

Agility Table							Attribute	Description
Player's AG	1	2	3	4	5	6+	MA	Movement Allowance
D6 Die Roll	6+	5+	4+	3+	2+	1+	ST	Strength
							AG	Agility
							AV	Armor Value

PLAYER ACTIONS GW 13 CRP 7

Action	Description
Move	Move up to # of squares in Movement Allowance (MA)
Block	Make a single block against player in adjacent square
Blitz	Move+Block, can Block at any point in Move at the cost of 1 MA
Pass	Move up to MA allowance, then pass the ball
Hand-off	Ball is handed to a player in an adjacent square GW 29 CRP 20
Foul	Attacking an opponent who is Knocked Down GW 32 CRP 23

- Each player on a team may perform one action per turn, and actions are taken one at a time, each action must be resolved before moving to the next player action
- Four minutes per coach per turn (optional)
- Turn a player miniature around to mark a completed Action
- The turn ends when all players have taken an action, the coach has completed all actions to take, or there is a Turnover or touchdown, turn then moves to opponent
- Coach must declare the action the player is taking before carrying out the action
- Blitz, Pass, Hand-off, and Foul actions are allowed each once per turn by team, must be taken by different players
- Prone players may not Block

TURNOVERS GW 13 CRP 7

- A Turnover ends the moving player's turn immediately, current action ends immediately and no more actions allowed

Causes of a Turnover	
Moving team player is Knocked Down	Passed ball or Hand-off not caught by moving team after ball comes to rest
Moving team attempts to pick up ball and fails	Touchdown is scored
4 minute time limit for the turn runs out (optional)	Pass attempt is fumbled, even if recovered or intercepted
Thrown Team-Mate player with ball fails to land successfully	Player is ejected for a foul

- Injured by crowd and being Placed Prone (such as caused by Diving Tackle, Piling On, and Wrestle) are not a Turnover unless player from moving team is holding the ball
- Being eaten or squirming free from Always Hungry with Thrown Team-Mate is a Turnover
- Before Turnover switches to other coach's turn, make armor and injury rolls for any players that were knocked down, if ball dropped then roll to see where it bounces. Stunned players should be turned face up.

WINNING AND SCORING GW 21 CRP 15

- A team scores when one of their players is standing in the opposing player's End Zone with the ball on their turn at the end of an Action, failing a Dodge roll in the End Zone would not result in a Touchdown
- It is possible to score during your opponent's turn by being pushed into the opposing player's End Zone, if this happens, the scoring player still advances their turn track by 1 and does not get that turn (scoring is treated as the turn)
- The team with the most number of touchdowns at the end of the game is the winner
- A tied game at the end of the second half is considered a draw unless both players agree to a sudden death overtime
- For sudden death overtime, flip the coin to determine who picks kicking position, then play a third series of eight turns per team, no new re-rolls but unspent re-rolls from the prior half carry over, the first team to score wins, if no one wins, roll a D6 to determine the winner, unused re-rolls add +1 to the roll, of a tie then the match is a draw
- A player with the ball may not move out of the opposing player's End Zone
- After a touchdown, roll for KO'ed players
- Setup any fit players on the pitch
- The scoring team kicks to the other player
- Initial receiving team kicks off at the next half
- If one team has no players available after KO'ed rolls, advance the turn track for both players and if one player can field a player, award that team a touchdown, this would occur in either half
- A player may concede the match at start of their turn, but they get no winnings and must give their MVP roll to the other player

ILLEGAL PROCEDURE GW 28 GW 13 CRP 7

- Each coach must keep track of how many turns their team has used with the turn marker in team's dugout
- If coach forgets to move turn marker before starting a play (moving, standing up player, or rolling dice) with one or more players, the opposing player is allowed to call an 'illegal procedure' penalty as soon as the mistake is noticed
- If mistake corrected before the penalty is called by the other coach, then the 'illegal procedure' is not granted
- The coach with the illegal procedure must either end turn or lose one re-roll, which counts as the use of a team re-roll for that turn, if one has not already been used
- If coach chooses not to end turn and has no re-rolls left, opposing player gains a re-roll
- If 'illegal procedure' is called incorrectly by coach, then that coach must lose a re-roll, if no re-roll to lose then opponent gains a re-roll

SEQUENCE OF PLAY DZ1 23 GW 12 CRP 7

Sequence of Play may be impacted by League Rules

Pre-Match

- Roll on the Weather Table
- Choose Inducements DZ1 23 CRP 69
- Draw Special Play Cards DZ1 23 GW 25
- Flip for the Kick – winner decides

Match

- Roll for Fans / figure FAME GW 24 CRP 18
- Kick-Off – receiving team begins turn
- Play! – 8 turns/player per half alternating

