



END TIMES

LIVE ACTION ROLEPLAY

BLOOD BOWL

SUPPLEMENT



UNOFFICIAL
GRIMDARK FANTASY LARP

END TIMES LARP: BLOOD BOWL



SUPPLEMENT

ver. 3.0

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INTRODUCTION

“Look, I paid good coin for this ticket, and I expect to see blood! If they happen to score a touchdown along the way, well that’s just a bonus... hey, pretzel man! I’ll take three.” – Füt Bahlmann, Reikland Eagles fan being interviewed by BBN.

Welcome sports fans! If you’re more than eager for a little bloodshed but also want to grab some cheap concessions from a semi-reputable Halfling vendor while you catch the half-time show, then you’ve come to the right place. This is Blood Bowl like you’ve never seen it before...

PURPOSE OF THIS SUPPLEMENT

This supplement provides all the additional rules required to play in a special Blood Bowl event at End Times LARP. While most of the core mechanics of the game remain unchanged, these events have a very different feel to them and require some special considerations that will be detailed within.

WHAT IS END TIMES LARP?

End Times is a live action role-playing game, run as a non-profit venture by a community of enthusiasts.

For more information, including free access to core rulebooks and other supplements, check out our website at endtimeslarp.ca.

WHAT IS BLOOD BOWL?

Blood Bowl is a brutal blood sport that is essentially the grimdark fantasy equivalent of American football. Our annual Blood Bowl events represent playing out the final tournament games of that season for the highest prize in the sport, the End Times Cup.

Blood Bowl events can have a somewhat different tone than a typical End Times event. Though still excessively violent and dangerous, it is often approached in a slightly more lighthearted manner, with many tongue-and-cheek parodies of real-world equivalents. Where a typical End Times event often strictly adheres to a gritty dark realism, Blood Bowl can have a more over-the-top feel, allowing us to also explore the absurd and whimsical without leaving our grimdark setting altogether.

EARLY BLOOD BOWL LORE

Over a century ago, battling forces of Dwarfs and Orcs stumbled across a buried arena containing a stone tablet, on which was inscribed the rules for an ancient religious rite dedicated to Nuffle, the god of violent sport. The warring armies decided to use this rite to settle their conflict, and the game of Blood Bowl was born! This discovery would take the world by storm, and forever change it in a profound way. The Dwarf who translated the tablet became the first League

Commissioner of the NAF, with teams quickly drafted by every faction across the globe and entire industries springing up revolving around this sport. Instead of endless open war, conflicts between them were now settled on the pitch. Today, fans from all races sit side by side on the stadium benches as they cheer on their team to victory and howl for blood.

THE END TIMES LEAGUE

Though Blood Bowl would continue to have a long and detailed history since its discovery, what is most important for our events are the changes that have reshaped the sport in recent years. Late in 2523 IC, doomsayers began appearing in the streets across the Old World and beyond, pronouncing that the End Times were upon us. But they also spoke that perhaps not all hope was lost, for Nuffle had decreed that such matters should be settled in the same way the world had become accustomed to... through sport. These prophets of doom announced that a new league sacred to this task should be formed, and should either the ruinous powers or the forces of order ever claim the cup for eleven years in a row, then they would be declared the victors in this matter. The very fate of the world would rest upon the actions of a few players on the pitch.

In the aftermath of this revelation, an organization calling itself the End Times League (ETL) was indeed formed, and declared itself the sacred guardian of Nuffle's great command. Details of its leadership remain as mysterious as the league itself, with none knowing the true identity of its Commissioner. Lacking the funds of the former NAF, it took the new league time to find teams willing to play in it. Many

publicly decried the whole spectacle as nothing more than a clever marketing ploy. But whether fans truly believed in the prophecy or not, it did not stop at least a few of them from filling the stands during the league's first official season in 2526 IC. Could the fate of the world really hang in the balance? Surely not, but who cares as long as fans get to see blood hit the turf!





BLOOD BOWL EVENTS

With that brief introduction into this brutal blood sport out of the way, it's time to discuss the actual events at which End Times LARP will host games of Blood Bowl, as these differ from more traditional events in several important ways.

IS BLOOD BOWL CANON?

With an important caveat that we'll explore in the next section, the quick answer is... absolutely not. Blood Bowl exists only in what can be viewed as an alternate timeline or dimension. Despite its many similarities, it is also fundamentally different and distinct from the setting in which regular End Times events occur. The game of Blood Bowl and everything related to it, simply does not exist in our canon setting. The specific acts that occur at a Blood Bowl event do not seem to directly affect the plot of End Times LARP. Though community members can still play their usual End Times characters at such events, this represents them playing their character's doubles or alter-egos in this spin-off setting, fully aware and understanding of the role of Blood Bowl in the world. But their actual characters are not canonically there and do not remember the events that transpired in any way, shape or form.

CHARACTER IMPACT

Given the above, it would seem like nothing that happens at a Blood Bowl event would actually impact a player's character at End Times. In a weird quirk of fate though, nothing could be farther from the truth. Although they have no recollection or physical evidence of Blood Bowl after the event, almost everything that happens to a character played at a Blood Bowl event in terms of game mechanics will affect their regular character as it normally would, including the following:

Pre-Logs: Pre-logs are still submitted as normal, with a character able to do whatever they would normally do with their downtime and gaining the usual amount of Experience Points.

Effects & Injuries: Any effects or injury that would normally persist past the end of the event will affect the character as normal, including Drain effects, gaining Corruption/Insanity Points, the loss of Fate Points, and even death.

Items: The loss of any in-game items, including those broken, stolen or expended during the event, are permanent. A character does not have to bring all of their in-game items with them, but they can only use what they do bring and anything they bring can be affected during the event. However, any items that may be acquired during a Blood Bowl event can never be carried through from this world into our main one, even those items that may canonically exist there. Such items can be used during the event, but essentially expire at the end of it,

such that they are never awarded tags or placed on a character sheet. The main exception to this is tournament prizes, which includes an in-game prize that the main character will otherwise acquire in some other way in the primary setting.

