

KICK-OFF TABLE

2D6	Result
2	Get the Ref: The fans exact gruesome revenge on the referee for his dubious calls! His replacement is so intimidated that he can be easily bought. Each team receives 1 Bribe for the game.
3	Riot: The trash talk between two opposing players explodes, involving the rest of the players! Roll a D6. On a 1-3 both team turn markers are moved forward one space, if this takes either team to turn 8 or more the half ends. On a roll of 4-6 both team turn markers are moved back one space, unless doing so would place either team before turn 1
4	Perfect Defense: The kicking team's coach may move each player 1 square, but must maintain a legal defense. The receiving team must remain in their original set-up.
5	High Kick: The ball is kicked very high, allowing one 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 their MA.
6	Cheering Fans: Each coach rolls a D3 and adds their team's FAME plus the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. In case of a tie both teams get an extra re-roll.
7	Changing Weather: Make a new roll on the Weather table. If the new Weather roll is a 'Nice' result, a gentle gust of wind scatters the ball an extra square before landing, otherwise apply the result as normal
8	Brilliant Coaching: Each coach rolls a D3 and adds their FAME plus the number of assistant coaches on their team to the score. The team with the highest total gets an extra re-roll this half thanks to the brilliant instruction provided by the coaches. In case of a tie both teams get an extra re-roll.
9	Quick Snap! The offense starts their drive a split second before the defense is ready, catching the kicking team flat-footed. All players on the receiving team are allowed to move one square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10	Blitz! The defense starts their drive a split second before the offense is ready, catching the receiving team out of position. The kicking team receives a free 'bonus' turn: d3+2 players on the Kicking team may act. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends.
11	Throw a Rock: An enraged fan hurls a rock at a player on the opposing team. Each coach rolls a D6 and adds their FAME to the score. 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! Randomly determine which player on the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury, no Armor roll is required.
12	Ditch Invasion: Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

PRE KICK-OFF SEQUENCE

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

POST KICK-OFF SEQUENCE

Resolve kick-off table
Bounce (1d8 direction/ 1d6 distance)
Catch or Touchback

WEATHER TABLE

2D6	Result
2	Sweating Heat: It's so oppressive that some players collapse! Roll a D6 for each player on the field after a drive. 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 GFLs will fail on a 1 or 2; the snow means that only quick or short passes can be attempted.

INJURY TABLE

2D6	Result
2-7	Stunned: Place face down; all the player may do on the next action is roll face up. Once face up, they may stand up on a subsequent turn using the normal rules.
8-9	KO'd: Take the player off the field and place them in the KO box. At the next kickoff, before you set up, roll for each KO'd player: On a 1-3 they must remain in the KO box and may not be used. On a 4-6, you may return the player to the Reserves box
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.

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+
An unmodified "1" is Always a failure and an unmodified "6" is Always a success						

PICK-UP MODIFIERS

Picking up the Ball	+1
Per opposing tackle zone on the ball	-1

INTERCEPTION MODIFIERS

Attempting an Interception	-2
Per opposing tackle zone on the player intercepting the ball	-1

PASSING MODIFIERS

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

CATCHING MODIFIERS

Catching an Accurate Pass	+1
Catching a scattered pass, bouncing ball or throw-in	+0
Per opposing Tackle Zone on player catching ball	-1

THROW TEAM-MATE MODIFIERS

Throwing a Quick Pass	+0
Throwing a Short Pass	-1
Throwing a Long Pass	NOT ALLOWED
Throwing a Long Bomb	NOT ALLOWED
Per opposing tackle zone on the thrower	-1

RIGHT STUFF LANDING MODIFIERS

Attempting to land after an Accurate or Inaccurate Throw	+0
Per opposing tackle zone on the square the player is landing in	-1

DODGING MODIFIERS

Making a Dodge Roll	+1
Per opposing tackle zone on the square the player dodges to	-1

TURNOVER TABLE

- A player on the moving team is Knocked Down (being injured by the crowd or Placed Prone is not a turnover unless it is a player from the active team with the ball...skills such as Diving Tackle, Piling On and Wrestle count as being Placed Prone)
- A hand-off or pass is not caught by a member of the moving team before the ball comes to rest
- 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 not a turnover)
- A touchdown is scored
- A pass attempt is fumbled (even if a player from the active team catches the fumbled ball)
- A player with the ball is thrown (or attempted to be thrown) and fails to land successfully (including being eaten or squirming free from an Always hungry roll)
- The referee ejects a player for fouling

FOULING MODIFIERS

Who	+/- Armor Roll
Fouler	+0
Assists*	+1/-1 per assist

*May only assist if not in opposing tackle zone

EJECTIONS

2D6 armor roll	Result
No Doubles	Nothing happens
Doubles rolled	Ejected

