BLOOD BOWL

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

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

SKILL MODIFIERS

Accurate	+1 to D6 when Passing
Dump-off	Thrower may make Quick Pass when being blocked
Hail Mary Pass	Inaccurate to any square
Nerves of Steel	Ignores opposing tackle zones
Pass	Reroll failed passes
Safe Throw	If intercepted, thrower makes an unmodified Agility roll, if passed, interception cancelled

THROW TEAM-MATE/RIGHT STUFF 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 player throwing the ball **AND** on the square thrown player is landing in	-1

*Always Inaccurate: Thrown player scatters 3x's

*Fumbles not a turnover; fumbled player lands in his original square, roll to see if he lands on feet

*Can't be intercepted

*If thrown player lands on occupied square, knocks down player and knocked down player makes armor roll, scatter thrown player until he lands in unoccupied square. Cannot land on more than on player.

Regular Throwing Ranges

	0	1	2	3	4	5	6	7	8	9	10	11	12
13	B												
12	B	B	B	B	B								
11	B	B	B	B	B	B	B						
10	L	L	L	B	B	B	B	B					
9	L	L	L	L	L	B	B	B	B	B			
8	L	L	L	L	L	L	L	B	B	B			
7	L	L	L	L	L	L	L	L	B	B	B		
6	S	S	S	L	L	L	L	L	L	B	B	B	
5	S	S	S	S	S	L	L	L	L	B	B	B	
4	S	S	S	S	S	S	L	L	L	L	B	B	B
3	Q	Q	S	S	S	S	L	L	L	L	B	B	B
2	Q	Q	Q	S	S	S	S	L	L	L	B	B	B
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B

T	Thrower's Square	L	Long Pass Range
Q	Quick Pass Range	B	Long Bomb Pass Range
S	Short Pass Range		

Big Guy Throwing Ranges

	0	1	2	3	4	5	6	7
7								
6	S	S	S					
5	S	S	S	S	S			
4	S	S	S	S	S	S		
3	Q	Q	S	S	S	S		
2	Q	Q	Q	S	S	S	S	
1	Q	Q	Q	Q	S	S	S	
0	T	Q	Q	Q	S	S	S	

T	Thrower's Square
Q	Quick Pass Range
S	Short Pass Range