

PART ONE: ERRATA

ERRATA FOR BLOOD BOWL

The following corrections should be made to the Blood Bowl Handbook.

THE SEQUENCE OF PLAY

MOVING THE TURN MARKER (addition)

When it is your turn, after you pick up a model, roll a dice, or declare an action, then you can be called for illegal procedure. If you are called for illegal procedure before this or incorrectly (i.e. when you have moved the turn marker along), then you receive a bonus team reroll as a reward for the illegal call.

PLAYER ACTIONS (addition-Optional)

You must declare which action a player is going to take before carrying out the action. For example, you might say, "this player is going to take a block action". This is optional and should be decided before the game begins.

MOVEMENT

PICKING UP THE BALL (clarification)

A player that enters a square as part of his action must attempt to pick up the ball. Players that move into the square with the ball at other times (i.e. when pushed back, etc.) can't pick up the ball, and instead it will bounce one square. This does not cause a turnover.

See bouncing balls on page 13 of the Blood Bowl Handbook.

NOTE: A player where the ball bounces can elect not to attempt to catch it if the coach wants, simply scatter it as if the catch were unsuccessful.

KNOCK DOWNS & INJURIES (Additional)

When you block a player with a (POW) or (POW!) and your opponent ends up out of bounds, you should first roll to see if you break his armor, if so, any ensuing casualty should be credited to the blocking player, otherwise any casualty is assumed to be caused by the Crowd, and no SPPs are awarded.

RE-ROLLS

TEAM RE-ROLLS (addition)

You may only use team re-rolls to re-roll a dice roll for an action carried out by a player in your own team during your own team turn. In addition team re-rolls may never be used to re-roll armour rolls or injury rolls.

USING SKILLS (clarification & addition)

Many players have skills or traits such as block, pass, catch etc. Unless stated otherwise in the skill description you never have to use a skill just because the player's got it, and you can choose to use a skill that affects a dice roll after rolling the dice (except for Piling-On and Diving Tackle, in which case you must declare the skills use prior to the die roll). For example, you could say you were going to use the block skill either before or after making a block dice roll.

Some skills are also used in the opponent's team turn (ie Diving Tackle). In this case you may choose to use the skill after an opposing player carries out an action or moves a square. If both coaches want to use a skill to effect the same action or move, then the coach whose team turn is taking place must use his skill first.

Note: that you can't 'go back' in time and use a skill to effect an earlier action. For example, if a player was blitzing, you couldn't have him throw a block, move a couple of squares, and then say "actually, I think I'll use my pro skill to re-roll that block" - the skill must be used directly before or after the action it will effect or not at all.

WINNING THE MATCH

CONCEDING THE MATCH (addition)

You may choose to concede a match at the start of one of your own team

turns, before moving the turn marker along the track as long as you can only field 3 or less players on the field. A conceded match results in your opponent taking half of the winnings from the conceding team and the conceding team automatically loses 1 FF. Any players on the losing team that have 51 SPPs or more will leave the team on a D6 roll of 1-3. An MVP is not awarded to the Conceding team.

The winner of a conceded match (in addition to the normal Post-game) gets: ½ of the loser's money, adds +2 to his Fan Factor Roll.

EXTRA RULES

HANDING OFF THE BALL (change)

Handing off the ball is now an action, like Move, Blitz, Pass, etc. You may only make one Hand-Off action per turn. The hand-off is made after the player's move, just like a pass. This aside, the rules are unchanged. Note: that skills or traits, which effect a pass action, will not affect a Hand Off.

THE KICK-OFF TABLE (change)

On rolls of 11 (throw A Rock) or 12 (Field Invasion) a tie means that both teams are effected (don't re-roll the result).

FOULS, OR KICKING PLAYERS THAT ARE DOWN (change)

The normal rules for blocking assists now apply to fouling assists as well (i.e. Defending players may give assists to a player that is being fouled, and a player may not assist a foul if they are in the tackle zone of an opposing player). Defensive assists modify the armour roll by -1 per assist.

ERRATA FOR DEATH ZONE

The following corrections should be made to the Death Zone Playbook.

