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Game: **BLOOD BOWL**
Pub: **Games Workshop (1994)**

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v2

Jun 2011

For best results, print on card, laminate and trim to size.

BLOOD BOWL 6.0

SETUP

Each player (**coach**) buys their **squad** of 11-16 players with 1,000,000 gold. Fill out **team rosters**.

Roll d6 or flip a coin to see who is the **kicking team** and sets up first. Each coach must set up **11 players** (or as many players as they have in *Reserves*) between their end zone and the halfway 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.

Optionally, roll 2d6 on the **Weather table** to determine weather effects for the day.

The kicking team places the ball in any square in the opponent's half (including the *End Zone* if desired).

Roll a d8 with the **Scatter** template to determine ball direction, then a d6 for distance. Then roll 2d6 on the **Kick-Off table** and apply the results. You may not use a Team Re-Roll to re-roll the result, or for a *catch roll* when the ball lands.

If the ball lands in an empty square it will *bounce* one more square (roll direction); if it then lands on a square occupied by a player he must try to *catch* it. If the ball ends up off the field or in the kicking team's half, the receiving coach gives the ball to one of his players.

SEQUENCE OF PLAY

Two halves of sixteen turns each. At the end of the second turn the team with the most **touchdowns** is the winner. A coach has **4 minutes** to complete his turn.

Each coach must move his own **turn marker** one space at the start of each of his team turns. If he takes an action before doing so the other player may declare a **penalty**, and the coach must either end his turn or use up his one re-roll for the turn (if it has not been used), or if he has none, the opposing coach gains a re-roll.

A coach incorrectly calling a penalty must lose a re-roll immediately (if he has none remaining his opponent gains a re-roll).

Each player, one at a time, may perform one of the following actions per turn:

MOVE

Move a number of squares up to MA. *Knocked over* players may stand up at a cost of 3 squares.

BLOCK

(If not *knocked over*) make one **block** against a standing player in an adjacent square.

BLITZ (only one player per turn)

Move as above and make one **block** during the move, which costs one square of movement. The player may carry on moving if successful.

PASS (only one player per turn)

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

Turnovers

These events cause a team turn to end immediately. This may happen even partway through an action, though *armour rolls* and *injury* are still made for players that have been *knocked over*.

1. Moving team player knocked down/falls over.
2. Ball passed/handed-off and comes to rest without being caught by moving team player.
3. Moving team player attempts ball pick up and fails.
4. A touchdown is scored.
5. Four minute time limit for the turn runs out.
6. 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.

MOVEMENT

Players may move in any direction(s) but not into or through an occupied square.

All players exert a **tackle zone** on the 8 adjacent squares. A *Proned* or *Stunned* player does not exert a tackle zone.

A player must **dodge** in order to *leave* a square in one or more opposing tackle zones. Roll on the **Agility table** with appropriate modifiers (on this table, a 1 before modification always fails and a 6 always succeeds)—if the roll fails the player is *knocked down in the square he was dodging to* and must roll for injury.

Going for It

A player taking any action apart from a block may attempt to move one or two extra squares. Roll a d6 for each square; on a 1 the player is *knocked down in the square he was moving to*. Roll for *injury*. A player making a **Blitz** may *go for it* to make a block.

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). Roll on the **Agility table** with appropriate modifiers. If the roll fails the ball will *scatter* one square.

BLOCKS

Target players must be standing. Compare player **Strengths** to determine the **block dice** rolled:

- 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.

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, next to the enemy player involved in the block, not in an opposing player's tackle zone and cannot use skills.

Fouls

One player per team turn may move, then make a **Foul** action against a *prone* player in an adjacent square. Make his **Armour** roll at +1, adding +1 for each standing attacker not in a tackle zone and adjacent to the victim, and -1 for each standing defender not in a tackle zone and adjacent to the attacker. If the **Armour** and/or **Injury** roll is a double, the attacker is sent off for the rest of the match and there is a turnover.

Push backs

A player *pushed back* is moved one square back into one of the 3 squares behind it (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 *Proned*). Players pushed off the field must roll for *injury* (no **Armour** roll). *Stunned* results put the player in the **Reserves** box.

A **follow up move** into a pushed back player's 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 face up in the square and can do nothing. If a player carrying the ball falls over it *scatters* one square.

Players may only stand up at the beginning of an action at a cost of 3 squares of movement. If the player has less squares of movement, he must roll 4+ to stand up and may not then move unless he *Goes 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 roll **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.

PASSING THE FOOTBALL

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. If the roll fails, roll for *scatter* 3 times (the ball moves one square each time). A player may only attempt to catch the ball in the final square.

Interceptions

One player on the opposing team that 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 successful interception counts as a turnover.**

Fumbles

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

Catching the football

If the ball lands in a square occupied by a standing player from either team he may attempt to **catch** the ball. Roll on the **Agility table** with appropriate modifiers.

