

MATCH SEQUENCE

1. Roll on the weather table
2. Transfer gold from treasury to petty cash
3. Take Inducements
The Match
1. Work out number of Fans and Fame
2. Receiving Teams Turn
3. Kicking Teams Turns
Post Match Sequence
1.Improvement Rolls
2. Update Team Roster

INDUCEMENTS (See pages 70 & 71)

Bloodweiser Babes (0-2) - 50,000 GPS
Bribes (0-3) - 100,000 GPS
Extra Team Training (0-4) - 100,000 GPS
Halfling Master Chef (0-1) - 300,000 GPS
Igor (0-1) - 100,000 GPS
Mercenaries (Unlimited) - Various Prices
Star Players (0-2) - Various Prices
Wandering Apothecaries (0-2) 100,000 GPS
Wizards (0-1) - 150,000 GPS

FANS

To determine how many fans turns up to support your team roll 2D6 and add your fan factor, multiply the score by 1000. If the roll for the gate means that your team is being supported by an equal number or fewer fans than the opposition then your FAME for the match is Zero. If it is higher then your FAME is +1, if your team has twice as many or more fans than your opponent your fame for the match will be +2 instead.

WEATHER TABLE (2D6)

2	Sweltering Heat: Its so hot and humid that some players collapse from heat exhaustion. Roll a D6 FOR each player on the pitch at the end of the 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 passing rolls
4-10	Nice: Perfect Blood Bowl weather
11	Pouring Rain: Its raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	Blizzard: Its cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

AGILITY	1	2	3	4	5	6
D6 Roll	6+	5+	4+	3+	2+	1+
CATCHING MODIFIERS			PASSING MODIFIERS			
Catching an accurate pass			+1			+1
Catching a scattered pass, bouncing ball or throw in			+0			+0
Per enemy tackle zone on the player catching the ball			-1			-1
DODGING MODIFIERS			INTERCEPTION MODIFIERS			
Making a dodge roll			+1			-2
Per enemy tackle zone that player is dodging to			-1			-1
LANDING MODIFIERS			PICK UP MODIFIERS			
Attempting to land after an accurate throw			+1			+1
Attempting to land after an inaccurate throw			+0			-1
Per enemy tackle zone on the square the player is thrown to			-1			-1

CASUALTY TABLE (D68)

11-38	No long term Effect
41-48	Miss next game
51 & 52	Niggling Injury & Miss next game
53 & 54	-1 MA
55 & 56	-1 AV
57	-1 AG
58	-1 ST
61-68	DEAD!

INJURY TABLE (2D6)

2-7	STUNNED: Leave face down on the pitch
8-9	KNOCKED OUT: Remove to K'O box on dugout
10-12	CASUALTY: Remove from game and roll on Casualty Table

KICK-OFF TABLE (2D6)

Result	Result
2 Get The Ref: Than fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. Each team Receive 1 bribe to use during the game.	8 Brilliant Coaching: Each coach rolls a D3 and adds their FAME(Page 18) and their number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In the case of a tie both teams gain the re-roll.
3 Riot: The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If either teams turnmarker is on turn 8, both teams move their turn marker back one space. If either teams turn marker is on turn 1 move both teams turn marker forward 1 space. Otherwise roll a D6 on a 1-3 both teams turn markers move forward one space, 4-6 both teams turnmarkers move back one space	9 Quick Snap! The offence start the drive a fraction before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving 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.
4 Perfect Defence; The kickings teams coach may reorganise his players - in other words he can set them up again into another legal defence. The receiving team must remain the same.	10 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 ends immediately.
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 players tackle zone may be moved into the square where the ball will land regardless of there movement, as long as the square is unoccupied	11 Throw a Rock: An enrage fan hurls a large rock at the opposing team. Each coach rolls a D6 and adds their FAME (Page 18) to the roll. The fans of the team that scores the 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 on the pitch is hit by the rock, and make an injury roll for that player. No armour roll is required.
6 Cheering Fans: Each coach rolls a D3 and adds their teams FAME (see page 18)and 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. If both teams have the same score then both gain a re-reroll for the half	12 Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch and adds their fame (See page 18) 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.
7 Changing Weather: Make a new roll on the Weather table (Page 20). Apply the new weather roll. If the new weather was a 'Nice' result then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.	

