

BLITZBOWL™

SEASON 2

ERRATA RULEBOOK

Game Sequence (page 6)

Add the following step after the 'Emergency Reserves' step in the turn sequence for both coaches.

"Bonus Play step

In the Bonus Play step, the coach whose turn it is can play any Bonus Play cards that are played at the 'start of a turn' (such as Blocking Play, Reserves, etc) in any order they choose."

Throw Action (page 10)

Change the third sentence under Throw action (page 10) to read as follows:

"If the target square is occupied by a team-mate who is adjacent to the thrower, they automatically take possession of the ball (this is called a hand-off)."

Designer's Note: *The decision to remove the requirement for a team-mate to be Open in order to be the target of a Throw action was made to give coaches more options and to remove some rules issues caused by the Pass Block Bonus Play card.*

The Claim Challenge Card Step (page 11)

Change the wording of the Claim Challenge Card step to read as follows:

"From the second round onwards, during the Claim Challenge Card step, the coach whose turn it is can claim one active Challenge card each time they make an action with a player, provided all conditions listed on the Challenge card have been met and one or more of the conditions listed on that Challenge card have been met by the player that made the action in the previous Make an Action step. If more than one Challenge card's conditions are met, the coach whose turn it is can only choose one to claim."

Get On With It! (page 11)

Change the Get On With It! rule to read as follows:

"If a team starts a turn in possession of every ball on the pitch, and by the end of their turn they still have possession of every ball on the pitch and have not scored any points, a new ball enters play, following the rules for 'No Ball in Play' (see opposite)."

PLAYER CARDS

Chaos Warrior Blocker

Change the wording of the Indomitable ability to read:

"This player cannot be Knocked Down. If this player would be, and this player is carrying the ball, the ball bounces. Then, make an Armour check for this player – if it is passed, there is no further effect. If it is failed, this player is injured."

Wood Elf Wardancer

Change the wording of the Wardance ability to read:

"When this player makes a Run action, they can move adjacent to opponents, but doing so ends the action."

Q: *If a Wood Elf Wardancer uses their Wardance ability to move adjacent to an opponent, and that square contains the ball, does the Wardancer pick up the ball?*

A: Yes.

CHALLENGE CARDS

Show us a Completion!

Change the text on the Show us a Completion card to read:

"Claim this card if a player from your team made a Throw action that wasn't a hand-off and, after that Throw action, the target player has possession of the ball that was thrown."

BONUS PLAY CARDS

Blocking Play

Change the text on the Blocking Play card to read:

“Play this card by placing it in front of you Bonus Play-side up at the start of your turn, after Emergency Reserves and before taking any actions. Whilst it is there, players from your team can move adjacent to opponents when making Run actions, but doing so ends their move. Discard this card when any of your players makes a Throw or Sidestep action, your team scores a touchdown or an opponent is Knocked Down.”

Raw Talent

Change the text on the Raw Talent card to read:

“Play this card to re-roll the dice from one of your rolls that used a six-sided dice or the Block dice.”

Serious Injury

Change the text on the Serious Injury card to read:

“Play this card immediately – do not add it to your hand. If, during the previous ‘Make an action’ step, an opponent was knocked down but not injured, place that opponent in their team’s Dugout. Otherwise, if an opponent was injured, remove that opponent from the game entirely – they cannot re-enter play.”

Ready to Go

Change the text on the Ready to Go card to read:

“Play this card immediately – do not add it to your hand. Each Open player on your team may make a free 1 square Run action. Then each Marked player on your team can make a free Sidestep action. Then, each Prone player on your team can make a free Stand Up action.”

FREQUENTLY ASKED QUESTIONS

RULEBOOK

Q: What is a player’s ‘move’?

A: A player moves (often multiple times) when they make a Run, Mark or Sidestep action. When a player moves, they are placed in a space adjacent to the one they are in, following any restrictions required by the type of action they are making.

Q: In the first season of Blitz Bowl a player could throw the ball to an empty space or an opposing player, is that no longer the case?

A: Correct, the ball can now only be thrown to team-mates. Throwing the ball into the dirt or giving it to an opponent is not going to impress any coaches at the Crush. Not even the Goblin coaches.

Q: When a player making a Mark action moves into a space that contains the ball, what happens to the ball?

