

Stadiums!

Every player dreams of playing at Emperor Stadium. It's enormous. Emperor's capacity is well over 150,000 screaming fans and it's facility is unlike any in the Old World. It rises straight up from the ground 150 feet, towering over the playing field with ivory marble pillars and intimidating players and coaches alike with its sheer size. Griff Oberwald's oft recounted quote of the first time he set foot on it's emerald green turf best sums it up: "Whoa."

Not all players are lucky enough to play in Altdorf's awesome Emperor Stadium. It requires either a team with a big enough fan base or the incredible skills to make it to the Blood Bowl itself. Many players will spend their entire career travelling to smaller stadiums like Orcidas Arena in Karak-Drazh or the Sylvania Super Dome!

Finding a place to play Blood Bowl games can be a bit tricky. It's not as simple as running across another team on the road and playing at the closest stadium. In the old days the NAF could be counted on to set up matches and since every team had their own stadium it was only a matter of bribing the right official to get homefield advantage. After the collapse of the NAF, only a few teams are prestigious enough to have their own arenas and teams must hire a promoter to organize matches. A promoters job is to contact an opposing team, settle on a match date, set up publicity, hire attendants, and of course find the right stadium. That last bit can require any number of calculations to estimate the expect attendance including astrological analysis, referencing past attendance records, or asking an Oracle to read the guts of a sacrificed pig (which is then used to make the game ball.)

The Gate	D6 Roll	Stadium Name	Stadium location	Special Rules
105,001+	6	Emperor Stadium	Altdorf	Temperate, Good Facilities,
	5	Spike Arena	Magritta	Temperate, Corporate Sponsorship
	4	Dungeon Bowl	Barak-Varr	Underground, Astrogranite
	3	Marco Columbo Stadium	Luccini	Coastal, Good Facilities
	2	The Iron Rock Coliseum	The Iron Rock	Mountain, Extra Security
	1	Prag Stadium	Prag	Arctic, MegaTron
95,001-105,000	6	Gilles Stade	Couronne	Temperate, Lush Turf
	5	Bloodweiser Stadium	Marienburg	Temperate, Corporate Sponsor
	4	Lothorn Stadium	Lothorn	Temperate, Good Facilities
	3	Old Capital Stadium	Karaz-A-Karak	Underground, Night Lights
	2	Remas Stadium	Remas	Coastal, Astrogranite
	1	Skavenblight Stadium	Skavenblight	Temperate, Good Facilities
89,001-95,000	6	Le Stade Stadium	L'Aguille	Coastal, Instant Replay
	5	Magnus Stadium	Nuln	Temperate, MegaTron
	4	Hellpit Arena	Hellpit	Underground, Bad Officials
	3	Xlanhuapeo Field	Xlanhuapeo	Jungle, Bad Turf
	2	Malekith Stadium	Har Ganeth	Coastal, Extra Security
	1	Sunless Stadium	Vampire Coast	Dome, Astrogranite
83,001-89,000	6	Itza Stadium	Itza	Jungle, Night Lights
	5	Gouge Eye Stadium	Karak-Ungor	Underground, Bad Turf
	4	Orcland Stadium	Darklands	Mountain, MegaTron
	3	Mirangliano Arena	Mirangliano	Temperate, Lush Turf
	2	Sylvania Super Dome	Sylvania	Dome, Astrogranite
	1	Longship Stadium	Norsca	Arctic, Bad Turf
77,001-83,000	6	Pirate Stadium	Moussillon	Coastal, Bad Officials

