

THE GREAT BARRIER BIFF II



THE CURSE OF THE BLOCK POWS



Backstory

Piracy on the High Seas of the Old World can be boring, mundane and downright lonely at times, albeit broken up with periods of manic action where your life is at stake. Everyone, and particularly pirates, love a good game of Blood Bowl. (There's quite a lot in common – a drive for high risk, high reward and a common aggressive and violent attitude are all needed).

Hence, *The Great Barrier Biff II*.

Once a year, when the prevailing winds ease, before the storm season begins, pirates of all races set aside their hostilities (well, off the pitch) and converge onto a mysterious island. This location is known only to pirates, which has been inscribed onto maps so only they know the location of the Biff for that season.

Since the The Isle of Curr Tiss was taken over by the East India Company, the location for the Biff II is the Isle of Great Tackle where everyone will converge for drinking, cavorting, a Blood Bowl tournament and, for the winner, a large chest overflowing with Aztec Gold as the prize money. (Of course, becoming a Shambling Undead team once you're the owner, is an unexpected bonus that is kept a tightly-held secret).

What to Bring

- A Blood Bowl Board (if you own one), rules, dice and appropriately painted miniatures to represent your team.
- A Pen, Pencil or other old school writing implement, to record notes from each round, and complete both the score sheet each round and the sportsmanship record.
- Two copies of your team roster sheet, at least one a hard copy to hand to Babs to check.
- A phone with a chess clock app (or Blood Bowl compatible app) installed, set to a game time of 64 minutes per player. This will only be needed if you or your opponent are a slow coach.

Itinerary & Venue

The Tournament will run for **five** games. Registration is \$70, and includes a return trip via Keppel Konnections ferry.

THE GREAT BARRIER BIFF II

Departure time: 5:45pm on Friday 23rd August (please be ½ hour early).

Alternate Departure: 7:30am on Saturday 24th August (please be ½ hour early).

The ferry departs from the Rosslyn Bay marina. Further details in the itinerary below.



Further details are here: <https://www.keppelkonnections.com.au/faq-s>

The Games will be held at the following address: Great Keppel Hideaway, Great Keppel Island.

Accommodation:

A variety of accommodation options are available – sharing a cabin is as little as \$35 a night. Options are attached to this pdf.



Food Package:

Optional – you may pay \$85 all inclusive, for lunch Saturday, mains on Saturday Dinner, breakfast Sunday and lunch Sunday.

Drinks, dessert on the Saturday night and anything else (including tourism merchandise) is not included. You may pay for meals individually instead, including cooking in accommodation with kitchens and/or BBQ's. The menu is attached to this pdf.

Accommodation types and the menu for food are both attached to this document.



THE GREAT BARRIER BIFF II



Approximate Itinerary for Games

Friday (optional)

5:30pm 1st crossing crew - arrive at Rosslyn Bay Marina Keppel Konnections office – be prompt or miss the ship!

5:45pm Depart on the ferry for Great Keppel Island – ferry fees included.

7:00pm Blood Bowl Sevens Beach Party Rum-ble commences

(see their rules pack for times)

Saturday

7:15am 2nd crossing crew - arrive at Rosslyn Bay Marina Keppel Konnections office – be prompt or miss the ship!

7:30am Depart on the ferry for Great Keppel Island – ferry fees included.

9:00am Arrive at Great Keppel Hideaway

9:00-9:30 Setup and registration

(Breakfast can be eaten during game 1 for those late out of bed from the Beach*Bowl*Party).

9:30-10:00 Introduction, 'toolbox talk', Sponsor shoutout and pairings announced

10:00-12:30 Game one

12:30-1:15 Lunch

1:15-3:45 Game two

3:45-4:00 Afternoon Tea

4:00-6:30 Game Three

6:30pm Dinner

Sunday

8:30-9:00am Setup and order Breakfast

9:00-11:45 Game Four

11:45-12:15 Lunch

12:15-2:45 Game Five

3:00-3:15 Prize giving

3:30-4:00pm Trek to ferry for departure

4:00pm Ferry trip back to Rosslyn Bay



6pm-7pm. **Special opening** of Millennium Comics and Collectibles – 158 East Street Rockhampton

THE GREAT BARRIER BIFF II

Registration

At registration all coaches will receive a gift pack with a number of items included in registration, including a miniature travel/storage case (also known as a treasure chest) and a limited edition miniature, Mrs. Davy Jones, suitable for representing several Star Players. Also inside will be your record sheets for each game and the voting form for best sportsperson.