Ball not caught

If the ball is dropped or not caught, or lands in 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* one square. It may continue bouncing if subsequent *catch* attempts fail. The subsequent turnover does not take place until the ball comes to rest.

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.

Handing-Off the Football

Once per turn a player may **hand-off** the ball to an adjacent player as an action. You may only declare one Hand-Off action per turn, though you may move *before* performing the hand-off. The player receiving must roll to *catch* the ball; this counts as an *accurate* pass (+1 to the *Catch* roll).

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 one 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. 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.

WINNING THE MATCH

If the match is tied, play a third series of 8 turns per turn (flip the coin to see who kicks off). Neither team gets any re-roll counters back in overtime. The first team to score wins; if neither team scores, roll a d6 to see who wins a penalty shoot-out.

Scoring touchdowns

A player must end an action standing in the opposing team's **End Zone** while holding the ball. If a player scores in the opponent's turn then his team must move their turn marker along one 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. After a touchdown, 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.

BLOOD BOWL 6.0

KICK-OFF TABLE

2D6 Result

- 2 **Get the Ref:** The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way.
- Each team receives 1 additional Bribe to use during the game. A Bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6. On a 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands. Each bribe may be used once per match.
- 3 **Riot:** The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players.
- If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space.
- Otherwise, roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both teams' turn markers are moved back one space.
- 4 **Perfect Defence:** The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
- 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 player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
- 6 **Cheering Fans:** Each coach rolls a D3 and adds their team's FAME 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 teams get a reroll.
- 7 **Changing Weather:** Make a new roll on the Weather table. Apply the new Weather roll.
- If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
- 8 **Brilliant Coaching:** Each coach rolls a D3 and adds their FAME and the 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 case of a tie both teams get an extra team re-roll.

- 9 **Quick Snap!** The offence start their drive a fraction before the defence is ready, catching the kicking team flat-footed.
- All of the players on the receiving team 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.
- 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 turn ends immediately.
- 11 **Throw a Rock:** An enraged fan hurls a large rock at one of the players on the opposing team.
- Each coach rolls a D6 and adds their FAME to the roll. 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!
- Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 **Pitch 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.

WEATHER TABLE

2D6 Result

- 2 **Sweltering Heat:** It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of 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 passing rolls.
- 4-10 **Nice:** Perfect Blood Bowl weather.
- 11 **Pouring Rain:** It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
- 12 **Blizzard:** It's 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.

HUMAN TEAM VS ORCS

LINEMAN

MA	ST	AG	AV	SKILLS
6	3	3	8	NONE

1 ON 1 BLOCK	# BLOCK DICE	INJURY 2d6
VS Orcs	1	9+
VS Black Orcs	2	
(Black Orcs choose)		

DODGE	d6	-1 per enemy tackle zone on target square
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THROW	d6	-1 per enemy tackle zone on thrower's square
3+ QUICK	4+ SHORT	
5+ LONG	6+ BOMB	

CATCH	d6	-1 per enemy tackle zone on catcher's square
3+ PASS	4+ MISS, THROW-IN, BOUNCE	

PICKUP	d6	-1 per enemy tackle zone on ball's square
3+		May RE-ROLL ONE FAILED PICK-UP

THROWER

MA	ST	AG	AV	SKILLS
6	3	3	8	SURE HANDS PASS

1 ON 1 BLOCK	# BLOCK DICE	INJURY 2d6
VS Orcs	1	9+
VS Black Orcs	2	
(Black Orcs choose)		

DODGE	d6	-1 per enemy tackle zone on target square
3+		

THROW	d6	-1 per enemy tackle zone on thrower's square
3+ QUICK	4+ SHORT	
5+ LONG	6+ BOMB	
May RE-ROLL	ONE FAILED PASS	

CATCH	d6	-1 per enemy tackle zone on catcher's square
3+ PASS	4+ MISS, THROW-IN, BOUNCE	

PICKUP	d6	-1 per enemy tackle zone on ball's square
3+		May RE-ROLL ONE FAILED PICK-UP

CATCHER

MA	ST	AG	AV	SKILLS
8	2	3	7	CATCH DOBE

1 ON 1 BLOCK	# BLOCK DICE	INJURY 2d6
VS ALL Orcs	2	8+
(Orcs choose)		

DODGE	d6	-1 per enemy tackle zone on target square
3+		May RE-ROLL ONE FAILED DODGE

THROW	d6	-1 per enemy tackle zone on thrower's square
3+ QUICK	4+ SHORT	
5+ LONG	6+ BOMB	

CATCH	d6	-1 per enemy tackle zone on catcher's square
3+ PASS	4+ MISS, THROW-IN, BOUNCE	
May RE-ROLL	ONE FAILED CATCH	

