

Pre-Game (Page 37)		2D6	Injury Table	2D6	Kick-Off Event (Page 41)	
1. Fans	Fan Factor = 1D3+Dedicated Fans	2-7	Stunned	2	<b>Get the Ref</b>	1 Free Bribe Inducement for each team until end of game
2. Weather	2D6 (each coach 1D6)	8-9	K.O.	3	<b>Time-out</b>	Kicking team's turn marker on 6,7,8 for half: both marker move back, else both markers move forward
3.-4. Take Journeyman, 4. Buy Inducements Afterwards: Calculate CTV		10+	Casualty (roll on casualty table)	4	<b>Solid Defence</b>	D3+3 open players from kicking team may be newly set up (must still be valid)
5. Prayers of Nuffle Table	For each 50k CTV difference 1 Roll on table	2D6	<b>Stunty Injury Table</b>	5	<b>High Kick</b>	One open player on receiving team can be placed at square ball will land
6. Determine Kicking Team	Coin flip or the like	2-6	Stunned	6	<b>Cheering Fans</b>	D6+Cheerleaders. Coach with highest result: Roll on Prayers to Nuffle
<b>Start of Drive (Page 40)</b>		7-8	K.O.	7	<b>Brilliant Coaching</b>	D6+Assistant Coaches. Coach with highest result gains extra RR for drive
1. Teams setup (Kicking/Defending team first)		9	Badly Hurt	8	<b>Changing Weather</b>	New roll on weather table. If „Perfect“, ball scatters before landing
2a. Kicking/Defending team places the ball		10+	Casualty (roll on casualty table)	9	<b>Quick Snap</b>	D3+3 open players on receiving team can each move 1 square in any direction
2b. Kick Deviation (Kicking/Defending rolls)		D16	<b>Casualty Table</b>	10	<b>Blitz</b>	D3+3 open players on kicking team may move. One Blitz and one TTM action possible. No team turn!
3a. Kicking/Defending team rolls on the Kick-off table		1-6	<b>Badly Hurt</b>	11	<b>Officious Ref</b>	D6+Fan Factor. Coach with lowest result or both on tie: Randomly select player: D6 1: sent-off 2+: Stunned
3b. Try to catch the ball; Bounce the ball; Touchback		7-9	<b>Seriously Hurt</b>	12	<b>Pitch Invasion</b>	D6+Fan Factor. Coach with lowest result or both on tie: Randomly select D3 (same if both) players: Stunned
<b>End of Drive (Page 66)</b>		10-12	<b>Serious Injury</b>	<b>Roll Prayers to Nuffle (Page 39) (Reroll if currently in effect) End of</b>		
1. Deal with secret weapons		13-14	<b>Lasting Injury</b>	1	<b>Treacherous Trapdoor</b>	If trapdoor · D6 · 1: treat as if pushed into crowd Half
2. D6 for each KO: 1-3: Stay KO 4-6: Put in Reserve		15-16	<b>Dead</b>	2	<b>Friends With The Ref</b>	Argue the call · 5-6: Success Drive

2D6	Weather	D6	Lasting Injury Table		
2	<b>Sweltering Heat</b> D3 Random players on pitch at end of drive miss next drive	1-2	<b>Head Injury</b> -1 AV		1
3	<b>Very Sunny</b> Pass -1	3	<b>Smashed Knee</b> -1 MA		2
4-10	<b>Perfect</b> No effects	4	<b>Broken Arm</b> +1 PA		3-4
11	<b>Pouring Rain</b> -1 Pick up, -1 Catch, -1 Interference	5	<b>Neck Injury</b> +1 AG		5
12	<b>Blizzard</b> -1 on Rush, only quick and short passes	6	<b>Dislocated Shoulder</b> -1 ST		6