Post-Match (League Use Only)

- MVP & Improvement Rolls DZ1 21 CRP 26
- Update Team Stats
- Record Fortune & FAME DZ1 24 CRP 29
- Hire & Fire
- Prepare for the Next Match

TEAM SETUP GW 12 CRP 6

- Clearly mark team end zones, either by placing own Dugout behind, or some other mechanism
- Each coach places turn marker in the first half square on the turn track
- Each coach places score counter on the score track
- Each coach marks number of re-rolls on re-roll track
- Starting with kicking team, setup 11 players (or if <11, max reserves) on team's half of pitch. No more than 2 players in each 4-square wide zone (4 players total), at least 3 players on line of scrimmage at field half (if not 3, must either concede the match or place as many players at you can on line of scrimmage)

KICK-OFF GW 12 CRP 6

- Coach of the kicking team places ball in any square (including End Zone squares) of the opponent's half of the pitch
- Ball will scatter after placement using the scatter template and D8 to determine direction and a D6 for the number of squares it moves in that direction
- Roll and resolve the Kick-Off Table GW 27
- Bounce / catch / touchback the ball

Location	Resolution
Receiving Empty Square	Use scatter template and D8 for one additional square of movement (bounce)
Receiving Player Square	Opposing player must attempt to catch it
Off/ Kicking Pitch	Receiving player is awarded a touchback, gives ball to any player on team

Agility Table						
Player's AG	1	2	3	4	5	6+
D6 Die Roll	6+	5+	4+	3+	2+	1+

MOVING GW 14 CRP 8

- A player may move up to the number of squares in Movement Allowance (MA), but can move less than MA or not at all
- Move in any direction or combination of directions, including diagonally
- Cannot enter a square occupied by another player through movement

DODGING AND TACKLE ZONES GW 14 CRP 8

- A standing player's tackle zone is all eight adjacent squares around the player - does not apply to Prone or Stunned players or players that have lost their tackle zones due to game effects
- In order to leave a square that is in one or more opposing player's tackle zone, a player must dodge out of the square, even if the square moving to is not in a tackle zone
- One dodge attempt to leave the square, regardless of the number of opposing player's tackle zones this square occupies
- Calculate Dodge modifiers based on the square moving into, not from

Agility Roll Modifiers for Dodging	
+1	When making a Dodge roll
-1	Per opposing tackle zone on the square that the player is dodging to

- Pre-modified D6 roll of 1 always fails and D6 roll of 6 always succeeds
- If successful, player moves to square and may continue to move
- If unsuccessful, player is Knocked Down in the square moving to, must do Armor roll and check for injury, this qualifies as a Turnover

PICKING UP THE BALL GW 14 CRP 8

- If a player moves into a square with the ball, they must attempt to pick it up
- They may continue to move after a successful pick up attempt
- If a player is pushed or thrown into a square with the ball, they cannot do a pickup, must do a Bouncing Ball roll
- A failed pick up attempt results in a dropped ball, do a Bouncing Ball roll and this results in a Turnover




Agility Roll Modifiers for Picking Up The Ball	
+1	When attempting to pick up the ball
-1	Per opposing tackle zone on the player

- Pre-modified D6 roll of 1 always fails and D6 roll of 6 always succeeds

BLOCKING AND BLITZING GW 15 CRP 9

- Instead of moving, an already standing player may throw a block on an opposing player standing in an adjacent square
- Blitz Action allows for moving and blocking, once per turn, can keep moving after completing the Block in the Blitz Actions if MA remaining, a Blitz Action costs 1 MA at the start of that action, can stand and Blitz
- Blitz Actions do not require a Block

Strength Impact to Block	
Equal	Roll one block die
Stronger	Roll two dice, the coach of the stronger player determines which block die is used
More than 2x Stronger	Roll three dice, the coach of the stronger player determines which block die is used

Block Dice		
	Attacker Down	The attacking player is Knocked Down
	Both Down	Both players are Knocked Down, either player having Block skill negates their own knock down
	Pushed	Defending player is pushed back one square, the Attacker may choose to Follow Up
	Defender Stumbles	Defending player is pushed back one square and Knocked Down, if defender has Dodge skill, only pushed back, the Attacker may Follow Up
	Defender Down	Defending player is pushed back one square and Knocked Down, the Attacker may Follow Up

Block Outcomes	
Push Back	The player must be pushed back into one of the three closest squares in the direction they are being pushed, determined by the blocking coach. Empty squares take priority. If pushed to a ball square, roll for Bouncing Ball. If all squares occupied, cascading push impacts other players, movement determined by blocking coach. May be pushed off pitch if no eligible empty squares.
Knock Down	Knocked down player placed face up on square, if this is a player of the moving team, this results in a Turnover. Player must roll for Armor check and injury.
Follow Up	Successful block allows blocking player to occupy the square previously occupied by opponent who was blocked. Follow up decision must be made before any other dice rolls. Move is free, does not count against MA and tackle zones are ignored, no Dodge required. Blitz action can keep moving after the free Follow Up.

