a player is knocked down, the opposing Manager rolls 2d6 to check if he is injured. A result greater than the fallen player's AV means an injury. Roll 2d6 and check the injury table, below, to see what injury he suffers. If the player has fallen because of a failed dodge or leap (includes the long leaps made with Wings) the IR is rolled at -1, and if it's been caused by a failed sprint or interception, the injury is rolled at -2. A IR of a natural "12" will be modified in these situations.

Some Skills, Abilities and pieces of equipment as well as certain situations gives bonuses to the IR. If this occurs and the modified IR result is above 12, the player is very killed, but any Healer attempting to heal him must subtract [(IR result) - 12] from his saving roll. Any regeneration attempts also suffer the same penalty. No combination of Skills, Abilities, and equipment may result in the bonus for an AR rising higher than +8, nor the bonus for IR higher than +4. Modifiers for pitch quality can count above the max +8/+4

*Example: Macho Kid blocks Justin Case. Macho kid has +2/+4 for AR and IR. But unluckily for Justin, the*

*pitch is VERY frozen (frozen 3). This gives an additional +1/+1. So the full AR and IR modifiers are +3/+5. Clear?*

A player that is killed with a natural roll of 12 will still be modified by modifiers such as Toughness, but the player will still be dead, and will not be dead on less than 12.

Due to the relative dangers of the sport it has a very active and important HMS organisation. Should a team playing a BOBBA match at any point have 3 or more players in the dead and injured box HMS organisation will keep a close watch on the game to insure the safety of its members. Any penalty rolls, both fouls and equipment, will have the chance of being spotted increased by 1. For as long as your opponent has 3 or more players in the dead and injured box you will have the HMS organisation incurring this effect upon your team. This effect stacks with the effect from the kick off table.

### *Arguing with the Referee*

<i>Arguing Table</i>	
<i>1d6</i>	<i>Effect</i>
6+	The ref changes his mind and allows the player to continue playing. If he was sent off for bringing a weapon onto the field, the weapon is still permanently lost.
2 → 5	Nothing happens, the ref ignores your efforts.
1 or lower	The Headcoach is banned from the bench, and gets a yellow card too. He cannot argue the call of his own ban. He will be absent the rest of the match.

If a player is sent off, and the Headcoach is present at the bench, he may argue with the ref. Roll a d6 and consult the

table below. The roll is at +1 for each AP the arguing Headcoach has beyond 3, and -1 for each AP the opposing Headcoach has beyond 3. A natural 6 is always a success, and a natural 1 is always a failure. No matter the modifications

due to Headcoaches abilities, it will never be easier than 3+ to obtain a success for the arguing headcoach. No SSP is awarded for arguing successfully. One cannot argue for a player not being sent off for illegal actions. One can argue when a player is sent off for bringing a weapon onto the field, but not for using it.

If a player or staff member gets sent off, he gets a yellow card. If he gets sent off for using or bringing a piece of equipment onto the field, he gets a red card. Two yellow cards equals one red card. When the player or staff member gets a red card, or equivalent, you have the chance of being banned from matches as a disciplinary warning. The ref rolls on the table below. If a player has a yellow card when he gets a red, add +1 match to his ban. This penalty will affect the teams next match regardless of what kind of match that may be.

<i>Red Card Table</i>	
<i>1d6</i>	<i>Effect</i>
6	Banned 3 next matches.
5 → 2	Banned next 2 matches.
1	Banned next match.

## ***Bans Over Seasons***

A player that is serving a ban due to a red card at the end of a season has the ban carried over to the start of the next season if there are matches remaining for the ban.

*Example: Dr. Drepenmus receives a 3-match ban on the second from last game of the season (naughty boy). He misses the last game of the season, and must miss the first two games of the next season.*

## ***Moving Off the Field***

A player may choose to move off the field. If this action is voluntary, the match cannot be called due to too few players at any point. A player that moves out of the field may either be hurt or held in the crowd. To determine which fans your player encounters the ref rolls as per % chance given in pre match sequence.

## **Your Fans**

The player is held in the crowd. He is retained [1d2 + (1 per level)] turns, or until end of drive, whichever comes first. He re-enters the field using the throw in template at a distance of one, from one of the squares in his field half that border the half way line. The Headcoach can determine which of the two squares he re-enters from. His re-entry uses 3 of his MA for that turn. This is not part of the detainment time.

## **Opponent's Fans**

The player landed in the arms of fans, all right. Alas, it was the opponent's! Make an injury roll (IR). If the result is a stun, return the player to the reserve box. He will be able to re-enter the game at next Kick-off. Otherwise, place the player in the correct injury box.

If the ball ends up among the spectators because the player held it, it is thrown in as normal.

## ***Not Able To Play/Pulling Out***

If a Headcoach refuses to play a match or deliberately avoids the match (he must play a match with a team as large as he is able to), then he must pay a fine to BOBBA, and the match is awarded to the other team with a 0 – 0 goal difference. The fine is 100,000GPs in the 1<sup>st</sup>, 75,000GPs in the 2<sup>nd</sup> and 50,000 in the 3<sup>rd</sup> and lower divisions. The FF of his team is automatically reduced according to the table below. If a team ends up with under 1 in FF, he'll have to pay 10,000GPs per point to get it up to 1. If the team pulls out prematurely, then its winnings can also be effected. Check the table below for details.

The manager may chose to pull out during a match. If he pulls out, the match is awarded to the opponent, and his team must check the table below.

<i>Withdrawal Condition Table</i>				
<i>Condition of team</i>	<i>Timing</i>	<i>Fine</i>	<i>Winnings</i>	<i>Fan Factor loss</i>
Deliberate avoidance	Pre-match	Normal fine	No winnings	d4+3
More than 5 players	Kick-off	Normal fine	No winnings	d4+2
More than 5 players	Drive	Fine x2	No winnings	d4+3
5 or less players	Kick-off	No fine	Normal winnings	0
5 or less players	Drive	Normal fine	No winnings	d4+1
Team removed	Any time	No fine	Normal winnings	0

Sometimes, a team chooses to pull out because of severe injuries and deaths. This is considered a legitimate reason for pulling out. Any fines will be reduced by 20,000GPs per

permanently dead player after the healing phase has been resolved. This charity reduction will only reduce the fine, and can ultimately nullify it. It will not replace any lost winnings.

A manager may choose to continue to play even with one player, but if he has 5 or less he may choose to stop. If he chooses to stop the match, he loses. No matter why the match is not played or stopped, it counts as a match for healing purposes. A match can only be stopped as the first thing in the cowardly team's team turn.

If a player moves off the field voluntarily, that player's team cannot call the match due to too few players at any point.

## Player Designation

Once a player has been hired, he is given a name and a number. The player's name may not change whilst he is playing Blood Bowl. If there is need for a temporary name, then the player must be named with its number (e.g. Number 31), until he chooses a name. Likewise, attempts to camouflage players that everybody knows how they look is a BIG no-no. You are not allowed to repaint players once they have been bought. Changing the player's number is permitted, as long as it is given in to the Committee in writing in the off season.

## Motivation Factors (MF) and Retirements

Each player has to be motivated to play. When the player is signed up for a team, his MF (Motivation Factor) is set to 0.

<i>In Season MF Modifiers</i>	
<i>Factor</i>	<i>MF mod.</i>
Not chosen for team when available.	+1
Player loaned to another team (only once pr season pr team when loaned)	+3
Playing in a special BOBBA tournament.	-1
Player gains a skill	-3
Repaying a player	MF=0 or no change

This is updated after every match by the following modifiers:

If an MF becomes too high for the manager's liking during a season, then it is possible for the manager to pay the player some cash to convince him to stay. The manager pays the player's TRVx10,000. Roll D12 a result of 2+ and the player is happy and his MF is reduced to 0.

At the end of the season, in the Off

<i>Player Retirement Roll Table</i>	
<i>1d6</i>	<i>Effect</i>
2+	The player stays a while longer. Reduce MF as normal.
1 or lower	The player is fed up, packs up his worries in his old kit bag, and walks into the sunset....

Season, each player with an MF of 10 or more has to roll a d6 to see if he considers retirement. A modifier of -1 for each additional 10 MF beyond the first 10 applies.

Once the retirement roll is successfully made, the player's MF is halved, (even if it is below 0). This will be the player's starting MF for the next season. If the roll fails and the player consider retirement, the team may still bribe him in the same way as during the season. The cost now however is 20,000xTRV.

## Player Aging

A Bloodbowl player leads a hectic life filled with strenuous action and violence. Sooner than most they will notice the wear and tear of being athletes. After playing his 6<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup>, 13<sup>th</sup>, 15<sup>th</sup> season in BOBBA a player rolls D6 if the result is 3+ he is fine, if not roll he has gained himself a permanent niggling injury.

## Re-rolls (RRs)

There are several types of RRs. A player's Skills may cause a RR in a specific situations (a Skill re-roll), the team may have Team RRs, and a team may have Special re-rolls (Leader RR or Home RR). A RR means that the Manager can take almost any dice roll and roll it again if the roll first roll gave an unsatisfactory result. The new result must be used even if it is worse. A manager cannot use more than one RR of any kind on any one die-roll, and only one Team or Special RR per team turn.

Team RRs can be bought as players can, and represent the discipline of your team. These can be used by the manager as he wishes. Each time one is used, the manager must turn a RR marker. At half time the team rests and half of the used Team RR are returned. In extra time, no RRs are returned, but unused RR are kept. One cannot gain more than one RR from the Leader Skill, even if the team has several players with it. This leader and Home RR will be returned even in extra time.

RRs may not be used on ARs, IRs, PRs, Kick-off table, healing or any rolls in relation to cards. They may only be used in the match on passes, catches, dodges, blocks, ball handling or the use of a Skill.

A team has no limit to how many Team RRs it can have during a match, in addition to Skill RR and Special RRs.

If the Headcoach is changed for any reason, the team loses one Team RR, though this may not bring the RR total to less than zero (0). Cards may not reduce RR total to below zero.

The home team is awarded a "Home Re-Roll" every half. This is a Special re-roll.

When a team is started, it can buy Team RRs at the base cost. But once the season is started, and the team has embarked upon its mission of Blood Bowl Havoc, RRs cost double the base price. If a team has a non-friendly player on the team, then the basecost is increased by 10,000GPs (irrespective of how many non-friendly players there are on the team). RRs can also be bought during the off season, at one and a half times the basecost The cost of a non-friendly RR does not count towards one's Team rating (use the unmodified basecost).

## Referees

A third, neutral Manager must ref the match, settle disputes, take notes, keep an eye on the time limits and return the referee-sheets to BOBBA after the match. A referee that referee a whole match will get paid 10,000 GPs by the Committee, this will be paid to each team at the end of the season.

It is up to the referee to roll all random effects such as weather, scatter, bounces and crowd injuries.

## ***Selling Players & Staff:***

Team Managers may freely agree on any price above the minimum TRV \* 10000 when trading players. The player will always agree if he has nothing against the race of the other team. However, if the player distrusts the buying team's race, then you must roll 2+ on a d6 to see if he agrees. If the roll fails, there is no deal, and he will never agree to be sold to that team this season. If he dislikes the race of the buying team, the roll must be 3+ on a d6. If he feels animosity towards a team, he will never work for them, and thus cannot be sold to it.

A player sold will have his MF reduced to 0 after the sale. A player sold to a team he has played for earlier in his career will require retire rolls at 5, 10 and so on instead of 10, 20 etc. Check out "Motivation Factors and Retirements" for details

Players may be sold out of BOBBA to one of the many lesser leagues playing around the world. The player may only be sold at  $TRV \times 10,000 / 2$  GPs (An allied player does not double his base cost for this calculation). If he is injured and not able to play matches, he may not be sold out of the league. Any manager may at any time decide to retire a player and make him an Assistant Coach. He will then keep any injuries he had as a player. Any player transferred between two teams will not be able to play for his new team until they are as least as far into the season as the selling team was on the point of sale.

All staff except the Headcoach can be sold out of the league for  $[(basecost \div 2) + (SSPs \times 2,000)]$ , as long as they're not missing matches. No staff can be sold to other teams in BOBBA.

## ***Tackle Zones (TZs)***

A player has 8 tackle zones (TZs) around him. These are the 8 most adjacent squares. Large players also have 8 TZs. These are the squares directly in front, and to the sides of it. The creature does not have TZs behind, so it has 4 "blind" squares there. He can not block an opponent in these squares.

## ***Turn***

Consists of 2 team turns, one for each team, starting with the team that received the ball at the start of the half.

## ***Team Turn***

The manager has four minutes in which to do his team's turn. The referee stops time at every interruption by the opponent. His turn lasts until either a touchdown is scored, he has activated all his players, one player fails an action, or the team's time limit runs out. A manager can not activate players before all dice rolls the previous activated player caused has been rolled, neither can a manager willingly skip dice rolls to speed up the process. A player that drops the ball will only cause a turnover if that player was active, or when a player receiving a pass or a hand off drops the ball.

When the turn starts the manager should move his turn-marker one square. A manager should declare a TO to allow the other team to move, rather than making the opponent wait for the time limit to run out.

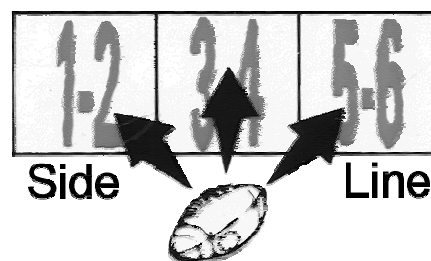
## ***Turnover (TO)***

A failure to complete an action with an activated player means a turnover, unless otherwise noted in the Skill description. Failing to catch a bouncing ball does not result in a turnover. If a player making a block is knocked down then there is a turnover. If one manager uses up his 4 minutes there is a turnover, after the current Action has ended or 30 seconds have passed., whichever comes first. A turnover means it is the other Manager's turn to move his players. The turn does not end until the ball is at rest.

## ***Throw In***

The ball can sometimes leave the pitch by accident. When this happens, the crowd will throw the ball back into the field. Their aim is not accurate. When the ball is thrown back in by the more than enthusiastic crowd, you have to determine the direction of the throw. Place the throw-in template upon the edge of the field, with the square on the template marked with the ball just off the pitch, and roll a d6. The ball will travel in that direction. Then roll another d6.

This is how far the ball is thrown into the field by the crowd (Start counting on the 1<sup>st</sup> square of the sideline). Their throw is always counted as an inaccurate pass. If the ball ends up in an empty square, it bounces once. This throw can be intercepted as long as the interceptor is not standing next to the sideline (Considered in the throwers TZ) and not next to where the ball lands (Considered to be in receivers TZ). Passblock can not be used on throw ins in any way.



## ***Touchdown (TD)***

A team scores a TD when one of their players is in the opponent's end zone holding the ball. The player must be standing, and not prone because of a tackle or failed manoeuvre. If a player is sent off for scoring with a piece of illegal equipment,

the TD does not count, and the player is still sent off for equipment use. No cards may be played after a player has entered the endzone with the ball to prevent him from scoring, unless specified on the card that you can do just that.

## Templates

A template that touches a square counts as covering the square. This is a rule for every template. HOWEVER; there is an exception, the range ruler. If the distance marker splits a square, then the throw is taken using the distance that covers most of the receiving square. Try it, you will understand.

But just remember, templates are not accurate, so ultimately it is the referee that settles these kinds of debates!

### The Scatter Template



The scatter template is used most often to determine bouncing balls, but is also used for other things as well. Irrespective of what you use it for, it works in the same way. Place the template over the square that the ball lands in, the player is standing when he drops the ball, the player falls to when he drops the ball etc... Roll a d8 to determine which direction the ball bounces in. Sometimes you may have to see how far the ball travels as well, but check the rules for that later in the book.








Sometimes, there is a scatter from a large player. In order to scatter from a big guy, you use a d12, and use the big-guy template. Otherwise, the procedure is exactly the same as before.

Most referees will save time and effort by placing the template by the side of the field before the match starts, and not moving it throughout the game, using it merely as reference for any scatters. This is recommended, but it is up to you how you do it during the game. After all, we all know that referees are a lazy bunch to begin with.

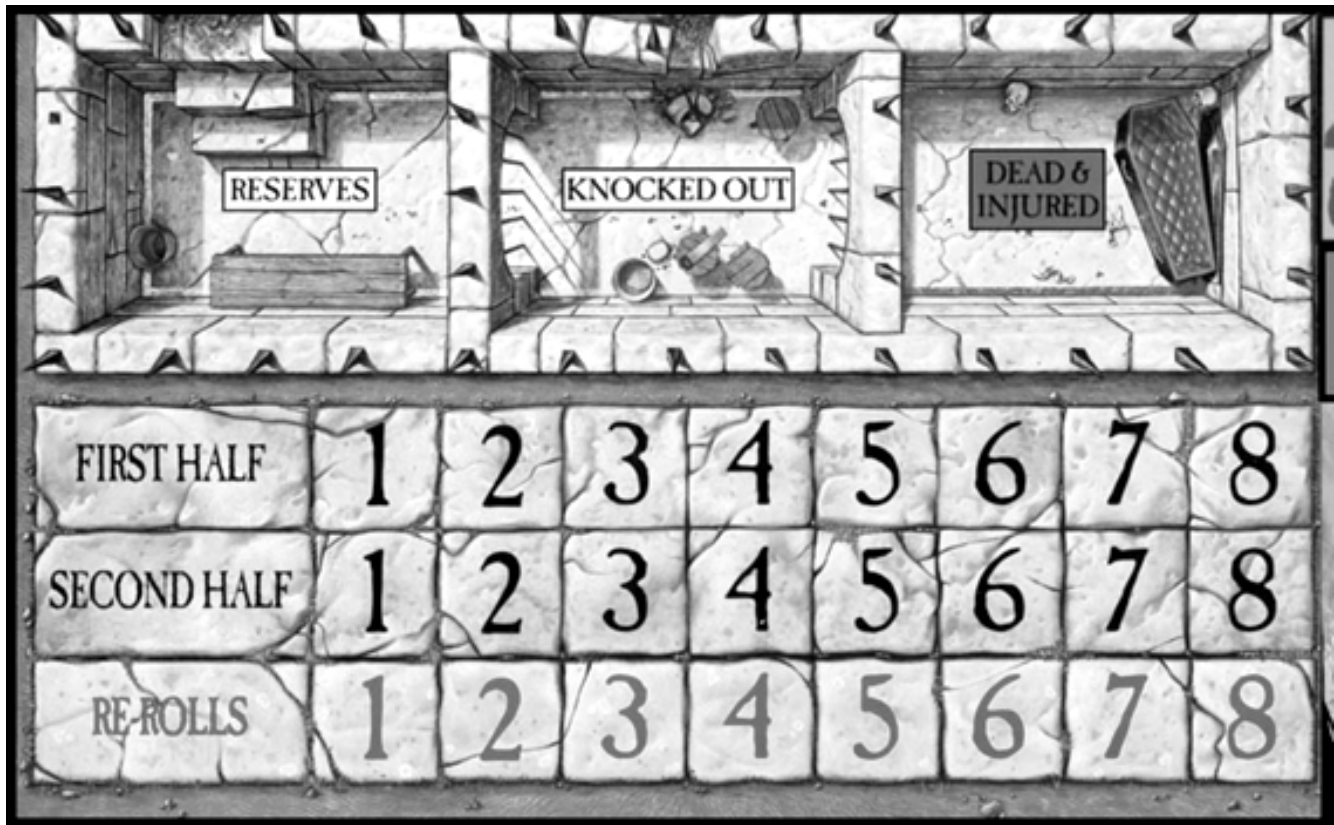
### Blocking Dice

The blocking dice are the dice with the strange symbols on. There are five different symbols. They are summarised below.

<i>Blocking Dice Symbols</i>		
<i>Symbol</i>	<i>Icon</i>	<i>Result</i>
Skull		The attacking player is knocked down.
Skull / Star		Both the attacking player and the defending player are knocked down, without being pushed back a square, unless one or both of the players has the block skill.
Arrow		The player is pushed back one square. The attacker may follow up into the square where the defender was standing. There are skills that can modify this result.
Star !:		If the defending player doesn't have the dodge skill, or has it but can't use it this is considered an open star. If he has dodge, and can use it, then it is considered to be an arrow.
Open Star		The defending player is pushed back and knocked down. The attacking player may follow up into the square in which his target was standing. There are skills that can modify this result.

## The Dug Out

Each team has a dug out by the side of the field. This is where the staff and players hang out. It is important to keep this clear, and not clutter it with unnecessary junk, such as 25 blocking dice, and 40 d6. Your opponent and the referee need to see, at a glance, what is where!



## Player Activities

### Agility Table

Many activities in Blood Bowl require a dice roll to see if they work. Many of the activities also have modifiers to represent how difficult they are. A modifier is added or subtracted to the AG of the player attempting the activity. A d6 is then rolled with the modified agility, and the required result is found.

Agility Table						
Player's Agility	1	2	3	4	5	6
Roll Needed	6+	5+	4+	3+	2+	2+

Unless stated otherwise, an unmodified roll of 1 always fails.  
*Example: Kaptein Abba tries to catch the ball. He has 3 in AG. He is standing in two opponents TZs, so he has a -2 modifier to his AG. Luckily for him, catching the ball is a +1 activity. This means that his modified agility is  $(3-2+1)=2$ . Cross-referencing on the table, gives a result needed of 5+. The Kapt. Rolls a 4 and fails to catch the ball, like the incompetent orc that he is.*

### Dodge

A player moving out of an opponent's TZ, must dodge or be tackled. Roll on the Agility table at +1. For each opposing TZ covering the square the player is dodging to, the roll is modified by -1. If he fails the roll he is knocked over in the square he was dodging to. Make an armour roll (AR) and an injury roll (IR) at 0/-1, with modifications due to field status. The numbers of TZs in the square one dodges away from has no significance on the dodge. Players whose TZ causes a dodging player to fall do not gain SPPs for any injury the dodger suffers.

### Picking Up The Ball

If a player enters a square where the ball is lying on the ground, he may attempt to pick it up. Roll on Agility table at +1. For each opposing TZ the roll should be modified by -1. Failure to pick up the ball results in a TO. If he fails or chooses not to pick up the ball it scatters once. All the modifiers due to TZ, Field Status and weather apply.

It is also possible to concentrate on picking up the ball. By declaring a concentrated pick up before you move into the square with the ball, and then staying there using up a point of MA, the player gains a +1 to the pick up roll. This special move cannot be used if the ball is in an opposing player's TZ, and can only be used once when picking up the ball. A roll of 1 is still a fumble.

A player can not pick up the ball if he is pushed onto the ball, side steps onto it, or lands upon it.

### Throwing Things

Things may generally only be thrown once per team turn. The Manager decides which square on the field the player is throwing the thing to and uses the range ruler to decide the difficulty of the throw. Use the Agility table, and a +1 modifier for a quick pass, no modifier for a short pass, -1 for long pass and -2 for long bomb. There is an additional -1 modifier for each opposing player's TZ the thrower is in.

