

Continue



the welcome to the world of Blood Bowl, the game of fantasy football! In Blood Bowl, you take the role of coach of your very own team, leading 11 armoured, spike-adorned, blood-thirsty maniacs onto the pitch where they'll be seeking to defeat your rivals in as entertaining and violent a manner as possible! If you're lucky, you'll earn fame, fortune and the adulation of your fans along the way! In this book you will find everything you need to know to play the great game. From the core mechanics to the complexities of league play there's more besides, this book has it all covered. In addition to the game rules, you'll find Inducements, full and complete lists of Skills and Traits, in-depth rules for player progression over the course of a season, team rosters, rules for Star Players, referees and more besides! So, strap on your spiked helmet and ready your game face; practice is over and it's time to play Blood Bowl! Good evening! I'm Bob Bifford, welcoming you once again to an evening of thrilling sports action! You join a capacity crowd, eagerly anticipating this clash of champions. Before kick-off we've just got time to recap recent events for the benefit of anyone who has been living under a stone (and a hearty good evening to Snottlings everywhere), and to do that I'm joined as ever by Jim Johnson. Evening, Jim!" "Thank you, Bob! Well, good evening, and boy, are you folks in for a great night of top-class sporting entertainment! That's right, let me just say that it's been quite the season so far, isn't that so, Bob?" "How right you are, Jim!" It's been a tumultuous decade for fans of Blood Bowl. Since the collapse of the NAF, numerous exciting new leagues have sprung up and the face of the game has changed considerably. It seems like only yesterday that the Blood Bowl Cup was the only trophy to be won, and the only game to be played. Now, however, there are many leagues, many teams, and many players. The game has grown, and it's time to stand on the brink of greatness!" And this night, Jim, joined as they are by two sporting megastars, Griff Oberwald and Varag Ghook-Chewer, we can be assured that, new though these teams are, we're in for a classic grudge match!" Indeed, Bob. This game is sure to be one to remember!" #3 Refer to the Official Rule Book #4 Blood Bowl has always been a part of our world. The sacred tablets of Lustria, old beyond all human reckoning, tell of a time when the world was young, when the mythical Old Ones and their servants, the Slann, introduced the worship of Nuffle - the god of violent sports - to the world. Millennia later, the hieroglyphs of ancient Neehekharu tell of a time when mighty heroes of the sport played and died, and were laid to rest in the grandest mausoleums their sponsors could contrive, there to live out eternity beside kings in a time before being raised from undeath to play once more. Ages later still, Blood Bowl would be re-discovered by mortals and go on to take over the world, ushering in an eternal age where wars would be fought not on muddy battlefields but on bloody astrogrante, to the entertainment of baying crowds the whole world over! #5 Refer to the Official Rule Book #6 [REDACTED] - Refer to official Rule Book #7 [REDACTED] - Refer to official Rule Book #8 [REDACTED] - Refer to official Rule Book #9 [REDACTED] - Refer to official Rule Book #10 [REDACTED] - Refer to official Rule Book #11 [REDACTED] - Refer to official Rule Book #12 [REDACTED] - Refer to official Rule Book #13 [REDACTED] - Refer to official Rule Book #14 [REDACTED] - Refer to official Rule Book #15 [REDACTED] - Refer to official Rule Book #16 [REDACTED] - Refer to official Rule Book #17 [REDACTED] - Refer to official Rule Book #18 [REDACTED] - Refer to official Rule Book #19 [REDACTED] - Refer to official Rule Book #20 [REDACTED] - Refer to official Rule Book #21 [REDACTED] - Refer to official Rule Book #22 [REDACTED] - 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When a player does something to earn SPPs you should record it. At the end of the game, count up the tallies and record that player's total number of SPP. Note that Star Players and/or Mercenaries purchased as Inducements at the start of the game do not earn SPP. Journeymen, however, do, and you should record any SPP a Journeyman earns during a game as you will have the opportunity to permanently hire that player in Step 4. Earning Star Player Points Be it for scoring touchdowns or for earning Most Valuable Player awards, the full list of achievements that generate SPP is as follows: Completion (COMP) Often when a player passes the ball or throws a team-mate, something can go wrong. When it goes right, however, it is called a Completion, and the fans love it! Passing Completions: When a player makes an accurate Pass action which is caught by a team-mate occupying the target square, they are said to have made a 'Passing Completion'. A Passing Completion earns the player 1 SPP. Throwing Completions: When a player makes a superb Throw Team-Mate action, and if the thrown player lands safely, they are said to have made a 'Throwing Completion'. A Throwing Completion earns the player 1 SPP. Passing Interference: When a player successfully interferes with a Pass action, the effect can be dramatic indeed! A Simple Deflection