ASSISTING A BLOCK GW 30 CRP 21

- After a Block has been declared, the adjacent players of both teams can give an assist
- Extra players providing an assist add +1 strength to their team's side of the Block
- Assisting a Block does not count as an Action, and a player can assist any number of Blocks in the same turn
- A player can assist even if they have moved or taken an Action
- The attacking coach declares assists, followed by the defending coach
- Assists only impact the two players directly involved in the Block (attacker + defender) and any skills from the assisting players are not factored into the Block

Assist Requirements
Must be adjacent to the enemy player involved in the block
Must not be in the tackle zone of any other player from the opposing team
Must be standing
Must have tackle zones on their own (the player must not have lost their tackle zone from a game effect)

STANDING UP GW 17 CRP 11

- A player must be face up (not Stunned) to stand up
- While Prone, a player loses its tackle zones and may do nothing before standing up at a cost of 3 MA on their next available action
- If a player has less than 3 MA available, they must roll a 4+ on a D6. If successful on D6 roll, cannot move unless they Go For It. Failure to stand is not a Turnover.
- A player can only stand at the beginning of their Action
- Players may stand up in an opponent's tackle zone without having to make a Dodge roll
- Players standing up may not take a Block action, but can Blitz

GO FOR IT GW 29 CRP 20

- When a player makes any action other than a Block, they may attempt to Go For It (GFI)
- GFI allows the player to attempt to move one extra square, they are allowed to do this two times per Action
- Do not treat any GFI movement as 'normal movement'
- Roll D6 for each extra GFI square, one at a time, if the roll is a 1, the player is Knocked Down in the square they moved to and must do an Armor roll to determine if there was an injury, this is a Turnover
- A player may Go For It to do a Blitz Action with the same roll requirements and consequences as above

Agility Table						
Player's AG	1	2	3	4	5	6+
D6 Die Roll	6+	5+	4+	3+	2+	1+

PASSING GW 18 CRP 12

- One Pass Action allowed per turn, must be declared
- Player making the pass allowed to move and/or pick up the ball prior to Pass Action, but not afterwards
- Pass Action is allowed to any square, whether it contains a player or is empty (although it will result in a Turnover if it comes to rest in an empty square)
- Measure the distance using a range ruler between the thrower and the ball's intended destination square to determine the type of pass – Quick Pass, Short Pass, Long Pass, or Long Bomb
- If the destination square could be interpreted to be in two different pass zones, use the longer pass zones.
- It is allowed to measure the distance to multiple intended destination squares before selecting the destination.

Agility Roll Modifiers for Passing	
+1	Quick Pass
0	Short Pass
-1	Long Pass
-2	Long Bomb
-1	Per enemy tackle zone on the player throwing the ball

- Pre-modified D6 roll of 1 always fails and D6 roll of 6 always succeeds
- Roll of 1 before/after modifications is a Fumble, bounce once, is Turnover
- If successful, the ball lands at its intended destination, roll for catch
- If unsuccessful and not a fumble or the intended destination is empty, it is an Inaccurate Pass (see below)

INACCURATE PASS GW 18 CRP 12

- Using the scatter template to determine direction from intended pass destination, roll D8 three times in a row and move the ball
- As each of the three scatter rolls is sequential, the ball may end up back in the same square
- The ball can only be caught in the square of the third scatter roll, do not roll for any catches on the first and second rolls

CATCHING GW 19 CRP 13

- If the ball lands in a square occupied by a standing player, an attempt to catch the ball must be made, Prone and Stunned players may never attempt to catch the ball
- A player from either team may attempt a catch based on the destination of the pass
- A player who has successfully made a catch and has not taken an Action, may do so at any point in the turn

Agility Roll Modifiers for Catching	
+1	Catching an accurate pass
0	Catching a scattered pass, bouncing ball, kick off, high kick, or throw in
-1	Per enemy tackle zone on the player catching the ball

- Pre-modified D6 roll of 1 always fails and D6 roll of 6 always succeeds
- If successful, the ball lands at its intended destination as caught
- If unsuccessful or the intended destination is empty, the ball will bounce using the Bouncing Ball rule

HANDING-OFF THE BALL GW 29 CRP 20

- Handing-off is when the ball is handed to another player, friend or foe, in an adjacent square
- Only one Hand-Off Action per turn
- The player doing the Hand-Off may move before a Hand-Off, but not afterwards
- The player receiving the Hand-Off must roll for a Catch with the following modifiers:

