Kick-off

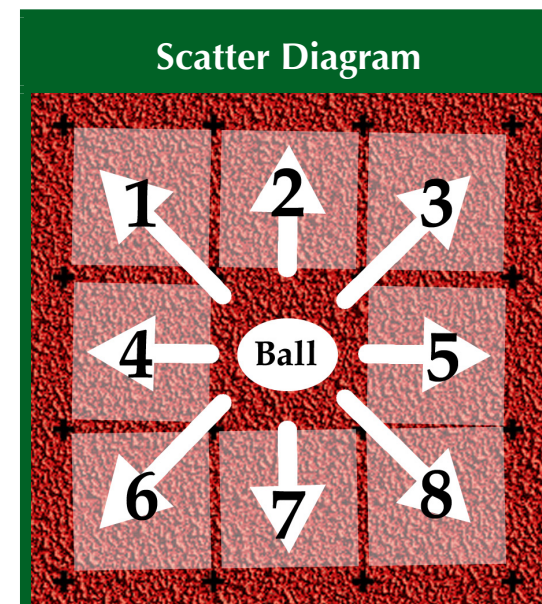**A**fter both teams have set up, the kick-off takes place and then the match begins.

Kick-off sequence

To resolve the kick-off, follow the sequence below:

1 Place the ball on the field.
2 Determine scatter.
3 Roll on the Kick-Off Table and immediately resolve the results.
4 Determine bounce.
5 Start the match.

Placing the ball on the field

The coach of the kicking team places the ball in any square in the opponent's half of the field, including the end zone if he likes. Note that, at this point, the ball has not yet landed. The square where it is placed simply represents the square targeted by the kicking team.

Scatter Diagram

Determining scatter

Kicks are very inaccurate. To represent this, place the scatter template over the ball (oriented any way you choose), or consult the Scatter Diagram. Roll 1D8 to determine the direction of scatter, and roll 1D6 to determine how many squares the ball scatters in that direction. Move the ball appropriately. The resulting square is where the ball

will land after the result on the Kick-Off Table has been resolved.

If the kick is so inaccurate that it scatters right off the field or into your own half, your opponent receives a 'touchback' and may give the ball to any of his standing players on the field. If your opponent receives a touchback but has no standing players (perhaps after a 'pitch invasion' result on the Kick-Off Table), he may place the ball in any empty square on his half of the field.

Rolling on the Kick-Off Table

To determine what happens at kick-off, roll on the Kick-Off Table and resolve the effects immediately. These effects take place while the ball is still in the air after kick-off.

Determining bounce

Once the Kick-Off Table result has been resolved, the ball lands. If it lands in an empty square in the receiving half of the field, it immediately bounces one square (roll 1D8 and use the scatter template to determine direction). Move the ball appropriately.

If the ball lands in, or bounces into, a square occupied by a player on the receiving team, that player must try to catch it (p.24).

A touchback occurs (see above) if the ball lands inside your opponent's half but then bounces out of his half before coming to rest, even if an opposing player tried and failed to catch it.

Starting the match

Once the kick-off has been resolved and the ball has come to rest or been caught, the match begins.

Kick-Off Table

2D6	Result
2	**Get the ref!:** Each coach receives +1 free bribe to use during the match, exactly as if they had purchased the bribe as an inducement (p.90).
3	**Riot:** If the receiving team's turn marker is on turn 7, move both turn markers one space back along the turn track. If the receiving team has not yet had a team turn in this half, move both turn markers one space forward along the turn track. Otherwise, roll 1D6. If you roll 1-3, move both turn markers one space forward. If you roll 4+, move both turn markers one space back.
4	**Perfect defence:** The kicking team's coach may set up his players again, following all the normal rules for setup (p.10).
5	**High kick:** One player on the receiving team who is not in an opponent's tackle zone (p.34) may be moved to the square where the ball has been placed, as long as the square is unoccupied. When the ball lands, that player must then attempt to catch the ball. This catch attempt takes place out of the normal turn sequence, and so it does not count as an action, nor can a failure cause a turnover. After resolving the catch attempt, start the match.
6	**Cheering fans:** Each coach rolls 1D3 and adds their FAME (p.9), plus their number of cheerleaders. The highest scorer gains an extra team re-roll for this half only. If the scores are equal, both teams gain a team re-roll.
7	**Changing weather:** Roll again on the Weather Table (p.8). The change of weather happens immediately and lasts for the rest of the match, or until this result is rolled again. If you roll 'Nice', then a gentle gust of wind makes the ball scatter one extra square before it lands after the kick-off.
8	**Brilliant coaching:** Each coach rolls 1D3 and adds their FAME (p.9), plus their number of assistant coaches. The highest scorer gains an extra team re-roll for this half only. If the scores are equal, both teams gain a team re-roll.
9	**Quick snap!:** Each receiving player may make a free move of one square, ignoring tackle zones. This move takes place out of the normal turn sequence and may be used to enter the opposing half of the field.
10	**Blitz!:** The kicking team receives a free bonus team turn before the ball lands. Team re-rolls may be used, special play cards may be played, and the normal turnover rules apply, but only players who are not in an opposing tackle zone at the start of the free team turn may perform an action in it. Do not move the turn counter along in this team turn.
11	**Throw a rock:** Each coach rolls 1D6 and adds their FAME (p.9). The lowest scoring coach's team is affected; if the scores are tied, both teams are affected. Pick one random player on the field from the affected team and roll on the Injury Table (p.28) for that player (no armour roll is required).
12	**Pitch invasion:** Roll 1D6 in turn for each player on the field, adding the FAME of the opposing team (p.9). Any score of 6 or more causes the player to be stunned (p.28). Regardless of FAME, a natural roll of 1 has no effect.

