

# Perpetual Blood Bowl League - v1.6 preview

This is a condensed reference sheet for Blood Bowl Playtesters Vault rules, current as at September 2, 2004. All material © Games Workshop.

## PRE-GAME

### FANS AND THE CROWD EFFECT MODIFIER

- For each team in each game, Fans = (3d6 + Fan Factor) x 2000.
- If your Fans =< opponent's Fans, your CEM for the game = 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. 1,600,000 = TV160.
- Players missing the game through injury are not included in TV for the purposes of calculating inducements OR for the league cap.
- Player value is modified by "improvements" (new name for skills earned from Star Player Points):
  - Skill from player's normal access categories** +20,000;
  - Skill that player can only take on a double** +30,000;
  - +1 MA or +1 AV** +30,000;
  - +1 AG** +40,000;
  - +1 ST** +50,000.

### INDUCEMENTS

Handicaps are dropped in favour of "inducements" which either team may buy. If one team has lower TV, they get a temporary treasury equal to the difference - e.g. TV120 vs TV150 gets 300,000gp.

- **0-2 Star Players:** Stars can take your roster above 16 players. See Star Players on third page for prices - no discounts apply.
- **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:** 50,000. Allows one reroll on the Serious Injury table. Note that this is in addition to the on-roster apothecary.
- **0-1 Chirurgeon:** 50,000. Once per game, an injured player who is not dead or would miss the next game may be moved to Reserves.
- **0-1 Bloodweiser Babe:** 100,000. Players recover from KO on 2+.
- **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.
- **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 Perfect Defence:** [same as LRB 3.0]
- 5 Go go go!:** [same as LRB 3.0 Quick Snap]
- 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!
- IGMEYO 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.
- Apothecary changed to a re-roll on the Serious Injury table.
- Face-down (stunned) players turn face-up (prone) at the end of their next team turn, even if a turn-over takes place.
- The "raise the dead" rules for Necromatic, Undead and Nurgle do not work on victims with ST5+, Regenerate or Stunty.
- You must not leave any players in Reserves for a kick-off if you have not already set 11 players up on the field.
- Players without tackle zones may never attempt to catch or intercept the ball, use the Pass Block skill, or assist blocks. A ball landing on a square containing one of these players bounces.
- Pouring Rain and Very Sunny affect interceptions and bombs.
- 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 are in the skill descriptions.
- Special secret weapon rules are deleted, so no penalty rolls.
- 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 overtime as 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 also allows you to choose +1 to AV.
- No statistic may be raised above 10.
- Maximum of six improvements to a player. The 126+ Mega-Star level is dropped, but the 176+ Legend level is retained.

### FAN FACTOR, WINNINGS AND THE LEAGUE CAP

- For Fan Factor, each coach rolls D6 and subtracts 1 for every 10 points of current FF. On a 1 or less, FF drops by 1. On a natural roll of 6, FF rises by 1. Winning coaches may reroll the D6.
- 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 (NOT including MNG players) get no winnings, nor do teams that concede.
- For winnings, each coach rolls D6, adds CEM, and multiplies by 10,000. Winners add 10,000, and they may also reroll the D6.

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## SKILL CATEGORIES

GENERAL		STRENGTH	
Block	Pass Block	Break Tackle	Stand Firm
Dauntless	Pro	Grab	Strong Arm
Dirty Player	Shadowing	Guard	Toughness
Fend	Strip Ball	Juggernaut	
Frenzy	Sure Hands	Mighty Blow	
Kick	Tackle	Multiple Block	
Kickoff Return	Wrestle	Piling On	

  

AGILITY		PASSING	
Catch	Leap	Accurate	Pass
Diving Catch	Rebound	Dump-Off	Safe Throw
Diving Tackle	Side Step	Hail Mary Pass	
Dodge	Sprint	Leader	
Jump Up	Sure Feet	Nerves of Steel	

  

MUTATIONS			
Big Hand	Foul Appearance	Two Heads	Very Long Legs
Claw(s)	Horns	Prehensile Tail	
Extra Arms	Hypnotic Gaze	Tentacles	

  

EXTRAORDINARY			
Always Hungry	Chainsaw	Regeneration	Take Root
Ball & Chain	Decay	Right Stuff	Throw Team-Mate
Bloodthirst	Loner	Secret Weapon	Wild Animal
Bombardier	No Hands	Stab	
Bone Head	Really Stupid	Stunty	

## AMENDED SKILLS

- **Always Hungry** victims who squirm free are placed back in their original square, not a random adjacent square.
- **Dauntless** does not stack with other ST bonuses (i.e. Horns).
- **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.
- **Pass** no longer applies to Throw Team-Mate.
- **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 an unmodified Agility roll.
- **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.
- **Take Root** is now on-pitch only. Roll 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 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.
- **Toughness** 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.

