

Perpetual Blood Bowl League - v1.51

This is a condensed reference sheet for the Blood Bowl Playtesters Vault rules, current as at July 16, 2004. All material © Games Workshop.

PRE-GAME

FANS AND THE CROWD EFFECT MODIFIER

- For each team, Fans = (3d6 + Fan Factor) x 2000.
- If your Fans <= opponent's Fans, your CEM = 0.
- If your Fans > opponent's Fans, your CEM = +1.
- If your Fans >= 2 x opponent's Fans, your CEM = +2.

TEAM VALUE

- Replacing Team Rating, your team has a Team Value (TV).
- TV = players + rerolls + cheerleaders + assistant coaches + cash.
- TV is shown as a multiplier of 10,000gp, e.g. 1,510,000 = TV151.
- Players missing the game through injury are not included for the purposes of calculating inducements, but are for the league cap.
- Player cost is modified by "improvements" (skills from SPPs):
 - Skill** +20,000;
 - Mutation or skill that can only be taken on a double** +30,000;
 - +1 MA or +1 AV** +30,000;
 - +1 AG** +40,000;
 - +1 ST** +50,000.

INDUCEMENTS

Handicaps are dropped. If one team has lower TV, they may buy "inducements" with a temporary treasury equal to the TV difference - e.g. a TV120 team playing a TV150 team gets 300,000gp. Both teams may also use their normal treasury for inducements.

- **0-1 Star Players:** Stars can take your roster above 16 players, but they have the Loner skill. See Star Players on third page.
- **Journeyman:** Like LRB freebooters, but at full price and include the Loner skill. You may hire as many as can fill your positional limits (injured players excluded), and may take roster above 16.
- **0-1 Wizard:** 150,000. See Wizards on third page.
- **0-1 Apothecary:** 100,000. Allows a reroll on the Serious Injury table. Note that this is in addition to the permanent apothecary.
- **0-3 Bribes:** 100,000. Ignore a send-off for a foul, or allow a player with a secret weapon to play for an extra drive. Single use each.
- **0-4 Intensive Training Sessions:** 100,000. Add a Team Re-roll for use in this match only, one per half.
- **0-5 Freelance Coaches/Cheerleaders:** 10,000 each, any combo.

KICK-OFF TABLE

- 2 Get the Ref!:** For the rest of the half, no send-offs for fouls or secret weapons. (Send offs for weapons do happen at half time.)
- 3 Injury Time:** If it's turn 1, move turn markers one space forward. If not, roll D6. On 1-3, move them forward one; on 4-6 move back.
- 4 Go go go!:** [same as LRB 3.0 Quick Snap]
- 5 Perfect Defence:** [same as LRB 3.0]
- 6 Cheering Fans:** Compare Cheerleaders + CEM + TDs scored. Winner gets a team re-roll for the half; a draw gives it to both.
- 7 C. Weather:** If Nice, extra 1-square scatter before ball bounces.
- 8 Brilliant Coaching:** Compare Ass't Coaches + TDs conceded. Winner gets a team re-roll for the half; a draw gives it to both.
- 9 High Kick:** One receiving player not in an opponent's tackle zone may be placed in the square where the ball will land.
- 10 Blitz!:** As in LRB 3.0 except only Move actions are allowed by players not in a tackle zone, plus one eligible player can Blitz.
- 11 Throw A Rock:** As in LRB 3.0 but coach roll is d6 + CEM.
- 12 Pitch Invasion:** Roll d6 + opponent's CEM for each player. If the result is 6+ he is stunned.

FOULS

- The +1 modifier to Armour no longer applies.
- If the Armour or Injury roll is a double (two 1s, or two 2s, etc), then the referee sends off the fouling player.
- If either Armour or Injury is a double 6 roll, the player also misses the next game!
- IGMEYOY and Argue the Call have been dropped.
- Dirty Player is now +1 to Armour or Injury (like Mighty Blow), for fouls only.
- Mighty Blow is for blocks only, not fouls.
- Guard may not be used to assist a foul.