Each coach will receive two 'Aztec Gold' coins,
Suitable for use as counters like those in official GW teams.

Purchases

In addition to food and drink being available to, there will be things that can be purchased.

- NAF membership / renewal - \$15 per year. This includes a set of dice of your choice from the options available, including the 2D6 and NAF FAME token option or official block dice from your choice of colours still available.
- Any teams ordered from Hungry Troll, Gaspez Arts or Jester Prints will be available for pickup at registration on the Saturday morning.
- Jester Prints may have some Blood Bowl miniatures or teams available for sale.
- Coaches are allowed to bring any unwanted miniatures / accessories for sale or trade – but that sale/trade is between coaches – no commission or responsibility for sale will be entered into.

Official Rules

All rules, unless otherwise specified, are from the Blood Bowl Second Season Rulebook, Spike #13-#17, the Teams of Legend pdf and the latest Frequently Asked Questions (at [this website](#)) and reference the official NAF Tournaments rules for 2024.

All rules will be used with the following modifications:

THE GREAT BARRIER BIFF II

This is best achieved by using a Chess Clock app with 64 minutes for each coach
(That is, set to an average of 4 minutes per turn).

THE GREAT BARRIER BIFF II BLOOD BOWL TOURNAMENT

Team development
Tier 1 teams: 104TV to start
Tier 2 teams: 106TV to start
Tier 3 teams: 108TV to start
Tier 4 teams: 110TV to start
Tier 5 teams: 115TV to start
See which teams are in which tiers below

Skills package
Tier 1 teams: 2 primary skills before game 1.
Tier 2 teams: 3 primary skills before game 1.
Tier 3 teams: 6 primary skills, 3 secondary skills or a combo (e.g. 2 primary & 2 secondary)
Tier 4 teams: 7 primary skills, up to 3 secondary
Tier 5 teams: 8 primary skills or 4 secondary
Round 2: 1 Primary skill added
Round 3: 2 Primary skills added
Round 4: 1 Secondary skill or 2 Primary skills.
Round 5: 1 Secondary skill or 2 primary skills.

Inducements
Only inducements from p23 allowed, except:
No Star Players or Jozef Buzman
No Mercenaries or Special Play Cards
All Inducements must be listed on the Team Roster sheet and cannot change

Skills can be stacked onto the same player. Skills are at no TV cost. Skills are only added this way.
As the tournament is resurrection but 'semi progression', teams 'reset' after each round, but gain new skills each round. That is, injuries do not carry over game to game.

Games

The structure of the tournament is a Resurrection Swiss style. Each round, the rank of the team will determine the opponent. No two games will feature the same opponent. After each game, any 'Miss Next Game's, 'Niggling Injuries', Statistic reductions or deaths to your team will be 'magically healed'.

Tiers (ranked in order of tournament performance without star players)

Tier 1

Amazon
Chaos Dwarf
Dark Elf
Dwarf
Elven Union
Orc
Shambling Undead
Skaven
Underworld Denizens
Wood Elf

Tier 2

High Elf
Lizardmen
Necromantic Horror
Norse
Tomb Kings
Vampires

Tier 3

Black Orc
Chaos Chosen
Humans
Imperial Nobility
Khorne
Slann
Old World Alliance

Tier 4

Chaos Renegades
Gnomes
Nurgle
Snotlings

Tier 5

Halfling
Ogre
Goblin

Please note teams eligible for the Stunty Pirate King are:

- Goblins, Halflings, Ogres, Snotlings, Gnomes, Black Orcs with no Black Orcs, Lizardmen with no Saurus and Underworld Denizens with no Skaven.

Submit your team roster sheet to Stephen "Babs" Babbage before 2nd August (babsylonian@gmail.com or via facebook messenger.) Any rosters not submitted by this cut-off will require a minimum of 1 Dedicated Fans, 1 Assistant Coach and 1 Cheerleader. This is to allow roster checks, and to enter valid details into the tournament software to save time on the day.

