

BLOOD BOWL®

Home Team			Score			Away Team						
<i>Gloomspite Grotz</i>			2 : 3			<i>Drakenhof Nightshades</i>						
Pre Match												
Random Stadium Table:			Stadium			Stadium Attribute:						
1st Roll (2d6):	5	=	<i>Rough & Ready</i>			2nd Roll (1d6 - if 1st not 6-8):	6	=	<i>Poorly-built Dungeons</i>			
Dedicated Fans:	+D3:	=	Fan Factor:	Fan Factor	Dedicated Fans:	+D3:	=	Fan Factor:				
3	2	=	5		2	1	=	3				
Weather												
The Weather Tables (Death Zone PG. 76 f.) are used as follows: 1st of March to 31st of May: Spring Table; 1st of June to 31st of August: Summer Table; 1st of September to 30th of November: Autumn Table; 1st of December to 28/29th of February: Winter Table												
Weather (2D6):			=			6			<i>Perfect</i>			
Normal Weather Roll: 2 = Sweltering Heat; 3 = Very Sunny; 4-10 = Nice; 11 = Pouring Rain; 12 = Blizzard												
Spring Table (DZ Pg. 76): 2 = Morning Dew, 3 = Blossoming Flowers, 4-10 = Perfect Conditions, 11 = Misty Morning, 12 = High Winds												
Summer Table (DZ Pg. 77): 2 = Sweltering Heat, 3 = Melting Astrogranite, 4-10 = Perfect Conditions, 11 = Blinding Rays, 12 = Monsoon												
Autumn Table (DZ Pg. 77): 2 = Leaf-Strewn Pitch, 3 = Autumnal Chill, 4-10 = Perfect Conditions, 11 = Pouring Rain, 12 = Strong Winds												
Winter Table (DZ Pg. 78): 2 = Cold Winds, 3 = Freezing, 4-10 = Perfect Conditions, 11 = Heavy Snow, 12 = Blizzard												
Inducements												
1.200.000			Team Value			1.450.000						
250.000			Petty Cash			0						
0			Petty Cash Bonus when playing in opponents Stadium			0						
30.000			Gold spent from Treasury			150.000						
3x Bribe (150.000) #6: Bomber Dribblesnot (50.000) #10: Fungus the Loon (80.000)			Inducements Bought			1 Hiring Sports-Wizard (150.000)						
1.480.000			Calculated Team Value			1.600.000						
Gold Crowns: 150.000			Remaining Team Treasury after Inducements			Gold Crowns: 100.000						
Rolls (D16): 12, 16 (#3)			The Underdog Rolls			Rolls (D16):						
The Underdog receives one Roll on prayers to Nuffle Table (Pg. 39 BB Handbook) for every full 50.000 Gold less Calculated Team Value												
Match												
Comp (1 SPP)	Interference	CAS/Fouls	TD	Injury	Injured by	Player #	Comp (1 SPP)	Interference	CAS/Fouls	TD	Injury	Injured by
	Def. (1 SPP)	Int. (2 SPP)	(2 SPP)	(3 SPP)	(3 SPP)			Def. (1 SPP)	Int. (2 SPP)	(2 SPP)	(3 SPP)	(3 SPP)
I		II	I			1	III				APO	1
					REG	Foul	2					
						3			I			
						4						
						5					10	1
						6						
						7					13-1	Wizard
						8						
						9					II	REG
						10						Bomb
		I				11						
						12						
						13					I	I
						14						3
	I					15						10
						16						16
						17*						1
						18*						BITE
						19*						BITE
4						20*						
						21*						
						22*						
						23*						
<p>APO: Apothecary Result of Badly Hurt; BITE: Casualty by Bite; REG: Successful Regeneration Roll; SBH: Stunty Badly Hurt (9 on Stunty Injury Table)</p> <p>Casualty Roll: 1-6: Badly Hurt; 7-9: Seriously Hurt (MNG); 10-12: Serious Injury (NI&MNG); 13-14 Lasting Injury (Injury&MNG); 15-16: Dead Lasting Injury Roll: 1-2: Head Injury (-1AV); 3: Smashed Knee (-1MA); 4: Broken Arm (-1PA); 5: Neck Injury (-1AG); 6: Discolated Shoulder (-1ST)</p>												