<b>Passing Sequence (Page 48)</b>		
1. <b>Declare Pass</b>	Measure range and declare target square	
2. <b>Test for accuracy</b>	Natural 6 or PA+ accurate Result <= 1 <b>Wildly inaccurate</b>	PA not met inaccurate Natural 1 fumbled
3. <b>Passing Interference</b>	If successful, try to convert deflection into interception	If int. fails, ball scatters from interceptor's square
4. <b>Resolve pass action</b>	If on target, try to catch. Turnover, if ball on ground or caught by opponent	

<b>Throw Team-Mate / Kick Team-Mate Sequence (Page 52)</b>		
0. <b>Preparation</b>	a. Succeed Bone-Head or Really Stupid	b. Always Hungry: 1: Eat (1: dead; 2+ Fumble); 2+ Success
1. <b>Declare Throw</b>	Measure range and declare target square (only quick and short throws); throw always inaccurate at best	
2. <b>Test for accuracy</b>	Natural 6 or PA+ superb Result <= 1 <b>terrible (deviates from thr.)</b>	PA not met successful Natural 1 fumbled
3. <b>Resolve Landing</b>	Successful throw or fumble	-1 terrible throw -2 per landing marking pl. -1 If landing square occupied: target knocked down. Turnover only on fail, if thrown player was carrying the ball or if some other own player is knocked down during TTM

**YET ANOTHER REFERENCE SHEET FOR BB2020**  
(by Naytsyfhc 2021.09.22)

<b>D8: Exhibition play</b>		<b>D16: League play</b>			
3	<b>Stiletto</b>	1 Random available player without Loner gets Stab	Drive		
4	<b>Iron Man</b>	1 Chosen available player without Loner gets AV+1 (Max. 11+)	Game		
5	<b>Knuckle Dusters</b>	1 Chosen available player without Loner gets Mighty Blow (+1)	Drive		
6	<b>Bad Habits</b>	D3 Random opposing players without Loner get Loner (2+)	Drive		
7	<b>Greedy Cleats</b>	1 Random available opposing player gets MA-1	Drive		
8	<b>Blessed Statue Of Nuffle</b>	1 Chosen available player without Loner gets Pro	Game		
9	<b>Moles Under The Pitch</b>	-1 on Rush (for each active roll)	Half		
10	<b>Perfect Passing</b>	Pass completion: 2 SSP (instead of 1)	Game		
11	<b>Fan Interaction</b>	Crowd push casualty: 2 SSP (instead of 0)	Drive		
12	<b>Necessary Violence</b>	Casualty: 3 SSP (instead of 2)	Drive		
13	<b>Fouling Frenzy</b>	Foul casualty: 2 SSP (instead of 0)	Drive		
14	<b>Throw A Rock</b>	If opp. player stalling, D6 at end of their turn 5+: player knocked down	Drive		
15	<b>Under Scrutiny</b>	Any opposing player will be seen by ref if committing a foul	Half		
16	<b>Intense Training</b>	1 Random available player without Loner: single chosen primary skill	Game		
<b>Argue the Call D6</b>	1	Lose argue the call: -1 on brilliant coach. rolls	<b>Deviate, Scatter, Bounce</b>	<b>Deviate</b>	1x (D6 Fields in D8 Direction)
	2-5	No effect		<b>Scatter</b>	3x (1 Field in D8 Direction)
	6	Player not sent-off, but still a turnover		<b>Bounce</b>	1x (1 Field in D8 Direction)