THE GREAT BARRIER BIFF II

During team creation, coaches should allocate the skills according to their tier selected, for NO additional cost (do not include it in the team roster cost). That is, a normal skill means a skill that the particular player can choose after spending six Star Player points on a 'Chosen Primary skill' roll on the improvement table on p72.

All initial skills chosen prior to the first game (during team creation) can be 'stacked' but players can only have two additional skills added to their starting skills and traits at the beginning of the tournament. Additional skills after Round 1 can be stacked further than two per player.

All 'inducements' to take the team to their TV, such as Master Chefs, Star Players etc. must be put into the roster prior to the first game and cannot change from game to game. No Star Players are permitted.

Custom rules

There are a couple of custom rules that will be in play in the tournament:

A revised Kick Off table and Weather Table will be in play, not only to reflect the tournament, but to keep games to time.

The weather table is included here.

The kickoff table is in the 'cheat sheets'.

All results in red text are different in application to that found in the Blood Bowl rulebook. All results in black work the same way as the same result rolled on the standard table in the Blood Bowl rulebook, but names and wording has changed for a fun flavour to the event.

WEATHER TABLE	
2D6	RESULT
2	OPPRESSIVE HUMIDITY: D3 players for each team, on the pitch when each drive ends, gain the Drunkard skill (if they already have it, it becomes 4+). Roll the D3 and apply to both teams. This skill or change remains on all players until the weather changes or the end of the game.
3	BLINDING SUNSHINE: Apply a -1 modifier for every time a player tests against their Passing Ability.
4-10	PARADISE: Ideal Blood Bowl weather. No effect.
11	TROPICAL DOWNPOUR: Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or attempt to interfere with a pass.
12	MONSOONAL GALE: Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

THE GREAT BARRIER BIFF II

Tournament Code of Conduct

(From the Blood Bowl Matched Play Guide, copyright Games Workshop 2022)

CARDINAL RULES

- Always be polite and respectful to your opponent at all times.
- Always tell the truth and never cheat.

IMPORTANT PRINCIPLES

- Make a respectful gesture to your opponent before the game begins, such as wishing them good luck, offering a handshake, etc.
- Avoid using language that your opponent or those around you may find offensive.
- Arrive on time for your game with all of the things you need to play.
- Offer your opponent the chance to examine your team roster before the game begins.
- If your opponent has any questions or queries about your roster, you should answer them truthfully and ensure your opponent understands the answer.
- Ensure that your opponent is aware of any inducements, or other special rules your team has, and that they know what they do.
- When counting out the number of squares a player is moving, do so carefully and accurately. You should also allow your opponent the opportunity to check any moves before you move any models if they wish.
- When rolling dice, make sure they are clearly visible to all players and allow your opponent to examine the rolls before picking up the dice.
- Always ask your opponent's permission before touching their models.
- Remind your opponent about any rules they may have forgotten to use, or they have used incorrectly, especially when doing so is to your opponent's benefit rather than your own.
- Never deliberately manipulate the amount of time a game takes in order to gain an advantage, either by playing overly quickly or by wasting time.
- Try not to distract an opponent when they are trying to concentrate and always ensure you respect their personal space.
- Never complain about your own bad luck or your opponent's good luck.
- Always be humble in victory and graceful in defeat.
- Never fix the outcome of a game for any reason.

A Word of Advice on Words of Advice

The game should be played between you and your opponent - no help from fellow coaches in your team, friends, family, or other onlookers is permitted. It is, however, always good to discuss the game afterwards with your opponent, you may learn something!

Rules Disputes

All disputes about the rules will be solved by the following process:

1. Both coaches are to look up the rules and, where relevant, the latest GW FAQ.
2. If the answer is not clear, ask Babs (Stephen Babbage). His word is final. Arguments with the commissioner may result in points being deducted from your team and, in extreme cases, expulsion from the tournament. **Any** rules clarifications not settled between coaches will be taken by Babs, who will be on hand during games for rules clarifications and questions.

