

The 2003 Rules Review

By Jervis Johnson, Dean Maki, Stephen Babbage, Milo Sharp, John Lewis, Chet Zeshonski and Andy Hall
A big thank you to all the playtesters on and off-line for their help in making Blood Bowl a great game.

The rules review is split into three sections:

The first is Experimental Rules – all previously published rules have been reviewed by the BBRC and their status changed to one of the following: Official, Remain Experimental or House Rules.

The second section is Errata – this is corrections and changes to the core rules.

Finally there is the Q&A – The BBRC have answered the most frequently asked questions put forward by the Blood Bowl community.

It is worth noting that the changes to the game system are minor and a little more than tweaks. This is quite deliberate, as we want the core rules system to remain stable so as not to confuse the large element of new Blood Bowl coaches.

Experimental Rules Update

Khemri Team – Official. (As printed in the 2003 Annual. Change the Blitz-Ra cost to 90k and Blitz-Ra AV to 8. See the Rules Review PDF in the resources section.)

Zara – Official. (As printed in BBmag 9. See the Star Player Card PDF.)

Ramtut – Official. (As printed in BBmag 9. See the Star Player Card PDF.)

Halfling Chef – Official. (As printed in BBmag 7. See the Rules Review PDF in the resources section.)

Dwarf Runesmith – Official. (As printed in BBmag 7. See the Rules Review PDF in the resources section.)

Necromantic Team – Official. (As printed in the Blood Bowl 2003 Annual. Replace the Razor Sharp Claws on the Werewolf to Claws. Change Wight Allocation from 0-4 to 0-2. See the Rules Review PDF in the resources section.)

Kicking Rules – House Rules.

Secret Weapon Rules – House Rules.

Allied Team Rosters – House Rules.

Nurgle's Rotters – Official. (As printed in the 2003 Annual. Replace the Beast of Nurgle's stats with: 120K MA 4 ST 5 AG 1 AV 9 Big Guy, Really Stupid, Mighty Blow, Foul Appearance, Tentacles and Regenerate. The Beast of Nurgle is the only Big Guy that will play for the team. See the Rules Review PDF in the resources section.)

Ogre Team – Remain Experimental. (As printed in the 2003 Annual. Change Ogre allocation from 0-8 Ogres to 0-12. Change Goblin allocation from 0-8 to 0-6. See the Blood Bowl Vault)

Elf Team – Official. (As printed in BBmag8. Replace Leap on the Catcher with Nerves of Steel. See the Rules Review PDF in the resources section.)

Vampire Team – Remain Experimental. (See the Blood Bowl Vault)

Errata

(All page numbers refer to the printed handbook)

Page 19: Change the second sentence in the Sweltering Heat entry to: *Roll a D6 for each player on the field at the end of the half and after each touchdown.*

Page 24: Replace the races in the Ogre Allied Teams entry with: Chaos, Human and Norse.

Page 25: Replace the Wild Animal entry with: Wild Animals are extremely violent creatures. If you declare any action other than Block with a Wild Animal, roll a D6. On a roll of 1-3, the Wild Animal stands still and roars in rage instead, and the action is wasted. Note that the Wild Animal no longer has to move first and that he can now use assists.

Page 34: Replace the entry for Hypnotic Gaze with: *Hypnotic Gaze* – The player has a powerful telepathic ability, which he can use to stun an opponent into immobility. The player may use the hypnotic gaze in place of a Block.

The player may turn his Hypnotic Gaze on ONE opposing player in an adjacent square. Roll a dice: if the score is 2 or more, then the victim is hypnotized and loses his tackle zone for the rest of the team turn. On a roll of 1, the hypnotic gaze has no effect. Hypnotic Gaze is 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. Note, that he no longer has a free action.

Page 35: Replace the entry for Piling On with: *Piling On* – The player may use this skill after he has made a Block, but only if the victim was knocked over. If the armour roll has failed the player may decide to ‘pile on’ to the victim. If so then you may re-roll the armour roll. The piling on player is placed prone in his own square – it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!). If the player has pushed back his opponent before knocking him over, then he must follow up the block before he can use this skill. Piling On does not cause a turnover unless the piling on player is carrying the ball.

Page 35: Change Pro from a skill to a trait.

Page 79: Change the Wight allocation in the Undead team list from 0-4 Wights to 0-2 Wights.

