PRE-GAME SEQUENCE

The pre-game sequence consists of the following steps:

1. The Fans
2. The Weather
3. (Secret Objectives)
4. Take On Journeymen
5. Inducements
6. The Prayers to Nuffle Table
7. Determine Kicking Team

START OF DRIVE SEQUENCE

At the beginning of every drive, both coaches run through the following sequence of steps:

1. Set-up
   1. Defender Set-up
   2. Attacker Set-up
2. The Kick-off

1. Declare Kicking Player

2. Declare Target Square

3. Deviation

4. The Kick-off Event

5. Bounce

TEAM TURNS

Once the Kick-off has been resolved, the game continues in a simple but strict sequence of team turns:

1. Receiving Team's Turn
2. Kicking Team's Turn

END OF DRIVE SEQUENCE

When a touchdown is scored or at the end of the final turn of a half, the current drive comes to an end and play will half. If there are more turns of the current half or a full half still to come, play only halts temporarily. Both coaches run through the following sequence of steps:

1. Deal with Secret Weapons
2. Recover Knocked-out Players
3. The Drive ends

POST-GAME SEQUENCE

After a league fixture, both coaches should run through the full post-game sequence step by step. Note that in exhibition play, the post-game sequence need not be completed:

1. Record outcome
2. Calculate winnings. Consider:
   - Fans
   - Touchdowns
   - Stalling
   - (Secret Objectives)
3. Update Dedicated Fans
4. See if a player goes into upkeep negotioations
5. Player advancement
6. Hiring, firing and temporarily retiring
7. Expensive mistakes
8. Prepare for next fixture

WEATHER TABLE

2D6 RESULT

2 *Sweltering Heat:* Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.

3 *Very Sunny:* A glorious day, but the clear skies and bright sunlight interfere with the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.

4-10 *Perfect Conditions:* Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.

11 *Pouring Rain:* Pouring Rain: A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or to attempt to interfere with a pass.

12 *Blizzard:* Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an

2D6 RESULT

extra square.

Additionally, the poor visibility means that only Quick and Short passes can be attempted.

THROW INS

Should the ball leave the pitch at any time, the crowd will throw it back into play.

1. Place the ball on the last squere, where it left the pitch.

2. Determin the direction the ball is thrown by the crowd, use a D6.

   1. If the ball left the pitch on the side line or end zone: Go clockwise in one of the three directions: 1-2: ↖; 3-4: ↑; 5-6: ↗. Notice, that the ball won't be thrown in the direction along the sideline or end zone line.

   2. If the ball left the pitch in any of the corners: Go clockwise in one of the three directions: 1-2: left side line; 3-4: diagonal; 5-6: right side line.

3. The ball travels 2D6 squares.

4. If the ball lands in a square that is occupied by a Standing player that has not lost their Tackle Zone, that player must attempt to catch it.

5. If they fail, or if the ball lands in an unoccupied square, or a square that is occupied either by a

Standing player that has lost their Tackle Zone, or by a Prone, or by a Stunned player, it will bounce before it comes to rest on the ground.

6. Should the ball leave the pitch again following an over-enthusiastic throw-in, repeat the above process.

THE TURNOVER

A Turnover is caused:

- If a player on the active team Falls Over during their own activation.

- If a player on the active team is Knocked Down during their team turn.

- If a player on the active team that is in possession of the ball is Placed Prone during their team turn.

- If a player on the active team that is in possession of the ball is forced to move off the pitch for any reason.

- If a player on the active team attempts to pick up the ball from the ground and fails, even if the bouncing ball is then caught by a player from the active team.

- If a player on the active team fumbles a Pass action, even if the bouncing ball is then caught by a player on the active team.

- If no player on the active team catches the ball after a Pass action or a Hand-off action and the ball comes to rest on the ground or in the possession of a player from the opposing team.

- If a Pass action is Deflected or Intercepted and the ball comes to rest either on the ground or in the possession of a player from the opposing team.

- If a player on the active team that is in possession of the ball is thrown by a team-mate and either fails to land safely, lands in the crowd or is eaten, even if the bouncing ball is then caught by a player from the active team.

- If a player on the active team is Sent-off by the referee for committing a Foul.

- If a touchdown is scored.

PLAYER ACTIVATIONS

During your team turn, you may activate each Standing and/or Prone player to perform one action available to them. Players that begin their team turn Stunned cannot be activated.

