

## Revised Weather Rules

*Good Games Gosford house rules for specialised weather conditions, based on the "Weather Revisited" article by Paul Gegg and Allan Young. Revised by Geoff "Vimes" Turner.*

After one-and-a-bit seasons of using the *Weather Revisited* house rules in the GGG league, it became quite apparent that some of the weather conditions needed to be amended, seeing that some outcomes can either greatly hinder the overall gameplay, hamstring certain teams or significantly influence the outcome of the match.

Before starting their first match in the league, coaches should choose a home pitch location for their side. The league commissioner can restrict the coaches choices if he/she feels its appropriate. Teams, such as the humans, could be suited to a number of places, whilst the Undead may be limited to just one. Once the coach has selected their home pitch, they must stick with it for the entire season. It is recommended that both the commissioner and the coach makes a note of this.

Before rolling for anything else for the match, coaches should roll for FAME. This not only determines FAME for the match but it also determines the home pitch. (Logically, if a side wins FAME, then it is assumed that they're playing at home seeing more of their fans turned up for the match.) If FAME is equal for the match, then a random pitch location is rolled. Note: Coaches can, if they like, roll randomly for the pitch location if they prefer to, or just stick to the standard (Old World) weather conditions.

Once a location has been determined, consult the relevant table for all weather rolls during the game.

d12	d66	Location	
1,2	11-16	Old World	Its a village green, a town's showground, or a city stadium. Use the standard weather chart.
3	21-23	Underground	No need to worry about that weather thing down here!
4	24-26	Forest	Many a tree have been uprooted to make way for this pitch. Careful not to wake the bears now...
5	31-33	Jungle	Sweltering hot one minute, pouring down rain the next...
6	34-36	Desert	Required: Extra water barrells, umbrellas, wide brimmed hats, SPF 50+...
7	41-43	Swampland	Damp, squishy, smelly, and sometimes quite foggy.
8	44-46	Coastal	"Oh I do love to be beside the sea-side!" Watch out for the low flying sea-gulls!
9	51-53	Mountain	High, windy and dangerous. Avalanches have been known to bury teams in their entirety up here.
10	54-56	Arctic	Snow, snow, and yes, snow!
11	61-63	Graveyard	Ohhhh – spooky! Wandering mobs, fog and the occasional lightning blast.
12	64-66	Wastelands	Cheap real-estate here, with all the earth tremors and volcanic eruptions...

<b>Old World Weather Conditions</b>		
2d6	Weather	Description & Notes
2	Sweltering Heat	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	Very Sunny	A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.
4-10	Nice	Perfect Blood Bowl Weather!
11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.
12	Blizzard	It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a 1 or a 2, whilst the snow means that only Quick or Short passes can be attempted.

<b>Forest Weather Conditions</b>		
2d6	Weather/Event	Description & Notes
2	Bear Attack	The noise has disturbed a grizzly bear from its slumber. Each side rolls a d6. The bear attacks a random player on the pitch from the side that rolled the lowest. Make an armor roll for the affected player. The bear has Mighty Blow. If the roll is equal, then the bear attacks the referee instead and incapacitates him. Until the start of the next drive or half, no one can be sent off for fouling. A replacement referee will then take his place. If this comes up again, re-roll the weather roll, seeing that enough hunters are now around to take care of any further bear attacks.
3, 4	Fog	A real pea-souper has descended on the game. All GFI rolls now fail on a 1 or a 2, seeing players cannot really see what's in front of them. Only Quick and Short Passes may be attempted, and all catch and intercept rolls have an additional -1 modifier, seeing the receiver can hardly see the ball coming. Due to the weather conditions, the referee will have some difficulty in noticing fouls. Conduct fouls as per normal, but roll an additional d6 if it has been spotted. A 1 or a 2 means that the referee isn't quite sure who committed the foul, so will give them the benefit of the doubt and not send them off. A 3 or a 4 means the ref is certain who did it, and will send them off accordingly. A 5 or a 6 means that the ref knows about the foul, but isn't too sure who did it, so he will send a random player off from the offending team instead.
5-9	Nice	Perfect Blood Bowl Weather!
10,11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.
12	Blizzard	It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1 or a 2, whilst the snow means that only Quick or Short passes can be attempted.

