



GARAGENLIGA *reference sheet*



WEATHER TABLE

2D6 Result

- 2 *Sweltering Heat:* 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 *Very Sunny:* A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
- 4-10 *Nice:* Perfect Blood Bowl weather.
- 11 *Pouring Rain:* A -1 modifier applies to all catch, intercept, or pick-up rolls.
- 12 *Blizzard:* The ice on the means that any player attempting to move an square (GFI) will slip and be Knocked Down on of 1-2, while the snow means that only quick or passes can be attempted.

KICK-OFF TABLE

2D6 Result

- 2 *Get the Ref:* Each team receives 1 additional Bribe to use during this game.
- 3 *Riot:* If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.
- 4 *Perfect Defence:* The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence.
- 5 *High Kick:* Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
- 6 *Cheering Fans:* Each coach rolls a D3 and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the highest score gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.
- 7 *Changing Weather:* Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.

2D6 Result

- 8 *Brilliant Coaching:* Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half. In case of a tie both teams get an extra team re-roll.
- 9 *Quick Snap!* All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
- 10 *Blitz!* The kicking team receives a free 'bonus' turn. However, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
- 11 *Throw a Rock:* An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 *Pitch Invasion:* Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

THROWING THE BALL

	AGI	1	2	3	4	5	6
Passing roll		6+	5+	4+	3+	2+	1+
Modifiers	Quick Pass						+1
	Short Pass						+0
	Long Pass						-1
	Long Bomb						-2
	per Tackle Zone						-1

CATCHING THE BALL

	AGI	1	2	3	4	5	6
Catching roll		6+	5+	4+	3+	2+	1+
Modifiers	Accurate Pass						+1
	Scattered Pass, Bouncing Ball or throw-in						+0
	Intercepting the Ball						-2
	per Tackle Zone						-1

INJURY TABLE

2D6 Result

- 2-7** *Stunned* – Leave the player on the pitch, but turn him face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn he is Stunned. Once face-up he may stand up on any subsequent turn using the normal rules.
- 8-9** *KO'd* – Take the player off the pitch and place him in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you must return the player to the Reserves box and can use him as normal from now on.
- 10-12** *Casualty* – Take the player off the pitch and place him in the Dead & Injured Players box. The player must miss the rest of the match. Roll on the Casualty table to see exactly what has happened to the player.

CASUALTY TABLE

D68	Result
11-38	Badly hurt
40-48	Miss next game
51-52	Niggling Injury
53-54	-1 Movement
55-56	-1 Armor Value
57	-1 Agility
58	-1 Strength
61-68	Dead!

SPIRALLING EXPENSES TABLE

Team value	Expenses
< 1.750.000	0
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
2.200.000 to 2.340.000	40.000
2.350.000 to 2.490.000	50.000
2.500.000 to 2.640.000	60.000
each additional 150k	+10.000

SPP TABLE

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

Level UP's:

6, 16, 31, 51, 76, 126, 176 SPPs

IMPROVEMENT ROLLS

2D6	Result
2-9	New skill
10	+1 MA, +1 AV or new skill
11	+1 AG or new skill
12	+1 ST or new skill

VALUE MODIFIERS

New skill	+20.000
Double skill	+30.000
+1 MA or +1 AV	+30.000
+1 AG	+40.000
+1 ST	+50.000

SKILLS

General		Agility		Passing		Strength	
Block	Pass Block	Catch	Leap	Accurate	Break Tackle	Multiple Block	
Dauntless	Pro	Diving Catch	Side Step	Dump-Off	Grab	Piling On	
Dirty Player	Shadowing	Diving Tackle	Sneaky Git	Hail Mary Pass	Guard	Stand Firm	
Fend	Strip Ball	Dodge	Sprint	Leader	Juggernaut	Strong Arm	
Frenzy	Sure Hands	Jump Up	Sure Feet	Nerves of Steel	Mighty Blow	Thick Skull	
Kick	Tackle			Pass			
Kick-Off Return	Wrestle			Safe Throw			