

Weather Rules for Blood Bowl

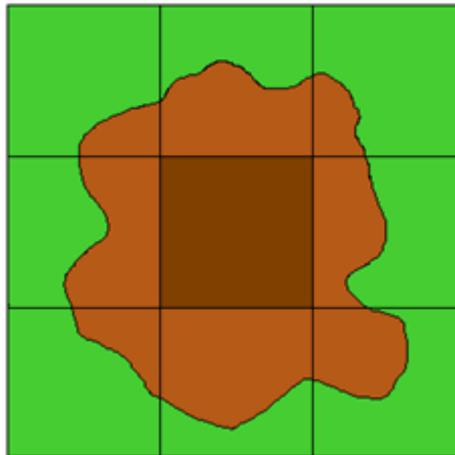
(For use with the “ARBBL goes Chaos” rules)

We wanted some weather rules for use with our Chaos Blood Bowl games, to represent the Chaos Gods moving the teams (and stadiums!) around at random. We also wanted something that was weird, wacky, and, in some cases, deadly! So, stealing some old rules we’d made for playing Blood Bowl in Albion, here’s what we came up with.

We ended up playing a “round” against all the other teams in one weather area, before moving on to the next, but you could do it however you like – next time round, we’re going to roll for which weather chart we use before the game starts (don’t forget to include the normal weather table).

Placing Templates

A template occupies one square, and encroaches on the 8 surrounding squares. Players take turns to place templates. You may place a template in any square in your half of the pitch, making sure all the template starts in your half, which will then scatter D6 squares in a random direction. If the template leaves the pitch, then use the throw-in template and move it another D6 squares. The team with the highest FF places any “odd” templates. If FF is equal, then roll to see who places the odd template.



Template in guise of a marsh

Page 6 contains templates you can copy for use – don’t print this page if you don’t want them.

Albion

Weather (will it will rain or pour?)

Roll 2D6: -

2: **Gales** - No long bombs or Hail Mary passes. -1 to all throwing attempts. Ball scatters D3+3 squares on an inaccurate pass. Kick-off scatter 2D6.

3: **Lightning** - Before each team turn the opposing coach rolls D8. On a roll of an 8 a random player, whose turn it is, is struck by lightning and takes a ST5 block, with Mighty Blow. Players in the dugout are eligible to be hit, but only take a ST4 block due to the protection of the dugout. If the ball carrier is knocked over it is not a turnover. If the roll is a 1 then a random player from the coach's side is hit as above.

4: **Fog** - After declaring a pass action, but before measuring the range roll a D6 to find the distance a player can see. 1 - Quick pass only, 2-3 - up to Short pass, 4-5 - up to Longpass, 6 - Fog lifts momentarily; player can see as normal. If a player decides to throw further than he can see, or throws a Hail Mary, then there is an extra -1 to the throw and a missed pass will scatter D6 squares. In all cases the catching player is at -1.

5-9: **Drizzle** - This is Albion and players are used to a little rain. Use normal rules.

10: **Driving Rain** - Its cold and wet. Roll a D6 for each player in Reserve at the start of a half or drive. On a roll of a 1 they won't leave the nice warm dugout, and are unavailable for this drive.

11: **Downpour** - There is a -1 modifier to all attempts to throw, catch or pick up the ball, in addition to any other modifiers.

12: **Torrential Rain** - As 11 above, but due to the mud All MV is reduced by 1 (to a minimum of 1) and "Go For It's" are failed on a roll of 1 or 2. Also, the mud won't go, regardless of the weather, so the mud rules stay in effect or the rest of the match.

Marsh Land

It's difficult to find large areas of dry ground in Albion and pitches often have marshy area on them. Before setting up for 1st drive of the game, but after rolling the weather, roll D4-1. This is the number of marshes on the pitch. If the weather roll was 10, 11 or 12 add +1 to the roll.

Players and Marshes

Central Square (dark brown): If a player moves into this square for any reason, roll a D6. 2-6 the player is stuck for the rest of the drive/half. A player stuck in the marsh cannot move voluntarily (as if they had failed a "Take Root" test) and gains the skill "Stand Firm". They can be Blocked and fouled as normal, and can pass, hand off or catch the ball as normal. If a 1 is rolled the player is in serious trouble as they start to drown. Make a casualty roll immediately. After the Casualty roll, the player (or his body!) is recovered from the marsh. If the player entered this square as a result of a push back this DOES count as a casualty for SPP. If the drowned/ing player has the regeneration skill they CANNOT use it as the magic-saturated ground in Albion interferes with this process. Treat pushbacks to this square the same as pushing off the field i.e. can only be done if there are no other free squares.

Outer squares (brown/green): To move through these squares roll as if each one was a GFI. If a player is GFI in these squares they fail on a 1 or 2. If the weather is torrential rain (#12) then GFIs are failed on a 1, 2 or 3 (yikes!).

Ball and Marshes

Central Square (dark brown): If the ball enters this square without a standing player it is lost and play is restarted with the team that kicked off last time kicking again. If a player throws/kicks the ball into this square (either deliberately or because of scatter) then the referee sends the offending player off.