"Cocked Dice"

All cocked dice (dice on an angle) are to be rerolled, with no exceptions. Cocked dice include those that do not finish up on the game table, or are "even a little bit" off lying flat on the table or pitch.

"That Guy Already Moved"

In tournament play, the convention is that a player's facing will change once it has completed a move - hence you should be able to look and see everyone who has moved at any point. This convention is to be followed - if you are not sure how it works then ask your oh-so-friendly commissioner!

Taking Moves Back and Declaring Actions

If a coach has moved a player, & then starts moving a second player, the first player cannot have his move adjusted.

This is also true of rolling dice. **Once you have rolled a die**, it "cements" that player's movement. Otherwise, players can be taken back to their original square and moved again. Likewise the coach must declare the player's action before moving and this cannot be changed to another action **once a die roll has been made**.

THE★GREAT★BARRIER★BIFF★II

Respect your opponents

In case it is not already clear, it is critical that you respect your opponent in all ways. Some examples include:

- Respect the rights and dignity of every person regardless of gender, race, ethnicity or sexual orientation
- Never celebrate when your opposing coach fails a roll.

Forfeiting the Match / Tournament

Forfeits are very strongly discouraged. However, if it must occur, these are the rules.

You may choose to concede a match at the start of one of your turns, or by being unable to play your game for the round. The conceding rules in the Blood Bowl rules are to be **replaced** by these rules for this particular tournament:

If you concede, then the opponent gains 6 points for the game.

The forfeiting team does not gain any tournament points.

Unless the forfeiting team is losing by more than 2 touchdowns, the remaining team wins by two touchdowns for the purposes of the teams respective TD point total and tie-breaks.

Cheating

Blood Bowl is a game of chance. Deaths occur, and in a league setting, star player points go to awkward players. This chaotic progression and setback of teams over time is what makes the game so unique and intriguing. Any tampering with results of a die (e.g. allowing a reroll when one is not allowed, or a 'take back' retraction of a move after a die has been rolled, even by mutual consent of the opponent) may result in being ejected from the tournament. Cheaters will not be tolerated.

Tournament Expulsion / Ejection

If there is a clear breach of the Code of Conduct, then the Tournament Commissioner, Babs, reserves the right to remove the individual coach(es), from the tournament. No refunds or prizes will be available, and they will not be returning on the same ferry as the rest of the coaches (that is, the return ferry at 4pm is not to be used).

Scoring System

Points from every game are added to the teams total. A tournament table is produced every round.

The tournament points scoring system will work as follows:

- Winning The Match 6 points
- Drawing The Match 3 points
- Losing 1 points
- Forfeit/Concede 0 points



The coach with the highest score at the end of the 5 games will be the Great Barrier Biff Tournament Champion and first place winner, affording them the first choice from the Prize table.

Each Round

All players will play in each round. There will be a bye player available to play so that no player will have to sit out a bye round.

Please note that a countdown timer will be displayed or announced regularly. Players that are sufficiently behind schedule will have the chess clock enforced. A game that is behind after the time has expired may be asked to finish the subsequent turn to that they are on at the announcement and the game will stand at that point.

After each round, coaches must select their new skill(s) and write them on the team roster before the new round is announced, and therefore their opponent is announced.

Skills given after the first game can be 'stacked', or added to a player who has already been given a skill in addition to the skills and traits they start with.

Please note that other post game rolls such as the MVP, winnings, Fan factor rolls etc. are NOT undertaken.

THE★GREAT★BARRIER★BIFF★II

Score Card

A score card will need to be filled in by **Each** coach. On this card you will need to record:

- The final score for both teams
- The casualty count for you and your opponent (and this includes all casualties inflicted, such as crowd casualties.)
- Your NAF nickname and your opponents NAF nickname.

Sportsmanship

At the end of the tournament, each coach will rank the five opponents from the games they have played, with 8 points to the person who is the best sportsman (most enjoyable person to play) in your opinion, 6 to the second best, 4 to the third and 2 to the fourth best. This ranking will determine best sportsman.

Best Painted team will be a semi-anonymous vote conducted with dice – each coach will be given a die or token, that die placed next to the team you consider to be the best painted counts as your vote.