Roll Modifiers for Handing-Off	
+1	Catching a hand-off
-1	Per opposing tackle zone on the receiver

- A hand-off not caught by moving team after ball comes to rest is a Turnover

BOUNCING BALL GW 19 CRP 13

- If the ball is dropped or not caught, the ball bounces to a square with a Prone or Stunned player, a player is pushed to or lands in the ball's square (including a Throw Team-Mate), or the square where a thrown ball lands is unoccupied, then it will bounce
- Roll D8 with a scatter template to determine where it lands
- If it bounces to an occupied square, the player in that square must attempt to catch it
- The ball will continue to bounce on failed catch attempts until it is comes to rest in an empty square, off the pitch, or is successfully caught

THROW-INS GW 19 CRP 13

- When a ball scatters or bounces off the pitch, it is immediately thrown back onto the pitch by the spectators
- Use the Thrown In template to determine direction it returns onto the pitch, 2D6 roll for distance, based on the square the ball exited the pitch
- If the ball is Thrown In to a square occupied by a standing player, the player must attempt a Catch
- If the ball lands in an empty square or a square occupied by a Prone or Stunned player, the ball will bounce once
- Thrown in balls cannot be intercepted

PASSING TURNOVERS GW 19 CRP 13

- If a ball thrown by a players isn't caught by a player from the moving team, this results in a Turnover and the moving team's turn ends
- The Turnover does not take place until the ball comes to rest
- A successful pass with a failed catch that ultimately lands into the hands of a player of the moving team after a series of bounces or scatters is not a Turnover

INTERCEPTIONS GW 31 CRP 22

- Interception attempt roll takes place before the pass attempt roll
- Only one player from the opposing team may attempt a Pass Interception, even if multiple players are eligible
- Coach of the defending team must select which player will attempt to Intercept before the attacking Coach rolls to see if they are on target

Interception Requirements	
Must have the range ruler pass over at least part of the square of the intercepting player	
Must have a tackle zone	
Must be closer to the Thrower than the Thrower is to the target receiving the Pass	
Must be closer to the target receiving the Pass than the Thrower is	

- "Must be closer" items above defined as less than equal

Agility Roll Modifiers for Interceptions	
-2	Attempting an Interception
-1	Per opposing tackle zone on the player attempting to intercept the ball

- Pre-modified D6 roll of 1 always fails and D6 roll of 6 always succeeds
- If successful, the intercepting player catches the ball and this results in a Turnover for the moving team, if unsuccessful, the pass attempt carries on as normal with no interception

RE-ROLLS GW 20 CRP 14

- Re-rolls allow a player to re-roll all dice in any one result
- You are allowed to re-roll 1's even though they are auto-failures
- Two types of re-rolls, Team Re-rolls and Player Re-rolls
- Players keep track of their own team re-rolls in their Dugout
- Re-rolls refresh at halftime
- A player may not use more than one Team Re-roll per turn
- The result of the re-roll must be accepted in place of the first roll
- You may never re-roll the same roll twice
- Team Re-rolls can be any roll other than Kick-Off Table, Scatter, Distance, Direction, Armor, Injury, or Casualty made by a player on their own team and who is still on the pitch during their own turn (even if the die roll was successful)
- A player cannot use re-roll to make the other player re-roll
- Player re-rolls are related to specific skills and can be used as often as the skill can be used, although any re-roll cannot be re-rolled again

KNOCK DOWNS AND INJURIES GW 17 CRP 11

- If a player carrying the ball is Knocked Down or Placed Prone, the ball is dropped in the square that they fall. Roll on Bouncing Ball table after any Armor and Injury rolls.
- After Knocked Down, roll Armor check to see if injured. Opposing coach rolls 2D6. Must exceed the Knocked Down player's AV for an injury. Roll on the Injury Table.
- No Armor roll for player pushed off the pitch, they are automatically injured. If Stunned result, place in Reserves box of the Dugout until half or a touchdown is scored

INJURY TABLE

2D6	Result	Description
2-7	Stunned	Turn the player face down. Turn player face up at the end of your next turn, even if a turnover takes place. Cannot turn face up on same turn as being Stunned.
8-9	KO'ed	Remove player from pitch, add to KO'ed box of Dugout. Before next kick-off, roll D6, 1-3 remain KO'ed. 4-6 allowed to return to play.
10-12	Casualty	Remove player from pitch, add to Dead & Injured box of Dugout. Out of match.

- Substituting players cannot take place after an injury. Substitutions are limited to taking place after touchdowns, at halftime, or extra time.

