

## AGILITY TABLE

| PLAYERS AGILITY  | 1  | 2  | 3  | 4  | 5  | 6+ |
|------------------|----|----|----|----|----|----|
| D6 ROLL REQUIRED | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ |

### CATCHING MODIFIERS

|                                                        |    |
|--------------------------------------------------------|----|
| Catching an accurate pass                              | +1 |
| Catching a scattered pass, bouncing ball, or throw in  | +0 |
| Per Enemy tackle zones on the player catching the ball | -1 |

### DODGING MODIFIERS

|                                                                   |    |
|-------------------------------------------------------------------|----|
| Making the Dodge roll                                             | +1 |
| Per enemy tackle zone on the square that the player is dodging to | -1 |

### LANDING MODIFIERS

|                                                             |    |
|-------------------------------------------------------------|----|
| Attempting to land after an accurate throw                  | +0 |
| Attempting to land after a scattered throw                  | -1 |
| Per enemy tackle zone on the square the player is thrown to | -1 |

### PASSING MODIFIERS

|                                                        |    |
|--------------------------------------------------------|----|
| Passing a Quick pass                                   | +1 |
| Passing a Short pass                                   | +0 |
| Passing a Long pass                                    | -1 |
| Passing a Long Bomb                                    | -2 |
| Per Enemy tackle zones on the player throwing the ball | -1 |

### INTERCEPTION MODIFIERS

|                                                           |    |
|-----------------------------------------------------------|----|
| Attempting an interception                                | -2 |
| Per enemy tackle zone on the player intercepting the ball | -1 |

### PICKING UP MODIFIERS

|                                                         |    |
|---------------------------------------------------------|----|
| Picking up the ball                                     | +1 |
| Per enemy tackle zone on the player picking up the ball | -1 |

## BLOCKING (USE BLOCK DICE)

### PLAYERS' STRENGTHS

#### ROLL:

|                                      |             |
|--------------------------------------|-------------|
| Both players equal strength          | One die     |
| One player stronger                  | Two dice*   |
| One player more than twice as strong | Three dice* |

\* The coach of the stronger player picks which block dice is used.



**ATTACKER DOWN:** The attacking player is knocked down.



**BOTH DOWN:** Both Players are knocked down, *unless one or both of the players involved has the Block skill*. If one player has the Block skill then he is **not** knocked over by this result, though his opponent will still go down. If both players have the Block skill then neither player is knocked over.



**PUSH BACK:** The defending player is pushed back one square. The attacking player may follow up the defender.



**DEFENDER DOWN:** The defending player is pushed back and knocked down in the square they are moved to. The attacking player may follow up the defender.



The defending player is pushed back and knocked over *unless they have the Dodge skill*. If they do have the Dodge skill then they are only pushed back. The attacking player may follow up the defender.

## BASIC SKILLS

**BLOCK:** The block skill affects the results rolled with the blocking dice, (see the rules for blocking on the left.)

**CATCH:** A player who has the catch skill is allowed to re-roll the dice if he fails to catch the ball. In addition, the catch skill allows the player to re-roll the dice if he drops a hand-off or fails to make an interception

**DODGE:** A player with the Dodge skill is allowed to re-roll the dice if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed dodge roll per team turn. So, if the player kept on moving and failed a second dodge roll, he could not use the skill again. Secondly, the Dodge skill affects the results rolled with the blocking dice (see the rules for blocking on the left)

**PASS:** A player with the Pass skill is allowed to re-roll the dice if he misses a pass.

**SURE HANDS:** A player with the Sure Hands skill is allowed to re-roll the dice if he fails to pick up the ball. In addition an opposing player who has the Strip Ball skill may not use it against a player who has Sure Hands.

## INJURIES (roll 2D6)

**2-7 STUNNED:** Leave the player on the pitch, but turn them face down. All they may do for their next action is turn face up. Once face up, they may stand up on any subsequent turn using the normal rules.

**8-9 KNOCKED OUT:** Take the player off the pitch and place him in the Knocked Out box in the Dugout. At the next kick off, before you setup any players roll for each of your players that have been Knocked Out. On a roll of 1-3 they must remain in the Knocked Out box and may not be used. On a roll of 4-6 you may return the player to the Reserves box and can use them as normal from now on.

**10 BADLY HURT:** Take the player off the pitch and place him in the Dead and Injured box in the Dugout. The player must miss the rest of the game.

**11 SERIOUS INJURY:** Take the player off the pitch and place him in the Dead and Injured box in the Dugout. The player must miss the rest of the game. (if you are playing a league match, the he must miss the next game as well.)

**12 DEAD!!! :** Take the player off the pitch and place him in the Dead and Injured box in the Dugout. The player won't be playing Blood Bowl any more.