Miniatures

- All coaches need to be in possession of 'appropriate' miniatures for their team. Appropriate is determined by the Tournament Organiser's decision, who has final say. There are a number of people who will willingly loan teams, including Babs, so if you do not own a sufficiently painted team, please ask.
- All miniatures must have numbers shown and all miniatures whose painting is incomplete may be deemed to be unable to play with that particular team. If in doubt, please email the tournament organiser before the event, with pictures attached.
- All Wizards, Master Chefs and any other personalities from inducement have to be represented by an appropriate miniature or token to remind both coaches they exist!
- Assistant coaches, apothecaries, necromancers, bribes, Bloodweiser Kegs and other coaching staff, do not have to be represented by appropriate miniatures (although they can look great!), but all players, wizards and other special coaching staff (such as Master Chefs, etc.) do.

Prizes:

'Bonus Booty' prizes:

There will be spot prizes allocated, one for each round, for achieving a particular thing. Two examples of the type of thing that needs to occur are: The first coach to roll double skulls and reroll it into double skulls, or a player who falls over going into the end zone. If the 'booty' is not awarded during that round, it will carry over to the next round.

Final prizes will be awarded after the final game, and each coach will choose one prize from the prize table, in order, no matter how many awards they win. Trophies will be awarded to actual winners.

Prizes will be awarded to (in order):

- First Place
- Second Place
- Best Painted team
- Best Sportsman
- Third Place
- Stunty Pirate King
- Wooden Spoon (Not to the lowest placed coach, but the Encouragement award)
- Most Casualties

After all prizes are awarded, if there are still prizes on the prize table, prizes will be awarded to any other recipients, in order of their tournament final rank.

If an award recipient wins more than one category, that prize pick will simply NOT be awarded (only the trophy will).

THE GREAT BARRIER BIFF II

Payment for registration, accommodation and the food package:

Payment can be made directly to Babs.

All drinks, desserts, other food, tourist merchandise etc. can be purchased from Great Keppel Hideaway

If you have any questions, or just want to know other things, then I encourage you to get in contact with me on either:

Facebook (Stephen Babs Babbage)

Or ring 0412 179 104 (sane hours)

Babs, aka Stephen Babbage (Tournament organiser)

Official Sponsors





CHEAT SHEET

SEQUENCE OF PLAY

PRE-GAME SEQUENCE

The pre-game sequence consists of the following steps. Several steps are not needed in the tournament. More information on p.37:

1. The Fans - D3 + Dedicated Fans
2. The Weather - roll on weather table
3. Determine Kicking Team

START OF DRIVE SEQUENCE

The pre-game sequence consists of the following steps also found on p.40:

1. Set-up
2. The Kick-off - the ball Deviates p.25
3. The Kick-off event - roll on table

TEAM TURNS

Once the Kick-off has been resolved, the game continues in a simple but strict sequence of team turns:

1. Receiving Team's Turn
2. Kicking Team's Turn

Should any drive end with a touchdown before the end of the half, the team that scored the touchdown will kick to the team that conceded the touchdown.

END OF DRIVE SEQUENCE

When a touchdown is scored or at the end of the final turn of a half, the current drive comes to an end and play will half. If there are more turns of the current half or a full half still to come, play only halts temporarily. Both coaches run through the following sequence of steps:

1. Deal with Secret Weapons
2. Recover Knocked-out Players 4+
3. The Drive Ends

CONTINUED ON P37...

WEATHER TABLE

2D6 RESULT

- 2 **OPPRESSIVE HUMIDITY**: D3 players for each team, on the pitch when each drive ends, gain the Drunkard skill (if they already have it, it becomes 4+). Roll the D3 and apply to both teams. This skill or change remains on all players until the weather changes or the end of the game.
- 3 **BLINDING SUNSHINE**: Apply a -1 modifier for every time a player tests against their Passing Ability.
- 4-10 **PARADISE**: Ideal Blood Bowl weather. No effect.
- 11 **TROPICAL DOWNPOUR**: Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or attempt to interfere with a pass.
- 12 **MONSOONAL GALE**: Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

THE TURNOVER

A turnover is caused:

- If a player on the active team Falls Over during their own activation.
- If a player on the active team is Knocked Down during their turn.
- If a player on the active team that is in possession of the ball is Placed Prone during their team turn.
- If a player on the active team that is in possession of the ball is forced to move off the pitch for any reason.
- If a player on the active team attempts to pick up the ball from the ground and fails, even if the bouncing ball is then caught by a player from the active team.
- If a player on the active team fumbles a Pass action, even if the bouncing ball is then caught by a player on the active team.
- If no player on the active team catches the ball after a Pass action or a Hand-off action and the ball comes to rest on the ground or in the possession of a player from the opposing team.
- If a Pass action is Deflected or Intercepted and the ball comes to rest either on the ground or in the possession of a player from the opposing team.
- If a player on the active team that is in possession of the ball is thrown by a team-mate and either fails to land safely, lands in the crowd or is eaten, even if the bouncing ball is then caught by a player from the active team.
- If a player on the active team is Sent-off by the referee for committing a Foul.
- If a touchdown is scored.

POST-GAME SEQUENCE

AFTER the match, both coaches should run through the modified post-game sequence step by step as described on p.69.

1. Record Outcome on Score Card
2. Add new Skills (see next page)

THE KICK OFF EVENT TABLE

2D6 RESULT

- 2 **MUTINY:** Each team gains a free Bribe as described on p.91 of described on p.91 of the Blood Bowl rulebook. This Inducement must be used before the end of the game or it is lost.
- 3 **SKULLDUGGERY:** Both coaches roll D6 and add their team's Fan Factor. The winning coach may select a player, who gains the Stab trait for this drive only. If both teams tie, both teams may select a player in the same manner.
- 4 **REPEL THE BOARDERS:** D3+3 Open players on the kicking team may be removed and set-up again in different locations, following all of the usual set-up rules.
- 5 **FIRE IN THE HOLD:** One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in.
- 6 **LOOK LIVELY YE HEARTIES!** Both coaches roll a D6 and add the number of cheerleaders on their Team. The coach with the highest total may immediately roll once on the Prayers to Nuffle table on p.103. In the case of a tie, neither coach rolls on the Prayers to Nuffle table. Note that if you roll a result that is currently in effect, you must re-roll it. However, if you roll a result that has been rolled previously but has since expired, there is no need to re-roll it.
- 7 **NAVIGATE THE REEF:** Both coaches roll a D6 and add the number of Assistant Coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.
- 8 **TROPICAL SQUALL:** Make a new roll on the Weather table and apply that result. If the weather conditions are 'Perfect Conditions' as a result of this roll, the ball will scatter, as described on p.25, before landing.
- 9 **MAN THE RIGGING:** D3+3 Open players on the receiving team may immediately move one square in any direction.
- 10 **PREPARE TO BE BOARDED!** Both coaches roll a D6 and add the Fan Factor for their team. The winning coach selects a player on their own team that does not have the Loner trait. That player immediately gains the 'Raiding Party' special trait that Ivar Eriksson has (see the rule description, lower right). This ability remains on that player until the end of the drive.
- 11 **WHAT SHALL WE DO WITH THE DRUNKEN SAILOR?** Both coaches roll a D6 and add their Fan Factor to the result. The coach that scores the lowest randomly selects one of their players from those on the pitch. In the case of a tie, both coaches randomly select a player. Roll a D6 for each selected player. on a 6 this player gains Foul Appearance if they do not already have it. On a 1-5, the player gains Really Stupid (4+) for the drive. After the drive has finished, their team-mates stick 'em in a barrel with cold water!
- 12 **CANNONBALLS:** Both coaches roll a D6 and add their team's Fan Factor to the result. The coach that rolls the lowest randomly selects D3 of their players from among those on the pitch. In the case of a tie, both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned.

THE AFTERMATH

RECORD OUTCOME

Each coach should record the following on their Tournament Record sheet:

- The result of the game (who won?)
- How many touchdowns were scored (by each team)
- How many Casualties were caused (record all casualties, including crowd, etc.)
- How many points were earned
- Remember DEAD players from your team roster magically are resurrected!
- Hand the results to the Tournament Organiser.