can have a huge impact upon a game, whilst a more complex Interference can result in a player being knocked down and removed from play. Note that Casualty rolls caused by the crowd or by any other type of action do not earn Star Player Points. Touchdown (TD) When a player is said to have caused a 'Casualty', Causing a Casualty earns the player 2 SPP. Note that Star Player Points for causing a Casualty are earned even if both players were Knocked Down and removed from play. Note also that Casualty rolls caused by the crowd or by any other type of action do not earn Star Player Points. Touchdown (TD) When a player scores a touchdown, they earn 3 SPP. If your team was awarded any touchdowns as a result of the opposition conceding the game, as described on page 67, you may allocate each touchdown to a player of your choice and give them SPP accordingly. Most Valuable Player (MVP) At the end of the game, each coach randomly selects one player from their team (not including Star Players and/or Mercenaries) that was eligible to play during this game and that did not suffer a Casualty result of 15-16, DEAD. That player receives the Most Valuable Player award, earning 4 SPP. #71 If, once the MVP is determined and each player's tally of SPP has been counted up, a player has sufficient SPP, they can spend them to gain an advancement. The SPP cost of each advancement is shown on the table below. The more experienced a player is, the more SPP each new advancement they gain will cost. A player is not obliged to spend their SPP until they have enough to randomly select a characteristic improvement, at which point they must spend some or all of their SPP. Advancements Table Randomly select a Primary skill or randomly select a Secondary skill. Randomly select a characteristic improvement. Experienced (first advancement) 3 SPP 6 SPP 12 SPP 18 SPP Veteran (second advancement) 4 SPP 8 SPP 14 SPP 20 SPP Emerging Star (third advancement) 5 SPP 10 SPP 16 SPP 22 SPP Advanced (fourth advancement) 6 SPP 12 SPP 18 SPP 24 SPP Master (fifth advancement) 7 SPP 14 SPP 20 SPP 26 SPP Grand Master (sixth advancement) 8 SPP 16 SPP 22 SPP 28 SPP Legend (seventh advancement) 9 SPP 18 SPP 24 SPP 30 SPP The SPP cost of each advancement is shown on the table below. The more experienced a player is, the more SPP each new advancement they gain will cost. 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many years as a Blood Bowl player can get injured. From being poked by a rampaging Minotaur, to tripping and breaking a ankle whilst Rushing, Blood Bowl is a game that provides almost limitless opportunity to get seriously hurt! Even death is an ever-present threat! Most Blood Bowl players proudly sport impressive scars, and it is widely said that an old pro can be easily identified by the way they wince and grumble about their aches and pains during wet weather. **RISKING INJURY** As described on page 27, whenever one player is Knocked Down by another, be it as the result of a Block action or some other, more devious trick, they become Prone and risk injury. Likewise, whenever a player Falls Over, most often caused by failing an Agility test when dodging, or tripping as they Rush across the pitch, they become Prone and risk injury. When a player is Knocked Down or Falls Over, the coach of the opposing team will make an Armour roll against that player. Note that when a player is Placed Prone, perhaps having wrestled an opponent to the ground, there is no risk of injury and no Armour roll is made against them. **ARMOUR ROLLS** An Armour roll is made as described on page 29, by the coach of the opposing team. If the player's armour is 'broken', an Injury roll is made. If their armour is not broken, it protects them from harm. **INJURY ROLLS** Whenever a player's armour is broken, an Injury roll is made against them. The coach of the opposing team rolls 2D6 and consults the table below: **INJURY TABLE 2D6 RESULT 2-7 Stunned:** The player immediately becomes Stunned, as described on page 27, and is laid face-down on the pitch. 8-9 KO'd: The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover, as described on page 66. 10+ Casualty! The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. The coach of the opposing team rolls on the Casualty table to determine exactly what has happened to the player (as follows). **STUNTY PLAYERS** Players with the Stunty trait (see page 86) are particularly small and fragile, meaning they are more prone to breaking when hit! If an Injury roll is ever made against a player with the Stunty trait, roll on this table instead: **STUNTY INJURY TABLE 2D6 RESULT 2-6 Stunned:** The player immediately becomes Stunned, as described on page 27, and is laid face-down on the pitch. 7-8 KO'd: The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover, as described on page 66. 