Player actions

A successful interception causes a turnover (p.15) and earns 2 Star Player Points for the intercepting player (p.40).

Determining whether the throw is accurate

If there is no successful interception, you must then determine whether the throw is accurate. Look up the thrower's Agility on the Agility Table, then roll 1D6 and apply the relevant modifiers.

List of Throwing Modifiers	
+1	for attempting a Quick Pass
0	for attempting a Short Pass
−1	for attempting a Long Pass
−2	for attempting a Long Bomb
+1	if the thrower has Accurate (or Strong Arm, for all ranges except Quick Pass)
−1	per opposing tackle zone on the thrower's square, unless the thrower has Nerves of Steel
−1	if the thrower has Stunty
−1	for each player with Disturbing Appearance within 3 squares
−1	if the weather is Very Sunny

If your modified score equals or beats the score required, the throw is accurate. If it is less than the score required, the throw is inaccurate (but see p.35 for the rule of one and six).

An inaccurate throw doesn't necessarily cause a turnover, but a turnover will result if your team loses possession of the ball, either because it comes to rest in an empty square or it is caught by an opposing player.

Inaccurate throws

If a throw is inaccurate, the ball will actually land some distance away from the target square. To determine where, first place the ball in the target square, then use the scatter template and roll 1D8 three times, moving the ball one square in the direction indicated by each roll in turn. The final square is where the ball actually lands. If there is a player from either team in that square, the player must try to catch the ball as above. If the square is empty or contains a prone or stunned player, the ball will bounce once (p.30).

If the ball moves off the field at any point during scatter, it will be thrown in by the crowd (p.30).

Note that the ball isn't considered to have landed in either of the two intervening squares during the scatter, so it can't be caught by players in those squares, nor can it be intercepted at this point.

Note also that, if you throw a lucky sequence of numbers on the D8, it's possible for the ball to end up back in the original target square, in which case the original target player may try to catch it anyway. The only difference is that it will no longer count as an accurate throw, and so the +1 modifier for attempting to catch an accurate throw won't apply.

Fumbling a throw

If you roll a natural 1, or if you score 1 or less after modification, then not only is the throw a failure but the throwing player also drops the ball in his own square rather than actually throwing it, and it will then bounce once (p.30). This is called a 'fumble', and always causes a turnover, even if a player from your own team catches the ball.

Catching the ball

If the ball lands in a square occupied by a standing player from either team, that player must try to catch it. Prone or stunned players may not catch the ball.

To determine whether a player catches the ball, look up his Agility on the Agility Table, then roll 1D6 and apply the relevant modifiers from the List of Catching Modifiers.

If your modified score equals or beats the score required, the player catches the ball: place the ball on the model's base, or in his square, to denote this. If it is less than the score required, the player drops it (p.30) (but see p.35 for the rule of one and six).

List of Catching Modifiers	
+1	for attempting to catch an accurate throw
+1	if the player has Extra Long Arms
+1	if the throw was accurate and the player has Diving Catch
−1	if the weather is pouring rain
−1	per opposing tackle zone on the player's square, unless he has Nerves of Steel
−1	for each player with Disturbing Appearance within 3 squares

A failed catch doesn't necessarily cause a turnover, but a turnover will result if your team loses possession of the ball during your team turn, either because it comes to rest in an empty square or it is caught by an opposing player.

Catching the ball is not an action, so if the player who catches the ball hasn't yet performed an action and it's his team

turn, he may do so as normal, either immediately or later in the team turn.

Completions

A pass which is accurate and is caught by a player on the same team in the target square counts as a completion, and the thrower receives 1 Star Player Point (p.40). An inaccurate pass doesn't count as a completion even if it is caught, nor does a pass which is caught in a square other than the intended target square.