SPECIAL PLAY CARDS DZ1 23 GW 25

- Death Zone Season One has alternate rules for this not listed here
- Special Play Cards have four decks – Random Events and Miscellaneous Mayhem (boxed set) as well as Magical Memorabilia and Heroic Feats (expansion)
- Shuffle each deck at the start of a game
- Flip the coin to determine who picks cards first
- Each coach rolls a D6 to determine the number of cards they receive

D6	Number of Special Play Cards
1	1 Card
2-5	2 Cards
6	3 Cards

- Coach may determine which decks to draw from, can pick from multiple decks
- Limit of one Magic Item card per team
- Cards are kept secret and played when appropriate

STAR PLAYER POINTS / MVP GW 26 CRP 26

Star Player Points (SPP) Table	
1 SPP	• Passing Completion
2 SPP	• Casualty • Interception
3 SPP	• Touchdown
5 SPP	• Awarded MVP

- Method for determining MVP may be League specific

RANDOM PLAYERS GW 26 CRP 18

- Some game events, such as the Kick-off Table, require the selection of a random player
- If you have access to a D16, roll that die and use it to match your player's number on the team roster, otherwise a method such as a D20, and re-rolling 17-20 results

FAN FACTOR AND FANS GW 24, 26 CRP 18

- Fan Factor represents how popular the team is
- Teams start with a Fan Factor of 0, can purchase additional points for 10,000 Gold Pieces, up to nine points, each point adds 10,000 to Team Value (TV)
- Before kickoff, each team must roll to determine how many fans show up to the game, roll 2D6 and multiply by 1,000 and add 1,000 per fan factor to determine how many of your fans show up
- FAME is your Fan Advantage Modifier, and impacts results on the Kick-off Table and Post-Game winnings
- If you have an equal or less number of fans than your opponent, your FAME is 0
- If you have more fans than your opponent, your FAME is +1
- If you have twice as many fans or more than your opponent, your FAME is +2

FOULING GW 32 CRP 23 DZ1 38

- One player per turn is allowed to take a Foul Action
- Player allowed to make movement up to their MA total and then Foul
- Foul Action can be against an opposing player who is Prone or Stunned and in an adjacent square

Armor Roll Modifiers for Fouls	
+1	Each additional adjacent friendly player to the player being fouled
-1	Each additional adjacent opposing player to the player being fouled

Foul Assist Requirements
Must be adjacent to the player being fouled
Must not be in the tackle zone of any other player from the opposing team
Must have tackle zones on their own (the player must not have lost their tackle zone from a game effect)
Must be standing

- If successfully beating the fouled player's AV, make an Injury roll for the fouled player
- If the 2D6 Armor Roll or the 2D6 Injury Roll for the Foul results in the same number on both dice (e.g. two fours), the Referee spots the fouling attempt and sends the player attempting the Foul off the Pitch unable to play for the rest of the match and the team suffers a Turnover
- If the player who attempted the foul was holding the ball when sent off the Pitch, the ball bounces from the square they were standing in when sent off
- The Head Coach may argue the call (optional) on a Foul if a player is sent off, roll a D6, on a 6 the foul is reversed, player sent to Reserves box but the turnover remains, on a 1 the Coach miniature also sent off for rest of game with no further argue the calls, Brilliant Coaching rolls on Kick-off table become -1

SKILLS GW 20, 32 CRP 14

- Skills are special abilities that a player may have
- Bonuses and modifiers from skills can be combined
- Skills can be used an unlimited time per Action
- A player may have multiple skills but only one of each skill
- A player may opt not to use a skill, use of skills that impact die rolls does not have to be declared until after the roll
- If a skill requires a push, Pushed, Defender Stumbles, and Defender Down all count
- Only extraordinary skills work when a player is Prone or Stunned
- Some skills may take place in the opponent's turn, in this case, the player who is moving would use their skill first
- A skill re-roll must take place immediately before or after the event it is allowed for

More skills are listed in DZ2 50, DZ1 30, and CRP 63

Primary Skills	
Block	Can avoid being Knocked Down on a Both Down roll on the Block Dice
Catch	Allowed to re-roll a failed Catch roll, hand-off, or interception
Dodge	Allowed to re-roll a failed Dodge roll once per turn, can avoid being Knocked Down on a a Defender Stumbles roll on the Block Dice
Pass	Allowed to re-roll a failed Pass roll
Sure Hands	Allowed to re-roll a failed Picking Up the Ball roll, an opposing player may not use the Strip Ball skill on a player with the Sure Hands skill

