

BLOOD BOWL[®]

★ THE GAME OF FANTASY FOOTBALL ★

DESIGNER'S COMMENTARY ***DECEMBER 2020***

The following designer's commentary is intended to complement the Blood Bowl rulebook and any issues of Spike! Journal associated with the Second Season Edition of the game. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the stated update has a note, e.g., 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to: bloodbowlfaq@gwplc.com

Q: Can a team use more than one team re-roll in the same team turn? (p.24)

A: Yes. Though be careful, as if you use them all early on in a half you will be facing quite a few turns without any! Remember that you can never re-roll a re-roll.

Q: If a player re-rolls a single dice from a dice pool with a Skill (e.g., Brawler), can they then use a team re-roll to allow them to re-roll the other dice from the same dice pool? (p.24)

A: No.

Q: If a player with a PA of 1+ scores a 1 for a Passing Ability test, after modifiers have been applied, is this still an Accurate Pass? (p.29)

A: Yes.

Q: After purchasing Inducements, do you add the value of the Inducements to your Current Team Value (CTV) when recalculating your CTV to determine which team is the 'Underdog'? (p.38)

A: Yes.

Q: During the Determine Kicking Team step, does the team that wins the coin toss or roll-off automatically become the kicking team, or may they choose to be either the kicking or receiving team? (p.38)

A: They may choose.

Q: During a Blitz result on the Kick-off Event table, if a player from the receiving team is Knocked Down does this end the Blitz? (p.41)

A: No.

Q: During a Blitz result on the Kick-Off Event table, can I use a team re-roll? (p.41)

A: No. A Kick-Off Blitz isn't a team turn. It represents the kicking team springing into action ahead of the receiving team.

Q: The rules for team turns state that a team turn ends when all eligible players have been activated. However, the rules for player activations state that coaches are not obliged to activate every player. Does this mean that coaches can choose to end their team turn without activating all of their eligible players if they wish? (p.42)

A: Yes. Remember that a player can choose to move zero squares, so if you wish to do nothing with a player simply activate them, move zero squares, and then end their activation.

Q: Can a player make a Pass action to an adjacent friendly player? (p.48)

A: Yes.

Q: When making a Passing Ability test, if the roll is not a natural 1, but is reduced to less than 1 after modifiers have been applied, is this an inaccurate pass or a wildly inaccurate pass? (p.49)

A: This will be a wildly inaccurate pass.

Q: If an inaccurate or wildly inaccurate pass goes out of bounds, do you roll for passing interference before or after the throw-in? If before, where do you count the ball as for the purpose of placing the range ruler to determine which players can attempt to interfere? (p. 50)

A: Before. When placing the range ruler to determine which players can attempt to interfere, treat the ball as occupying the last square it was over before going out of bounds.

Q: When a player makes a Blitz action, do they have to nominate the target of the Block action before the player is moved? (p.59)

A: Yes.

Q: What happens when a player with a PA of '-' rolls an improvement to its PA? (p.71)

A: Either choose another listed option, or improve its PA to 6+.

Q: If a player attempts to dodge away from a player with the Diving Tackle skill fails the original dodge roll, but then uses a re-roll and succeeds, can the player with Diving Tackle use this Skill on the re-rolled attempt? (p.75)

A: Yes, provided they did not already use the Skill on the first attempt.

Q: Can a player with the Sneaky Git skill that performs a Foul action still be Sent-off if it rolls a natural double on the Injury roll? (p.75)

A: Yes.

Q: When a player with the Dump-off skill is nominated as the target of a Blitz action, when do they make their Quick Pass action? (p.79)

A: As soon as they are nominated as the target of the Blitz action.

Q: Brawler states that a player can use this skill when making a Block action on its own (but not as part of a Blitz action). Can a player with this skill use it when it has an assist from a friendly player? (p.80)

A: Yes. The 'on its own' part simply means it can only be used as a regular Block action, and not part of another action that includes a Block (such as a Blitz action).

Q: Can a player with the Grab skill choose not to use it if they wish? (p.80)

A: Yes. Remember that only Skills and Traits marked with an * are compulsory.

Q: If a player with Animal Savagery knocks down a friendly model, are they forced to use Claws, Piledriver, Mighty Blow (X+) (or any other Skills that would affect Armour or Injury rolls), or can they choose not to? (p.81)

A: The opposing coach may choose if the player must use these Skills or not.

Q: If a model with the Animal Savagery trait wishes to use the Hypnotic Gaze trait, will the bonus +2 to their Animal Savagery roll as if they were performing a Block or a Blitz action? (p.81 & 85)

A: No.

Q: If I roll a 1 when rolling to see if I can use a Chainsaw or Projectile Vomit, is a Turnover caused? (p.84 & 86)

A: No. The player is Placed Prone and an Injury roll made against them. They are not Knocked Down. It will only cause a Turnover if they are in possession of the ball.

Q: Can Griff Oberwald's Consummate Professional special rule force an opposition player to re-roll a dice? (p.130)

A: No, it can only be used to re-roll a dice rolled by Griff Oberwald himself.

ERRATA

DECEMBER 2020

The following errata correct errors in the Blood Bowl rulebook and any issues of Spike! Journal associated with the Second Season Edition of the game.

The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the update has a note, e.g., 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

- **Page 61 – Characteristic Reduction**

- Change the second paragraph to read:

In the case of Movement Allowance or Strength, the characteristic is simply reduced by 1. In the case of Agility or Passing Ability, the target number is raised by 1. For example, if a player with AG4+ suffers a Neck Injury, the characteristic would become AG5+. In the case of Armour Value, the target number is lowered by 1. For example, if a player with AV9+ suffers a Head Injury, the characteristic would become AV8+