<b>Jungle Weather Conditions</b>		
2d6	Weather/Event	Description & Notes
2,3	Sweltering Heat	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.
4	Tribal Drums	The natives are restless (which normally means that they're hungry). The players are so distracted that rerolls are halved (rounded down). Re-roll any further incidences of Tribal Drums.
5-9	Nice	Perfect Blood Bowl Weather!
10,11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.
12	Torrential Rain	A torrential downpour is causing havoc! All attempts to pass, catch, intercept and pick up the ball have a -1 modifier. Only Quick Passes may be attempted. GFI rolls fail on a 1 or a 2, due to the treacherous muddy conditions of the pitch. However, seeing it is quite damp, all armor rolls are modified by -1, but only for the duration of the rainstorm. This type of rainfall is notoriously quick, so roll again on the weather table after this drive.

<b>Desert Weather Conditions</b>		
2d6	Weather	Description & Notes
2-4	Sweltering Heat	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.

5-7	Very Sunny	A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.
8-10	Nice	Perfect Blood Bowl Weather!
11	Strong Winds	Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind, which stays in effect until the weather changes. All Kick-Offs, Inaccurate Passes and Thrown Players will be blown an additional d6 squares in this direction before normal scatter rolls are made.
12	Sand Storm	The shifting sands have been stirred up into a violent sandstorm and visibility is severely affected. Only Quick Passes may be attempted, whilst all GFI rolls fail on a 1 or a 2. Balls being thrown in by the crowd and kick-offs move an extra d6 squares, whilst thrown players and inaccurate passes scatter four times instead of three. The referee has taken sanctuary from the storm, and is not keeping a proper watch on the game from his vantage point. Conduct fouls as per normal, but roll an additional d6 if it has been spotted. A 1 or a 2 means that the referee isn't quite sure who committed the foul, so will give them the benefit of the doubt and not send them off. A 3 or a 4 means the ref is certain who did it, and will send them off accordingly. A 5 or a 6 means that the ref knows about the foul, but isn't too sure who did it, so he will send a random player off from the offending team instead.

<b>Swampland Weather Conditions</b>		
2d6	Weather	Description & Notes
2,3	Fog	A real pea-souper has descended on the game. All GFI rolls now fail on a 1 or a 2, seeing players cannot really see what's in front of them. Only Quick and Short Passes may be attempted, and all catch and intercept rolls have an additional -1 modifier, seeing the receiver can hardly see the ball coming. Due to the weather conditions, the referee will have some difficulty in noticing fouls. Conduct fouls as per normal, but roll an additional d6 if it has been spotted. A 1 or a 2 means that the referee isn't quite sure who committed the foul, so will give them the benefit of the doubt and not send them off. A 3 or a 4 means the ref is certain who did it, and will send them off accordingly. A 5 or a 6 means that the ref knows about the foul, but isn't too sure who did it, so he will send a random player off from the offending team instead.
4	Very Sunny	A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to Pass the ball.
5-9	Nice	Perfect Blood Bowl Weather!
10,11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.
12	Tidal Surge	The pitch is suddenly flooded by an unexpected high tide. All GFI rolls fail on a 1 or a 2. For the time being, this makes the pitch quite spongy, so all armor rolls are modified by -1 whilst the Tidal Surge is in effect.

<b>Coastal Weather Conditions</b>		
2d6	Weather	Description & Notes
2,3	Blustery	A flock of seagulls has taken refuge from the winds nearby. When any pass beyond Quick is attempted (and this includes Thrown Team-Mates), roll an additional d6. Should you roll a 5 or 6, then the ball/player collides with a seagull at a random place along the range-ruler. The ball/player falls out of the sky at this square and scatters once. Any player directly under the ball/player has been hit by the stunned bird/player falling on top of them. Place the player(s) prone, and make an armor roll for them.
4,5	Strong Winds	Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind, which stays in effect

		until the weather changes. All Kick-Offs, Inaccurate Passes and Thrown Players will be blown an additional d6 squares in this direction before normal scatter rolls are made.
6-10	Nice	Perfect Blood Bowl Weather!
11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.
12	Fog	A real pea-souper has descended on the game. All GFI rolls now fail on a 1 or a 2, seeing players cannot really see what's in front of them. Only Quick and Short Passes may be attempted, and all catch and intercept rolls have an additional -1 modifier, seeing the receiver can hardly see the ball coming. Due to the weather conditions, the referee will have some difficulty in noticing fouls. Conduct fouls as per normal, but roll an additional d6 if it has been spotted. A 1 or a 2 means that the referee isn't quite sure who committed the foul, so will give them the benefit of the doubt and not send them off. A 3 or a 4 means the ref is certain who did it, and will send them off accordingly. A 5 or a 6 means that the ref knows about the foul, but isn't too sure who did it, so he will send a random player off from the offending team instead.