In short, a player character is affected by everything that happens at a Blood Bowl event as they normally would be. We simply change the explanation for how it occurred, to one that is more canonically acceptable. For example, the player didn't break their leg being tackled by an Orc tight end, it actually happened falling down a rockslide between events. The player didn't use their healing draught to get the team's star player back on their feet for the final match, it was used on themselves after a goblin ambush. The player invents a new explanation for how it happened, but it did happen. Such explanations should never have any real significance to plot or character development. They're intended to be so mundane and uninteresting, that many times character may quickly forget exactly what happened. The primary exception is character death. In the rare instance that a character meets their final demise during a Blood Bowl event, we want to make sure that they have a proper canonical send-off in the main game and not just tell people that they died of the galloping trots between events. As such, the Plot team will work with the player to arrange an appropriate and epic way for the character to actually meet their end during their next event.

PLOT & ROLEPLAY

There is very little in terms of traditional plot planned during these events, as their purpose is not to advance the ongoing story of the game (even within this non-canonical offshoot setting). The focus of these events is the Blood Bowl games themselves, and there will generally not be significant (if any) plot objectives to complete apart from victory on the pitch.

The time between games is intended primarily for rest and for unstructured roleplay opportunities (thus players must still remain in-game at all times). Such roleplay includes not only interactions with one's own team, but also with players from other teams and fans (if you win a game, expect some die-hards to come looking for your autograph... should the player be literate enough to make one).

During such roleplayed interactions, your character will generally act how they normally do, with minor

modifications for someone who is accustomed to living in a world with Blood Bowl. This includes the compulsion they might normally feel to use lethal force in certain scenarios. For example, it's perfectly possible for a Dwarf and an Orc to sit beside each other in the bleachers without instantly and automatically feeling compelled to kill each other with the biggest weapon they can find. That doesn't mean that they'll like each other in the least, and violence might very well still occur. But it's also possible for such interactions to merely end in traded insults. And to make such exchanges of invectives easier, far more creatures are likely to have at least one rank in Speak [Reikspiel] than they otherwise would in the core setting. Whether your character understands Reikspiel is another matter, and that does not mysteriously change in a Blood Bowl event.

FORMING A TEAM

Only officially-registered ETL teams are allowed to play matches in that league. Several regulations exist around the formation of such a team, which will be detailed in this section.

TEAM REGISTRATION

To officially register a team with the ETL, an owner must provide all of the following:

- The name and logo of the new team, both of which must be approved by the ETL marketing department
- A roster of the team's players (see below)
- A 200 000 GP registration fee

PLAYERS

Arguable the most important element of any team are the players who actually play the game. At the start of a season, a team must always have at least 11 players (the sacred number of Nuffle), and can never have more than 16 players. Furthermore, each member must be officially assigned to one of the following positions. Each position has its own prerequisites that must be met by the character, special rules that benefit the team during the event (see the Mechanics chapter), and a minimum/maximum number of players that can be assigned that position.

LINEMAN:

The generalist player and core backbone of any team.

Prerequisites: –

Max: 12

BLITZER:

A fast, versatile combat player designed to pressure opponents, sack ball carriers, and make key offensive or defensive plays.

Prerequisites: S 3

Max: 3

THROWER:

A ball-handling specialist focused on accurately passing the ball to teammates.

Prerequisites: S 3, BS 4, Aw 4

Max: 2

CATCHER:

A swift receiver built to evade defenders, get open, and reliably catch passes.

Prerequisites: M 4, Dex 4

Max: 3

RUNNER:

A mobile ball carrier who excels at advancing the ball on the ground rather than through passing plays.

Prerequisites: M 4

Max: 3

BLOCKER:

A strong, durable player focused on controlling space and preventing the opposing team from getting past them.

Prerequisites: S 3

Max: 4

BIG GUY:

A creature large enough to tower over the typical player, often using their brawn as a substitute for skill.

Prerequisites: Large trait

Max: 2

SPECIALIST::

A role-specific player designed to excel at a narrow task or tactical function rather than general play.

Prerequisites: unique role at the discretion of Plot Manager

Max: 1

STAR PLAYER:

An experienced legend of the game, whose name is known by fans across the league.

Prerequisites: 500 XP

Max: 1

SUPPORT STAFF

Although most of the glory undoubtedly goes to the players, no team would get very far without others to support their efforts, both on and off the pitch. A team is free to hire as many support staff as it would like. Each position has its own prerequisites that must be met by the character, special rules that benefit the team during the event (see the Mechanics chapter), and a minimum/maximum number of players that can be assigned that position.

To allow roleplaying opportunities in these roles, players may still be assigned to a role (other than Owner) that they do not meet the prerequisites for. In such a case, they are known as the Acting [position name]. These represent substitutes, new recruits or other individuals thrown into the job at the last minute to fill a needed role, but just don't have the experience to be very good at it. As such, they receive no game-mechanics benefit that the position would normally provide, but are included as part of the support staff as normal. Acting positions still count towards the usual maximums.

OWNER:

The individual who finances the team, concerned primarily with profit, reputation, and long-term success.

Prerequisites: Plot or SR G5

Max: 1

HEAD COACH:

The on-field strategist responsible for training, directing plays, making tactical decisions, and managing the team during matches.

Prerequisites: Trainer 3 or Commander

Max: 1

ASSISTANT COACH:

A supporting staff member who aids the coach with preparation, training, and in-game support.

Prerequisites: Cha 4 or Trainer 1 or Unit Leader

Max: 2

HEAD CHEERLEADER:

The leader of the cheer squad who coordinates morale-boosting efforts and enhances the team's sideline presence.