9 Badly Hurt: The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. No Casualty roll is made. Instead, a Badly Hurt result is automatically applied against them, 10+ Casualty! The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. The coach of the opposing team immediately makes a Casualty roll against the player, as described opposite. **INJURY BY THE CROWD** When a player is pushed back into the crowd or lands in the crowd there is no telling how the fans will treat them, and they risk Injury by the Crowd. No Armour roll is made against the player. Instead the coach of the opposing team immediately rolls on the Injury table to see what the crowd does to the player: If the player is Stunned, they are placed in the Reserves box. If the player is Knocked-out, they are placed in the Knocked-out box. They may recover as usual at the end of the drive. If the player becomes a casualty, they are placed in the Casualty box. A roll is made against them on the Casualty table, as described below. **CASUALTY ROLLS** Whenever a player becomes a casualty, a Casualty roll is made against them. The coach of the opposing team rolls a D16 and consults the table below: **CASUALTY TABLE D16 RESULT EFFECT 1-6 Badly Hurt** The player misses the rest of this game, but suffers no long term effect 7-9 Seriously Hurt MNG 10-12 Serious Injury NI and MNG 13-14 Lasting Injury Characteristic Reduction and MNG 15-16 DEAD This player is far too dead to play Blood Bowl! MNG (MISS NEXT GAME) The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game. Make a note of this on the Team Draft list. The team's CTV is reduced by this player's current value until the end of the post-game sequence of the team's next game (see page 69). If this player's absence leaves the team with fewer than 11 players, they are replaced by a Journeyman player ahead of the next game, as described on page 38. **NI (NIGGLING INJURY)** Make a note on the Team Draft list that this player has picked up a Niggling Injury. There is a +1 modifier applied to all future rolls made against this player on the Casualty table per Niggling Injury they have. **CHARACTERISTIC REDUCTION** The player has one of their characteristics reduced by 1. To determine which, roll a D6 on the table below. In the case of Movement Allowance or Strength, the characteristic is simply reduced by 1. In the case of Agility or Passing Ability, the target number is raised by 1. For example, if a player with AG4+ suffers a Neck Injury, the characteristic would become AG5+. In the case of Armour Value, the target number is lowered by 1. For example, if a player with AV9+ suffers a Head Injury, the characteristic would become AV8+. Note, however, that no characteristic can ever be reduced below the minimum value shown on page 28. **LASTING INJURY TABLE D6 LASTING INJURY CHARACTERISTIC REDUCTION 1-2 HEAD INJURY -1 AV 3 SMASHED KNEE -1 MA 4 BROKEN ARM -1 PA 5 NECK INJURY -1 AG 6 DISLOCATED SHOULDER -1 ST DEAD** This player is dead! Dead players are dismissed from the team during Step 1 of the post-game sequence, as described on page 69. Substitute players may not be brought on during a drive. The only time fresh players can be brought on from the Reserves box to replace those removed from play through injury (or Sent-off!) is whilst setting up for a new drive, prior to restarting the game (see page 67). **APOTHECARIES** Once per game, a team with an apothecary may use them to 'patch-up' any permanently hired players belonging to it that have been removed from play after being Knocked-out or after having a Casualty roll made against them. An apothecary cannot be used to patch-up any Journeyman players or any Induced players, such as Mercenaries or Star Players. Journeymen are rarely considered worth the effort, whilst Mercenaries and Star Players travel with their own staff of healers and medics. **PATCHING-UP KNOCKED-OUT PLAYERS** Once per game, an apothecary can be used immediately when a player becomes Knocked-out: If the player was on the pitch when they were Knocked-out, they are not removed from play. Instead, they remain on the pitch and become Stunned. If the player was Knocked-out as a result of being pushed back into the crowd or landing in the crowd, place them directly into the Reserves box rather than the Knocked-out box. **PATCHING-UP CASUALTIES** Alternatively, once per game an apothecary can be used when a Casualty roll is made against a player. Immediately after the Casualty roll is made against your player, you may declare the use of an apothecary. The coach of the opposing team rolls again on the Casualty table, giving two possible outcomes. You may choose which result is applied to your player. If a Badly Hurt result is applied, the apothecary has been able to patch the player up and pump them full of painkillers. The player is removed from the Casualty box and placed in the Reserves box. Note that the use of an apothecary comes before any other attempts to heal the player. This includes the use of any Skills or Traits, or any other in-game effect or special rule that may modify the Casualty roll or its effect. **Kicking Them While They're Down** Fouling is strictly against the rules of Blood Bowl, and any player tempted to stick the boot in risks the wrath of the referees. Not that this stops anyone of course! Many teams are renowned for being dirty and devious, and more than a few players have built a career upon the art of the foul. Indeed, fouling is now such an established part of the game that the RARG has established guidelines allowing members to turn a blind eye. **FOUL ACTIONS** As mentioned previously, once per team turn, a single player on the active team may commit a Foul action. When activated, the player nominates a single Prone or Stunned