SERIOUS INJURY TABLE (D68)

D68 = D6x10 + D8

11-18	Badly Hurt
21-28	BH or, if two+ niggling injuries, miss next game
31-38	BH or, if one niggling injury, miss next game
41-48	Miss next game
51-52	Miss next game, Niggling Injury
53-54	MNG, -1 MA
55-56	MNG, -1 AV
57	MNG, -1 ST
58	MNG, -1 AG
61-68	Dead

IN-GAME

- Niggling injuries now only have an effect on the Serious Injury table - there is no pre-game or half time roll to see if they play.
- You must set up 11 players if you possibly can. You may only set up less than 11 if there are less than 11 in Reserves, and even then you must still set up as many players as you possibly can.
- Players without tackle zones may never attempt to catch or intercept the ball, use the Pass Block skill, or assist blocks even if they are not in a tackle zone. If the ball lands on a square containing a player without a tackle zone, it bounces.
- Pouring Rain and Very Sunny affect interceptions.
- Pouring Rain, Very Sunny, Pass Block, No Hands and Foul Appearance apply to bombs.
- No rolls for negatraits (i.e. Bone Head, Bloodthirst, Really Stupid, Take Root or Wild Animal) to move from stunned to prone.
- No hard restrictions on stacking skill modifiers or using a skill multiple times in one turn - any limits on skill use are instead covered in the description of the skill itself.
- Special rules for secret weapons have been removed, so no penalty rolls. Some weapons have their own skills.
- In games tied at full time, the coaches may agree on a tie; or, if only one coach does not want to continue, he must concede; or if they agree to play on, they play an extra half of sudden-death overtime as described in the LRB.

POST-GAME

IMPROVEMENTS

- Aging has been removed.
- Passes only earn 1SPP if the intended receiver caught the ball.
- MVPs are now chosen by the coach.
- Traits removed. Doubles allow you to choose a skill outside your normal categories, but extraordinary skills are forbidden, and mutations are only available to Chaos, Skaven and Nurgle.
- Rolling a 10 now also allows you to choose +1 to AV.
- Statistics may only be increased to 1 above their starting value.
- Maximum of five improvements to a player.

FAN FACTOR, WINNINGS AND THE LEAGUE CAP

- Each coach rolls 2D6. If the winner's total beats his team's FF, his team's FF rises by 1. If the loser's total is lower than his team's FF, his team's FF drops by 1.
- For ties, each team's FF rises 1 on a 12, and drops 1 on a 2.
- A team's Fan Factor may not be reduced below its starting level.
- The commissioner sets a League Cap at between TV150 and TV300. Teams which reach the cap post-match (including MNG players) get no winnings, nor do teams that concede.
- For winnings, roll 3D6. Winner chooses one dice, loser chooses another. Add respective CEMs and multiply by 10,000. For ties, both get (highest dice + team's CEM) x 10,000.

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SKILL CATEGORIES

GENERAL		PASSING	
Block	Pro	Accurate	Pass
Dirty Player	Shadowing	Dump-Off	Safe Throw
Fend	Strip Ball	Hail Mary Pass	
Grapple	Sure Hands	WILLPOWER	
Kick	Tackle	Berserker	Frenzy
Kickoff Return		Dauntless	Leader
Pass Block			Nerves of Steel
AGILITY		STRENGTH	
Catch	Leap	Break Tackle	Multiple Block
Diving Catch	Side Step	Grab	Piling On
Diving Tackle	Sprint	Guard	Stand Firm
Dodge	Sure Feet	Juggernaut	Strong Arm
Jump Up		Mighty Blow	Tough
MUTATIONS			
Big Hand	Foul Appearance	Two Heads	Very Long Legs
Claw(s)	Horns	Prehensile Tail	
Extra Arms	Hypnotic Gaze	Tentacles	
EXTRAORDINARY			
Always Hungry	Chainsaw	Right Stuff	Throw Team-Mate
Ball & Chain	Loner	Secret Weapon	Wild Animal
Bloodthirst	No Hands	Stab	
Bombardier	Really Stupid	Stunty	
Bone Head	Regeneration	Take Root	

