

BLOOD BOWL



HANDBOOK



KHEMRI MUMMY



SKINK



DWARF BLITZER



HACK ENSLASH



BEASTMAN



UNDEAD CHEERLEADER



HALFLING



WITCH ELF



HUMAN THROWER



RAMTUT III



THRALL



ORC LINEMAN



OGRE



KROXIGOR



MORG 'N' THORG

Just some of the wide range of Blood Bowl miniatures that are available.

CONTENTS

INTRODUCTION	2	TEAM ROSTER	24	SKAVEN TEAMS	46
GAME COMPONENTS	2	TREASURY	24	HUMAN TEAMS	47
SETTING UP THE GAME	6	TEAM VALUE	25	DARK ELF TEAMS	48
THE KICK-OFF	6	MATCH RECORDS	25	OGRE & WOOD ELF TEAMS	49
THE SEQUENCE OF PLAY	7	INJURIES	25	HIGH ELF & ELF TEAMS	50
MOVING THE TURN MARKER	7	CASUALTY TABLE	25	VAMPIRE & KHEMRI TEAMS	51
PLAYER ACTIONS	7	STAR PLAYER POINTS	25	NECROMANTIC & UNDEAD TEAMS	52
TURNOVERS	7	HOW TO EARN STAR PLAYER POINTS	26	AMAZON & NORSE TEAMS	53
MOVEMENT	8	STAR PLAYER POINTS TABLE	26	LIZARDMAN & CHAOS DWARF TEAMS	54
TACKLE ZONES	8	IMPROVEMENT ROLLS	26	CHAOS & NURGLE TEAMS	55
PICKING UP THE BALL	8	IMPROVEMENT ROLL TABLE	26	SPECIAL PLAY CARDS	56
BLOCKS	9	NEW SKILLS	26	MISCELLANEOUS MAYHEM DECK	56
BLITZ MOVES	9	CHARACTERISTIC INCREASES	26	SPECIAL TEAM PLAYS DECK	57
STRENGTH	9	ROLLING DOUBLES	27	MAGIC ITEMS DECK	58
KNOCK DOWNS & INJURIES	11	IMPROVEMENTS & PLAYER VALUES	27	DIRTY TRICKS DECK	59
INJURIES	11	VALUE MODIFIERS TABLE	27	GOOD KARMA DECK	60
SUBSTITUTES	11	PLAYING LEAGUE MATCHES	28	RANDOM EVENTS DECK	62
THE INJURY TABLES	11	PRE-MATCH SEQUENCE	28	DESPERATE MEASURES DECK	63
THROWING THE BALL	12	THE WEATHER	28	SKILL DESCRIPTIONS	64
THROWING	12	PETTY CASH	28	INDUCEMENT DESCRIPTIONS	70
CATCHING THE BALL	13	INDUCEMENTS	28	BLOODWEISER BABES	70
BOUNCING BALLS	13	POST-MATCH SEQUENCE	29	BIBES	70
THROW-INS	13	IMPROVEMENT ROLLS	29	EXTRA TEAM TRAINING	70
TURNOVERS	13	UPDATING TEAM ROSTER	29	HALFLING MASTER CHEF	70
RE-ROLLS	14	JOURNEYMEN	29	IGOR	70
TEAM RE-ROLLS	14	SPIRALLING EXPENSES	29	MERCENARIES	70
PLAYER RE-ROLLS	14	CONCEDING	29	STAR PLAYERS	70
SKILLS	14	TOURNAMENTS	30	WANDERING APOTHECARIES	70
WINNING THE MATCH	15	RUNNING A TOURNAMENT	30	WIZARD	71
SCORING TOUCHDOWNS	15	THE GLITTERING PRIZES	31	TEAM ROSTERS	72
IN YOUR TURN	15	THE SPIKE/MAGAZINE TROPHY	32	AMAZON TEAMS	72
SCORING ON THE OPPONENT'S TURN	15	THE DUNGEON BOWL	32	CHAOS TEAMS	72
RESTARTING THE MATCH	15	THE CHAOS CUP	32	CHAOS DWARF TEAMS	72
CONCEDING THE MATCH	15	THE BLOOD BOWL	33	DARK ELF TEAMS	73
EXTRA RULES	16	OTHER TOURNAMENTS	33	DWARF TEAMS	73
CREATING A BLOOD BOWL TEAM	16	OPTIONAL LEAGUE RULES	34	ELF TEAMS	73
TEAM ROSTER SHEETS	16	AWARDING THE MVP	34	GOBLIN TEAMS	74
BUYING PLAYERS	16	SPIRALLING EXPENSE MODIFICATION	34	HALFLING TEAMS	74
TEAM RE-ROLLS & FAN FACTOR	16	EXCLUDING INDUCEMENTS IN LEAGUE PLAY	34	HIGH ELF TEAMS	74
COACHING STAFF	16	INDUCEMENT USE IN ONE-OFF PLAY	34	HUMAN TEAMS	75
APOTHECARY	17	FREE FAN FACTOR	34	KHEMRI TEAMS	75
THE KICK-OFF TABLE	18	ADDITIONAL WINNINGS FOR SHORT LEAGUES	34	LIZARDMAN TEAMS	75
FAME	18	BACKGROUND	35	NECROMANTIC TEAMS	76
THE WEATHER	20	THE ORIGINS OF BLOOD BOWL	36	NORSE TEAMS	76
HANDING-OFF THE BALL	20	RECENT DEVELOPMENTS	37	NURGLE TEAMS	76
GOING FOR IT!	20	THE COLLAPSE OF THE NAF	38	OGRE TEAMS	77
ASSISTING A BLOCK	21	CHAOS & CONFUSION	39	ORC TEAMS	77
INTERCEPTIONS & FUMBLES	22	THE OPEN TOURNAMENTS	39	SKAVEN TEAMS	77
FOULS, OR KICKING PLAYERS THAT ARE DOWN	23	BLOOD BOWL TODAY	39	UNDEAD TEAMS	78
SKILLS	23	THE GAME ITSELF	40	VAMPIRE TEAMS	78
BLOOD BOWL LEAGUES	24	THE OLD WORLD	42	WOOD ELF TEAMS	78
STARTING THE LEAGUE	24	THE TEAMS	43	FREQUENTLY ASKED QUESTIONS	79
		ORC TEAMS	43	DESIGNER'S NOTES	80
		DWARF TEAMS	44	STAR PLAYER LIST	81
		GOBLIN & HALFLING TEAMS	45		

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INTRODUCTION

"Good evening sports fans and welcome to the Blood Bowl for tonight's contest. You join a capacity crowd, packed with members of every race from across the known world, all howling like banshees in anticipation of tonight's game. Oh, and yes, there are some actual banshees... Well, kick-off is in about twenty minutes time, so we've just got time to recap on the rules of the game before battle starts. Your match commentators for tonight are Jim Johnson and myself, Bob Bifford. Evening, Jim!"

"Thank you, Bob! Well, good evening, and boy, are you folks in for a great night of top-class sporting entertainment! But first of all, for those of you at home who are unfamiliar with the rules, here's how the game is played."

"As you know, Blood Bowl is an epic conflict between two teams of heavily-armoured and quite insane warriors. Players pass, throw or run with the ball, attempting to get it to the other end of the pitch, the End Zone. Of course, the other team must try and stop them, and recover the ball for their side. If a team gets the ball over the line into the opponent's End Zone it's called a touchdown; the team that scores the most touchdowns by the end of the match wins the game, and are declared Blood Bowl Champions! How do they do it? It's like this..."