If the throw is unsuccessful, the thing scatters once per range more than the quick pass (quick passes scatter one time). If a 1 is rolled when attempting to throw a thing, it is fumbled, and ends up in the square of the player throwing it. It then scatters once. If a 6 is rolled, the throw is an automatic success, even if 7+ was needed when the modifications were applied.

Throwing the ball to an unoccupied square means a TO. If the ball lands in an unoccupied square then roll for bounce. A player may lay the ball safely in any one empty square next to him, this is a TO. A pass results in a TO if it is not caught by a player under your control prior to touching the ground or an opposing player. If a square is occupied the ball will not touch the ground in that square.

Passes can be done as a part of a move. If blocking is part of it, it's a blitz action. Any one thing can not be handed off in addition to being thrown.

*Example: Flashback decides that he wish to pass the ball to Havoc, as soon as he has declared that he is passing the ball, the other team declares that they are pass blocking to try to intercept. After they have moved into position for the perfect interception, they discovers that Flashback is a superb thrower, and he passes safely over their heads.*

### Throwing Players

Any player with 6 or more in strength, may try to throw another player. Only stunty players may be thrown. A player can only pick up another player if this second smaller player are in the first players TZ.. If the stunty player is on the other team and is uncooperative (he always is!) you have to make a roll to see if the larger player gets hold of the smaller. Each player rolls a d6 and adds their AG. The thrower then subtracts 1 from his total. If the thrower's result is higher, the throw may go on as normal, else he has wasted his turn trying to get hold of the stunty player. If a players is stunned, he is counted as having AG 0, but a roll still has to be made, even if both players are on the same team.

Attempting to throw an opponent is considered a foul, with a penalty factor of 10, whether the stunty player is thrown or not. The ref rolls 2d6, to see if the thrower is sent off, using normal rules. This is not considered to your teams foul for this turn, so a team may do an ordinary foul in addition to throwing a player in a teamturn.

<i>Landing Modifiers Table</i>	
Attempting to land after an accurate throw	+0
Attempting to land after a scattered throw	-1
Right Stuff Skill	+1
Per enemy TZ on the square the player is thrown to	-1

The throw is treated as a pass, but the range is increased one range band. This means that you cannot throw a player further than a long pass (which would count as a long bomb). It does not count as a pass action unless the thrown player is holding the ball. In this case the throw is a normal action resulting in a TO if the ball is dropped. The throw must be aimed at an empty square, and it may not be intercepted. If the throw fails, it scatters three times. Only when throwing a player with the ball does this award SPP to the thrower on a successful pass.

There is a special type of player pass, a type of player “hand-over”. It involves the big guy lifting up the stunty guy and placing him in an empty square adjacent to the big fellow. Such a player pass does not involve a pass roll, but does count as a pass, even if the player being lifted is not carrying the ball. To be put safely on the ground, the stunty player has to roll for landing as normal. If a player is prone when he is picked up, then he is put down prone. If the player lands or bounces to a square occupied by the ball the ball bounces.

If a thrown player lands in an empty square, the manager must roll to see if the player lands on his feet, with modifications as shown below. If he does not make it, he will bounce one square. If the square he bounces towards is occupied, re-roll the bounce. Roll AR and IR at +1/+1 for the crash-landing player. If an inaccurately thrown player scatters into an occupied square, the occupant will be pushed back one square and knocked over (even if he has block and stand firm skills). The crashing-landing player will be knocked over in the square he hit. Roll AR and IR for both at +1/+1. A failed land roll does not cause a TO, unless the player was holding the ball, in which case, the ball is dropped. Being thrown and landing are free moves. This means that the thrown player may start an action after being thrown if he has not earlier in the same turn.

### ***Player scatter***

Should you for any other reason than those mentioned above need to scatter a player from its current square, RR until an empty square is found.

### ***Handing Off The Ball***

A player with the ball may decide to give it to a team mate in his TZ, provided the receiving player has the giver in his TZ. No roll is required to give the ball away, the reciever however must roll for picking the ball out of his teammates hands, this is considered the same as picking up a ball from the ground. A Handover is considered your teams pass for this turn, and thus one may not hand off the ball twice or hand over and throw it in the same turn. A successful hand off does not give any player any SPPs. An opposing player can not use passblock to interfere with a hand off.

### ***Catching***

If a pass ends up in a square occupied by a player, then the player may try to catch the ball. Use the Agility table and give a +1 modifier if the throw was accurate, a +0 modifier for catching a missed pass, or throw-in, and a -1 modifier per opposing TZ the player is in. If you fail to catch a ball thrown to you by a teammate it is a TO. If this player is holding another object and still wants to catch the ball the object will be dropped.

### ***Bouncing Ball***

If a ball is dropped or thrown into an empty square, it will bounce. Roll a d8 once to find out where it ends up. If it ends up in a square occupied by a player, he may try to hold on to it (+0 ag roll). If he fails, it will bounce again. Failing to catch a bouncing ball does not cause a TO.

### ***Interceptions***

A thrown ball may be intercepted by anyone in its final path. Any player in a square visible in the transparent part of the range ruler may try. If a player tries to intercept, then roll on the Agility table at -2, with an additional of -1 per opponent’s TZ on the player. A successful interception counts as a TO. An interception may not be made in a square adjacent to the thrower or the catcher. During a throw-in an interception may not be made when standing on the square closest to the sideline. Throw-ins can otherwise be intercepted as normal passes (No turnover).

If the interception attempt fails, the player is left unbalanced and must roll on the Agility table. Failure means that the player falls. Follow normal rules for a player being knocked over (AR/IR -2).

If for some reason two players in equal positions try to intercept the same ball both players get to roll for interception. If both players succeed they collide in mid air and none of them gets hold of the ball. Roll to land as with a failed attempt.

If you intercept a pass from your own team, or a throw-inn from the sideline you do not get any SPPs.

## ***Standing Up***

A player can stand up in his following team turn after he was knocked down. If a player for some reason was knocked down in his own team turn without being activated he may stand up in the same turn. Standing up uses 3 of his MA. If a player has less than 3 in MA, then he must roll on the Agility table to be able to stand up. All team-mates that have the prone player in their TZ may assist and give a +1 to the attempt. If a player stands up by using AG, then he has used up his MA. Failure to stand up is not a TO.

## ***Blitz Moves***

A blitz move is a move where the player blocks or fouls and moves in the same turn. Only one player per team turn may do this. The block or foul costs one MA to make. A player blitzing may not foul as well as block. A blitz has to be declared before the blitzing player is activated and does anything.

## ***Block***

Use the blocking dice to block a player standing in your TZ, and to determine the result of a block. Consult the table to see how many blocking dice you roll when blocking.

The player making the block will gain +1 ST for the block for each of his team-mates standing in a square adjacent to the target player. The player being blocked will gain +1 ST for the block for every team-mate standing adjacent to the

<b><i>Blocking Dice Quotas</i></b>	
<i>Condition</i>	<i>Result</i>
Blocker is more than twice as strong as opponent	3 dice, blocker chooses
Blocker has more strength than opponent	2 dice, blocker chooses
Blocker has equal strength as opponent	1 die, blocker chooses
Blocker has less strength than opponent	2 dice, opponent chooses
Opponent is more than twice as strong as blocker	3 dice, opponent chooses

blocker. An assisting team-mate can only give +1 ST if he is not standing in another opponent's TZ. Blocking large players is just the same as any other creature, with one small exception. If the player blocks from the "blind" squares behind the large monster, the blocking player will block as if his ST is 1 higher than it

normally is. (this does not change the players stat) The result of a block can be found earlier in this book, but generally a player can be knocked down or pushed back.

The opponent may block your players with one of your own, if he gets control over it, though, but not the other way around. In a case where a player is blocking a player on his own team he will still use all active skills and items at his disposal. A player may never block a player on what he believes is his own team. If this is attempted when the player is under your control, it is an automatic turnover and the block is never finished. Exception: The Minotaur when it is disturbed.

## ***Knock Down***

Place the downed player on its side in the square it was knocked down to, and roll AR and IR. A player holding the ball will drop it in the square that he fell to, and it will bounce.

## ***Push Back***

The blocked player is pushed back to one of the three squares behind him (opposite the blocker). The blocker chooses which of these. The square must be unoccupied and the player may not be pushed off the field if there are any vacant squares. A blocker that has pushed an opponent back may take a follow-up move for free ignoring all TZs, provided he could have moved there normally, note that large players may block in a direction they can not move and therefore not follow up. If there are no vacant squares behind the blocked player, he is pushed to the easiest square (the easiest is the ball, then a standing player, and finally a prone player, each in order of ST). If he is pushed onto the ball, it bounces. If he is pushed on to another player, that player is also pushed one square in the same direction, but the second player is not affected by the blocking dice result. A player that has the Stand Firm Skill will not be pushed back by having another player pushed at him, therefore another route for the pushback has to be found. If there are 3 players with Stand Firm in the squares available for push back then there will be no push, even on an open star. When a player being pushed have to push another player, determine which one by comparing the 3 players strength scores (Stand Firmed players don't get pushed, push skill can not negate Stand Firm in this case) choose the weakest one and move him as if he were pushed from the square of the first player being pushed. Follow the same guidelines when pushing this player and any subsequent ones.

## ***Fouling***

It is of course strictly forbidden to attack a player that is down. But it still happens. It can be done by a standing player in an adjacent square to the downed player, and making an AR at +1 on the downed player. If other team-mates are also adjacent to the downed player, the Manager adds +1 for each of them as well. If the AR results in an injury, it is resolved as normal.

If the AR before modifiers are added, was 10+ the ref sees the foul and sends off the player doing it. Players who are sent off may not return to the field this match, and as a penalty, the team will have to finish the game with one player less on the field. Any team-mates assisting are let off with a severe warning.

Only one foul may be made each team turn. The foul can be declared as a blitz and done instead of a blitzing-block in addition to a move. Players may assist even if they are in an opposing player's TZ. A sending off can be stopped by the Headcoach arguing the call.

A player sent off for a foul is given a yellow card (see 'Sent Off'), and there is a TO.

### ***Stepping Over Players***

Large players are allowed to move over prone players, as long as they never end their move in that square. If however they are stopped by a card or otherwise, and are forced to end their move on top of another player, roll normal AR and IR for the player stepped on and roll a scatter until that player is in a free square.

If a player falls and lands on another player (being shot down when leaping, for instance) and if the player on the ground is standing, make an AR and IR for both and then roll for scatter for the player with the lowest ST score (if equal, roll a d6 to determine which). If the player hit by another player is prone on the ground, then one should still roll AR and IR on both, but consider the falling player to have Piling On Skill with  $[ST \div 2]$ , rounded up.

### ***Riding***

Players with the Ride skill may ride on players of their own team that have the Rideable Ability. To do this, the rider moves next to the player he wants to ride on, uses 3 MA to mount and may then resume his movement after the player he is riding on has finished its move (this is a split activation. The player is only activated once, only the player does not do his full activation in one go). When dismounting, the player has to do it to one of the four squares at the sides of the mount (all mounts are large players, but if it shrinks, it is still rideable). The player dismounts by using 3 MA and making an AG roll at +1. If you fail the roll, the player falls in the square he was dismounting to. An AR is made at +1. While being ridden, then the mount suffers -2MA, -1AG, and is unable to sprint or intercept. Dragon Ogres does not lose the 2 MA.

Anything that affects any of the 4 squares of the mount, affects both the rider and the mount. The rider has -1 to any throwing/passing attempts, but gains Safe Throw as long as he is mounted. If the mount falls whilst being ridden, roll a scatter to see where the rider ends up. If there's already a player there, re-roll. If the rider has the ball, then bounce the ball from the square where he lands. No player can start a drive mounted.

### ***Going for It***

This is not allowed in BOBBA. It is possible to sprint if you've got what it takes, though...

# The Match

## Team Rating (TR)

Before you can set about going the opponent to kingdom come, you have to find out what your Team Rating is. This should be done on your team sheet, but here are the guide-lines anyway...

Total ALL of the following;

1. Player Value: This is the player's TRV. It will be worked out by the Committee. Basically, it is (Basecost + total Level value)/10,000. Mutations, skills gained for 100th matches played both follow the same system +1 TRV for the first (of each) +2 for the second, +3 for the third etc. Stat losses follow a similar system, but with opposite numbers, first give -1 TRV, second -2 etc.
2. Total Staff Value / 10,000 (Headcoach does not count)
3. Total Staff Gains x3
4. Total FF /2 round down
5. Team RR Value /10,000
6. Equipment cost / 10,000

All of this should give you the total TR. Use this to work out the handicaps for the match.

## Choosing Players

You make your choice of 16 players to represent you in the coming match. You can choose less if you do not have 16 ready, but you cannot choose to have less than 16 with more available players. A player is considered available as long as he is not injured or banned from that match for some reason.

Should you accidentally enter a player who is injured or banned, you will be fined the players value and the player will be banned / injured for a longer period of time after

## Setting Up Your Team

When setting up for a Kick-off, the kicking team sets up first, followed by the receiving team. Each team sets up a maximum of eleven players, or as many as they can, out of the 16 picked to play this match. It is not allowed to have more than 3 allied players among these 11. A team has to have a minimum of three players on the line of scrummage, and each team has a maximum number of two players in each of the wide zones. The kicking team has to have a player in the back half of the field, and has to specify which of any players in the back half kicking off. The rest of the players can be placed where the manager pleases.

When setting up, there is a time limit, just as a team turn, of four minutes. If your team has less than 4 players ready when setting up as the kicking team you will be allowed to have less than 3 set up on the line of scrimmage. You must still follow the rules for set up as closely as possible.

When setting up you must also choose weather any of your players will be using equipment for this drive. Regarding equipment you can change your mind after seeing what your opponent brings to the match.

## Weather

People tend to play Blood Bowl no matter the weather. Roll 2d6 once before each match to see what kind of weather the match is held in. The results are found on the weather table. For the full effect of the weather see under field status.

<i>Weather Table</i>		
<i>2d6</i>	<i>Weather</i>	<i>Effects</i>
2	Sweltering heat	You must roll a d6 for every player on the pitch after each drive. On a result of 1, the player collapses and must miss the next Kick-off. The heat will dry out the pitch by one step. If the field is frozen it will melt, and become wet instead.
3	Very sunny	The bright sun causes a -1 modifier to all attempts to throw the ball, and it dries out the pitch one step.
4-10	Fine	Perfect Blood bowl weather. Its a good day to die!
11	Pouring rain	The ball is slippery and difficult to hold, -1 to all attempts to pick up or catch the ball. The weather will reduce the quality of the pitch by one step towards wet.
12	Blizzard	It is cold, snowing, and there is ice on the pitch. Only hand-offs, quick and short passes may be attempted. The ice causes people who sprint to fall on a 1 or 2. The weather will reduce the quality of the pitch by one step, towards frozen.

## Neutral Field

You may in some circumstances choose to play on a neutral field. A neutral field has no stadium advances, unlimited seating capacity, and counts as away match for both teams. Hence both may use busses for their fans. There are no Home RR, but the one that should have played home still kicks off first. On neutral fields the ticket price is always normal.

## Pre Match Sequence

Before the match starts, both teams have to go through the Pre match sequence with the referee.

<i>Pre Match Sequence</i>		
<i>Stage</i>	<i>Point</i>	
1	Check TV coverage	Some matches are televised each week. These are treated as if they were a "Big match". If the "Big Match" card is drawn then 2 TV companies cover the match
2	Dice Calls	Referee states how dice will be interpreted this match
3	Determine weather	The referee rolls 2d6 and consults the weather table. If the home team is using pitch maintenance, then inform the referee now (write it down)
4	Niggling injuries	Roll to see if nigglingly injured players are able to play for this match
5	Nominate your team	Your team must consist of no more than sixteen players, and whatever staff you want
6	Guards	Assign guards to guard duties here
7	Deliver Team Roster	Both managers deliver a team roster to the referee with the team he is going to use this match, with this match's team rating calculated and written on it. From now on until after the post match sequence is finished you may only borrow money from your oppsing team.
8	Pre-match Dirty Tricks	Each team may do dirty tricks to other teams. They are resolved here, unless otherwise stated
9	Roll for creations	Nominate any things that a healer or race specific staff is going to be making or doing (making potions, changing the weather, changing the pitch, making equipment, fixing mutations etc...)
10	Roll for assistants	Roll for all Nurses and Assistant coaches
11	Determine Field Status	Remember to take into account field upgrades here
12	Handicaps	Playing against better teams, one pulls oneself together. The difference should be checked with the handicap table, giving a bonus to the lower TR team. When taking bonus cards, a manager can only take one Magic Item card
13	Declare Ticket Price	If the home team is going to vary its ticket price, it has to be declared it now
14	Work out the Gate	Each team rolls the number of dS equal to its Fan Factor. The home team adds +1 and the away team subtracts -1 from each dice. Use any modifications in gate and handicap tables. These modifications are to every individual die, all though each die roll is at least a 1. Total the result and multiply with 1000. The result is the total number of fans who showed up. If more fans show up then the stadium has room for, the home team's fans are let in first so all of his is in, the away team will fill up whats left. Remember that Stadiums can pack 150% fans of what they can comfortably hold. If more fans show up than the stadium has room for, it is possible that the extra fans will cause damage to the stadium (All fans in excess of stadium capacity counts). This can be avoided by hiring Guards.
15	Work out Effective Fan Factor	Each team takes the number of fans that showed up to cheer for it, devides it by the Total number of fans and multiplies the result by 100. This gives you % of the total amount of Spectators.
16	Special play cards	Each team draws 2 cards. Only one from the Magic item section. This is in addition to any drawn in the handicap section

## Substitutes

At every Kick-off, before either team has set up, the Manager may freely choose from his players that are in the reserves box, and bring them onto the field. If this brings the total players on the field to over eleven for the team, then some player(s) will have to be taken off as well. Note which players are coming in, and which are going out on the ref sheet.

## Ticket Prices

The home team may chose to vary its ticket prices in order to fill its stadium or to reduce the number of spectators. The tickets can either be more expensive, normal priced, or less expensive. These changes have the following effects.

<i>Ticket Price Table</i>			
<i>Ticket Price</i>	<i>Gate</i>	<i>Winnings Table Modifier</i>	<i>FF Change Modifier</i>
<i>Cheap</i>	<i>Each dS is +1</i>	<i>Modifier in line above</i>	<i>+1</i>
<i>Normal</i>	<i>Normal dS</i>	<i>Normal line</i>	<i>+0</i>
<i>Expensive</i>	<i>Each dS is -1</i>	<i>Modifier in line below</i>	<i>-1</i>

<i>Spectator Dice</i>	
<i>Division</i>	<i>dS</i>
1 <sup>st</sup> Division	d6
2 <sup>nd</sup> Division	d5
3 <sup>rd</sup> and Lower Divisions	d4

## How to use the Handicap Table

Very easy really, even if it is a break from what all you BOBBAites are used to. take the lowest TR. Find the difference between the TRs. Find the lowest TR as the base TR. Look up the difference, and read off the handicap.

An example can help...

*Example: VGC is playing Butterfingers. VGC has a TR of 234. Butterfingers 395. Looking at the table, VGC finds the column with his TR base in (200-249). The difference is then worked out. (395-234 = 161). The difference is then looked up in the column found earlier (This gives a range of 151-190). Cross referencing it with the handicap column, it gives a handicap of (H), which equals 2 cards to VCG, -1 to Butterfinger's gate, and +1.5 to VCG's gate.*

Gate Table :	
Fan factor	X dS
Away team	-1
Home team	+1
Cheap tickets	+1
Expensive tickets	-1
Semi-Final	+1
Final	+2

Handicap Table			
Difference in Team Rating	Bonus Cards	Modifications to gate roll per dS	
		Higher	Lower
A	0	0	0
B	0	0	+0,5
C	0	-0,5	+0,5
D	1	-0,5	+0,5
E	1	-0,5	+1
F	1	-1	+1
G	2	-1	+1
H	2	-1	+1,5
I	2	-1,5	+1,5
J	3	-1,5	+1,5
K	3	-1,5	+2
L	3	-2	+2
M	4	-2	+2
N	4	-2	+2,5
O	4	-2,5	+2,5
P	5	-2,5	+2,5
Q	5	-2,5	+3
R	5	-3	+3
S	6	-3	+3
T	6	-3	+3,5
U	6	-3,5	+3,5

Handicap Difference Table												
Base TR	→ 149	150 → 199	200 → 249	250 → 299	300 → 349	350 → 399	400 → 449	450 → 499	500 → 600	600 → 699	700 →	Handicap
	0 → 10	0 → 15	0 → 20	0 → 25	0 → 30	0 → 35	0 → 40	0 → 45	0 → 50	0 → 60	0 → 70	A
	11 → 15	16 → 22	21 → 30	26 → 37	31 → 45	36 → 52	41 → 60	46 → 67	51 → 75	61 → 90	71 → 105	B
	16 → 20	23 → 30	31 → 40	38 → 50	46 → 60	53 → 70	61 → 80	68 → 90	76 → 100	91 → 120	106 → 140	C
	21 → 30	31 → 45	41 → 60	51 → 75	61 → 90	71 → 105	81 → 120	91 → 135	101 → 150	121 → 180	141 → 210	D
	31 → 40	46 → 60	61 → 80	76 → 100	91 → 120	106 → 140	121 → 160	136 → 180	151 → 200	181 → 240	211 → 280	E
	41 → 55	61 → 82	91 → 110	101 → 137	121 → 165	141 → 192	161 → 220	181 → 247	201 → 275	241 → 330	281 → 385	F
	56 → 75	83 → 112	111 → 150	138 → 187	166 → 225	193 → 262	221 → 300	248 → 337	276 → 375	331 → 450	386 → 525	G
	76 → 95	113 → 142	151 → 190	188 → 237	226 → 285	263 → 332	301 → 380	338 → 427	376 → 475	451 → 570	526 → 665	H
	96 → 120	143 → 180	191 → 240	238 → 300	286 → 360	333 → 420	381 → 480	428 → 540	476 → 600	571 → 720	666 → 840	I
	121 → 150	181 → 225	241 → 300	301 → 375	361 → 450	421 → 525	481 → 600	541 → 675	601 → 750	721 +	841 +	J
	151 → 180	226 → 270	301 → 360	376 → 450	451 → 540	526 → 630	601 → 720	676 → 810	751 +			K
	181 → 210	271 → 315	361 → 420	451 → 525	541 → 630	631 → 735	721 +	811 +				L
	211 → 250	316 → 375	421 → 500	526 → 625	630 → 750	736 +						M
	251 → 290	376 → 435	501 → 580	626 → 725	751 +							N
	291 → 340	436 → 510	581 → 680	726 +								O
	341 → 400	511 → 600	681 → 800									P
	401 → 470	601 → 705	801 +									Q
	471 → 550	706 → 825										R
	551 → 640	826 +										S
	641 → 740											T
	741 +											U

## Kick-off

At the start of the game, half-time, and after each touchdown, there is a Kick-off. When this happens, each manager checks to see if any knocked out players are able to return to the game. He has to roll a d6 for each KOed player (see injury table for details). The team that is kicking sets up his team first, followed by the other team. He then places the ball in a square on opponent's half, and rolls on the Kick-off table. The result is applied, and once it is resolved, the kicker rolls a scatter d8 and a d6 to see how far the ball deviates. If the ball lands in an empty square, it bounces. If the ball lands on a player, that player may try to catch it. If it ends up off the field or in the kicking team's half, the opposing manager must give it to a player on his team ("touchback" no roll to catch is required). If the ball ends up on the kicking teams half due to a receiving teams player fumbling the ball it is not a touchback. When the ball finally comes to rest, the game is ready to start. The home team kicks off to start the match, after which the scoring team kicks off. Kick-off at half time is taken by the away team.