AMENDED SKILLS

- **Always Hungry** victims who squirm free are placed back in their original square, not a random adjacent square.
- **Extra Arms** adds +1 to attempts to pick up, catch or intercept.
- **Foul Appearance's** D6 roll applies to any attack, not just blocks.
- **Hypnotic Gaze** may only be used during a Move action. Using it ends the move. If the Gazer passes an AG roll with -1 for each TZ beyond the victim's TZ, the victim loses his TZ for the turn.
- **Jump Up** may not be used to block without using a Blitz action.
- **Loner** replaces **Big Guy**: no Team, Leader or Trophy Re-rolls.
- **Piling On** allows a reroll of either Armour or Injury.
- **Razor Sharp Claw or Fangs** deleted. On existing players, replace with Claw(s) or another skill available on doubles.
- **Regenerate** is rolled when the injury occurs, not post-game.
- **Right Stuff** players making an Agility roll to land add stackable -1 modifiers for each TZ on both the target and thrower squares.
- **Safe Throw** is now only successful on a 4+, not a 2+.
- **Spikes** deleted. On existing players, replace with +AV or a skill.
- **Stand Firm** no longer applies to dodge rolls.
- **Strong Arm** also adds +1ST when using Throw Team-Mate.
- **Stunty** players can not throw Long Bomb passes.
- **Take Root** has been changed to an on-pitch version. The player rolls a D6 before taking any action. On a 1, the player's MA is 0 for the rest of the drive. He may not Go For It, be pushed back, or use any skill that would allow him to move out of his square. He may block adjacent players without follow-up.
- **Throw Team-Mate** now requires a 4+ roll to pick up the Right Stuff player (failing ends the move with the player left standing). Instead of using passing rules, the throw is automatically made but only up to a number of squares equal to the thrower's ST away, counted from the thrower's square. Thrown players always scatter 3 times, and again if a player is in the landing square.
- **Tough** replaces **Thick Skull**: a roll of 8 for Injury is changed from KO'd to Stunned.
- **Two Heads** adds +1 to dodge and intercept attempts.
- **Very Long Legs** no longer affects MA, but adds +1 to intercept and leap rolls. VLL negates **Safe Throw** on interceptions.
- [see Fouls and In-Game on the first page for other amendments]

NEW SKILLS

• Ball & Chain

As in LRB 3.0, but instead of the special rules for collapsing, if the player ever leaves the pitch or is knocked down, roll directly for injury and treat Stunned results as KO'd.

• Berserker

This player may stand up for free at the start of a Block action and throw a block. The skill may not be used during a Blitz action.

• Bloodthirst

At the start of any action, roll a D6. On a 2+, act as normal.

On a 1, the player's team loses the declared action for that turn and he makes a Move action. If the player finishes moving standing adjacent to a team-mate, immediately roll for injury on that player (no turnover unless the victim was holding the ball). If the player does not finish moving next to a team-mate, place him in Reserves - this is a turnover (if he was holding the ball it bounces once from his square.) The player's Move action is not ended until he injures a player from his own team, falls over on a failed dodge, or runs into Reserves (i.e. no scoring a TD if you're bloodthirsty).

• Bombardier

As in LRB 3.0, but the Bombardier does not need to roll to light the fuse, and bombs do not bounce after landing in an empty square or a catch opportunity is declined. Fumbled bombs explode in the thrower's square. Prone players in the target area also roll for AV.

• Chainsaw

A player armed with a chainsaw can attack with the chainsaw instead of blocking. When the chainsaw is used to make an attack, roll a D6 instead of the block dice. On a roll of 2+ the chainsaw hits the opponent, but on a roll of 1 it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit, adding +3 to the score. If the roll beats the victim's Armour they roll on the Injury table. Fouls are worked out the same way. If a player holding a chainsaw falls over for any reason, add +3 to his Armour roll.

• Fend

Opposing players may not follow up blocks made against this player unless they also manage to knock him over.

• Grab

When pushing an opponent during a block, the coach may choose which empty square on the pitch adjacent to the opponent's square to push him into, even if the opponent is knocked over. Grab can not be used during a Blitz action or in conjunction with Frenzy or Multiple Block. Grab and Side Step nullify each other.

• Grapple

A player may use this skill when he blocks and a Both Down result is chosen by either coach. Both players are placed prone, even if they have Block. Do not make Armour rolls for either player. This is not a turnover unless the Grappling player held the ball.

• Juggernaut

During a Blitz action, opponents may not use Fend or Stand Firm, and Both Down may be treated as Pushed instead.

