

AROS BLOOD BOWL LEAGUE

LEAGUE MATCH SEQUENCE

PRE-MATCH SEQUENCE

1. Roll on **Weather Table**.
2. Transfer gold from treasury to **Petty Cash** (highest TV first).
3. Take **Inducements** (highest TV first).
4. Work out the **Gate** and **FAME**.

POST-MATCH SEQUENCE

1. Work out **Winnings**.
2. Allocate **MVPs**.
3. Roll for **Fan Factor**.

Improvement rolls, hiring/firing players (and journeymen) and Team Value calculation are conducted on-line at www.arosBB.dk.

CASUALTY TABLE

D68	RESULT	EFFECT
11-38	Badly Hurt	No long term effect
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 (& Miss next game)
52	Smashed Knee	Niggling Injury (& Miss next game)
53	Smashed Hip	-MA (& Miss next game)
54	Smashed Ankle	-MA (& Miss next game)
55	Serious Concussion	-AV (& Miss next game)
56	Fractured Skull	-AV (& Miss next game)
57	Broken Neck	-AG (& Miss next game)
58	Smashed Collar Bone	-ST (& Miss next game)
61-68	DEAD	Dead!

WEATHER TABLE

- 2 **SWELTERING HEAT:** It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the field at the end of the half or after a touchdown. On a roll of 1 the player collapse and may not be set up for next kick-off.
- 3 **VERY SUNNY:** A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
- 4-10 **NICE:** Perfect Blood Bowl weather.
- 11 **POURING RAIN:** It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept or pick-up rolls.
- 12 **BLIZZARD:** It's cold and snowing! The ice on the field means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only passes normally equal to quick and short ranges may be attempted.

THE GATE

Each team's fans = $(2D6 + FF) \times 1000$ Gate = both teams' fans
Final, semi-final or 3rd place match: Winnings and gate are doubled

WINNINGS

Winnings = $(1D6 + FAME) \times 10,000$ gp (winner may re-roll)
Won or tied the match: +10,000 gp

FAN FACTOR

Lost or tied the match: roll 2D6 Won the match: roll 3D6
Won or tied and result > FF: FF increases by 1
Lost or tied and result < FF: FF decreases by 1

KICK-OFF TABLE (2D6)

- 2 **GET THE REF:** The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that for the rest of the half he will not send players from either team off for making a foul nor ban players using secret weapons.
- 3 **RIOT:** The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. Roll a D6. On a 1-3, the referee lets the clock run on during the fight; both teams' turn markers are moved forward along the turn track a number of spaces equal to the D6 roll. If this takes the number of turns to 8 or more for both teams, then the half ends. On a roll of 4-6 the referee resets the clock back to before the fight started, so both teams turn markers are moved one space back along the track. The turn marker may not be moved back before turn 1.
- 4 **PERFECT DEFENCE:** The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
- 5 **HIGH KICK:** The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
- 6 **CHEERING FANS:** Each coach rolls a D3 and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.
- 7 **CHANGING WEATHER:** Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
- 8 **BRILLIANT COACHING:** Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
- 9 **QUICK SNAP!** The offence start their drive a fraction before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
- 10 **BLITZ!** The defence start their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
- 11 **THROW A ROCK:** An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 **PITCH INVASION:** Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (Ball & Chain players are KO'd). A roll of 1 before adding FAME will always have no effect.