## Kick-off Table

At every Kick-off, once the ball is placed, roll on the Kick-off table.

<i>Kick-off Table</i>		
<i>2d6</i>	<i>Event</i>	<i>Result</i>
2	Riot	A small riot in the stands disturbs the game. After it is all sorted out the ref tries to add the proper amount of time to the game. Roll a D6. 1-3 Move the turnmarker one step towards the start of the half. If any of the teams are on their first turn no turnmarker is moved. 4-6 move both turnmarkers 1D3 steps towards the end of the match. If this moves either turnmarker to the 8 <sup>th</sup> step for one or both teams the half ends. A riot destroys 10,000 seats. Once a riot has been calmed down, both teams set up again, and a new Kick-off is taken, this time without a new roll on the Kick-off table.
3	Get the ref	The Ref rolls D100, if the number rolled is higher than the EFF % of the home team the away team's fans have replaced the Ref, if it is equal or lower the home team's fans do the same. The replaced ref will only award penalties on an 11+, and all weapon penalty factors are raised by +1 to the team that replaced him.
4	Perfect defence	The kicking team may set up their team again, the receiving team remains in their set up.
5	Cheering fans	Each manager rolls a d6, add the number of cheerleaders and mascot on his team. The higher scoring team gets a bonus team re-roll this half. Re Roll any ties.
6	Bad kick	The ball scatters 2d6 instead of d6.
7	Quick snap	All the receiving team's players are allowed to move one square. This is a free move and ignores all tackle zones. It may be used to enter the opponents half of the pitch.
8	Brilliant coaching	Each manager rolls a d6 and adds the number of assistant coaches in his team. The highest scoring team gets a bonus team re-roll this half. Re roll any ties.
9	Throw a rock	The Ref rolls D100, if the number rolled is higher than the EFF % of the home team the away team's fans throw a rock at an opposing player, if it is equal or lower the home team's fans do the same. Pick a player randomly among those on the field and players or staff in the reserves box. Ignore AR, and roll directly an IR.
10	Blitz	Blitz! 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. There is still a time limit.
11	Fair play	BOBBA officials are watching closely for dirty play! Any Penalty rolls for fouls or Penalty factors for equipment use will have their chance at being spotted increased by 1. Do not re-roll any duplicate results.
12	Pitch invasion	The Ref rolls D100, if the number rolled is higher than the EFF % of the home team the away team's fans storm the field, if it is equal or lower the home team's fans do the storming. The highest scoring fans win and storm the field. They injure 1d6 players on the opposing team. Roll IR for them, with no AR. Players and staff in the reserves box may also be injured in this event. The invasion moves the pitch one step towards trampled.

## Post Match Sequence

Once the match is over, go through the post match sequence with the referee.

Post Match Sequence		
Stage	Point	
1	Match Type, Date & Time	Record the Match type and Round. Then Date and time on the Ref Sheet
2	Treasury phase	Each team rolls dW, adds any ticket price modifiers, and adds any modifiers from the winnings tables. The total is multiplied by 10,000GP. This is your team's winnings. IMPORTANT! A team's winnings can never go under 0GPs.
3	Star player points	Allocate the SPPs for the match and roll any mew skill gain rolls.
4	Check for friendly	Roll for any players becoming friendly. Note down the result on the ref sheet, even if the player did not become friendly.
5	Star staff points	Roll for SSP's, and determine new spells and/or potions if any are gained.
6	Healing and injury determination	Healer may bandage dead characters to SI.
		The healer may use any remaining APs to heal players or staff members. For any seriously injured player or staff not healed or resurrected, roll on the relevant injury table.
7	Cheerleaders	Roll for cheerleaders.
8	Fan factor changes	Roll on the Fan Factor Change Table, using the modifiers from the table, ticket prices, and for cheerleaders.
9	Pay fines and maintenance	Pay any fines for a non standard field, and pay back loans or any other fine imposed by BOBBA.
10	Purchase	The manager can buy new players, stadium advances, equipment or staff. (Team re-rolls cost double their normal amount once the league has started).
11	Discard all play cards	Both managers update their players injuries and bans. Both addin any new injuries and reducing old ones.
12	Update team sheet	
13	Finish	Both managers and the referee check that the referee sheet is correct. Once they all agree and sign it, it may not be changed. Both managers shake hands, and the sheets are given to BOBBA.

## Winnings Table

Use this table when calculating your team's winnings modifiers. Cross reference the total gate with your team rating. Don't forget to check for condition modifiers as well

Additional Winnings Modifiers			
Division	dW	Ticket type	Modifier
1 <sup>st</sup> Division	D6+1	Cheap	Use modifier from above the square of your basic winnings modifier.
2 <sup>nd</sup> Division	D6	Expensive	Use modifier from below the square of your basic winnings modifier.
3 <sup>rd</sup> Division	D5	Other modifiers	
Lower Divisions	D4	Won match	+1
		Home team	+1

<b>Winnings Table</b>															
Team rating Gate	0	100	126	150	176	201	251	301	351	401	476	551	626	701	801
	99	125	150	175	200	250	300	350	400	475	550	625	700	800	+
0 → 15,000	+1	0	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
15.001 → 30,000	+2	+1	0	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
30.001 → 45,000	+3	+2	+1	0	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
45.001 → 60,000	+4	+3	+2	+1	0	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
60.001 → 75,000	+5	+4	+3	+2	+1	0	0	-1	-2	-3	-4	-5	-6	-7	-8
75.001 → 95,000	+6	+5	+4	+3	+2	+1	0	0	-1	-2	-3	-4	-5	-6	-7
95.001 → 120,000	+7	+6	+5	+4	+3	+2	+1	0	0	-1	-2	-3	-4	-5	-6
120.001 → 150,000	+8	+7	+6	+5	+4	+3	+2	+1	0	0	-1	-2	-3	-4	-5
150.001 → 185,000	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	0	-1	-2	-3	-4
185.001 → 225,000	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	0	-1	-2	-3
225.001 → 275,000	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	0	-1	-2
275.001 → 330,000	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	0	-1
330.001 → 390,000	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	0
390.001 → 460,000	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0
460.001 → 540,000	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1
540.001 → 630,000	+16	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2
630.001 → 730,000	+17	+16	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3
730.001 → 850,000	+18	+17	+16	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4
850.001 → 1,000,000	+19	+18	+17	+16	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5
1,000,000 +	+20	+19	+18	+17	+16	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6

<b>Fan Factor Modifiers</b>	
Condition	Modifier
Current FF/5, rounded down	-Var.
Cheerleaders	+Var.
Ticket price	+/- 1
Tournament Semi-final	+1
Tournament Final	+2
Won match	+1
Team won by 2+ TDs	+1
Team won by 4+ TDs	+2
Team won by 6+ TDs	+3
Team scored 2 TDs	+1
Team scored 4 TDs	+2
Team scored 6 TDs	+3
Team scored 8 TDs	+4
Team inflicted 2 SI or Kills	+1
Team inflicted 4 SI or Kills	+2
Team inflicted 6 SI or Kills	+3
Team inflicted 8 SI or Kills	+4
Crowd Sled or Killed opponent	+1
Lost match	-1
Team lost by 2+ TDs	-1
Team lost by 4+ TDs	-2
Team lost by 6+ TDs	-3
Team conceded 2 TDs	-1
Team conceded 4 TDs	-2
Team conceded 6 TDs	-3
Team conceded 8 TDs	-4

### Fan Factor Change

In the Post Match sequence, work out the total modifier for the match from the Fan Factor Modifier table, and roll a d6. Add the modifiers, and check to see if your FF changes and by how much. Note down the actual change on the ref-sheet.

If the match was a cross-divisional game or the match resulted in a promotion or demotion, the result will also have influences on the fan factor. These results are applied to the actual fan factor.

<b>Fan Factor Change Table</b>	
D6 ± Modifications	FF Change Result
-10	-6 FF
-9	-5 FF
-8	-5 FF
-7	-4 FF
-6	-4 FF
-5	-3 FF
-4	-3 FF
-3	-2 FF
-2	-2 FF
-1	-1 FF
0	-1 FF
+1 → +5	No change
+6 → +7	+1 FF
+8 → +9	+2 FF
+10 → +12	+3 FF
+13 → +16	+4 FF
+17 →	+5 FF
Fan Club House 1	Ignore -1
Fan Club House 2	Ignore -2

<b>Cross divisional FF Modifiers</b>	
Condition	FF Change
Team wins over a higher division team	+1 FF
Team loses to a lower division team	-1 FF
Team is promoted to a higher division	+2 FF
Team is demoted to a lower division	-2 FF

# Player Development and Players

## Pre-made Star Players

All not on a team are removed, all others are to be considered standard players.

The following rules are here only as long as needed.

Star players that have a specific piece of equipment with them will have an unlimited supply of the item in question. Equipment adds 20,000GPs to their basecost. This does not mean that they can supply other members of the team with this item or that they can sell it. It means that if their own weapon is taken by the ref, or used up, they will get another item of that type for free before the next match, unless otherwise specified. It still counts on TRV though.

## Developing your Players

As blitzers blitz, catchers catch, throwers throw and murderers murder, they slowly get better at what they are doing. This is shown by giving them star player points (SPPs) for performing their tasks (and sometimes others' tasks too). SPPs are earned according to the table below.

<i>Star Player Points</i>	
<i>Achievement</i>	<i>New SPPs</i>
Killing a player (KI)	2
Seriously injuring a player (SI)	1
Standing the match (MS) (see below)	1
Sacking a thrower (Sac) (see below)	2
Scoring a touchdown (TD)	3
Intercepting an opponents pass (Int) (not given for intercepting throw-ins)	2
Completing a pass (Pas) (given to thrower only)	1

Standing the match (MS):

To be awarded a MS you must have stood a whole match on the field without falling or getting knocked to the ground. The match must have lasted at least 1 complete half for players to be eligible for match stood SPPs.

Sacking a thrower (Sac): The "thrower" is the first player on the opposing team that picks up the ball after your team has kicked off. A player will be awarded a Sac if he manages to make the thrower lose the ball before he has either crossed the mid way, or in some other way than your blocking him, given up possession of the ball. Only skills and equipment may be used to get the ball away from the thrower. If spells or cards or anything similar are used, a Sac is not awarded.

Completing a Pass: This includes passing the ball successfully to your intended target, or throwing a player that successfully lands, but no other thrown object or failed passes will be given star player points.

Players will have the chance to improve their Stats or get new Skills or Abilities at certain SPP values. Consult the table below to find out when you are entitled to make a star player gain roll (SPR).

<i>Star Player Point Table</i>			
<i>SPPs</i>	<i>Title</i>	<i>Level value</i>	<i>Total SPRs</i>
0 → 5	Level 0 (Rookie)	0,000	Zipp!
6 → 10	Level 1	+10,000	1 SPR
11 → 25	Level 2	+20,000	2 SPR
26 → 50	Level 3	+30,000	3 SPR
51 → 100	Level 4	+40,000	4 SPR
101 → 150	Level 5	+50,000	5 SPR
151 → 200	Level 6	+60,000	6 SPR
201 → 300	Level 7	+70,000	7 SPR
301 → 400	Level 8	+80,000	8 SPR
401 → 550	Level 9	+90,000	9 SPR
551 → 750	Level 10	+100,000	10 SPR
751 → 1000	Level 11	+110,000	11 SPR
1000 → 1500	Level 12 (BB GOD)	+120,000	12 SPR

*Example: A human linesman (50,000) has 43 SPPs, and is thus Level 3. His total cost is Basecost + Level value (1<sup>st</sup> Lvl) + Level value (2<sup>nd</sup> Lvl) + Level value (3<sup>rd</sup> Lvl). His TRV is cost/10,000*

When you're entitled to a new SPR, roll 1d8 and consult the table below. If a manager decides to try his luck with a physical skill, then he rolls on the physical skills table.

<i>Star Player Gain Roll</i>	
<i>1d8</i>	<i>Advance</i>
1	New skill. You may choose from any of the skill groups or roll a random physical skill if physicals are available to the player in question (check your race list below).
2 → 7	New skill. You may chose any skill from your player's skill groups (see your race list below).
8	Choose a new skill or roll a stat increase. For a stat, roll a d6.
	1d6
	1 → 3
	Stat increase
	+1 MV
	4 → 5
	+1 AG
	6
	+1 ST

## Upper Limit for Stats

Under no circumstance may a stat permanently be raised above the limits given below. They may be temporarily increased beyond the given limits, though. If a SPR would raise a Stat above these limits, it is re-rolled.

<i>Upper Limit for Stats</i>	
Movement allowance (MA) Stat maximum	12
Strength (ST) Stat maximum	8
Agility (AG) Stat maximum	6
Armour value (AV) Stat maximum	10

## Surviving 100 Games

Sometimes, a player is lucky enough to survive 100 games of Blood Bowl. Why this happens is not know, but it keeps happening despite all efforts otherwise. If it happens to a player on your team, then you are entitled to a special bonus skill roll. This skill is rolled after the 100<sup>th</sup> game, as if the player has just gained a skill. Roll on the table below to see what happens. If a player has the skill gained by this table Re Roll.

Should a player by some freak accident survive another 100 matches or other multiples thereof, they are entitled to rolls on this table once for each 100<sup>th</sup> match they play.

For a veteran to use his ability to assistant coach, to nurse, to entertain, or to draw fans, the player has to be present either in the reserve box or on the pitch. A knocked out assistant coach can not assist, a dead nurse can not nurse, etc...

<i>100<sup>th</sup> Game Skill Table</i>	
<i>Roll (d12)</i>	<i>Special survivor skill</i>
1	<b>Leader.</b> If the player has this skill already, then re-roll.
2	<b>Pro.</b> If the player has this skill already, then the player gains Super Pro. Super Pro is just like standard Pro, but allows re-rolls on a 3+, not a 4+.
3	<b>Toughness.</b> The player gains Toughness. If the player already has maximal toughness, then re-roll.
4	<b>Nerves of Steel.</b> If the player has this skill already, then re-roll.
5	<b>Tactician.</b> The player has learnt so much than he helps the coaching staff with their job. He counts as an Assistant Coach. When rolling for extra re-rolls.
6	<b>Celebrity.</b> People flock from all over the world to come and see him play. The player counts a +1 to FF when rolling the gate.
7	<b>Lucky Bastard.</b> The player can choose one of the other options.
8	<b>Medic.</b> The player has seen all kinds of injuries (mostly his own), and has learnt a bit of anatomy during his carrier. The player counts as a Nurse when rolling for healing AP.
9	<b>Entertainer.</b> The player has a knack for flair, and acts as a Cheerleader during games.
10	<b>Additional Armour.</b> A alchemist saw the game, and was shocked at how brutal the game could be. He singled out the veteran player, realised he was special, and made him a new and improved set of shoulder pads. These grant +1 to the player's AV, up to the maximum of 10. If the player has 10 in AV, then re-roll the skill.
11	<b>Lucky.</b> Something must have helped the player survive for so long. Maybe it was (pause for thought), his Luck Skill?
12	<b>Favorite of the Fans:</b> The player get -10 MF, and -5 between every season hereafter..

## Peaked

Peaked is a card that is played by the opponent on one of your players. When a player is peaked, it should be kept secret for as long as possible. This is because in the off season, the Peaked effect will vanish. If a player who is peaked receives another peaked card during the same season, then the player becomes permanently peaked, and the only thing that can remove the peaked is a quick bullet to the back of the head.

## Skill Descriptions

There are five skill categories. Players are limited to which skill categories they can choose from. The categories are General skills (G), Agility skills (A), Strength skills (S), Passing skills (P) and Physical skills (Ph).

Skills fall into two classes; Active (A) and Optional (O). An active skill has to be used, where as an optional skill's use is optional (*or did you guess that? - ed.*). Should 2 or more active skills affect any 1 situation they all affect the result, if they exclude oneanother the manager of this player may chose which one to use.

## General Skills (G)

- **Block (A):** Block allows the player to stand if a result of both down is rolled.
- **Conceal player (O):** Allows RR of an attempt to bring a second player in along with you.
- **Conceal Equipment (A):** This allows a player who has failed a PR for equipment to ignore the call on a 3+, and to carry on as before (This is not re-rollable).
- **Dauntless (O):** The player can pump himself up to amazing feats of strength. Roll 2d6 when he is blocking an opponent. If the result is greater than the opposing player's strength, then the daunting player gains +3 ST. If this means he has more strength than his target, he only pumps himself up to the target player's ST. Horns taken into account after being pumped up.
- **Dirty Player (A):** The player is a born fouler. Add +2 to AR and IR when the player fouls.
- **Dirty Tackle (A):** This gives +2 to ARs when someone fails a dodge roll out of this player's TZ, and +2 any subsequent IR. Tackle is required to choose this skill.
- **Distract (A):** An opponent's player trying to catch, throw or picking up the ball from this player's TZ has a -2 modifier instead of a -1.
- **Dive step (O):** A player with this skill can ignore one attempt to dive him each turn.
- **Frenzy (A):** If a frenzied player blocks and gets a pushback, he/she must follow up and continue to block until the player has no more MA. This may not be used with diving tackle. A player being blocked by a frenzied player may choose between active skills once, and that decision stands for all subsequent rolls of the block dice, during the frenzied run.
- **Kick (A):** The Kick-off will only scatter half of the distance rounded down. It will still bounce. If walking into a square with the ball in it and not picking it up, you may use the throw in template instead of the scatter template when bouncing the ball.
- **Leader (A):** This player is an inspiration to his team-mates. He grants a Leader RR as long as he is on the pitch. You can only have one leader RR at any one time, even if several players have the skill. If the player is removed from the field, the RR is lost. (This is not a Team RR).
- **Luck (O):** The manager can force the other manager to re-roll one dice-roll that affects the player with luck directly. This can be done once per half, and once in extra time. The dice-roll can not have been re-rolled by the other manager, and it must be of a sort that can be re-rolled.
- **Nerves of steel (A):** The player ignores enemy TZs when passing, catching or picking up the ball. If a player reduces an opponent in his tackle zones chance by -2 (e.g. with Distract) or more, only -1 is removed from each player, by nerves of steel.
- **Pass Block (O):** When the opposing manager has measured and decided on a pass, but before it is rolled for, this skill allows the figure to move three squares to bring the player under the range ruler and into a position to intercept, to put thrower or catcher in his tackle zones, or to move into a more favourable position to intercept. All normal rules for moving apply. The pass must be made with the new conditions. You cannot use pass block on thrown equipment, but it may be used by prone players. The passblocker can not be dived. Your team may only make one passblock pr pass.
- **Pro (O):** The player may re-roll any one failed die roll each team turn if he can roll 4+ on a d6. Pro may only be used in your own team turn, and the failed roll must originally be re-rollable.
- **Punt (O):** The Player may high kick the ball. It lands before your next turn, and scatters like a Kick-off. You may place in any square on the field. The kicker must have the ball for this skill to be used. Punt can not be used at a Kick-off.
- **Self control (A):** This skill has two functions. The player ignores Distrust and Dislike. And if the player fails his roll to not eat something or somebody, then it can re-roll the appetite check. Also allows a player to stop a frenzy before he runs out of movement.
- **Strip ball (A):** This causes a player who was just blocked with push back result to drop the ball. The ball is dropped after the push or in the square the player is standing in case the player was not pushed.
- **Sure hands (A):** The player may re-roll: attempts to pick up the ball from the ground, receiving the ball from a hand off, and catching a bouncing ball. It also grants immunity to Strip ball.
- **Sure feet (A):** The player can re-roll a failed sprint move, and can re-roll a movement checks on icy fields.
- **Tackle (O):** Opposing players may not use their dodge skill when leaving the player's TZs. This skill also prevents players being blocked from using their dodge skill to avoid falling, as long as the blocked player is in the TZ of the player with tackle.
- **Throw player (O):** The player may re-roll a failed or inaccurate attempt at throwing a player.
- **Toughness (A):** It gives -1 from injury rolls. A player that is killed with a natural roll of 12 will still be modified by modifiers such as Toughness, but the player will still be dead, and will not be dead on less than 12. Toughness will not help players killed on a natural 12, the skill will however in this case reduce the healing difficulty down to 12 if equipment or skills enhanced it.

## Agility Skills (A)

- **Catch (A):** The player may re-roll any failed catch or intercept attempt. If the player making the catch is holding something else this item is dropped.
- **Diving catch (O):** The player may try to catch the ball one square away. The player does not move he simply stretches his hand into an adjacent square and catches the ball. May not be used on interceptions. Can only be used to catch a ball that lands in this square not a bouncing ball.
- **Diving tackle (O):** The player may interrupt an opponent's turn with a block when an opposing player enters one of his TZs. If the opposing player is knocked over his move ends without any turnover, unless the blocked player drops the ball. If a player is pushed back by a dive he loses 1 MV this team turn regardless of numbers of squares pushed. Diving tackle may not be used with frenzy. Diving Tackle can be used against all players entering your square on purpose, even blinking into the square (either from ability or card). Diving Tackle may not be used if players are being pushed into the TZ, even if they used Sidestep to get there. Only 1 player may attempt to dive a player when he enters a square.
- **Dodge (A):** The player may re-roll one failed dodge or break tackle per turn. It also effects block dice results.
- **Interception (O):** The player may try to intercept a thrown ball in addition to the one player that normally could. Only one additional player may try.
- **Jump up (O):** The player may stand up for free, not paying 3 of his MA. If this is used with a block or foul, it is not a blitz move. This skill may only be used in your own turn.
- **Landing (A):** The player may re-roll a failed attempt to land on his feet (after interceptions, leaps, flights etc...).
- **Leap (O):** A player may leap over a square, even if it has a player in it. It costs 2 MA. Roll on the agility table, with a +1 modifier for jumping over an empty square or the ball, a +0 modifier for jumping over prone or small players, -1 for jumping over a normal sized player, or a prone / stunned large monster (diagonally) and a -1 modifier if there are opponent's TZ in the square being jumped over (it will still be -1 for TZs even if there are three players with TZs in that square). A player must move at least 1 square between two jumps.
- **Riding (O):** Gives the player the ability to ride on the back of a team-mate that is classed as rideable. Size difference between rider and mount must be at least 1 size category (mount being the larger). If the size difference is 2 size categories the mount only gets -1 to his move.
- **Right Stuff (A):** When the player is thrown, Right Stuff grants a +1 to his landing attempt. The player must have the stunty skill to choose this skill.
- **Shadowing (O):** If an opposing player moves from a square in the shadowing players TZ to a square no longer in this players TZ. Both managers roll a d6 and add their player's MA, remaining Movement in case of the moving player. If the total for the shadowing player is higher he may move to the second to last square used by the player he shadows, after the active player has finished his move. Shadowing is a free move and can not be dived, and no dodges are required for the shadower. The shadower will end up in an adjacent square to the player he is shadowing. A player with this skill may only use it once per opponents team turn.
- **Side Step (A):** When the player is pushed back as a result of a block, he may decide which square he is pushed back to. He may chose to move to any adjacent square to where he is standing. If the result on the block dice is an open star, side step is useless, and the blocker chooses which square he is pushed to. This skill may only be used if the character using it is the player being blocked.
- **Sprint (O):** The player can sprint two extra MA. For each additional MA, the player has to roll a d6, and is successful on a 2+. If he is unsuccessful, he falls, and has to roll AR and IR at -2.

