

*Skip any steps not being used in the current season.*

## PRE-MATCH SEQUENCE

### 1. Roll for Stadium and Referees

Both coaches roll a D6 and look up the total on the Random Stadium table (see page 67) to see whether the match will take place at a stadium with a Special Attribute. If either team has a Home Stadium, the match might happen at one of them (see page 72). Then, both coaches roll a D6 and look up the total on the Famous Referees table (see page 74).

RANDOM STADIUM TABLE	
2D6	Result
2-3	Roll a D6 on the Unusual Playing Surface table (see page 68).
4-5	Roll a D6 on the Rough & Ready Stadium table (see page 69).
6-8	No Attributes
9-10	Roll a D6 on the Luxury Stadium table (see page 70)
11-12	Roll a D6 on the Local Crowd table (see page 71)

### 2. Roll on Weather Table

Both coaches roll a D6 and look up the total on the Weather table to see what the weather will be like for the match.

WEATHER TABLE	
2D6	Result
2	<b>Sweltering Heat:</b> It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player that is 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	<b>Very Sunny:</b> A glorious day for a game of Blood Bowl, but the blinding sunshine causes a -1 modifier on all Passing rolls.
4-10	<b>Nice:</b> Perfect Blood Bowl weather!

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| 11 | <b>Pouring Rain:</b> It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all Catch, Intercept, or Pick-up rolls.   |
| 12 | <b>Blizzard:</b> It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (using the optional Going For It! rule) will slip and be Knocked Down on a roll of 1-2, while the snow means that only Quick passes or Short passes can be attempted. |

### 3. Choose Inducements

Each team can spend gold from their Treasury to purchase any of the inducements listed below. The team with the lower Team Value is granted an additional amount of 'petty cash' equal to the difference in Team Values; this is not added to their Treasury and is wasted if it is not spent immediately. For example, if a team with a value of 1,000,000 gold pieces goes up against a team with a value of 1,250,000 gold pieces, the first coach would be able to spend an extra 250,000 gold pieces on inducements. If one team is playing at their home stadium (see page 72), the other team gets an additional 50,000 gold pieces in petty cash, regardless of whether they have the lower Team Value. The team with the higher Team Value must purchase inducements first; once they have finished, the other team can purchase inducements.

Inducements are selected from the following list:

- 0-2 Bloodweiser Kegs - 50,000 gold pieces each
- 0-3 Bribes - 100,000 gold pieces each
- 0-4 Extra Team Training - 100,000 gold pieces each
- Mercenaries (Unlimited)- Various prices
- 0-2 Star Players - Various prices
- 0-2 (In)Famous Coaching Staff - Various prices (page 78)

- 0-2 Wandering Apothecaries - 100,000 gold pieces each
- 0-5 Special Plays - 100,000 gold pieces each

Detailed descriptions of these inducements can be found on page 60. Note that limitations and special rules from the team lists apply. As some coaches can take a very long time deciding which inducements to take, there is a four-minute time limit on selecting them.

All inducements that you purchase are lost at the end of the match. **No inducement can ever become a permanent part of your team.**

#### 4. Draw Special Play Cards

Instead of using the rules for drawing Special Play cards on page 5 of the *Blood Bowl* rulebook, consult the chart below to see how many cards are drawn and kept based on the highest Team Value out of the two teams. First, the player with the higher Team Value draws a number of face-down cards according to the Draw value, from any decks they wish in any combination. Then they look at the cards and choose which ones to keep (according to the 'Keep' value) returning any others to the bottom of their decks. The other player then does the same. Each 'Special Play' inducement adds 1 to both the number of cards you can draw and the number you can keep.

Highest TV	Draw	Keep
Up to 1,000,000 gp	2	1
1,000,000 gp to 2,990,000 gp	3	2
2,000,000 gp to 2,990,000 gp	4	3
3,000,000 gp or greater	5	4

There are several alternative ways to resolve this step, detailed on page 102.

#### 5. Flip for the Kick

The coaches flip a coin or roll off, with the winner deciding whether they will kick or receive for the first drive.

## THE MATCH

### 1. Work out Number of Fans and FAME

Each coach rolls 2D6 and adds their team's Fan Factor, then multiplies the result by 1,000 to see how many fans have turned up to support their team. If one team is playing at its home stadium (see page 72), they roll an extra D3 and add it to their roll before multiplying the result by 1,000.

If both teams have the same number of fans, they each have a FAME of 0 for this match. If one team has a higher number of fans (but not twice as many), their FAME is +1 and their opponent's FAME is 0. If one team has twice as many fans, their FAME is +2 and their opponent's FAME is 0.