player on the opposing team to be the victim of the Foul. The player may move before committing the Foul, following all of the normal movement rules, but must be in a square adjacent to the player they wish to Foul when the action is made. Once the Foul has been committed, they may not move further and their activation comes to an end. **FOULING** To commit a Foul, simply make an Armour roll (and possible Injury roll) against the nominated victim. Offensive and defensive assists are worked out before this Armour roll is made, exactly as when performing a Block action, as described on page 57. Rather than modifying Strength, these assists will modify the Armour roll: Apply a +1 modifier to the Armour roll for each offensive assist. Apply a -1 modifier to the Armour roll for each defensive assist. **BEING SENT-OFF** Regardless of the outcome, if a natural double is rolled (i.e., if two 2s are rolled before applying any modifiers) when making either the Armour roll or an Injury roll against the victim of the Foul action, the referee has seen a player committing a foul right in front of them and that cannot be ignored. The player committing the Foul action is Sent-off. They are immediately removed from play and must miss the rest of the game. When a player is Sent-off, a Turnover is caused. **ARGUING THE CALL** When a player is Sent-off by the referee for committing a Foul, their coach may attempt to Argue the Call. Roll a D6 and refer to the table below: **ARGUE THE CALL D6 RESULT 1 "You're Outta Here!"** The referee is so enraged that the coach is ejected along with the player. For the remainder of this game, you may no longer Argue the Call and must apply a -1 modifier when rolling for Brilliant Coaching. 2-5 "I Don't Care!" The referee is not interested in your argument. The player is Sent-off and a Turnover caused. 6 "Well, When You Put It Like That.." The referee is swayed by your argument. A Turnover is still caused, but the player that committed the Foul is not Sent-off. **Touchdown!** The game of Blood Bowl is won by scoring touchdowns. If one team can score more than the other team, they will win. True, there are many, many teams that consider scoring touchdowns secondary to committing acts of violence, but even the most bloodthirsty of teams will start scoring some touchdowns once the opposition has been satisfactorily dealt with. Proof indeed that the basic premise of the game is so simple that even an orc can understand it! **SCORING A TOUCHDOWN** A touchdown can be scored by any player, even players that are not currently active themselves or that belong to the inactive team. A touchdown is scored when: A Standing player in possession of the ball enters a square that is within the opposing team's End Zone without Falling Over or being Knocked Down. A Standing player picks up or catches the ball whilst occupying a square within the opposing team's End Zone. For example, a player that occupies a square within the opposing team's End Zone who catches the ball will immediately score a touchdown. Alternatively, a player in possession of the ball may be chain-pushed into the opposing team's End Zone. Note, however, that if a player is Placed Prone, Falls Over or is Knocked Down whilst moving into the opposition's End Zone, no touchdown is scored. A player must be Standing for a touchdown to be scored. As soon as a touchdown is scored, play stops (effectively causing a Turnover, as described on page 23, but a Turnover you can be pleased with!). **SCORING DURING YOUR OPPONENT'S TURN** In some rare cases a player will find themselves able to score a touchdown during the opposing team's turn. For example, a player holding the ball could be pushed back into the End Zone but not Knocked Down by a Block action made against them. If one of your players that is in possession of the ball is moved for any reason so that they occupy a square within the opposing team's End Zone, and if that player remains Standing after they have been moved, at any point during the opposing team's turn, your opponent's team turn ends immediately and your team becomes active. However, rather than playing a full turn, your team turn will end as soon as it begins with a touchdown being scored. **RECORD SCORE** Arguably the most important thing to remember when a touchdown is scored is to record the score! This is done by the coach of the game that scored, by moving their score marker one place along the Score tracker of their team's dugout. Singing, dancing and other celebrations are encouraged. **STALLING** Sometimes, a coach will want their team to run the clock down, opting not to score when they easily could. At other times a team can get so caught up in the violence of the game that they simply forget to score when they have the chance. This is a perfectly valid tactic, although in some instances it can be risky! If at any point during your team turn a player belonging to your team meets all of the following criteria, that player is said to be 'Stalling': If the player is Open. If the player is in possession of the ball. If the player is able to activate and perform their declared action without the need to first roll a D6. If the player is able to move into the opposition's End Zone without needing to Rush or Dodge. If the player is able to