SKILLS

Important Note: Skills have now been split into skills and traits. See the new rules section of the rules review for more details on the differences between the two.

Break Tackle (Change)

This skill may only be used once per turn. Declare if you will use it after the dodge roll is made.

Claw, Mighty Blow and Razor Sharp Claws (Change)

These may only be used to modify an armour or injury roll caused by a block.

They may not be used to modify an armour or injury roll caused by a foul.

Diving Tackle (Change)

The player may use this skill if an opposing player attempts to dodge out of his tackle zone. Place the player using this skill prone, but do not make an armor or injury roll for them. The opposing player must then subtract -2 from his dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may make a diving tackle. NOTE: Use of this skill must be declared before the die roll.

Frenzy (change)

A player with the Frenzy trait must always follow an opponent up if they push them back. In addition, if a frenzied player pushes back an opponent without knocking them over, then they must follow up the opponent and then throw another block at them, which is worked out using the normal rules.

Frenzy is not used with secret weapon attacks or any other kind of attack other than a straightforward normal block! Note that these changes mean that a frenzied player can now only throw ONE additional block per team turn, no matter what the result of the second block. Also note that if the second block pushes the opposing player back then the frenzied player must still follow up.

Hypnotic Gaze (Change)

Hypnotic Gaze is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. In addition the player may no longer use this skill at any time. Instead the player may use it at any time during their own action, in addition to anything else the action allows them to do.

Leap (Change)

A player may only use the leap skill once per team action.

Mighty Blow (Change)

You may add +1 to the Armour Roll or the Injury Roll, not both.

Multiple Block (Change)

This skill may be used to block a maximum of 2 opposing players. The two players must be adjacent to each other and adjacent to the player throwing the multiple block.

Regeneration (change)

Regeneration is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it. In addition it only works on a roll of 4+, not 2+ as stated in the Death Zone Playbook.

Right Stuff (change)

Right Stuff is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it.

Shadowing (change)

The player may shadow if he equals or beats his opponent's score, rather than just having to beat it.

Stand Firm (change)

Failure to Dodge now keeps the player in his starting square.

Stunty (change)

Stunty is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it.

Sure Feet (clarification) may be used by a player only once per action.

Tentacles (change)

The player may attempt to use this trait when an opposing player attempts to leave his tackle zone. Each coach rolls a D6 and adds their player's ST value to the score. If the result for the player with Tentacles is higher than the result of the moving player, then the moving player is held firm and may not leave the square or attempt to move any further.

Throw Team-Mate (change)

Throw Teammate is now a racial characteristic that applies only to players that start with it on their team list. It may not be gained by other players, or lost by players that start with it.

BLOOD BOWL LEAGUES

SERIOUS INJURY TABLE (changed) See Table.

PRE-MATCH SEQUENCE OF PLAY

Handicaps (addition & change)

Lower rated teams no longer receive Bonus Special Play cards. Instead they receive a number of rolls on the Handicap Table and additional MVP's awarded at the end of the game.

POST MATCH SEQUENCE

1. Treasury Phase (addition & change)

Use the NEW Match Winnings Table found on the League of DOOM reference Card downloadable on the webpage.

NOTE: The new table includes negative modifiers that will reduce the dice roll. Treat modified scores of less than 0 as 0 (i.e. the team gets no money at all, but doesn't have to pay out any money from the treasury).

2. Fan Factors (addition)

Teams suffer a -1 modifier to their Fan factor table dice roll for every 10 points of Fan Factors the team already has. An unmodified roll of 1 always counts as a 1, and an unmodified roll of 6 always counts as a 6 (i.e. the rule of 1 & 6 applies to rolls on the Fan factor table).

TEAM LISTS

Chaos Dwarf Teams (addition)

Bull Centaurs are added to the Chaos Dwarf team roster as shown below. They are not treated as Big Guys and have access to ST & GN skills.

Qty Title Cost MV ST AG AV

0-2 Bull Centaur 130K 6 4 2 9

Skills & Traits: Sprint, Sure Feet, Thick Skull

Dark Elf Teams (change)

Increase the number of Blitzers allowed on the team to 0-4.