Prerequisites: 15 SP; War Cry or Artist [Acrobat or Dancer] 3

Max: 1

CHEERLEADER:

A supporter who boosts team spirit and can provide minor in-game benefits through enthusiasm and distraction.

Prerequisites: 10 SP or Charmer 1 or Enhanced [Agility] 1 or Artist [Acrobat or Dancer] 1

Max: 6

SPORT DOKTOR:

Although they might be known by a wide range of titles and use a wider range of methods, these medical professional treats injuries and help make sure players are fit to play in upcoming matches.

Prerequisites: Labour [Healer] 3 or Craftsman [Barber-Surgeon] 3 or Scholar [Physician] 3

Max: 1

WATER BOY:

A low-ranking helper who maintains player stamina by retrieving refreshments for the players.

Prerequisites: –

Max: 3

REGISTERED TEAMS

Though destined to grow in the future, the following are the current teams in the End Times League.



THE END TIMES CUP

Though a team will undoubtedly play a whole year of regular season games (and perhaps this could be the basis of a future chapter of End Times LARP), the main annual Blood Bowl event put on by End Times LARP represents the end-of-season tournament play-offs. The top teams from each of the league's divisions are invited to play, which automatically includes a team from all active End Times LARP chapters who decided to attend. Here they will compete against each other and against Cast teams in an elimination-style tournament for the End Times Cup. In order to claim this lauded prize, a team must win every match of the event, including the final championship match.

AWARDS

Beyond the cup itself, there are also awards for the teams finishing in the top three places (beyond the lucrative ad contracts with top in-game brands of course). These are summarized below.

FIRST PLACE:

- the End Times Cup (BB)
- the roaring applause of their fans (BB)
- 100 000 GP for the team's coffers (BB)
- 1 Gold Crown per player
- +1 XP per player

SECOND PLACE:

- the jeers of their fans (BB)
- 60 000 GP for the team's coffers (BB)
- 1 Silver Schilling per player

THIRD PLACE:

- the jeers of their fans (BB)
- 30 000 GP for the team's coffers (BB)
- 1 Brass Pence per player *or* a single random mystery consolation prize

Note that if a Cast team takes first place, then any characters of players who played that game on a Cast shift will receive the prize.

Prizes marked as (BB) only exist within the Blood Bowl setting and are not usable by characters at regular End Times events. In particular, gold pieces (GP) are a Blood Bowl currency that can be spent on various things for a team for future Blood Bowl future events. All other prizes are received by the actual characters in some manner or another in the 'real' world.

In addition, the following awards are also available to individual players:

MOST VALUABLE PLAYER (MVP)

Each team may cast a vote after the tournament for who among them was the most valuable player on the field. Voting is open only to actual players who take to the field, not to support staff. The winner of this prize receives +2 XP for their character.





PREPARING FOR A BLOOD BOWL EVENT

REGISTERING

Registering to attend a Blood Bowl event is quite similar to registration for any other End Times event. As mentioned already, a player submits a pre-log as normal for their character, who will receive all the usual benefits of doing so (they're simply not canonically connected to the actual event). The only real differences are as follows:

IN-GAME ITEMS:

At a normal event, all of a character's tags must be physically represented at an event, allowing both the character and others to potentially interact with them. At a Blood Bowl event, a character need not bring all of their tagged items, but may instead choose which of these to bring. Any tagged items not brought should be left at home, and those that are brought must be physically represented as normal. Only those items brought may be used at the event, so a player should choose wisely to consider what they think they may need. Given that obvious weapons are not permitted in the arena, many players may choose to not bring these (though they can attempt to sneak them in if they wish).

MEAL PLAN:

Meal plan options are likely to be quite different at a Blood Bowl event, often including less period options that can be found at arena concessions or vendors. See the specific event description for full details on how Meal Plan will work.

CAST SHIFTS:

Players may sign up for one or more Cast shifts, as normal. At a Blood Bowl event, a Cast shift lasts for one game, allowing the player to play for the opposing NPC team before returning as their character for the next game. There are many reasons why a coach may bench one of their players during a game, including injury or to rest them up for the next game, so it's rarely difficult to explain where the character has temporarily gone.

As always, please check with the event organizer if you're looking to attend the game purely in a Cast role, as some events may not require additional Cast. Besides, we would always encourage as many people to sign up as players to support their team as possible.

REGISTER POSITION:

Those signing up as a player for a Blood Bowl event means that they are part of their chapter's team. That means that they must sign up for a particular position on that team (either one of the Player positions or one of the Support positions). Make sure to coordinate with the rest of your team as to who will fill each position, as many have maximum numbers allowed.

Note that only those with an official player or support role position may legally enter the team's dugout and interact with those there during a match. Moreover, characters that take upon the duties of a support staff position that they do not hold (e.g. an assistant coach waving pompoms or a waterboy patching up an injured player) can be negatively received by both the refs and the crowd, potentially resulting in a penalty or loss of Morale Points.

NON-COMMUNITY ATTENDEES:

Unique to a Blood Bowl event, those outside of the End Times community can also attend. If they wish to actually play in the games then they must make a character, as normal, and sign up for a Player or Support role. However, if they don't wish to do this, they can also just come out in the Fan role. The Fan pass lets anyone attend any portion of the event, watch all the games, and roleplay with cast and players between games. Fans may dress up in appropriate period-football costume if they wish (complete with painted banners, large foam fingers, face paint and the like), though it is not required. So, make sure to bring along all your family and friends, just make sure to tell them which side they should be cheering for.

RULES OF THE GAME

The rules to Blood Bowl have gone through many evolutions from what was first found written on that sacred tablet of Nuffle over a hundred years ago. This section describes the current in-game rules for the sport used by the End Times League.

