Pott Bowl Fantasy Football League

Die Inoffizielle BLOOD BOWL Liga im Ruhrgebiet

Gelsenkirchen · Duisburg · Essen · Dortmund · Mülheim · Bochum

Pre Game Sequence (BB2020 p.37)	
1.	The Fans: both roll D3 + ‚Dedicated Fans' = Fan Factor (FF)
1a.	Fan Attendance (FA): Add both FF
2.	The Weather: both Coaches roll D6 (Weather Table)
3.	Take on Journeyman: Fill up Roster to 11 Players
4.	Inducements: both Coatches can buy (PettyCash & Treasury)
5.	Prayer to Nuffle:Team with lower CTV may use 1 PtN per 50k
6.	Coin Toss (winner decides who kicks first)
7.	goto „Start of Drive Sequence"

Weather (BB2020 p.37)	
2	Sweltering Heat End of drive: D3 random player on pitch from both teams miss next drive.
3	Very Sunny -1 to all passing rolls
4-10	Perfect Conditions
11	Pouring Rain -1 catch/pick-up/interfere
12	Blizzard -1 to GFI, Quick and Short Pass only.

Juping over prone or stunned players (BB2020 p.45)	
	Juping out of takle zones need no Dodge roll
	By failing the AG- roll the player falls over in the target square
+1	per mark in starting or landing field (wich ever is higher)
(1)	Player goes back to the square jumping from and falls over

Ball Movement (BB2020 p. 25)	
Bounce	D8, one square
Deviate	D8+D6 squares
Scatter	3xD8 (3 squares)
Throw-In	2D6 (BB20 p.51)

Picking up (BB2020 p.46)	
movement must be voluntarily	
-1	per mark
-1	'Pouring Rain'

Skill Marker Color	
Only for skills that are not nativ to a position	
Block	red
Dodge	green
Guard	yellow
Mighty Blow	blue
Loner (+X)	white
Injury	black

Start of Drive Sequence (BB2020 p.40)	
X	Reset ReRolls (at 2. Half only)
1a	Set up kicking Team
1b	Set up reciving Team
2a	Kicking Team places the Ball
2b	Kick Deviation (D8+D6)
3	Roll and resolve Kick- Off event
4	bounce/catch/touchback Ball

End of Drive Seq. (BB2020 p.66)	
A	Sent off 'Secret Weapons'
B	roll KO recoveries (4+)
C	Go to Start of Drive Sequence

Kick- Off Event (BB2020 p.41)		
2D6	Result	Effect
2	Get the Ref	Each Team gets one 'Bribe' until end of game.
3	Time-Out	Kicking team turn 6-8: both turnmarker 1 sq. back Otherwise: both turnmarker 1 sq forward
4	Solid Defence	Kicking team: d3+3 open players may be set up in newly. (setup must still be legal)
5	High Kick	Reciving Team: An open player can be moved to the field the ball deviates to.
6	Cheering Fans	Both teams: D6 + Cheerleaders. highest result may PtN (Tie:no PtN) Rolling an active event forces a reroll
7	Brilliant Coaching	Both teams: D6 + AssCoaches: highest result gets RR UNTIL END OF DRIVE. (Tie: no RR)
8	Changing Weather	Redo the Weather-roll (Pre-Game-Sequence. Step 2) on ‚Perfect Conditons' the ball SCATTERS (3 x D8)
9	Quick Snap	Reciving team: D3+3 open players can be moved one square in ANY direction.
10	Blitz	Kicking Team: D3+3 open Players may move/block. One Blitz and one „Throw Team-mate" performable. (TurnOver applies)
11	Officious Ref	both roll D6+FF: lowest result randomly selects one own player. roll D6:(2+):player is stunned; (1):player is sent off (p.63)
12	Pitch Invasion	both roll D6+FF: lowest result randomly selects D3 players. (tie:both) All selected players are placed prone

Arguing the Call (BB2020 p. 63)	
D6	Effect
1	no more arguing possible, -1 on „Briliant Coaching"
2-5	No Effect
6	Player is not sent-off

Injury Table		Injury (Stunty)	
2-7	Stunned	2-6	Stunned
8-9	K.O.'ed	7-8	K.O.'ed
10-12	Casulty	9	Badly Hurt
		10-12	Casulty

Casualty Table (BB2020 p. 60ff)		
D16	Result	Effect
1-6	Badly Hurt	OUT
7-9	Seriously Hurt	MNG
10-12	Serious Injury	NIG+MNG
13-14	Lasting Injury	Roll 1D6
15-16	Dead	DEAD!