High Elf Teams (change)

Increase the number of Lion Warriors allowed on the team to 0-4.

Lizardman Teams (clarification)

Skinks can only gain Agility skills (they cannot gain General skills). In addition Skinks suffer a one-band penalty when they throw the ball, just like Goblins and Halflings.

Undead Teams (change)

Increase the number of Wights allowed on the team to 0-4.

Increase the number of zombies allowed on the team to 0-12.

Fouling

I've Got My Eye On You will be used at all times.

Add this rule to the end of the rules on fouling.

The opposing coach (I.e. the one whose player was the object of the foul attempt) rolls a D6, and on a roll of 6 the referee sends off the fouling player.

The first time a coach commits a foul, he must hand the I've Got My Eye On You counter to the opposing coach, who should place it on their re-roll track. This happens after the foul has been committed and the D6 roll has been made to see if the player was sent off.

All the time a coach has the counter on their re-roll track, opposing players will be sent off on a roll of 4+. This radically increases the chances of being sent off, as they are under the watchful eye of the ref.

The coach is allowed to keep hold of the counter until his own team commits a foul, at which point he must hand it over to his opponent, who can then place it on his re-roll track. In addition, the counter must be returned to the side of the board (i.e. so that neither coach has it) when a half ends or a successful illegal procedure call is made against the coach with the counter. In the case of the Illegal Procedure call, the counter is lost in addition to any other effect the call has.

SKILLS

NEW RULE: TRAITS

To represent the difficulty of gaining a new trait, a player may only gain one if a double is rolled for them when making a star player roll. If this happens then instead of gaining any skill, the player's coach may choose to give them a single trait. However, the trait must belong to a category that the player can choose from. For example, if a double were rolled for a Human Catcher then he could be given any skill, or a General or Agility trait.

Skill List

Accurate (Passing), Block (General), Break Tackle (Strength), Catch

(Agility), Dirty Player (General), Diving Catch (Agility), Diving Tackle (Agility), Dodge (Agility), Dump-Off (Passing), Guard (Strength), Hail Mary Pass (Passing), Kick (General), Leap (Agility), Mighty Blow (Strength), Multiple Block (Strength), Pass (Passing), Piling On (Strength), Pro General, Safe Throw (Passing), Shadowing (General), Side Step (Agility), Sprint (Agility), Strip Ball (General), Sure Feet (Agility), Sure Hands (General), Tackle (General), Pass Block (General)

Trait List

Big Hand (Physical), Claw (Physical Ability), Dauntless (General), Extra Arms (Physical), Foul Appearance (Physical), Frenzy (General), Horns (Physical), Jump Up (Agility), Leader (General), Nerves of Steel (General), Prehensile Tail (Physical), Razor Sharp Claws (Physical), Spikes (Physical), Stand Firm (Strength), Strong Arm (Passing), Tentacles (Physical), Thick Skull (Physical), Two Heads (Physical), Very Long Legs (Physical)

BLOOD BOWL LEAGUES

NEW RULE: AGEING

This rule comes just after the rules for Star Player Points Table on page 17 of the Death Zone rulebook. As players grow older and gain experience, they learn new skills but may lose some of the vigour and toughness of their youth. To represent this after you make a Star Player roll for a player, you must make a second 2D6 roll to see if they age. Roll the dice and add them together, and then refer to the Ageing Table. If you equal or beat the score shown on the Ageing column then the player avoids the effect of ageing and nothing happens. If you roll under the required score then the player has aged and another roll must be made on the Ageing Results table. Apply the result of the Ageing Results roll to the player's entry on the team roster immediately. Ageing is a natural process, so results from the ageing table cannot be removed by an Apothecary or Regeneration, or by anything else for that matter!

LEAGUES

PRE-MATCH SEQUENCE

New Rule: Determine Handicap Rolls

Teams that feel that are at a disadvantage have been known to try all kinds of underhand methods to 'even the odds' in a match, while at other times being the underdogs will inspire a team to perform well above their normal standard. The Handicap rules allow these things to happen during your games too.

This rule replaces the rule for Handicaps on page 18 of the Death Zone Playbook. The lower rated team in a match now receives a number of rolls on the Handicap table, as shown on the chart below.

