

BLOOD BOWL®

Home Team				Score				Away Team								
Gloomspite Grotz				2 : 3				Drakenhof Nightshades								
Pre Match																
Random Stadium Table:				Stadium				Stadium Attribute:								
1st Roll (2d6):	5	=	Rough & Ready		2nd Roll (1d6 - if 1st not 6-8):		6	=	Poorly-built Dungeons							
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		Perfect							
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 Leon (80.000)				Inducements Bought				1 Hireling 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								
						13-1	Wizard	7								
								8								
								9						II	REG	Bomb
			I			GBH	12	10								
								11								
						7	3	12				I		I		
					2			13							3	10
	I							14							16	1
								15							BITE	BITE
								16								
								17*								
								18*								
4								19*								
								20*								
								21*								
								22*								
								23*								
APO: Apothecary Result of Badly Hurt; BITE: Casualty by Bite; REG: Successful Regeneration Roll; SBH: Stunty Badly Hurt (9 on Stunty Injury Table) 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)																

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: 4,4						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					5		3		8				
Stadium Name:		/				-1 if Team lost the game					Stadium Name:		/						
						+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)													
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		CP/CS/CI/ RP/RS	SPP	Steelhelm	Spending Star Player Points					Player #		Skill / Stat Improvement		CP/CS/CI/ RP/RS	SPP	Steelhelm	
							Random primary Skill = +10k												
1		Guard		CP	6	/	Chosen primary/random secondary skill = +20k					1		Leader		RP	3	2	
2		Grab		RP	3	/	Chosen Secondary Skill = +40k					9		Dodge		CP	6	1	
							+1AV = +10k					12		Strip Ball		RP	3	4	
							+1MA or +1PA = +20k												
							+1AG = +40k												
							+1ST = +80k												
4. STEP: Sponsorship, Residency, Stadium Hiring, Firing and Temporarily Retiring																			
D16:		+Modifiers*		Result:		Sponsorship					D16:		+Modifiers*		Result:				
12		9		21		*Modifiers:					10		12		22				
Sponsorship (20+):		One-Time or Ongoing or				+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?		/		Losing Residency					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 #7 Bounca II. (Pogoer) 75.000											Hire #14: Pjotr (Tiall) 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																			