COMPONENTS

The Blood Bowl box contains the following components

(Note: As this handbook is available separately and as a free PDF, the component section is only relevant if you have purchased the boxed game).

- 1 Handbook
- 1 Painting Guide
- 2 Reference sheets
- 1 Team roster pad

- 1 Blood Bowl pitch
- 2 Dugouts
- 2 Team cards

- 1 plastic Range Ruler
- 1 plastic Throw-in template
- 1 plastic Scatter template
- 4 plastic footballs

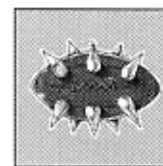
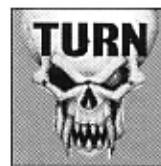
Dice: 2 six sided Dice, 1 eight sided Dice, 3 Block Dice

Counters:

- 16 Re-roll counters
- 2 Score counters
- 2 Leader counters
- 2 Turn counters
- 16 Randomizer counters
- 1 Kick-Off coin



Re-roll counters



Turn counter

Score counter

Plastic Models

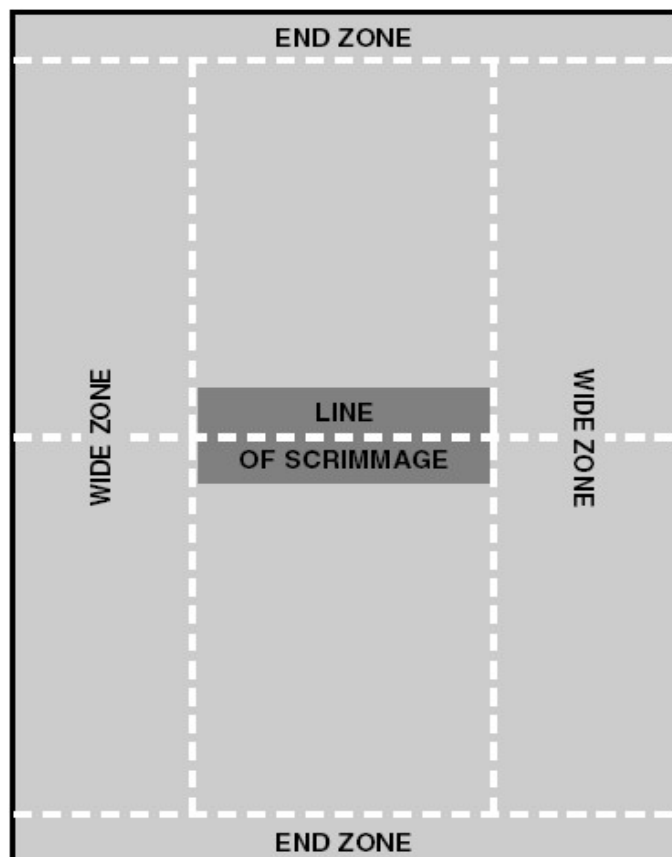
- Humans: 12 players: 6 Linemen, 2 Blitzers, 2 Throwers, 2 Catchers
- Orcs: 12 players: 6 Linemen, 2 Black Orc Blockers, 2 Blitzers, 2 Throwers.

★ **The Coaches:** Don't look in the box for these, because there aren't any – you and your opponent are the coaches! To avoid confusion with the teams' players (the plastic playing pieces), we will refer to you and the other real-life players as the teams' coaches. All references to players are to the Blood Bowl pieces.

★ **Playing Pitch:** This is the field on which the game of Blood Bowl takes place. It's currently big and green (a bit like an Orc) but don't worry – it'll soon be covered in red! It is divided into squares to regulate movement and combat; each square can hold only one Blood Bowl player at a time.

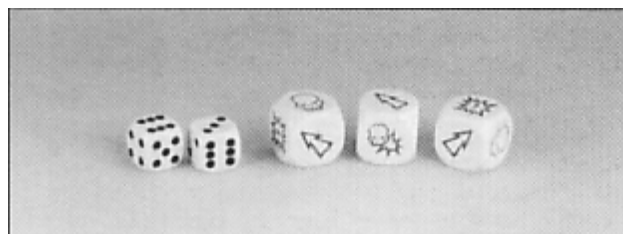
The areas at either end of the pitch are called the *End Zones*. If a team gets the ball into their opponent's End Zone they score a *touchdown*. These are good things to score, as the team with the most touchdowns wins the match and then can dance around a lot!

In the centre of the pitch is the *half-way line*, and running along the sides of the pitch are the lines which show the boundaries of the *wide zones*. The rows of squares on either side of the half-way line, and between the two wide zones (14 squares in all), are known as the *line of scrimmage*. The different areas of the pitch are shown on the diagram below.

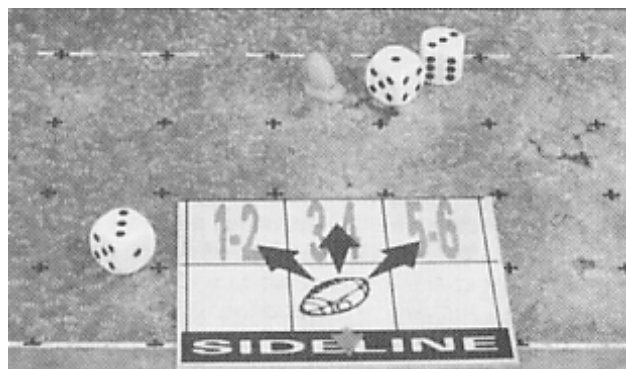


★ **Block Dice & Six-sided Dice:** Blood Bowl uses special Block dice and normal six-sided dice numbered 1 through 6. The special Block dice are used when a player attempts to knock another player down (this is called 'blocking' another player). The six-sided dice are used for a greater number of purposes, and are usually referred to in the rules as D6. If the

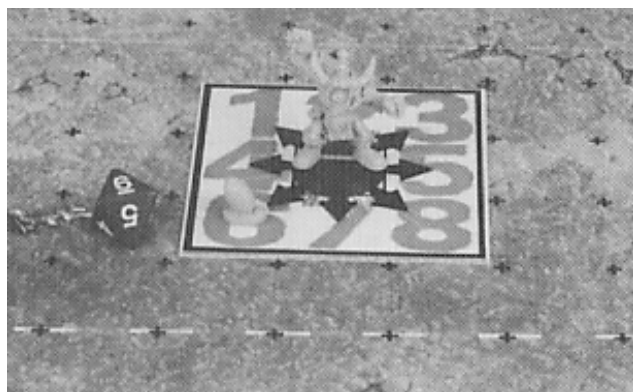
rules say 'roll a D6' or 'roll a dice', this simply means roll one six-sided dice. If the rules say 'roll 2D6', it means roll two D6 and add their scores together. If the rules say to 'roll a D3', roll a six-sided dice. The result is halved, rounding any fractions up (i.e., 1-2 = 1, 3-4 = 2, 5-6 = 3).



★ **Throw-in Template:** In Blood Bowl the ball is thrown back onto the pitch by the enthusiastic crowd if it ever goes out of bounds. The Throw-in template is used to determine where the ball ends up when it is thrown back in. To use the Throw-in template, position the square marked with the ball over the last square the ball crossed before going off, with the centre arrow (the one marked 3-4) pointing towards the opposite sideline. Roll one D6. The result will show the direction the ball travels in. Then simply roll two D6 to see how many squares the ball will travel in that direction, counting from the square marked with the ball as the first square.



★ **Scatter Template:** The Scatter template is used when the ball is dropped or a pass misses the target square. To use the template (you'll be told when to do this by the rules), position the central square over the ball. Roll the eight-sided dice, and move the ball to the square indicated by the score. The eight-sided dice included with the game is mainly used with the Scatter template. Use it like a normal D6, reading the number on the upward facing side.