## Strength Skills (S)

- **Break tackle (O):** The player may use his strength instead of agility when making a dodge roll.
- **Expert Blocker (O):** The player may chose to re-roll the block dice once per team turn in a block initiated by the player. The player must have Block skill to use this skill. If the blocked player has Expert Blocker, then the blocker can not re-roll the dice with this skill.
- **Grab (O):** Player may on a pushback result of a block choose to grab his opponent, thus moving him to any of the squares adjacent to the blocked player. Following normal rules for open and occupied squares. If the grabber is stronger than the blocked player he may grab him even if he has stand firm. Should the blocked player have sidestep, both the grab and sidestep are cancelled. Push or Frenzy may still not be used.
- **Guard (A):** The player may assist blocks, even if he is in an opponent's player's TZ.
- **Mighty blow (A):** This adds +1 to all AR and IR caused by the player being part of a Block. Players with 2 or less in ST can not use it.
- **Multiple block (O):** The player may block two opponents at once. They have to be adjacent to each other. Their ST is added together, and all modifications for assists are added. The result of the blocking dice happens to both targets. If the blocker is frenzied, then he follows a random opponent. If the frenzied blocker has frenzy control, then he can choose which way to follow up. This skill may not be used with dauntless.
- **Piling on (O):** If the opponent is knocked down, the player may throw himself on top, adding his ST to the AR. The player piling on then rolls back into his own square, but can not stand up until his next turn. Do not

roll AR and IR for the piling player. If the piling player had the ball, it causes a TO. It goes without saying, but a piling player will not get match stand SPP.

- **Push (O):** When the player rolls a push back result, he may chose to push the blocked player back two squares instead of one. The pusher can still only follow up one square. Stand firm will still work, unless the player is stronger than the firm stander, (Horns does not count) in which case, the firm stander is pushed back one square. The player being pushed, must decide to use stand firm or side step before the pusher decides if he should use his push skill. Pushed players using Side Step will only be able to side step the first pushback. For a player to be pushed two squares, both squares must be empty and in a direct line behind the player.
- **Stand firm (A):** The player ignores push back results (unless pushed by the push skill), and will keep standing if he fails a dodge. His move ends in the square he was dodging to. This does not cause a TO. On an open star result, stand firm has no effect.

## Passing Skills (P)

- **Accurate (A):** This give +1 to all throwing attempts made by the player.
- **Dump off (O):** The player may throw a quick pass when he is being blocked. There is no TO due to failure for a dump off. Only the ball may be dumped off, no equipment.
- **Hail Mary Pass (O):** The player may throw to any square on field. On a 1 the throw is fumbled, and scatters once from thrower. Hailing Mary passes are never accurate, count as a long bombs, can never be intercepted, and scatters three times. If it is not caught it causes a turnover.
- **Pass (O):** Pass allows a re-roll of a failed pass.
- **Safe throw (O):** If used, the pass can not be intercepted. The penalty for using it is that you get a -1 modifier to the pass attempt.
- **Strong arm (A):** This reduces the range of a throw by one, but never to less than a quick pass. Remember that this will allow longer passes if a condition limits the range, also remember to reduce the scatter according to the new range. This skill may be used only on the ball. The skill may not be used on a dump off.

## Physical Skills, or Mutations (Ph)

Mutations MUST be visible on a figure. If they are not, then the manager has to declare them clearly to both the ref and the other manager. All physical skills are active (A).

Random Mutations are gained by rolling 1D5 for rows and 1D6 for columns and find the result in the mutation table.

If the Result Choose is rolled you can choose any mutation from any column freely, provided the player hasn't got that mutation.

Mutations gained as skills is determined in a similar fashion. Roll a D4 using the upper 4 rows of the mutation table. At this point decide weather you want to keep the mutation or take a general skill. If you still want the mutation Roll a D6 for column to determine witch one the player got.

Mutations can only be gained once. If a mutation is rolled two times, then the second time has to be re-rolled.

Any mutation gained by a player on a team not normally able to choose mutations will really disgust the fans. Every time he plays from now the EFF will shift by 5% from this team to the other. This penalty is cumulative with each additional mutant. Between seasons the fans learn to live with the fact that they have a freak playing for their team.

<i>Mutation Table</i>						
<i>D5/d6</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
<i>1</i>	Aura	Big Hand	Extra Arms	Extra Head	Very long legs	Wings
<i>2</i>	Claw	Crystal Skin	Horns	Razor Claws	Spikes	Tentacles
<i>3</i>	Cold Blood	Foul Appearance	Enlarge	Prehensile Tail	Hypnotic Gaze	Thick Skull
<i>4</i>	Anti Magic	Elephant Trunk	Pinhead	Shrink	Webbed Feet	Obese
<i>5</i>	Extra Leg	Extra Eye	Gas	Smiley Face	Rabbit Legs	Large Ears

- **Anti magic:** Absolutely no magic can effect this player. Any magical helmet already on will disappear, magic item cards will not work on this player. Potions made by healers will work. This mutation can not be removed.
- **Aura:** Every time the player is injured with Badly Hurt or worse, then roll a d6 as soon as the injury happens. On a 3+, the injury is ignored. This roll is not modified for death over 12. If the roll is a success, and the player heals itself, then it is placed in the Knocked Out box. These players can not be healed normally by healers, but in case of death the chaotic aura allows the healer to hold a ritual sacrificing another player to resurrect the player with the aura. This costs no AP to do. This mutation cannot be removed. (Roll for injury on the ressurected Injury table).
- **Big hand:** This allows a player to pick up the ball on a 2+ (no modifiers).
- **Claw:** This adds +2 to AR, and -1 to ball handling.

- **Cold Blood:** The player ignores all Badly Hurt, SI and Kill results on a 4+ and plays on. All the injuries that accumulated are resolved when the player either fails to ignore an injury, or at the end of a drive. This mutation can not be removed.
- **Crystal Skin:** The player becomes hard, but brittle. Any penetrating armour roll made against this player must be re-rolled. The second will stand even if penetrates. The opposing manager may re-roll any injury roll. If a crystal skin player is fouled, and the fouler rolls so that he is sent off, then the fouler is still sent off, but a new AR has to be rolled. This mutation can not be removed.
- **Elephant trunk:** This gives +1 to catching and picking up the ball, but -1 to dodge and -1 MA.
- **Enlarge:** If a normal player grows, +1 ST and takes 4 squares, loses -1 AG (never below 1) and gains toughness. If a large player grows, he gains +1 ST, loses -1 AG, but not below 1. A stunty player will lose stunty, and gain +1 ST. A snotling becomes a stunty player. This mutation can not be removed. This mutation can also be gained more than once.
- **Extra Arms:** This gives +1 to catch.
- **Extra Eye:** This gives -1 to all passes over short range.
- **Extra Head:** This gives the player +1 to dodging attempts.
- **Extra Leg:** This gives -2 to MA, but never under 1 in MA.
- **Foul appearance:** Player gives -1 to picking up, throwing and catching in the foul looking player's TZ. Another player with Foul appearance is not affected by a foul appearance player.
- **Gas:** In addition to the EFF shift for mutations, this player gives adds an extra 5%.
- **Horns:** The player may use horns to head-butt in a block as part of a blitz action, thus using a number of block dice as if his ST is 1 higher than it actually is. The player must move one square first. If player has frenzy he only receives this bonus on first block. The player's ST stat does not change because of the horns.
- **Hypnotic gaze:** The player may hypnotise a player standing in his TZ whilst standing in the TZ of the target player. This costs 1 MV point to use. To hypnotise, the player must roll greater than the target's AG. If successful, the player loses his tackle zones for the duration of the hypnotist's team turn. See Sunglasses, for what happens when the gaze is reversed. This mutation can not be removed.
- **Large Ears:** This gives -1 to dodge.
- **Obese:** The player grows into obesity, gaining +1 STR, -1 MV & -1 AG. A player cannot be reduced below 1 in MV or AG in this way. Any further reductions due to Obesity will be ignored.
- **Pinhead:** This reduces the player's intelligence to zero. The player ignores matches not played, and does not have to roll for retirement. The player also ignores D, T, and A. This mutation can not be removed.
- **Prehensile tail:** Opposing players subtract -1 when dodging from the player.
- **Rabbit legs:** The player can only leap when moving, but gains +1 to leaping.
- **Razor claws:** This adds +2 to injury rolls. The player has -2 to ball handling.
- **Shrink:** If a normal player shrinks, he gains stunty, and will lose 1 ST. A large player loses 1 ST and, in addition only take 1 square. A stunty player loses 1 ST to a minimum of 1. This mutation can not be removed. This mutation can be gained more than once.
- **Smiley face:** When blocked, the player is at ST-1, as the person blocking gets angry.
- **Spikes:** Adds +1 to AV.
- **Tentacles:** When leaving this player's tackle zones, roll a d6. He must roll under his own ST, or be caught in the tentacles and not be able to move. He can change his mind immediately about what to do if this happens.
- **Thick skull:** On a knock-out result, roll d6. On a 4+, the player shakes off the result, and is only stunned. This mutation can not be removed.
- **Very long legs:** Adds +1 to MA and +1 to intercepts.
- **Webbed feet:** -1 to MA non-wet pitches, but +2 on wet ones.
- **Wings:** The player can fly over two squares, even if they contain players, and land in the third. He may not change direction in the air, and must have moved at least two squares in one direction to take off. The direction of his flight is one of the three forward directions. It costs 3 MA points and the player has to roll a 2+ to succeed. There is a +1 modifier for flying over an empty square or the ball, a +0 modifier for flying over prone or small players, -1 for flying over a normal sized player or a prone large player, and a -1 modifier if there is an opponent's TZ on a square being flown over (there will still be -1 for TZs even if there are three players' TZs in that square).

## Other Skills

These skills can not be chosen during play.

- **Blink:** Player may as a part of his move, teleport up to 3 squares in any direction, this can be done anywhere within the player's move, but needs a roll of 3+ on a D6 to work. If it doesn't work the player may continue to move from the square he/she is in provided they have movement points left.
- **Friendly:** This skill is awarded to a player that has played a long time on a team with players from other races. After the player has played ten matches, roll a d6. A roll of 6 means that the player has been given friendly skill. If the player does not become friendly, he gains another roll at every subsequent 10 matches

played, and a cumulative +1 to the roll for every time. A player with dislike to the team he is playing for never get this roll any easier than 6+, a distrusting player 5+ and an indifferent player 4+. A player with the friendly skill will no longer cause any re-roll penalty, but will still count double in the TRV calculation. Friendly only works with the team the player has been playing on when gaining it. Friendly does not change race relations, only RRs.

- **Regeneration:** If badly hurt, seriously injured, or killed, roll d6. On a 1 the injury is suffered, on a 2+ with modifiers for severity, it is healed and the player is considered KO. Injuries caused by fire can not be regenerated.
- **Stunty:** Stunty players are not affected by opposing tackle zones when dodging, they must however roll 3+ if they wish to intercept.
- **Ball Burner:** The ball will burn as soon as it comes in contact with this player. If this happens, it is a new Kick-off. If the ballburners team causes this by picking up or somehow giving the ball to the ballburner the team with the ballburner kicks. If it bounces or scatters into the ballburner the team whose player last touched the ball before the ballburner will kick off..
- **Kantona Kick:** Kantona can instead of making a block use a drop kick. Roll one block die regardless of strength. On a pushback result the opponent steps back and Erik falls to the ground make armour and injury as normal. On a Defender down result add +3 to the armour roll due to Erik's kick in the face. On an attacker down result Erik has done himself an injury roll on injury table. Both down: apply both results. When standing on the sideline Erik can also attack either the spectators or the opponent teams staff. Attacker down results are the same. A Pushback against the spectators and Erik is left on the field standing. Pushback against staff members the same as against players. Defender down causes the opponents fan factor to be reduced by one permanently. Defender down against staff, roll on injury table at -1, they didn't quite get away from his kick.

## Large Players

Large players are large, huge, dangerous looking beasts, often with huge pointy teeth. On the whole they are to be given a wide berth. There are several special rules for these big fellows. Large players ...

- ... are centered on the crosses of squares, and cover four squares on the field. They move from cross to cross. They have a facing direction, and only have tackle zones in the eight squares in front and to their sides.
- ... use one MA to change facing without moving, but can use one MA to move and change facing as part of the same step.
- ... may be placed facing in any direction when standing up, or following up, but can not turn when pushed unless they have side-step.
- ... may move through squares with prone players in, but can not stop on top of a prone player( see stepping over players). They are not able to step over other large players in this way, even if they are prone.
- ... use a D12 instead of a D8 if the ball scatters from them.
- ... receive a +1 modification to interceptions because of their size.
- ... score a touchdown if any part of the base is in the end zone.
- ... may move either straight ahead, or diagonally as long as the 4 squares they are moving to are empty. The final facing is determined by the player.
- ... may try to sneak a player with "Stunty" onto the field. Roll a d6: On a 4+ he player is successful. On a 2 or 3, the large player has to return the stunty player to the reserve box. On a 1, the carried player are ejected, and given a yellow card. Remember to play with 1 player less.

## Base-races

Before putting a team together, you have to choose your team's base-race. What race you choose as your team's base-race is important, since it has many effects upon the game, both on and off the field. Here is a summary:

Your base-race will decide...

1. ...what players are on your team list, and thus those you can buy as your own, and what you will have to get as 'allies' (see 'multi raced teams and race relations'). This is **important!**
2. ...what kind of race specific staff you can purchase (see 'staff'), and what he/she can do.
3. ...how much your re-rolls will cost.
4. ...what special equipment you can and cannot use (see 'secret equipment', below).
5. ...what special rules applies to your team. You might want to take a look at these before choosing what race your team is going to be based on.
6. ...your image. Do you want to cruise BOBBA with an easy-to-play race, that 5 other teams already are based on, or do you want a challenge, honing the more unusual teams' abilities to perfection and laughing in the faces of opponents who thought playing against your team would be easier than a walkover?

## Amazons

RR cost: 40,000GPs, No special rules.

<i>Amazon Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linewomen	6	3	3	7	Dodge	50,000	X				
Catchers	7	3	3	7	Dodge, Catch	80,000	X	X			
Throwers	6	3	3	7	Dodge, Pass	70,000	X			X	
Blitzers	6	3	3	8	Dodge, Block	90,000	X		X		

<i>Amazon Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Witch Elf	DT
Valkyrie	DT
Centaur	DL
Ents	DL

<i>Chaos Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Demons	•
Minotaurs	DT
Dragon Ogres	DT
Chaos Dwarves	DT
Dark Elves	DL
Bull Centaurs	DL

## Chaos

RR cost: 60,000GPs  
No special rules.

<i>Chaos Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Beastman	6	3	3	8	Ho	60,000	X		X		X
Ungor	7	2	3	7	Stunty	50,000	X				X
Chaos Warrior	5	4	3	9		100,000	X		X		X

## Chaos Dwarf

RR cost: 50,000GPs

When declaring an interception, Chaos Dwarfs must roll a d6. If the result is 1 or 2, they may not try to intercept the ball after all, because it flies over too high for them to reach. This rule does not apply to Hobgoblins.

<i>Chaos Dwarf Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Bull Centaurs	•
Chaos	DT
Ogres	DL
Dark Elves	DL
Orcs	DL
Goblins	DL

<i>Chaos Dwarf Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Hobgoblin	6	3	3	7		40,000	X				
Hobgob. Sneaky Git	7	3	3	7	Sureh, SideS	70,000	X	X			
Hobgob. Thug	5	3	3	8	Bl, Da	80,000	X		X		
Chaos Dwarf	4	3	2	9	Bl, Ta, TSk, T1	80,000	X		X		X

## Dark Elf

RR cost: 50,000GPs

When moving from the KO box to the reserve box, dark elves have to roll a 5+ instead of a 4+. This rule does not apply to dark elf blitzers. Dark elves have a -1 penalty when attempting a throw or catch when it's very sunny. All dark elves have a +1 to their interception rolls.

<i>Dark Elf Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Driders	DT
Ogres	DL
Undead	DL
Chaos	DL
Orcs	DL
Goblins	DL

<i>Dark Elf Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linesman	6	3	4	8		70,000	X	X			
Thrower	6	3	4	8	Pa	90,000	X	X		X	
Assassin	6	3	4	8	Sha	80,000	X	X			
Blitzer	7	3	4	8	Bl	100,000	X	X			
Witch Elf	7	3	4	7	Fr, Do, JUp	110,000	X	X			

## Dwarf

RR cost: 40,000GPs

When declaring an interception, Dwarfs must roll a d6. If the result 2, they may not try to intercept the ball after all, because it flies over too them to reach..

<b>Dwarf Race Relations</b>	
Race	Feeling
Steam Robots	•
Humans	DT
Halflings	DT
Treemen / Ents	DL
Wood Elf	DL
Norse	DL

is 1 or high for

<b>Dwarf Players</b>											
Player	MA	ST	AG	AV	Skills	Price	G	A	S	P	Ph
Long Beard	4	3	2	9	Bl, Ta, TSk, T1	80,000	X		X		
Runner	6	3	3	8	SureH, TSk, T1	90,000	X			X	
Blitzer	5	3	3	9	Bl, TSk, T1	90,000	X		X		
Troll Slayer	5	3	2	8	Bl, Fr, Da, TSk, T1	100,000	X		X		

## Forest Folk

RR cost: 60,000 GPs

<b>Forest Folk Players</b>											
Player	MA	ST	AG	AV	Skills	Price	G	A	S	P	Ph
Faun	6	3	4	7	Do	60,000	X				
Satyr	6	3	3	8	Ho, Block	80,000	X		X		
Pixie	5	2	4	7	Stu	40,000		X		X	
Sprite	6	2	3	7	Wi, Do, Stu, Blink	80,000	X	X			

<b>Forest Folk Race Relations</b>	
Race	Feeling
Centaur	•
Wood Elf	DL
Treemen / Ents	DT
Halflings	DL

<b>Goblin Race Relations</b>	
Race	Feeling
Trolls	•
Orcs	•
Ogres	DL
Chaos	DL
Dark Elves	DL
Skaven	DL

## Goblin

RR cost: 60,000GPs

When declaring an interception, Goblins must roll a d6. If the result is 1 or 2, they may not try to intercept the ball after all, because it flies over too high for them to reach.

Goblins have a -1 penalty when attempting a throw or catch when it's very sunny. Because of their sneaky nature and affinity with dangerous equipment, goblins can take Conceal Equipment and Dive step as an agility skill.

<b>Goblin Players</b>											
Player	MA	ST	AG	AV	Skills	Price	G	A	S	P	Ph
Goblin	6	2	3	7	RSt, Stu, Do, CEq	40,000		X			
Catcher	7	2	3	7	RSt, Stu, Do, Ca	70,000		X			
Thrower	6	2	3	7	RSt, Stu, Do, Pa, SureH	70,000		X		X	

## Halfling

RR cost: 60,000GPs

When declaring an interception, Halflings must roll a d6. If the result is 1 may not try to intercept the ball after all, because it flies over too high for reach.

At every Kick-off, roll a d6 for every fit player. If the result is a 1, player is too busy eating to play. If a manager can not bring a full team field, one player each turn will finish eating, and will emerge from the until the maximum of eleven players on the field are reached.

Halflings can take the Dive Step skill as an agility skill.

<b>Halfling Race Relations</b>	
Race	Feeling
Treemen / Ents	•
Centaur	DT
Dwarves	DT
Wood Elves	DT
Humans	DT
High Elves	DL

or 2, they them to then the onto the sideline,

<i>Halfling Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Halfling	5	2	3	7	RSt, Do, Stu, Lu	40,000		X			
Catcher	6	2	3	7	RSt, Do, Stu, Ca, Lu	50,000		X			
Blocker	5	2	3	7	Stu, Bl, Lu	60,000		X			
Thrower	5	2	3	7	RSt, Do, Stu, Pa, SureH, Lu	60,000		X		X	

<i>High Elf Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Centaur	DT
Dragon	DL
Halflings	DT
Treemen / Ents	DL
Humans	DL
Wood Elves	DL

## *High Elf*

RR cost: 50,000GPs

When moving from the KO box to the reserve box, high elves have to roll a 5+ instead of a 4+. This rule does not apply to dragon warriors. All high elves have a +1 to their interception rolls.

<i>High Elf Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linesman	6	3	4	8		70,000	X	X			
Phoenix warrior	6	3	4	8	Pa	80,000	X	X		X	
Lion warrior	8	3	4	7	Ca	90,000	X	X			
Dragon warrior	7	3	4	8	Bl	100,000	X	X			

## *Human*

RR cost: 50,000GPs

No special rules here! What did you expect?

<i>Human Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linesman	6	3	3	8		50,000	X				
Catcher	8	2	3	7	Ca, Do	70,000	X	X			
Thrower	6	3	3	8	Pa, SureH	70,000	X			X	
Blitzer	7	3	3	8	Bl	90,000	X		X		

<i>Human Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Halflings	DT
Dwarves	DT
Giants	DT
Centaur	DL
Wood Elves	DL
Werewolves	DL
Norse	DL
Vampires	DL

<i>Lizardman Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Kroxigors	•
Driders	DL
Orcs	DL
Goblins	DL

## *Lizardman*

RR cost: 60,000GPs

Lizardmen are very adept at moving in wet environments, and may move as if the field is one step less wet, than it actually is. On dry field however they are all at -1 MA.

