

FRONT

BLOOD BOWL SKILLS REFERENCE CHART V9

- BLOCK, MULTIPLE BLOCK
- BRAWLER, ARM BAR
- BREAK TACKLE, GRAB
- CANNONEER, CLOUDBURSTER
- CATCH, DIVING CATCH
- CLAWS, HORNS
- DAUNTLESS
- DEFENSIVE
- DIRTY PLAYER, SNEAKY GIT, LONE FOULER, QUICK FOUL
- DIVING TACKLE
- DODGE

EYE GOUGE

- FEND, JUGGERNAUT, STAND FIRM, TAUNT
- FRENZY, MIGHTY BLOW
- GIVE & GO, HIT & RUN
- GUARD, PUT THE BOOT IN
- JUMP UP, LEAP
- KICK, ON THE BALL, PUNT
- MUTATION (MISC.)
- NERVES OF STEEL
- PASS, ACCURATE, SAFE PASS
- PRO, LEADER
- SIDESTEP, SHADOWING

STEADY FOOTING

- STRIP BALL, DUMP OFF
- STRONG ARM, BULLSEYE, LETHAL FLIGHT
- SURE HANDS, SAFE PAIR OF HANDS
- SURE FEET, SPRINT
- TACKLE
- TWO HEADS, EXTRA ARMS
- VIOLENT INNOVATOR
- WRESTLE

CHARACTERISTIC + INCREASE / DECREASE -

BACK

KICK OFF TABLE - ROLL 2D6

- GET THE REF:** BOTH TEAMS GET A FREE BRIBE.
- TIME-OUT:** IF KICKING TEAM'S TURN IS 6, 7 OR 8, BOTH TURN COUNTERS MOVE BACK 1. ELSE, BOTH MOVE FORWARD 1.
- SOLID DEFENSE:** D3+3 OPEN PLAYERS ON KICKING TEAM MAY SET UP AGAIN.
- HIGH KICK:** AN OPEN PLAYER ON RECEIVING TEAM MAY MOVE UNDER THE BALL.
- CHEERING FANS:** WINNER OF A D6 + CHEERLEADERS ROLL (OR BOTH IF TIED) GETS A FREE OFFENSIVE ASSIST IN THEIR FIRST BLOCK.
- BRILLIANT COACHING:** WINNER OF D6 + ASSISTANT COACHES ROLL (OR BOTH IF TIED) GETS A FREE REROLL FOR THIS DRIVE ONLY.
- CHANGING WEATHER:** REROLL WEATHER. IF PERFECT, THE BALL WILL SCATTER (3).

QUICK SNAP: D3+3 OPEN PLAYERS ON RECEIVING TEAM MAY MOVE 1 SQUARE.

CHARGE! D3+3 OPEN PLAYERS ON KICKING TEAM MAY PERFORM A MOVE ACTION. 1 MAY BLITZ, 1 MAY TTM AND 1 MAY KTM.

DODGY SNACK: LOSER OF D6 (OR BOTH IF TIED) HAS 1 RANDOM PLAYER ROLL A D6. ON 2+ THE PLAYER LOSSES 1 MA AND 1 AV FOR THE DRIVE. ON A 1 THE PLAYER IS ON THE SHITTER (RESERVES).

PITCH INVASION: LOSER OF D6 + FAN FACTOR (OR BOTH IF TIED) ROLLS D3 AND THAT MANY RANDOM PLAYERS ARE STUNNED.

WEATHER TABLE ROLL 2D6

- SWELTERING HEAT:** D3 RANDOM PLAYERS FAINT AND GO INTO RESERVES BOX AT END OF DRIVE AND MISS THE NEXT DRIVE.
- VERY SUNNY:** A -1 MODIFIER APPLIES TO ALL PASSING ABILITY TESTS.
- PERFECT CONDITIONS:** PERFECT FOR BLOOD BOWL!
- POURING RAIN:** A -1 MODIFIER APPLIES TO ALL BALL PICK UPS, CATCHES AND INTERCEPT PASSES.
- BLIZZARD:** A -1 MODIFIER APPLIES WHEN A PLAYER ATTEMPTS TO RUSH. ADDITIONALLY, ONLY QUICK AND SHORT PASSES CAN BE ATTEMPTED.

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