★ BLOOD BOWL

★ **Playing Pieces:** The plastic playing pieces represent the 12 players from each team's squad, of whom 11 may be on the pitch at any one time. They should be carefully removed from the sprue, and then slotted into the plastic slotta-bases. There are six main types of player in Blood Bowl: Blitzers, Catchers, Throwers, Linemen, Runners and Blockers. The teams of different races contain different combinations of players. An Orc team, for example, has no Catchers or Runners.

To get you started, the Blood Bowl box contains one Orc team and one Human team. The Orc team is made up of 2 Blitzers, 2 Black Orc Blockers, 2 Throwers and 6 Linemen, while the Human team has 2 Blitzers, 2 Catchers, 2 Throwers and 6 Linemen.

Blitzers are just about the best all-round players on the pitch. They are quite fast and agile, yet strong enough to smash their way through the opposing line when they have to. Former ace Reavers player Griff Oberwald is a typical Blitzer: fast, strong and just a bit too flash!

Catchers are the opposite of Blockers. Lightly armoured and very agile, they can't afford to get into fights. In the open, however, they are unmatched – and nobody is better at catching the ball. Catchers specialize in waiting near the End Zone for that all-important touchdown pass to come sailing in out of the blue. The only problem in being a Catcher is if someone should catch you!

Throwers are the most glamorous players on the pitch, able to throw a precise Long Bomb to the waiting hands of a player far down the pitch. Or at least that's the theory; throwing the ball well takes real skill.

Linemen are the standard players of the team, not brilliant at any one thing, but capable enough to fill in for an injured player when necessary. Some teams seem to be made up of nothing but Linemen – which is why they are always at the bottom of the league!

Runners are normally the fastest players on the team, capable of outdistancing their team-mates to quickly advance the ball up pitch. While Runners might not have the talented hands of a Catcher and Runners from different races may have very different skill sets, teams that favour the running instead of the passing game find these players are invaluable.

Blockers are very strong and wear extra armour to protect themselves in the powerful head-to-head blocks that are their specialty. However, they are not all that fast, and against an agile opponent with room to dodge they almost always come off second best.

THE ORC TEAM



BLACK ORC BLOCKER



THROWER



BLITZER



LINEMAN

THE HUMAN TEAM



BLITZER



CATCHER



THROWER



LINEMAN

★ **Team Card:** There are two team cards, one for the Orc team and one for the Human team. The team card lists the team's Fan Factor and team re-rolls, and shows the *characteristics* and *skills* of each of the different types of player in the team:

Movement Allowance (abbreviated to MA): This shows the number of squares the player may move in a turn.

Strength (ST): A player's Strength represents how physically powerful he is, and is used to block opponents.

Agility (AG): The higher a player's agility, the more likely they are to be able to avoid tackles attempted by other players, accurately throw the ball, and catch a ball that is thrown to them.

Armour Value (AV): This shows the amount of armour the player is wearing. The higher the number, the more armour the player has on. Catchers, for example, wear little or no armour.

Skills: In addition to their characteristics, a player may have one or more skills, which represent special talents or abilities. For example, all Throwers have the Pass skill to show their extraordinary ability at throwing the ball.

Rules Summary: On each team card there is also a short summary of the rules to save you from constantly flicking through the book. The summary lists all of the vital information you need to know about the players, such as the number of squares they can move, the dice rolls they need to dodge out of a square or pass the ball, and so on.

HUMAN TEAM

LINEMAN

MOVEMENT	STRENGTH	AGILITY	ARMOUR	SKILLS
6	3	3	8	NONE

DODGING

Dodge out of an opposing tackle zone on a 10 or more on a D6.
-1 for each enemy tackle zone on the square that the Lineman is dodging in.

BLOCKING

1 Block dice against all Opponents apart from Black Orcs. Against Black Orcs roll 2d6, the Orc coach chooses which dice to use!

PICKING UP THE BALL

Pick up the ball on a 10 or more on a D6.
-1 for each enemy tackle zone on the square that the ball is in.

THROWING THE BALL

Quick Pass = 3 or more on a D6
Short Pass = 4 or more on a D6
Long Pass = 5 or more on a D6
Long Bomb = 6 or more on a D6
-1 for each enemy tackle zone on the square that the Lineman is in.

CATCHING THE BALL

Accurate Pass = 3 or more on a D6
Blurred Pass, Bouncing Ball or Throw = 4 or more on a D6
-1 for each enemy tackle zone on the square that the Lineman is in.

CATCHER

MOVEMENT	STRENGTH	AGILITY	ARMOUR	SKILLS
8	2	3	7	CATCH DOODLE

DODGING

Dodge out of an opposing tackle zone on a 10 or more on a D6.
-1 for each enemy tackle zone on the square that the Catcher is dodging in.

BLOCKING

2 Block dice against all Orc players, the Orc coach chooses which dice to use!

PICKING UP THE BALL

Pick up the ball on a 10 or more on a D6.
-1 for each enemy tackle zone on the square that the ball is in.

THROWING THE BALL

Quick Pass = 3 or more on a D6
Short Pass = 4 or more on a D6
Long Pass = 5 or more on a D6
Long Bomb = 6 or more on a D6
-1 for each enemy tackle zone on the square that the Catcher is in.

CATCHING THE BALL

Accurate Pass = 3 or more on a D6
Blurred Pass, Bouncing Ball or Throw = 4 or more on a D6
-1 for each enemy tackle zone on the square that the Catcher is in.

Team Re-rolls: 4

Team Fan Factor: 4

★ **Kick-off Coin:** You can use this 'coin' to determine which side kicks off first in the match. The coin has an Orc face on one side and an Imperial eagle on the other. One coach tosses the coin and while it is in the air the other coach calls "Orcs" or "Eagles".

★ **Quick Reference Sheets:** These handy pieces of card include all of the most regularly used charts and tables from the game, and will save you from flicking through the book when you are playing a match.

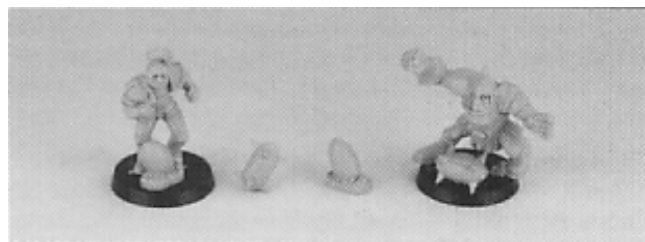
★ **Team Roster Sheets:** The team rosters are only used if you use the optional rules for Creating a Blood Bowl Team (see page 16 of the Extra Rules section). You won't need them for your first couple of games, so put them to one side for the time being.



★ **Plastic Range Ruler:** The ruler is used to measure the range when a player throws the ball. When you are instructed to measure the range, place the '0' at one end over the centre of the square of the player throwing the ball and the red line that runs up the middle of the ruler over the centre of the square of the player the ball is being thrown to. If the line between two passing ranges crosses any part of the receiving player's square, then you should use the higher range.



★ **The Ball:** Possibly the most important component in the game! There are four plastic footballs included with the game, but only one is used at a time. A football is referred to as a ball in the rules. The ball can be 'held' by a player by simply putting it on their base.



★ **Dugouts:** Each coach is given one Dugout at the start of the match. It is used to hold players that are in reserve or have been injured, and to keep track of how many turns have elapsed and the number of team re-rolls the team has left. Also included with the game are sets of counters which are used on the tracks on the Dugout. For example, the Turn counter goes on the Turn track (marked First Half and Second Half) on the Dugout.