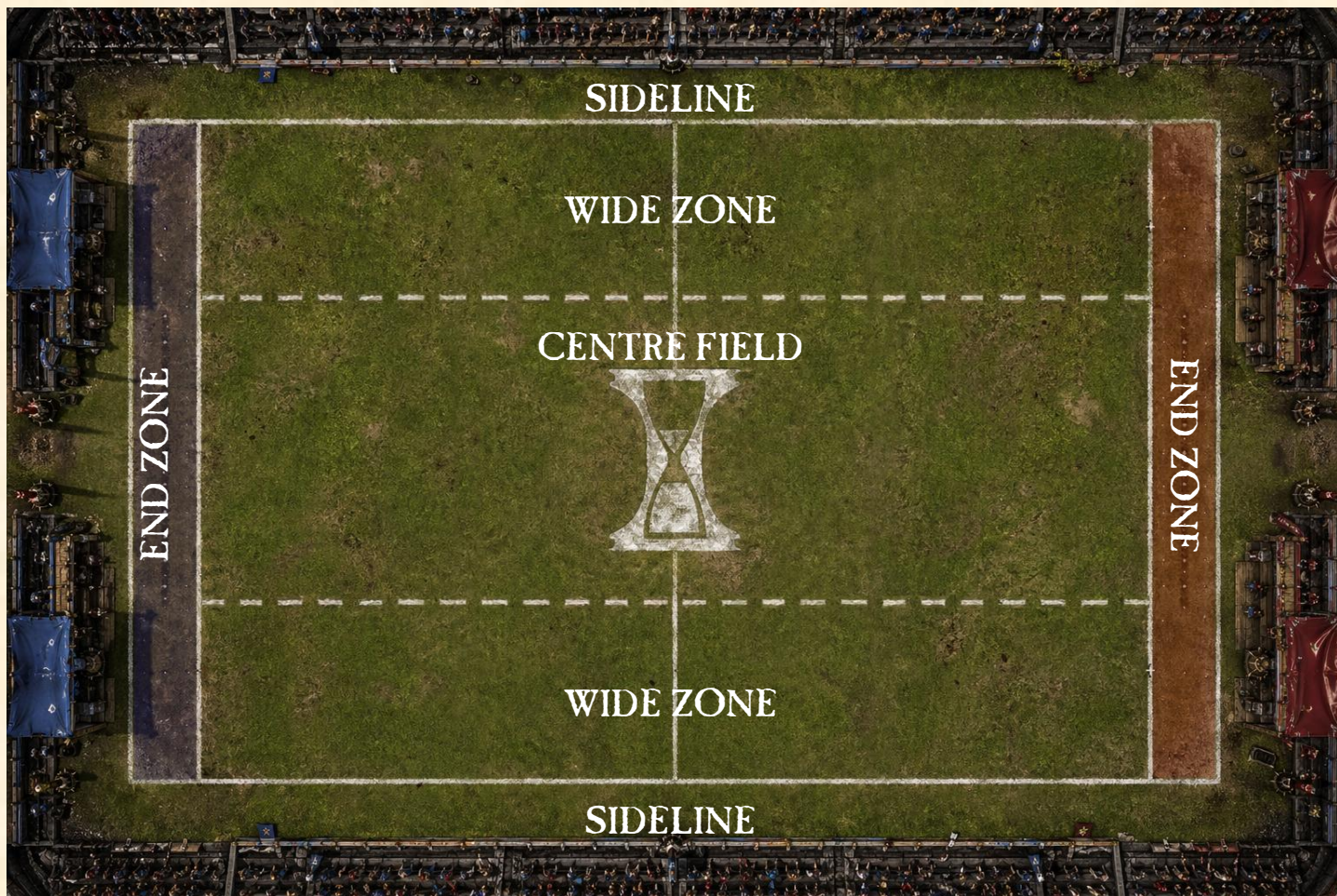
GAME DURATION

A game is divided into two halves, each 45 minutes long, with a 30-minute half-time break between. Although short interruptions in the actual game play are frequently called during each half (see below), this does not pause the clock. Therefore, each game of Blood Bowl runs for 2 hours, unless it goes into Sudden Death.

THE PITCH

To begin, let's first lay out the rules for the fields on which a game of Blood Bowl is played. A regulation pitch measures sixty paces by a hundred paces, though some variations have been known to exist without being rejected by the RARG.

This field is subdivided into three zones running the length of the field. The two wide zones on either side each take up four fifteenths of the field's width, while the wider central zone covers the remainder. A mid-field line further divides the field into two equal halves. At each short end of the field is one of the teams' end zones, while the areas running along the long edge outside of the field are known as the sidelines, and are where the game's spectators sit, surrounding the dugout of each team. This is illustrated in the diagram below.





SCORING

At its most fundamental level, the basic premise of Blood Bowl is so simple that even an Orc can understand it...

TOUCH DOWNS:

at the end of the game, the team who has scored the most touchdowns is the winner. To score a touchdown, a player must either run into the opposing team's end zone while holding the ball or catch the ball while standing in the opposing team's end zone. In either case, they must be standing at the time they are first in the end zone with the ball (if they are prone for any reason, no point is scored).

SUDDEN DEATH: If both teams are tied at the end of the second half, then the game goes into sudden death overtime. Each team designates one kicker to move to mid-field. The remaining active players (up to 10) all stand in the opposing team's end zone. Both kickers take turns kicking the ball from half-field, beginning with the team that had possession of the ball at the end of the second half. The first kick to be caught by their own team in the opposing team's end zone is declared the winner.

VICTORY THROUGH VIOLENCE:

Despite this clear objective, some teams may focus far more on inflicting brutal acts of violence to the other team, to the point where they may even forget all about the ball during a drive. While no points are scored for injuring your opponents (and in some cases, such acts are even considered to be a foul), this is nevertheless considered a valid strategy, for even the most bloodthirsty teams are likely to score more touchdowns than one whose players are all lying bloodied on a stretcher.

