



CHEAT SHEET

2D6 WEATHER CONDITIONS

- 2 **SWELTERING HEAT:** The intense heat causes some players to faint! At the end of each Drive whilst this weather condition is in effect, one Coach rolls a D3 and each Coach randomly selects that many of their players that were on the pitch when the Drive ended. The selected players are placed in the Reserves Box and cannot be set up on the pitch for the next Drive.
- 3 **VERY SUNNY:** The glorious sunshine makes for a beautiful day, but plays havoc with the passing game! Whenever a player makes a Passing Ability Test, apply a -1 modifier to the roll.
- 4-10 **PERFECT CONDITIONS:** Not too hot, nor too cold. It's perfect weather for Blood Bowl! There is no additional effect.
- 11 **POURING RAIN:** The heavens have opened and the sudden downpour has left the players soaked and the ball rather slippery! Whenever a player attempts to pick up or Catch the ball, or Intercept a Pass Action, they suffer a -1 modifier to the roll.
- 12 **BLIZZARD:** The freezing conditions and swirling snow makes the footing treacherous and drastically impedes a player's vision. Whenever a player attempts to Rush, apply an additional -1 modifier to the roll. Additionally, when a player makes a Pass Action, they may only attempt to make a Quick Pass or a Short Pass.

D16 PRAYERS TO NUFFLE

- 1 **TREACHEROUS TRAPDOOR:** Each time a player from either team enters a square containing a Trapdoor for any reason, roll a D6. On a 1, the Trapdoor falls open and the player falls through it. Make an Injury Roll for the player exactly as if they had been Pushed into the Crowd. If the player was holding the ball, it will Bounce from the Trapdoor square.
- 2 **FRIENDS WITH THE REF:** Whenever you Argue the Call, treat any roll of a 5 or 6 as "Well, when you put it like that..."
- 3 **STILETTO:** Randomly select one player on your team that is playing this game. The selected player gains the Stab Trait for the duration of the game.
- 4 **IRON MAN:** Select one player on your team that is playing this game. The selected player improves their AV by 1 (to a maximum of 11+) for the duration of the game.
- 5 **KNUCKLE DUSTERS:** Select one player on your team that is playing this game. The selected player gains the Mighty Blow Skill for the duration of the game.
- 6 **BAD HABITS:** Randomly select D3 opposition players that are playing this game. The selected players gain the Loner (2+) Trait for the duration of the game.
- 7 **GREASY CLEATS:** Randomly select one opposition player that is playing this game. The selected player reduces their MA by 1 (to a minimum of 1) for the duration of the game.
- 8 **BLESSING OF NUFFLE:** Randomly select one player on your team that is playing this game. The selected player gains the Pro Skill for the duration of the game.
- 9 **MOLES UNDER THE PITCH:** Opposition players apply a -1 modifier to the roll when attempting to Rush.
- 10 **PERFECT PASSING:** Any player on your team that makes a Completion will earn 2 SPP rather than the usual 1.
- 11 **DAZZLING CATCHING:** Any player on your team that successfully Catches the ball as a result of a Pass Action will earn 1 SPP.
- 12 **FAN INTERACTION:** If an opposition player suffers a Casualty as a result of being Pushed into the Crowd, the player that pushed them into the crowd will earn 2 SPP.
- 13 **FOULING FRENZY:** Any player on your team that causes a Casualty as a result of a Foul Action will earn 2 SPP.
- 14 **THROW A ROCK:** Once per game, at the start of any of your Turns before any players are activated, you may randomly select one opposition player on the pitch and roll a D6. On a 4+, an angry fan throws a rock and the selected player is immediately Knocked Down.
- 15 **UNDER SCRUTINY:** Any opposition player that performs a Foul Action will automatically be Sent-off if they break armour, regardless of whether a natural double is rolled.
- 16 **INTENSIVE TRAINING:** Randomly select one player on your team that is playing this game. The selected player gains a single Primary Skill of your choice for the duration of the game.