HANDICAP ROLLS

Difference in # of Rolls/# of extra MVP's

Team Ratings

0-10 0/0

11-25 1/0

26-50 2/1

51-75 3/1

76-100 4/2

101+ 4 + pick a fifth result of your choice/3

New Rule: Roll On Handicap Table

Once you know how many handicap rolls you have you must consult the following table to discover what advantages your team gain for the match.

The following 'general rules' apply to all results rolled on the Handicap table:

- * Roll on the table and apply the result immediately if you can. Then make your next roll, and so on until all rolls have been used up. If you are allowed to pick a result then do this after making all of your rolls.
- * Re-roll any duplicate results.
- * The descriptions below tell you when you can use a handicap result and what effect it has on the game.

HANDICAP TABLE

11 APPEARANCE FEE: The player on the opposing team with the most Star Player Points has decided that he needs to be paid money to take the field against 'those bums.' Roll a d6 and multiply the result by 5,000. The result is the number of gold pieces the player must receive before he will take the field. If he isn't paid, he'll sit in the Dugout, refusing to come out until his fee is met or the game ends! The opposing coach may choose to pay the appearance any time after the start of the match if he wishes.

12 EXTRA TRAINING: Your team has worked long and hard all week for this opponent. You may take an extra Team Re-roll to use for this match only.

13 INTENSIVE TRAINING: One player is really psyched for this week's match, and has been working very hard preparing for it. Pick a player on your team. He may take one extra skill to use for this match only, just as if he had rolled a New Skill result on the Star Player Table.

14 INSPIRATION: Watching the opposing team in their previous match has taught one of your players a thing or two. Pick a player on your team and give him an extra MVP. If the additional SPPs are enough to give him a new skill then generate it immediately.

15 I AM THE GREATEST!: Two randomly selected players on the opposing team refuse to be on the pitch at the same time for this match only. Only one may be set up on the field at the start of each drive.

16 UNDER SCRUTINY: The opposing team may not Foul or use players equipped with Secret Weapons for this match.

21 BAD PRESS: Libellous stories you have spread cut the opposing team's Fan Factor in half (rounding up) for this match only.

22 BAD HABITS: The opposing team loses one re-roll for this match only.

23 BIASED REFEREE: The opposing team count as being under the eyes of the referee for the whole match (i.e. all fouls will be spotted on a 4+).

24 RUNNING LATE: Agents in your employ manage to delay D6 randomly selected players on the opposing team for this inconvenient match. The players must miss the first drive.

25 GREASED SHOES: Pick a player on the opposing team. You've paid someone to grease the bottom of their shoes and their agility is reduced to 1 until a touch down is scored or the half ends.

26 ILLEGAL DRUGS: Declare this special play immediately (now!). You may choose one player in your team to have either +1 ST OR +1 AG for this match only.

31 MORLEY'S REVENGE: The opposing team's drinks have been spiked with a powerful laxative. D3 randomly selected opposing players have drunk the spiked drink, and must roll a D6 before every kick-off. On a roll of 1-3 they are otherwise engaged and may not take part in this drive. On a roll of 4-6 they may be set up normally.

32 BRIBE THE ANNOUNCERS: You receive your MVP award before the game starts. If this takes a player up a level, he may roll for his new skill immediately. Note that you don't get a second MVP at the end of the match.

33 SMELLING SALTS: You make all rolls to move a player from the Knocked Out box to the Reserves box on a roll of 2 or better for this match.

34 SPONSORSHIP DEAL: Your team is sponsored by Bloodwieser and receives an extra 10,000 gps after the match - but only if you say 'Make Mine A Blood' loudly at the start of every drive!

35 PALMED COIN: You automatically win the coin toss to start the game.

36 SCUTT'S SCROLL OF WEATHER MAGIC: You have tricked a gullible wizard into parting with a useful scroll. You may pick the weather when the game starts.

41 TEAM ANTHEM: Add +1 to your Fan Factor for this game only.

42 GRUDGE MATCH: You may take any number of Foul actions per turn for this match. However you may not foul the same player more than once per team turn.

