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v1.1

Feb 2019

Game: **BLOOD BOWL (2016 Edition)**

Publisher: **Games Workshop (2016)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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BLOOD BOWL

SETUP

OPTIONAL White boxes indicate optional rules.

Each player (**coach**) chooses their **team** (the owner of the game gets first choice) and takes their figures, player cards, counters and a **dugout**. Place your dugout next to your half of the pitch.

Each coach places a **turn marker** in the **first half** on the **turn track**, and a score counter on their **score track**. See how many **re-roll counters** your team is entitled to and indicate that number on your **re-roll track**.

OPTIONAL Roll for special play cards and fans.

Flip the **Blood Bowl coin**. The winner chooses the **kicking team**, which sets up first (the other team is the **receiving team**). Each coach must set up **11 players** (or as many players as they have in their **reserves** box) between their end zone and the half-way line. No more than 2 players may be set up in each wide zone, and at least 3 players must be set up next to the half-way line.

WEATHER Roll 2D6 on the **weather table** to determine weather effects for the day.

The kicking team's coach places the ball in any square in the opponent's half (including the end zone if desired). Then roll D8 with the **scatter template** to determine ball direction, then a D6 for the number of squares the ball travels.

KICK-OFF Roll 2D6 on the **kick-off table** and apply the results.

If the ball lands in an empty square it **bounces** 1 more square (roll for scatter direction). If it lands on a square occupied by a player, that player must try to **catch** it. If the ball ends up off the field or in the kicking team's half, the receiving team receives a **touchback** and gives the ball to one of their players.

SEQUENCE OF PLAY

There are 2 halves of 16 turns each (8 turns per coach). At the end of the second half, the team with the most **touchdowns** is the winner. Repeat the following sequence until the end of the **drive** (until a touchdown is scored or the half ends):

A. Receiving Team's Turn

B. Kicking Team's Turn

Each coach must move their own **turn marker** 1 space at the start of each of their team turns.

ILLEGAL PROCEDURE If a coach starts a play (moving/standing up a player, rolling dice) before moving their marker, their opponent may declare an **illegal procedure penalty**. The offending coach must either end their turn or immediately lose their re-roll for the turn (if it has not been used) or, if they have no re-rolls, the opposing coach gains a re-roll.

A coach who incorrectly calls an illegal procedure must lose a re-roll immediately (if they have none, their opponent gains a re-roll).

TIME LIMIT Impose a **4 minute time limit** on each player's turn, after which a turnover occurs.

During your turn, each player in your team may perform 1 action.

Declare the action before carrying it out. When all the players in your team have taken an action, your turn ends.

MOVE

Move a number of squares up to MA (including moving 0 squares).

BLOCK

If not prone, **make 1 block** against any player in an adjacent square.

BLITZ (only once per turn)

Move as above and **make 1 block** during the move, at a cost of 1 square of movement. The player (who does not have to be a blitzer) may carry on moving if there was not a turnover.

PASS (only once per turn)

Move as above, then may **pass** the ball at the end of the move.

HAND-OFF (only once per turn)

Move as above, then **pass** the ball to a player in an adjacent square at the end of the move. No dice roll is required, but the receiving player must roll to catch the ball (+1 for an accurate pass).

FOUL (only once per turn)

Move as above, then **foul** a prone or stunned player in an adjacent square, who makes an armour roll. Each player assisting adds +1 or -1 to the roll.

TURNOVERS Some events cause a team turn to end immediately; even partway through an action, though armour and injury rolls are still made for players that have been knocked down, and if the ball was dropped roll to see where it bounces, as usual. Turn stunned players faceup, then begin the opposing coach's turn.

1. A player on the moving team is knocked down (being injured by the crowd or placed prone is not a turnover).
2. A passed ball or hand-off is not caught by member of the moving team before the ball comes to rest.
3. A player from the moving team attempts to pick up the ball and fails (failing a catch roll is not a turnover).
4. A touchdown is scored.
5. If time limits are used, the 4 minute time limit for the turn runs out.
6. A pass attempt is fumbled even if a player from that team catches the fumbled ball.
7. A player with the ball is thrown or is attempted to be thrown and fails to land successfully.
8. A player is ejected by the referee for a foul.

