

# All World Weather!

By Andrew Lovell

Based on Weather Revisited by Paul Gegg & Allan Young

Place	Description	Race
<b>Old World</b>	The game is played in the temperate climate of a city-outskirts, town or a village in the Old World. No special rules apply – use the normal weather table below.	All
<b>Underground</b>	The game is played underground – lack of natural, reliable light is the first problem, combine that with random earth tremors and Geyser's for more mayhem.	Chaos Dwarf, Dark Elf, Dwarf, Underworld, Skaven
<b>Jungle</b>	The game is played near a recently discovered “lost city” deep in the Lustrian Jungle – sweltering heat one minute, torrential rain the next. Fun and games are guaranteed.	Amazon, Lizardmen
<b>Desert</b>	The game is played in the arid and sweltering conditions of the scorching desert – take extra water barrels, sunscreen and watch out for those sand-storms!	Khemri
<b>Swampland</b>	The game is played in the misty confines of a marsh or river-delta. These “stadiums” tend to be built on unstable fenland and fog is a frequent visitor – Goblin paradise.	Goblin
<b>Coastal</b>	The game is played near the coast – wind often threatens the more agile teams and their passing game, but thankfully the fresh sea-air generally keeps away the colder temperatures.	Brettonian, Elf, High Elf, Halfling, Human, Orc
<b>Mountain</b>	The game is played deep in the mountains – high, windy and dangerous. And that's just for the fans – avalanches have been known to bury teams in their entirety...	Dwarf, Ogre
<b>Arctic</b>	The game is played in the freezing void of the Norse peoples. Knee-high snowdrifts are commonplace and ice is an all year round threat. Be prepared to wrap up warm.	Norse, Chaos, Chaos Pact
<b>Graveyard</b>	The game is played on the archetypal abandoned spooky graveyard – things regularly go bump in the night – especially with fog rolling in and the odd, and often catastrophic, lightning strike...	Undead, Necromantic, Vampire
<b>Wasteland</b>	The game is played in the desolate surroundings of the chaos wastelands. Constantly overcast, there's no sunlight here. Earth tremors and lava bombs make this just about the most unpleasant place to play.	Chaos, Chaos Dwarf, Chaos Pact, Dark Elf, Nurgle
<b>Forrest</b>	Deep in the woodlands, surrounded by trees can make for a nice surrounding. If it wasn't for the mist's, leaves blowing everywhere and the occasional bush fire.	Wood Elves, Goblin, Halfling

Before the season starts, each team must select where their home ground will be, in accordance with the above table.

Do not roll for weather before each game. Instead, after the FAME roll, each coach rolls 1d6+FAME. The coach who gets the highest has home field advantage and immediately rolls on the weather table for his teams location.

2d6	Old World
2	<i>Sweltering Heat</i> – It is so hot that some players collapse from heat exhaustion. Roll a d6 for each player on the field after a touchdown is scored or when a half ends. On a roll of 1, the player collapses. Place him in the Reserve box.
3	<i>Very Sunny</i> – A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.
4–10	<i>Nice</i> – Perfect Blood Bowl Weather!
11	<i>Pouring Rain</i> – A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls.
12	<i>Blizzard</i> – It is cold and snowing! The ice on the field means that any player attempting to Go For It is at a -1 on their dice roll, while the snow means that only Quick Passes or Short Passes may be attempted.

2d6	Jungle
2–3	<i>Sweltering Heat</i> – It is so hot that some players collapse from heat exhaustion. Roll a d6 for each player on the field after a touchdown is scored or when a half ends. On a roll of 1, the player collapses. Place him in the Reserve box in the Dugout. He may not take part in the next kick-off but will be available for the drive after that.
4	<i>Tribal Drums</i> – The natives are restless (which normally means hungry). The players are so distracted that rerolls are halved (rounded down). Re-roll further incidences of Tribal Drums.
5–9	<i>Nice</i> – Perfect Blood Bowl Weather!
10–11	<i>Pouring Rain</i> – A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls.
12	<i>Torrential Rain</i> – A torrential downpour is causing complete havoc! All attempts to handle the ball, including Picking Up the ball and all Catch rolls have a -1 modifier. Only Quick Passes may be attempted. The extremely muddy conditions reduces all MA by 2. (Adjusted MA cannot be reduced below 3). This type of rainfall is notoriously quick: roll again on the Weather Table after this drive.