FAQ

Q: Does the Team get a new Leader re-roll at the start of overtime if they field a player with Leader?

A: No.

Q: If my pass roll is failed so the pass is not accurate but a member of my team still catches it, is it a turnover and/or completion?

A: *It is not a turnover, but it is not a completion either for purposes regarding SPPs. Note, that a fumble, even if recovered by a player on your team, is still a turnover.*

Q: Is it an illegal procedure should you forget to roll for Bonehead or Really Stupid before you move the player?

A: *No, hopefully your opponent will remind you if you keep forgetting!*

Q: Can you use re-rolls when rolling for Shadowing and Pro?

A: Yes.

Q: If you knock over a Death-roller does it roll for Armour and Injury as well?

A: *No, see page 31 of the handbook for more information on how the Death-roller works.*

Q: Do Tackle Zones or Foul Appearance affect a Hail Mary Pass roll?

A: No.

Q: Can you fire coaching staff, such as Assistant Coaches Cheerleaders and Apothecaries and if so, do you get your money back?

A: *You can fire your coaching staff, but you don't get your money back.*

Q: If I get 2 MA stat increases and then suffer ageing or a serious injury that removes a point of MA can I gain MA again?

A: Yes.

Q: What happens if I can't set up at least 3 players on the line of scrimmage for a Kick Off?

A: *You can either concede the match (see pages 15 and page 44 of the Blood Bowl Handbook), or you can carry on playing. If you decide to carry on playing, you must place as many players on the line of scrimmage as possible.*

Q: What happens if all my players have been taken off the field as injuries?

A: *This is a rare event, but if it happens, you should play on as normal. The coach of the team whose players have been removed from play should move his turn marker at the start of the turn and immediately declare his turn over (unless he has a Wizard handy!). The current drive ends as normal when the playing team scores a touchdown or the half ends. This won't be very much fun for the coach with no players, so we suggest the opposing coach scores as soon as possible, take the 3 SPPs, and get ready for the next Kick Off!*

Q: Does the +1 for inflicting 2 or more casualties on the Fan factor table mean any injuries caused or casualties only caused by Blocks as in gaining SPPs?

A: *Only casualties that count for SPPs.*

Q: If a player with Strip Ball pushes a player with the ball into his Endzone is this a Touchdown?

A: *No, as stated in the rules, a player has to be standing and holding a ball to score. This doesn't happen with strip ball.*

Q: Can a fireball hit a prone or stunned player if they are under the temple?

A: *No, only those that are standing.*

A: Can you Apothecary a player who is eaten by an Always Hungry Player?

A: *No, the player is in the Troll's belly!*

Q: Does using a Blunderbuss if the ball is not caught cause a turnover and is it counted as the team's pass action for the turn?

A: *Although this is not clear, in the rules a ball shot from a Blunderbuss does count as the team's action that turn. So, if it is not caught then it is a turnover.*

Q: Can a player who has no tackle zone assist blocks (assuming he is not in an enemy tackle zone)?

A: Yes.

Q: Can a player who has no tackle zone prevent opposing players from assisting blocks (assuming opponent is not in another tackle zone)?

A: No.

Q: If a player with Multiple Blocks gets "Attacker Down" which of his opponents gets the casualty SPPs?

A: *The defending coach chooses one of his players to be awarded the SPPs.*

Q: What happens if a player holding the ball commits a foul and gets ejected by the referee?

A: *The ball scatters from the ejected players square.*

Q: If a player has Multiple Block, can they use skills like Claw, Pilling On and Mighty Blow on both opponents or just one?

A: *All above skills can be used on both opponents during the block.*

Q: If a player is thrown using the Throw Team Mate trait, but does not have the ball. Is it a turnover if:

- a) The thrown player lands out of bounds?
- b) The thrown player lands in the same square as an opponent?
- c) The thrown player lands in the same square as a teammate?

A: a) *No turnover, roll for injury and continue the turn.*

b) *No turnover, roll for Armour (and injury if necessary) on both players and continue the turn. Note that this situation cannot be specifically aimed for. This can only arise if the player scatters to an opponents square.*

c) *Turnover. Both players require an Armour roll (and injury if necessary).*

Note that it is a turnover in all three cases if the thrown player is carrying the ball.