43 DOOM & GLOOM: The opposing team is feeling uninspired. For the first half, their Team Re-rolls are cut in half, rounded down.

44 IT WASN'T ME!: One randomly selected player on the opposing team has been getting a little rowdy in anticipation of today's 'cakewalk,' and he's been arrested! He must miss the match.

45 THAT BOY'S GOT TALENT: In your last match you spotted a talented fan in the stands, and he agrees to play for your team. Add one player at any position to your roster for this match only. The player leaves the roster when the match ends. Note that you may add a 17th player to a match in this fashion.

46 NEWS FEATURE: The big cabelvision networks produce a special news feature about your team of plucky underdogs and their chances in the upcoming match. The extra revenue this generates will allow you to roll 2d6 at the end of the game for your match winnings.

51 BRIBE THE REF: You may set up 12 players on the field once during the match.

52 IN THE BAG!: The Opposing team is feeling cocky about their chances of winning this match. They can only field the 11 worst

players on their team, based on SPP's. This restriction stops for the rest of the match as soon as your team takes the lead.

53 MICKEY FINN: Pick one member of the opposing team's coaching staff other than the head coach. You have spiked his punch, and he is unavailable this match.

54 STILETTO: A player of your choice in your team counts as having razor sharp claws for this match only.

55 DUH, WHERE AM I?: One randomly selected player on the opposing team has been out all night on a bender, and isn't really ready for the game. The Bonehead rule that applies to Ogres applies to the player for this match only.

56 ASSASSIN: Your team has hired an assassin to take out one of the other team's top guns. Pick a player on the opposing team and make an injury roll for him. The opposing coach may use his Apothecary or Regenerate trait on the player, but an Apothecary used in such a fashion is not available for this match.

61 BRIBE THE REF: You have taken up a collection to 'convince' the ref that your players are a nice, clean bunch of fellows! You may ignore the first penalty called against your team.

62 KNUCKLEDUSTERS: A player of your choice in your team counts as having mighty blow for this match only.

63 VIRUS: A mysterious illness breaks out among the opposing team, knocking out the unhealthiest members of the bunch. Any opposing player with a niggling injury is too sick to show up for this match.

64 THAT BABE'S GOT TALENT!: Your team visits the local tavern the night before the game. One of the exotic dancers displays her, umm, 'talents,' and your players leave her a generous tip. She and a few friends decide to hang out with your team for the day. D6 Cheerleaders join your team for this match only.

65 IRON MAN: One randomly selected player on your team is determined to play hard for the whole game, no matter what the cost - in fact, he refuses to get injured! If an opposing player beats his armour roll, he is only Stunned.

66 BUZZING!: One of your players has gone heavy on the coffee in anticipation of today's game. For this match only he gains the Jump Up trait and the Frenzy trait, but will automatically fail any attempt to pick up or catch the ball.

NEW RULE: BIG GUYS

This is a brand new rules section. Therefore, Big Guys are now included in the game as 'normal' players. All of the rules that apply to other players apply to Big Guys also, except where specifically modified in the Big Guy rules that follow. The characteristics, skills and traits of Big Guy players are included on the Big Guy player lists below. Note that you can still use the Big Guy star players in games if you wish. However they must be used as freebooters for one game only, just like any other star player.

RACIAL CHARACTERISTICS AND ALLIED TEAMS

The player lists include two entries unique to the Big Guy players list:

Racial Characteristics, and Teams.

Racial Characteristics: Most Big Guys also have special rules that apply to them which reflect special racial characteristics not available to other players. Any such racial characteristics are included in the entry for the player on the Big Guy's player list. The rules for each racial characteristic can be found after the player list.

Big Guys can play for non-big guy teams, however, their huge stature although perfect for bashing others, does not lend them well to 'fitting in' to a team atmosphere. For this reason BIG GUYS can never use Team re-rolls. There is an entry on the Big Guy's player list for each Big Guy saying which teams he can play for.