- **MOVE** Any player on the active team that is not Stunned can perform a simple Move action.
- **PASS** Once per team turn, a player on the active team may attempt to pass the ball to another square.
- **HAND-OFF** Once per team turn, a player on the active team may attempt to hand the ball off to another Standing player from their team that is in an adjacent square.
- **THROW TEAM-MATE** Once per team turn, instead of performing an ordinary Pass action, a player on the active team with the 'Throw Team-mate' trait may attempt to throw a player from their team that has the 'Right Stuff' trait.

- **BLOCK** A Standing player on the active team can target a Standing opposition player that is within their Tackle Zone with a Block action, but cannot move before or after performing the action.

- **BLITZ** Once per team turn, a player on the active team may perform a Blitz action, an action that combines together both a Move action and a Block action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action).

- **FOUL** Once per team turn, a player on the active team may commit a Foul action.

- **SPECIAL ACTIONS** In addition to these seven main actions, there are numerous Skills and Traits a player may possess that allow them to perform another, unique action. Such actions are called "Special actions" and are detailed in the appropriate Skill or Trait description.

BLOCK DICE

Block dice feature five icons, each representing an outcome. Alternativly the Block dice can be replaced by normal six-sided dice as described in the table below. Some of these outcomes can be modified by Skills or Traits possessed by one or both players:

Icon	D6	EFFECT
	6	**POW!** The target of the Block action is pushed back by the active player and is then Knocked Down in the square they have been moved into. The active player may follow up into the square vacated.
	5	**STUMBLE** If the target of the Block action has and chooses to use the Dodge skill, this result becomes a Push Back. Otherwise, this result becomes a POW!, as described below.
	3-4	**PUSH BACK** The target of the Block action is pushed back one square by the active player.

Icon	D6	EFFECT
		The active player may follow up into the square vacated.
	2	**BOTH DOWN** Both the active player and the target of the Block action are Knocked Down by one another. If one or both of the players has the Block skill, they may choose to ignore this result and not be Knocked Down.
	1	**PLAYER DOWN!** The active player is immediately Knocked Down by the player they were attempting to Block!

BLOCK ACTIONS

When a Standing player is activated they can immediately nominate a single Standing opposition player that they are currently Marking and declare that they will target them with a Block action. Unlike other actions, there is no limit to how many players may perform a Block action each team turn.

1. Look up ST of blocking player and target.
    1. Add +1 ST per friendly non-marked adjacent to target.
    2. Add +1 ST to target per enemy non-marked adjacent to self.
2. Compare modified ST of player and target.
    1. If ST is equal: One die is rolled.
    2. If ST is more then equal but double or less: Two dice are rolled.
    3. If ST is more then double: Three dice are rolled.

3. The Coach with the player with the higher ST after modifiers picks the die.

4. If Pow!, Stumble, Push: Push the Target.

5. If otherwise not possible: Chain push.

6. If otherwise not possible: Push into the crowd.

7. Decide on flollow up.

8. If Target / Player knocked down: Armour Roll

9. If Armour broken: Injury Roll

10. If Casualty: Casualty Roll

11. If Ball Carrier was knocked down: Ball Bounces

PASS ACTIONS

Once per team turn. Steps:

1. Declare Target Square and Measure Range
2. Test for Accuracy
3. Optional: Passing Interference
4. Optional: Catching the Ball

DECLARE TARGET SQUARE AND MEASURE RANGE

1. Declare Pass Action
2. Optional: Move player as normal.
3. Declare Target Square. Target Square might be occupied or not.
4. Measur range using the passing range Chart.
   - I: Quick pass
   - II: Short pass
   - III: Long pass
   - IIII: Long bomb

TEST FOR ACCURACY

- If the player is attempting a Quick pass, there is no modifier.

- If the player is attempting a Short pass, apply a -1 modifier.

- If the player is attempting a Long pass, apply a -2 modifier.

- If the player is attempting a Long bomb, apply a -3 modifier.

- If the player is being Marked, apply an additional -1 modifier per player Marking them.

- **ACCURATE PASSES** If the Passing Ability test is passed, or if the roll is a natural 6, the pass is accurate and the ball will land in the target square.

- **INACCURATE PASSES** If the Passing Ability test is failed, the pass is inaccurate and the ball will scatter from the target square before landing.

- **WILDLY INACCURATE PASSES** If, when making the Passing Ability test, the dice roll is a 1 after modifiers have been applied, the ball will deviate

from the square occupied by the player performing the Pass action before landing.