Post Match																			
Gold Crowns:		150.000				Remaining Team Treasury after Inducements				Gold Crowns:		100.000							
1. STEP: Record Outcome; Remove Dead Players, Winnings, taking Residency																			
W/D/L	3+ TD f.	0 TD a.	3+ CAS	Paint	Total	Outcome				W/D/L	3+ TD f.	0 TD a.	3+ CAS	Paint	Total				
0	0	0	1	1	2	League Points				3	1	0	0	1	5				
Win = 3LP, Draw=1 LP, Lose= 0LP; 3+ TD for = 1LP; 0 TD against = 1LP; 3+ CAS = 1LP																			
Remove Dead Players																			
1/2 FA*	+TD for				= Total	Winnings				1/2 FA	+TD for				= Total				
4	2	*	10.000		60.000					4	3	*	10.000	70.000					
*Fan Attendance = (Fan Factor (FF) of both Teams)/2 (+ own Touchdowns scored times 10.000 Gold = Total Winnings)																			
Amount Bet:		Amount Won:			Winnings from Side Bet				Amount Bet:		Amount Won:								
/		/			double amount of Gold Crowns from placed bet if Team won Game				/		/								
X D3:	add if Won. Decrease if Lost		Total		Stadium Ownership Income/Losses				X D3:	add if Won. Decrease if Lost		Total							
/	+/-		*10.000 = /		(only if Team is Owner!) See Pg. 67 DZ				/	+/-		*10.000 = /							
X D3:			Total		Ongoing Sponsorship(s) Income:				X D3:			Total							
1	2		*10.000 = 30.000		X = the number of ongoing sponsorships							*10.000 = /							
X D6: for each 1 one rand. player gets MNG: 1, 4					Sponsor Happiness				X D6: for each 1 one rand. player gets MNG: /										
Player(s) missing next game:					#10				Player(s) missing next game: /										
Ended Sponsorships:					End ongoing and/or Major Sponsorship				Ended Sponsorships:										
end ongoing or Major Sponsorship immediately after roll if Sponsor is happy																			
Roll (D6)		Modifiers*		= Result		Stadium Residency (see Pg. 66 DZ)				Roll (D6)		Modifiers*		= Result					
2		0		2		*+1 if Team won the game -1 if Team lost the game +1 if team has Sponsor(s), (+2 if Major Sponsor) +1 if Team has Dedicated Fans of 4 or more <u>or</u> (+2 if Teams has Dedicated Fans of 7 or more)				5		3		8					
Stadium Name: /					Stadium Name: /														
Gold Crowns:		240.000				Current Treasury after 1. STEP				Gold Crowns:		170.000							
Roll (D6):		2		Result: -1		2. STEP: Update Dedicated Fans				Roll (D6):		5		Result: +1					
Roll 1D6: If won: equal/greater current Dedicated Fans = +1; If lost: lower current Dedicated Fans = -1; no changes on Draw																			
3. STEP: Player Advancement																			
Roll (D16): 2					Award Most Valuable Player (4 SPP)				Roll (D16): 9										
Player #					Skill / Stat Improvement				Player #					Skill / Stat Improvement					
CP/CS/CI/ RP/RS					SPP				CP/CS/CI/ RP/RS					SPP					
Steelhelm					Steelhelm					Steelhelm					Steelhelm				
1					Guard				1					Leader					
2					Grab				9					Dodge					
										12					Strip Ball				
4. STEP: Sponsorship, Residency, Stadium Hiring, Firing and Temporarily Retiring																			
D16:		+Modifiers*		Result:		Sponsorship				D16:		+Modifiers*		Result:					
12		9		= 21		*Modifiers: +3 if team won the game +1 for each Touchdown scored +1 for each of opponents rolls on the casualty table +X (X= Number of Dedicated Fans) +2 if game was played during Play-off season (see Death Zone PG. 57 for carried away players)				10		12		= 22					
Sponsorship (20+): One-Time or <u>Ongoing or</u>					+3 if team won the game					Sponsorship (20+): One-Time or Ongoing or									
Major Sponsorship: /					+1 for each Touchdown scored					Major Sponsorship: /									
One-Time Sponsorship:					+1 for each of opponents rolls on the casualty table					One-Time Sponsorship:									
D6:		/		* 10.000 = /		+X (X= Number of Dedicated Fans)				D6:		6		* 10.000 = 60.000					
Roll (D6): on a roll of 1 one random player gets carried away /					+2 if game was played during Play-off season					Roll (D6): on a roll of 1 one random player gets carried away 3									
Carried away player: /					(see Death Zone PG. 57 for carried away players)					Carried away player: /									
D6-Roll: /					Stadium Lost? /					D6-Roll: /					Stadium Lost? /				
Roll D6 if game is lost and Team is not owner of Stadium: if Roll is > Dedicated Fans or natural 6 Stadium is lost. Player can pay 30k to reduce Roll by -1 (not if a natural 6 is rolled)																			
Amount Paid:		Amount Added:		Partial Payments (Stadium Fund)				Amount Paid:		Amount Added:									
70.000		50.000		add 50.000 GC to Stadium Fund for 70.000 GC paid				/		/									
Stadium bought?		Amount Paid:		Taking Ownership of a Stadium				Stadium bought?		Amount Paid:									
/		/		pay 250k ./ . Stadium Funds to take Ownership				/		/									
D6-Roll: if Roll is 1-5 roll additional 2D6		Amount earned:		Selling your owned Stadium				D6-Roll: if Roll is 1-5 roll additional 2D6		Amount earned:									
/		/		consult Table on Pg. 67 DZ for revenue				/		/									
Temporal Retirement: /					Hiring, Firing & Temporal Retirement					Temporal Retirement: /									
Hire & Fire:					Hire & Fire:					Hire & Fire:									
Hire & Fire #7 Bounca II. (Pogor) 75.000					Hire & Fire #14: Pjotr (Trall) 40.000					Hire & Fire #14: Pjotr (Trall) 40.000									
Gold Crowns:		95.000				Current Treasury after 4. STEP				Gold Crowns:		190.000							
Roll (D6):		/		Result: /		5. STEP: Expensive Mistakes				Roll (D6):		1		Result: -20.000					
If Treasury at this step is 100.000+ Gold, consult the Table Expensive Mistakes on Pg. 73																			
Gold Crowns:		95.000				Final Treasury after 5. STEP				Gold Crowns:		170.000							
Prepare for next Fixture																			