

RANDOM PITCH TYPES

When playing in the Season 8 Cup, use the table below to determine which pitch type will be in effect for your game. Simply roll a D16 and use the relevant rules. Each ruleset is linked to the result in the table below so just click on the one you roll to save scrolling through.

Feel free to use this table in Conference and Friendly games if you wish or in a League game (if the Home Coach wants to) they can use this table if, when rolling for a Stadium type, you get result 6-8 'nothing out of the ordinary'. You cannot use this option if the Home coach is already resident or owns a stadium.

The team types used below are based on pitches released by GW and so the team-type corresponds to the rules they have published on the boxes. Some of them have been adapted slightly as they have not been re-released since the 2016 ruleset. Not all of the pitch rules are on this table, this is simply to allow for a D16 table so it's just one easy dice roll for variety. If you want to use pitch rules that are not on this list, feel free to do so within the usual restrictions of the ABBL.

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Amazons

Any player entering a square within 2 squares of a trapdoor during their activation must roll a D6. On a 1 their activation ends immediately.

At the end of each Drive, roll a D6. On a 5+ then, for the remainder of the game all players suffer a -1 penalty to the dice roll on attempts to pick up the ball. Also, +1 to any injury rolls for players pushed in to the crowd.

Dark Elves

If one or more TD's are scored by either team in the first half, the following rules apply in the 2nd half:

When a player recovers from being Stunned, roll a D6. On a 1, they remain Stunned instead of turning over and must roll again next turn. All players are at -1MA (min 3).

Elven Union

Do not roll for Weather if this pitch is in use. Instead, at the beginning of the game and whenever a Changing Weather roll is required, roll a D6. 1-3 = Nice! Perfect Blood Bowl weather. 4-6 = Magically Frozen – Any player that moves more than 6 squares in a single action (including Rushes) will automatically move 1 further square after their action has ended. This move must be in the same direction as they made when they moved in to their final square. If this places them in an occupied square they are instead Knocked Down in the square they are currently in (causing a Turnover). Otherwise, after they have moved this extra square, they must pass an AG test with a +1 modifier (ignoring any Tackle Zones they are in). If they fail, they are immediately Placed Prone. No Turnover is caused unless they were holding the ball.

Gnomes

Trapdoor squares ignore any rules pertaining to trapdoors (If you draw a Special Play card that affects Trapdoors, discard and draw again. Re-roll any Match Events that relate directly to Trapdoors). Instead, if any player enters a Trapdoor Square for any reason, roll a D6. On a 1, they are immediately transported to their team's Reserves box in their Dugout. If they were holding the ball, it bounces from the portal. 2-4, nothing happens. 5-6 they are immediately transported to the other trapdoor square on the pitch unless it is occupied in which case treat this as a 2-4 result.

Also, the following rules apply: First Half = -1 to Rushes. 2nd Half = If a player suffers a KO or CAS, roll a D6 (before rolling on the Casualty table in the case of a CAS). On a 6, they are placed in Reserve and do not suffer a KO or CAS. SPP's are still awarded for a CAS to the opponent. Stunty players get +1 to this roll.

Goblins

Do not use any Weather types if this pitch is in effect. Instead, roll 2D6 and apply the following at the beginning of the game and any time a change in the weather is called for:

2-5 – Dazzling Sun; -1 to all tests against PA when making a Pass, Throw Bomb or TTM action

6-8 – Light Drizzle; No additional effect but roll a D6 at the end of each drive. On a 5+ the following rules apply for the remainder of the game – If a player Falls Over while Dodging or Rushing, apply a -1 modifier to the Armour Roll and when a player recovers from being Stunned, roll a D6. On a 1, they remain Stunned instead of turning over and must try again next turn.

9-12 – Brisk Downpour; Apply a -1 modifier to all attempts to Catch, Pick Up or Interfere with the ball. Also, if the 5+ effect from Light Drizzle isn't already in effect, then it will be if a 3+ is rolled at the end of each Drive.

Halflings

In the first half, the kicking team may choose to treat their Line of Scrimmage as one square further or back than is normal. This will be treated as the actual Line of Scrimmage for all rules purposes for this Drive.

In the second half, the limit of 2 players per Wide Zone is removed for both teams but the rule from the first half regarding the Line of Scrimmage no longer applies. In addition, all players suffer a -1MA penalty to a minimum of 4 but all players can attempt to Rush 1 extra square than normal.

Khorne

After a player declares a Block or Blitz action but before the Block Dice are rolled, roll a D6. On a 5+, that player increases their ST by 1 for the duration of their Action.

