

WINTER WEATHER TABLE

If both players agree, they can use this Weather table for the duration of the match, instead of the one in the Blood Bowl rulebook. It's ideal for representing matches played amid the tundra of the frozen north, or for matches set in the winter season.

2D6 Result

- 2 *Howling Winds:* The fans are shivering in the stands as a ferocious gale blows steadily down the pitch. Any pass attempts have an additional -1 modifier. Each player rolls a D6 (re-rolling ties) – the wind is blowing down the pitch towards the losing player's End Zone. Whenever the ball scatters for a kick-off or inaccurate pass, it will be blown down the pitch. Before making the Scatter roll, place the Throw-in template over the ball so that the 3-4 result is pointing in the same direction as the wind, then roll a D6 and move the ball one space in the corresponding direction. Repeat this a second time, then scatter the ball as normal.
- 3 *Freezing:* A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). Whenever a player is Knocked Down, add 1 to the result of the Armour roll.
- 4-10 *Brisk:* It's rather chilly, but it is as close to perfect Blood Bowl weather as you can hope for at this time of year! This counts as a 'Nice' result for purposes of the Changing Weather result on the Kick-off table.
- 11 *Heavy Snow:* Visibility is low, it's slippery underfoot and it's impossible to spot tripping hazards, making it very difficult indeed to block effectively. Whenever a player makes a Blitz Action, their ST is reduced by 1 for the duration of that Action.
- 12 *Blizzard:* Between the snow, the wind and the icy ground, it is a miracle the game's still in progress! Any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, and only Quick or Short Passes can be attempted.