2D6 KICK-OFF EVENT

- 2 **GET THE REF:** Each team immediately receives one free Bribe Inducement. This Bribe must be used by the end of the game or it is lost.
- 3 **TIME-OUT:** If the kicking team's Turn Marker is on turn 6, 7 or 8 for the half, move both teams' Turn Marker back one space. Otherwise, move both teams' Turn Marker forwards one space.
- 4 **SOLID DEFENCE:** The Coach of the kicking team selects up to D3+3 Open players on their team. The selected players are then removed from the pitch and can be set up again following all the usual restrictions for setting up the team.
- 5 **HIGH KICK:** One Open player on the receiving team may immediately be placed in the square the ball is going to land in.
- 6 **CHEERING FANS:** Both Coaches roll a D6 and add the number of Cheerleaders on their Team Roster. The first Block Action performed during the Coach with the highest roll's next Turn receives an additional Offensive Assist. If both Coaches roll the same, both will receive this benefit during their next Turn.
- 7 **BRILLIANT COACHING:** Both Coaches roll a D6 and add the number of Assistant Coaches on their Team Roster. The Coach with the highest total, or both Coaches in the result of a tie, immediately gains a free Team Re-roll for the Drive ahead. If this free Team Re-roll has not been used by the end of the Drive, it is lost.
- 8 **CHANGING WEATHER:** Immediately make a new roll on the Weather Table. If the new result is Perfect Conditions, the ball will Scatter (3) in the air before it lands.
- 9 **QUICK SNAP:** The Coach of the receiving team selects up to D3+3 Open players on their team. The selected players may immediately move one square in any direction, even if this takes them into the opposition's half.
- 10 **CHARGE!** The Coach of the kicking team selects up to D3+3 Open players on their team. The selected players may then be activated one at a time, exactly as if it was their team's Turn, and perform a free Move Action. One of the selected players may instead perform a free Blitz Action, one may perform a free Throw Team-mate Action, and one may perform a free Kick Team-mate Action. If a selected player Falls Over or is Knocked Down during their activation, no further selected players can be activated and the Charge ends.
- 11 **DODGY SNACK:** Both Coaches roll a D6. The Coach that rolled the lowest, or both Coaches in the result of a tie, randomly selects one of their players on the pitch and rolls a D6. On a 2+, the player's pre-drive snack has not gone down well and for the duration of the Drive the player reduces their MA and AV by 1. On a 1, the player's pre-drive snack has violently disagreed with them; place the player in the Reserves box as they spend the rest of the Drive locked in the lavatory!
- 12 **PITCH INVASION:** Both Coaches roll a D6 and add their Fan Factor. The Coach that rolled lowest, or both Coaches in the result of a tie, randomly selects D3 of their players on the pitch. The selected players are immediately Placed Prone and become Stunned.

2D6 INJURY

- 2-7* **STUNNED:** The player is immediately Stunned.
- 8-9* **KNOCKED-OUT:** The player is immediately Knocked-out. Remove them from the pitch and place them in the Knocked-out box of their dugout.
- 10-12 **CASUALTY:** The player suffers a Casualty. Remove them from the pitch and place them in the Casualty box of their dugout. The Coach of the opposing team then makes a Casualty Roll against them.

* Stunties are **Knocked Out** on a 7, **Badly Hurt** on a 9

D16 CASUALTY

- 1-8 **BADLY HURT:** The player suffers no long term effects.
- 9-10 **SERIOUSLY HURT:** The player must miss their next game.
- 11-12 **SERIOUS INJURY:** The player suffers a Niggling Injury and must miss their next game.
- 13-14 **LASTING INJURY:** The player suffers a Characteristic reduction and must miss their next game.
- 15-16 **DEAD:** The player is dead!

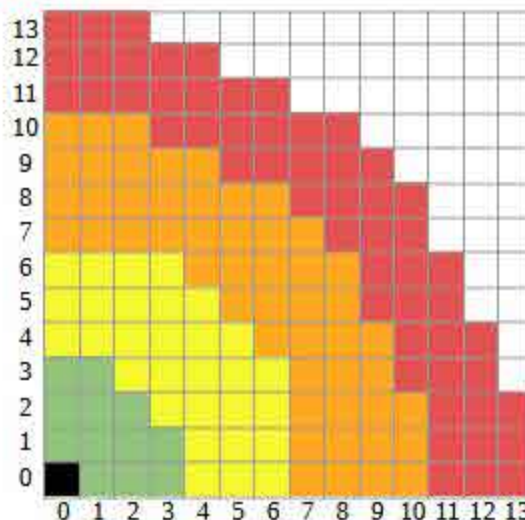
PASSING

- QUICK PASS:** No modifier
- SHORT PASS:** -1
- LONG PASS:** -2
- LONG BOMB:** -3
- TACKLE ZONE:** -1 per tackle zone

INTERCEPTING

- ACCURATE PASS:** -3
- INACCURATE PASS:** -2
- TACKLE ZONE:** -1 per tackle zone

Quick Short Long Long Bomb



PASSING

- Select square and roll your PA
- If successful the pass is Accurate
- If unsuccessful the pass is Inaccurate and will Scatter (3)
- On a 1, either rolled or modified, the pass is Fumbled and the ball Bounces from the thrower's square
- Attempt to Intercept if possible. If the Intercept is successful that player catches the ball
- If the ball isn't intercepted then it can be caught by anyone it lands on