BIG GUY PLAYERS LIST

Minotaur

Cost MV ST AG AV

110K 5 5 2 8

Skills: Mighty Blow

Traits: Frenzy, Horns, Thick Skull

Racial Characteristics: Always Hungry, Big Guy, Throw Team-mate, Wild Animal

Teams: Chaos, Chaos Dwarf, Norse

Ogre

Cost MV ST AG AV

120K 5 5 2 9

Skills: Mighty Blow

Traits: Thick Skull

Racial Characteristics: Big Guy, Bonehead, Throw Teammate

Teams: Chaos, Dwarf, Goblin, Halfling, Human, Norse, Orc

Rat Ogre

Cost MV ST AG AV

130K 6 5 3 8

Skills: Mighty Blow

Traits: Frenzy, Prehensile Tail

Racial Characteristics: Big Guy, Wild Animal

Allied Teams: Skaven

Treeman
Cost MV ST AG AV
110K 2 6 1 10
Skills: Mighty Blow
Traits: Stand Firm, Thick Skull
Racial Characteristics: Big Guy, Take Root, Throw Teammate
Allied Teams: Halfling, Wood Elf

Trolls
Cost MV ST AG AV
100K 4 5 1 9
Skills: Mighty Blow
Traits: Regenerate
Racial Characteristics: Always Hungry, Big Guy, Really Stupid, Throw Team-Mate
Allied Teams: Chaos, Chaos Dwarf, Goblin, Orc

Kroxigor
Cost MV ST AG AV
130K 6 5 1 9
Skills & Traits: Prehensile Tail, Thick Skull
Racial Characteristics: Big Guy, Bone Head
Teams: Lizardmen

RACIAL CHARACTERISTIC DESCRIPTIONS

Always Hungry: The player is always ravenously hungry - and what's more they'll eat absolutely anything! Should the player ever use the Throw Team-Mate trait, roll a D6 after he picks the player to be thrown up, but before he throws them. On a roll of 1 he attempts to eat the unfortunate player! Roll the D6 again, a second 1 means that he successfully scoffs the other player down, with obviously fatal results for the latter. On a roll of 2-6 the other player squirms free and should be placed prone in a randomly selected adjacent square (if the square is occupied then the original occupant is pushed back and knocked over).

Bonehead: The player is not noted for his intelligence. Because of this you must roll a D6 before taking an action for the player. On a roll of 1 they stand around trying to remember what it is they're meant to be doing. This means that they can't do anything for the turn, and they lose their tackle zone until they managed to roll something other than a 1 at the start of an action.

Really Stupid: This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl field (which considering the IQ of most other players is really saying something!). Because of this you must roll a D6 before he takes an action. If there are one or more players from the same team standing adjacent to the really stupid player's square, and who aren't also really stupid, then add +2 to the dice roll. On a roll of 1-3 the really stupid stands around trying to remember what it is they're meant to be doing. This means that they can't do anything for the turn, and they lose their tackle zone until they managed to roll something other than a 1-3 at the start of an action.

Take Root: Treemen spend most of their time rooted to the spot in the woods and forests that cover most of the Blood Bowl world. Roll a D6 for the player before the match starts. On a roll of 1-3 the player is slumbering in a wood somewhere and misses the first half of the match! The player rejoins the team for the start of the second half.

Throw Team-mate: The player can throw players from their team that have the Right Stuff, as described on page 24 of the Blood Bowl rulebook.

Wild Animal: The player has a nasty tendency to get a bit, erm, carried away during a match. Wild animals must take their actions first of all during a turn; if you take an action with wild animal after having moved a player that is not a Wild Animal, then your opponent call you for illegal procedure exactly as if you had forgotten to move the turn marker. In addition if the Wild animal is adjacent to a standing player from the opposing team then they must take either a block or blitz action, and throw a block at an adjacent player. Last but not least, wild animals can never receive assists when the block or foul; they are simply too out of control for other players to help them out.

BIG GUY:

Most teams are allowed to include up to one Big Guy on their team. Halfling and Goblin teams are an exception to this, and may include a total of two Big Guys in their ranks. The Big Guy player list above shows teams that can include a Big Guy. Each Big Guy counts as one of the 16 players that make up the team.

VERY IMPORTANT: Team re-rolls may not be used for actions carried out by Big Guys being used as allies on a team. Big guys tend to prefer to work on their own, and in any case are not noted for paying terribly much attention to what is going on during team practice sessions!