Outer squares (brown/green): If the ball lands in one of these square it is now -1 to pickup, in addition to other modifiers, for the remainder of the drive/half, due to the mud coating it's surface. A ball bouncing into this square will bounce no further unless due to a failed pickup.

Lustria

Swamp

Roll a 2D6:-

2-3 Sweltering Heat - 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.

4 Too Hot! – A hot wind blows off the nearby desert, drying the air, and making all the players feel much too hot, to the point where the only way to feel comfortable is to remove some of their armour. For this drive only, all players are at -1 AV. After the drive is finished, re-roll the weather.

5 Swamp Flies – A swarm of flies enters the field of play and buzzes around the players. For the rest of the drive there is a -1 modifier to all Pass, Catch and Intercept attempts.

6-8 Nice – Perfect Blood Bowl weather.

9 Swampy Ground – The ground has become saturated with the constant drizzle, and a couple of small swamps appear on the playing field. Each coach may place 1 Bog on the opposing side of the field, as per the Albion rules above.

10-11 Pouring Rain - It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.

12 Torrential Downpour – It's not rain, it's a waterfall from the sky! Whilst the Downpour continues, all players are at -1 MA, and there is a risk of lightning strikes. At the start of each turn, roll a D8. On a roll of a 1, a bolt of lightning hits a tree. Randomly select a tree on the field (if more than one). The bolt hits that tree, travels down to earth, and delivers an electrical shock to the nearest player (if more than one player is the same distance, all are affected). The player is Knocked Down, and takes an AV/Inj roll as normal.

Trees

Use the template, and see Placing Templates for placing on the pitch.

Outer squares: Players must make a GFI roll (does NOT count as one of the players GFIs for that turn though) to move through these squares, and a Dodge when they leave an outer square.

Centre square: Tree Trunk – may not be entered. Any player pushed into this square is Knocked Down (if not already) and has an -1 AV modifier (in addition to any other modifiers).

Passing over trees: No Pass may have the template going through the Trunk square. Any pass where the template goes through the outer squares has an additional -1 modifier. **However** if this modifier causes the pass to result in a Fumble, the ball will scatter D6 in a random direction from the Trunk instead of from the passer.

Norsca

Mountains

Roll a 2d6:-

2 Shrieking Gale – There is the most ear-splitting gale racing down off the mountain. All Kick-Offs are automatically touchbacks. No passes may be attempted.

3–4 Strong Winds – Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs, Inaccurate Passes and bouncing balls will scatter an additional D3 squares in this direction after normal scatter rolls are made. Any player using their Wings mutation will also scatter in the same way.

5–8 Nice – Perfect Blood Bowl Weather!

9–10 Blizzard – It is cold and snowing! The ice on the field means that any player attempting to Go For It is at a -1 on their dice roll, while the snow means that only Quick Passes or Short Passes may be attempted.

11–12 Avalanche – The vast amounts of recent snow have become unstable. Roll a D8 at the start of each turn – on a roll of a 1 there is an avalanche. Randomly determine one of the long sides of the pitch. Roll D6-2 – this is the distance the snow encroaches (minimum 2 squares). Any player within this distance of the sideline is knocked over and takes a normal AV/Inj roll. This snow stays on the pitch, causing -1 MA and all GFIs to have a -1 to the dice roll, until the end of the drive or half, when the crowd rush onto the pitch to clear it away. Any further avalanches on this side of the pitch will encroach onto the field the distance rolled from the edge of the previous avalanche.

Snow Drifts

Use the template, and see Placing Templates for placing on the pitch.

Outer squares: *Deep snow:* -1 MA, -1 to GFIs, -1 to pick up ball (all cumulative).

Centre square: *Crevasse:* Any player pushed back in this square runs the risk of falling into a hidden crevasse. Make an AG roll for the player, with a +2 modifier if Knocked Down. If equal or under their AG (a roll of a 1 is always a pass, a roll of a 6 is always a failure), they avoid falling. If the roll is over their AG, then the player has fallen, - make an unmodified Injury roll. If the player is Stunned, then place in the KO box – this represents the time it takes them to climb out.

Khemri

Deserts

Roll a 2D6:-

2 Water, Water, Water - randomly select one (living player, but may be an injured player) from each side. The heat has got to this player, and he starts crawling through the desert, looking for the oasis "just over that dune". The coach may elect to send one player to rescue the first (which may mean the team has less than 11 on the pitch). Roll a D6 - on a 1, both players disappear into the distance and are never seen again - remove from the roster. On a 2-6 the rescuer convinces the player to return.

3 - 4 Sweltering Heat - It is so hot that some players collapse from heat exhaustion. Roll a d6 for each player on the field after a touchdown is scored or when a half ends. On a roll of 1, the player collapses. Place him in the Reserve box in the Dugout. He may not take part in the next kick-off but will be available for the drive after that.

5 Very Sunny - A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.

6 - 8 Nice - Normal Blood Bowl weather

9 - 10 Drifting Sand - the wind is steadily blowing sand across the pitch - all players are at -1 MA.