<b>Inducements (Page 88)</b>							
<b>Temp Agency Cheerleaders</b>	0-4	20.000	Kick-Off effect	<b>Riotous Rookies</b>	0-1	100.000	2D3+1 Journeymans for „Low cost Linemen“
<b>Part-Time Assistant Coaches</b>	0-4	20.000	Kick-Off effect	<b>Bribes</b>	0-3	100.000	50k for „Bribery and Corruption“. On ref-call, D6: 2+ ignore call
<b>Bloodweiser Kegs</b>	0-2	50.000	+1 per Keg on all KO wake-up rolls	<b>Halving Master Chef</b>	0-1	300.000	100k for „Halving thimble cup“ 3D6 on start of each half. Each 4+: +1 RR opposing -1 RR
<b>Wizard</b>	0-1	150.000	Either Fireball or Zap!	<b>Wandering Apothecary</b>	0-2	100.000	Same as normal Apo. Available for teams with Apo.
<b>Extra Team Training</b>	0-8	100.000	Extra Reroll(s)	<b>Weather Mage</b>	0-1	30.000	Once per game roll weather with chosen +2, +1, 0, -1, -2. Lasts until end of next opponents turn
<b>Mercenary Players</b>	Team	Normal +30.000	Player has Loner (4+) May induce a primary skill for +50.000	<b>Mortuary Assistant Plague Doctor</b>	0-1	100.000	Like an Apo for „Sylvanian Spotlight“/„Favoured of Nurgle“
<b>Special Plays</b>	0-5	100.000	See page 90 English Rule Book	<b>Biased Referee</b>	0-1	120.000	80.000 for „Bribery and Corruption“. +1 for argue the call; opp. fouls: D6 5+ sent-off



### Post-Game Sequence (Page 68)

0.	MVP award to a random player that was eligible to play this game (no mercenaries, star players or died players)
1.	<b>Record outcome and winnings</b> Fan attendance = Sum of Fan Factor's of teams. Winnings: (Fan attendance/2 + Scored TD) x 10.000; if one team conceded, all fan attendance to other team <b>Won</b> D6 >= current DF DF + 1 <b>Lost</b> D6 < current DF DF -1 <b>Draw</b> no effect
2.	<b>Dedicated fans (DF)</b>
3.	<b>Player advancements</b>
4.	<b>Hiring, firing and temporarily retiring</b>
5.	<b>Expensive mistakes</b>
6.	<b>Prepare for next fixture</b>

### Skill Costs (Page 71)

Level	Random Primary	Chosen primary or random secondary	Chosen Secondary	Characteristic or chosen secondary
I Experienced	3	6	12	18
II Veteran	4	8	14	20
III Emerging Star	6	12	18	24
IV Star	8	16	22	28
V Super Star	10	20	26	32
VI Legend	15	30	40	50

### Achievement (Page 70) SSP

Accurate pass completion	1
Superb throw completion	1
Successful deflection (no interception)	1
Successful interception (deflection not counted)	2
Casualty from Block action	2
Touchdown	3
Most valuable Player (MVP)	4

### D16 Characteristic Improvement Table (Page 71)

1-7	+1 MA or +1 AV
8-13	+1 MA or +1 AV or -1 PA
14	-1 AG or -1 PA
15	-1 AG or +1 ST
16	+1 MA or +1 AV or +1 ST or -1 AG or -1 PA

Characteristic improvement max. twice and to maximum value only. If characteristic can not be improved or not wished to improve, choose secondary skill.