Lasting Injury Table		
D6	Result	Effect
1-2	Head Injury	- 1 AV
3	Smashed Knee	- 1 MA
4	Broken Arm	+ 1 PA
5	Neck Injury	+ 1 AG
6	Disl. Shoulder	- 1 ST

Passing (BB2020 p.48ff.)	
1st	Declare Pass Action
2nd	(Move) / Meassure
3rd	Declare Target Square
4th	Test for Accuracy
5th	Passing Interference
6th	Resolve Pass Action

Pass / Throw Difficulty	
=	Quick Pass
-1	Short Pass
-2	Long Pass (Passing only)
-3	Long Bomb(Passing only)
-1	per mark
-1	'Very Sunny'

Throw Team-mate (BB2020 p.52)	
1st	Declare Pass Action
2nd	(Move) / Meassure
3rd	Declare Target Square (Always Hungy!)
4th	Test for Qualtity
5th	Landing

Passing Interference	
-3	Accurate Pass
-2	Inaccurate Pass
-1	Wildly Inaccurate
-1	per mark
-1	'Pouring Rain'
may catch on success	

Pass Result (BB2020 p.49) / Throw Results (BB2020 p.53)	
PA+	Accurate Pass / Superb Throw
> 1	Inaccurate Pass / Successful Throw
= 1	Wildly Inaccurate / Terrible Throw
(1)	Fumble

	On Target/Easy landing
	Scatter / harder to land
	Deviate /harder to land
	Bounce

Landing (B2020 p.54)	
only if thrown player was standing	
+/- 0	Superb throw
-1	sucessful throw / fumble
-2	terrible throw
-1	per mark

Catching the Ball (B2020 p.51)	
+/- 0	Accurate Pass / Hand-off
-1	deflected / thrown-in
-1	bounce/scatter/deviate
-1	per mark
-1	'Pouring Rain'

Prayer to Nuffle PtN (BB2020 p.39)		
D16	Result	Effect
1	Treacherous Trapdoor	Crossing Trapdoor during HALF roll 1D6 (1): as pushed into the crowd
2	Frinds with the Ref	Argue the call on 5+
3	Stiletto	One random aviable non-Loner Player gets skill ‚stab' for this DRIVE
4	Iron Man	Choose one non-Loner Player whogets AV+1 for this GAME
5	Knuckle Duster	Choose one non-Loner Player who gets Mighty Blow (+1) for th for this DRIVE
6	Bad Habits	D3 random opposing non-Loner Player get Loner (2+) for this DRIVE
7	Greasy Cleat	One random opposing Player gets MA-1 for this DRIVE
8	Blessed Staue of Nuffle	Choose one non-Loner Player who gets PRO for this GAME
9	Moles under the pitch	apply -1 on GFI for this HALF: (stacks up to -2)
10	Perfect Passing	All your players get 2SSP on COMP for this GAME
11	Fan Interaction	Causing CAS by pushing into the crowd provides 2SSP this DRIVE
12	Necessary Violence	All your players get 3SSP on CAS for this DRIVE
13	Fouling Frenzy	Causing CAS with a foul action provides 2SSP for this DRIVE
14	Throw a Rock	If opposing player stalls this DRIVE roll 1D6: (5+) player is knocked down
15	Under Scrutiny	Any opposing Player commiting a foul is seen by the Ref for this HALF
16	Intensive Training	One random non-Loner Player gets a prim. Skill of your choice for this GAME

