



Schedule

9:30	Registration Starts
10:00	Round 1 Starts
12:00	Break for Lunch
1:30	Round 2 Starts
3:30	Round 3 Starts
5:30	Awards & Raffles!

WEATHER TABLE

2D6	Result
2	Sweltering Heat: It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	Very Sunny: A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to pass the ball.
4-10	Nice: Perfect Blood Bowl Weather.
11	Pouring Rain: It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier applies to all catch, intercept or pick-up rolls.
12	Blizzard: It's cold and snowing! The ice on the field means that any player attempting to move an extra square will slip and fall on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

INJURY TABLE

2D6	Result
2-7	Stunned: Place face down on the field. All they can do on the next action is be placed face up. Once face up, they may stand up on any subsequent turn using the normal rules.
8-9	KO'd: Take the player off the field and place them in the Dugout in the KO'd player box. At the next kickoff, before you set up any players, roll for each of your players that have been KO'd. On a 1-3 they must remain in the KO'd box and may not be used. On a roll of 4-6, you may return the player to the Reserves box and use them as normal from now on.
10-12	Casualty: Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. All Injuries will reset before the next tournament match.

TURNOVER TABLE

A player on the moving team is Knocked Down (being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball) or
A passed ball, or hand-off, is not caught by any member of the moving team or
A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or
A touchdown is scored or
The four minute time limit for the turn runs out (if used) or
A pass attempt is fumbled even if a player from that team catches the fumbled ball or
A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or
The referee ejects a player for fouling.

KICK-OFF TABLE

2D6

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| 2 | Get the Ref: The fans exact gruesome revenge on the referee for his poor calls; unfortunately his replacement is so intimidated by the horrifying fate of his predecessor that he is reluctant to flag players for ANY behavior. Each team gains 1 Bribe. |
| 3 | Riot: The trash talk between teams explodes into a furious ruckus. If the receiving team's turn marker is on turn 7, both teams move their turn marker BACK one space. If the receiving team has not yet taken a turn THIS HALF, both teams move their turn markers FORWARD one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved FORWARD one space. On a 4-6, both team's turn markers are moved BACK one space. |
| 4 | Perfect Defense: The kicking team's coach may move each player 1 square, maintaining a legal defense. The receiving team must remain in the set-up chosen by their coach. |
| 5 | High Kick: The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team, who is not in an opposing player's tackle zone, may be moved into the square where the ball will land (regardless of the player's MA) as long as the square is unoccupied. |
| 6 | Cheering Fans: Each coach rolls a D3, adding their team's FAME and number of cheerleaders to the score. The team with the highest score is inspired by their fans' cheering and gets an extra reroll this half. In the case of a tie both teams get a reroll. |
| 7 | Changing Weather: Make a new roll on the Weather table (see page 20). Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing. |
| 8 | Brilliant Coaching: Each coach rolls a D3, adding their FAME and number of assistant coaches to the score. The team with the highest score gets an extra reroll this half thanks to the brilliant instruction provided by the coaching staff. In the case of a tie both teams get a reroll. |
| 9 | Quick Snap! The offense starts their drive a fraction before the defense is ready, catching the kicking team flat-footed. All players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch. |
| 10 | Blitz! The defense starts their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn. Players that are in an opposing tackle zone at the beginning of the free turn may NOT act. Rerolls may be used as normal. If a player suffers a turnover then the bonus turn ends immediately. |
| 11 | Throw a Rock: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armor roll is required. |
| 12 | <p>Intervention of the Chaos Gods!: One of the foul Gods of Chaos have taken an interest in today's match and blankets the pitch with an aura of corruption to match their particular temperament, roll a d6 and consult the following:</p> <ol style="list-style-type: none"> 1 Taint of KHORNE!: The bestial God of Slaughter inspires a lust for blood that can not be contained!
Any player taking a BLITZ action during this drive is affected by <u>Frenzy</u>. 2 Taint of HASHUT!: The sullen Bull God, angry about being a 2nd tier deity, curses both glory hogging teams!
Any player in possession of the ball during this drive is treated as being a <u>Bonehead</u>. 3 Taint of NURGLE!: The jovial God of Puss gifts every player with a portion of his divine beauty!
During this drive, all players are treated as having <u>Foul Appearance</u>. 4 Taint of TZEENTCH!: The capricious God of Fate hates to see his intricate plans disrupted!
All players are treated as having <u>Loner</u> for this drive. 5 Taint of SOME OTHER GOD!: A somewhat nasty Junior Varsity God of Chaos manages to do something!
Roll a d6 for each player on the pitch; on a roll of 1 place the player prone, on a roll of 6 the player is STUNNED 6 Taint of SLANEESH!: The God of Naughty Bits plants distracting lascivious thoughts in the players!
After both teams have set up, roll a d6. The kicking team may reposition that many of the receiving teams players, then the receiving team may reposition that many of the kicking teams players. |

PRE KICK-OFF SEQUENCE

- Place ball on Pitch
- Scatter Ball (1d8 direction/ 1d6 distance)
- Roll on the kick-off table

POST KICK-OFF SEQUENCE

- Resolve kick-off table
- Bounce (1d8 direction/ 1 square)
- Catch or Touchback