



### Perfect Blood Bowl Weather



### Sweltering Heat

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.

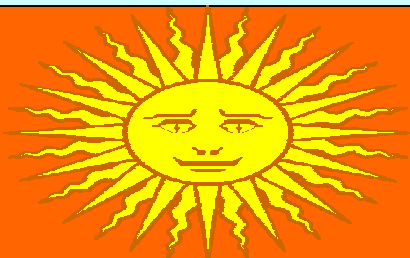


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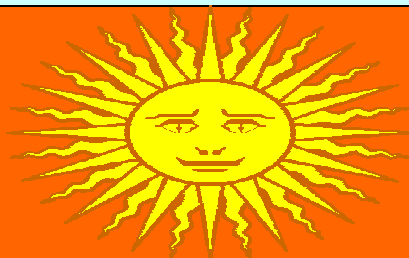
### VERY SUNNY

A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.



### BLIZZARD

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.



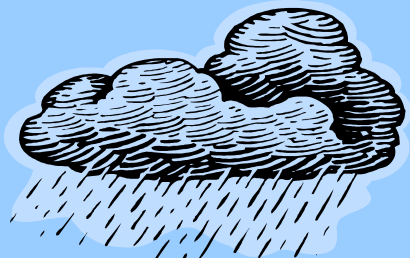
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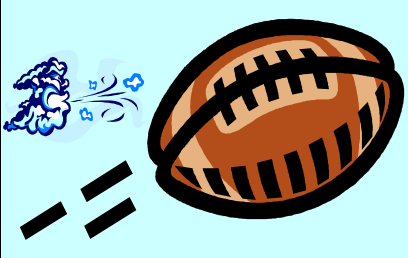
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### POURING RAIN

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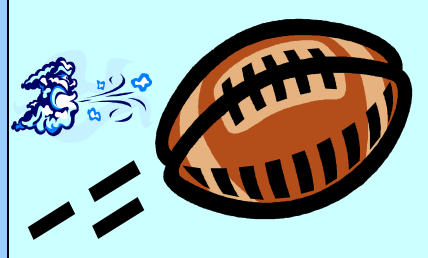
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If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.



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