Post Game Sequence (BB2020 p.69ff)	
1.	Record TD/CAS/SSP, remove killed
1a	Recive winning: (FA/2+scored TD)*10.000GP
2	Update Dedicated Fans: won: (D6) => DF = DF +1 lost: (D6) < DF = DF-1 tie: no change
3	Player Advancement (see table)
4	hire / fire/ temporarily retire
5	Expensive Mistakes (see table)
6	(Calculate TV and CTV)

Advancements Table (BB2020 p.71)				
	Random prim.	Choose prim. Random sec.	Choose sec.	Random Charact.
Exp.	3 SPP	6 SPP	12 SPP	18 SPP
Veteran	4 SPP	8 SPP	14 SPP	20 SPP
Emrg.Star	6 SPP	12 SPP	18 SPP	24 SPP
Star	8 SPP	16 SPP	22 SPP	28 SPP
Sup. Star	10 SPP	20 SPP	26 SPP	32 SPP
Legend	15 SPP	30 SPP	40 SPP	50 SPP

Characteristic Imorovement Table					
1-7	+1 MA/AV	14	+1 AG/PA	16	choose +1 MA/PA/AV/AG/ST
8-13	+1 MA/PA/AV	15	+1 ST/AG		

Inducements (BB2020 p.88ff)				
#	Name	Costs	Effect	
0-4	Cheerleaders	20k GP	Kick-Off „Cheering Fans"+1	(BB2020 p.90)
0-4	PartTime Coach	20k GP	Kick-Off „Briliant Coaching" +1	
0-1	Weather Mage	30k GP	modified reroll for one turn	
0-2	Bloodwiser Kegs	50k GP	+1 to KO- recovery	
0	Special Plays	100k GP	banned from PBFFL	
0-8	Extra Training	100k GP	Extra RR	(BB2020 p.91)
0-3	Bribes	100k GP	D6:(2+) Ejection overruled	
0-2	Apothecaries	100k GP	Hire additional Apothecaries	
0-1	Mortuary Ass.	100k GP	reroll one „Regeneration" roll	
0-1	Plague Doctor	100k GP	reroll „Regeneration" or heal KO'ed	
0-1	Riotous Rookie	100k GP	2D3 +1 additional Journeymen	
0-1	Master Chef	300k GP	3 x D6 (4+) +1RR / -1RR	(BB2020 p.92)
0-16	Mercenaries	variable	hire an additional player	
0-2	Star Player	variable	hire Star Players	
0-2	Coaching Staff	variable	hire (in)famous Coach	(BB2020 p.93)
0-1	Wizard	150k GP*	hire Wizard	(BB2020 p.94)
0-1	Biased Referee	variable	hire biased Referee	(BB2020 p.95)

Expensive Mistakes Table (BB2020 p.73)							
D6	100.000 GP - 195.000 GP	200.000 GP - 295.000 GP	300.000 GP - 395.000 GP	D6	400.000 GP - 495.000 GP	500.000 GP - 595.000 GP	600.000 GP +
1	Minor Icident	Minor Icident	Major Incident	1	Major Incident	Catastrophe	Catastrophe
2	Crisis Averted	Minor Icident	Minor Icident	2	Major Incident	Major Incident	Catastrophe
3	Crisis Averted	Crisis Averted	Minor Icident	3	Minor Icident	Major Incident	Major Incident
4	Crisis Averted	Crisis Averted	Crisis Averted	4	Minor Icident	Minor Icident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	5	Crisis Averted	Minor Icident	Minor Icident
6	Crisis Averted	Crisis Averted	Crisis Averted	6	Crisis Averted	Crisis Averted	Minor Icident

Crisis Averted: nothing happens

Minor Incident: loses D3 x 10.000 GP

Major Incident: half treasury lost (rnd, down to 5k)

Catastrophe: 2D6 x 10.000GP remain in Treasuty

Skill Modifires Table			
+10k GP	random prim.	+20k GP	random sec.
+20k GP	chosen prim.	+40k GP	chosen sec,

Characteristics Mod. Table			
+10k GP	+1 AV	+40k GP	+1 AG
+20k GP	+1MA / +1 PA	+80k GP	+1 ST