RESERVES									
KNOCKED OUT									
FIRST HALF	1	2	3	4	5	6	7	8	
SECOND HALF	1	2	3	4	5	6	7	8	
RE-ROLLS	1	2	3	4	5	6	7	8	

SETTING UP THE GAME

Before you start, it's a good idea to read through these rules at least once so you get some idea of what you are doing. Once you have done this, lay out the board and assemble the plastic players. One coach should take all of the Orc players, the other the Human ones. The owner of the game always gets the first choice as to which team he will play! Each coach will also need a Dugout, the appropriate team card and a set of counters. Each coach should place his or her Dugout behind one of the End Zones. This shows which half of the pitch belongs to each team. You score a touchdown by getting the ball into the opposing team's End Zone.

Each coach should place a Turn counter in the First Half square on the turn track, and a Score counter in the Score track on the board nearest their own End Zone. Finally, each coach should refer to their team card to see how many Re-roll counters their team is entitled to, and should place that many counters on the Re-roll track of the Dugout.

Flip the Blood Bowl coin or roll a D6 to see which coach will choose who will set up first. The team that sets up first is called the *kicking team*, because they will kick-off the ball. The other team is called the *receiving team*, because they will receive the kick-off. Each coach must set up 11 players, or if they can't field 11 then as many players as they have in Reserves, between their end zone and the halfway line, and within the following restrictions:

1. The kicking team always sets up first.
2. No more than two players may be set up in each wide zone (i.e., a maximum of four players may be split wide, two on each flank).
3. At least three players must be set up next to the half way line, on the line of scrimmage.

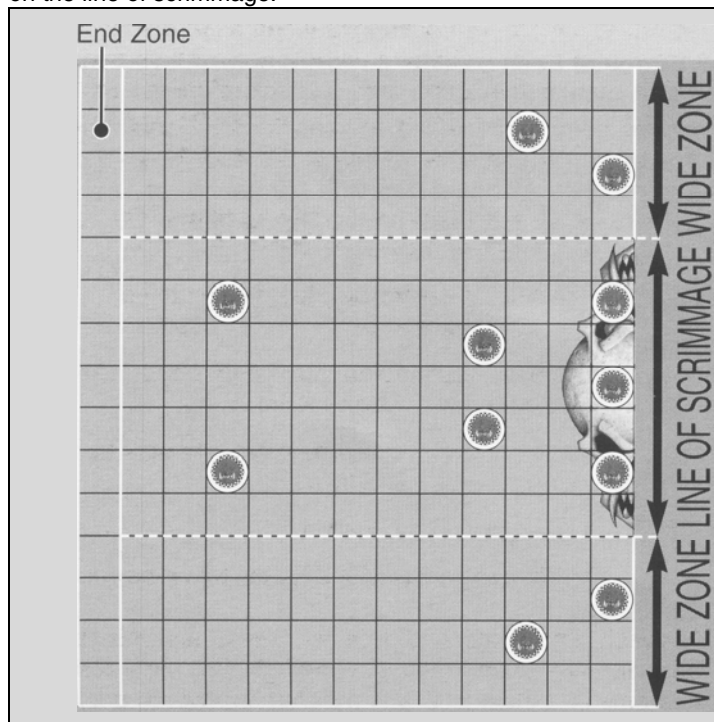
If you cannot set up 3 players on the Line of Scrimmage you must either concede the match (see page 15 (or page 29 if you are using the Extra Rules)), or carry on playing by placing as many players on the line of scrimmage as possible.

THE KICK-OFF

After both teams have set up, the coach of the kicking team places the ball in any square in the opponent's half of the pitch, including the opponent's End Zone if he likes. The ball will then scatter in a random direction. Using the Scatter template, roll the eight-sided dice once for the direction of scatter, and then roll a D6 to see how many squares the ball will go.

Important note: The kick-off is the only time that you roll a D6 to see how many squares the ball moves when it scatters. This is because kicks are very inaccurate. When rolling scatter for a missed pass, or when the ball bounces, the ball only moves one square per Scatter roll.

A kick-off must land in the opponent's half of the pitch. Assuming the ball lands in the receiving team's half of the pitch, then it will either land in an empty square or a square occupied by a player. If the ball lands in an empty square it will bounce one more square (see Bouncing Balls on page 13). If the ball lands on a square occupied by a player, the player must try to catch the ball (see Catching the Ball on page 13). If the ball scatters or bounces off the pitch or into the kicking team's half, the receiving coach is awarded a 'touchback' and must give the ball to any player in his team. Once the kick-off has been taken you are ready to proceed to the first turn of the game.



SLOW-MOTION REPLAY

Jim: As any coach will tell you, Bob, a team's starting formation is vitally important. Here we can see an example of the Orcland Raiders' famous 5-4-2 or "Deep Defence" formation. This formation is used by the Raiders against fast moving or agile teams like Skaven or Elves (some would argue with limited success).

Bob: You said it, Jim. Notice how the Raiders have made sure that there are no gaps in their line for opposing players to run through – every square is covered by an Orc player or one of his tackle zones.

Jim: That's absolutely right, Bob. And as added insurance the Orcs have kept two players back deep, close to their own End Zone, so that they can catch any enemy players lucky enough to dodge their way through the Orc front line.

THE SEQUENCE OF PLAY

Blood Bowl is split into two halves of sixteen turns each (i.e., eight turns per coach). At the end of the second half the team with the most touchdowns is the winner. The game is played using a simple but strict sequence of play, which runs as follows:

A. Receiving Team's Turn

B. Kicking Team's Turn

Repeat A and B, one after the other, until the end of the drive.

NOTE: A drive is defined as playing until a touchdown is scored or the half ends.

During a turn, the team in play may perform one Action with each player in the team. A coach is only allowed four minutes to complete his turn. The players on the other team may not take any Actions until their own turn comes around.

MOVING THE TURN MARKER

Each coach is responsible for keeping track of how many turns his team has used, and must move the Turn counter one space along the track provided on his Dugout at the start of each and every one of his turns. If he forgets to move the counter before taking an Action with one or more of his players, then the opposing coach is allowed to call for an 'illegal procedure' penalty as soon as he spots the mistake. An Action is considered to be moving one or more squares, standing up or rolling the dice during your turn.

A coach who is called for an illegal procedure must either end his turn or immediately lose one re-roll, which will count as the use of a team re-roll for the turn if one has not already been used. If the coach chooses to not end his turn and has no re-rolls left, then the opposing coach gains a re-roll. If a coach forgets to move the Turn marker, but rectifies his mistake before the opposing coach spots the error, then he cannot be called for an illegal procedure. If a coach incorrectly calls an illegal procedure then he must lose a re-roll immediately, if he has no re-rolls remaining his opponent gains a re-roll.

PLAYER ACTIONS

Each player in a team may perform one Action per turn. The actions that may be performed are described below. When all of the players in a team have performed an Action then the turn ends and the opposing coach is allowed to take a turn.

You must declare which Action a player is going to take before carrying out the Action. For example, you might say, "This player is going to take a Block Action."

Players perform Actions one at a time. In other words, the coach may perform an Action with one player, and then perform an Action with another player, and so on. This carries on until all of the players have performed an Action, or the coach does not want to perform an Action with any more players. Note that a player must finish his Action before another player can take one. Each player may only perform one Action per turn. Only one Blitz and one Pass Action may be taken in each turn. These Actions must be taken by separate players; a player cannot perform a Blitz Action and a Pass Action in the same turn.

LIST OF ACTIONS

Move: The player may move a number of squares equal to their Movement Allowance (MA)

Block: The player may make a single block against a player in an adjacent square. Players that are Prone may not perform this Action.