<i>Lizardman Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Saurus Lineman	6	3	3	8	SureF	60,000	X				
Temple Guard	7	3	3	8	Bl	90,000	X		X		
Skink Runner	9	2	4	7	SureF, Do, SideS	110,000	X	X			

## Norse

RR cost: 50,000GPs

When there's sweltering heat weather, Norse players must roll the sweltering heat check at -1. During a blizzard they don't suffer any when sprinting and they can throw long passes as if the stadium has floodlights. On frozen pitches, Norse players have a +1 modifier to all that are made because the ground is slippery.

<i>Norse Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Humans	DT
Ogres	DL
Dwarves	DL
Dark Elves	DL
Werewolves	DL

penalties

AG rolls

<i>Norse Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linesman	6	3	3	8	Fr	60,000	X				
Valkyrie	6	3	3	8	Bl	80,000	X		X		
Beserker	7	4	3	7	Fr, Da	110,000	X		X		

## Orc

RR cost: 60,000GPs

Orcs have a -1 penalty when attempting a throw or catch when it's very sunny.

<i>Orc Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linesman	5	3	3	9		50,000	X				
Thrower	5	3	3	8	SureH, Pa	70,000	X			X	
Blitzer	6	3	3	9	Bl	80,000	X		X		
Black Orc	4	4	2	9		80,000	X		X		

<i>Orc Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Goblins	•
Ogres	DT
Trolls	DL
Dark Elves	DL

<i>Skaven Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Rat Ogres	•
Goblins	DL
Orcs	DL
Chaos	DL
Werewolves	DL

## Skaven

RR cost: 50,000GPs

No special rules.

<i>Skaven Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Linesman	7	3	3	7		50,000	X				X
Thrower	7	3	3	7	Sure H, Pa	70,000	X			X	X
Gutter Runner	9	2	4	7	Do	80,000	X	X			X
Plague Monk	6	3	3	8	Fap, Fr	90,000	X				X
Storm Vermin	7	3	3	8	Bl	90,000	X		X		X

## Undead

RR cost: 60,000GPs

All Undead players that have the ability to regenerate can move and regenerate regardless of whether their team has a conscious Headcoach or Necromancer. These abilities are innate. Maybe not logical, definitely not to understand! Mummies carry a disease called Tomb rot.. Mummies can other players with their disease. Any player knocked out or worse by a gets a -1 modification to see if he comes out of the knock out. Once a enters the field he will roll normally on his next KO roll, unless again by Tomb Rot. For the rare occasions where 2 Mummies can tomb rot another player without him leaving the field, the player still only receives a -1 Modification to his KO roll.

<i>Undead Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Vampires	•
Minotaurs	DL
Dark Elves	DL
Werewolves	DL

difficult  
infect  
mummy  
player  
affected

Mummies are very dry, and can burn easily. Fire adds +1 to AR and IR versus mummies, in addition to any other modifiers. Undead are unaffected by poison, diseases, tomb rot and drugs. Undead do not breathe, and are not effected by spells or weather that affects breathing.

<i>Undead Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Skeleton	5	3	2	7	Reg	30,000	X				
Zombie	4	3	2	8	Reg, Fap	30,000	X				
Ghoul	7	3	3	7	Do, Fap	70,000	X	X			
Wight	6	3	3	8	Bl, Reg, FAp	90,000	X				
Mummy	3	5	1	9	MB, Reg, TRo, T1	110,000	X		X		

## Wood Elf

RR cost: 50,000GPs

When moving from the KO box to the reserve box, wood elves have to roll a 5+ instead of a 4+. This rule does not apply to wardancers. All wood elves have a +1 to their interception rolls.

<i>Wood Elf Race Relations</i>	
<i>Race</i>	<i>Feeling</i>
Treemen / Ents	•
Halflings	•
Centaur	DT
Humans	DL
High Elves	DL

<i>Wood Elf Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Lineman	7	3	4	7		70,000	X	X			
Catcher	9	2	4	7	Ca, Do	90,000	X	X			
Thrower	7	3	4	7	Pa	90,000	X	X		X	
Fanatic	7	3	4	7	Fr, Sha	90,000	X	X			
Wardancer	8	3	4	7	Bl, Do, Lep	120,000	X	X			

## Independent Races

Every time you wish to purchase an independent guy for your team, the manager has to roll a d6. On a 5+, the search for these elusive creatures is successful, and you can buy it. You have to have the money ready before you search for it. In other words if you have enough money to hire two Bull Centaurs, then you can decide to take two rolls. But if you succeed, you are forced to hire both.

### Bull Centaurs

Bull centaurs are large players, and are rideable.

<i>Bull Centaur Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Bull Centaur	5	5	2	9	BTa, Sp, TSk, T1	170,000	X		X		X

### Centaur

Centaur

<i>Centaur Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Centaur	8	4	4	7	Do, T1	170,000	X	X		X	

## Demons

There are 5 types of demons allowed in BOBBA, and they all have special abilities.

- Flamers can fire a spurt of flame once a round. It counts as a flame thrower, but can not be pumped up. It has a maximum range of three squares. The flamer can be expelled for this, but will not lose his "weapon".
- Demonettes look entrancing.
- Bloodletters are strong.
- Plaguebearers have the equivalent of a mummy's tomb rot.
- Pink Horrors split into blue horrors when they die. When it happens, the pink horror is gone for ever. It is replaced at once by two blue horrors. One is placed in the square where the pink horror died, the other as close to it as possible. The pink horror's gains, losses and equipment are divided randomly between the two new horrors.
- It is not easy to mix demons on a team. All types of demons feel animosity towards each other, apart from pink and blue horrors. All demons have an aura, except blue horrors.

Demons will only ever play for a chaos team, and will never become undead.

<i>Demon Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Pink Horror	6	3	4	7	Ca, BHa, Au,	100,000	X				X
Plaguebearer	5	4	2	10	Tro, Au, Foul Appearance	130,000	X				X
Demonette	6	3	3	7	Cl, HGa, Do, Au	120,000	X	X			
Flamer	7	2	3	7	Bbu, Au, (Flame)	120,000	X				
Bloodletter	5	5	3	8	MB, T1, Au	160,000	X		X		

## Driders

Driders are large players, and are rideable

<i>Driders Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Driders	7	4	4	8	T1,Do	160,000	X	X			

## Dragon

Dragons are large players

Dragons will not play with any other allies but other Dragons.

<i>Driders Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Dragon	5	5	3	8	T1,Wings	130,000	X				

## Dragon Ogres

Dragon ogres are large players, and are rideable. Dragon Ogres are immune to lightning.

<i>Dragon Ogre Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Dragon Ogres	4	5	2	9	B1,T1	140,000	X		X		

## Ents

All ents can take root. This takes one turn in which they can not do anything else. Once they have rooted, then they can not move until the next touchdown or halftime. When an ent has taken root, it can not be knocked over. If a block results in an injury, the effect of the injury is ignored until the next Kick-off, and until then the tree may play as normal. Wood tends to burn easily. Fire add a +1 to AR and IR in addition to all other modifiers.

Treemen are Large Players.

<i>Ent Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Birch Runner	3	5	2	9	T1, Sfi	120,000	X		X		
Treemen	1	6	2	10	TP1, T1, B1	160,000	X		X		

## Giant

Giants are large players.

<i>Giant Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Giant	4	6	2	8	T1, Push	160,000	X		X		

## Kroxigor

Kroxigor are large players. A kroxigor is a large breed of lizardman, and so share the same abilities for moving in wet conditions, as well as the modifications on dry fields.

<i>Kroxigor Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Kroxigor	5	5	3	8	T1,CB1	140,000	X		X		

## Minotaurs

Minotaurs are large players.

<i>Minotaur Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Minotaurs	5	5	2	9	T1, Ho	160,000	X		X		

## Ogres

Ogres are large players.

<i>Ogre Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Ogres	5	5	2	9	T1, TSk	150,000	X		X		

## Rat Ogres

Rat ogres are large players.

<i>Rat Ogre Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Rat Ogres	5	5	3	8	PTa, T1	160,000	X		X		X

## Steam Robot

Steam Robots are large players. They are automatons, and are controlled by Dwarven Tinkerers who sit on the side lines. A robot does not get better, the tinkerer does. A robot is made of Iron (Fe), and will start to rust if it plays in the rain. Roll a "Rust IR" after the match, at +1. This "Rust injury" can not be repaired like other injuries. As it is an automaton, a robot can not be healed. Instead, its controller can repair "injuries" on it after the match on a roll of 3+. When a robot is destroyed, the tinkerer is so grief-stricken that he wanders off and sits in a secret cave, never to be seen again (*Dwarves!* - ed.)

<i>Steam Robot Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Steam Robot	3	6	1	10	TSk, T1, Bta, MB	160,000	X		X		

## Trolls

Trolls are large players. Trolls can not play in very sunny weather, as they have an odd habit of turning to stone.

<i>Troll Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Trolls	3	6	1	10	T1, Reg, MB	160,000	X		X		

## Vampires

Vampires can not play in very sunny weather, as they get VERY sunburnt (in fact, to death).

<i>Vampire Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Vampire	6	4	3	9	Reg, Hga	130,000	X		X		

## Werewolves

Werewolves will not play with ents, skeletons or demons, as these are “unnatural” to the werewolf.

Werewolves are unstable players. Before the start of a drive, after choosing fielded team before placing them, roll a d6. On a 3+, the player is a werewolf, otherwise he is a linesman with no starting skills and normal stats. The result of any skillrolls such as stat increases and skills gained will stay with the player even in linesman form.

If the team has no linesmen, then the lineswolf has stats marked below. Werewolves can not play in sunny weather.

<i>Werewolf Players</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Werewolf	6(6)	4(3)	3(3)	7(8)	Fr, RCl	110,000	X		X		

## Unique Players

<i>Balrog Player</i>											
<i>Player</i>	<i>MA</i>	<i>ST</i>	<i>AG</i>	<i>AV</i>	<i>Skills</i>	<i>Price</i>	<i>G</i>	<i>A</i>	<i>S</i>	<i>P</i>	<i>Ph</i>
Balrog of Moria	5	7	3	10	Block, Hga, MB, T1	350,000	X		X		

The balrog will play for chaos or orc teams. The balrog can not pick up or catch the ball. The ball just burns up. If this happens, it is a new Kick-off, with the non-balrog team setting up second, and starting with the ball, irrespective of who threw the ball in the first place. If the balrog picks up a player, then roll AR and IR as needed. Damage done by the balrog is fire damage. The balrog is immune to fire spells and equipment.

# Staff

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The staff of a team can consist of the following staff members; one headcoach (obligatory) and any number of assistant coaches, cheerleaders, guards, healers, nurses, and race specific staff members. The staff may also include one mascot. There is no limit on the number of staff members a team can bring for a match, but they are only allowed to use the abilities of **one** healer and **one** race specific staff member each match. Additional healers “play” the match in the injury box. They wait here until the manager decides to use one of them. Once this happens, then every staff member of the same type moves to the reserve box. Additional race specific staff will be in the reserves box with the rest of the staff.

A team's staff members are always of the same race as the team's base-race. Staff members do not have any skills. Instead they have the special abilities defined below. Unless otherwise stated, staff members may not do anything during empty schedule slots (ESSs). Staff members can not be sold to any other team if you want to get rid of them they have to be sold out of the league.

## *Staff and Star Staff Points*

Headcoaches, and healers have a talent factor (TF). The TF ranges from 2 to 5. After you've bought a new staff member, immediately roll 6-1d4 to determine his TF, if appropriate. After every match, the manager must roll 1d6 for each and every staff member with a TF that participated. A staff member gets one star staff point (SSP) if the roll for the staff member in question is greater than his TF. (Note: healers need a laboratory to get SSPs. Staff members that receive Stat decrease as a result of an injury have their TF increased by one. If a staff member reaches a TF of 6, he is forced to retire.

Staff members advance at the same way as players do (see the “Star Player Point Table”), but instead of getting a star player gain roll, staff members get an additional ability point (AP) when they advance. See the description of each staff member for an explanation of how they can use their APs. All staff members start off with 3 APs.

If one decides to sell a staff member out of the league, one will get  $(\text{basecost} + \text{level value}) \div 2$  GPs. (Note: The headcoach cannot be sold, and must be fired!)

## *The Headcoach*

Cost: 50,000GPs, Effect: Can argue the call with the ref.

A team may only have one headcoach at a time. When a new team is founded, its manager gets a headcoach for free. The headcoach may not be sold. You can fire him from your team, of course, but you will not get any GPs for this. The headcoach is the only staff member able to argue with the referee (see 'Arguing With The Referee'). If the headcoach dies, is fired, or in any other way is removed permanently from a team, one will have to get a new one. The manager may appoint one of the team's experienced players (at least level 1) to the position of headcoach. Remember to roll a TF for this player. Or, of course, the manager can buy a new headcoach. Any player assigned the head Coach title, may of course continue to play as long as he is else able.

If a team's headcoach for some reason is changed, the team will lose one RR permanently. This cannot bring the team's total number of RRs below zero.

## *Coach*

Cost: 50,000GPs, .

This is your head coach's right hand. He helps around trying to learn as much as possible. As a coach this staff member way roll a die at every match he attends and on a 6 gain 1 SSP. He can also for one off match replace your HC giving you all the abilities of a new HC, without losing the RR. Should you for some reason want / need to permanently replace your HC, this staff member can be promoted. He will keep his SSP, and you may now roll the TF. This will still cause the team to loose a RR but will leave you with a slightly trained HC, rather than a new one.

## *Assistant Coaches*

Cost: 10,000GPs, Effect: Plus to “brilliant coaching” and may grant extra RRs.

At the start of either half, before the Kick-off, each manager must roll a number of dice equal to the number of assistant coaches in his staff. The manager that rolls the most 6's gets one extra special RR for his team. The RR can be used in the following half, and will disappear at the end of the half regardless of whether it was used or not. If the number of 6's is tied, there is no bonus to be had by either team.

## Healers

Cost: 50,000GPs, Effect: Heals injuries and may learn how to make potions.

<b>Healing Costs</b>	
<i>Attempted healing</i>	<i>AP cost</i>
Healing a killed player *	3
Healing a serious injury	2
Healing a badly hurt player	1
Bandaging a killed player	1
Removing a player's mutation**	3+var
Healing a niggling injury permanently ***	3
Helping a player automatically pass a niggling injury roll ****	1

A Healer may attempt to heal any injury suffered by players, including death. There must still be a body present, so if that vital part has disappeared, no healing may be attempted. The injury is healed on a roll of 2+ with any modifiers for severity. One can only try to heal a single player's injury once. Players with any innate healing ability can not be healed by a healer.

If a player is injured twice in the same injury (yes, it does sound a bit odd, but it is

possible – blocked out of the field, injured and beaten up by the crowd), then his injury is counted as the worst that he received.. But because of the additional complications, there is a –1 modifier to the healing attempt. *Example: a player is Sled by the block, and killed by the crowd, he counts as killed only. But in order to heal him, the healer has to roll a 2+ healing roll with a –1 modifier, thus a 3+ to heal him.*

The healer may instead opt to bandage a killed player instead of healing him. It is slightly safer, but may result in injuries and even death. In this case there is no die roll, it automatically succeeds, but it leaves the player with a serious injury that may not be healed. This process of patching the player back together again works on undead players as well as normal living players.

Healing is a time consuming process and if the healer is forced to do so within the timeframe of a match then the results will not be as good as if done with sufficient time available. If a player is healed during the match the full cost is paid but the player is only healed 1 step (Dead to SI, SI to BH, BH to KO), in this case it is of course possible to gain another injury in which case you must be healed again.

The healers are immune to any and all attacks from skills, dirty tricks, card effects etc.

\*: If the IR that caused the kill was higher than 12, a –1 modifier per notch above 12 applies to the healing roll. However, the Healer may use more APs than the minimum required. He will then get a +1 modifier to the roll per extra AP used. A natural “1” is always a failure, though. If the killed player was only resurrected, a roll on the “resurrected serious injury” table has to be made to find out what condition the resurrected player is in.

If a player is killed on more that 16, then the base chance of healing him remains 6+.

*Example: A certain Mighty Zug is dead on 14. The healer comes to his coffin side, and tries to heal him. This would cost 3AP, and would be successful on a 4+. If the healer had more than 3 APs, then the healer could use 1AP extra to lower Zug to dead on 13 before healing him on a 3+.*

\*\* : This has to be done before the match, in the “Roll niggling injury” stage of the pre-match sequence. A mutation the player starts his career with may not be removed.

\*\*\*: These have to be declared in the pre-match sequence, before actually rolling to see if players with niggling injuries are ready for the match. They are always successful; no roll is needed.

### ***Serious Injury Table***

If a player sustains a serious injury, then roll on the appropriate table. Roll two different d6, and specify one as the “Tens” die, and the other as the “Units” die.

<b><i>Serious Injury Table</i></b>		
<i>Result</i>	<i>Injury</i>	<i>Injury Time</i>
11 → 13	Concussion	Miss 1 week
14 → 16	Broken Ribs	Miss 1 week
21 → 23	Groin Strain	Miss 1d3 weeks
24 → 26	Gouged Eye	Miss 1d4 weeks
31 → 33	Broken Jaw	Miss 1d6 weeks
34 → 36	Fractured Arm	Miss 1d8 weeks
41 → 43	Fractured Leg	Miss 2d6 weeks
44 → 46	Smashed Hand	Miss 2d6 weeks
51 → 52	Damaged Back	Miss 2d6 weeks, niggling injury
53 → 54	Smashed Knee	Miss 2d6 weeks, niggling injury
55 → 56	Pinched Nerve	Miss 2d6 weeks, niggling injury
61	Smashed hip	-1 MA, Miss 3d6 weeks
62	Smashed Ankle	-1 MA, Miss 3d6 weeks
63	Smashed Collar Bone	-1 ST, Miss 3d6 weeks
64	Broken Neck	-1 AG, Miss 3d6 weeks
65	Serious Concussion	-1 AV, Miss 3d6 weeks
66	Fractured Skull	-1 AV, Miss 3d6 weeks. If rolled after bandaged, result is Death.

## Potions

When a healer advances a level, he will get 1 AP as usual staff members will, and gets to roll a d6. On a 4+, he will also learn how to make a potion. Determine randomly which potion he learns how to make. Potions may be stored, and used in a match. All potions must be drunk before a kick off and all effects are instant, and lasts to the end of the half, unless else is stated in the potion description.

description. The healer must decide to make a potion before the match starts. It costs 20,000GPs and 2AP to make a potion before the match.

Whenever a healer tried to make a potion, roll a d6. On 2+ nothing special happens, but on a 1 you have to roll on the Potiiion Flamingo-up table below.

<i>Potion Table</i>	
<i>Potion</i>	<i>Effect</i>
Agility	The player gains +1 AG. On a roll of 1, the potion is a dud.
Aggression	The player gains frenzy skill. On a roll of 1, the potion is a dud.
Feather fall	The player will not get hurt from falling. No AR is needed due to failing a sprint, dodge, leap or land roll. On a roll of 1, the potion is a dud.
Invisibility	This allows the manager to set up one extra player on the pitch. On a roll of 1, the potion is a dud. You may set up this extra player ignoring setup rules, Ignoring number of allies, and do not have to roll for taking equipment on the field.
Laxative	The person drinking suffers the same effect as the "Petty Spite" magical item.
LSD	The person drinking this misses a match,
Poison	The person drinking this has to roll IR at +1 severity (like a dagger).
Speed	The player gains +1 MA. On a roll of 1, the potion is a dud.
Strength	The player gains +1 ST. On a roll of 1, the potion is a dud.
XTC	The player uses throw-in template when moving, as loud music plays in his head.

<i>Potion Flamingo-up table</i>	
<i>1d6</i>	<i>Effect</i>
6	Nothing happens (phew!).
5	The potion turned into a unknown random potion. Determine which when it is used. The healer has no idea how it will work.
4	The healer spilt some material and will need 40,000GPs to make the potion, instead of the normal cost of 20,000GPs.
3	The healer tasted too much of the potion, and it will affect him. The potion is lost, and the healer may not do anything next schedule slot.
2	The potion blew up! It is lost, but roll an IR for the healer.
1	The laboratory blew up!!! Of course, the potion is also lost. Roll an IR for the healer. Assuming he survives, he will need a new laboratory to get SSPs and to make any more potions.

<i>Remove Mutation Table</i>	
<i>1d6</i>	<i>Effect</i>
6+	All perfect. Mutation gone.
5	Roll on SI table. Mutation gone.
4	Roll on resurrected injury table. Mutation gone.
3	Roll on SI table. Mutation stays.
2	Roll on resurrected injury table. Mutation stays.
1	Player dies on the operating table.

## Remove Mutations

The Healer may also try to remove unwanted mutations from players. This uses 3 APs, and must be done before the match starts. The healer may spend more than 3 APs to get +1 on the table below for each extra point used.

There are some mutations that can not be removed. It does not matter how good medical science is. These are; enlarge, shrink, anti-magic, crystal skin, pin head, thick skull, cold blood, hypnotic gaze, aura.

## Niggling Injuries

When a player gets a niggling Injury, he has to roll to see if he can play any subsequent matches. On a 2+ he is OK, but on a 1, he can not play. But niggling injuries can be fixed and can vanish in the off season. But if the player receives two niggling injuries, then they become permanent Non-permanent Niggling injuries can also be removed by a healer, see above. Any niggling injuries gained because of aging are permanent. It is possible to have several niggling injuries,, in which case you have to roll several dice all of them at 2+ for him/her to play.

## *Nurse*

Cost: 10,000, 20,000, 30,000, etc... Effect: May give the Healer an additional AP

The manager rolls 1d6 per nurse at the start of every match, in the “assistant phase” of the pre match sequence. For every 6 rolled, your healer receives some help, and gets +1 AP for that match. Nurses work in the injury box, and so spend the whole match there, like the active healer. They are therefore privilege to all the same protective benefits as a healer.

## *Race specific Staff*

Cost: 100,000GPs.

All race specific staff may create or otherwise get hold of their team’s race specific equipment. This happens according to the table below. If the staff member is set to such creation any other ability cannot be used that match.

Equipment TRV	1-2	3-4	5-6
Diceroll needed	2+	4+	5+

### **Amazon Matron Mother:**

If an Amazon player has received a Yellow Card, after the Head coach has argued his case, the ref will probably be assaulted by the Matron Mother, who as long as the victim was not female (that is another Amazon Player, a Witch elf or Valyrie) will argue that it is propostrous to award a yellow card for hurting males, they all deserve it anyway. Roll a D6 on a 6+ the Ref agrees or at least doesn’t dare oppose her and the player is not awarded a yellow card afterall.

### **Chaos Shaman:**

Capable of calling upon his gods to make them look in favor upon the game and mutata a player. Roll a 6+ if successful a randomly selected player on the field starts to mutata as if hit by a warp fire thrower, including the injury roll. If the player favored by the gods is a player on the shamans own team, the random mutation may be rerolled. Usable once each match.