- **FUMBLED PASSES**
  - If, when making the Passing Ability test, a natural 1 is rolled, the pass has been fumbled.
  - If the player has a PA of '-', the pass is automatically fumbled.

When a Pass action is fumbled, the activation of the player performing it ends immediately. The ball is dropped, bouncing from the square occupied by the player performing the action, and a Turnover is caused.

THE PASSING GATE

PASSING INTERFERENCE

The opponent can nominate a single player to try to interfere the pass, if that player is in range.

To attempt, test against their Agility, applying the following modifiers:

- If the player is attempting to interfere with an accurate pass, apply a -3 modifier.
- If the player is attempting to interfere with an inaccurate pass, apply a -2 modifier.
- If the player is attempting to interfere with a wildly inaccurate pass, apply a -1 modifier.
- Apply an additional -1 modifier if the player is being Marked.

If the Agility test is passed, the player's attempt to interfere with the pass has been successful and the pass has been

'Deflected'. The pass is interrupted and the action immediately ends.

SUCCESSFUL PASSING INTERFERENCE

The player that made the Deflection must now attempt to convert that Deflection into an 'Interception' by catching the ball. If they do, they have made an Interception. If the player fails to catch the ball, it will scatter from the square they occupy.

Following any successful passing interference, if the ball comes to rest on the ground in an empty square or in the possession of a player from the opposing team, a Turnover is caused. If, however, the ball is caught by a player on the active team after scattering, no Turnover is caused.

RESOLVE PASS ACTION

If the pass was neither successfully interfered with nor fumbled, the pass itself is now resolved.

- If the ball lands on a player, that is able to chatch it, it must try to do so.
- If no player on the active team catches the ball after a Pass action and the ball comes to rest on the ground or in the possession of a player from the inactive team, a Turnover is caused.
- If the ball lands on the ground it bounces.
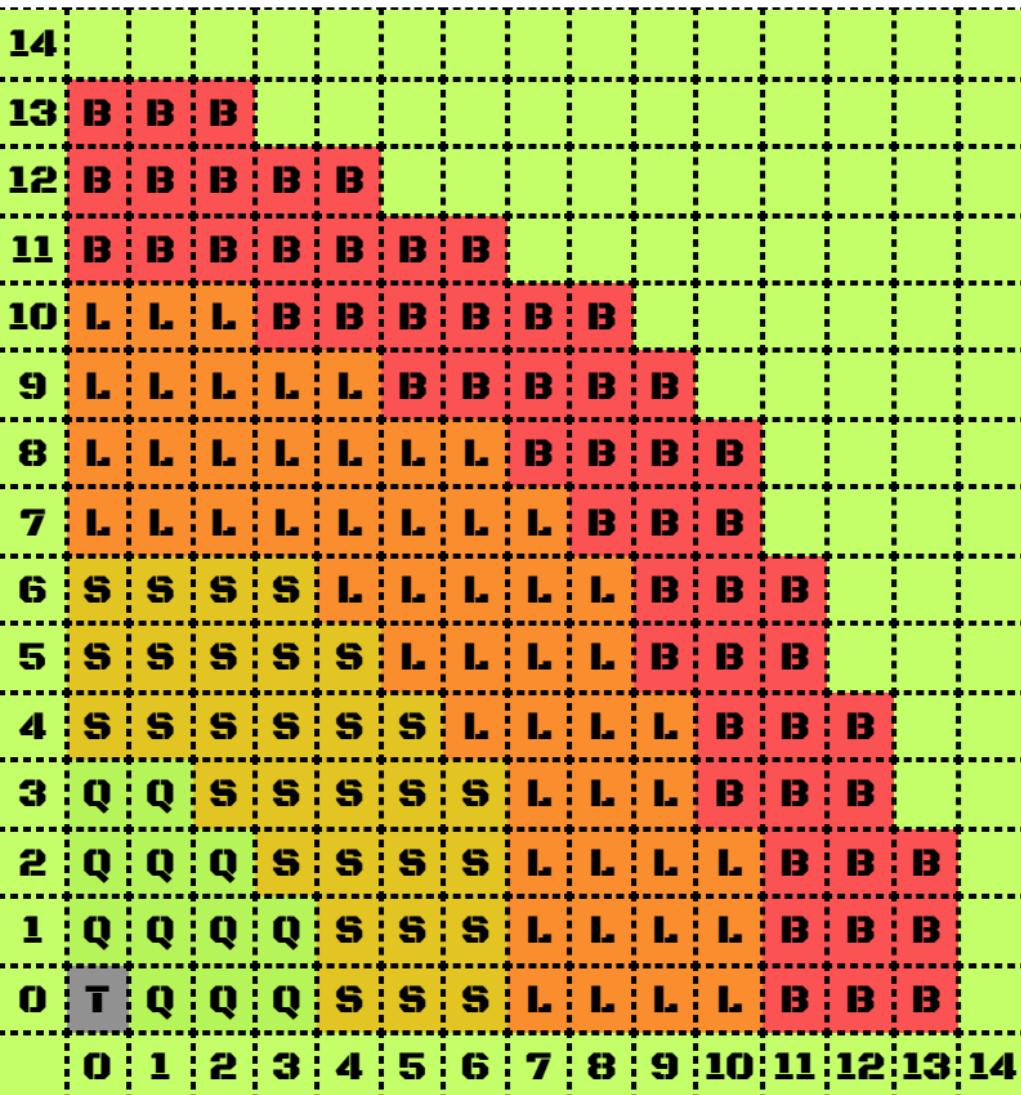
CATCHING THE BALL