Blitz: The player may move a number of squares equal to their MA. He may make one block during the move. The block may be made at any point during the move, and 'costs' one square of movement.

IMPORTANT: This Action may not be declared by more than one player per turn. However, any player may perform a Blitz – the player doesn't have to be a Blitzzer (Blitzers are just better at it than other players).

Pass: The player may move a number of squares equal to his MA. At the end of the move the player may pass the ball.

IMPORTANT: This Action may not be declared by more than one player per turn.

NOTE: The Extra Rules section adds two additional Actions: **Hand-off** (see page 20) and **Foul** (see page 23). Neither of these Actions may be declared by more than one player per turn.

TURNOVERS

Normally, a turn only ends when all of the players in the team have performed an Action. However, certain events cause the turn to end before all of the players have taken an Action. These events are called *turnovers*. The following events cause a turnover:

1. A player on the moving team is Knocked Down (being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball ... e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or
2. A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or
3. A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or
4. A touchdown is scored or
5. The four-minute time limit for the turn runs out or
6. A pass attempt is fumbled even if a player from that team catches the fumbled ball or
7. A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or
8. A player is ejected by the referee for a foul.

A coach that suffers a turnover is not allowed to take any further actions that turn, and any action being taken ends immediately even if it was only partially completed. Make armour and injury rolls for players that were knocked down, and if the ball was dropped then roll to see where it bounces too normally. Stunned players should be turned face up, and then the opposing coach may start to take their turn.

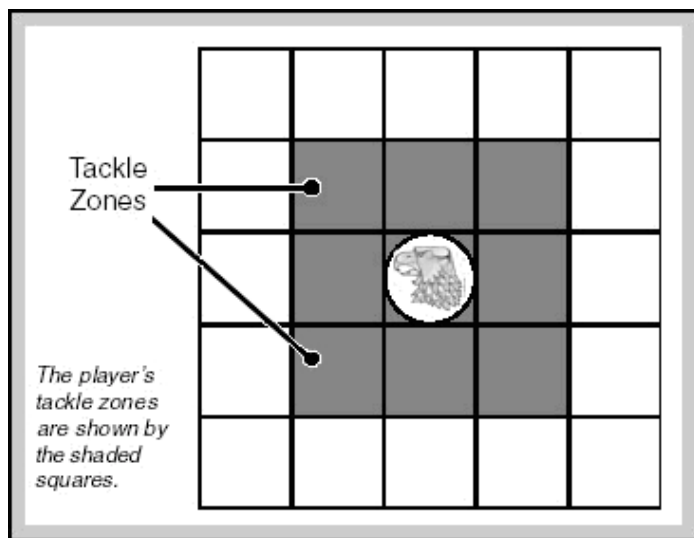
MOVEMENT

A player may move a number of squares equal to his Movement Allowance. Players may move in any direction or combination of directions, including diagonally, as long as they do not enter a square that holds another player (from either team). Players do not have to use up all of their Movement Allowance in their turn; they don't need to move at all if his coach does not want them to.



TACKLE ZONES

A standing player exerts individual tackle zones on each of the eight adjacent squares, as shown in the diagram below. A player who is Prone or Stunned does not exert any tackle zones.



In order to **leave** a square that is in one or more opposing tackle zones, a player must *dodge* out of the square. The player only has to dodge once in order to leave the square, no matter how many opposing tackle zones are on it. Note that you must *always* make a Dodge roll when you leave a tackle zone; even if there aren't any tackle zones on the square you are moving to (see the slow-motion replay).

Look up the player's Agility on the Agility table opposite to find the score required to successfully dodge out of the square. For example, if the player had an Agility of 3 he would need to roll a 4 or more to dodge out of the square. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, the player may carry on moving (and dodging if required) until he has used up his full Movement Allowance. If the D6 roll is less than the required total, then the player is Knocked Down in the square he was dodging to and a roll must be made to see if he was injured (See Knock Downs & Injuries). If the player is Knocked Down then his team suffers a turnover and their turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Dodging Modifiers

Making a Dodge roll +1
Per opposing tackle zone on the square that the player is dodging to -1

PICKING UP THE BALL

If a player moves into a square in which the ball is lying, they **must** attempt to pick it up, and – if they wish and are able – carry on moving.

Players that move into the square with the ball at other times (e.g., when pushed back, thrown by another player with Throw Team-Mate, etc.) cannot pick up the ball, and instead it will bounce one square. This does not cause a turnover. See Bouncing Balls on page 13.

Look up the player's Agility on the Agility table to find the score required to successfully pick up the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. **A roll of 1 before modification always fails and a roll of 6 before modification always succeeds for any Agility roll made during a game.**

If the final modified score equals or beats the required roll, then the player succeeds in picking up the ball. Place the ball on the player's base to show that he has picked it up and carry on with the player's turn. If the D6 roll is less than the required total, then the player drops the ball, which will bounce one square. If the player drops the ball then his team suffers a turnover and their turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Pick-up Modifiers

Picking up the ball +1
Per opposing tackle zone on the player -1

IMPORTANT: The Agility table is used to work out the success or failure of a number of different Actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each Action has its own set of modifiers, and it is only these modifiers which apply to the D6 roll (i.e., do not use any of the Dodging modifiers when attempting to pick up the ball).



SLOW-MOTION REPLAY

Jim: There goes Dieter Blunt, of the Reikland Reavers and it looks to me, Bob, like he's going to try to move through the tackle zones of two Orcland Raiders players! First he tries to move to square 1. Dieter has an Agility of 3, which means that he needs to roll a basic 4 or more to dodge successfully out of the square. He gets a +1 to the roll for making a dodge, but has to subtract 2 because there are two Orc tackle zones on the square he is moving to, for a final modifier of -1. Dieter makes the move – the crowd holds its breath – and the D6 roll is a 5, which means that Dieter successfully dodges into the square!

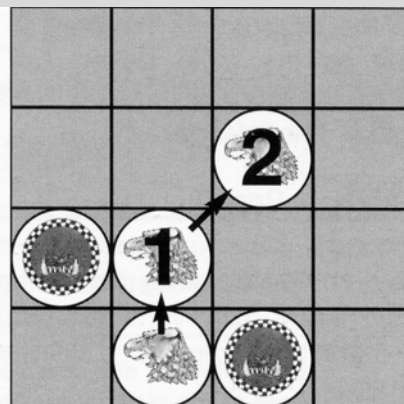
Bob: Too right! Dieter moves to square 1 and decides to keep on going to square 2. Dieter must still make a Dodge roll, though there aren't any tackle zones on square 2, because he is leaving the tackle zones on square 1. There are no tackle zones on square 2, which means that Dieter gets a +1 modifier to his D6 roll. OH NO! Dieter rolls a 1 and comes crashing down. Now he's lying prone in square 2, and what's more that causes a turnover for the Reavers, so it's the Orcland Raiders to move next!

EXAMPLE OF DODGING:

ORCS



Dieter Blunt



AGILITY	1	2	3	4	5	6+
DODGING ROLL	6+	5+	4+	3+	2+	1+
DODGING MODIFIERS						
Making a dodge roll						+1
Per enemy tackle zone on the square that the player is dodging to						-1

BLOCKS

Instead of moving, a player may throw a block at an opposing player who is in an adjacent square. You may only make a block against a standing player – you may not block a player who has already been Knocked Down. A block is a very rough tackle, designed to really stop an opponent in his tracks! To see if a block works you will need to use the special Block dice included with the game.



Varag Ghoulish-Chewer demonstrates how to make a block.