WINNINGS

Skip this step

DEDICATED FANS

Skip this step

CHOOSING NEW SKILLS

BEFORE EACH ROUND, SELECT NEW SKILLS

Each player can have any number of skills added to their starting skills and traits that are on their team list. Only two additional skills may be stacked on any player initially (before Round 1).

ROUND 2: Choose 1 primary skill to add to a player.

ROUND 3: Choose 2 primary skill to add to any players.

ROUND 4: Choose 1 Secondary skill to add to any player, or, instead, choose 2 primary skills to any two players.

ROUND 5: Choose 1 Secondary skill to add to any player, or, instead, choose 2 primary skills to any two players.

RAIDING PARTY

Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.



CHEAT SHEET

BLOCKING PLAYERS

The number of dice rolled depends on the strengths of the two players involved. No matter how many dice are rolled, only one is ever used to decide the result of the block.

STRENGTH

When an active player performs a Block action, the first thing to do is compare the Strength characteristic of both players, including any modifiers.

STRENGTH

RESULT

- = 1 block dice to the attacker
- > 2 block dice to the stronger player
- > 2X 3 block dice to the stronger player

BLOCK DICE



Player Down: The active player is immediately Knocked Down by the player they were attempting to block.



Both Down: Both the active player and the target of the Block action are Knocked down by one another. If one or both of the players has the Block skill, they may choose to ignore this result and not be Knocked down.



Push Back: The target of the Block action is pushed back one square by the active player. The active player may follow up into the vacated square.



Stumble: If the target of the Block action has and chooses to use the Dodge skill, this result becomes a Push Back. Otherwise, this result becomes a POW!



POW!: The target of the Block action is pushed back by the active player and is then Knocked Down in the square they have been moved into. The active player may follow up into the vacated square.

STANDING UP

So you got knocked down, but what about getting back up again? The only time a player can Stand Up is at the beginning of an Action at a cost of three squares of movement. If a player has less than three squares of movement, they must roll 4+ to stand up.

If the player stands up successfully, then they may not move further squares unless they Rush.

RISKING INJURY

WHENEVER a player is Knocked Down or Falls Over, they risk injury. When a player is Knocked Down or Falls Over, the coach of the opposing team will make an Armour roll against that player.

1. Armour Roll: An Armour roll is made as described on p.29, by the coach of the opposing team. If the player's armour is 'broken', an Injury roll is made. If their armour is not broken, it protects them from harm.

2. Injury Roll: Whenever a player's armour is broken, an Injury roll is made against them. The coach of the opposing team rolls 2D6 and consults the table below.

FOULING

So you got the player knocked down, but what about making them stay down? To make a Foul action, the Fouling player may move adjacent to a Knocked Down player and make an Armour roll (possibly followed by an Injury roll). If a natural double is rolled when making either roll, the referee has seen the player committing the Foul action and is Sent-off and a Turnover occurs as described on p.63.

ARGUING THE CALL

WHEN a player is Sent-off by the referee for committing a Foul, their coach may attempt to Argue the Call. Roll a D6 and refer to the table below:

D6 RESULT

1 **"You're Outta Here!"** The referee is enraged! The player and the coach are both sent packing! You may no longer Argue the Call and must apply a -1 modifier when rolling for Brilliant Coaching.

2-5 **"I Don't Care!"** The referee is not interested in your argument. The player is Sent-off and a Turnover caused.

6 **"Well, When You Put It Like That..."** The referee is swayed by your argument. A Turnover is still caused but the player that committed the Foul is not Sent-off.

INJURY TABLE

2D6 RESULT

- 2-7 Stunned:** The player immediately becomes Stunned, as described on p.27, and is laid face-down on the pitch.
- 8-9 KO'd:** The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover, as described on p.66.
- 10+ Casualty:** The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. The coach of the opposing team rolls on the Casualty table to determine exactly what has happened to the player (as follows).

STUNTY INJURY TABLE

2D6 RESULT

- 2-6 Stunned:** The player immediately becomes Stunned, as described on p.27, and is laid face-down on the pitch.
- 7-8 KO'd:** The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover, as described on p.66.
- 9 Badly Hurt:** The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. No Casualty roll is made. Instead, a Badly Hurt result is automatically applied against them.
- 10+ Casualty:** The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. The coach of the opposing team rolls on the Casualty table to determine exactly what has happened to the player (as follows).