2d6	Desert
2–4	<i>Sweltering Heat</i> – It is so hot that some players collapse from heat exhaustion. Roll a d6 for each player on the field after a touchdown is scored or when a half ends. On a roll of 1, the player collapses. Place him in the Reserve box in the Dugout. He may not take part in the next kick-off but will be available for the drive after that.
5–7	<i>Very Sunny</i> – A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.
8–10	<i>Nice</i> – Perfect Blood Bowl Weather!
11	<i>Strong Winds</i> – Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs and Inaccurate Passes will scatter an additional D6 squares in this direction before normal scatter rolls are made.
12	<i>Sand Storm</i> – The shifting sands have been stirred up into a violent sandstorm and visibility is severely affected. No passes may be attempted and GFIs are prohibited. Furthermore, the referee has taken sanctuary from the storm and will not send anyone off.

2d6	Swampland
2—3	<i>Fog</i> – A real pea-souper has descended on the game! Sprinting is not possible - so GFIs are prohibited and movement is limited to six squares. Only Quick Passes or Short Passes may be attempted and the Referee won't be able to spot any fouls
4	<i>Very Sunny</i> – A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.
5—9	<i>Nice</i> – Perfect Blood Bowl Weather!
10—11	<i>Pouring Rain</i> – A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls.
12	<i>Tidal Surge</i> – The pitch is all of a sudden flooded by an unexpected high tide. Players' MA is reduced by 1 (Adjusted MA cannot be reduced below 3) and sprinting is not possible – so GFIs are prohibited.

2d6	Coastal
2—3	<i>Blustery</i> – A flock of seagulls has taken refuge from the winds nearby. When a pass beyond Quick is attempted, roll an additional d6. Should you roll a 5 or 6, then the ball collides with a seagull at a random place along the range-ruler. The ball falls out of the sky at this square, incomplete, and scatters once. Any player directly under the ball cannot catch it as they are placed prone and have to make an armour roll from being hit by the stunned bird.
4—5	<i>Strong Winds</i> – Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs and Inaccurate Passes will scatter an additional D6 squares in this direction before normal scatter rolls are made.
6—10	<i>Nice</i> – Perfect Blood Bowl Weather!
11	<i>Pouring Rain</i> – A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls.
12	<i>Fog</i> – A real pea-souper has descended on the game! Sprinting is not possible - so GFIs are prohibited and movement is limited to six squares. Only Quick Passes or Short Passes may be attempted and the Referee won't be able to spot any fouls.

2d6	Mountain
2	<i>Shrieking Gale</i> – There is the most ear-splitting gale racing down off the mountain. All Kick-Offs are automatically touchbacks. No passes may be attempted.
3—4	<i>Strong Winds</i> – Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs and Inaccurate Passes will scatter an additional D6 squares in this direction before normal scatter rolls are made.
5—10	<i>Nice</i> – Perfect Blood Bowl Weather!
11	<i>Blizzard</i> – It is cold and snowing! The ice on the field means that any player attempting to Go For It is at a -1 on their dice roll, while the snow means that only Quick Passes or Short Passes may be attempted.
12	<i>Avalanche</i> – The vast amounts of recent snow have become unstable. Roll a d6 for each player on the field after a touchdown is scored or when a half ends. On a roll of 1, the player is caught up in an avalanche. Place him in the KO'd box in the Dugout. He can play once he's dug himself out (effectively a passed KO roll).

2d6	Arctic
2	<i>Very Cold</i> – Hell may well have frozen over! It's so incredibly cold out there that the ground is harder than Astrogranite. All armour rolls are made with a -1 modifier.
3	<i>Strong Winds</i> – Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs and Inaccurate Passes will scatter an additional D6 squares in this direction before normal scatter rolls are made.
4–9	<i>Nice</i> – Perfect Blood Bowl Weather!
10–11	<i>Blizzard</i> – It is cold and snowing! The ice on the field means that any player attempting to Go For It is at a -1 on their dice roll, while the snow means that only Quick Passes or Short Passes may be attempted.
12	<i>Ice Age</i> – This is a blizzard to bring on an Ice Age! Passing is just not going to happen in the conditions and the frozen ice means any player attempting to Go For It is at a -2 on their dice roll and will be effectively hit by Mighty Blow if they fall over.