OFFICIAL TEAMS

Player	Team	Qty	Ma	St	Ag	Av	G	A	P	S	M
Linewoman	Amazon	16	6	3	3	7	*	D	D	D	
Throwers	Amazon	2	6	3	3	7	*	D	*	D	
Catchers	Amazon	2	6	3	3	7	*	*	D	D	
Blitzers	Amazon	4	6	3	3	7	*	D	D	*	
Beastmen	Chaos	16	6	3	3	8	*	D	D	*	*
Chaos Warriors	Chaos	4	5	4	3	9	*	D	D	*	*
Minotuar	Chaos	1	5	5	2	8	D	D	D	*	*
Hobgoblin	Chaos Dwarf	16	6	3	3	7	*	D	D	D	D
CD Blocker	Chaos Dwarf	6	4	3	2	9	*	D	D	*	
Bull Centuar	Chaos Dwarf	2	6	4	2	9	*	D	D	*	
Minotuar	Chaos Dwarf	1	5	5	2	8	D	D	D	*	D
Lineman	Dark Elves	16	6	3	4	8	*	*	D	D	
Runner	Dark Elves	2	7	3	4	7	*	*	*	D	
Assasin	Dark Elves	2	6	3	4	7	*	*	D	D	
Blitzers	Dark Elves	4	7	3	4	8	*	*	D	D	
Witch Elf	Dark Elves	2	7	3	4	7	*	*	D	D	
Blocker	Dwarf	16	4	3	2	9	*	D	D	*	
Runner	Dwarf	2	6	3	3	8	*	D	*	D	
Blitzer	Dwarf	2	5	3	3	9	*	D	D	*	
Troll Slayer	Dwarf	2	5	3	2	8	*	D	D	*	
Deathroller	Dwarf	1	4	7	1	10	D	D	D	*	
Lineman	Elf	16	6	3	4	7	*	*	D	D	
Throwers	Elf	2	6	3	4	7	*	*	*	D	
Catchers	Elf	4	8	3	4	7	*	*	D	D	
Blitzers	Elf	2	7	3	4	8	*	*	D	D	
Goblins	Goblins	16	6	2	3	7	D	*	D	D	
Bombadier	Goblins	1	6	2	3	7	D	*	D	D	
Pogoer	Goblins	1	7	2	3	7	D	*	D	D	
Looney	Goblins	1	6	2	3	7	D	*	D	D	
Fanatic	Goblins	1	3	7	3	7	D	D	D	*	
Troll	Goblins	2	4	5	1	9	D	D	D	*	
Halflings	Halflings	16	5	2	3	6	D	*	D	D	
Treeman	Halflings	2	2	6	1	10	D	D	D	*	
Lineman	High Elf	16	6	3	4	8	*	*	D	D	
Throwers	High Elf	2	6	3	4	8	*	*	D	D	
Catchers	High Elf	4	8	3	4	7	*	*	D	D	
Blitzers	High Elf	2	7	3	4	8	*	*	D	D	
Lineman	Humans	16	6	3	3	8	*	D	D	D	
Catchers	Humans	4	8	2	3	7	*	*	D	D	
Throwers	Humans	2	6	3	3	8	*	D	*	D	
Blitzers	Humans	2	7	3	3	8	*	D	D	*	
Ogre	Humans	1	5	5	2	9	D	D	D	*	
Skeleton	Khemri	16	5	3	2	7	*	D	D	D	
Thro-Ra	Khemri	2	6	3	2	7	*	D	*	D	
Blitz-Ra	Khemri	2	6	3	2	8	*	D	D	*	
Tomb Gaurdian	Khemri	4	4	5	1	9	D	D	D	*	