Throwing a team-mate

If you have a player with the Throw Team-Mate skill (p.63), he can throw any other player on your team as long as the thrown player has the Right Stuff skill. A player can be thrown even if he's holding the ball at the time.

To throw a team-mate, the throwing player must take a normal Pass action. After the movement part of the action, the two players involved must be in adjacent squares, and both must be standing.

The throw is then treated like a normal pass, except that:

◗ Long Pass or Long Bomb ranges are not allowed;

◗ the thrown player may not be intercepted;

◗ the throw is automatically inaccurate (p.24), meaning that the thrown player will always scatter three times from the target square.

Even though the throw is automatically inaccurate, you must still make the Agility roll for the throw to see whether it is fumbled, and apply the usual modifiers. If it is fumbled, the thrown player lands back in his own starting square.

If the thrown player lands on top of another player, whether that player is standing or not, treat him as being knocked down, and roll for armour and injury as normal; then scatter the thrown player one more square. If this second square is occupied, do not roll for injury for the occupant; instead scatter the thrown player one further square, and continue to do so until he lands in an empty square. (In this way, the thrown player will never injure more than one player, even if he scatters across several occupied squares before landing.)

If the thrown player lands off the field, he is beaten up by the crowd just as if he had been pushed off the field (p.21).

When the thrown player has finally landed in an empty square (even if this is his starting square because the thrower fumbled the throw), then the next step is to determine whether he manages to land on his feet. Make an

back' or 'defender stumbles' result, he forces the defender to drop the ball in the square that he is pushed to (or in his own square if he is not pushed for some reason), even if he is not knocked down. The ball will then bounce as normal. This does not cause a turnover unless the player who dropped the ball is on the team whose team turn it is, and no other player from the same team catches the ball before it comes to rest.

If a player is pushed back into the end zone but drops the ball in this way, he does not score a touchdown (because a player must be standing in the end zone holding the ball in order to score a touchdown).

This skill has no effect against a player with Sure Hands.

Strong Arm (Strength)

When this player throws the ball or a bomb (but not a team-mate), he modifies the Agility roll by +1, except for Quick Pass ranges.

Stunty (Extraordinary)

This player may ignore any opposing tackle zones on the square he is moving to when he makes a dodge roll. This ability does not apply if the player has the Secret Weapon skill.

Also, the Stunty player must modify the roll by –1 when attempting a throw.

Additionally, when this player is injured (even by the crowd), you must use the Stunty Injury Table instead of the normal one:

Stunty Injury Table

2D6	Result
2-6	Stunned
7-8	Knocked out
9	Badly hurt
10-12	Casualty

Sure Feet (Agility)

Once per team turn, this player may re-roll the D6 if he is knocked down when trying to 'go for it' (even when using Sprint).

Sure Hands (General)

This player is allowed to re-roll the Agility roll if he fails to pick up the ball. In addition, the Strip Ball skill will not work against this player.

Tackle (General)

Opposing players in this player's tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the

player's tackle zone, nor may they use their Dodge skill if the player throws a block at them.

Tackle and Diving Tackle may be combined.

Take Root (Extraordinary)

Immediately after declaring an action for this player, you must roll 1D6:

- If you roll 2+, the player may take his action as normal.

- If you roll 1, the player takes root and his MA is reduced to 0 until the drive ends or he is knocked down or placed prone. If the player is prone when you fail the Take Root roll, and you had declared an action which would allow him to stand up, then he may stand up (or attempt to stand up, if his MA is less than 3) before taking root; but if this action was a Blitz, he may not go on to perform the intended block as part of the Blitz.

A player who has taken root may not blitz, follow up, 'go for it', be pushed back for any reason, or use any skill that would allow him to move out of his current square or be placed prone deliberately. He may, however, continue to take other actions (including on the team turn he took root, if he declared a Block or compound action), and he does not lose his tackle zones. Other

players from his own team are not allowed to try to block him.

A failed Take Root roll may be re-rolled as normal.

Tentacles (Mutation)

The player may use this skill when any opposing player attempts to dodge or leap out of his tackle zone. Roll 2D6, subtracts the Tentacles player's ST and adds his opponent's ST. If the result is 5 or less, the opposing player is trapped, his dodge or leap is cancelled and his action ends immediately.

If a player attempts to leave the tackle zone of several Tentacles players, only one may attempt to trap him. If the Tentacles player loses his tackle zones (e.g. through Bone-Head or Really Stupid), he may not use Tentacles.

You may not re-roll a Tentacles roll (except using Pro), since it takes place in your opponent's turn.

Thick Skull (Strength)

If this player is injured and 8 is rolled on the Injury Table, treat this as 'stunned' instead of 'knocked out'. This skill may be used even if the player is already prone or stunned.