PICKUP	d6	-1 per enemy tackle zone on ball's square
3+		

BLITZER

MA	ST	AG	AV	SKILLS
7	3	3	8	BLOCK

1 ON 1 BLOCK	# BLOCK DICE	INJURY 2d6
VS Orcs	1	9+
VS Black Orcs	2	
(Black Orcs choose)		


DODGE	d6	-1 per enemy tackle zone on target square
3+		


THROW	d6	-1 per enemy tackle zone on thrower's square
3+ QUICK	4+ SHORT	
5+ LONG	6+ BOMB	


CATCH	d6	-1 per enemy tackle zone on catcher's square
3+ PASS	4+ MISS, THROW-IN, BOUNCE	


PICKUP	d6	-1 per enemy tackle zone on ball's square
3+		

BLOCKING

ATTACKER DOWN  Unless one or the other player has the *Block* skill.

BOTH DOWN  Unless one or the other player has the *Block* skill.

PUSH BACK  Defender pushed back. Attacker may follow up.

DEFENDER DOWN  Defender pushed back and knocked down. Attacker may follow up.

As above, but if defender has the *Dodge* skill they are not knocked down.

INJURIES 2d6

- 2-7 STUNNED** Turn player face down, next action can only turn face up.
- 8-9 KNOCKED OUT** Place in the *Knocked Out* box in the Dugout.
- 10 BADLY HURT** Place in the *Dead & Injured* box in the Dugout; miss the rest of the game.
- 11 SERIOUS INJURY** Place in the *Dead & Injured* box in the Dugout; miss the rest of the game.
- 12 DEAD!** Place in the *Dead & Injured* box in the Dugout; the player is dead.

ORC TEAM VS HUMANS

LINEMAN

MA	ST	AG	AV	SKILLS
5	3	3	9	NONE

1 ON 1 BLOCK	# BLOCK/DICE	INJURY Z06
VS Humans	1	10+
VS Catchers	2	
(Orcs choose)		

DODGE	d6	-1 per enemy tackle zone on target square
-------	----	---

THROW	d6	-1 per enemy tackle zone on thrower's square
-------	----	--

CATCH	d6	-1 per enemy tackle zone on catcher's square
-------	----	--

PICKUP	d6	-1 per enemy tackle zone on ball's square
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THROWER

MA	ST	AG	AV	SKILLS
5	3	3	8	SURE HANDS PASS

1 ON 1 BLOCK	# BLOCK/DICE	INJURY Z06
VS Humans	1	9+
VS Catchers	2	
(Orcs choose)		

DODGE	d6	-1 per enemy tackle zone on target square
-------	----	---

THROW	d6	-1 per enemy tackle zone on thrower's square May RE-ROLL ONE FAILED PASS
-------	----	--

CATCH	d6	-1 per enemy tackle zone on catcher's square
-------	----	--

PICKUP	d6	-1 per enemy tackle zone on ball's square May RE-ROLL ONE FAILED PICK-UP
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BLACK ORC

MA	ST	AG	AV	SKILLS
4	4	2	9	NONE

1 ON 1 BLOCK	# BLOCK/DICE	INJURY Z06
VS Humans	2	10+
(Orcs choose)		

DODGE	d6	-1 per enemy tackle zone on target square
-------	----	---

THROW	d6	-1 per enemy tackle zone on thrower's square
-------	----	--

CATCH	d6	-1 per enemy tackle zone on catcher's square
-------	----	--

PICKUP	d6	-1 per enemy tackle zone on ball's square
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BLITZER

MA	ST	AG	AV	SKILLS
6	3	3	9	BLOCK

1 ON 1 BLOCK	# BLOCK/DICE	INJURY Z06
VS Humans	1	10+
VS Catchers	2	
(Orcs choose)		

NOT KNOCKED OVER BY A 'BOTH DOWN' RESULT

DODGE	d6	-1 per enemy tackle zone on target square
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THROW	d6	-1 per enemy tackle zone on thrower's square
-------	----	--

CATCH	d6	-1 per enemy tackle zone on catcher's square
-------	----	--

PICKUP	d6	-1 per enemy tackle zone on ball's square
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BLOCKING

ATTACKER DOWN
 Unless one or the other player has the Block skill.

BOTH DOWN
 Unless one or the other player has the Block skill.

PUSH BACK
 Defender pushed back. Attacker may follow up.

DEFENDER DOWN
 Defender pushed back and knocked down. Attacker may follow up.

As above, but if defender has the Dodge skill they are not knocked down.

INJURIES Z06

- 2-7 STUNNED** Turn player face down, next action can only turn face up.
- 8-9 KNOCKED OUT** Place in the *Knocked Out* box in the Dugout.
- 10 BADLY HURT** Place in the *Dead & Injured* box in the Dugout; miss the rest of the game.
- 11 SERIOUS INJURY** Place in the *Dead & Injured* box in the Dugout; miss the rest of the game.
- 12 DEAD!** Place in the *Dead & Injured* box in the Dugout; the player is dead.