DRIVES & HOLDS

If the goal of Blood Bowl is to score touch downs, then the drive is the vehicle by which this is accomplished. This term simply refers to the stretch of continuous play between game holds. A drive always begins with either a line of scrimmage or a kick-off and continues until a referee signals for a game hold.

During the drive, the team that is in possession of the ball will attempt to do whatever they can to force their way down the pitch with it towards the opposing team's end zone. Most commonly the involves some combination of running with the ball and passing or throwing it to another teammate.

Most drives will usually see only a single team in possession of the ball, with the other team attempting to stop their advance, but if a player on the opposing team is able to gain possession of the ball without triggering a game hold, then the drive continues with the former defence now on the offensive

KICK-OFF

The first drive at the start of each half and after each touch down begin with a kick-off. The team that is in possession of the ball (randomized with a coin flip for the first drive of the game) sets the ball on the ground half way between their end zone and midfield. They may either use a stand to keep the ball upright, or have one player hold it upright on the ground. Apart from the kicker, all other players on that team must begin in their own end zone. The players of the other team must all begin behind the midfield line on their half of the pitch. The kicker will then kick the ball towards the opposing team's end zone. If the ball lands outside of the opposing team's half of the pitch, this triggers a turnover at the point of landing. It is therefore usual for the other team to take possession of the ball after the kick-off, either by intercepting it before it stops moving or through a turnover that leads into a line of scrimmage.



LINE OF SCRIMMAGE

Drives that do not begin with a kick-off instead begins at a line of scrimmage. This is when both teams line up at an imaginary line running widthwise across the field from sideline to sideline, usually where the ball was at the end of the previous drive. The ball is held on the ground by one

player from the team that currently has possession. All other players must be behind the line of scrimmage on their size (closer to their own end zone) and no player from the opposing team may be within three paces of the ball. When the referee blows their whistle to start the drive, play begins and both sides may move.

GAME HOLDS

An official RARG referee assigned to the game is the only person allowed to pause game play, effectively ending a drive. They do so with a single long blast of their whistle. This typically happens for one of the following reasons:

- to signal the end of a half
- a touch down is scored
- a foul is called against the team with possession *
- a foul is called against the team without possession
- the ball leaves the field (whether or not in the possession of a player) *
- the player possessing the ball is prone *

When a game hold has been called, all play immediately ceases. The referee who called the game hold will announce the reason for it. Play then resumes as soon as all details relating to the game hold have been attended to (e.g. a penalty assigned, a body removed from the field, etc.) with a new line of scrimmage or kick-off, unless a coach calls a time out (see below).

If the game hold was called for any of the reasons listed above that are marked with an asterisk, then a turn-over has occurred (the ball is literally turned over to the other team, who now gain possession of it at the next line of scrimmage or kick-off). Otherwise, the team who had possession of the ball when the game hold was called will retain possession.

SUBSTITUTIONS

A coach may choose to make some quick substitutions during a game hold, calling certain players off the field and putting others on. But they must be fast about it, as once the next drive begins no more substitutions are allowed.

TIME OUT

Each team's coaching staff are permitted to call a certain number of time outs per half. Unused time outs from the first half are not carried over into the second half. A time out can only be called in-between drives, so cannot be used to actually interrupt a drive in progress (only a referee may halt a drive). When a head coach calls a time out, they may delay the resumption of play at a new line of scrimmage or kick-off for up to 2 minutes. Though the coach does not need to justify the reason for calling a time out, these are most often called to communicate a strategic change to the players on the field, provide a quick motivational speech before an important play, allow cheerleaders to work the crowd, or to quickly patch up a lightly injured player that is still needed on the field.



FOULS

A foul is simply a violation of the rules by a player during play. Strictly by definition then, fouling in Blood Bowl is officially not allowed, and any player who decides to break such rules risks drawing the referees' attention. In practice, that rarely deters anyone. In fact, plenty of teams have a reputation for playing dirty, and some players have made a name for themselves through their skill at bending the rules. In fact, fouling has become so ingrained in the sport that the Referees and Allied Ruleskeeper's Guild (RARG) has even introduced guidelines for when an official may simply look the other way.

LIST OF FOULS

The following all officially constitute a foul in Blood Bowl:

ILLEGAL EQUIPMENT:

Players are not permitted to bring any held weapons or shields onto the pitch, whether they are being actively held or not. This is generally ruled to not include gauntlets, though other spiked or bladed punch-assisted weapons (such as fighting claws, ogre iron fists, etc.) are a grey area that are much easier to bribe a ref into overlooking.

SURPLUS PLAYERS:

The maximum number of players a team is permitted to have on the field at the same time is 11. Teams must therefore be careful when substituting players to make sure that the retiring player is completely off the field before the new one steps on (or hope that the refs are either inattentive or unable to count that high).

STRIKING INACTIVE OR DOWNED PLAYERS:

Although violence is not only permitted, it's practically demanded by the fans, there are limitations to how it can be used on the field... at least officially, while the refs are watching. Attacking the player who currently possesses the ball during a drive is perfectly permissible. Attacks that result in injury (including not only a loss of Wounds, but other serious persistent injury like breaking or severing a limb) against a player that at the time of the strike either did not possess the ball or was prone on the ground, are prohibited. Similarly, striking a player or support staff member during a game hold is likewise a foul. Striking a ref at any point and in any way is always considered a foul, and no amount of bribing is likely to get them to look the other way on that one.

OFFSIDE

A player is considered to be offside if they cross the line of scrimmage (in the direction of the opposing team's end zone) before the ball is snapped or kicked.

FLYING

Perhaps the leading reason that so few winged creatures play the sport is that flying during a drive is strictly prohibited.

SPELL USE

Though wealthy teams may be able to hire on a wizard or priest as part of their support staff, it is rare for them to actually take the field as a player. This is not only because many wizards tend to lack the physical strength and stamina to survive a match, but because the casting of any spell during a drive is considered a foul.