Throw Team-Mate (Extraordinary)

This player may throw a team-mate who has Right Stuff, following the rules given on p.25.

Titchy (Extraordinary)

This player gains a +1 modifier to all dodge rolls, but his tackle zones never require opposing players to modify their own dodge rolls by –1.

Two Heads (Mutation)

Add +1 to all dodge rolls this player makes.

Very Long Legs (Mutation)

This player may add +1 to the Agility roll whenever he attempts to intercept the ball or use the Leap skill. This player can also attempt an interception even if the thrower uses the Safe Throw skill.

Wild Animal (Extraordinary)

When this player declares an action, roll 1D6, adding +2 to the roll if taking a Block or Blitz action. If your modified score is 4+, the action goes ahead as normal. If it is 3 or less, the

player's action is wasted and he may not perform another in the same team turn.

If a Wild Animal declares an action which is limited to one player per team turn (Blitz, Pass, etc.) and then fails it, this still counts as using the action for the team turn.

A Wild Animal roll may be re-rolled as normal.

Wrestle (General)

If this player blocks another player or is blocked, and the 'both down' result is applied, and this skill is used, then both players are placed prone instead of being knocked down. Do not make any armour or injury rolls.

This ends the Wrestle player's action, even if he was performing a Blitz action, but it does not cause a turnover unless the player whose team turn it is drops the ball and it is not caught by another player on the same team.

Team lists

In Blood Bowl, not all teams are equal. Experienced coaches often refer to three tiers, with Tier 1 containing the best-performing teams and Tier 3 containing the worst.

However, there is no widespread agreement over which exactly team belongs in which tier. Also, the relative performances of teams change over the course of a league. For instance, Amazons are excellent in early matches because of their strong starting skillset and easy development, but become less competitive towards the end of a longer league as other, carefully-developed teams gain an edge.

The list on the right shows one way to group teams according to their statistical win ratios at the midpoint of a medium-length league, with developed team value around 1,500,000 gold pieces and assuming equally-skilled coaches.

Beginners' teams

Regardless of tiers, some teams are easier than others for coaches who are learning the game because they have relatively straightforward skillsets and are fairly forgiving of beginners' mistakes.

The best teams for beginners include:

◗ Amazons   65
◗ Dark Elves   69
◗ Dwarfs   70
◗ Humans   75
◗ Orcs   82

Tier 1

◗ Amazons   65
◗ Dark Elves   69
◗ Dwarfs   70
◗ Humans   75
◗ Khemri   76
◗ Lizardmen   77
◗ Norse   79
◗ Orcs   82
◗ Skaven   83
◗ Undead   85
◗ Wood Elves   88

Tier 2

◗ Chaos   66
◗ Chaos Dwarfs   67
◗ Chaos Pact   68
◗ Elves ('Pro' Elves) 71
◗ High Elves   74
◗ Necromantic   78
◗ Nurgle   80
◗ Slann   84
◗ Underworld   86

Tier 3

◗ Goblins   72
◗ Halflings   73
◗ Ogres   81
◗ Vampires   87

Amazons team list

		Players								
Max	Position	Cost (gps)	MA	ST	AG	AV	Starting skills	'Normal' skills	'Double' skills
16	Linewoman	50,000	6	3	3	7	Dodge	General	Agility, Strength, Passing
2	Thrower	70,000	6	3	3	7	Dodge, Pass	General, Passing	Agility, Strength
2	Catcher	70,000	6	3	3	7	Dodge, Catch	General, Agility	Passing, Strength
4	Blitzer	90,000	6	3	3	7	Dodge, Block	General, Strength	Agility, Passing

	Team re-rolls	
Max	Cost to rookie teams (gps)	Cost to existing teams (gps)
8	50,000	100,000

	Fan factor	
Max	Cost to rookie teams (gps)	Cost to existing teams (gps)
9	10,000	Not available

	Coaching staff	
Max	Position	Cost (gps)
1	Apothecary	50,000
∞	Cheerleader	10,000
∞	Assistant coach	10,000

Instant team roster

◗ 6 Linewomen
◗ 1 Thrower
◗ 1 Catcher
◗ 4 Blitzers
◗ 3 team re-rolls
◗ 1 Apothecary

If your league's house rules allow it, you may use petty cash and inducement money to hire the following Star Players (p.92) before the match:

◗ Helmut Wulf   110,000 gps
◗ Willow Rosebark   150,000 gps
◗ Roxanna Darknail   250,000 gps
◗ Zara the Slayer   270,000 gps
◗ Bertha Bigfoot   290,000 gps
◗ Morg 'n' Thorg   430,000 gps

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