### 2. Kick-off

### 3. Play the Game

## POST-MATCH SEQUENCE

### 1. Improvement Rolls

- In Competition Matches, each coach awards their team's MVP as described on page 53 (nominate 3 players and randomly decide between them). In Friendly matches, no MVP is awarded.
- Roll for Improvements for any players who have earned enough Star Player points to gain one. Record any changes to player values as a result of Improvements (see page 54).
- If you have a current Major Sponsorship with McMurty's, players on the team cannot improve their MA or AG (see page 66). If you have a current Major Sponsorship with
- Steelhelm's Sporting Emporium, you can make use of the deal to roll three dice rather than two, then discard one, when making an Improvement roll (see page 66).

## 2. Update Team Stats

- If this was a Competition Match, record any League points you have scored. If you won the game, you score 3 League points. If you drew, you score 2 League points. You score 1 League point for a loss. In Friendly matches, you do not score any League points.
- Add any touchdowns your team scored during the game to the Touchdown section and add any casualties you inflicted to the Casualties section - **casualties only count if they qualified towards earning one of your players Star Player points, as on page 53.**

## 3. Record Fortune and FAME

- If the match took place at a Stadium with a Special Attribute, you can attempt to strike a residency deal (see page 72).
- Each coach generates winnings for the match by rolling a D6 and adding their team's FAME. The team receives this amount x 10,000 gold pieces as winnings for the match. If you won or tied the match, you receive an additional 10,000 gold pieces. If you won the match, you may also choose to re-roll your D6, but you must accept the second result even if it is worse than the first. Remember that teams who concede a match do not receive any winnings. Note: In Friendly matches, each coach rolls a D3 instead of a D6. If your team has one or more Ongoing Sponsorships you earn an additional D3 x 10,000 gold pieces for each one, but you risk upsetting the sponsors (see page 65). If your team has a home stadium and the match took place there, their winnings will be affected by whether they won or lost (see page 72).
- If you wish, you can end any Ongoing Sponsorships, or any Major Sponsorships with McMurty's, Farblast & Sons Ordnance Solutions or Steelhelm's Sporting Emporium (see page 65).
- If you won the match, roll 3D6 and increase your team's Fan Factor by 1 if the result is greater than your current Fan factor. If you

lost the match, roll 2D6 and reduce your team's Factor by 1 if the result is lower than your current Fan Factor. If the match was a draw, roll 2D6; your team's Fan Factor goes up by 1 if the result is higher than your current Fan Factor, or down by 1 if the result is lower than your current Fan Factor.

- If you wish, you can attempt to find a sponsor (see page 65).

## 4. Hire and Fire

- If your team lost the match and has a home stadium - whether they played there or not - roll to see if they lose their residency (see page 72). If they own their home stadium, this cannot happen.
- If your team owns a stadium, you can choose to sell it (see page 73).
- Remove any dead players from your roster. If your team has a Major Sponsorship with Star Insurance Guild, receive a payout. Then roll to see if they arrive to collect their due (see page 66).
- Each coach can now spend any gold in their Treasury to buy new players and coaching staff, and/or fire any players or coaching staff who are no longer wanted. You do not get any gold back! In addition, each coach can choose to spend gold from their Treasury to increase their team re-rolls.  
**Adding a re-roll costs double the amount shown on the team list, but only adds the basic (un-doubled) cost to the total value of the team.** You can also remove any number of team re-rolls from your roster at this stage, if you wish – again, you don't get their cost back! Coaches can also add a Star Player to their roster at this step (see page 55) or make partial payments towards owning a stadium (see page 73).
- If a team has any Journeymen (see step 5 – Prepare for Next Match) on the roster, the coach must either fire them from the team or you may permanently hire them by paying their Rookie cost. Note that a team must have fewer than 16 players on its roster to hire Journeymen. If hired, a

Journeyman loses the Loner skill but may retain any Star Player points they earned, or skills received from Improvement table rolls.

- If the team has a rostered Star Player, the coach must pay their upkeep cost or choose to let them go (see page 59).

## 5. Prepare for Next Match

- **If either team has at least 100,000 gold pieces in their Treasury, their coach must roll for expensive mistakes (see page 57).**
- If a team can only field 10 or fewer players for the next match, the team may add Journeymen onto the roster for free until the team can field 11 players for the next match. A Journeyman is always a player from a 0-16 or 0-12 allowed position on the team's roster. They count their normal Rookie cost towards the total Team Value but have the Loner skill as they are not used to playing with the team. Journeymen may take the total players on the team (including injured players) to more than 16 at this point.
- Work out the total value of each team and record it on their roster. The value of a team is worked out by adding up the value of the team's players (including extra values for improvements), coaching staff, team re-rolls and Fan Factor. Do not include the value of gold in your Treasury or any players that will be forced to miss their next match due to injury.
- If you wish, you can end a Major Sponsorship with Star Insurance Guild.