<b>Mountain Weather Conditions</b>		
2d6	Weather	Description & Notes
2	Shrieking Gale	There is the most ear-splitting gale racing down the mountain. All kick-offs are automatically touchbacks. Only Quick Passes may be attempted, but without the +1 modifier. Balls being thrown in by the crowd move an extra d6 squares, whilst thrown players and inaccurate passes scatter four times instead of three.
3,4	Strong Winds	Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind, which stays in effect until the weather changes. All Kick-Offs, Inaccurate Passes and Thrown Players will be blown an additional d6 squares in this direction before normal scatter rolls are made.
5-10	Nice	Perfect Blood Bowl Weather!
11	Blizzard	It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1 or a 2, whilst the snow means that only Quick or Short passes can be attempted.
12	Avalanche	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 them in the Reserves box.

<b>Arctic Weather Conditions</b>		
2d6	Weather	Description & Notes
2	Very Cold	It is so cold out there that some players are close to becoming frozen statues. 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 has to be taken from the pitch to be thawed out. Place them in the Reserve box.
3	Strong Winds	Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind, which stays in effect until the weather changes. All Kick-Offs, Inaccurate Passes and Thrown Players will be blown an additional d6 squares in this direction before normal scatter rolls are made.
4-9	Nice	Perfect Blood Bowl Weather!
10,11	Blizzard	It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1

		or a 2, whilst the snow means that only Quick or Short passes can be attempted.
12	Ice Age	Hell is freezing over. Only Quick passes can be attempted in this mother of all snowstorms, but without the +1 modifier. All GFI rolls fail on a 1-3, due to the icy conditions of the pitch. The ground is now as hard as astrogranite, so the pitch has Mighty Blow for the rest of the match. It is also so very, very cold out there that some players are close to becoming frozen statues. 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 has to be taken from the pitch to be thawed out. Place them in the Reserve box.

<b>Graveyard Weather Conditions</b>		
2d6	Weather/Event	Description & Notes
2	Baying Mob	A roving mob has showed up, fed up with yet another maiden's disappearance. Each coach rolls a d6. The crowd carries off a random player from the side that lost the roll, and is unavailable for the rest of the match. At the end of the game, the coach can save the player for 10,000 GP. If the coach elects not to pay the money, or cannot pay the money, then the player is burnt at the stake and has to be crossed off the roster. If the roll is equal, the referee has been carried off instead. Until the start of the next drive or half, no one can be sent off for fouling. A replacement referee will then take his place. If Baying Mob is rolled again during the match, re-roll it.
3,4	Fog	A real pea-souper has descended on the game. All GFI rolls now fail on a 1 or a 2, seeing players cannot really see what's in front of them. Only Quick and Short Passes may be attempted, and all catch and intercept rolls have an additional -1 modifier, seeing the receiver can hardly see the ball coming. Due to the weather conditions, the referee will have some difficulty in noticing fouls. Conduct fouls as per normal, but roll an additional d6 if it has been spotted. A 1 or a 2 means that the referee isn't quite sure who committed the foul, so will give them the benefit of the doubt and not send them off. A 3 or a 4 means the ref is certain who did it, and will send them off accordingly. A 5 or a 6 means that the ref knows about the foul, but isn't too sure who did it, so he will send a random player off from the offending team instead.
5-9	Nice	Perfect Blood Bowl Weather!
10-11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.
12	Lightning	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. The lightning bolt has Mighty Blow.

<b>Wastelands Weather Conditions</b>		
2d6	Weather	Description & Notes
2	Earth Tremor	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	Strong Winds	Immediately roll randomly on the Scatter template to determine wind direction. The result is the direction of the Strong Wind, which stays in effect until the weather changes. All Kick-Offs, Inaccurate Passes and Thrown Players will be blown an additional d6 squares in this direction before normal scatter rolls are made.
4-10	Nice	Perfect Blood Bowl Weather!
11	Pouring Rain	A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch, intercept & pick-up the ball.

12	Lava Bombs	A local volcanic explosion is raining lava lumps down on the game. Treat all players as if they have the Bonehead trait - representing the need to constantly look skyward to prevent being brained by flying lumps of volcanic debris. Bonehead stays in effect until the weather changes.
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Notes: The Kick skill cannot affect the result of the Strong Wind roll.

Blustery: Naturally, two players cannot occupy the same square, so the fallen player “bounces” (scatters) once. If that square is occupied, then he continues to roll (scatter) around until he winds up in an unoccupied square.

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