PERFORMANCE-ENHANCING DRUGS

Officially any drug that enhanced the performance of an athlete is officially prohibited. In practice, this is almost always overlooked, partially because it is difficult to prove. At a Blood Bowl event, this foul is most likely to be called by an NPC ref if they believe that an OOG player is roleplaying physical characteristics beyond those recorded on their character sheet, particularly their Movement or Agility characteristics (e.g. a M3 character outpacing M4 opponents, or an Ag2 character nimbly dodging around everyone). There's a reason that most Dwarf teams don't include runners and instead rely upon a strategy of grinding the ball up the field.

I AM THE LAW

In addition to these official rules, a ref may occasionally call a foul on anything they witness that they feel "goes against the spirit of the game" or "dishonours Nuffle". While such actions can vary wildly, it's one of the most important reasons to never anger your ref or offend them with insultingly-low bribes.



PENALTIES

When a ref witnesses such an infraction, they will immediately call a game hold with a blast of their whistle. After explaining the nature of the foul, they will then inform the offending team of the penalty for it. The End Times League has simplified the penalty system considerably, eliminating a host of options that have turned up in other leagues over the history of the sport. When a foul occurs, the penalty is always a loss of progress towards the target of the opposing end zone. If the offending team currently had possession of the ball, then a turn-over immediately occurs and the other team takes possession. Regardless, the new line of scrimmage is placed a number of paces closer to the offending team's end zone than the location of the ball at the time of the foul. The number of paces is determined by the referee calling the foul, and can depend upon the severity of the infraction and whether or not it is a first offence for that player or team this game, but is always a minimum of 10 and a maximum of 50 paces. Regardless of the penalty distance, a line of scrimmage can never be moved closer than 10 paces to either end zone. For example, in a penalty against the Strygos Ghoulin, a ref may call: "Biting. Number 13... Hey! Stop eating that guy!... Would someone get him off the body already..... 20 pace penalty." and point in the direction of the Ghoulin's end zone.

CONTESTING A CALL

It is the job of the RARG to oversee and make calls about the game, to ensure that all rules are being followed. Despite this ultimate authority, that does not mean that everyone else will necessarily like or agree with a particular ref's decisions. Most of the time this will just result in loud booing from the fans of the team negatively affected and equally loud curses from their dugout, and then the game goes on. Sometimes though, a coach will take it upon themselves to convince the referee of their grievous error.

A head coach can attempt to verbally contest a ref's decision immediately after the call (before play resumes). Realistically, however, unless they make a very compelling

case, such attempts are rarely able to change the mind of an individual referee and the only real hope is trying to convince other referees present (should the game have more than one) and have the original decision overruled. Though not uncommon, yelling at a ref can have negative consequences should they become offended, and it would not be the first time that a coach was ejected from the game for arguing a call. Should any other support staff member or player ever attempt to argue with a ref, they are likely to be automatically ejected.

BRIBERY

Given the above, the far more reliable way to convince a ref that you are correct is to do so far in advance of the actual call... through a generous donation in recognition of their service, before the game even begins. And how could a ref not be moved but such a touching gesture? The only element that remains somewhat uncertain is just how far such gratitude will extend during a game. As a general rule of thumb, some sports analysts have estimated that the average ref may keep contributions of anywhere between 5 Silver Schillings and several Gold Crowns in mind for a single game call, depending upon the importance of the decision, the importance of the game, and whether or not the opposing team has earned an even greater consideration for their own donations. When influence is successfully afforded through a favourable call (or perhaps failing to make a call at all), an appropriate portion of a team's contribution is effectively used up. And once a coach's contribution runs out, so too does the referee's memory of it.

Could a coach potentially remind a referee of that previous working relationship mid-game, even whilst contesting a call? Stranger things have been known to happen, but expect that the price of such a gesture would have to be significantly higher... and they are unlikely to return your gift should they feel otherwise. More importantly, should anyone else witness the attempt (quite likely given the stadium of fans and camera crews), what choice would the ref have but to kick out the offending coach, to prevent any talk from those who might view such a gesture as a bribe.



MECHANICS

Though the vast majority of the rules in the Core Rulebook still apply during a Blood Bowl event, this chapter will discuss any additions or modifications that are required.

TIMING

Blood Bowl events are often only a single day (as a result of limited plot). During this time, things typically continue in real time, as they would at a regular event. But there are a few important considerations and exceptions to this.

ENCOUNTERS

The 'encounter' is a core unit of abstract time measurement. But we must redefine what constitutes an encounter at a Blood Bowl event, as otherwise an entire two-hour game could easily qualify. During a Blood Bowl match, an encounter is considered to last for the duration of a drive. Thus, any rule that uses 'Encounter' as a duration, will last for the next drive (i.e. until the ref calls the next game hold).

SHORT RESTS

These work as normal, without change, with the added note that a player will feel secure enough in their own dugout in order to complete a short rest. This means that it is

common for coaches to switch out an injured or exhausted player for long enough to get them rested and patched up, before sending them back in.

LONG RESTS

At a Blood Bowl event, a player who is not played for an entire game (e.g. as they might be if they were to do a Cast shift), receives the benefit of having taken a Long Rest. Moreover, a player may spend a Luck Point to receive the benefit of a Long Rest between two games, as long as they do not suffer any Wound loss or debilitating effects during that time.

MOVEMENT

Movement generally still work as it normally would at a regular event, with the following exceptions.

MOVEMENT CHARACTERISTIC

Although there is no actual change to how a character's Movement characteristic should be roleplayed compared to a regular event, we are emphasizing this here because of the importance this plays in a Blood Bowl match. Movement 4 is the speed of a standard Human, and so characters may run as fast as they wish (unless they happen to be professional sprinters). Characters with a Movement characteristic less than 4 must reduce their speed proportionally. Characters with a Movement characteristic higher than 4 will either need to seek super-human speed-enhancing powers or else rely upon the Flee and Pursue Moves. If a Plot Marshal acting as a Ref feels that a player is exceeding their character's Movement characteristic, they may call a "Speeding" penalty on that team.