Player	Team	Qty	Ma	St	Ag	Av	G	A	P	S	M
Skins	Lizardmen	16	8	2	3	7	D	*	D	D	
Saurus	Lizardmen	6	6	4	1	9	*	*	D	*	D
Kroxigor	Lizardmen	1	6	5	1	9	D	D	D	*	
Zombies	Necromantic	16	4	3	2	8	*	D	D	D	
Ghoul	Necromantic	2	7	3	3	7	*	*	D	D	
Wights	Necromantic	2	6	3	3	8	*	D	D	D	
Flesh Golems	Necromantic	2	4	4	2	9	*	D	D	*	
Werewolves	Necromantic	2	8	3	3	8	*	*	D	D	
Lineman	Norse	16	6	3	3	7	*	D	D	D	
Throwers	Norse	2	6	3	3	7	*	D	*	D	
Runners	Norse	2	7	3	3	7	*	*	D	D	
Berserkers	Norse	2	6	3	3	7	*	D	D	*	
Ulfwerener	Norse	2	6	4	2	8	*	D	D	*	
Snow Troll	Norse	1	5	5	1	8	D	D	D	*	
Rotters	Nurgle	16	5	3	3	8	*	D	D	D	*
Pestigors	Nurgle	4	6	3	3	8	*	D	D	*	*
Nurgle Warriors	Nurgle	4	4	4	2	9	*	D	D	*	*
Beast of Nurgle	Nurgle	1	4	5	1	9	D	D	D	*	D
Snotlings	Ogres	16	5	1	3	5	D	*	D	D	
Ogres	Ogres	6	5	5	2	9	D	D	D	*	
Lineman	Orc	16	5	3	3	9	*	D	D	D	
Goblins	Orc	4	6	2	3	7	D	*	D	D	
Throwers	Orc	2	5	3	3	8	*	D	*	D	
Black Orcs	Orc	4	4	4	2	9	*	D	D	*	
Blitzers	Orc	4	6	3	3	9	*	D	D	*	
Troll	Orc	1	4	5	1	9	D	D	D	*	
Lineman	Skaven	16	7	3	3	7	*	D	D	D	D
Throwers	Skaven	2	7	3	3	7	*	D	*	D	D
Gutter Runners	Skaven	4	9	2	4	7	*	*	D	D	D
Blitzers	Skaven	2	7	3	3	8	*	D	D	*	D
Rat Ogre	Skaven	1	6	5	2	8	D	D	D	*	D
Skeletons	Undead	16	5	3	2	7	*	D	D	D	
Zombies	Undead	16	4	3	2	8	*	D	D	D	
Ghoul	Undead	4	7	3	3	7	*	*	D	D	
Wights	Undead	2	6	3	3	8	*	D	D	*	
Mummies	Undead	2	3	5	1	9	D	D	D	*	
Thralls	Vampires	16	6	3	3	7	*	D	D	D	
Vampires	Vampires	6	6	4	4	8	*	*	D	*	
Lineman	Wood Elves	16	7	3	4	7	*	*	D	D	
Catchers	Wood Elves	4	8	2	4	7	*	*	D	D	
Throwers	Wood Elves	2	7	3	4	7	*	*	*	D	
Wardancers	Wood Elves	2	8	3	4	7	*	*	D	D	
Treeman	Wood Elves	1	2	6	1	10	D	D	D	*	

ADDITIONAL TEAMS

Player	Team	Qty	Ma	St	Ag	Av	G	A	P	S	M
Marauder	Chaos Pact	12	6	3	3	8	*	D	*	*	*
Goblin Renegade	Chaos Pact	1	6	2	3	7	D	*	D	D	*
Skaven Renegade	Chaos Pact	1	7	3	3	7	*	D	D	D	*
Dark Elf Renegade	Chaos Pact	1	6	3	4	8	*	*	D	D	
Chaos Troll	Chaos Pact	1	4	5	1	9	D	D	D	*	D
Chaos Ogre	Choas Pact	1	5	5	2	9	D	D	D	*	D
Minotaur	Chaos Pact	1	5	5	2	8	D	D	D	*	D
Lineman	Slann	16	6	3	3	8	*	D	D	D	
Catcher	Slann	4	7	2	4	7	*	*	D	D	
Blitzer	Slann	4	7	3	3	8	*	*	D	*	
Kroxigor	Slann	1	6	5	1	9	D	D	D	*	
Underworld Goblin	Underworld	12	6	2	3	7	D	*	D	D	*
Skaven Lineman	Underworld	2	7	3	3	7	*	D	D	D	*
Skaven Thrower	Underworld	2	7	3	3	7	*	D	*	D	*
Skaven Blitzer	Underworld	2	7	3	3	8	*	D	D	*	*
Warpstone Troll	Underworld	1	4	5	1	9	D	D	D	*	*