• Kickoff Return

One receiving player may use this skill on kick-off if he is not on the Line of Scrimmage, and if it is not a touchback. He can move up to 3 squares towards the ball's landing square (not over the LOS) after the ball scatter but before rolling on the kickoff table.

• No Hands

The player is unable to pick up, catch, intercept or carry the ball or bomb. If they move into the square with the ball on their turn (excluding a chain push) then it will scatter and cause a turnover.

• Secret Weapon

A player with a secret weapon may only be set up on the pitch once per match. The player never gains SPPs or improvements.

• Stab

Instead of blocking, this player may attack by making an unmodified Armour roll. If the score is less than or equal to the victim's AV then the attack has no effect. If the score beats AV then make an unmodified Injury roll. If this skill is used as part of a Blitz, the player cannot continue moving after use of this skill. Stabbing does not count for SPPs.

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CREATING A ROSTER

- All teams start with Fan Factor of 5. This does not cost anything.
- Apothecary changed to a re-roll on the Serious Injury table.
- A permanent apoth costs 50k; an extra induced apoth is 100k.
- Freebooted players, including Stars, do not cost half-price any more - they are only freebootable at the full listed price.
- Bull Centaurs and players with a starting strength of 5 or 6 lose normal access to General improvements.
- Minotaur replaces Ogre for Norse, Wood Elves lose Treeman.
- Witch Elf and Norse Blitzer gain Berserker.

WIZARDS

- All teams may hire Wizards.
- Zap spell is deleted.
- You may reroll both the AG and AV rolls for the central target of a Fireball.
- Lightning Bolt now targets a player anywhere on field.
- Halflings may also hire a Master Chef for 150,000gp as an inducement just like the Wizard. Roll 3D6 at the start of each half. On each 2-6, the Halflings gain a Team Re-roll, and the opposing team loses one if they have any left to lose.
- Dwarf Runesmith dropped.

SEASONS

- All Blood Bowl leagues must have seasons that end with a tournament.
- There must be two semi-final matches followed by a final. No inducements are allowed in the finals, but winnings are doubled.
- Whatever the qualification method, the four teams that make it to the semi-finals are randomly matched.
- The two semi-final winners go through to the big final.
- Players of the team holding the Chaos Cup may take a mutation on a skill roll of 7.

SECRET WEAPON POSITIONALS

DWARF TEAMS

(0-1 of each position)

Beardtrimmer 50,000 5 3 2 8
Block, Chainsaw, No Hands, Secret Weapon, Tough
Bombardier 50,000 4 3 2 9
Accurate, Block, Bombardier, Secret Weapon, No Hands, Tough
Deathroller 180,000 4 7 1 10
Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm

GOBLIN TEAMS

(0-1 of each position)

Bombardier 30,000 6 2 3 7
Bombardier, No Hands, Dodge, Secret Weapon, Stunt
Pogoer 40,000 7 2 3 7
Dodge, Leap, Secret Weapon, Sprint, Stunt
Looney 30,000 6 2 3 7
Chainsaw, No Hands, Secret Weapon, Stunt
Fanatic 60,000 3 7 3 7
Ball & Chain, No Hands, Secret Weapon, Stunt

OGRE & VAMPIRE COUNTS TEAMS

OGRE TEAMS

0-12 **Ogre** 120,000 5 5 2 9 S
Bone Head, Mighty Blow, Throw Team-Mate, Tough
0-6 **Goblin** 40,000 6 2 3 7 A
Dodge, Right Stuff, Stunt
Team Re-rolls: 70,000
(NOTE: Ogres on the Ogre team can use Team Re-rolls.)

VAMPIRE COUNTS TEAMS

0-6 **Vampire** 120k 6 4 4 8 GAS
Hypnotic Gaze, Regenerate, Stab and a choice of EITHER Bloodthirst OR Loner & Bone Head for all vampires on roster
0-12 **Thrall** 40,000 6 3 3 7 G
Team Re-rolls: 70,000
Special Rules: Apothecary only works on Thralls. If both vampires and opponents hire Count Luthor, he plays for both.

STAR PLAYERS

- Star Players all have the Loner skill, which means they can not use Team, Leader or Trophy Re-rolls.