### Max/Min Characteristic

	MA	ST	AG	PA	AV
Max	9	8	1+	1+	11+
Min	1	1	6+	6+	3+

### Random Skill Table (Reroll Skills, the player has already or is not allowed to have)

1st D6	2nd D6	Agility	General	Mutations	Passing	Strength
1-3	1	Catch	Block	Big Hand	Accurate	Arm Bar
	2	Diving Catch	Dauntless	Claws	Cannoneer	Brawler
	3	Diving Tackle	Dirty Player (+1)	Disturbing Presence*	Cloud Burster	Break Tackle
	4	Dodge	Fend	Extra Arms	Dump-off	Grab
	5	Defensive	Frenzy*	Foul Appearance*	Fumblerooskie	Guard
	6	Jump Up	Kick	Horns	Hail Mary Pass	Juggernaut
4-6	1	Leap	Pro	Iron Hard Skin	Leader	Mighty Blow (+1)
	2	Safe Pair of Hands	Shadowing	Monstrous Mouth	Nerves of Steel	Multiple Block
	3	Sidestep	Strip Ball	Prehensile Tail	On the ball	Pile Driver
	4	Sneaky Git	Sure Hands	Tentacles	Pass	Stand Firm
	5	Sprint	Tackle	Two Heads	Running Pass	Strong Arm
	6	Sure Feet	Wrestle	Very long legs	Safe Pass	Thick Skull
Illegal Skill/Trait combinations	Frenzy + Grab	Ball & Chain + Diving Tackle	Ball & Chain + Leap	Ball & Chain + On the ball	Ball & Chain + Grab	
	Leap + Pogo Stick	Ball & Chain + Frenzy	Ball & Chain + Multiple Block	Ball & Chain + Shadowing	Strong Arm without Throw-Team-Mate	

### Expensive Mistakes (Page 73)

D6	100.000-195.000	200.000-295.000	300.000-395.000	400.000-495.000	500.000-595.000	600.000+
1	Minor Incident	Minor Incident	Major Incident	Major Incident	Catastrophe	Catastrophe
2	Crisis averted	Minor Incident	Minor Incident	Major Incident	Major Incident	Catastrophe
3	Crisis averted	Crisis averted	Minor Incident	Minor Incident	Major Incident	Major Incident
4	Crisis averted	Crisis averted	Crisis averted	Minor Incident	Minor Incident	Major Incident
5	Crisis averted	Crisis averted	Crisis averted	Crisis averted	Minor Incident	Minor Incident
6	Crisis averted	Crisis averted	Crisis averted	Crisis averted	Crisis averted	Minor Incident
Effects	Crisis averted	No consequences		Major incident	Gold/2 (rounded down to nearest 5.000)	
	Minor incident	Team loses D3 x 10.000		Catastrophe	Team loses all gold except 2D6 x 10.000	

### Value increase (Page 72)

	Value increase
Improvement	
Random Primary Skill	+10.000
Chosen Primary	+20.000
Random Secondary Skill	+20.000
Chosen Secondary	+40.000
AV Improvement	+10.000
MA or PA Improvement	+20.000
AG Improvement	+40.000
ST Improvement	+80.000

### General Rules / Gameplay

<b>Blitz</b>	Blitz-target must be declared before starting the movement and may not be changed afterwards. The player does not need to move to target and does not need to block.
<b>Jump over prone or stunned players</b>	The negative modifier is calculated by counting all marking players in starting square and counting all marking players in landing square. The highest modifier is used.
<b>Compulsory Skills</b>	On Skill page, some Skills are marked with a *. Those skill must always be used.
<b>Skills</b>	<i>Italic Skills</i> can not be used if player lost tackle zone
<b>Rerolls</b>	Team Rerolls may only be used during a team's turn, so no RR allowed during Blitz-Event or while using „On the ball“. Same applies to Skill-RR's like Dodge, ...

Armour break probabilities											
2D6	2	3	4	5	6	7	8	9	10	11	12
Possible Results	1	2	3	4	5	6	5	4	3	2	1
Probability	3%	6%	8%	11%	14%	17%	14%	11%	8%	6%	3%
AV	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+
Success probability	100%	97%	92%	83%	72%	58%	42%	28%	17%	8%	3%

Removal probabilities										
AV	2+	3+	4+	5+	6+	7+	8+	9+	10+	
Chance AV Break	100%	97%	92%	83%	72%	58%	42%	28%	17%	
Chance KO	25%	24%	23%	21%	18%	15%	10%	7%	4%	
Chance Injury	17%	16%	15%	14%	12%	10%	7%	5%	3%	
Chance Removal	42%	41%	38%	35%	30%	24%	17%	12%	7%	