### **Chaos Dwarf Shaman:**

Capable of calling upon his gods to make them look in favor upon the game and mutata a player. Roll a 6+ if successful a randomly selected player on the field starts to mutata as if hit by a warp fire thrower, including the injury roll. If the player favored by the gods is a player on the shamans own team, the random mutation may be rerolled. Usable once each match.

### **Dark Elf Abductor:**

This guy is waiting close to the dark elf endzone, and will at any touchdown scored against the dark elf team try to kidnapp the scoring player. This is not easy and he is only successful on a 6+. If he has successfully abducted a player in this fasion he will keep the player for the rest of the match and then let him go. An abductor can only abduct one player from a team each match, once he has succeeded he can not continue to abduct goal scorers. The manager of the abducted player can get his player back immidiately by paying TRV/2 \*10.000 to the Dark elven team.

### **Dwarven Alchemist:**

Alchemists has the following abilities. Roll a d6 every time that you use an ability. On a result of a 1, the attempt has failed. The Alcamist may chose one ability to use each match.

- **Make Knuckle-dusters:** The Alchemist can make ‘dusters with this ability.
- **Make Spike Boots:** The Alchemist can make spiked boots with this ability.
- **Make Repair Kit:** This is a 1 use item and will work the same way a healer bandaging does. It will only work for Steam Robots.
- **Make Gold:** This alchemist ability makes d4x10,000 extra GPs in the treasury phase, that are added to the teams winnings.

### **Forest Folk Mad fleutist:**

Once pr drive the Mad fleutist may play his strange music capable of leaving a randomly selected opposing player in a trance, (Roll of 6 to succeed). The player in trance must move first in his team and must move his full move using the throw in template, if he walks into a player he is left prone in the square next to that player no AR or IR. All dodges and such has to be made as normal, no turnover is caused by failed rolls by this player unless he carries the ball and looses it.

### **Goblin Ballchucker:**

This goblin is running up and down the sideline, ready to confuse the opponent. Once pr half he may throw a false ball at the a player. On a roll of 6 he hits exactly where he wants, any player hit with this ball will for a moment think it is a normal ball and drop anything he might be carrying to attempt to catch it. The false ball is only able to fool a player for a few moments and the affected player will imidiately after catching the new ball know it for a false one. If this is done to an active player carrying the ball it is a turnover (the ball (the real one) will be dropped and bounce from the player).

### **Halfling Chef:**

Chefs start with the following abilities. Roll a d6 every time that you use an ability. On a result of a 1, the attempt has failed. Only one ability may be used each match.

- **Make Marshmallow Armour:** If the player is wearing marshmallow armour (Stay puffed!), the player is allowed to re-roll a failed halfling AR. When it is used, the armour is destroyed, but the halfling bounces like a ball. The armour must be made for a specific player.
- **Make Chilli:** This ability allows the chef to feed a halfling a very hot chilli and grant the player +1ST and Frenzy for one half. Chillied players do not have to check to see if they are eating at a Kick-off, or when they are standing by the side line. This ability can be used at half time.
- **Make Iron Bru:** This ability allows a halfling to ignore all injuries for one half. This ability can be used at half time.
- **Make Snack:** This ability allows the chef to produce distract snacks.
- **Cook Food:** This ability allows the halfling team to gain d6/2 extra team re-rolls, and to cause an equal freeze to the other team's team re-rolls.

### **High Elf Seductress:**

This incredibly beautiful team member will before the match (before choosing starting lineup, but after choosing which 16 players to bring) randomly select one player on the opposing team and try to seduce him/her, roll 6+. If successful that player may not play the match at all, he will be busy bringing flowers and candy for the seductress in an attempt to have her stay.

### **Human Hooker:**

What they lack of the elven beauty, they make up for in sheer enthusiasm. They sneak into the opponents dugout to seduce the opposing teams players, before every drive roll D6 on a result of 6 the Hooker manages to keep one random player from playing this drive, this is done before set up. No players in dead and injured box may be targeted by this.

### **Lizardmen Hypnotizers:**

Once every match the Lizardmen hypnotizers may add +1 to any rerollable dice roll, not RR by choice. Before any roll is made the manager may specify that this roll is done at +1. This may make a roll of 1 a success. This also uses 1 RR marker.

### **Orc Rockband:**

Capable of making impressive amounts of sound. Each time a penalty roll is called for roll D6 on a result of 6 the Ref can't be heard by anyone and the penalty roll don't have to be made.

### **Norse Seidmann:**

Roll a d6 every time that you use an ability. On a result of a 1, the attempt has failed. Only one ability used once per match.

- **Make Snowball:** This ability makes a snowball.
- **Bear Shape:** The ability changes a Norse player into a bear, may be used on your own players only. The bear has the players stats, except ST+1, mighty blow, razor claws, and toughness. In this shape, the bear ignores stuns, and cannot use any skills that the player has in human form. The bear lasts for the drive. Once it is over, the player transforms back to his pathetic human shape. This hurts, and he must roll a +1 IR, with no armour roll.

### **Skaven Tunnelers:**

The skaven tunnelers will before the match try to dig a tunnel into the opponents dugout. He may try twice on a roll of 6 he found the dugout. If the dugout is found roll again on a result of 2 to 6 a randomly selected player or staff member from the dugout must miss the match. On a result of 1 he may choose. If the first attempt is successful ie. He got somebody the tunneler will not make a second attempt. Anyone in the healing wing of the dugout, ie. Injured players or healing staff may not be reached by this ability.

### **Undead Necromancer:**

The Necromancer may (if present at the game) use a raise dead ability each match to add a recently dead player from the opposing team to his own team as a zombie player. After the healing phase of the post match sequence, the ability may be used on any dead player, and the necromancer must roll a 2+ to raise the player. This new player gains the skills of a zombie, but loses all his original skills, and - 2MV and -1 AG. Niggling injuries are inherited into the after-life, as are mutations. There is a 10% chance that the newly raised zombie keeps his skills and stats. Roll separately for each one. If the player keeps at least one skill or stat then he also keeps SPPs accordingly.

### **Wood Elf Masseuse:**

This staff member may before every drive try to get a player to relax and be ultimately be able to play. Specify 1 of your KO players this player will only need a roll of 3+ instead of the normal 5+ or 4+ to shake of the KO state.

## ***Guards***

Cost: 40,000GPs, Effect: Crowd control and staff/player protection.

Guards can help with crowd control and provide protection for players and staff. During the pre-match sequence each guard that was brought to the match can be assigned to one (and only one) of the following task for the match to be played:

1. **Body Guard:** The guard can be set to look after a specific player or staff member. Effect: Assassination attempts and other attacks on that specific player or staff member will less likely be successful; -1 to the d6. This affects Poison attempts, Assassinations and Spectator shots.
2. **Stadium Duty:** Generally, this consists of keeping fans and spectators calm so that damage to the stadium fixtures is prevented. This helps against overcrowding and pitch invasions. The guard can control 10000 fans. Fans controlled by guards do not count when checking for damage due to overcrowding (see "The Stadium, spectator capacity"). In addition, whenever a pitch invasion is rolled on the Kick-off table, a manager may decide to use his guards that are on stadium duty to lessen the effect. Each guard used this way, will reduce the effect by 1. Negative results are counted as 0.

## ***The Mascot***

Cost: 5,000GPs, Effect: +1 to "Cheering fans" at home or neutral field.

One cannot have more than one mascot in one's staff. The mascot grants a +1 to "Cheering fans" result on the Kick-off table at home and neutral matches. A mascot has a special TRV. It is worth 1 TRV at home and neutral matches, and 0 TRV at away matches.

## ***Cheerleaders***

Cost: 10,000, 20,000, 30,000 etc... Effect: Plus to "Cheering fans" and the post-match FF roll.

Cheerleaders can influence the Kick-off table (see "Cheering fans" result). They also have a special effect upon the FF roll in the post-match sequence. Each manager rolls one d6 per cheerleader on his team's staff and records the number of 6's he got. When the manager rolls to see if his team's FF changes that match, he may add a +1 bonus to the FF gain roll per "6" he previously rolled.

# Stadium

The stadium is the centre of the Blood Bowl world. Many teams try to out-do their opponents not only on the field, but also with their home stadium and its advances. The stadium is a matter of pride for a team, and should be treated with care and affection. There are two important factors: The seating capacity (SC), and the status of the field (FS).

All stadium advances can be bought once only, with the exception of Fan Club Carriages, Fan club house (twice) and Seating/Roof capacity.

There are several stadium advances that require money to be paid when they are used. This cash is paid in the "Pay fines" section of the Post match system. If a manager chooses to use a stadium maintenance system, then he must specify it on his team sheet before it is given to the referee.

## Seating Capacity (SC)

The SC is the number of fans that you can fit into your stadium without them standing. A stadium also has a bit of extra room, termed standing room. This space is equal to 50% of your seating capacity. This means you can cram in more fans than you have seats for (but never more than 50% more than your seating capacity), but may suffer overcrowding damages (see below).

If the manager wants to increase the SC, it will cost [(current SC) / 2]GPs to increase it by 10,000. If you have a roof (see below) over your stadium, it will cost an additional 1GP per new seat bought. The seats bought are instantly flown into place by FDS (Flying Dragon Services), and can be taken into use immediately after the bill is covered. If, for some bizarre reason, your stadium capacity is reduced to 0 seats, re-building new seats in order to increase capacity to 10,000 will cost 20,000GPs.

If the stadium is overcrowded during a match the excess spectators may damage the fixtures. Roll a d6 and subtract 1 from the result for each full 10,000 fans that has to stand. If the result is 1+, the stadium's steel riveting saved you. Otherwise, your stadium is subjected to an intensive souvenir hunt. We won't get into details here, but after the crowd has left [(standing spectators + extra fans) / 2] seats have been carried away as trophies by the stadium-breaching vandals.

*Example: You have 100,000 seats. This means you have 50,000 standing capacity. A match is played, and 180,000 fans turn up. Only 150,000 fans are able to be into the stadium, and are thus used for working out winnings. But when it comes to working out overcrowding damage, use all the fans in the standing room and the fans that did not even get into the stadium for. In this case, 80,000 total.*

If the vandals destroy part of the stadium, and the SC goes down, then any roof connected to the SC is also lost. This damage can be repaired as soon as it has happened by paying 50,000GPs in the Post Match "Purchase" phase of the same match. This will not in any way fix the field. If the stadium was roofed, then this instant repair costs an additional 20,000GPs. The instant repair option is a fixed price that does not vary with the amount destroyed.

At some point, your stadium will probably end up with a SC that is not quite dividable by 10,000. How do we fix that? Well, simple really. Take your current SC, and round it down to the nearest 10,000. Then work out the price to build seats up to the nearest 10,000 above your current SC. Multiply this amount of cash by the % that you need to buy to build your SC up to the nearest 10,000.

*Examples:*

*A team has a SC of 68,500. They round the SC down to 60,000 and finds that to build 10,000 new seats they have to pay 30,000GPs. Then it's multiplied by 15% (or 0,15 if you prefer), which turns out to be 4,500GPs.*

*The same team has a stadium with roof. They then find that the price for buying 10,000 roofed seats would be 40,000GPs. This is multiplied by 15%, resulting in a cost of 6,000GPs.*

## Field Status (FS)

Your field's FS has an important influence on the game. The field should be in fine condition almost always, but there are a few events that will change it, such as weather changes and pitch invasions. See the weather table for meteorological influences, and the Kick-off table for anthropological influences. Here are the 3 tracks that will be used to determine the FS:

Pitch FS Tracks						
Standard		Frozen(1)	Frozen(2)	Frozen(3)		
Standard		Trampled(1)	Trampled(2)	Trampled(3)		
Wet(3)	Wet(2)	Wet(1)	Standard	Dry(1)	Dry(2)	Dry(3)

There are negative effects from having a field that is not perfect and doesn't match the regulations. Check the Field Status table.

**Fines:** Fines for fields that do not match the required standards are paid after each home match after any repairs have been made. More specifically, it takes place in the "Pay fines and Maintenance" phase in the post-match sequence. The fine you have to pay is based on the level of damage, and how long it has been damaged. The base fine starts off at 10,000GPs. Then it increases by 10,000GPs for each home match played without the field being completely repaired. In addition, you

have to pay 10,000GPs for each level of damage beyond the first. Even if the field is repaired at the end of the match, the fine has to be paid for playing a match on a sub-standard field.

**Repairs:** Field repairs can only go towards “standard”, not away from it. When changing your team's FS, only one rank can be fixed at the time (never more than one per match along each track). You must pay 60,000GPs if you started with a level 3 damage, 40,000GPs to lower it from a level 2 to a level 1 damage, and only 20,000GPs if you repair it from a level 1 damage, back to “standard”.

<i>Effect of Field Status</i>	
<i>Field status</i>	<i>Effect</i>
Standard	A perfect grass field that is more or less smooth. There are some holes here and there, and some scattered equipment. There are no special effects.
Dry(1)	The pitch is hard. There is a +1 to all ARs that are made when a player falls.
Dry(2)	The pitch is hard and dusty. There is a +1 to all ARs that are made when a player falls. The dust clouds covers fouls on a 5+. It is hard to breathing, so at the end of each drive, roll a d6 for each player on the field. A result of 1 means they can not join in the next drive.
Dry(3)	The pitch is very hard and very dusty. There is a +1 to all ARs that are made when a player falls. The dust clouds covers fouls on a 3+. It is hard to breathe, so at the end of each drive, roll a d6 for each player on the field. A result of 1 or 2 means they can not join in the next drive. Spectators have difficulties at seeing the game, and will demand their money back. There is a -1d2 FF to home team, -1 FF to away team. Winnings are reduced by -1dW for both teams, but winnings cannot go below zero GPs.
Frozen(1)	The pitch is slightly slippery. All players must roll an AG roll at +2 to avoid falling when stopping moving. A roll of 1 is not an automatic failure on this roll. Falling when trying to move on frozen fields does not cause an AR or IR or TO. Unless dropping the ball.
Frozen(2)	The pitch is hard and slippery. There is a +1 to all ARs that are made when a player falls. All moving players must roll an AG roll at +1 to avoid falling when moving, both at the start of the move and at the end of it. A roll of 1 is not an automatic failure on this roll. A -1 modifier is applied to all sprinting rolls. Falling when trying to move on frozen fields does not cause an AR or IR. This only causes a TO if the ball is dropped.
Frozen(3)	The pitch is very hard and very slippery. There is a +1 to all ARs and IRs that are made when a player falls. All players trying to move must roll an AG roll at +0 to avoid falling. Roll once at the beginning of each player's move, and once at the end of it. A roll of 1 is not an automatic failure on this roll. A -2 modifier is applied to all sprinting rolls. Trees cannot take root. Falling when trying to move on frozen fields does not cause an AR or IR or TO. Unless dropping the ball, which causes a TO.
Trampled(1)	The pitch is covered with holes and bumps. The ball bounces one extra square when it lands in an empty square, but not when it is dropped by a player.
Trampled(2)	The pitch is covered with lots of holes and bumps. The ball bounces two extra squares when it lands in an empty square, but not when it is dropped by a player.
Trampled(3)	The pitch is covered with lots of large holes and bumps. In comparison, the Andes look small. The ball bounces tree times every time it hits the ground, except when dropped by a player.
Wet(1)	The ground is wet and heavy. All players suffer -1MA, but will never have a MA lower than 1.
Wet(2)	The pitch is a mud hole. All players suffer -2MA, but will never have a MA lower than 1. It is impossible to sprint. There is a -1 to catching and picking up rolls.
Wet(3)	The pitch is more water than grass. All players MAs are halved, round down, but will never be less than 1. It is impossible to sprint. There is a -1 to catching and picking up rolls.

### ***Air Conditioning System***

Cost: 75,000GPs + 10,000GPs when used.

This system requires a roof and will remove the effects of ”sweltering heat”. It will not effect the pitch quality.

### ***Drainage System***

Cost: 100,000GPs + 10,000GPs when used

This system can prevent the field from becoming wet, effectively moving the FS one notch towards standard (but not past it) from the wet side of the FS track. It can only be used once per match, but may be used in addition to regular repairs.

## ***Fan Club Carriage***

Cost: 50,000GPs

One carriage is enough for 5 FFs. You may buy as many carriages you like. It will negate the -1 modifier when calculating the gate at away matches.

## ***Fan Club House***

Cost: 200,000GPs

This upgrade will make sure that a large and solid fan club is made. This club will inspire its members and other fans. If you have a fan club house, any negative results on the FF change table are reduced by one, thus ensuring a more stable FF. For 200,000GPs, the fan club house may be upgraded to subtract two from any FF reduction.

## ***Floodlights***

Cost: 100,000GPs

These allow players to throw long passes in blizzards. The ball will however scatter 5 times if a long pass in blizzard is not made and an additional -2 modifier to the catching roll applies, regardless of whether the pass was accurate or not. The floodlights can be switched on/off at the start of each half. With a roof these have to be left on.

## ***Heating System***

Cost: 100,000GPs + 10,000GPs when used

This system can prevent the field from becoming frozen, effectively moving the FS one notch towards standard (but not past it) from the frozen side of the FS track. It can only be used once per match, but may be used in addition to regular repairs.

## ***Groundspeople***

Cost: 100,000GPs

A groundsperson helps to maintain your fine, level playing field. If your home field is trampled, then the groundsperson will remove one level of trampling after the game. This does not cost anything.

## ***Laboratory***

Cost: 100,000GPs

Healers need this to make potions and get SSPs.

## ***Roof***

Cost: Current SC GPs

If you already have floodlights installed, it is possible to build a canvass roof over the stadium. A roof has effect upon some types of weather. "Very sunny" is nullified, but the field dries out as normal. "Pouring rain" is nullified. "Blizzards" are nullified, but the field freezes as normal.

If you have a roof and you build more seats, then you have to build more roof! This costs 1 GP per seat. This means that if you extend a roofed stadium by 20,000 seats, then the roof will cost 20,000GPs in addition to the seating cost.

## ***Secret Swiss Bank Account***

Cost: 200,000GPs

This is a safe place to put the team's savings in, either an old mattress (*such as Vermin A. -ed.*) or a large shiny safe. On a roll of 3+, it will save the team from bankruptcy, being robbed, and other similar events and cards. Money is put into the account as soon as winnings are worked out in the post-match sequence. It can also hold other things, such as equipment and weapons, but not players or staff. However, it does not save you from blackmail, so the "Kidnap rival coach" dirty trick card will still work against a team with a secret bank account.

## ***TV Station***

Cost: 500,000, Effect: Publicity and prestige! Works on away field as well.

Your team can chose to buy a TV Station to help show the world how great they really are. The TV station broadcasts the team's games, and gives both teams a +2 modifier to the Fan Factor Change roll, in addition to any modifiers, such as Big Match. If your team is playing below 2<sup>nd</sup> division the TV station has only halv effect, giving +1 to FF change roll. A TV Station can not be demolished. It is too big! ("*This is the BBC from Lon<Schhhh\*\*\*.....>*" - ed.)

## ***Watering System***

Cost: 100,000GPs + 10,000GPs when used

This system can prevent the field from becoming dry, effectively moving the FS one notch towards standard (but not past it) from the dry side of the FS track. It can only be used once per match, but may be used in addition to regular repairs.

## ***Youth Team***

It costs 100,000GPs to start a youth team.

When you buy this, it attracts 1d6 new talents and every midseason and between season you can pay 15,000 gp in order to get another talent. These talents can be used on the team, if necessary, but their stats will be one lower than their race's lineman or equivalent. The freshmen (talent) have no skills. If you let a youth player play more than 2 matches at your team, he's automatically promoted, with the stats he currently has. A youth player can not be sold out the BOBBA by the team until he is a position player, or has played his third match for his team.

Every midseason and between season there is a chance that your talents improve. Roll 1d6. 1 = The player has no chance to improve, and is sacked. 2-4 = No change. 5-6 = The player has improved to a youth lineman, or equivalent. Every youth lineman on the youth team gets to roll 1d6 every midseason and between season. 1-2 = The player is tired of waiting for his chance on your team, and leaves. 3-4 = No change. 5-6 = The player has improved to a random player type at your team list, except lineman. The youth team cannot develop players further than this.

Teams that have different "races" rather than player types, rolls randomly to see what race originally entered the team, and they improve in a special way. On their first increase, they will gain +1 to AR and MA. The second time they advance, they gain AG and ST. This means that a player will be fully advanced after two steps.

Any SPPs gained in the 2 matches the player may play still being on the youth team are given to him to use whenever he enters your team. They're not "used" before he enters the main team. Youth linemen may only chose General Skills, or Agility Skills, if it's a Goblin or Halfling. The youth player costs [(lineman price) - 20,000]GPs or 30,000GPs, whichever is higher. Youth players don't have MF's.

# Secret Equipment

Secret equipment is highly illegal. In fact, any kind of equipment is, secret or otherwise. But this does not stop people using it. A player carrying a weapon is subject to normal rules, even when making a foul using the weapon. If a one-use-weapon is used up during the match, or a player's weapon is confiscated, the referee must record this on the ref sheet.

Only players may use equipment, not staff members. If you target one of your own players using a weapon it is an automatic TO, and the weapon takes effect as normal.

A player may only carry 1 handheld, 1 footwear and 1 helmet type equipment, players with mutations Razor sharp Claws or Claw, may not handle handheld equipment.

Some weapons are standard equipment that all can use, and some can only be used by a specific type of team. They can not be used by players from this teamlist on other teams. Wood Elves can not use their pollen clouds on a Dwarven or human team. All non race specific equipment can be purchased for TRV \* 10000

When buying an item, you have to specify the size of it. Referees must use logic, here too. Keep in mind that some kinds of equipment must be made for a specific player, and not just a specific size.

<i>Equipment Size</i>	
<i>Size</i>	<i>Who can use the item?</i>
Small	Stunty players
Normal	All that doesn't fit into any other category
Large	Large players (4 square players)

A player using a handheld piece of equipment may not use the ball, the equipment must be dropped and lost forever (unless it's a gem) before any ball handling can be done, unless otherwise stated in the chapters on each equipment.

It is not possible to sell equipment out of BOBBA. Other leagues frown at the use of BOBBA equipment, as more often than not, it does not meet their high quality standards of workmanship.

When you want to bring a piece of equipment onto the field specify who is bringing on equipment, and for the ref alone also tell what type. This is done after choosing your fielded team, but before setup, so that should a player be sent of you will not be able to replace him for that drive.

Some pieces of equipment can be thrown, these can be aimed at any player.

Equipment are divided into 3 separate sub groups.