Barik Farblast 50,000 4 3 2 8 (Dwarf)

Block, Hail Mary Pass, Secret Weapon, Sure Hands, Tough

Bomber Dribblesnot 50,000 6 2 3 7 (Goblin, Orc)

Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon

Count Luthor Von Drakenborg 350,000 6 5 4 9

(Human, Undead, Necromantic, Vampire Counts)

Block, Dodge, Hypnotic Gaze, Regenerate, Stab

Deeproot Strongbranch 250,000 2 7 1 10 (Halfling, Wood Elf)

Block, Mighty Blow, Stand Firm, Tough, Throw Team-Mate

Fungus the Loon 80,000 4 7 3 7 (Goblin, Orc)

Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunt

Grashnak Blackhoof 320,000 6 6 2 8

(Chaos, Chaos Dwarf, Norse, Nurgle)

Frenzy, Horns, Mighty Blow, Tough

Griif Oberwald 310,000 7 4 4 8 (Human)

Block, Dodge, Fend, Sprint, Sure Feet

Grim Ironjaw 220,000 5 4 3 8 (Dwarf)

Block, Dauntless, Frenzy, Mighty Blow, Tough

Hakflem Skuttlespike 230,000 9 3 4 7 (Skaven)

Dodge, Extra Arms, Prehensile Tail, Two Heads

Headsplitter 350,000 6 6 3 8 (Skaven)

Mighty Blow, Frenzy, Prehensile Tail

Horkon Heartripper 170,000 6 3 4 8 (Dark Elf)

Dodge, Leap, Shadowing, Stab

Hthark the Unstoppable 260,000 6 5 2 9 (Chaos Dwarf)

Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Tough

Jordell Freshbreeze 230,000 8 3 5 7 (Elf, Wood Elf)

Block, Diving Catch, Dodge, Leap, Side Step

Lord Borak the Despoiler 220,000 5 5 3 9 (Chaos, Nurgle)

Block, Dirty Player, Mighty Blow

Mighty Zug 180,000 4 5 2 9 (Human)

Block, Mighty Blow

Morg'n'Thorg 420,000 6 6 3 10

(Chaos, Goblin, Human, Norse, Nurgle, Ogre, Orc)

Block, Mighty Blow, Tough, Throw Team-Mate

Nobbla Blackwart 50,000 6 2 3 7 (Chaos, Goblin, Ogre, Orc)

Block, Chainsaw, Dodge, No Hands, Secret Weapon

Prince Moranion 230,000 7 4 4 8 (Elf, High Elf)

Block, Dauntless, Grapple, Tackle

Ramtut III 310,000 5 6 1 9 (Khemri, Necromantic, Undead)

Block, Break Tackle, Mighty Blow, Regenerate

'Ripper' Bolgrot 220,000 4 6 1 9 (Chaos, Goblin, Orc, Nurgle)

Grab, Mighty Blow, Regenerate, Throw Team-Mate

Scrappa Sorehead 50,000 7 2 3 7 (Chaos, Goblin, Ogre, Orc)

Dodge, Leap, Right Stuff, Sprint, Sure Feet, Secret Weapon

Silibili 210,000 7 4 1 9 (Lizardmen)

Block, Grab, Guard, Stand Firm

Thrud the Barbarian 100,000 6 6 2 9 (Any Team)

Block, Bone Head, Break Tackle, Horns, Mighty Blow,

Multiple Block, Tough

Special: Roll D6 after a TD is scored and at half time. On a 1-3, Thrud joins the other team. The team supported by Thrud gains +1 to their Crowd Effect Modifier as long as Thrud is on the pitch.

Ugroth Bolgrot 50,000 5 3 3 9 (Orc)

Chainsaw, No Hands, Secret Weapon

Varag Ghoul-chewer 250,000 6 4 3 9 (Goblin, Orc)

Berserker, Block, Jump Up, Mighty Blow, Pro

Zara the Slayer 270,000 6 4 3 8 (Amazon, Dwarf, Human, Norse)

Block, Dauntless, Dodge, Jump Up, Stab

Special: If Zara uses her stakes to make a Stab attack against a player from an Undead, Necromatic, Khemri or Vampire Counts team then she may add +1 to the armour roll.

Zzharg Madeye 50,000 4 4 2 9 (Chaos Dwarf)

Sure Hands, Hail Mary Pass, Secret Weapon, Tackle, Tough