BLITZ MOVES

Once per turn a player on the moving team is allowed to make a special *Blitz move*. A blitz allows the player to move and make a block. The block may be made at any point during the move, but costs one square of movement for the player to make. The player may carry on moving after the effects of the block have been worked out if he has any squares of movement left.

STRENGTH

The number of dice that are rolled depends on the strengths of the two players involved. Obviously, if one player is stronger than the other they are more likely to knock down their opponent when they make a block. To represent this, the number of Block dice that are rolled varies depending on the relative strengths of the players. However, no matter how many dice are rolled, only one of them is ever used to decide the result of the block. The coach of the stronger player chooses which of the dice is used.

If the players' strengths are **EQUAL**, one dice is rolled.

If one player is **STRONGER**, two dice are rolled and the stronger player may choose which one is used.






If one player is **MORE THAN TWICE AS STRONG**, three dice are rolled and the stronger player may choose which is used.

Note that the coach of the player making the block always rolls the dice, but that the coach of the stronger player may choose which is used.



NOTE: Extra rules on page 21 allow players not involved in the block to assist the blocking players which can alter the number of dice rolled.

The Result

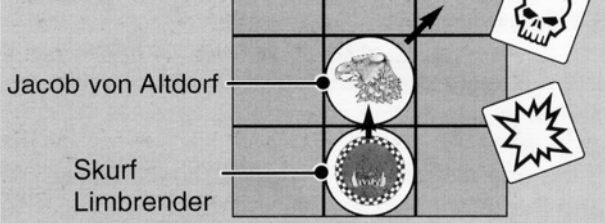
Roll the appropriate number of dice and look up the result on the table below. On the table, the player making the block is referred to as the attacker, while his target is the defender.

Symbol	Result
	ATTACKER DOWN: The attacking player is Knocked Down.
	BOTH DOWN: Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.
	PUSHED: The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	DEFENDER STUMBLES: Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	DEFENDER DOWN: The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow up the defender.

SLOW-MOTION REPLAY

Jim: And there goes Skurf Limbrender, the Orland Raiders' star Black Orc Blocker. He's just blitzed down the pitch and now he's going to throw a block at Jacob von Altdorf, the Reavers' Thrower. Skurf's got a Strength of 4, compared to Jacob's 3, which means that Skurf can roll two Block dice and choose which one he will use. He rolls a  (Attacker Down) and a  (Defender Down), and uses the 'Defender Down' result to smash Jacob back a square and knock him flat on his back in the mud – KERRUNCH!

EXAMPLE OF BLOCKING:



PLAYERS' STRENGTHS

- Both players equal strength
- One player stronger
- One player more than twice as strong

ROLL:

- One Block Dice
- Two Block Dice*
- Three Block Dice*

*The coach of the stronger player picks which Block dice is used.

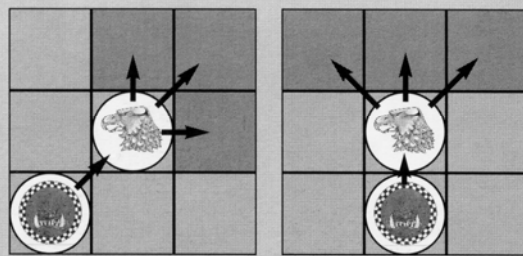
Push Backs: A player that is pushed back as a result of a block must be moved one square away from the player making the block, as shown in the diagrams. The coach of the player who made the block may decide which square the player is moved to. The player must be pushed back into an empty square if possible. A square containing only the ball is considered empty and a player pushed to it will cause the ball to bounce (see page 13). If all such squares are occupied by other players, then the player is pushed into an occupied square, and the player that originally occupied the square is pushed back in turn. This secondary push back is treated exactly like a normal push back as if the second player had been blocked by the first. The coach of the moving team decides all push back directions for secondary push backs unless the pushed player has a skill that overrides this.

Players must be pushed off the pitch if there are no eligible empty squares on the pitch. A player pushed off the pitch, even if Knocked Down, is beaten up only by the crowd and receives one roll on the Injury Table (see Injuries, opposite). The crowd does not have any injury modifying skills.

Note that no Armour roll is made for a player that is pushed off the pitch, they are automatically injured. If a 'Stunned' result is rolled on the Injury table the player should be placed in the Reserves box of the Dugout, and must remain there until a touchdown is scored or the half ends. If the player who is holding the ball is pushed out of bounds, then he is beaten up by the fans, who are more than happy to throw the ball back into play! The throw-in is centred on the last square the player was in before he was pushed off the pitch.

Knock Downs: A player that is Knocked Down should be placed on their side in the square, face up. The player may be injured (see Injuries, page 11). If the player who is Knocked Down comes from the moving team, then this caused a turnover and the moving team's turn ends immediately!

PUSH BACK EXAMPLES



The shaded squares in the diagrams above show the squares a player can be pushed back into.

Follow Up Moves: A player who has made a block is allowed to make a special *follow up move* and occupy a square vacated by the player that they have pushed back. The player's coach must decide whether to follow up before any other dice rolls are made. This move is free, and the player can ignore enemy tackle zones when he makes the move (i.e., he does not have to dodge to enter the square). Players that are blitzing are allowed to make follow up moves, and the move does not cost them any of their movement (as they paid a square in order to make the block, they have effectively already paid for the move).

KNOCK DOWNS & INJURIES

Players that are Knocked Down or Placed Prone for any reason should be placed face up on the pitch in the square they were in when they fell over. While Prone, the player loses his tackle zones and may do nothing before standing up at a cost of three squares of his movement when he next takes an Action. Players may stand up in an opposing player's tackle zone without having to make a Dodge roll (they will have to dodge if they subsequently leave). Note that a player who stands up may not take a Block Action, because you may not move when you take a Block Action. The player may take any Action other than a Block Action.

A player who is carrying the ball and who is knocked down or placed prone will drop the ball in the square where they fall. The dropped ball will bounce one square in a random direction (see Bouncing Balls, page 13).



Left: Player on his side, lying face up (Prone). Right: Standing player.

INJURIES

Unless the rules state otherwise, any player that is Knocked Down may be injured. The opposing coach rolls two D6 and adds their scores together in an attempt to try to beat the Knocked Down player's Armour value. If the roll succeeds, then the opposing coach is allowed to roll on the Injury table in the next column to see what injury the player has suffered.



Split Tendoncutter, Skaven Blitzer

STANDING UP

The only time a player can stand up is at the beginning of an Action at a cost of three squares from his movement. If the player has less than three squares of movement, he must roll 4+ to stand up - if he stands up successfully, he may not move further squares unless he Goes For It (see *Extra Rules* page 20). Failure to stand successfully for any reason is not a turnover.

SUBSTITUTES

You may not substitute fit players for injured players or players that have been sent off while a drive is in progress. The only time that you may add reserves is when you are setting up after a touchdown has been scored, or when setting up after half time or for overtime.



A Dwarf Deathroller claims another victim

INJURY TABLE

2D6	Result
2-7	Stunned – Leave the player on the pitch, but turn them face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn they are Stunned. Once face-up they may stand up on any subsequent turn using the normal rules.
8-9	KO'd – Take the player off the pitch and place them in the Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 they must remain in the KO'd box and may not be used, although you may roll again for them at the next kick-off. On a roll of 4-6 you must return the player to the Reserves box and can use them as normal from now on.
10-12	Casualty – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.

THROWING THE BALL

Once per turn a player on the moving team is allowed to make a Pass Action. The player is allowed to make a normal move, and after he has completed the move he may throw the ball even if the receiver is in an adjacent square. Note that the player does not have to be holding the ball at the start of the Action; he could use his move to run over and pick up a ball on the ground and then throw it, for example.