FLEE AND PURSUE MOVES

A Flee Move and Pursue Move work much the same way they would at a normal event, except that a Flee Move will not allow a character to automatically escape a slower opponent that is closer to their own end zone than the character is. In other words, if a faster character can successfully slip past all opponents, they may use a Flee Move to essentially automatically make it to the opponent's end zone. But any opponents that lie between them and the end zone are not affected, and so can catch the character if they are physically able to do so (with both appropriately roleplaying their Movement characteristics, of course).

EFFECTS

Effects generally still work as they normally would at a regular event, with the following exceptions.

NEW EFFECTS

The following effects are unique to Blood Bowl events and not found in the Core Rulebook.

BLOCK [X]

The best way to prevent an opponent from making their way past you is to roughly tackle them to the ground (though a quick jab or two during the process doesn't hurt either). The impact of the effect depends upon the target's Strength characteristic (S) relative to the effect strength (X):

S vs. X	Impact on Target
$S > X$	Plough Through: The target forcibly pushes past such a feeble attempt to stop them, calling "Resist". The initiator takes "2 Padded, Trip 2, Stun 2".
$S = X$	Halted: The target's momentum is jarringly arrested. Both the target and initiator take "1 Padded, Stun 1", and must take one step backward (the way they came from) before they may move or act again.
$S < X$	Put Down: The target is violently driven to the ground. The target takes "2 Padded, Irresistible Trip, Stun 2".

The target cannot avoid an attack call with this effect with the Parry reaction call.

SKILLS

Skills generally still work as they normally would at a regular event, with the following exceptions.

NEW SKILLS

The following skills are unique to Blood Bowl events and not found in the Core Rulebook. Unlike other skills, these are not permanently learned by a character, but instead are granted for free at Blood Bowl events based upon the role that the character is registered for on the team.

GIVE ME AN “A”!

Trade Leadership Active (10X SP) Max Ranks: 2

Effect: Even if most fans can't spell their own name, a well-timed cheer can get the crowd riled up to boost morale at a critical juncture. To use this skill, the character must first perform an energetic and loud cheer routine to the crowd for a minimum of 1 minute, and then makes the call: “[Team Name] +[X] Morale”. Only one such cheer may be made during any given break in game play, but multiple characters with this skill may perform the cheer together and combine the SP they are expending. Each character may choose how many SP to spend each time they use this skill, to a minimum of 1. If the characters performing the cheer include one with two ranks in this skill, they instead make the call: “[Team Name] +[X+1] Morale”.

HYDRATE OR DIE-DRATE

Trade Ability Active (X SP) Max Ranks: 1

Effect: Though often overlooked, the waterboy is the true MVP of any match, for players won't get very far without proper hydration, be it the fungus beer of a da Bad Moon Gitz or a goblet of O positive for the Sylvania Nightlords' star player. This trade ability requires a minimum of 1 minute of roleplayed action, which must include serving a player in the dugout an actual appropriate beverage, and staying with them until they have consumed it all. After they have, the character should inform the target that the time required for any Short Rest that they are presently engaged in is decreased by X minutes. The character may choose how many SP to spend each time they use this skill, to a minimum of 1 and maximum of 10.

PAYROLL BONUS

Trade Passive Max Ranks: 1

Effect: The character knows how to motivate players by paying top gold for performance. Before a match and during half-time, the character may address the team to make promises of such lucrative rewards. They may then purchase Morale Points from the Plot Manager for 120 Brass Pence each. In addition, for each game that the team wins in the tournament, they collectively receive a number Brass Pence equal to the character's XP total, to be divided among the players and support staff as the character wishes.

PERFECT PASS

Physical Active (X SP) Max Ranks: 1

Effect: The character knows how to throw a perfect spiral to get the ball exactly where the catcher will be. To use this skill, the character must be in sole possession of the ball and then make the following count while remaining stationary on the pitch: “Throwing 1, Throwing 2, Throwing 3, Throwing 4, Throwing 5.” If the count is interrupted, then the character expends 1 SP and nothing else happens. If they complete the count, they immediately call a Zebra and mark their position on the pitch. They may then take a number of steps towards the target equal to X + BS, where BS is their Ballistic Skill. If they are able to physically hand over the ball to the target at the end of these steps without tossing it, they may do so, before returning OOG to their original location. If the target also spends X SP, then they will have the ball in their possession when play resumes. If they do not, then they should toss the ball straight up at least 1 metre above their head while still OOG, and the ball's final resting location is where it will be when play resumes. The character may choose how many SP to spend each time they use this skill, to a minimum of 1.

TACKLE

Offensive Combat Active (3–R SP) Max Ranks: 2
Effect: The character is adept at tackling other players on the pitch. To use this skill, the character makes an attack with an unarmed boffer and makes the attack call: “Block [S]”, where S is their Strength characteristic. A character with the Large trait adds 1 to their Strength for the purpose of using this skill. A character with the Small trait subtracts 1 from their Strength (to a minimum of 0) for the purpose of using this skill.

TIME!

Leadership Active (1 SP) Max Ranks: 3
Effect: The character has the authority to call a time out on behalf of the team. To use this skill, the character must simply yell “Time Out” loud enough for the refs to hear (and it is not unheard of for another team or their fans to try to make enough noise that this is prevented). A character may use this skill up to R times per half.