	5	Azhag Memorial Stadium	Karak Varn	Mountain, Night Lights
	4	Karl Frans Arena	Middenheim	Temperate, Good Officials
	3	City of Pillars Arena	Karak Eight Peaks	Underground, Bad Officials
	2	Numas Field	Numas	Desert, Night Lights
71,001-77,000	1	Karak-Azul Stadium	Karak-Asul	Mountain, Astrogranite
	6	Thorgrim Stadium	Karak-Norn	Underground
	5	Karond Kar Field	Karond Kar	Arctic, Instant Replay
	4	Sigmar Stadium	Talabheim	Temperate, Bad Officials
	3	Prag Stadium	Prag	Arctic, Good Facilities
	2	Ekrund Stadium	Ekrund	Mountain, Bad Turf
65,001-71,000	1	Saratosa Stadium	Saratosa	Coastal, Good Officials
	6	Hag Graef Stadium	Hag Graef	Arctic, Astrogranite
	5	Oldbowl Stadium	Altdorf	Temperate, Good Facilities
	4	Karak Izor Arena	Karak Izor	Mountain, MegaTron
	3	Mazdamundi Field	Hexoail	Jungle, Good Officials
	2	Louis Stade	Quenelles	Temperate
59,001-65,000	1	Nurglitch Stadium	Crookback Mountain	Mountain, Bad Turf
	6	Orcidas Arena	Karak-Drazh	Mountain, Corporate Sponsorship
	5	Victoire Stadium	Bordeleaux	Temperate, Good Officials
	4	Clar Karond Field	Clar Karond	Arctic, Bad Turf
	3	Har Graef Stadium	Har Graef	Mountain, Bad Facilities
	2	Quatar Stadium	Quatar	Desert, Night Lights
53,001-59,000	1	Sea Side Arena	Bilbali	Coastal, Lush Turf
	6	Tlaxtlan Stadium	Tlaxtlan	Jungle, Bad Facilities
	5	Naggarond Arena	Naggarond	Arctic, Bad Officials
	4	Far Albion Arena	Far Albion	Coastal, Good Officials
	3	Gorbad Stadium	Mt. Silverspear	Underground, Good Facilities
	2	Karak-Kadrin Stadium	Karak-Kadrin	Mountain, Astrogranite
47,001-53,000	1	Kislev Coliseum	Kislev	Arctic
	6	Crag Mere Field	Crag Mere	Mountain, Bad Facilities
	5	Grand Leoncoeur Stadium	Brionne	Temperate, Lush Turf
	4	Tower of Gorgoth	Tower of Gorgoth	Desert, Astrogranite
	3	Black Crag Coliseum	Black Crag	Mountain, Good Officials
	2	Ariel Dome	Parravon	Dome, Lush Turf
41,001-47,000	1	Eight Peaks Stadium	Karak Eight Peaks	Mountain
	6	Bone Arena	Khemri	Desert, Good Facilities
	5	Erengard Coliseum	Erengard	Arctic, Bad Facilities
	4	Karak Azgal Arena	Karak Azgal	Underground, Bad Facilities
	3	Mingol Zharr-Naggrund Field	Mingol Zharr-Naggrund	Desert, Bad Turf
	2	Hidden Arena	Zlatlan	Jungle, Bad Officials
25,001--41,000	1	Zhufbar Coliseum	Zhufbar	Mountain
	5-6	Lowdome Stadium	Moot	Dome, Astrogranite
	3-4	Grom Field	Mount Gunbad	Mountain, Bad Facilities
	1-2	Red Eye Stadium	Red Eye Mountain	Underground, Bad Turf
0-25,000	1-6	Green Acres Stadium	Moot	Temperate

Weather tables:

2d6 Temperate (W1)

2	Sweltering heat
3	Very Sunny
4-10	Nice
11	Pouring Rain
12	Blizzard

2d6 Coastal (W11)

2	Gale Force Winds
3-4	Strong Winds
5-9	Nice
10	Pouring Rain
11	Soaking Rain
12	Blizzard

2d6 Desert (W12)

2-4	Sweltering Heat
5-7	Very Sunny
8-9	Nice
10-11	Strong Wind
12	Gale Force Wind

2d6 Arctic (W13)

2-4	Ice Storm
5-6	Blizzard
7-9	Nice
10-12	Strong Wind

2d6 Jungle (W14)

2-4	Sweltering Heat
5-6	Very Sunny
7-10	Nice
11	Pouring Rain
12	Torrential Rain

2d6 Underground (W15)

2-11	Nice
12	Earth Tremor

2d6 Domed (W9)

2-12	Nice
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2d6 Mountainous (W16)

2	Gale Force Winds
3	Strong Winds
4-5	Very Sunny
6-10	Nice
11	Blizzard
12	Ice Storm

Possible weather results:

Sweltering Heat: It is so hot and humid that some players collapse from heat exhaustion. Roll a d6 for each player on the field after a touchdown is scored, or when the 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.

Very Sunny: A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to pass the ball.

Nice: Perfect Blood Bowl Weather!

Pouring Rain: A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.

Soaking Rain: A persistent downpour is making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off. In addition Long Bombs and Hail Marys may not be performed and the players MA is reduced by 2 due to the extremely muddy conditions caused by the downpour. This type of rainfall is notoriously quick; roll again on the weather table after this drive.

Blizzard: 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 die roll, while the snow means that only Quick Passes or Short Passes may be attempted.

Ice Storm: It is extremely cold and raining ice! The ice on the field means that any player attempting to Go For It is at a -1 on their die roll, while only Quick Passes may be attempted.