THROWING

First of all, the coach must declare that the player is taking a Pass Action. The player can throw the ball to another player in his own team (or another player in the opposing team if he really wants to), or simply to an empty square, though obviously the first of these options will be the most useful – and may keep him from being attacked by his own team members! The ball may only be passed once per turn.

Next, the coach must measure the range using the range ruler (see page 5 for how to correctly use the range ruler). It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball, however, you may not move the throwing player any farther that turn, even if he has spare MA left.

Look up the player's Agility on the Agility table to find the score required to successfully pass the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.



If the final modified score equals or beats the required roll, the pass is accurate and lands in the target square. If the D6 roll is less than the required total, then the pass is not accurate and will scatter. Roll for scatter three times, one after the other, to see where the ball ends up. Note that each of the Scatter rolls is made separately, so it is possible for the ball to end up back in the target square (though it will be harder to catch). The ball can only be caught in the final square where it ends up – if it scatters through a player's square then the player is not allowed to try and catch the ball.

NOTE: Extra rules on page 22 allow for throwers to fumble the pass and for opponents to attempt pass interceptions.

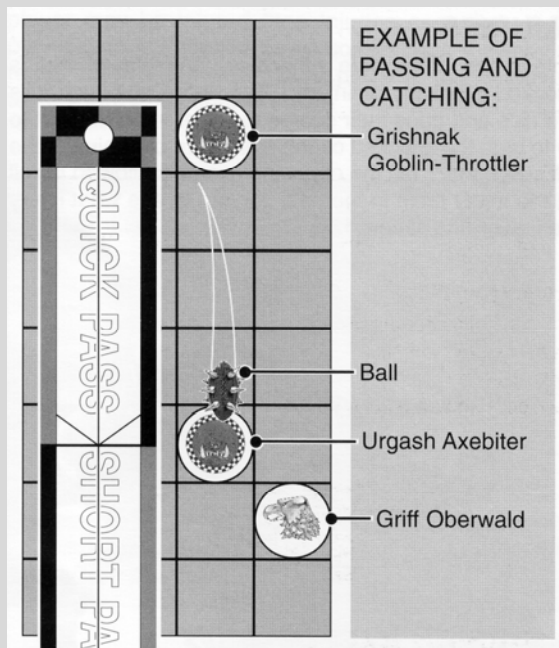
SLOW-MOTION REPLAY

Bob: And there's Grishnak Goblin-Throttler for the Orcland Raiders, who has an Agility of 3 and is attempting to throw the ball four squares to Urgash Axebiter. The range ruler shows that this falls just on the boundary between a Quick and a Short Pass, so the longer of the two ranges must be used.

Jim: That's right, Bob. Grishnak's Agility of 3 means that he must roll a 4 or more to be on target. No modifiers apply to the D6 roll because Grishnak is not in any tackle zones, and the modifier for a Short Pass is +0. Grishnak's arm goes back and he throws a 6. Look at that ball go, bam!, right on target!! Now all Axebiter has to do is catch it...

Bob: You said it, Jim. It's an accurate pass so Urgash gets a +1 to his D6 roll, but there's Griff Oberwald next to him, so his chances of catching suffers a -1 modifier, which means that Urgash needs a 4+ to catch the ball. The crowd goes quiet as the dice are rolled. A 3 – he's dropped it, and the ball bounces away one square.

Jim: And if I can just butt in here, Bob, that missed pass causes a turnover, which ends the Orcland Raiders' turn...



AGILITY	1	2	3	4	5	6+
PASSING ROLL	6+	5+	4+	3+	2+	1+
PASSING MODIFIERS						
Throwing a Quick Pass						+1
Throwing a Short Pass						+0
Throwing a Long Pass						-1
Throwing a Long Bomb						-2
Per enemy tackle zone on the player throwing the ball						-1

AGILITY	1	2	3	4	5	6+
CATCHING ROLL	6+	5+	4+	3+	2+	1+
CATCHING MODIFIERS						
Catching an accurate pass						+1
Catching a scattered pass, bouncing ball or throw-in						+0
Per enemy tackle zone on the player catching the ball						-1

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Passing Modifiers

Throwing a Quick Pass	+1
Throwing a Short Pass.....	+0
Throwing a Long Pass.....	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player	-1

CATCHING THE BALL

If the ball lands in a square occupied by a standing player, then the player must attempt to catch the ball. Prone and Stunned players may never attempt to catch the ball. Either team's players may attempt to catch the ball (if a player from the other team manages to catch the ball he can yell and jump around a lot).

Look up the player's Agility on the Agility table to find the score required to successfully catch the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, then the player succeeds in catching the ball. Place the ball on the player's base to show that they have caught it and carry on with the turn. If the player who caught the ball has not taken an Action yet, he may do so as normal. If the D6 roll is less than the required total, then the player drops the ball which will bounce (see Bouncing Balls, below).

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Catching Modifiers

Catching an accurate pass.....	+1
Catching a missed pass, kick-off, bouncing ball or throw-in.....	+0
Per opposing tackle zone on the player	-1

★ ★ ★ Did you know...

That the Lowdown Ratz experimented in training this year with a new player, a giant black war wolf! The wolf ate six team players, seriously injured four assistant coaches, crippled the apothecary and ran away into the swamps with the only ball the Ratz have; effectively ending any chance of a Blood Bowl final appearance... not that they had a Halfling's hope in the Chaos All-Stars' bathroom anyway.

BOUNCING BALLS

If the ball is dropped or not caught, or the ball bounces to a square with a Prone or Stunned player, or a player is pushed to or lands in the ball's square, or the square where a thrown ball lands is unoccupied (or is occupied by a Prone or Stunned player) then it will bounce. This is a technical term for the thing jumping about all over the place while the players stumble about trying to grab it! To find out where the ball bounces to, roll for scatter one more time. If the ball bounces into an occupied square, then the player in the square must attempt to catch it, as described above. If the player fails to catch the ball, then it will bounce again until it is either caught or bounces into an empty square or off the pitch.



Jacob von Altdorf, Human Thrower

THROW-INS

When a ball scatters or bounces off the pitch it is immediately thrown back in by the eager spectators! Use the Throw-in template to work out where the ball goes, using the last square the ball crossed before going off as a starting point (see page 4 for how the Throw-in template is used to throw-in the ball 2d6 squares). If the ball is thrown into a square occupied by a standing player, that player must attempt to catch the ball as described earlier. If the ball lands in an empty square or a square occupied by a Prone or Stunned player, then it will bounce. If a throw-in results in the ball going off the pitch again, it will be thrown in again, centred on the last square it was in before it left the pitch. Throw-ins cannot be intercepted.

TURNOVERS

If a ball thrown by a player isn't caught by a player from the moving team, this causes a turnover and the moving team's turn ends. The turnover does not take place until the ball finally comes to rest. This means that if the ball misses the target but is still caught by a player from the moving team, then a turnover does not take place. The ball could even scatter or bounce out of bounds, be thrown back into an empty square, and as long as it was caught by a player from the moving team then the turnover would be avoided!

RE-ROLLS

Re-rolls are very important in Blood Bowl, as you will quickly discover. There are two types of re-rolls: team re-rolls and player re-rolls. In either case, a re-roll allows you to re-roll all the dice that produced any one result. So, for example, a re-roll could be used to re-roll a dodge, in which case the single dice rolled would be thrown again, or a three dice block, in which case all three dice would be rolled again, and so on.

VERY IMPORTANT: No matter how many re-rolls you have, or what type they are, you may never re-roll a single dice roll more than once.

