

Team Value

In League matches the 'value' of a team affects whether it receives *Inducements* for playing a match (see page 28) and if it suffers from *Spiralling Expenses* (see page 29). The value of a team (often abbreviated to 'TV') is worked out by adding up the value of the players that will play for the team in its next match, including extra value from improvements, to the cost of coaching staff, team re-rolls, and Fan Factor. Record the value of your team in the appropriate space on the team roster. Note that gold in the treasury and any players that are missing the game due to injury do not count towards the Team Value.

Match Records

On the back of the team roster sheet there is a Match Record Chart for recording information about the games that the team has played. Keep a record of the matches played by the team here. The coach should record the name of the opposition, the score and number of casualties inflicted by each team, as well as the gate and match winnings, and any brief notes about the game.

INJURIES

Blood Bowl is a rough and dangerous sport, and players are often injured or killed while playing the game. Many Blood Bowl players sport scars from old injuries, while some have lost eyes, ears, noses and even whole limbs! Although most injuries can be recovered from given a bit of time, some are so serious that they can permanently affect a player. In one-off games this is not important – all you need to know is that the player is off the pitch for the rest of the game! – but in a league it is vital to know exactly what type of injury a player has suffered. This is where the Casualty table comes in.

If a player suffers a Casualty because a 10 or more is rolled on the Injury table, then the opposing coach rolls on the Casualty table. The dice scores on the Casualty table run from 11 through to 68. Assuming that you don't have a 68-sided dice (not many people do), you need to roll a normal six-sided dice and the eight-sided dice used to scatter the ball. The six-sided dice counts as tens, so a score of 2=20, 4=40 etc, and the eight-sided dice counts for the units, so a score of 3=3, 5=5, etc. Then put the numbers together to get a score from 11 to 68. For example, if you rolled a '2' on the six-sided dice and a '3' on the eight-sided dice, then you would get a score of 23.

Having made the dice roll, look up the result on the Casualty table. The table lists exactly what has happened to the player, and describes any special effects the injury may have. The majority of the results simply cause the player to miss the next match, though some have more long-lasting effects. The coach of the player that suffered the injury should make a note of the effect of the serious injury on his team roster.

★ ★ ★ **Did you know...**

The Big Moot sandwich has become the number one consumed concession at Blood Bowl stadiums. The Halling owners of McMurry's continue to reap the benefits of an exclusive concessions contract with several of the larger Old World stadiums. The aroma of those three all-meat patties, Hot Pot sauce, lettuce, cheese, onions, pickles on a caraway seed bun has lured many a fan (and sometimes the players!) away from the game to satisfy a Big Moot Attack. McMurry's reminds all Blood Bowl fans: if you gotta eat, its 'Gotta Be McMurry's'.

★ **CASUALTY TABLE ★**

D68	Result	Effect
11-38	Badly Hurt	No long term effect
41	Broken Ribs	Miss next game
42	Groin Strain	Miss next game
43	Gouged Eye	Miss next game
44	Broken Jaw	Miss next game
45	Fractured Arm	Miss next game
46	Fractured Leg	Miss next game
47	Smashed Hand	Miss next game
48	Pinched Nerve	Miss next game
51-54	Damaged Back	Niggling Injury
55-58	Smashed Knee	Niggling Injury
61	Smashed Hip	-1 MA
62	Fractured Skull	-1 AV
63	Broken Neck	-1 AG
64	Smashed Collar	-1 ST
	Bone	
65-68	DEAD	Dead!

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

Niggling Injury: Miss next game as above. In addition, write an 'N' in the injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury roll made against this player.

-1 MA, ST, AG, and AV: Miss next game as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points or below a value of 1. Any injuries that could reduce it further are ignored.

Dead! – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he is raised to join another team!

STAR PLAYER POINTS

Players are able to earn *Star Player points* (SPPs) in league matches. Star Player points are earned for scoring touchdowns, making complete passes, making interceptions, killing or injuring opposing players, and for earning 'Most Valuable Player' awards. Once a player has earned enough Star Player points he becomes entitled to an improvement and may roll on the 'Improvement table'. Players who survive long enough will progress to become legendary players, with special characteristics and skills that they have picked up over the course of their long career on the Blood Bowl pitch.

The team roster includes boxes so coaches can keep track of the number of Star Player points their players earn during a match. Each time a player does something that earns him any Star Player points his coach should put a tick in the appropriate box on the roster for each point they have earned. At the end of the match count up the number of new ticks for each player, and upgrade their total score of Star Player points accordingly.