

| CASUALTY TABLE | | | |
|----------------|---------------------|----------------------|---------------------|
| D68 | Result | Effect | |
| 11-38 | Badly Hurt | None | Badly Hurt (BH) |
| 41 | Broken Ribs | Miss Next Game (MNG) | |
| 42 | Groin Strain | MNG | |
| 43 | Gouged Eye | MNG | |
| 44 | Broken Jaw | MNG | |
| 45 | Fractured Arm | MNG | |
| 46 | Fractured Leg | MNG | |
| 47 | Smashed Hand | MNG | |
| 48 | Pinched Nerve | MNG | |
| 51 | Damaged Back | Niggling Injury | Serious Injury (SI) |
| 52 | Smashed Knee | Niggling Injury | |
| 53 | Smashed Hip | -1 MA | |
| 54 | Smashed Ankle | -1 MA | |
| 55 | Serious Concussion | -1 AV | |
| 56 | Fractured Skull | -1 AV | |
| 57 | Broken Neck | -1 AG | |
| 58 | Smashed Collar Bone | -1 ST | |
| 61-68 | Dead! | Dead! | KI |

MNG: The opposing coach puts a tick in that player's Miss Next Game column on the team roster. The player cannot take part in the next match. Remove the tick at the end of the next match. This includes Friendly Games.

Niggling Injury: Miss Next Game as above. In addition, the opposing coach writes an 'N' in the Injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury Rolls made against this player.

-1 MA, ST, AG and AV: Miss Next Game as above. In addition, the opposing coach records the characteristic change on the team roster. No characteristic may be reduced by more than 2 points, or below a value of 1. Any injuries that could reduce it further are ignored (the player must still miss next game).

Dead! The opposing coach removes the player from their roster. They won't be playing Blood Bowl any more unless an Undead team is hiring!

| EARNING STAR PLAYER POINTS | | | |
|----------------------------|-------|-------------|---------------|
| Completion (CP) | 1 SPP | SPPs | Title |
| Touchdown (TD) | 3 SPP | 0-5 | Rookie |
| Interception (INT) | 2 SPP | 6-15 | Experienced |
| Casualty (CAS) | 2 SPP | 16-30 | Veteran |
| Most Valuable Player (MVP) | 5 SPP | 31-50 | Emerging Star |
| | | 51-75 | Star |
| | | 76-175 | Super Star |
| | | 176+ | Legend |

| IMPROVEMENT TABLE | |
|---|---|
| 2D6 | Result |
| 2-9 | Give the player a New Skill |
| 10 | Give the player a New Skill, or Increase the players MA or AV characteristic by 1 point |
| 11 | Give the player a New Skill, or Increase the players AG characteristic by 1 point |
| 12 | Give the player a New Skill, or Increase the players ST characteristic by 1 point |
| Record the value of each die rolled for entry into the IR 1 D1 and IR 1 D2 boxes for the appropriate player. This allows the software to know what was rolled and whether a skill from the doubles column is unlocked or not. | |
| NEW SKILLS | |
| Improvement rolls can grant players new skills. There are four categories of skills: General (G), Agility (A), Strength (S) and Passing (P). There are also Mutations (M), which a pedant might argue aren't Really 'skills' as such, but they're treated in exactly the same way from a rules perspective. | |
| On each team list, the columns Normal and Double tell you which skills are available to that player. Whatever the result of your Improvement roll, you can give your player a skill from one of the categories in their Normal column. If an Improvement roll is a double, you can choose a skill from one of the categories in either the Normal or Double column. | |
| For example, a High Elf Lineman can normally take General and Agility skills, but on a double, can also take Strength and Passing skills. When a player gains a skill, record this on your team roster. A player can never lose a skill. | |
| CHARACTERISTIC INCREASES | |
| An Improvement table roll of 10-12 might increase one of the player's characteristics. The entry will list the characteristics that may be improved – simply pick one and record the new value on the team roster. Alternatively, the coach may choose to take a new skill instead, as described previously. No characteristic may ever be increased by more than 2 points over its starting value or to a value greater than 10. Any additional increases must be taken as new skills instead. | |

| IMPROVEMENTS & PLAYER VALUES | |
|--|------------|
| Every player has a value. This amount is recorded when they are hired. As they get better (e.g. gain skills or characteristic increases), their value increases. To reflect this, whenever a player rolls on the Improvement table, their value must be increased on the team roster by the amount shown on the table below. Note: Injuries the player suffers that reduce a characteristic do not reduce the value of the player. | |
| VALUE MODIFIERS TABLE | |
| New Skill from the Normal column | +20,000 gp |
| New Skill from the Double column | +30,000 gp |
| +1 MA or +1 AV | +30,000 gp |
| +1 AG | +40,000 gp |
| +1 ST | +50,000 gp |