TEAM RE-ROLLS

Team re-rolls represent how well trained a team is. A coach may use a team re-roll to re-roll any dice roll (other than Armour, Injury or Casualty rolls) made by a player in their own team and who is still on the pitch during their own turn (even if the dice roll was successful). The result of the new roll must be accepted in place of the first, even if it is worse. A coach may not use more than one Re-roll counter per turn, and may not use a Re-roll counter to force the opposing coach to re-roll a dice roll.

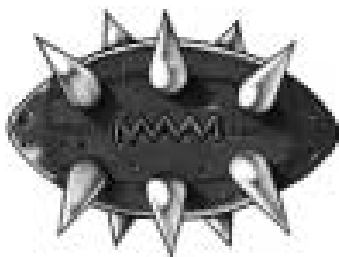
Each coach must keep track of the number of re-rolls they have left on the track provided on their Dugout. Every time a coach uses up a team re-roll he must remove a counter from the track. When there are no markers left the coach may not use any more team re-rolls that half. At half time the two teams get a chance to rest and recuperate, and so their team re-rolls are restored to their starting level.

PLAYER RE-ROLLS

Some players have skills that allow them to re-roll the dice under certain circumstances. For example, a thrower has the Pass skill which allows him to re-roll the dice if he misses a pass. A coach may use any number of player re-rolls in the same turn, and a single player may use a skill any number of times in the same match. However, as noted above, a single dice roll may not be re-rolled more than once.

SKILLS

Many players are described as having one or more *skills*. These are special abilities that modify the player's performance. Some skills allow dice re-rolls as described above, while others allow a player to carry out a special Action. A full description of each skill is given opposite, and reproduced on the back of the quick reference sheet. The complete list of skills is given later on in this book, for now stick with the skills listed here. You'll need to refer to the sheet quite a lot during your first few games – but don't worry, the effects of the skills will become very familiar.



★ ★ ★ *Did you know...*

That the former Skink international 'Diegi Maratona' has been attempting to come out of retirement. Sadly the little Skink wonder that dazzled us all with his amazing dodges and runs in the 2486 Blood Bowl season for the Slashers has almost tripled in weight and now resembles a little green pudding due to his sugar cane addiction.

Running up huge debts (rumour has it that he challenged Tzeentch, Chaos God of change/chance, to a game of dice), Diegi has been forced to recover his career to get his finances in order. If the Skink can clean up his sugar cane addiction then perhaps he'll be a surprise star of this season. But will anyone be willing to sign him for the huge fee he's demanding?

- Block:** The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.
- Catch:** A player that has the Catch skill is allowed to re-roll the dice if he fails to catch the ball. If you are using the Extra Rules printed later, then the Catch skill also allows the player to re-roll the dice if he drops a hand-off or fails to make an interception.
- Dodge:** A player with the Dodge skill is allowed to re-roll the D6 if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per turn. So, if the player kept on moving and failed a second Dodge roll, he could not use the skill again. Secondly, the Dodge skill, if used, affects the results rolled with the Block dice (see the rules for Blocks).
- Pass:** A player with the Pass skill is allowed to re-roll the D6 if he misses a pass.
- Sure Hands:** A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, if you are using the Extra Rules printed later, an opposing player who has the Strip Ball skill may not use it against a player who has Sure Hands.

Many players have skills such as catch, pass etc. Unless stated otherwise in the skill description you never have to use a skill just because the player's got it, and you can choose to use a skill that affects a dice roll after rolling the dice. For example, you could say you were going to use the Catch skill either before or after making a Catch D6 roll.

Some skills are also used in the opponent's turn. In this case you may choose to use the skill *after* an opposing player carries out an Action or moves a square. If both coaches want to use a skill to affect the same Action or move, then the coach whose turn is taking place must use his skill first.

Note that you can't 'go back' in time and use a skill or re-roll to affect an earlier Action. For example, if a player was blitzing, you couldn't have him throw a block, move a couple of squares, and then say "Actually, I think I'll use my Pro skill to re-roll that block." – the skill or re-roll must be used directly before or after the event it will affect or not at all.

WINNING THE MATCH

Blood Bowl is split into two halves of sixteen turns each (eight turns per coach, per half). Each coach is responsible for keeping track of how many turns his team has used, and must move the marker one space along the track provided on his Dugout at the start of each of his turns, as explained earlier. Play stops when both coaches have had eight turns each, giving the players the chance of a much needed rest, and for the coaches to replenish the team's full complement of re-roll counters on the team re-roll track. Play restarts with another kick-off at the start of the second half.

The team with the most touchdowns at the end of the last turn of the second half is the winner. If the match is tied at the end of the second half it is declared a draw unless both coaches agree to go into 'sudden death overtime'. Flip the Blood Bowl coin to see which coach chooses who kicks-off, and then play a third series of eight turns per team. Any re-rolls still remaining at the end of the second half are carried over and may be used in overtime, but teams do not receive new allocations of re-rolls as they normally would at the start of a new half. The first team to score wins the match. If neither team scores, then the match is decided by a penalty shoot-out; each coach rolls a D6, high score wins, re-roll ties! Each unused team re-roll adds 1 to the D6 score.

SCORING TOUCHDOWNS IN YOUR TURN

A team scores a touchdown during their turn when one of their players is standing in the opposing team's End Zone while holding the ball at the end of **any** of your players' Actions. As soon as this happens, play stops, the crowd cheers and whistles and cheerleaders dance about waving pom-poms. The coach of the scoring team has our permission to leap about and cheer a bit too, while moving the score marker one space along the scoring track on the Playing Pitch.



Goblin Lineman

Any player may enter either End Zone at any time, even if they are not carrying the ball. If the ball is thrown to them and they catch it, or they are able to pick up the ball while in their opponent's End Zone, they score a touchdown. Note, however, that in order to score a touchdown the player must end his Action *standing* in the End Zone; if the player failed to make a Dodge roll, for example, and thus was Knocked Down in the End Zone then he would not score a touchdown.

SCORING IN THE OPPONENT'S TURN

In some rare cases a team will score a touchdown in the opponent's turn. For example, a player holding the ball could be pushed into the End Zone by a block. If one of your players is holding the ball in the opposing team's End Zone at any point during your opponent's turn then your team scores a touchdown immediately, but must move their Turn marker one space along the Turn track to represent the extra time the players spend celebrating this unusual method of scoring!

RESTARTING THE MATCH

After a touchdown has been scored, and at the start of the second half, play is restarted and the match continues. Before the kick-off however each coach should roll one D6 for each KO'd player on his team. On a roll of 4, 5 or 6 the player is fit enough to return to play, but on any other result they must stay in the KO'd box in the Dugout.

Both coaches may then set up any fit players just as they did at the start of the game. When play is restarted after a touchdown, the scoring team is always the one to kick off. At the start of the second half, the kicking team is the one that did not kick off at the start of the first half.

In the rare event that one team has no players to set up after KO'd rolls, both teams' turn markers are moved forward along the turn track two spaces and if one team could field at least one player then that team is awarded a touchdown (however no player receives Star Player points (see page 25) for this.. If this takes the number of turns to 8 or more for both teams, then the half ends. If there are still turns left in the half, then continue playing as if a drive has just ended (i.e. clear the pitch and roll for KO'd players).

CONCEDING THE MATCH

You may choose to concede a match at the start of one of your own turns, before moving the Turn marker along the track.

STOP! You have read all of the rules that you need to know in order to play a game of Blood Bowl using the teams and team cards provided with the game. Why not have a game or two before you go on to the following extra rules sections...