Earth Tremor: The previous weather result stands, but a short Earth Tremor shakes the ground. At the start of this drive, after both teams have set up, roll a D6 for each player. On a roll of 1, they lose their balance and fall over.

Strong Winds: Immediately roll randomly on the scatter templet to determine wind direction. All Kick-Offs and Inaccurate Passes will travel an additional D6 squares in this direction when determining scatter.

Gale Force Winds: All Kick-Offs are automatically touchbacks, no Passes may be attempted.

Stadium features:

Astrogranite:*Introduced as a cheap substitute for real grass, Astrogranite is now a staple of many Stadiums. Players have complained that Astrogranite results in more injuries, but the NAF has turned a deaf ear because fans love the extra carnage!*

Astrogranite results in a +1 on all armour rolls resulting from a block. This bonus is not cumulative with other bonuses like MB.

Lush Turf:*Many a Hafling and Wood Elf team have installed Lush Turf on their pitches. The Halflings apparently like the softer landing they receive while the Wood Elves claim that it gives them better footing.*

Lush Turf results in a -1 on all injury rolls resulting from a block.

Bad Turf:*Some Stadiums simply don't keep their pitch up in good repair. Such fields have bare spots, mud, snow and debris all over them. For some reason, Goblins grounds keepers are particularly successful at producing such turf.*

Bad Turf also requires 4 MA to stand up, rather than the normal 3 MA. (If a player has less than 4 MA, roll a D6 for the player. On a roll of 1-3 they fail to stand up and their action is over. On a roll of 4-6 they stand but cannot move any further unless they Go For It.)

Mega-Tron:*The Mega-Tron is a huge illusionary screen which hovers above the stands. It is used to show fans advertising and to highlight spectacular plays. Unfortunately some players spend too much time watching replays and miss the next drive.*

Select 1d3 random players from each team just before setting up for a drive, these players are watching the Mega-Tron and forget to take the field!

NiteLights:*NiteLights are huge, glowing globes that allow games to take place at night. Favored by the Vampire teams, NiteLights are almost required to get them on the field!*

If a stadium has NightLites, roll a D6 at the start of the match. On a 1-3 it's a night game and you should ignore the following weather effects: **Very Sunny, Sweltering Heat**. On a 4-6 it's a day game, play weather effects as normal.

Bad Facilities:*Many Blood Bowl arenas are in bad shape. Poor locker-rooms, crummy training facilities, and dilapidated dugouts result in an overall bad environment for playing the game.*

Both teams remove 1 Re-Rolls for this game only. You can't reduce Re-Rolls below zero.

Good Facilities:*Some Blood Bowl arenas are in beautiful shape. Great locker-rooms, wonderful training facilities, and immaculate dugouts result in the perfect playing conditions. For example the Skavenblight Stadium is kept in perfect condition year round, even if the grass has a slight green glow to it.*

Both teams add 1 RR's (maximum 8 total) for this game only.

Corporate Sponsorship:*Sponsorship on Blood Bowl has a long history. Blood Bowl is big business and a new trend of companies building stadiums should not be overlooked. Bloodweiser Stadium, Spike Arena, and Orcidas Arena are just some examples.*

You may add a D3 extra winnings after the match.

Good Officials:*Some Officials are simply better than others. Good Officials have a knack for spotting fouls and are particularly hard to fool.*

Good Officials spot foulers on a 2+ when you have the IGMEOY counter on your track.

Bad Officials:*Some Officials are simply better than others. Bad Officials like "Yellow" MacMurdy aren't very good at standing up to boisterous coaches and players. Coach Gak Throatmangler loved playing at Kislev Coliseum because a simple glance in the Ref's direction was enough to force MacMurdy to reverse any call.*

Bad Officials can be talked out of sending a player off on a 4+ when a coach Argues The Call. They still send the coach off on a 1, however.

Instant Replay/Cabalvision Review:*Recently some of the more uppity teams (High Elves) have been upset by what they consider to be bad officiating on the field. In order to resolve this problem, they have created Instant Replay/Cabalvision Review. The system allows the Referee to examine a play in more detail if they choose to do so. Unfortunately the system is quite expensive and the cost is passed on to the coaches.*

A coach may add a +1 to a Ref Roll by spending 10K from his treasury. The gold must be deducted before the roll is made. The coach can spend up to 50K in this manner, but on a Ref Roll of "1", the player still gets away with it.

Extra Security:*Stadiums with extra security have safeguards against thugish fans, drunken spectators and violent attendants. Employing the best security can often prevent the crowd from being the deciding factor in a game.*

The following kick-off results are ignored: **Riot, Pitch Invasion**.