11 Minor sand storm - a sand storm blows across the pitch, making it difficult to see players. Only Quick and Short Passes may be thrown. Hail Mary Pass may be used, but it will scatter D6 squares

12 Major Sand Storm - A powerful sand storm quickly blows across the pitch. Roll a D6 for all players on the field - on a 1-3, they are buried in sand (class as Stunned). The storm deposits a large quantity of sand on the field - all players are -2 MA (minimum of 1), and cannot GFI for the rest of the drive. At the end of the drive, the pitch is cleared - re-roll for weather.

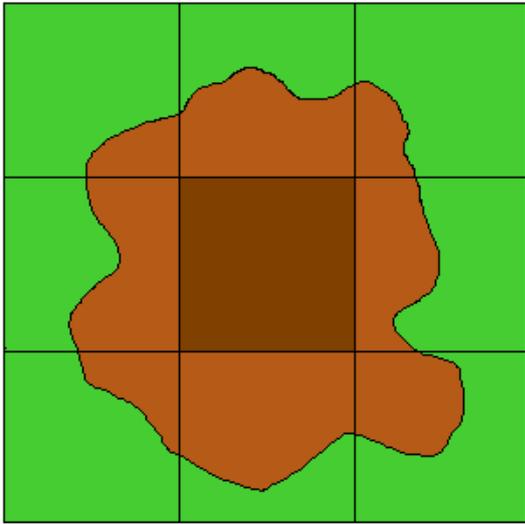
Sand Dunes

Use the template, and see Placing Templates for placing on the pitch.

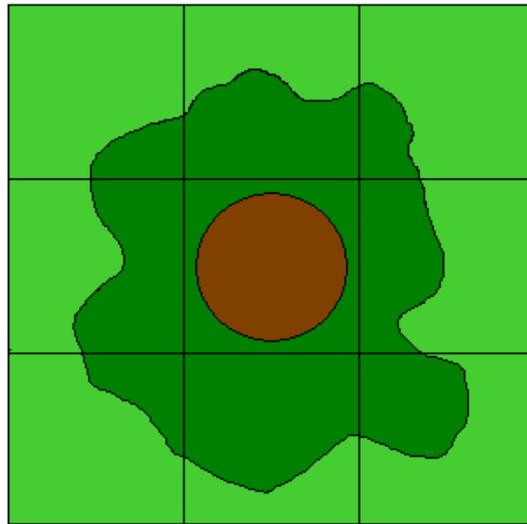
Outer squares: *Deep sand:* -1 MA, -1 to GFIs, -1 to pick up ball (all cumulative with any weather).

Centre square: *Giant Antlion:* Deep Sand as for the Outer squares. In addition, any player entering this square for any reason runs the risk of falling into a Giant Antlion's Trap. Make an AG roll for the player, with a +2 modifier if Knocked Down. If equal or under their AG (a roll of a 1 is always a pass, a roll of a 6 is always a failure), they avoid falling. If the roll is over their AG, then the player has fallen, - make an unmodified Injury roll.

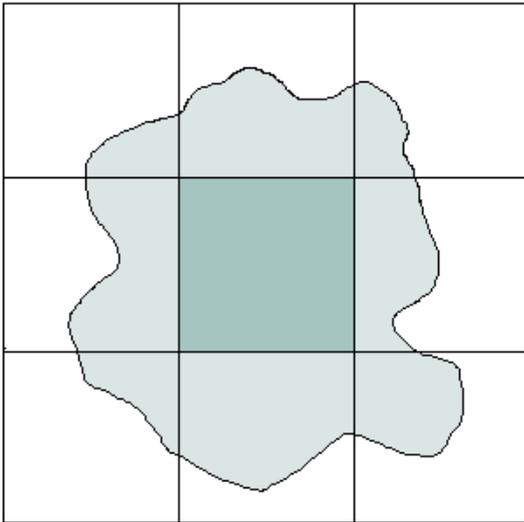
By [ARBBL](#) - Darkson, MoodyGit, BigBelcher and They'reDeadDave
(Inspired by Jungle Bowl by Andy Hall)



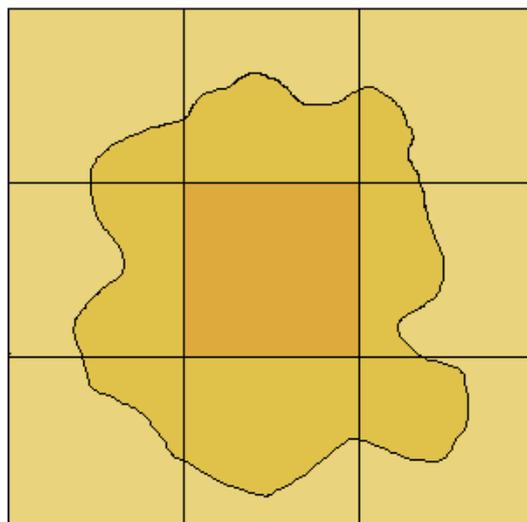
Marsh Template



Tree Template



Snow Drift Template



Sand Dune Template