Additional Skills	
Always Hungry	If the player uses the Throw Team-Mate skill, roll D6, on 1, the player eats player they are throwing
Bone-Head	Roll D6, on 1 the player does not take an Action this turn and loses their Tackle Zones
Fend	Opposing players may not Follow-Up a Block, even if the result is Knocked Down
Jump Up	Player can stand up at no MA cost, can declare Block Action from Prone position with AG roll
Loner	Must roll 4+ on D6 to use a Team Re-Roll
Mighty Blow	Add +1 to Armor Roll or Injury Roll (pick one) by this player against an opposing player
Really Stupid	Roll D6 after declaring Action, 1-3 roll player does not take an Action and loses their Tackle Zones
Regeneration	If player suffers a Casualty, roll D6, 4-6 roll player will heal and placed in Reserves box
Right Stuff	Can be thrown by a player with the Throw Team-Mate skill
Sprint	The player can make three Go For It rolls instead of the standard two
Stunty	Ignore any Dodge moodier for enemy Tackle Zones, -1 to make a Pass, more vulnerable to Injuries
Sure Feet	May re-roll a failed Go For It roll if Knocked Down
Thick Skull	Treats a roll of 8 on the Injury table, after modifiers, as Stunned results instead of KO'ed
Throw Team-Mate	Ability to throw a team mate with the Right Stuff skill

KICK-OFF GW 27 CRP 19

2D6	Result
2	Get the Ref
3	Riot
4	Perfect Defense
5	High Kick
6	Cheering Fans
7	Changing Weather
8	Brilliant Coaching
9	Quick Snap!
10	Blitz!
11	Throw a Rock
12	Pitch Invasion

WEATHER GW 28 CRP 20

2D6	Result
2	Sweltering Heat
3	Very Sunny
4-10	Nice
11	Pouring Rain
12	Blizzard

IMPROVEMENTS DZ1 22 CRP 26

2D	Result
2-9	New Skill
10	Increase MA or AV +1 or New Skill
11	Increase AG +1 or New Skill
12	Increase ST +1 or New Skill

- Rolling doubles on 2D6 allows for greater skill options

INJURIES GW 17 CRP 11

2D6	Result
2-7	Stunned
8-9	KO'ed
10-12	Casualty

CASUALTIES DZ1 20 CRP 25

D6+D8	Result	Effect
11-38	Badly Hurt	Out
41	Broken Ribs	MNG
42	Groin Strain	MNG
43	Gouged Eye	MNG
44	Broken Jaw	MNG
45	Fractured Arm	MNG
46	Fractured Leg	MNG
47	Smashed Hand	MNG
48	Pinched Nerve	MNG
51	Damaged Back	NI
52	Smashed Knee	NI
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar Bone	-1 ST
61-68	DEAD	Dead!

- All Casualties are out for remainder of the match
- MNG: Missed Next Game, all rolls 41+
- NI: Niggling Injury, MNG +1 on die roll for all future injury rolls
- Stat losses are limited to 2 points per attribute and cannot go below value of 1

Agility Table						
Player's AG	1	2	3	4	5	6+
D6 Die Roll	6+	5+	4+	3+	2+	1+

TEAMS, LEAGUES, AND TOURNAMENTS

- Rules for Leagues, Team creation, and Tournaments vary from League to League – below is a list of references to relevant topics in the existing manuals to review, please check with your League Admin for a list of rules for your specific League
- League rules will likely impact the sequence of play for games listed on page 1 of this Reference Guide
- Death Zone Season Two has new optional rules for star players, sponsorships, stadiums, and referees

Topic	Rules	Description
Blood Bowl Leagues	DZ1 18, CRP 24	How to create Leagues and how they work
Casualties	DZ1 19, CRP 25	Determining and managing player injuries
Coaching Staff	DZ1 38, CRP 16	The various roles of the coaching staff for purchase
Creating a Team	DZ1 19, GW 22, CRP 16	Process of drafting a team with players
Exhibition Play	DZ1 39	Rules for organizing & playing an exhibition match
Expensive Mistakes	DZ1 25	Risk of having a large team treasury
Inducements	DZ1 28, CRP 69	Options to purchase game enhancements
(In)Famous Coaches	DZ2 40	New inducement to hire (in)famous coaches
League Matches	DZ1 23, CRP 28	Steps to follow in a match for League play
Optional League Rules	DZ2 28, DZ1 29, CRP 32	Optional League rules for consideration
Player Improvements	DZ1 21, CRP 26	Experience required by make improvements
Playoffs	DZ1 26	Managing the League playoffs
Post Season	DZ1 26	Steps for teams to follow in the post-season
Post-Match Sequence	DZ1 24, CRP 28	Steps to follow after a match in League play
Pre-Match Sequence	DZ1 23, CRP 28	Steps to follow prior to a match in League play
Special Play Cards	GW 25, DZ1 23, CRP 55	Optional League rules for using Special Play Cards
Spiraling Expenses	DZ1 29, CRP 29	Reduced earnings for experienced teams
Star Player Points	DZ1 21, CRP 25	Method by which players earn points to level up
Star Players	DZ2 79, DZ1 47, GW 24, CRP 80	Star Players in Blood Bowl available for hire
Tournaments	CRP 30	Rules for organizing & playing in a tournament