CASUALTY TABLE

D16	RESULT	EFFECT
1-6	Badly Hurt	The player misses the rest of this game, but suffers no long term effect.
7-9	Seriously Hurt	Miss Next Game (MNG).
10-12	Serious Injury	Niggling Injury (NI) and Miss Next Game (MNG).
13-14	Lasting Injury	Characteristic Reduction and Miss Next Game (MNG).
15-16	DEAD!	This player is far too dead to play Blood Bowl!

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	Dislocated Shoulder	-1 ST

ACTIVATION

PLAYER ACTIONS

During your team turn, you may activate each Standing and/or Prone player to perform one action available to them. Players that begin their team turn Stunned cannot be activated.

MOVE	Up to MA	44
PASS	Move, then pass	48
HAND-OFF	Move, then Roll to catch	51
THROW TEAM-MATE	“Right stuff” trait	43
BLOCK	Attack adjacent player	56
BLITZ	Move then Block	43
FOUL	Roll to break armour	63
SPECIAL ACTIONS	Skill or trait actions	74

PASS ACTION

Once per team turn, a player on the active team may perform a Pass action in order to pass the ball to another square, as described on page 48. A Pass action involves moving up to the players MA, and then attempting a Pass action.

1. Measure range and declare target square:

The range ruler is used to measure the range to any possible target squares before the target square is chosen and declared.

2. Test for accuracy:

The coach of the player performing the action rolls a D6 to determine the accuracy of the pass.

3. Passing interference:

Unless the pass was fumbled, one opposition player may be able to attempt to interfere with the pass, hoping to ‘Deflect’ or ‘Intercept’ it.

4. Resolve pass:

If the pass was neither fumbled nor interfered with, the pass itself is resolved!

THROW TEAM-MATE

Once per team turn, instead of performing a Pass action, a player on the active team with the ‘Throw Team-mate’ trait can attempt to throw a victi... uh... team-mate with the ‘Right Stuff’ trait as if they were a ball, as described on page 52.

HAND OFF

Once per team turn, a player on the active team may perform a Hand Off action, which involves moving up to the players MA, and then attempting to hand the ball off to another Standing player from their team that is in an adjacent square, as described on page 51.

THE GREAT BARRIER BIFF II



Sportsmanship Scores

(5 points to best sportsman, then 4 points to next best, then 3, 2 and then 1 to the lowest) – hand in after game 5.

Round 1 Opponent NAF name:

Sports Score 1

Round 2 Opponent NAF Name:

Sports Score 2

Round 3 Opponent NAF name:

Sports Score 3

Round 4 Opponent NAF Name:

Sports Score 4

Round 5 Opponent NAF Name:

Sports Score 5

Score Card ROUND 5

Your actual name:

Your Opponents actual name:

Your NAF Name:

Your Opponent's NAF Name:

Touchdowns you scored:

Touchdowns your opponent scored:

Casualties you inflicted (including crowd etc.):

Casualties your opponent inflicted on you:

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Score Card ROUND 4

Your actual name:

Your Opponents actual name:

Your NAF Name:

Your Opponent's NAF Name:

Touchdowns you scored:

Touchdowns your opponent scored:

Casualties you inflicted (including crowd etc.):

Casualties your opponent inflicted on you:

Score Card ROUND 3

Your actual name:

Your Opponents actual name:

Your NAF Name:

Your Opponent's NAF Name:

Touchdowns you scored:

Touchdowns your opponent scored:

Casualties you inflicted (including crowd etc.):

Casualties your opponent inflicted on you:

Score Card ROUND 2

Your actual name:

Your Opponents actual name:

Your NAF Name:

Your Opponent's NAF Name:

Touchdowns you scored:

Touchdowns your opponent scored:

Casualties you inflicted (including crowd etc.):

Casualties your opponent inflicted on you:

Score Card ROUND 1

Your actual name:

Your Opponents actual name:

Your NAF Name:

Your Opponent's NAF Name:

Touchdowns you scored:

Touchdowns your opponent scored:

Casualties you inflicted (including crowd etc.):

Casualties your opponent inflicted on you: