

## CASUALTY TABLE

D68	Result	Effect
11-38	Badly Hurt	None
41	Broken Ribs	Miss Next Game
42	Groin Strain	Miss Next Game
43	Gouged Eye	Miss Next Game
44	Broken Jaw	Miss Next Game
45	Fractured Arm	Miss Next Game
46	Fractured Leg	Miss Next Game
47	Smashed Hand	Miss Next Game
48	Pinched Nerve	Miss Next Game
51	Damaged Back	Niggling Injury
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!

**Miss Next Game:** 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.

**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 the 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!



## STAR PLAYER POINTS

Players are able to earn Star Player points (SPPs) during League Play. These are earned for scoring touchdowns, making complete passes, making interceptions, killing or injuring opposing players, and for earning Most Valuable Player awards. Once a player has earned enough Star Player points, they become entitled to an improvement and may roll on the Improvement table. Players who survive long enough will progress to become Legendary Players, with special characteristics and skills that they have picked up over the course of their long career on the Blood Bowl pitch.

The team roster includes boxes so coaches can keep track of the number of Star Player points their players earn during a match. Each time a player does something that earns them any Star Player points, their coach should put a tick in the appropriate box on the roster for each point they have earned. At the end of the match, count up the number of new ticks for each player and upgrade their total score of Star Player points accordingly.

### EARNING STAR PLAYER POINTS

Star Player points are earned for performing the following Actions:

**Completion (COMP):** A player who makes an accurate pass that is caught by a receiver from their own team in the targeted square of the pass when the ball comes to rest earns 1 Star Player point. This is called a completion.

**Touchdown (TD):** A player who scores a touchdown earns 3 Star Player points. If a team is awarded a touchdown because their opponent has no players to set up at the start of a drive, no Star Player Points are awarded.

**Interception (INT):** If a player successfully makes an interception of the ball after making an Interception roll then they earn 2 Star Player points.

**Casualty (CAS):** If a player blocks or is blocked by an opponent, and subsequently causes a roll on the Injury table for that opponent which results in a Casualty, they earn 2 Star Player points. Casualties inflicted in any other way (including fouls, injuries inflicted by the crowd, chainsaws, bombs, or the Stab skill) do not count for Star Player points.

**Most Valuable Player (MVP):** At the end of the match, each coach nominates three players from their team and rolls a D3 to choose one at random. That player is awarded a Most Valuable Player award, earning 5 Star Player points.

**IMPORTANT:** A team that concedes a match must give its MVP to the opposing team (i.e., the winning coach gets two MVPs and the losing coach gets none).

### IMPROVEMENT ROLLS

As players earn Star Player points, they go up in levels of experience and make Improvement rolls. All players start out as Rookies with no SPP. Once a player has earned 6 points, they become 'Experienced' and are entitled to their first Improvement roll. Each time they go up another level on the table below, they are entitled to another Improvement roll. The Star Player Points table lists the number of Star Player points that are required to reach each different level.

### STAR PLAYER POINTS TABLE

SPPs	Title
0-5	Rookie
6-15	Experienced
16-30	Veteran
31-50	Emerging Star
51-75	Star
76-175	Super Star
176+	Legend

At the end of the match, work out how many Star Player points each of the players in your team has earned, and look up their scores on the Star Player Points table. If the player has earned enough points to go up a level, then immediately make a roll for them on the Improvement table (see page 54). To make the Improvement roll, roll two D6, add the scores together, and look up the result on the Improvement table.

#### BUGMAN'S BOOK OF RECORDS with Jim Johnson

Vizgrak Pigzit still holds the record for Most Officials Killed in One Game. Retch Gutheave of Da Green Machine made a good effort this season, but was hampered by his insistence on trying to eat them all.



## IMPROVEMENT TABLE

2D6	Result
2-9	Give the player a New Skill
10	Give the player a New Skill, or Increase the player's MA or AV characteristic by 1 point
11	Give the player a New Skill, or Increase the player's AG characteristic by 1 point
12	Give the player a New Skill, or Increase the player's ST characteristic by 1 point

## 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 (eg, 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

## HUMAN AND ORC TEAMS

The Human and Orc team lists in the Blood Bowl rulebook do not contain the Normal and Double columns, but don't panic! You can find them in the team summaries on pages 121 & 122 of this book.

### BUGMAN'S BOOK OF RECORDS with Jim Johnson

A lot of people are still convinced that Skaven are little more than a myth, a fact which has put a dampener on the Skavenblight Scramblers' promotional tour season after season.