Page Number Callouts	
GW (page #)	Blood Bowl 5th Edition Rules from 2016, available from Games Workshop
DZ1 (page #)	Death Zone Season One from 2016, available from Games Workshop
DZ2 (page #)	Death Zone Season Two from 2017, available from Games Workshop
BBTL (page #)	Blood Bowl Teams of Legend from 2016, http://bit.ly/bbtlv4link
CRP (page #)	Blood Bowl Competition Rules from 2010, http://bit.ly/crplink
NTBB (page #)	New Teams for Blood Bowl from 2009, http://bit.ly/ntbbink

New Blood Bowl content in White Dwarf Magazine summary, updated monthly: <http://bit.ly/bloodbowlwd>

This Blood Bowl Reference Guide has been created by Raven Zachary in Portland, Oregon, USA. Please make this Blood Bowl Reference Guide better by sending your corrections to raven@rinzai.com. This does not replace Blood Bowl Rulebooks. Please purchase. Blood Bowl is © Games Workshop Ltd. Visit <http://bloodbowl.com> for more details. GW Blood Bowl errata: <http://bit.ly/bberrata>

RACES AND TEAM ROSTERS

Team	Rules	Description
Amazon	BBTL 1, CRP 71	Female warrior tribal society
Chaos Chosen	BBTL 3, CRP 71	Also known as Chaos, mix of evil and chaotic races
Chaos Dwarf	BBTL 2, CRP 71	Evil Dwarves corrupted by Chaos with minions
Chaos Renegades	DZ2 46/78, BBTL 2, NTBB 1	Also known as Chaos Pact, assortment of corrupted races
Dark Elf	DZ2 74, DZ1 14, CRP 72	Splinter Elf faction that seeks power and conquest
Dwarf	DZ2 74, DZ1 8, CRP 72	Short, stocky humanoid creatures stereotyped to death
Elf Union	DZ2 74, DZ1 10, CRP 72	Also known as Pro Elf or Elf, loose federation of Elves
Goblin	DZ2 44/77, BBTL 3, CRP 73	Small, mischievous, cruel creatures with secret weapons
Halfling	BBTL 5, CRP 73	Short, small, humanoid creatures with Treemen friends
High Elf	DZ2 75, DZ1 12, CRP 73	Noble, proud, and ancient Elvish race
Human	DZ2 75, GW 22, CRP 73	The race of the reader, but in an alternate universe
Khemri	BBTL 5, CRP 74	Undead creatures patterned after Egyptian mythology
Lizardmen	BBTL 6, CRP 74	Ancient, savage race of cold-blooded reptiles
Necromantic Horror	BBTL 7, CRP 74	Also known as Necromantic, Undead creatures
Norse	BBTL 6, CRP 74	Brutal Vikings from the frozen north
Nurgle	DZ2 75, DZ1 6, CRP 75	Followers of the Chaos God of Disease/Decay/Destruction
Ogre	BBTL 8, CRP 75	Monstrous humanoid creatures, with large, powerful bodies
Orc	DZ2 76, GW 22, CRP 75	Warlike, malevolent, and ugly humanoid creatures
Skaven	DZ2 76, DZ1 4, CRP 76	Diabolical race of large humanoid rat creatures
Slann	NTBB 1	Ancient race of frog-like aliens, not supported by GW
Shambling Undead	BBTL 7, CRP 76	Also known as Undead, variety of Undead creatures
Underworld Denizens	DZ2 48/78, BBTL 8, NTBB 1	Also known as Underworld, Goblin/Skaven/Troll from sewers
Vampire	BBTL 9, CRP 76	Undead that feed off the essence of the living, with slaves
Wood Elf	DZ2 77, DZ1 16, CRP 76	Reclusive and secretive Elvish race from the forests

- Human, Orc, Skaven, Dwarf, Goblin, and Underworld have been re-released by GW as of May 2017
- Human Nobility, Savage Orcs, Slayer Hold, and Pestilent Vermin test teams have been added to the My Dugout smartphone app by GW
- Bretonnian, Daemons of Khorne, and Simyin are not supported teams by GW or NAF <http://bit.ly/unofficiallink>

SEQUENCE OF PLAY DZ1 23 GW 12 CRP 7

Sequence of Play may be impacted by League Rules

- Pre-Match**
 - Roll on the Weather Table
 - Choose Inducements DZ1 23 CRP 69
 - Draw Special Play Cards DZ1 23 GW 25
 - Flip for the Kick – winner decides
- Match**
 - Roll for Fans / figure FAME GW 24 CRP 18
 - Kick-Off – receiving team begins turn
 - Play! – 8 turns/player per half alternating
- Post-Match (League Use Only)**
 - MVP & Improvement Rolls DZ1 21 CRP 26
 - Update Team Stats
 - Record Fortune & FAME DZ1 24 CRP 29
 - Hire & Fire
 - Prepare for the Next Match