move into the opposition's End Zone without needing to roll any dice. This includes, but is not limited to, the player having to Dodge, Leap, Rush, Jump over a Prone player or Blitz. Failing to activate a Stalling player before your turn ends (even if it ends unexpectedly with a Turnover), or activating that player but declining to score a touchdown, is Stalling. The End of A Drive When a drive comes to an end, either as the result of a touchdown being scored, or when time runs out for the half and the referee blows their whistle, play will halt. Unless the full-time whistle has been blown, there will be another drive to come, and both teams will make use of the lull in activity. This gives both teams time to make substitutions, talk tactics, and for cheerleaders and sideline performers to entertain the crowds and enthuse their supporters. **END OF DRIVE SEQUENCE** When a touchdown is scored or at the end of the final turn of a half, the current drive comes to an end and play will halt. If there are more turns of the current half or a full half still to come, play only halts temporarily. Both coaches run through the following sequence of steps: **DEAL WITH SECRET WEAPONS:** Any Secret Weapon players risk being Sent-off. **RECOVER KNOCKED-OUT PLAYERS:** Knocked-out players may recover. **THE DRIVE ENDS:** The drive ends. 1. **DEAL WITH SECRET WEAPONS** If either team fielded any players with the Secret Weapon trait during the preceding drive, those players will be Sent-off for committing a Foul, even if they were not on the pitch at the end of the drive. When a player is Sent-off in this way, their coach may attempt to Argue the Call as described on page 63. A single Bribe Inducement may also be used per player Sent-off in this way, if any are available and should the coach wish (see page 91). If either is successful, the player is not Sent-off. 2. **RECOVER KNOCKED-OUT PLAYERS** If either coach has any players in the Knocked-out box of their dugout, they may now see if they have recovered enough to take part in the next drive. Roll a D6 for each player that is currently Knocked-out: On a roll of 4+, the player has recovered and is raring to go. Recovered players are immediately placed in the Reserves box of their team dugout. On a roll of 1-3, the player is still far too insensible to take to the pitch again. 3. **THE DRIVE ENDS** The drive comes to an end. Any special rules or effects, from any source, that lasted for the duration of this drive will expire now. **RESTARTING THE GAME** If there are still turns to be played in the current half, or if there is another full half still to play, both teams will set up again, as described on page 40. If the previous drive ended with a touchdown, the team that scored the touchdown now becomes the defence and will kick-off to the team that conceded the touchdown. **ENDING THE GAME** At the end of the second half, the game will end. Unless the game is a league fixture, there is nothing else to do but determine the winner. In a league, however, the post-game sequence is when coaches work out winnings, players may gain advancements, and so on (see page 69). **WINNING THE GAME** The team that has scored the most touchdowns at the end of the game is declared the winner. If there is no clear winner, a period of extra time may be played, as described opposite. **CONCEDING IT** It is very rare for a Blood Bowl team to concede a game, most would sooner play to the death than quit the pitch in shame. But sometimes a coach may put discretion before valour and say they've had enough. You may concede at the start of any of your team turns. However, doing so means that: The opposition is awarded one touchdown, and any touchdowns your team has scored are voided and awarded to the opposition. You are unable to award an MVP to any of your players. You do not generate any winnings. Your Dedicated Fans characteristic is reduced by D3 (to a minimum of 1). Finally, roll a D6 for each of your players that has gained three or more advancements: On a roll of 1-3, the player quits the team in disgust. Immediately delete the player from your Team Draft list. On a roll of 4+, the player remains with the team. Sometimes, an important fixture needs a clear winner. League semi-finals, finals and tournament grand finals are both prime examples, but during exhibition play as well, having a clear winner can often be vital! If, at the end of the second half, the score is tied between both teams, an eight turn period of extra time can be played. Once the End of Drive sequence is resolved, extra time begins by determining which team will kick and which will receive, as described on page 38. Team re-rolls are not replenished at the start of extra time. However, any team re-rolls that were not used during the second half are carried over into extra time. In all other respects, extra time is played exactly like a normal half. **SUDDEN DEATH** If there is still no clear winner at the end of extra time, the game is decided by a penalty roll-off, representing the teams taking part in a field goal penalty shoot-out (the only time field goals are used in modern Blood Bowl). To resolve sudden death, both coaches roll-off five times, each rolling a D6 and re-rolling ties. The coach who wins the most roll-offs wins the game.