

FRONT

**BLOOD BOWL SKILL BANDS REFERENCE CHART V7**

	BLOCK, MULTIPLE BLOCK		DODGE		SIDESTEP, SHADOWING
	BRAWLER, ARM BAR		FEND, JUGGERNAUT, STAND FIRM		STRIP BALL, DUMP OFF
	BREAK TACKLE, GRAB		FRENZY, MIGHTY BLOW		SURE HANDS, SAFE PAIR OF HANDS
	CANNONEER, CLOUDBURSTER		GUARD		SURE FEET, SPRINT
	CATCH, DIVING CATCH		HORNS		TACKLE
	CLAWS		JUMP UP, LEAP		THICK SKULL
	DAUNTLESS		KICK, ON THE BALL		TWO HEADS, EXTRA ARMS
	DEFENSIVE		MUTATION (MISC.)		WRESTLE
	DIRTY PLAYER, SNEAKY GIT, PILE DRIVER		NERVES OF STEEL		+ CHARACTERISTIC INCREASE
	DIVING TACKLE		PASS, ACCURATE		- CHARACTERISTIC DECREASE
			PRO, LEADER		

BACK

**KICK OFF TABLE ROLL 2D6**


2. **GET THE REF:** BOTH TEAMS GET A FREE BRIBE.
3. **TIME-OUT:** IF KICKING TEAM'S TURN IS 6, 7 OR 8, BOTH TURN COUNTERS MOVE BACK 1. ELSE, BOTH MOVE FORWARD 1.
4. **SOLID DEFENSE:** D3+3 OPEN PLAYERS ON KICKING TEAM MAY SET UP AGAIN.
5. **HIGH KICK:** AN OPEN PLAYER ON RECEIVING TEAM MAY MOVE UNDER THE BALL.
6. **CHEERING FANS:** WINNER OF A D6 + CHEERLEADERS ROLL GETS A PRAYER TO NUFFLE ROLL - D8 FOR EXHIBITION / D16 FOR LEAGUE GAMES.
7. **BRILLIANT COACHING:** WINNER OF D6 + ASSISTANT COACHES ROLL GETS FREE REROLL FOR THIS DRIVE.
8. **CHANGING WEATHER:** REROLL WEATHER. IF PERFECT, THE BALL WILL SCATTER.

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

10. **BLITZ:** D3+3 OPEN PLAYERS ON KICKING TEAM MAY PERFORM A MOVE ACTION. 1 MAY BLITZ, 1 MAY TTM.

11. **OFFICIOUS REF:** LOSER OF D6 + FAN FACTOR HAS 1 RANDO PLAYER ROLL A D6. ON 2+ THE PLAYER IS STUNNED. ON 1 THE PLAYER IS SENT OFF.


12. **PITCH INVASION:** LOSER OF D6 + FAN FACTOR ROLLS D3 AND THAT MANY PLAYERS ARE STUNNED.



**WEATHER TABLE ROLL 2D6**

2. **SWELTERING HEAT:** D3 RANDOM PLAYERS FAINT AND GO INTO RESERVES BOX AT END OF DRIVE AND MISS THE NEXT DRIVE.
3. **VERY SUNNY:** A -1 MODIFIER APPLIES TO ALL PASSING ABILITY TESTS.
- 4-10. **PERFECT CONDITIONS:** PERFECT FOR BLOOD BOWL!
11. **POURING RAIN:** A -1 MODIFIER APPLIES TO ALL BALL PICK UPS, CATCHES OR PASS INTERFERENCE TESTS.
12. **BLIZZARD:** A -1 MODIFIER APPLIES WHEN A PLAYER ATTEMPTS TO RUSH. ADDITIONALLY, ONLY QUICK AND SHORT PASSES CAN BE ATTEMPTED.

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