WEATHER GW 28 CRP 20

2D6	Result	Effect
2	Sweltering Heat	All players D6, on roll of 1, off pitch for this drive
3	Very Sunny	-1 passing
4-10	Nice	No effect
11	Pouring Rain	-1 catch, intercept, pick-up
12	Blizzard	Go For It fails on roll of 1 or 2, only quick/short passes

KICK-OFF GW 27 CRP 19

2D6	Result	Effect
2	Get the Ref	Each team +1 bribe
3	Riot	Turn marker impacted
4	Perfect Defense	Kicking team reorganizes
5	High Kick	Move player under ball
6	Cheering Fans	D3 for + FAME, winner reroll
7	Changing Weather	Reroll Weather, ball scat +1
8	Brilliant Coaching	D3 for + FAME, winner reroll
9	Quick Snap!	Receiving team move one
10	Blitz!	Kicking team bonus turn
11	Throw a Rock	D6 + FAME, loser rock hit
12	Pitch Invasion	All players roll for Stunned

AGILITY

Agility Table						
Player's AG	1	2	3	4	5	6+
D6 Die Roll	6+	5+	4+	3+	2+	1+

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

Picking Up The Ball	
+1	When attempting to pick up the ball
-1	Per opposing tackle zone on the player

Passing	
+1	Quick Pass
0	Short Pass
-1	Long Pass
-2	Long Bomb
-1	Per enemy tackle zone on the player throwing the ball

Catching	
+1	Catching an accurate pass
0	Catching a scattered pass, bouncing ball, kick off, high kick, or throw in
-1	Per enemy tackle zone on the player catching the ball

Handing-Off	
+1	Catching a hand-off
-1	Per opposing tackle zone on the receiver

Interceptions	
-2	Attempting an Interception
-1	Per opposing tackle zone on the player attempting to intercept the ball

INJURIES GW 17 CRP 11

2D6	Result	Description
2-7	Stunned	Turn the player face down until next turn
8-9	KO'ed	Remove player from pitch, add to KO'ed box of Dugout
10-12	Casualty	Remove player from pitch, add to Dead & Injured box of Dugout

CASUALTIES DZ1 20 CRP 25

D6+D8	Result	Effect
11-38	Badly Hurt	Out
41	Broken Ribs	MNG
42	Groin Strain	MNG
43	Gouged Eye	MNG
44	Broken Jaw	MNG
45	Fractured Arm	MNG
46	Fractured Leg	MNG
47	Smashed Hand	MNG
48	Pinched Nerve	MNG
51	Damaged Back	NI
52	Smashed Knee	NI
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar Bone	-1 ST
61-68	DEAD	Dead!

- All Casualties are out for remainder of the match
- MNG: Missed Next Game, all rolls 41+
- NI: Niggling Injury, MNG +1 on die roll for all future injury rolls
- Stat losses are limited to 2 points per attribute and cannot go below value of 1

FAN FACTOR / FANS GW 24, 26 CRP 18

- Fan Factor represents how popular the team is
- Teams start with a Fan Factor of 0, can purchase additional points for 10,000 Gold Pieces, up to nine points, each point adds 10,000 to Team Value (TV)
- Before kickoff, each team must roll to determine how many fans show up to the game, roll 2D6 and multiply by 1,000 and add 1,000 per fan factor to determine how many of your fans show up
- FAME is your Fan Advantage Modifier, and impacts results on the Kick-off Table and Post-Game winnings
- If you have an equal or less number of fans than your opponent, your FAME is 0
- If you have more fans than your opponent, your FAME is +1
- If you have twice as many fans or more than your opponent, your FAME is +2

STAR PLAYER POINTS GW 26 CRP 26

Star Player Points (SPP) Table	
1 SPP	• Passing Completion
2 SPP	• Casualty • Interception
3 SPP	• Touchdown
5 SPP	• Awarded MVP

- Method for determining MVP may be League specific

SPP LEVEL UP DZ1 21 CRP 26

0-5: Rookie	
6-15: Experienced	16-30: Veteran
31-50: Emerging Star	51-75: Star
76-175: Super Star	176+: Legend

IMPROVEMENTS DZ1 22 CRP 26

2D6	Improvement Table
2-9	New Skill
10	New Skill or +1 MA or AV
11	New Skill or +1 AG
12	New Skill or +1 ST

- Rolling doubles on 2D6 allows for greater skill options