

Blood Bowl LRB 5.0 Game Sheet

Date:			Time :		
Record Before Game	Game Number		Game Number	Record Before Game	
Team Name					

PRE MATCH					
: Weather Roll		Weather Result		Weather Roll :	
gp	Petty Cash for Game	gp			
gp	Team Value	gp			
gp	Inducement Value	gp			
-----		Inducements		-----	
-----				-----	
: FAME		Fans		FAME :	

MATCH												
CMP	TD	INT	CAS	Injury	Injured By	Player's Number	CMP	TD	INT	CAS	Injury	Injured By
						1						
						2						
						3						
						4						
						5						
						6						
						7						
						8						
						9						
						10						
						11						
						12						
						13						
						14						
						15						
						16						
						Total						

POST MATCH					
MVP Award					
-----			-----		
Improvement Rolls			-----		
gp	Winnings	gp			
+	gp	Petty Cash Remaining	+	gp	
-	gp	Spiralling Expenses	-	gp	
=	gp	Adjustment to Treasury	=	gp	
Fan Factor Roll					
-----			-----		
Purchases					
Added Journeymen					
New Team Value					
Record After Game	Coach's Initials	Team Score	Team Score	Coach's Initials	Record After Game

Weather Table

2D6	Result
2	<i>Sweltering Heat:</i> It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	<i>Very Sunny:</i> A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	<i>Nice:</i> Perfect Blood Bowl weather
11	<i>Pouring Rain:</i> It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	<i>Blizzard:</i> It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

Inducements

Inducement	Max	Cost (each)
Bloodweiser Babes	2	50,000 gp
Bribes	3	100,000 gp
Extra Team Training	4	100,000 gp
Halfling Master Chef	1	300,000 gp
Igor	1	100,000 gp
Mercenaries	16	Various prices
Star Players	2	Various prices
Wandering Apothecaries	2	100,000 gp
Wizards	1	150,000 gp

★ VALUE MODIFIERS TABLE ★

+20,000	New Skill
+30,000	Skills that can only be taken on a double
+30,000	+1 MA or +1 AV
+40,000	+1 AG
+50,000	+1 ST

★ STAR PLAYER POINTS TABLE ★

Per Passing Completion	1 SPP
Per Casualty	2 SPPs
Per Interception	2 SPPs
Per Touchdown	3 SPPs
Per Most Valuable Player award	5 SPPs

SPPs	Title	Star Player Rolls
0 - 5	Rookie	None
6 - 15	Experienced	One
16 - 30	Veteran	Two
31 - 50	Emerging Star	Three
51 - 75	Star	Four
76 - 175	Super Star	Five
176+	Legend	Six

★ IMPROVEMENT ROLL TABLE ★

2D6	Result
2-9	New Skill
10	Increase the player's MA or AV characteristic by 1 point or a New skill
11	Increase the player's AG characteristic by 1 point or a New skill
12	Increase the player's ST characteristic by 1 point or a New skill

★ SPIRALLING EXPENSES TABLE ★

Team Value	Expenses
1,750,000 to 1,890,000	10,000
1,900,000 to 2,040,000	20,000
2,050,000 to 2,190,000	30,000
2,050,000 to 2,190,000	40,000
2,200,000 to 2,340,000	50,000
2,350,000 to 2,490,000	60,000
2,490,000 to 2,640,000	70,000
2,650,000 to 2,790,000	80,000
2,790,000 to 2,940,000	90,000

★ SKILL CATEGORIES ★

GENERAL			AGILITY		
Block	Kick	Strip Ball	Catch	Jump Up	Sneaky Git
Dauntless	Kick-Off Return	Sure Hands	Diving Catch	Leap	Sprint
Dirty Player	Pass Block	Tackle	Diving Tackle	Side Step	Sure Feet
Fend	Pro	Wrestle	Dodge		
Frenzy	Shadowing				
PASSING			STRENGTH		
Accurate	Leader	Pass	Break Tackle	Mighty Blow	Stand Firm
Dump-Off	Nerves of Steel	Safe Throw	Grab	Multiple Block	Strong Arm
Hail Mary Pass			Guard	Piling On	Thick Skull
			Juggernaut		
MUTATION					
Big Hand	Extra Arms	Prehensile Tail	Two Heads		
Claw / Claws	Foul Appearance	Tentacles	Very Long Legs		
Disturbing Presence	Horns				