BIG GUYS AND STAR PLAYER POINTS

Most Big Guys can take Strength and General skills and traits. Rat Ogres and Minotaurs can take Physical Abilities as well (representing mutations), but only if they roll a double.

Q & A

Q. Does failure to complete an action successfully cause a turnover?

A. A team turn only ends when all of the players in the team have performed an action or one of the following events cause a turnover:

1. A team is called for illegal procedure and doesn't have a re-roll counter or
2. A player on the moving team is knocked down or falls over or
3. The ball is passed and not caught by a player from the moving team or
4. A player from the moving team attempts to pick up the ball and fails or
5. A touchdown is scored

A coach that suffers a turnover must end his turn immediately even if part way through a player's action. The only exception to this is that Armour rolls and injury must still be made for players that have been knocked over.

Q. Can I use a team reroll to reroll the result on the kick-off table?

A. No

Q. Can a player use the Guard skill to give an assist on a foul?

A. No.

Q. Can a throw-in be intercepted?

A. No.

Q. What order are the things that make up a Kick-Off carried out in?

A. The correct sequence is: Place Ball, Roll Kick-Off, Scatter Ball, Resolve Kick-Off Results, Bounce Ball.

Q. What kind of action is turning over a stunned player?

A. It is a Move action.

Q. Does a player have to try and catch the ball if they can?

A. No.

Q. What happens to my re-rolls in overtime?

A. Any re-rolls still remaining at the end of full time may be used in overtime.

Q. When must I choose to use an Apothecary? And can they be used to heal crowd injuries?

A. Apothecaries must be used immediately after the roll on the casualty table or serious injury table has been made or not at all. Apothecaries can heal injuries caused by the crowd to players that are on the field, but not injuries caused on players pushed into the crowd.

Q. Can I intentionally throw or hand-off the ball into the crowd?

A. No.

Q. Is a fumbled throw always a Turnover, even if a player from the thrower's team catches the ball?

A. Yes.

Q. If a player has the Piling On skill and pushes an opponent back, must they follow up to use their skill?

A. Yes. The player will fall over in the square they entered after the follow-up move.

Q. How do tackle zones work exactly? Does a player exert a separate tackle zone on each adjacent square, or does he have one large tackle zone that covers all eight squares?

A. The player is considered to have eight separate tackle zones.

Q. Is a thrown ball or kick-off that scatters off the pitch thrown back in by the crowd as soon as it leaves the field? Or do you track it all three squares and only throw it back if it finishes off the field?

A. As there are no squares located off the field you should stop rolling for a scattering ball as soon as it leaves the pitch. Although a bit of an abstraction (as the ball could scatter back onto the field if you kept rolling) this method has the distinct advantage of keeping things nice and simple.

Q: Are there any restrictions on what skills and traits a Big Guy can pick if they roll a double for a Star Player roll?

A: No, they are treated just like a normal player. This means that if they roll a double they can choose General and Strength traits or Passing and Agility skills.

Q: During a kick-off, when is the ball caught, and when is it given to a player if there is a touchback? Specifically, do these things happen before or after working out the effects of Kick-Off results?

A: It is assumed that the ball lands just before it bounces. As the sequence for carrying out a Kick-Off is Place Ball, Roll Kick-Off, Scatter Ball, Resolve Kick-Off Results, Bounce Ball, this means that it lands during the Bounce Ball phase, so it cannot be caught, awarded for a touchback, etc., until after you have resolved the results from the Kick-Off table.

Q: Do Skinks have right stuff?

A: No

Q: Can Orc teams still include 0-4 Goblins?

A: Yes.

The Pass Sequence

1. Declare a Pass.
2. Determine range modifier.
3. Roll dice to throw and minus # of tackle zones on Thrower from roll.
4. If the pass was not fumbled, check for interceptors, and roll dice.
5. If pass was not intercepted or fumbled, go to #6.
6. Accurate throw go to 7, otherwise scatter 3 times and go to 7.
7. Determine modifiers on Catch (was it accurate, are there tackle zones on the catcher, etc.)
8. Roll Dice for Catch.