SKILL CATEGORIES

General		Agility		Mutation		
Block	Pass Block	Catch	Leap	Big Hand	Tentacles	Disturbing Presence
Dauntless	Pro	Diving Catch	Side Step	Claw / Claws	Two Heads	Very Long Legs
Dirty Player	Shadowing	Diving Tackle	Sneaky git	Extra Arms	Foul Appearance	Prehensile Tail
Fend	Strip Ball	Dodge	Sprint	Horns		
Frenzy	Sure Hands	Jump up	Sure Feet			
Kick	Tackle					
Kick Off Return	Wrestle					
Passing		Strength		Extraordinary		
Accurate	Nerves of steel	Break Tackle	Multiple Block	Always Hungry	Hynotic Gaze	Stab
Dump-off	Pass	Grab	Piling On	Ball & Chain	Loner	Stakes
Hail Mary Pass	Safe Throw	Guard	Stand Firm	Blood Lust	No Hands	Stunty
Leader		Juggernaut	Strong Arm	Bombardier	Nurgle's Rot	Take Root
		Mighty Blow	Thick Skull	Bone-Head	Really Stupid	Throw Team-Mate
				Chainsaw	Regeneration	Titchy
				Decay	Right Stuff	Wild Animal
				Fan Favourite	Secret Weapon	

POST-MATCH SEQUENCE

1)	PLAYER IMPROVEMENT ROLLS
2)	
a)	Delete player, adjust values
b)	WINNINGS
c)	Petty cash to Treasury. SPIRALLING EXPENSES
d)	FAN FACTOR
e)	Buy players/staff/extras
f)	Hire/Fire Journeymen.
g)	Work out Team Value

IMPROVEMENT ROLLS (2D6)

2 to 9	New Skill	+20'000
10	+1 MA <i>or</i> AV, or New Skill	+30'000
11	+1 AG <i>or</i> New Skill	+40'000
12	+1 ST <i>or</i> New Skill	+50'000
Double	Any Skill	+30'000

WINNINGS

WON	(D6 + FAME) x10'000 + 10'000 Can re-roll once.
DRAW	(D6 + FAME) x10'000 + 10'000 .
LOST	(D6 + FAME) x10'000

SPIRALLING EXPENSES

< 1'750,000	0
1'750'000 to 1'890'000	10'000
1'900'000 to 2'040'000	20'000
2'050'000 to 2'190'000	30'000
2'200'000 to 2'340'000	40'000
2'350'000 to 2'490'000	50'000
2'500'000 to 2'640'000	60'000
Continue in 150'000 Steps	+10'000

STAR PLAYER POINTS

COMPLETION	1 SSP
CASUALTY	2 SSP
INTERCEPTION	2 SSP
TOUCHDOWN	3 SSP
MOST VALUABLE PLAYER	5 SSP

SSP's	TITLE	SKILL ROLL S
0-5	ROOKIE	0
6-15	EXPERIENCED	1st
16-30	VETERAN	2nd
31-50	EMERGING STAR	3rd
51-75	STAR	4th
76-175	SUPER STAR	5th
176+	LEGEND	6th

FAN FACTOR

WON GAME (3D6)
DRAWN GAME (2D6)
LOST GAME (2D6)
WON: If result higher than current Fan Factor then Fan Factor +1. DRAWN: If result higher than current Fan Factor then Fan Factor +1. If lower than current Fan Factor then Fan Factor -1. LOST: If lower than current Fan Factor then Fan Factor -1.

**LRB6
QUICK
SHEET**

COMPILED BY
"FIREBREATH"

LAYOUT BY "PUG"