TOSS RUNT

Physical Active (3 SP) Max Ranks: 3
Effect: For the largest players on the pitch, it’s not much harder to simply toss a teammate than it is to toss the ball itself. To use this skill, the character must use an unarmed boffer to touch a willing creature with the Small trait. They then make the call: “Throwing [S]”, where S is the character’s Strength characteristic, and physically act out tossing the target, ending with their unarmed boffer pointed in the direction of the throw. The player of the thrown target must immediately run in a straight line in the indicated direction, making the call: “Landing in [S], Landing in [S-1], ... , Landing in 2, Landing in 1, Landed.” While they’re in the air, they can only be affected by ranged attacks may move over (OOG going around) any obstacles, including other players. When they land, they take the Trip [S – Ag] effect, where Ag is the target’s Agility characteristic.

WIDE RECEIVER

Physical Passive Max Ranks: 1
Effect: The character is adept at effortlessly catching long passes. When the character is the target of the Perfect Pass skill from a teammate, they may reduce the SP cost required to successfully catch the ball by Dex, where Dex is their own Dexterity characteristic, to a minimum of 0.

POSITION FREE SKILLS

The following skills and abilities are automatically granted as additional free skills to any character with the indicated position for the duration of the event.

PLAYER POSITIONS

Position	Free Skills
Lineman	Tackle 1, Weapon Proficiency [Unarmed]
Blitzer	Tackle 2, Weapon Proficiency [Unarmed, Gauntlet], Push-Back 1, Stunning Blow 1
Thrower	Perfect Pass
Catcher	Wide Receiver
Runner	Enhanced [Movement] 1
Blocker	Tackle 2, Brace 1, Weapon Proficiency [Unarmed]
Big-Guy	Tackle 2, Toss Runt, Weapon Proficiency [Unarmed]
Specialist	at discretion of Plot Manager
Star Player	Lucky 2, Tackle 2, Weapon Proficiency [Unarmed, Gauntlet], Flurry Attack 2

SUPPORT STAFF POSITIONS

Position	Free Skills
Owner	Payroll Bonus
Head Coach	Time! 3
Assistant Coach	Time! 1
Head Cheerleader	Give Me an “A”! 2
Cheerleader	Give Me an “A”! 1
Sport Doktor	On Your Feet 2
Water Boy	Hydrate or Die-Drate

THE CROWD

One of the biggest differences between a battle in a standard event and a Blood Bowl match is having a stadium full of spectators cheering their favourites on.

CROWD AREA THREAT

The crowd at a Blood Bowl match are more than just spectators, they can also be a very real threat to unwary players who find themselves pushed into their midst. Regardless if they find themselves among their own fans or their opponents', they all want to see blood spilt and aren't as picky as the players might prefer about where that blood comes from. If a player leaves the pitch via one of the two sidelines (i.e. not the end zones) during a drive, they are quickly pulled in by the crowd. They must roleplaying being manhandled by the crowd for a 1-minute count, during which time they take 2 Padded damage. After this, they may make their way to their dugout (likely limping in pain), to be returned to the pitch at their coach's discretion. Note that unless the ball itself leaves the pitch, the drive will continue with the player's absence.

MORALE POINTS

As dangerous as a frenzied crowd can be for players who find themselves thrown into one, they can be equally vital for a team's spirit on the pitch. A Blood Bowl match is a gruelling event, that quickly drains players of the ability to physically continue... but when they hear a crowd chanting their name, it can re-invigor even the most downcast spirits to let them push through to victory. But crowds are also fickle creatures, who may cheer a team one minute and turn on them the next if they make a bad play or fail to entertain them.

This is represented mechanically by Morale Points (MoP). Various factors and events can award Morale Points to a team, though some of the more common methods are:

- Support of the Crowd (at Plot discretion)
- Cheerleader skills (see skill descriptions)
- Impact of Previous Game (start the next game at +2 MoPs if won, or -2 MoPs if lost)
- Touchdown (automatically grants +1 MoP)
- Mopping the Floor with your Opponents (ironically worth no MoPs, but still strongly encouraged)

In the first two situations that are not automatic, a call of "[TEAM NAME] +[X] Morale" will be made, which adds (or subtracts for negative values) X Morale Points to every player on the indicated team. For example, "Nordland +2 Morale" adds 2 Morale Points to every player on the Nordland team (but not any support staff positions).

Morale Points are a finite resource that may be spent by individual players at any time throughout a match, on any of the following:

- for 1 MoP, a player may restore 1 Stamina Point, up to their usual maximum.
- for 5 MoPs, a player may restore 1 Wound, up to their usual maximum.

There are no minimum or maximum number of Morale Points that a player can have at any point, though any MoPs that are unspent at the end of a particular game are lost, they do not carry over between matches. If a player ends up with a negative MoP total, they are thoroughly demoralized, and apply this as a penalty to their maximum Stamina Point characteristic (SP lost in this way are not automatically replenished when their MoP is increased, but can be regained naturally after that, such as through a Short Rest).



COMBAT

The core combat rules generally still work as they normally would at a regular event, with the following exceptions.

ARMOUR

Blood Bowl is a violent contact sport, and even when illegal weapons aren't snuck onto the pitch, there is a constant danger of serious injury. As such, most players choose to wear at least some measure of protective equipment, to help mitigate some of this.

Players may of course choose to wear their usual armour, which grants all the normal benefits, penalties and requirements. But in addition, the following items may be used by players on the pitch even if they do not own the tagged item at a usual event, but must meet each of the following conditions in order to benefit from its use:

- 1) **Phys-Rep:** An appropriate phys-rep must be worn, be clearly visible, and must closely match the item it represents. These should be either football-styled or an appropriate style for the character's race, region and class archetype.
- 2) **Restricted Skills:** While the character does not require the appropriate Armour Proficiency skill, they must not have it as a Restricted or Prohibited skill.

HELMET: A character wearing a helmet may choose to spend 1 SP to use the Resist reaction call on a Stun effect.

PADS: A character wearing two shoulder pads and two knee pads may reduce the damage value from any Padded damage in an attack call that affects them by 1, to a minimum of 0.