GOING FOR IT! A player taking any action apart from a block may attempt to move 1 or 2 extra squares. Roll a D6 for each extra square; on a 1 the player is knocked down in the square he was moving to; roll for injury. A player making a blitz action may *Go For It!* to make a block.

MOVEMENT

Players may move in any direction(s) up to their MA in squares, but they cannot enter an occupied square.

All players exert a **tackle zone** on the 8 adjacent squares. A prone or stunned player does not have a tackle zone.

A player must **dodge** to *leave* a square in one or more opposing tackle zones. You only have to dodge once, no matter the number of opposing tackle zones affecting the player.

Roll on the **agility table** with appropriate modifiers (a natural 1 always fails and a natural 6 always succeeds). If the roll succeeds the player may continue moving.

If the roll fails the player is **knocked down** in the square they were dodging to and must roll for injury.

PICKING UP THE BALL A player moving into a square with the ball in it **must attempt** to pick it up (and may continue moving). Players that move into the square with the ball at other times cannot pick it up; instead it bounces 1 square.

Roll on the **agility table** with appropriate modifiers (a natural 1 always fails and a natural 6 always succeeds). If the roll fails the ball bounces 1 square.

BLOCKS

Target players must be standing. Compare the player **strengths** to determine the **block dice** rolled by the coach whose player is making the block:

- 1 die: **Strengths are EQUAL.**
- 2 dice: **One player is STRONGER,** stronger player chooses which is used.
- 3 dice: **One player is MORE THAN TWICE AS STRONG,** stronger player chooses which is used.

Only 1 dice is used to determine the result of the block. Roll the dice and consult the table: the player making the block is the **attacker** and their target is the **defender**.



ATTACKER DOWN The attacking player is knocked down.



BOTH DOWN Both players are knocked down, unless one or both of the players involved has the **Block** skill. If one player uses the **Block** skill then they are not knocked down, though their opponent still goes down. If both players use the **Block** skill, neither player is knocked down.



PUSHED The defending player is pushed back 1 square by the blocking player. The attacking player may follow-up the defender.



DEFENDER STUMBLES Unless the defender uses the **Dodge** skill, they are pushed back and then knocked down. If they are using the **Dodge** skill they are only pushed back. The attacking player may follow-up the defender.



DEFENDER DOWN The defending player is pushed back and then knocked down in the square they are moved to. The attacking player may follow-up the defender.

ASSISTING A BLOCK Each extra player assisting a block adds +1 to the strength of the assisted player. This does not count as an action, but assisting players must be standing, adjacent to the enemy player involved in the block, not in an opposing player's tackle zone, and have a tackle zone of their own.

FOULS When making a foul action, assisting players modify the armour roll and must follow the same rules for assisting a block.

If the **armour roll** and/or **injury roll** is a **double**, the player taking the foul action is sent off for the rest of the match and their team suffers a turnover.

PUSH BACKS A player that is **pushed back** is moved 1 square away from the pushing player (chosen by the blocking player's coach). If no squares are free, a player pushed into an occupied square pushes back the occupier in turn (even if stunned or prone). Players pushed off the field must roll for injury (no armour roll or modifiers). **Stunned** results put the player in their reserves box until a touchdown is scored or the half ends.

FOLLOW-UP MOVES A **follow up move** into a pushed back player's vacated square is free and tackle zones are ignored. Blitzing players can make this move at no extra move cost.

KNOCKDOWNS AND INJURIES

A player knocked down, or who falls over, is placed faceup in their square and can do nothing. If a player carrying the ball goes prone, the ball scatters 1 square.

Prone players lose their tackle zone and may only stand up at the beginning of an action at a cost of 3 squares of movement. A player with less squares of movement must roll 4+ to stand up and may not then move unless they *Go For It*. Failure to stand successfully for any reason is not a turnover.

If a player is knocked down the opposing coach **rolls 2D6: if the total beats the player's armour value, roll on the injury table**.

Reserves may be added to the team only when setting up after a touchdown or after half time or for overtime.

THROWING THE BALL

Declare the target—either another player or an empty square—and measure the **range**. If a boundary line on the ruler is overlapped the longer distance is used.

Roll on the **agility table** with appropriate modifiers (a natural 1 always fails and a natural 6 always succeeds). If the roll fails, roll for scatter 3 times (the ball moves 1 square each time). A player may only attempt to catch the ball in the final square.

CATCHING THE BALL If the ball lands in a square occupied by a standing player from either team, the player must attempt to catch the ball. Roll on the **agility table** with appropriate modifiers (a natural 1 always fails and a natural 6 always succeeds).

BOUNCING BALLS If the ball is dropped or not caught, or bounces to an unoccupied square or one occupied by a prone player, or a player is pushed to or lands in the ball's square, the ball scatters 1 square. It may continue bouncing if subsequent catch attempts fail.

THROW-INS Balls scattering off the field are thrown in 2D6 squares using the **throw-in template** and may bounce or be caught as above. Throw-ins cannot be intercepted.

INTERCEPTIONS One player on the opposing team whose square is underneath the range ruler, has a tackle zone, and is closer to the target than the thrower, may attempt to **intercept** a throw. Roll on the Agility table with appropriate modifiers (a natural 1 always fails and a natural 6 always succeeds). **A successful interception causes a turnover.**

FUMBLES If a dice roll for a pass is 1 or less before or after modification the ball is **fumbled** and scatters once from the thrower's square and a turnover occurs.

RE-ROLLS

Re-rolls allow you to re-roll all the dice that produced any one result. **You may never re-roll a single dice roll more than once.**

TEAM RE-ROLLS Only 1 re-roll can be used per turn, and it cannot be used to force the opposing coach to re-roll, or for a team's own armour, injury or casualty rolls, or for scatter, distance or direction rolls. Keep track of team re-rolls using the track on your dugout. At half time team re-rolls are restored to their starting level.

PLAYER RE-ROLLS Players may have skills allowing re-rolls. These can be used any number of times in a turn.

SKILLS

Skill use is not mandatory. All bonuses/modifiers from skills can be combined, and skills may be used an unlimited number of times per action.

A skill may only be taken once per player.

If a skill refers to pushing a player back in order to work, the skill works as long as you roll a result of **pushed, defender stumbles, or defender down** on the block dice.

You can choose to use a skill that affects a roll after rolling the dice.

Only **EXTRAORDINARY** skills work when a player is prone or stunned.

ALWAYS HUNGRY (EXTRAORDINARY)

If the player ever uses the **THROW TEAM-MATE** skill, roll D6 after the player has finished moving but before the throw. On a roll of 1, roll the D6 again; a second 1 means they eat the team-mate and kill them without any hope of recovery. If the team-mate had the ball, it scatters once.

If the second roll is 2+, the pass action is automatically treated as a fumbled pass. Fumble the player with the **RIGHT STUFF** skill as normal.

BLOCK (GENERAL)

See the blocking rules.

BONE-HEAD (EXTRAORDINARY)

You must roll a D6 after declaring an action for the player, but before taking the action. On a 1, the player can't do anything for the turn, and the team loses the declared action for the turn. The player loses their tackle zone and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until they manage to roll a 2+ at the start of a future action, or the drive ends.

CATCH (AGILITY)

The player may re-roll the D6 if they fail a catch roll, or if they drop a hand-off or fail to make an interception.

DODGE (AGILITY)

The player may re-roll the D6 if they fail to dodge out of any of an opposing player's tackle zones. The player may only re-roll 1 failed dodge roll per turn. The dodge skill also affects block results (see the blocking rules).

FEND (GENERAL)

Opposing players may not follow-up blocks made against this player even if this player is knocked down. The opposing player

may still continue moving after blocking if they had declared a blitz action.

JUMP UP (AGILITY)

If the player declares any action other than a block, they may stand up for free without paying the 3 squares of movement. The player may also declare a block action while prone, which requires an agility roll with a +2 modifier to see if they can complete the action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the block action is wasted and the player may not stand up.

LONER (EXTRAORDINARY)

A loner may use team re-rolls but they have to roll a D6 first: on a roll of 1-3, the original result stands without being re-rolled but the team re-roll is used.

MIGHTY BLOW (STRENGTH)

Add +1 to any armour roll or injury roll (only one of them) made by a player with this skill when an opponent is knocked down by this player during a block.

PASS (PASSING)

The player may re-roll the D6 if they throw an inaccurate pass or fumble.

REALLY STUPID (EXTRAORDINARY)

You must roll a D6 after declaring an action for the player, but before taking the action. If there are one or more players from the same team standing adjacent to this player's square (who aren't **REALLY STUPID**), add +2 to the roll.

On a result of 1-3, the player can't do anything for the turn, and the team loses the declared action for the turn. The player loses their tackle zone and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until they manage to roll a successful result for a **REALLY STUPID** roll at the start of a future action, or the drive ends.

REGENERATION (EXTRAORDINARY)

If the player suffers a casualty result on the **injury table**, roll a D6. One a roll of 1-3, the player is put in the Dead & Injured Players box as normal. On 4-6, the player is placed in the Reserves box instead. **REGENERATIONS** rolls cannot be re-rolled.

RIGHT STUFF (EXTRAORDINARY)

The player can be thrown by another player from their team with the **THROW TEAM-MATE** skill. When the player is thrown or fumbled and ends up in an unoccupied square, they must make a **landing roll** (an agility roll with a -1 for each opposing player's tackle zone on the square they land in) unless they landed on another player during the throw.

If they pass the roll, they land on their feet. If they fail, or they landed on another player during the throw, they are placed prone and must pass an armour roll to avoid injury.

If the player is not injured, they may take an action later this turn if they have not already done so.

A failed landing roll or landing in the crowd does not cause a turnover, unless they were holding the ball.

SPRINT (AGILITY)

The player may attempt to move up to 3 extra squares rather than the normal 2 squares when *Going For It!* Their coach must still roll to see if the player is knocked down in each extra square they enter.

STUNTY (EXTRAORDINARY)

When you make a dodge roll for this player, ignore any modifiers for enemy tackle zones on the square they are moving to (unless they also have the **SECRET WEAPON** skill).

Stunty players get an additional -1 modifier when they make a pass.

When making an injury roll against a Stunty player, a result of

7 (after modifiers) is counted as knocked out, and a result of 9 (after modifiers) is counted as Badly hurt (put them in the Dead & Injured Players box, but don't make a casualty roll for them).

SURE FEET (AGILITY)

The player may re-roll the D6 if knocked down when trying to *Go For It!*

SURE HANDS (GENERAL)

The player may re-roll the D6 if they fail to pick up the ball.

THICK SKULL (STRENGTH)

The player treats a roll of 8 on the **injury table**, after any modifiers, as a Stunned result rather than a KO'd result. This skill may even be used if the player is prone or stunned.

THROW TEAM-MATE (EXTRAORDINARY)

The player may throw a player from the same team instead of the ball (and including the ball if the player being thrown has it). The throwing player must end the movement of their pass action standing next to the intended team-mate to be thrown, who must have the **RIGHT STUFF** skill and be standing. Work out the pass as normal, but subtract -1 from the D6 roll when passing, fumbles are not automatically turnovers, and long pass or long bomb range passes are not possible. Accurate passes are also treated as inaccurate passes, thus scattering the thrown player 3 times.

The thrown player cannot be intercepted. A fumbled team-mate will land in the square they originally occupied.

If the thrown player scatters off the pitch, they are beaten up in the same way a player who is pushed off the pitch is.

If the final square they scatter into is occupied, treat the player landed on as knocked down and roll for armour (even if the player is already prone or stunned), and then the player being thrown will scatter 1 more square.

If the thrown player would land on another player, continue to scatter the thrown player until they end up in an empty square or off the pitch.

WINNING THE MATCH

The team with the most touchdowns at the end of the last turn of the second half is the winner.

If the match is tied, it is a draw unless both coaches agree to go into **sudden death overtime**. Flip the coin to see who kicks off, then play a third series of 8 turns per team. Any re-rolls remaining at the end of the second half are carried over, but teams do not receive new allocations of re-rolls. The first team to score wins the match; if neither team scores, roll a D6 to see who wins a penalty shoot-out (re-roll ties); each unused team re-roll adds 1 to the roll.

SCORING TOUCHDOWNS To score, a player must end their action standing in the opposing team's **end zone** while holding the ball. The scoring coach updates their score track.

If a player scores in their opponent's turn, that coach must move their turn marker forward 1 space.

RESTARTING THE MATCH After a touchdown or at the start of the second half, a D6 is rolled for each KO'd player. On a 4+ the player returns to play; otherwise they must stay in their dugout.

Both coaches then set up any fit players as they did at the start of the game. The scoring team kicks off; at the second half, the kicking team is the one that didn't kick off at the start of the game.

If a team has no players to set up, both team's turn markers are moved forward 2 spaces, and if one team could field at least 1 player that team is awarded a touchdown. If this takes the number of turns to 8 or more for both teams, the half ends.

If there are still turns left in the half, continue playing as if a drive has just ended (clear the pitch and roll for KO'd players).

CONCEDING THE MATCH You may choose to concede a match at the start of one of your own turns, before moving the turn marker.

CREATING A TEAM

To create a team, you have a treasury of **1,000,000 gold pieces**.

All the players in your team must be from the same team list. Hire the players at the cost shown on the list, following the given maximums. Each **team re-roll** costs the number of gp shown. All teams start with a **fan factor** of 0; you may purchase up to 9 additional fan factor for 10,000 gp each.

You may hire special **star players**, though they only play for certain teams. Each may be hired once per team. If both teams hire the star player, neither may use them, and the fees are lost.

SPECIAL PLAY CARDS

At the start of the game, shuffle the Random Events and Miscellaneous Mayhem decks. Flip the coin; the winner rolls D6 to see how many cards they may take to use during the match. The other player then rolls D6 and takes their cards.

You may draw from whichever decks or combination of decks you choose. Keep your cards secret from your opponent until you play them.

FANS

Roll 2D6 and add your fan factor, then multiply by 1,000, to see how many fans turn up to support your team.

Each team has a **Fan Advantage Modifier (FAME)** that affects kick-off rolls and post-game winnings.

If your team is supported by an equal number or fewer fans than the opposition, your FAME is 0. If you have more fans attending, your FAME is +1. If you have twice as many fans, it is +2 instead.

STAR PLAYERS

You may hire special **star players** for your team. Each may only be hired once per team, for the price shown on their card. Star players will only play for the teams shown on their card.

If both players hire the same star player, neither may use that player (though the fees are still spent).

SEQUENCE OF PLAY

The team in play may perform 1 action per player:

MOVE

Move squares up to MA.

BLOCK

If standing, 1 block vs any player in an adjacent square.

BLITZ (only once per turn)

Move + 1 block (costing 1 square of move) during the move.

PASS (only once per turn)

Move, then may pass the ball at the end of the move.

HAND-OFF (only once per turn)

Move, then pass the ball to a player in an adjacent square. Receiving player must roll to catch (+1 for an accurate pass).

FOUL (only once per turn)

Move, then foul prone/stunned player in an adjacent square, (armour roll; each assisting player adds +1 or -1 to the roll).

TURNOVERS Turn stunned players faceup, then begin the opposing coach's turn.

1. A player on the moving team is knocked down.
2. A passed ball/hand-off is not caught by the moving team.
3. A player from the moving team fails to pick up the ball.
4. A touchdown is scored.
5. The 4 minute time limit for the turn runs out (if used).
6. A pass attempt is fumbled.
7. A thrown player fails to land successfully.
8. A player is ejected by the referee for a foul.

GO FOR IT! A player taking any action apart from a block may attempt to move 1 or 2 extra squares. Roll D6 for each extra square: on a 1 the player is knocked down in the square he was moving to; roll for injury.

TEAM RE-ROLLS Only 1 re-roll can be used per turn, and it cannot be used to force the opposing coach to re-roll, or for a team's own armour, injury or casualty rolls, or for scatter, distance or direction rolls. At half time team re-rolls are restored.

BLOCKS

Compare player strengths to determine the block dice rolled by the coach whose player is making the block:

- 1 die: Strengths are EQUAL.
- 2 dice: One player is STRONGER, stronger player chooses which is used.
- 3 dice: One player is MORE THAN TWICE AS STRONG, stronger player chooses which is used.



ATTACKER DOWN The attacking player is knocked down.



BOTH DOWN Both players are knocked down, unless one or both of the players involved has the *Block* skill.



PUSHED The defending player is pushed back 1 square. The attacking player may follow-up the defender.



DEFENDER STUMBLES Unless the defender uses the *Dodge* skill, they are pushed back and then knocked down. The attacking player may follow-up the defender.



DEFENDER DOWN The defending player is pushed back, then knocked down in the square they are moved to. The attacking player may follow-up the defender.

ASSISTING A BLOCK Each extra player assisting a block adds +1 to the strength of the assisted player.

FOULS Assisting players modify the armour roll and follow the same rules for assisting a block. If the armour roll and/or injury roll is a double, send off the fouling player; there is a turnover.

FOLLOW-UP MOVES A follow up move into a pushed back player's vacated square is free and tackle zones are ignored. Blitzing players can make this move at no extra move cost.

KNOCKDOWNS AND INJURIES

Place a knocked down or fallen player faceup in their square. The opposing coach rolls 2D6: if the total beats the player's armour value, roll on the injury table. Prone players lose their tackle zone and may only stand up at the beginning of an action at a cost of 3 squares of movement.

INJURY TABLE

2D6	Result
2-7	STUNNED Turn the player facedown; may not turn faceup on the turn they are stunned. Once faceup, may stand up on any subsequent turn, as normal.
8-9	KO'D Place the player in their KO'd Players box. At the next kick-off, before setting up other players, roll for each KO'd player. 1-3 = the player stays in the KO'd box; 4-6 = return the player to the Reserves box.
10-12	CASUALTY Place the player in their Dead & Injured Players box, to miss the rest of the match.

MOVEMENT

A player must **dodge** to leave a square in one or more opposing tackle zones. Roll on the **agility table**. Success = continue moving. Failure = **knocked down** in the square they were dodging to, roll for injury.

PICKING UP THE BALL A player moving into a square with the ball in it *must* attempt to pick it up (and may continue moving). At other times the ball bounces 1 square instead. Roll on the **agility table**. Failure = the ball bounces 1 square.

THROWING THE BALL

Declare the target and measure the **range**. Roll on the **agility table**. Failure = roll for scatter 3 times (1 square each time). A player may only attempt to catch the ball in the final square.

CATCHING THE BALL If the ball lands in a square occupied by a standing player from either team, the player must attempt to catch the ball. Roll on the **agility table**.

BOUNCING BALLS If the ball is dropped or not caught, or bounces to an unoccupied square/square with a prone player, or a player is pushed to or lands in the square, the ball scatters 1 square.

THROW-INS Throw the ball in 2D6 squares using the **throw-in template**; may bounce or be caught; cannot be intercepted.

INTERCEPTIONS One player on the opposing team whose square is underneath the range ruler, has a tackle zone, and is closer to the target, may attempt to **intercept** a throw. Roll on the Agility table. A **successful interception causes a turnover**.

FUMBLES If a dice roll for a pass is 1 or less before or after modification the ball is **fumbled** and scatters once from the thrower's square and a turnover occurs.

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

A natural 1 always fails, and a natural 6 always succeeds.

Dodging

- +1 Making a dodge roll.
- 1 Per opposing tackle zone on the square the player is dodging to.

Pick-up

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

Passing

- +1 Throwing a **quick pass**.
- +0 Throwing a **short pass**.
- 1 Throwing a **long pass**.
- 2 Throwing a **long bomb**.
- 1 Per opposing tackle zone on the player.

Catching

- +1 Accurate pass.
- +0 Scattered pass, kick-off, bouncing ball, throw-in.
- 1 Per opposing tackle zone on the player.

Handing-off

- +1 Catching a hand-off.
- 1 Per opposing tackle zone on the player.

Interception

- 2 Attempting an interception.
- 1 Per opposing tackle zone on the player.

RE-ROLLS

TEAM RE-ROLLS Only 1 re-roll can be used per turn, and it cannot be used to force the opposing coach to re-roll, or for a team's own armour, injury or casualty rolls, or for scatter, distance or direction rolls. At half time team restore re-rolls to their starting level.