There are many instances when the rules will call upon a player to attempt to catch the ball. If the ball lands on a player that is standing and not lost their Tackle Zone, it must attempt to catch the ball. To catch the

ball do an agility test. Apply the following modifiers:

- If the player is attempting to catch an accurate pass or a Hand-off, there are no modifiers.
- If the player is attempting to convert a Deflection into an Interception, apply a -1 modifier.
- If the player is attempting to catch a bouncing ball, apply a -1 modifier.
- If the player is attempting to catch a ball that has been thrown-in by the crowd, apply a -1 modifier.
- If the player is attempting to catch a ball that has scattered or deviated into the square they occupy, apply a -1 modifier.
- If the player is being Marked, apply an additional -1 modifier per player Marking them.
- If catching fails, the ball bounces.

PASSING RANGE CHART

T Thrower

Q Quick Pass

S Short Pass

L Long Pass

B Long Bomb

FOUL ACTIONS

Once per team turn. When activated, the player nominates a single Prone or Stunned player on the opposing team to be the victim of the Foul. The player may move before committing the Foul, but not after.

To commit a Foul, make an Armour roll (and possible Injury roll) against the nominated victim.

- Apply a +1 modifier to the Armour roll for each offensive assist.
- Apply a -1 modifier to the Armour roll for each defensive assist.

BEING SENT-OFF

Regardless of the outcome, if a natural double is rolled the player committing the Foul action is Sent-off. When a player is Sent-off, a Turnover is caused.

ARGUING THE CALL

When a player is Sent-off by the referee for committing a Foul, their coach may attempt to Argue the Call. Roll a D6 and refer to the table below:

D6 RESULT

1 *"You're Outta Here!"* The referee is so enraged that the coach is ejected along with the player. For the remainder of this game, you may no longer Argue the Call and must apply a -1 modifier when rolling for Brilliant Coaching.

2-5 *"I Don't Care!"* The referee is not interested in your argument. The player is Sent-off and a Turnover caused.

6 *"Well, When You Put It Like That.."* The referee is swayed by your argument. A Turnover is still caused, but the player that committed the Foul is not Sent-off.

THROW TEAM-MATE ACTIONS

TODO

Once per team turn, instead of performing a Pass action, a player on the active team with the 'Throw Team-mate' trait can attempt to throw a team-mate with the 'Right Stuff' trait as if they were a ball, as described on [page 52 of the Blood Bowl rulebook](#):

MEASURE RANGEAND DECLARE TARGET SQUARE: The range ruler may be used to determine the range between the throwing player and any possible target squares, before the target square is chosen and declared.

TEST FOR QUALITY: The coach of the player performing the action rolls a D6 to

determine the quality of the throw.

RESOLVE THROW: Where the thrown player lands, and how easily, depends upon the quality of the throw. If the throw is fumbled, the thrown player is dropped and will bounce.

INJURY BY THE CROWD

When a player is pushed back into the crowd or lands in the crowd, they risk Injury by the Crowd. No Armour roll is made against the player. Instead the coach of the opposing team rolls immediately on the Injury table to see what the crowd does to the player:

- If the player is Stunned, they are placed in the Reserves box.
- If the player is Knocked-out, they are placed in the Knocked-out box. They may recover as usual at the end of the drive.
- If the player becomes a Casualty, they are placed in the Casualty box. A roll is made against them on the Casualty table, as described below.