2d6	Graveyard
2	<i>Baying Mob</i> – In true “The Wicker Man” style, a baying mob has showed up fed up with yet another maiden disappearance. Select one team and one random member of that team. The chosen player is lynched and will not take any further part in this game - although will be back for the next game once the mistaken identity is sorted out. Re-roll further incidences of “Baying Mob!”
3–4	<i>Fog</i> – A real pea-souper has descended on the game! Sprinting is not possible - so GFIs are prohibited and movement is limited to six squares. Only Quick Passes or Short Passes may be attempted and the Referee won't be able to spot any fouls.
5–9	<i>Nice</i> – Perfect Blood Bowl Weather!
10–11	<i>Pouring Rain</i> – A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls.
12	<i>Lightning</i> – The air is lit up by regular lightning strikes... When the moving team ends its turn during a lightning storm, roll a d6. If the result is a 1, a player from that team, randomly selected, has been struck by lightning. Place prone and roll for armour and injury as if hit by Mighty Blow.

2d6	Wastelands
2	<i>Earth Tremor</i> – The ground is constantly shaking. At the end of every turn, roll a D6 for each player from the moving team. On a roll of 1, that player loses their balance and falls over. No armour roll is made – players are simply placed prone.
3	<i>Strong Winds</i> – Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind. All Kick-Offs and Inaccurate Passes will scatter an additional D6 squares in this direction before normal scatter rolls are made.
5–10	<i>Nice</i> – Perfect Blood Bowl Weather!
11	<i>Pouring Rain</i> – A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to handle the ball, including Picking Up the ball and all Catch rolls.
12	<i>Lava Bombs</i> – A local volcanic explosion is raining lava lumps down on the game. Treat all players as if they are Bonehead - representing the need to constantly look skyward to prevent being brained by flying lumps of volcanic debris.

<b>2d6</b>	<b>Underground</b>
<b>2</b>	<i>Earth Tremor</i> – The ground is constantly shaking. At the end of every turn, roll a D6 for each player from the moving team. On a roll of 1, that player loses their balance and falls over. No armour roll is made – players are simply placed prone.
<b>3</b>	<i>Geyser</i> – A hot steam geyser is randomly erupting beneath the pitch... When the moving team ends its turn, roll a d6. If the result is a 1, a player from that team, randomly selected, has been struck by an eruption of hot steam. Place the player prone and roll for armour and injury as if hit by Mighty Blow.
<b>4–9</b>	<i>Nice</i> – Perfect Blood Bowl Weather!
<b>10–11</b>	<i>Light Problems</i> – About half of the artificial lights go out! GFIs will fail on a 1 or 2 and movement is limited to six squares. Only Quick Passes or Short Passes may be attempted and the Referee won't be able to spot any fouls.
<b>12</b>	<i>It's Dark In Here</i> —All of a sudden the artificial lights go out. All players are reduced to MA 3 as they stumble around in the dark. GFI's are still aloud, but will fail on a roll of a 1 or 2. Only quick passes are aloud. The referee is also unable to see anything, so no players will be sent off. Roll again on this table after a touchdown is scored or the half ends.

<b>2d6</b>	<b>Forrest</b>
<b>2</b>	<i>Forrest Fire</i> —A fire has broken out nearby and a thick smoke has drifted across the pitch. Sprinting is not possible - so GFIs are prohibited and movement is limited to six squares. Only Quick Passes or Short Passes may be attempted and the Referee won't be able to spot any fouls.
<b>3–4</b>	<i>Bright Sunshine</i> —Really bright sunshine is shining between the trees casting areas of dark shadow and bright light. This makes catching the ball really hard and all catches are at –1.
<b>5–9</b>	<i>Nice</i> – Perfect Blood Bowl Weather!
<b>10–11</b>	<i>Autumn Wind</i> —A strong breeze is blowing through the trees and blowing their leaves all over the pitch. This makes the surface a bit slippery and GFI's will fail on a roll of 1 and 2.
<b>12</b>	<i>Mist</i> —A mist has rolled in covering the ground to about 4 feet high. No fouls are allowed as you can't see the players lying on the ground. Also all stunty players are harder to see, every time a player tries to block a stunty player, roll a d6 and on a roll of a 1 he can't see him to block him.