- **Group 1:** These pieces of equipment are considered used continuously by the player and only roll PR when entering the field, unless otherwise noted. They are: Diapers, Fireproof Undergarments, Fleute, Nivea Sun Block, Sun Glasses, Ball & Chain, Tomb Fumes. Halfling Cloak, Chaos Charm
- **Group 2:** Are used when the manager specifies that he is using it. They can only be used on your own turn by an activated player. You roll PR's when entering the field and when using the equipment. They are: Blunderbuss, Bomb, Chainsaw, Flame Thrower, Pogo Stick, Poisoned Dagger, Track Shoes, Weed Killer, Cannon, Distract Snack, False Skin, Flintlock Gun, Gem, Net, Pollen Cloud, Sling Shot, Snowball, Spiked Helmet, Warp Fire Thrower.
- **Group 3:** These pieces of equipment, affect the results of other die rolls. They are considered used whenever a die roll is made that a worn piece of equipment will influence. This may also happen in an opponents turn. Only 1 of these may ever influence the same dice roll, even mutations and equipment do not stack their effects, if a conflict occurs chose wich will affect each die roll. Roll PF for these when entering the field, and whenever a die roll is made that the equipment influence. For equipment that affect AR or IRs a PR only 1 roll is made by a frenzied player blocking. They are: Knuckle Dusters, Sandbag, Spiked Boots, Sticky Gloves, Clawed Glove.

## Penalty roll (PR)

A PR is rolled using 2d6, and a player is sent off if the result is equal to, or greater than the weapon's penalty factor. A PR can never be more than the maximum of 10, even if it is modified by factors such as "Get the Ref!". If a PR surpasses 10, then it is 10. The only exception to this is if a piece of equipment has a PF of more than 10 to start with. These "super high" PF rolls can not be modified to higher results.

If a player is sent of for using a weapon, the referee must record on the ref sheet what weapon a player was sent off for using. (So our excellent record keeper knows wich equipment to delete from the teams stock.) If a player is sent off for using some kind of equipment just as he is scoring a TD, the goal is cancelled and game continues as normal (ball dropped etc)

The Headcoach may argue the call when a player is sent off for taking equipment onto the field. If the headcoach manages to persuade the referee that the player just forgot to leave the weapon in the dugout (see "Arguing with the ref"), the player may continue playing, but the weapon is still lost. Arguing is not allowed if the player was sent of for using a weapon, only when he is trying to bring it onto the field.

## General Equipment

General equipment can be used by any race. These can be bought for 10.000 \* TRV Value of each type of equipment.

### *Blunderbuss*

Penalty factor: 9 TRV: 5, Handheld, Group 2.

A player may stuff the ball into the weapon and next turn he may designate a square anywhere on the field. The ball can only be given to a player with a blunderbuss with a hand-off (he cannot catch the ball). When the player shoots the ball, it is dead no target with a roll of a 4+, else it scatters just like a Kick-off. This shot can not be intercepted. It cannot be used by large players.

### *Bomb*

Penalty factor: 9 TRV: 4. Handheld, Group 2

A bombardier may light the fuse of a bomb instead of moving. Roll a d6. On a 1 or 2 the fuse is faulty and will not burn, the Bomb will never work, and is later thrown away. On a 3 to 6 he manages to light the fuse and can then throw the bomb. The bomb may be thrown, caught and handed off just like a ball, but only up to a shortpass range. It can also be intercepted. If a player catches a lit bomb, either by interception or normal catch he may throw it again without being activated. For any throw except the initial one the manager of the thrower must roll to see if the bomb goes off. On a 1 to 3 it explodes before the new thrower got rid of it. When it explodes, it knocks over any player in the square it explodes, and on a roll of 4+ any player in the adjacent squares (roll for each adjacent player). Make an AR and IR on all players that are knocked down. Bombs can be thrown by large players, but not lit by them. Rolls to light bombs cannot be re-rolled. If a bomb hasn't exploded due to players throwing it back and forth it explodes just as the next player is activated, it goes off as described above. A bomb going off never causes a turnover. Each bomb can be used once only!

### *Chainsaw*

Penalty factor: 9, 10 when not started. TRV: 4, Handheld, Group 2.

A Blood Bowl favourite, the chainsaw is a weapon with class. A player cannot enter the field with it running as the referee will notice. Turning the chainsaw on counts as an action and a player may not do anything else that turn. Roll 3+ to start the chainsaw. Failure does not mean a TO. Chainsaws must be re-started after TDs and at half-time, if the player has not been sent off. A player can attack any player in an adjacent square with the chainsaw. If the player with the chainsaw moves in the same teamturn this is considered a blitz. When attacking with chainsaw roll AR at +3. If over targets Armor value put the player prone and roll IR at +2. If the AR fails to penetrate the armour, the player target remains standing. If a player with a running chainsaw is knocked over, he may hurt himself. The opposing manager rolls with the same bonuses as already mentioned. No normal armor & injury roll is made in this case. A chainsaw cannot be used by large players, and cannot be used on prone players. Roll a PR when the saw is started as well as when it is brought on. Chainsaws can be turned off, no die roll is needed for this, but one team turn is used to do so just like when it is turned on. ARs and IRs against ents using the chainsaw are made at +1. If the attack goes through the tree's armour (bark?), the tree is automatically uprooted, and any accumulated damage is worked out at once.

### *Diapers*

Penalty factor: 10 TRV 4, Group 1.

Diapers allows a player to play even though the card Laxative potion or the Petty Spite Cards has been played on him. In such a case he will play with halv AG (round up) and is considered to have foul appearance for the drive.

### *Fireproof Undergarments*

Penalty factor: 11 TRV 2, Group 1.

Fireproof undergarments allow a player that can normally regenerate to regenerate fire damage as normal. These garments have to be purchased for an individual player.

### *Flame Thrower*

Penalty factor: 7 TRV: 6, Handheld, Group 2

A flame thrower may be used in two ways. Common for both is that the flame thrower may use it whilst moving. A player who fired a flamethrower may not block in the same turn.

1. Use the lightning bolt template. The player using the flame thrower rolls a d8 for every player the template touches, and knocks them over if the roll is over their AG. Make AR and IR with a +1 modifier for every player felled by this. If the initial roll is equal to, or lower than their AG, they're left unharmed.
2. The flame thrower can also be used in a special way. The player with the weapon may fire a concentrated blast of fire in any direction at one player (use lightning bolt template). The player to be hit by the blast must roll less than [AG - 1] in order to avoid harm. If he fails, any IR is made with a +2 modifier. To fire this concentrated blast, the player must use one round to pump up the pressure in the weapon. If after having

pumped up the thing he is blocked and falls over or fails to fire it next round, it explodes like a bomb with the +2 IR on the player carrying the weapon.

The flame-thrower may be fired in any direction. The injuries caused by a flame-thrower count as fire damage. The flame-thrower can only be used again after the next Kick-off. It cannot be used by large players. Players with the flame thrower may be thrown, but they will explode with the same effect as firing the Flame thrower in the square the player landed and the 8 adjacent ones. There is no PR when the flame thrower explodes. You can not flame prone players.

### ***Knuckle Dusters***

Penalty factor: 11 TRV: 4, Handheld, Group 3.

A player with steel knuckle dusters will have a -1 modifier to catching, picking up, passing and intercepting the ball, but may add +1 to his ARs and IRs.

### ***Nivea Sun Block***

Penalty factor: 12 TRV: 1 per tube, Group 1.

Nivea have made a special sun cream that will allow players that normally cannot play in sunny weather to play. At the end of each drive, roll a d6. On a 1 the player's sweat has reduced the sun block's effectiveness. If this happens, roll an IR, counting stuns and KOs as BH. Large players need 2 tubes, but only need to roll their PR once. One use per tube!

### ***Pogo Stick***

Penalty factor: 11 TRV: 5, Group 2.

The pogo stick allows a player to attempt to move extra squares if he is performing a normal action. The player succeeds in moving the first square on a 2+, the second on a 3+, and so on. The player may stop at any point. The pogo stick can not be combined with either sprint, sure feet or stand firm. When moving extra squares, the player has only to make a PR for the first square moved. If the player fails roll to move, then treat him as if he has just failed a dodge roll. A pogo stick can be used by stunty players only.

### ***Poisoned Dagger***

Penalty factor: 11 TRV: 4, Group 2.

A player with a dagger may attack any player in an adjacent Square. Make an AR. If the score beats the AV of the target, the IR is made, and any result is one degree worse than it normally would have been. The poison has to be re-applied at the next Kick-off after it is used (i.e. somebody poisoned), if it is to be used to full effect again. Using the dagger without poison does not give the extra damage attack, but the PR does not change. Mighty blow can be used to enhance the AR, but not the IR. If the AR fails to penetrate the armour, the player target remains standing. A player may only have 1 poison dagger with him on the field at any time. Poison daggers can not be used on prone players. This piece of equipment is considered handheld after first use.

### ***Sandbag***

Penalty factor: 11 TRV: 4, Handheld, Group 3

A player with a sandbag will have -1 to all ball handling. The player may add +2 to any armor roll made, but any subsequent injury roll will have it's result lowerd one severity. Kill becomes SI, SI becomes badly hurt and so on, Stuned players will still be stuned.

### ***Spiked Boots***

Penalty factor: 11 TRV: 4, Footware, Group 3

A player with spiked boots will have his MA reduced by -1, but may add +1 to his ARs and IRs. If one tries to sprint with spiked boots, a -1 modifier applies. A player wearing spiked boots gains a +1 modifier to movement checks on icy pitches. Players with spiked boots may never use the kick skill. They can only be used by the player they were bought for.

### ***Sticky Gloves***

Penalty factor: 10 TRV: 3, Group 3

These gloves grants a +1 modifier to catching and picking up the ball or a player. There is a -2 modifier to all throwing when wearing sticky gloves, and in addition a throwing roll modified by the gloves that results in a total roll of 1 or less will result in the thing not being thrown at all, and still be in the would be throwers hand. This counts as a used pass, and you can not try again later during your team turn. Strip ball still works on a player with Sticky gloves. Hand-offs work as normal.

## Sunglasses

Penalty factor: 11 TRV: 2, Group 1

Negates any negative modifiers for throwing and catching in sunny weather. When using the hypnotic gaze against a player with sunglasses, the hypnotist has to roll an AG roll, or be hypnotised as well for the duration of the hypnotist's next team turn.

## Track Shoes

Penalty factor: 11 TRV: 4, Footware, Group 2

Track shoes allow one extra square to be sprinted. They can only be used by the player they were bought for.

## Weed Killer

Penalty factor: 11 TRV: 1, Group 2

Weed killer may be used to uproot an adjacent tree. This uses up all your remaining moves, if any. When the tree is uprooted, it suffers any injuries it has sustained. This weapon can be used both on opponents and team-mates (without an automatic TO). One use!

## Race Specific Equipment

Race specific equipment can only be used by the races specified.

### Ball & Chain (Goblin)

Penalty factor: 9 TRV: 3, Handheld, Group 1

Fanatics with ball and chain are tripping on drugs, and whirl around with little sense of direction. They are only allowed to take move actions. They must move max possible but never more than 4 squares. They can never carry the ball. They always move first of the players on the team. They cannot give assists, have no TZs, and ignore opponents' TZs. Every move made by a fanatic is done by using the throw-in template. The manager has some control of where to move him, but not a lot. If he enters the square of another player, it will count as a block with a strength of STx3, AR & IR done as if player had Mighty Blow. He may do several blocks. If the fanatic is knocked over, he is instantly injured. After each action, roll to see if the fanatic is exhausted. A result of 1 means that the player collapses and is moved off the field, unable to return that match. On a 2+ he may continue to move. If the player is exhausted, he is out for 1D6-1 matches due to fatigue. No players other than fanatics may block fanatics. If the fanatic is not noticed entering the field he will not be sent off until after the drive. He will receive his red card, if noticed by the ref after the drive in which he used his weapon.

### Cannon (Dwarf)

Penalty factor: 11 TRV: 4, Group 2

The cannon is a very large piece of equipment. One player has to be nominated to carry it in, and the cannon has to be placed in the team's end-zone when setting up. The player moving it onto the field must also be set up in an adjacent square to the cannon. The cannon will be left standing in that square, and can not be moved. During the game, any player standing next to the cannon may either put the ball into it, or crawl in himself. As soon as the cannon is loaded, the manager has to mark three squares at least 5 squares away. The cannon is aimed at one of these markers. At the end of that team's next turn, the cannon will shoot whatever is inside to the targeted square. When it fires, roll a d6. On 2+ the shot is right on target, else it misfires. This shot cannot be intercepted. Any player shot this way may attempt to land by a roll of 2+. If this landing attempt fails, roll AR and IR at +2. If the cannon misfires, then roll on the cannon misfire table. If the player lands in an occupied square follow same rules as for thrown players. The only way to get the ball if it is in the cannon is to block the cannon, it has ST 5, Stand Firm and Armor 10. If knocked down the ball will roll (scatter) out of it. The cannon may be killed (destroyed) and injured (damaged) as any player.

<i>Cannon Misfire Table</i>	
<i>1d6</i>	<i>Effect</i>
1 → 2	Cannon blows up and is destroyed. The ball scatters three times from the cannon. Any player inside takes an AR/IR at +2. Any adjacent players are knocked down on 4+.
3 → 4	Fizzz! The fuse was too long, and is still burning. The cannon may fire again at the end of the next turn.
5	Premature ejection! The ball/dwarf is fired before the cannon is fully aimed. He/it flies straight forward 10+d6 squares, or until he/it hits something. If a player is hit, then he is blocked with ST6. If a player was fired, then he takes AR/IR as normal.
6	Wide shot! The shot is grossly inaccurate. The shot scatters d6+5 squares in a random direction. Any fired player may not roll to land on his feet.

Each dwarf team can only bring two cannons to a match. If the cannon is discovered by the ref on the way onto the field the carrier is sent off. If discovered when used the player who loaded it is sent off, even if he himself was the bullet.

### ***Clawed Glove (Orc),***

Penalty factor: 10 TRV: 6 , Handheld, Group 3  
This gives the player razor claws (+0/+2).

### ***Distract Snack (Halfling)***

Penalty factor: 12 TRV: 1, Group 2

This is the halfling name for a snack that any halfling player wants to sneak onto the field. They may give it to any other player, distracting him whilst he eats, thus removing his TZs for the rest of the turn. A halflings' nature doesn't allow it willingly giving up food, so a halfling needs to roll a 2+ to gather enough strength to do so, else he will eat it himself, not do anything else that turn, and loose his TZs. One use! Failure to hand off a snack does not cause a turn over.

### ***False Skin (Lizardman)***

Penalty factor: 11 TRV: 2 , Group 2

This is an extra suit of skin on top of the real one. This allow an automatic success of dodge no die roll needed. One use!

### ***Flintlock Gun (Human)***

Penalty factor: 9, 11 when entering the field TRV: 5, Handheld, Group 2

The flintlock gun can be fired once per drive. The player must use a pass action to aim and fire the gun. The shooter can target any other player within Short Pass range. Roll to hit as though the player was passing the ball with all normal modifiers. The shooter can not use any passing skills apart from Accurate. The following things can happen;

If the shot roll was a fumble (1), team RR's may be used, nothing happens. If a second 1 is rolled the the gun has malfunctioned, and explodes Roll D8 under players agility or he is knocked down. If knocked down roll AR IR at +1/+1. Each player adjacent to the gun is hit on a 4+. Any adjacent figure hit must make AR & IR at +1/+1. If the roll to hit fails, the shot scatters but does not bounce. If the shot hits, or any figure is affected by a shot or explosion, then the figure must make an AR & IR at +1/+1. If the player is not injured, and passes his AR, the player remains standing.

### ***Flute (Forest Folk)***

Penalty factor: 10 TRV: 3, Group 2

The flute can be used by any player on the forest folk team. When the player carrying (playing) the flute is going to be blocked, the blocker is distracted by the music. Roll a d6. If the player rolls a 3+, then the block can proceed as normal, else nothing happens.

### ***Gem (High Elf)***

Penalty factor: 11 TRV 2, Group 2

This is a very pretty and valuable gem. A player carrying this gem may take it out, show it to the players around him this will have the same effect as Hypnotic gaze on all adjacent opposing players. One use.

### ***Halfling Cloak (Halfling)***

Penalty factor: 11 TRV: 4, Group 1.

A player wearing this cloak will gain +1 to all dodge attempts.

### ***Mark of Chaos (Chaos)***

Penalty factor: 11 TRV: 3 , Group 1

The painted mark worn on a players forehead will with luck have the desired effect on the players abilities. Randomly determine which effect. 1: +1/+0 to AR / IR when blocking. 2: Gain Toughness, 3: Gain Hypnotic Gaze, 4: Obese. This effect will last until the end of the current half.

### ***Net (Dark Elf)***

Penalty factor: 9 TRV: 3 , Handheld, Group 2

The net can be thrown up to three squares away and will cover four squares, some part of the net must cover the third square away from the player. If fumbled, the thrower is entangled. If intercepted, it entangles the interceptor until he can free himself. Any player must roll 4+ to avoid being immobilised by this net. This can be rolled each turn until it is successful. Players in the net may be blocked by other players. They are however at a -1 ST when entangled by the net. A player immobilised by the net has no TZ's until he frees himself. Other players may not help team mates out of the net. The net is removed at the end of the drive. One use!

### ***Pollen Cloud*** (*Wood Elf*)

Penalty factor: 11 TRV: 2, Group 2

Wood Elves can blow a cloud of pollen into the face of an adjacent player. This works as hypnotic gaze. One use!

### ***Sling Shot*** (*Amazon*)

Penalty factor: 10 TRV: 5, Handheld, Group 2

This can be shot 1 / round at any player within long Bomb range. Roll to hit as for the throw at -1. If a player hits his target with the sling Shot, roll AR and possibly IR vs the victim. The victim is knocked down if the AR failed. If the hit roll fails it scatters accordingly but never bounce.

### ***Snowball*** (*Norse*)

Penalty factor: 11 TRV: 2, Group 2

This can be thrown at any player within short pass range. Roll as normal for the throw. A player hit by the snowball is knocked down only if the AR is successful. AR and IR as normal. If the hit roll fails it scatters accordingly but never bounce. Snow balls can not be used in sweltering heat weather, they melt. One use!

### ***Spiked Helmet*** (*Chaos Dwarfs*)

Penalty factor: 11 TRV: 4, Group 3

This headgear gives the player horns.

### ***Tomb Fumes*** (*Undead*)

Penalty factor: 11 TRV: 4, Group 2

This bottle of concentrated tomb fumes may be used on any undead player. Any player trying to Block an player with this must roll +2 to be able to do so. Players with Dauntless, Nerves of Steel or Self Control do not have to roll. Undead players are unaffected by tomb fumes.

### ***Warp-fire Thrower*** (*Skaven*)

Penalty factor: 7 TRV: 6. Handheld, Group 2

Each shot has TRV: 2

When it is used, the player rolls a d6. On a result of 1, and the warp-fire thrower clicks and hums ominously, and can not be used for the rest of that drive, 1 ammo lost for no good. Otherwise the weapon blasts out warp-fire shaped in the form of a lightning bolt template. The warp-fire thrower may be used in any direction, once per drive. The first player that touches the template must roll an AG check at -1 to avoid the shot. A roll of 6 is always a successful avoidance. If a player avoids the shot, it carries on to the next in line, but stops as soon as it hits something. If hit, a player will start to mutate. This transformation is very painful, so an IR at +4 is made. If he dies, he can only be saved if he is healed instantly, else he becomes a loose mound of flesh the size of 9 squares, centred on the dead player. This mess is so slippery that anyone touching the splat must dodge to move away from a square it covers. This splat will stay until the end of the user's next turn, or the end of the drive, whichever comes first. Between turns, the splat moves 1d4 squares in a randomly chosen direction. If the player survives, he continues to mutate quietly and by the end of the post match sequence the mutation is done. The result of the IR is treated as normal, but a random mutation has to be rolled for the player. A player firing this weapon can do that as part of his move, he can not fire this and block in the same turn.

It cannot be used on prone players. Any shots in reserve will not be lost if a player gets sent off with the warp-fire thrower. Players injured by a warp-fire thrower take fire damage.

## Dirty Tricks

Dirty tricks are written down by the manager if he is going to use any of them, and then given to the referee. The referee rolls all the dice needed, and determines what happens. The manager may add 30,000GPs to the payment to put the blame on someone else. In this case the hired spy, thief or assassin will drop evidence to incriminate another team of the trick, a team specified by the hiring manager.

All dirty tricks take effect in the pre-match sequence, before Kick-off of the round they are bought, unless otherwise specified.

### Assassin

Cost: 80,000GPs Success: 4+, -1 for each Guard

Any team may hire an assassin to go for one player or staff member on another team. The hiring manager must specify both target team and person. If the assassin rolls 4+ he is successful, but there is a -1 to his d6 roll for every guard assigned to watch that person. If the attempt succeeds, make an IR on the following table.

<i>Assassin Injury Table</i>	
<i>d6 roll</i>	<i>Result</i>
1 → 2	Badly Hurt
3 → 4	Seriously Injured
5 → 6	Shot in the head. Dead!

The attacked team's manager will only know what happened, not who did it. If he had guards on the attacked person, on a 3+ find out who did it regardless of the attempt's outcome. If he has guards on other players or staff that the target, he must roll 6+. Players not on the Playing Team may not be the target of an assassination attempt, nor may staff members that aren't brought for the match. If the target is not there, it is an automatic failure.

### Demolition

Cost: 50,000GPs Success: Specific 5+/random 4+, -1 for each Guard

The manager may hire some hooligans to destroy some buildings at another team's stadium. This may be seats in the stadium ([1d3 × 10,000] seats), or any stadium improvement except secret Swiss bank account, youth team, grounds person or TV station. Hooligans can not be hired to attack players or staff members. Only one demolition attack may be ordered each match. Unfortunately, when hiring hooligans your fans will be horrified by the association of criminals to your team, and you will suffer a permanent -1 penalty to your FF.

### Poison Attempt

Cost: 0GPs on home field, 20'gp on away field. Success (1d8): random: 4+, specific: 6+, -1 per Guard

The manager may hire a person working at the stadium to sneak a potion into one of the players' or staff's drinks. There is a maximum limit of 3 poison attempts pr team pr match. The potion may be of any type, but it is not included in the price for the poison attempt. If effective, it takes place in the pre-match sequence, after point 15. Success is determined by rolling 1d8 modified by -1 for each Guard set to watch that specific player or staff member, and consulting the table below.

<i>Poison Attempt</i>	
<i>1d8</i>	<i>Effect</i>
6+	The potion is placed in the victim's drink.
4 → 5	The potion is placed in a random player's or staff member's drink.
2 → 3	The attempt failed, but the potion is intact.
1 → 0	The attempt failed, and the potion is lost.
-1 or lower	The opposing team manages to steal the potion.

### Robbery

Cost: 80,000GPs Success: 4+, may be saved by 'secret Swiss bank account'

The manager may hire a thief that may go after either money or items. In either case the thief will succeed on 4+ and return with all the money up to a maximum of 250.000, or any three randomly chosen items (unless specified by the manager hiring him). If the robbery was successful and the target had a safe, the referee rolls to see if the money was safe. If the robbed manager had guards, he will find out who did it at a roll of five or more (5+). The thief can steal up to three specified items, and a roll is made for each item. If these are not present, he will come back empty-handed, even if the roll is successful. A robbery takes effect in the post-match sequence, between points 3 and 4.