After each Drive, if the amount of Casualties caused by both teams combined is 3 or more (from any means) then the following rule applies for the remainder of the game: If a player selects a Push Back (NOT Defender Stumbles) after throwing a Block, roll a D6. On the roll of a 1, the player being Blocked is immediately Knocked Down after being pushed (or stayed in place if using Stand Firm). You cannot choose to re-roll this D6.

Lizardmen

Any player that is Knocked Down (NOT Fallen Over) suffers a +1 modifier to their Armour Roll. This effect applies for the duration of the game.

If any Touchdowns are scored in the first half then the second half is played in Sweltering Heat as per the result on the standard Weather table. This replaces any weather effect in play. If the weather is required to change for any reason it does not and remains as Sweltering Heat until the game ends. If Changing Weather is rolled on the Kick Off Event table, nothing happens other than the ball scattering 1 additional square before landing.

Necromantic Horror

For the first half of the game, there is a -1 PA penalty to Long Pass or Long Bomb attempts. For the second half, the following rules apply: Long Passes and Long Bombs are not allowed and there is a -1 penalty to Dodges, Rushes and Leap attempts by any player.

Norse

From the beginning of the game, all players can Rush one more square than normal but with a -1 modifier. Before removing any models at the end of each Drive, count how many are lying down (Prone or Stunned). If this total is 5 or more, that rule is no longer in effect and is replaced with the following: All players suffer a -1 modifier to AG tests when they try to either Dodge, Leap, Jump or Land after being thrown.

Nurgle

For the first half, there are no additional rules. However, if a player from either team is removed as a casualty for any reason, the following special rules apply for the second half:

The weather is automatically Pouring Rain for the duration of the 2nd half. If the weather is meant to change for any reason, it will instead remain as Pouring Rain but the ball will scatter one additional square before landing. In addition, if any player attempts to move 7 or more squares, they must roll a D6 after the 6th square. On the roll of a 1, they Fall Over in the square they were moving to. Please note, this is not a Rush and so players cannot use Sure Feet to re-roll the result and means that if they wish to Rush and have already moved 6 squares, they will need to roll twice, once for the pitch effect and once for the Rush.

Ogres

If this pitch is being used, do not use a Weather table to begin with. The following rules apply instead: Before the game starts, roll on the scatter template to determine the direction of the wind and make a note of the result. During Kick-Offs, Inaccurate Throws and Wildly Inaccurate Throws the ball scatters D3 squares in this direction before normal Scatter or Deviation rolls are made.

If a Changing Weather result is rolled during any kick-off do not roll on the Weather table. Instead, a sudden blizzard descends with the following effects: Whenever a player makes a Blitz Action, their strength is reduced by 1 for the duration of that Action. Additionally, whenever a player is Knocked Down add +1 to the result of the Armour Roll. Should another Changing Weather result be rolled, roll as normal on the Weather table and the above rules will no longer be in effect.

Old World Alliance

Each team receives a +1 to their Fan Factor for the duration of the game. In addition, any player pushed off the pitch has a +1 modifier to their Injury Roll applied.

Underworld Denizens

All players have Bonehead for the duration of the game. Any players that already have Bonehead swap it for Really Stupid for the duration of this game only. Any Really Stupid players just stay Really Stupid, there is no change for them.

Vampires

In the centre of the pitch is a plush carpet. This carpet is 5 squares wide and 18 squares long. It extends 9 squares in to each half and the centre square of the width of the carpet is situated in the central line of squares on the pitch. If a player is Knocked Down in one of the carpet squares, apply a -1 modifier to the Armour Roll. If they are Knocked Down anywhere else on the pitch, apply a +1 modifier.

If 1 or more TD's are scored in the first half by either team, the following rules also apply for the 2nd half: Any player beginning their activation in a carpeted area must first pass an AG test after declaring their action. If they fail, an Armour Roll is made against them and if this breaks their armour, they are placed Prone and an Injury Roll is made against them. This does not cause a Turnover unless they were holding the ball. If the armour is not broken, they may continue their Action as normal.

Wood Elves

During the First Half, all players can attempt to Rush one extra square than normal.

If 3 or more casualties are suffered by both teams combined in the first half then the following rules apply for the second half: If any player makes an Armour Roll as a result of a Block or Foul, apply a -1 modifier to the roll. In addition, any player making a roll to recover from KO adds +1 to the roll. If a team has 2 kegs, then the recovery is automatic.

If less than 3 casualties have been caused in the first half then the first half rules apply for the second half.