A: The ball bounces before subsequent moves of the Mark action are made (if any).

Q: Can a player move adjacent to a Prone player during a Run or Sidestep action?

A: Yes.

Q: Is a new ball immediately put into play after a touchdown is scored, either after the action in which the touchdown was scored, or the turn after it was scored?

A: No in both cases. Balls usually only enter play during the ‘No Ball In Play check’ step if there are no balls in play, a rule on a Bonus Play card instructs you to do so, or the Get On With It! rule makes a ball enter play.

Q: If a player holding a ball is on the trapdoor, and a new ball enters play through that trapdoor, what happens?

A: First, remove the ball being carried by that player from the pitch and put it to one side – it is no longer in play. Then the player on that trapdoor is injured, and placed in their team’s dugout. Then a new ball is put into play through that trapdoor following the rules on page 10 of the rulebook.

Q: If a ball that is not being held by a player is on the trapdoor, and a new ball enters play through that trapdoor, what happens?

A: Remove the ball on that trapdoor from the pitch and put it to one side – it is not longer in play. Then a new ball is put into play through that trapdoor following the rules on page 10 of the rulebook.

Q: Does a player meeting the criteria for scoring a Touchdown need to have made an action prior to scoring a Touchdown?

A: No.

Q: Can a player score a Touchdown or a coach claim a challenge card in the opposing coach’s turn (for example, if during their opponent’s turn a coach plays the Step Aside card, and after making the Sidestep action, that coach’s player meets the criteria for scoring a touchdown)?

A: No.

Q: When a Block action results in a Shove, can you clarify the timing of when the target opponent would be moved, when the coach would choose to move the blocking player into the square the target occupied, when balls in squares either player could move into would bounce and so on?

A: Use the following sequence for a Shove result (page 9).

After a Block results in a Shove, if the target of the Block action is not Knocked Down, move the target of the Block action into the appropriate space.

After the target of the Block action is moved, resolve any resulting bounces.

Then, if their coach chooses to, move the player that made the Block action into the space the target of the Block action previously occupied.

After the player that made the Block action is moved, resolve any resulting bounces.

PLAYER CARDS

Q: If a player makes a free Block action as a result of Headbutt or Frenzy and the Step Aside card is played, thereby cancelling that Block action, can that free Block action then be made against a different opponent?

A: Yes.

CHALLENGE CARDS

Q: What is the correct way to discard Challenge cards?

A: Discarded Challenge cards are placed in the Challenge card discard pile with the Bonus Play side face up.

Q: Can I score a Challenge card after making a free Reserves action due to the 'Emergency Reserves' rule?

A: Yes.

BONUS PLAY CARDS

Q: If a coach plays the Pass Block Bonus Play card in response to a throw and after the Mark action the throwing player is Marked, what happens?

A: As the throwing player is now no longer Open, the Throw action is cancelled and does not count as having been made.

Q: When a player ends an action during your turn in the opposing team's End Zone while Open (which would score a Touchdown), but the opposing coach uses a Bonus Play card (such as Intervention or Shadow) to move an opponent next to that player (making both players Marked) does this prevent a Touchdown being scored?

A: Yes.

Q: How does the Blocking Play card interact with other abilities that affect a player's ability to move adjacent to an opponent during a Run action, such as Small and Shifty.

A: During that player's Run action, each time the player moves, the coach chooses which rule applies to that move.

Q: When the Hail Mary Pass card is played, can penalties that would have applied to that roll cause the throw to be a fumble?

A: No. No penalties are applied to the 'Hail Mary Pass' throw.

Q: When the Hail Mary Pass card is played, will an unmodified roll of 1 cause a fumble?

A: Yes.

Q: When a player makes an action, and that action is 'cancelled and does not count as having been made', is the number of actions available to the coach whose action was cancelled reduced?

A: No. For example, if a coach had three actions remaining to make in their turn, and the first one was a Block action that was then cancelled by the Step Aside card, they would still have three actions to make.

Q: When a player makes an action, and that action is 'cancelled and does not count as having been made', because of a Bonus Play card like Step Aside or another with a similar effect, can that same player make that same action again?

A: Yes. For example, if a coach's Block action was cancelled by the Step Aside card, they could choose to have the same player make a Block action (assuming there was a viable target for that Block action).