### • 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 his Move finishes on the pitch but not upright 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, and he may NOT score a TD).

### • 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 must attack with the chainsaw instead of blocking or fouling. For chainsaw attacks, roll a D6. 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 +3 for the player hit. If the roll beats the victim's Armour they roll on the Injury table. If a player holding a chainsaw falls over for any reason, including from a Wrestle, roll for Armour and add +3.

### • Decay

Any Serious Injury result of between 11 and 38 results in an extra injury of -1 AV. If this lowers the player's AV to 3 points less than its starting value, the player dissolves into goo and is Dead!

### • Fend

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

### • Grab

Grab works the same way as Side Step, except the attacking coach may choose the square the pushed victim moves into. Grab can not be used during a Blitz action or in conjunction with Frenzy or Multiple Block. Grab and Side Step nullify each other.

### • 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.

### • Rebound (alternative names: Spring Attack or Bounceback)

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.

### • 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.

### • Wrestle

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 Wrestling player held the ball.

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## TEAM ROSTERS

- All teams start with Fan Factor of 5. This does not cost anything.
- **Bull Centaur**, **Mummy** and **Loners** lose General skill access.
- **Mummy** on Undead teams now costs 110,000.
- Chaos Warrior renamed as **Bestigor** (either mini will do).
- **Witch Elf** and Norse **Blitzer** gain Rebound.
- **Loners** changed as follows: **Minotaur** price is 150,000, loses TTM and Always Hungry, added for Norse; **Troll** is 110,000; **Treeman** is 120,000, deleted for Wood Elf; **Ogre** is 140,000, deleted for Norse; **Kroxigor** is 140,000; **Beast of Nurgle** is 140,000, gains No Hands; **Rat Ogre** is 160,000, AG is now 2.
- Nurgle roster changed as follows. Delete Beastmen. Rotters renamed as **Nurgle Warriors** (use Chaos Warrior minis). Free Rotter rule now applies to kills made by all Nurgle players. Add:
  - 0-12 **Rotters** 40,000 5 3 3 8 G
  - Decay (use Rotter minis)
  - 0-4 **Pestigors** 80,000 6 3 3 8 GS
  - Regenerate, Horns (use Beastman minis)

## OGRE & VAMPIRE COUNTS TEAMS

### OGRE TEAMS

0-12 **Ogre** 140,000 5 5 2 9 S  
Bone Head, Mighty Blow,  
Throw Team-Mate, Toughness  
0-6 **Goblin** 40,000 6 2 3 7 A  
Dodge, Right Stuff, Stunt  
**Team Re-rolls**: 70,000  
**Special**: Ogre teams may  
ignore the rule about needing  
11 players for a starting roster.

### VAMPIRE COUNTS TEAMS

0-6 **Vampire** 120k 6 4 4 8 GAS  
Bloodthirst, Hypnotic Gaze,  
Regenerate, Stab  
0-12 **Thrall** 40,000 6 3 3 7 G  
**Team Re-rolls**: 70,000  
**Special**: Apothecary only  
works on Thralls. If both  
vampires and opponents hire  
Count Luthor, he plays for both.

## SECRET WEAPON POSITIONALS

### DWARF TEAMS (0-1 of each)

**Beardtrimmer** 50,000 5 3 2 8  
Block, Chainsaw, No Hands,  
Secret Weapon, Toughness  
**Bombardier** 50,000 4 3 2 9  
Accurate, Block, Bombardier,  
Secret Weapon, No Hands,  
Toughness  
**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)

**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

## WIZARDS

- All teams may hire Wizards.
- Spells can be cast at start OR end of team turn.
- Fireballs knock players over on a 4+ on a D6.
- Lightning Bolts now target a player anywhere on field.
- Halfling teams may induce a Master Chef for 150,000. Roll 3D6 before each half. For each 2+, Halflings gain a TRR, and opponents lose one if they had any left.
- Zap, 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.

## STAR PLAYERS

- Star Players no longer have a 50% discount on their cost.

**Barik Farblast** 50,000 4 3 2 8 (Dwarf)  
Block, Hail Mary Pass, Secret Weapon, Sure Hands, Toughness  
**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  
**Deeprout Strongbranch** 250,000 2 7 1 10 (Halfling, Wood Elf)  
Block, Mighty Blow, Stand Firm, Toughness, 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, Toughness  
**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, Toughness  
**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, Side Step, Shadowing, Stab  
**Hthark the Unstoppable** 260,000 6 5 2 9 (Chaos Dwarf)  
Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Toughness  
**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 (Any Team)  
Block, Mighty Blow, Toughness, 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, Tackle, Wrestle  
**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, Toughness  
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 Ghou-chewer** 250,000 6 4 3 9 (Goblin, Orc)  
Block, Jump Up, Mighty Blow, Pro, Rebound  
**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, Toughness