Blocking probabilities (success: defender down, no turnover)																				
	No Skills					Block					Dodge					Block+Dodge				
	-3D	-2D	1D	2D	3D	-3D	-2D	1D	2D	3D	-3D	-2D	1D	2D	3D	-3D	-2D	1D	2D	3D
No Skills											0,5%	3%	17%	31%	42%	0,5%	3%	17%	31%	42%
Tackle	4%	11%	33%	56%	70%											4%	11%	33%	56%	70%
Block						4%	11%	33%	56%	70%	4%	11%	33%	56%	70%	0,5%	3%	17%	31%	42%
Block+Tackle	12%	25%	50%	75%	87%						12%	25%	50%	75%	87%	4%	11%	33%	56%	70%

Injury Probabilities		
	2D6	%
Stunned	2-7	58%
K.O.	8-9	25%
Injured	10-12	17%

Surfing chances and risks														
	Will be pushed				Risk Turnover without Block/Wrestle				Risk Turnover with Block/Wrestle					
	no RR		with RR		and Self down	and own Removal			and Self down	and own Removal				
	7+	8+	9+	10+		7+	8+	9+		10+				
3D	96%	99%	16%	17%	0.5%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	
2D	89%	98%	15%	16%	11%	3%	2%	1%	1%	3%	1%	1%	0.1%	0.1%
1D	67%	89%	11%	15%	33%	8%	6%	4%	2%	17%	4%	3%	2%	1%
-2D	44%	69%	7%	12%	56%	14%	10%	6%	4%	31%	8%	5%	4%	2%
-3D	29%	51%	5%	9%	71%	17%	12%	8%	5%	42%	10%	7%	5%	3%

Passing probabilities											
	Pass	Catch									
		2+		3+		4+		5+		6+	
		RR	RR	RR	RR	RR	RR	RR	RR	RR	
2+		69%	81%	56%	74%	42%	63%	28%	46%	14%	25%
	RR	81%	95%	65%	86%	49%	73%	32%	54%	16%	30%
3+		56%	65%	44%	59%	33%	50%	22%	37%	11%	20%
	RR	74%	86%	59%	79%	44%	67%	30%	49%	15%	27%
4+		42%	49%	33%	44%	25%	38%	17%	28%	8%	15%
	RR	63%	73%	50%	67%	38%	56%	25%	42%	13%	23%
5+		28%	32%	22%	30%	17%	25%	11%	19%	6%	10%
	RR	46%	54%	37%	49%	28%	42%	19%	31%	9%	17%
6+		14%	16%	11%	15%	8%	13%	6%	9%	3%	5%
	RR	25%	30%	20%	27%	15%	23%	10%	17%	5%	9%

Dodge/Rush probabilities							
	Needed result	Chance	Risk Turnover and own Removal				
			7+	8+	9+	10+	
Dodge/Rush	2+	83%	17%	4%	3%	2%	1%
	3+	67%	33%	8%	6%	4%	2%
	4+	50%	50%	12%	9%	6%	3%
	5+	33%	67%	16%	12%	8%	5%
	6+	17%	83%	20%	14%	10%	6%
Dodge/Rush with Reroll	2+	97%	3%	1%	0%	0%	0%
	3+	89%	11%	3%	2%	1%	1%
	4+	75%	25%	6%	4%	3%	2%
	5+	56%	44%	11%	8%	5%	3%
	6+	31%	69%	17%	12%	8%	5%

Probabilities of some example sequences									
	Success Chance	Risk Turnover and own Removal							
		and Self down	7+	8+	9+	10+			
2+ Pickup, 2+ Rush, 2+ Pass 2+ Catch without Rerolls	48%	52%	14%	3%	2%	2%	1%		
2+ Pickup, 3+ Pass, 2+ Catch without Rerolls	46%	54%	0%	0%	0%	0%	0%		
2+ Rush, 2+ Rush, 2+ Catch with 1 Team Reroll	87%	13%	7%	2%	1%	1%	1%		
3+ Pass, 2+ Catch with 1 Team Reroll	83%	17%	0%	0%	0%	0%	0%		