## Spectator Shot

Cost: 50,000GPs Success: 3+, may be intercepted by guards if target in reserve box.

The manager can pay one of the spectators to shoot at one of the opposing team's staff or players in the reserves box, or a player on the field. This can only be targeted at the team you're playing against this match. The shooter's aim is good at a roll of 3+ against a reserve box target, and 4+ against a target on the field, resulting in an IR at +2. Healing staff or injured players may not be targeted. The manager paying for this must determine in which team's turn it happens, after turn 1 for both teams. Guards watching the targeted player reduce the die roll by 1 pr guard assigned to the player. If in the reserves box the guard may on a 5+ intercept the shot and be injured themselves in addition. Only 3 spectators shots may be bought each match.

## Spy

Cost: 10,000GPs Success: 3+

The manager may hire spies to determine the other team's tactics. If successful, this will remove 1 team RRs. A manager decides how many spies he would like to bring and rolls for each one separately. All spies are successful on a roll of 3+ and removes 1 RR. It takes effect in the pre-match sequence, after 12).

## Card Clarifications

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- **Better offer:** Hire price = Halv of standard purchase price, Either pay at once and use the staff member in this match, or pay after the match and have him back without using him this match.
- **Blatant foul:** If the target is Sled, roll on the SI table as normal.
- **Bribe the Ref:** Cannot be argued with the ref.
- **Custard pie:** Does not count as a pass, and must be used in your turn. It does count as a block action, and can be used as a blitz.
- **Duh, Where am I?:** The player that is knocked down and has an AR rolled, which is not higher than his armour. In other words, AR that does not lead to and IR.
- **Exploding Player:** This card Causes turn over.
- **Eye of the Eagle:** Passes can still be intercepted.
- **Flubug:** Can not be healed.
- **Grasping Tentacles:** The player falls, and no skills can prevent this.
- **Hand of ? :** Intercepts even if thrower succeeds his safe throw.
- **Heroic leap:** The player still has to roll.
- **I'll Get You:** Player is sent off No Arguing.
- **Injured in practice:** The player can be healed, but this has to be done as soon as the card is played. If the injury is not healed, then the SI is rolled as normal.
- **Inspired play:** NOT everything the player does, just one activity (e.g. a single block, a single pass).
- **Kel. Magic foot:** The ball is placed in a square, it will not bounce.
- **Lab. Flying Fist:** The user determines which direction, and Stand firm, side-step still work.
- **Lurve potion:** The player is beaten up by the crowd. Do not check to see which crowd he lands in.
- **Magic Helmet:** Only one helmet per head.
- **Magic potion:** The double action has to be consecutive.
- **Merchandising:** Count the team's EFF % / 10 for that match.
- **Mind Blow:** Halves the target's ST and rounds up.
- **Mine:** If the player was carrying the ball, it causes a TO.
- **Rak. Bounding leap:** The player can not leap over large players.
- **Scutt's Deluge of Despair:** Roud down the players remaining move, when card is played. Needs to sprint twice to move 1 square. Does not change FS.
- **Secret Way:** Played on a player that has not taken an action yet. If the player disappears, he is gone forever!. When this card is played the player is considered activated.
- **Sorry:** The player gets SPPs. This is a turnover since the player voloutrarily leaves the field. Healers may not be targeted.
- **Sorry Sir:** The player was pushed out of the field does not get any SPPs, and neither does the pusher. Healers may not be targeted.
- **Spy:** Can be used vs all kinds of RRs, except players skills. The RR counts as used.
- **Stiletto:** The attacker gains no bonuses for the AR/IR.
- **Stink Bomb:** This is a free pass action, and can be taken in addition to a pass.
- **That Boy's Got Talent!:** If the team has a full team to match (16 players), then the talented boy does not get to play. Instead, he is put straight onto the team sheet. He is signed up after the match.
- **Time Warp:** If there is TO whilst this card is in play, the card's effect is lost.
- **Unsportsmanlike conduct:** You are sent off, therefore, you get a yellow card!

## Card list

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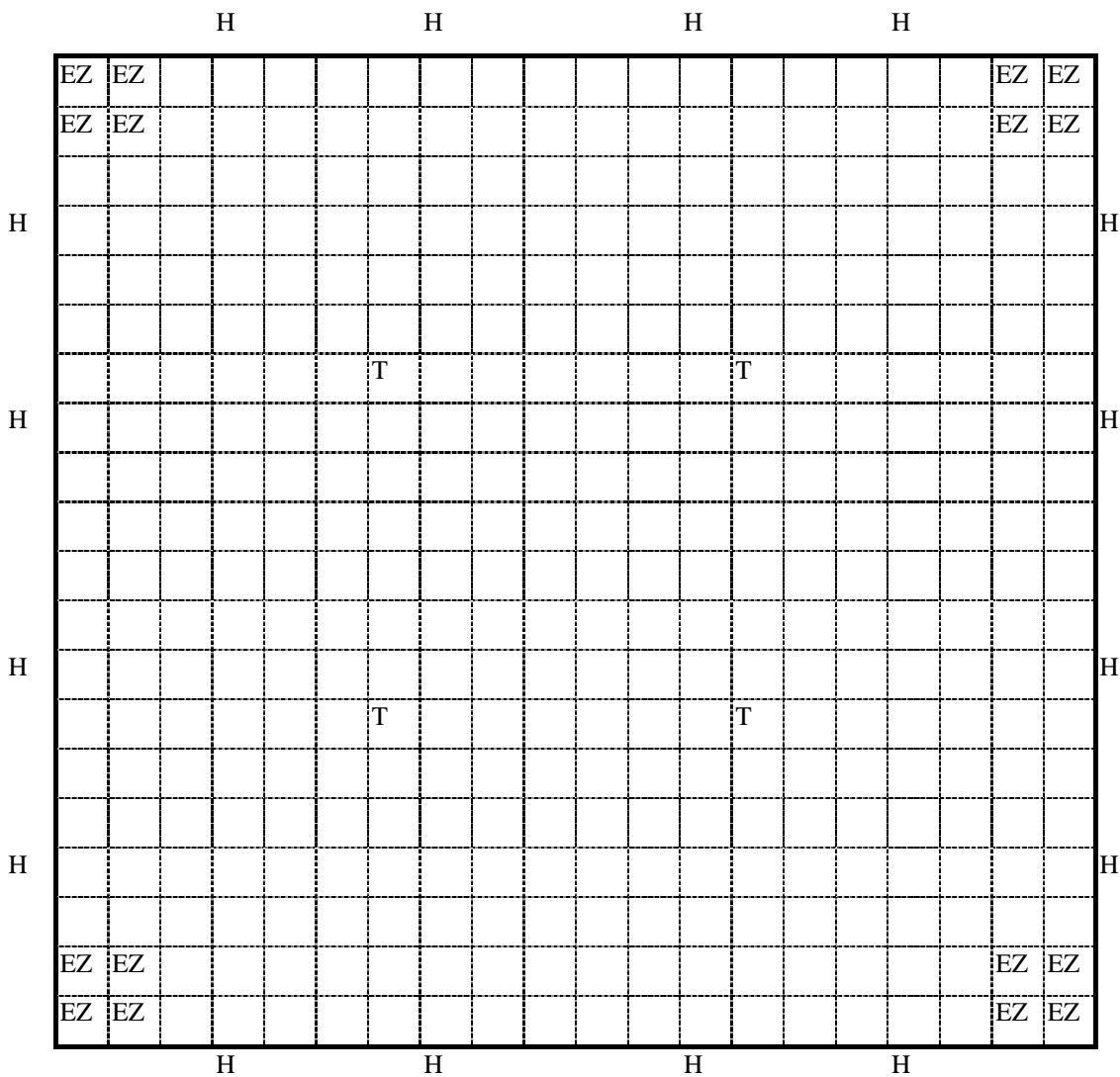
# Special Cups

These rules are not considered official rules of BOBBA yet, they need more playtesting and tweaking to be up to standards with the rest. They are included here because we feel that they are close to becoming official and that in doing so we can get them tested a lot better with more players.

## Dungeon Bowl

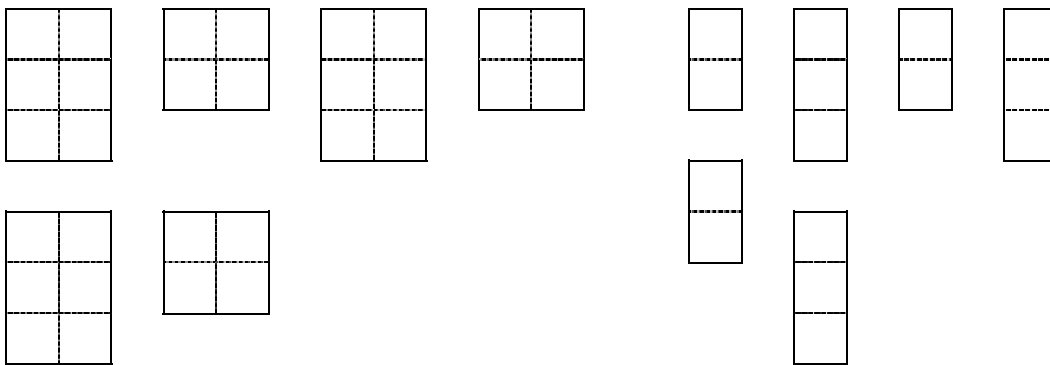
### Field

The field is 20 x 20 square. The four marked squares in the middle are the teleporters, and the marks along the walls are holes where balls can be found. The 4 marked squares in each corner is TD zones. Walls and pits is to be placed by the players.



- T      Teleporters
- H      Holes in the wall
- EZ     Endzone

## Walls



## Pits



## Setting up

Divide the walls and pits evenly among the 3 players, each placing 1 wall or pit, alternating until all the obstacles are placed.

No area may be closed off completely. No wall or pit may cover a teleporter, or the endzones in the corner.

Around teleporters there must be at least 4 squares of space, so large creatures may enter the field. No wall may cover the square in front of ball holes.

Each player chooses 15 players and the order of which they will appear. This player sequence is fixed once the team roster is delivered.

Handicaps in Dungeonbowl: Calculate TRV: take the difference between your TRV and the other two teams. Calculate separately. Then check the Handicap table, Cards = RR.

A team may not withdraw from this match.

## General rules

Normal BB rules apply unless otherwise stated.

No cards are used in this tournament.

No race specific staff in this tournament.

Weather is always perfect.

A turn is considered a sequence of 1 team turn for each of the 3 teams involved.

Time limit for a team turn is 3 Minutes

3 teams play in one game. Each team nominates 15 players and the order in which they will appear. (Player sequence).

If a team has less than 15 players the ref must remember the empty slots so KO'ed players doesn't enter the field too soon.

Randomly draw the order of the teams.

Potions lasting a drive will last as long as the player is on the field.

Each turn a team must start by taking the next player in their player sequence to put on one of the teleporters chosen randomly at the start of their turn, this player is considered to be activated and have moved 3 squares. That coach may then use his other players on the pitch if he's got any. If the player doesn't have any players in his sequence he can start by using his other players.

It is illegal to end a player's turn covering a teleporter, if this happens, roll for penalty factor 9 (Co Eq has no effect). If a player is standing in an endzone without having scored in his last turn. There is also a PF 9 (Co Eq has no effect). Check your players positions only after your own turn. If a player came on to the field and did not have enough move to get away from the teleporter no roll for PF is necessary.

A player may move and give assists diagonally even when this is round a corner of a wall.

Any wall or wall tile is uneven in this dungeon, and a ball thrown into wall will bounce back D6 squares using the throw in template (TIT). If this causes the ball to hit another wall it will bounce back out D3 squares using the TIT. Any subsequent hit will bounce 1D2 in the same fashion. Bouncing balls hitting the wall will bounce back 1 square using (TIT).

Hitting the outside corner of a wall roll as with (TIT) use the three squares surrounding the corner, hitting the inside of a corner use a similar roll to see if the ball follow either wall or goes straight back out on the field.

Due to the low ceiling no Hail Mary passes or punts are possible. The low ceiling also prohibits Long Bombs, even with Strong Arm. Neither is it possible to throw a safe pass in this dungeon, and this skill cannot be used.

Passing in between walls is possible if the pass template (on edge) can be laid in a straight line between passer and reciever without touching any walls.

Passblock, and Diving Tackle may be used only once for each player between that player's team turns.

When pushing consider the wall equal to the sideline in normal BB. If a player has to be pushed into a wall leave both pusher and victim in their squares and roll AR at -2 and IR if necessary. Frenzy does not work if player can only be pushed against a wall. Pits are considered empty squares when determining direction of a push.

If a player is pushed or falls into a pit then roll Armor/ Injury +1. If no IR is made he must use 3 MV to climb out next turn. In this case a stun counts as a KO. Large creatures covering a square of the Pit at the end of their move must roll D6, if 1-2 they fall in, if 3-4 they are left prone on field, if 5-6 nothing happens at all. If a large player has been pushed partly over a pit in a frenzy he must immediatly roll to see if he falls in.

Moving into the pit on purpose is considered the same as moving of the field in standard BloodBowl.

If the ball falls into a pit will immediatly bounce back to a nearby square (D12).

No potions can be used.

Luck can be used once pr game.

Any KOed player is placed last in player sequence.

## ***The Balls***

The ballholes may or may not contain a ball, to find out a player may move in front of the hole and spend 2 MV points to search a hole. Each hole can be searched once. Nothing but air will be found the second time. The ref keeps track of which holes has been searched.

Whenever a player searches a hole, roll 2D6 on the following table.

<b>12</b>	<b>2 balls</b>
<b>11</b>	<b>Adrenalin Injection, this player may move twice next turn.</b>
<b>10</b>	<b>Electric shock, lose rest of MV points that turn</b>
<b>9</b>	<b>Nothing</b>
<b>6 – 8</b>	<b>1 Ball</b>
<b>5</b>	<b>Nothing</b>
<b>4</b>	<b>Small Bomb Roll Armor/Injury at -1</b>
<b>3</b>	<b>Bomb Roll Armor injury</b>
<b>2</b>	<b>Fireball Explodes centered on square in front of hole. (Roll D8&lt; AG or fall in all 6 squares close to the hole)</b>

If you find a ball whilst searching, you hold it. There is no need to roll for picking it up. You can of course search wrong holes if you haven't kept track of which ones are available. Bombs found in holes will only cause players to fall if the AR is over AV.

If a player finds 2 balls in a hole, he can throw one and keep the other, but if the pass fails, there is a turnover and the second ball is dropped on the ground. If the player decides to keep the first ball, the second is dropped automatically in the square of the player. This is not a turnover. Remember all dropped balls bounce once.

Once a player has gotten hold of the ball he can try to score. The field is divided into 4 quarters. When a ball is found in a hole, it must be brought to the EndZone in the diagonally opposite quarter to make a TD. This is the Refs job to keep track of. (Coloured balls and Endzones work well)

If a ball falls into a pit it will bounce back out.

## ***A Match ends When***

All holes has been searched and there are no balls in play.

The winner is given regardless of how many balls found in remaining holes (2 balls pr hole)

No balls in play, and no holes has been searched for two full turns.

3 hours of effective gametime has elapsed.

In either case the match ends with the current score.

The ref is responsible for keeping track and stopping the match immediately when any of the above requirements are met.

## Winning

The winning team is the one that has scored the most touchdowns.

If an equal number of touchdowns is scored by 2 or more teams, then the one that reached this number first is the winner.

If no goals are scored the team entering the field last is the winner.

There are no draws in this tournament

In a tournament, more than the match winners may be needed to make a set of 3 teams for the next round. If this happens then the teams that came second in their matches are considered. They will be ranked by the number of goals, then by SPP in their previous match.

## Chaos Cup

The Chaos cup, is chaotic mess. It is probably the cup in most need of rule revision. Only twice have official matches been played and the problems reported.

The field is shaped like a cross. With a middle square equal to the shortside of a normal Bloodbowl pitch. Attached to every side is half a bloodbowl pitch now forming a cross. Each of the 4 players playing defends 1 of these "halves".

Each team chooses a team of 24 player. Every player must have a full team. 16 of these players start the match. You set up with 1 line of scrimmage towards the teams to your left and right, diagonally towards the centre of the field.

- If nothing else is stated all normal Bloodbowl rules apply.
- No Cards are used in the Chaos Cup. Handicap cards equals 3 RR each.
- No potions can be used.
- No widezones exists
- Each player has 2 minutes to finish his turn.
- All teams has 4 flags when a TD is scored one flag is "stolen" from the team conceding the TD and given to the player that Scored.
- The match has no kickoff. A ball will scatter (D6) from the center square after each teamturn, until there are 3 balls in play. After a TD the ball will scatter (D6) from the center square after the scoring teams turn is over.
- Play is continous, and timed. After 2 hours a short break is allowed to stretch legs etc. The gametable is left as it is an play continued from that position after the break for another 2 hours. A Chaos cup match last 4 hours. The refs make sure all plays an equal amount of turns total.
- No pass can go out of the field over the corners.
- No Special staff may be used.
- As much healing staff as wanted can be used, several healers if wanted.
- All teams have 3 KO boxes, each of your turns you can move any players in any of these 1 step closer to the reserves box, any player in the last of the 3 can be moved into the reserves box. A player being moved into the reserves box, cannot be brought onto the field in the same turn. When a player is KO he is placed in the first KO box, thus spending 3 Turns before he is back and ready for action. On the field he may of course be replaced by another player by then
- In a chaos cup tournament all places must be filled, if not enough player can be found some must either get a walk over round or some (randomly) must be chosen not to participate. Tough but it is the only way to make this type of match work.
- The winner is the team with the most flags when the time is up. If in a tournament situation you need more than the winner of each game to fill the tables of the later rounds. Compare all the non winning teams point score and let the ones with the higher score go through.
- Werewolves roll to see what they are each tome they enter the field.
- Should a dugout be completely blocked, use the next available square.
- Handicap give no bonuses or negative modifiers to the spectator rolls.

## Handicap Cup

This is a tournament played with a max number of TR on each teams starting lineup. Each coach deliver a team roster with the preallotted TR value as maximum (200 is a good number, but others have been tried).

- If nothing else is stated all normal Bloodbowl rules apply.
- Max TRV at the moment is 230.
- No Cards are used in the Chaos Cup.
- The team entered for this tournament must play the whole tournament you cannot replace players injured or killed, neither can you change the composition of the team.
- No Dirty Tricks may be used.
- All matches are played on neutral ground with unlimited crowdspace but no other advances. This is considered as away field for both teams.
- If the result is a draw at full time, the match is decided on overtime.
- Managers can bring as many as they like of RR, although not more then the team has.
- Managers can bring as high an FF as they like at 1 TRV a piece, all must use at least 1, and max is teams own FF.
- A Red Card received in the tournament will exclude you from the rest of the tournament. A ban that will not let you play the 1<sup>st</sup> match of this tournament will also exclude you from the whole tournament.
- The semifinals of this cup is not considered such in terms of bonuses to dice rolls.
- The final of this tournament is considered a semifinal in terms of bonuses to dice rolls.
- Nothing can be borrowed to be used in this cup.
- Anything purchased by a team during the cup is added to the recorded team but can not be added to the cup playing team.
- There is no FF gain roll after each match.
- Roll FF roll for each team as they are excluded from the tournament, they receive a +1 for all matches they have won in this tournament, no other bonuses apply.
- The winners are awarded the following prices 1<sup>st</sup>: +2 FF and 3 random inspirations, 2<sup>nd</sup>: +1 FF and 2 random inspirations, 3<sup>rd</sup>: 1 random inspiration.

# Abbreviations

General Skills		Passing Skills		Other Abbreviations	
Bl	Block	Acc	Accurate	AG	Agility
Ceq	Conceal Equipment	DOF	Dump Off	AP	Ability Points
CPI	Conceal Player	HMP	Hail Mary Pass	AR	Armour Roll
Daunt	Dauntless	Pa	Pass	AV	Armour
Dis	Distract	SafeT	Safe Throw	BH	Badly hurt
DP	Dirty Player	SAr	Strong Arm	dS	Spectator Die
DiveS	Dive Step	<b>Physical Skills</b>		dW	Winning Die
DTa	Dirty Tackle	AMa	Anti Magic	ESS	Empty Schedule Slot
Fr	Frenzy	Au	Aura	FF	Fan Factor
FrCo	Frenzy Control	BHa	Big Hand	FS	Field Status
Ki	Kick	CBi	Cold Blood	GP	Gold Piece
Led	Leader	Cl	Claw	IR	Injury Roll
Lu	Luck	CSk	Crystal Skin	KI	Killed/Kill
NoS	Nerves of Steel	En	Enlarge	KO	Knocked out
Pro	Pro	ETr	Elephant Trunk	MV	Move
Pu	Punt	FAP	Foul Appearance	MF	Motivation Factor
SBa	Strip Ball	Ga	Gas	PR	Penalty Roll
SelfC	Self Control	HGa	Hypnotic Gaze	RR	Reroll
SureF	Sure Feet	Ho	Horns	SC	Seating capacity
SureH	Sure Hands	LEa	Large Ears	SI	Serious Injury
T1/T2	Toughness 1 or 2	Pin	Pinhead	SPP	Star Player Point
Ta	Tackle	PTa	Prehensile Tail	SPR	Star Player Roll
TPI	Throw Player	RCI	Razor Claws	SS	Schedule Slot
<b>Agility Skills</b>		RLe	Rabbit Legs	SSP	StarStaff Point
Ca	Catch	Shr	Shrink	ST	Strength
DCa	Diving Catch	Spi	Spikes	TD	Touch Down
Do	Dodge	Te	Tentacles	TF	Talent Factor
DiveT	Diving Tackle	Tsk	Thick Skull	TO	Turnover
In	Interception	VLL	Very Long Legs	TR	Team Rating
JU	Jump Up	WFe	Webbed Feet	TRV	Team Rating Value
Land	Landing	Wi	Wings	TZ	Tackle Zone
Lep	Leap	XAr	Extra Arms		
PBl	Pass Block	Xey	Extra Eye		
Ri	Riding	XHe	Extra Head		
RSt	Right Stuff	XLe	Extra Leg		
Sha	Shadowing	<b>Other Skills</b>			
Sp	Sprint	BBu	Ball Burner		
SideS	Side Step	Cel	Celebrity		
<b>Strength Skills</b>		Ent	Entertainer		
BTa	Break Tackle	Fnd	Friendly		
ExB	Expert Blocker	KKi	Kantona Kick		
Gu	Guard	Med	Medic		
MB	Mighty Blow	Reg	Regeneration		
MBI	Multiple Block	SPro	Super Pro		
Pile	Piling On	Stu	Stunty		
Pu	Push	Tac	Tactician		
SF	Stand Firm	TRo	Tomb Rot		

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