

BLOOD BOWL[®]

★ THE GAME OF FANTASY FOOTBALL ★

DESIGNER'S COMMENTARY NOVEMBER 2021

The following designer's commentary is intended to complement the Blood Bowl rulebook, any issues of Spike! Journal, and any supplements 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

BLOOD BOWL RULEBOOK

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: Are team re-rolls that are not spent during the first half lost for the second half as it states that only spent team re-rolls are replenished and unused ones are not carried over? (p.24)

A: No. What this means is that a team will always start each half with their full complement of team re-rolls, and those that are not spent in the first half cannot then be saved to add on to your store of team re-rolls. A team that starts the first half with 3 team re-rolls, will also start the second half with 3 re-rolls.

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: When the Sweltering Heat result is rolled on the Weather table, is a single D3 rolled to determine the number of players from each team affected, or do both coaches roll a separate D3? (p.37)

A: A single D3 is rolled and the same result is applied to each team.

Q: If a team has fewer than 11 available players for a game, are they required to take on enough Journeymen to take their team temporarily to 11 before taking other Inducements such as Star Players? (p.38)

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: Is there a set order in which coaches buy Inducements, or is it done simultaneously? (p.38)

A: Inducements are bought by both teams simultaneously.

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: Do Inducements purchased at step 4 of the pre-game sequence add to a team's Current Team Value (CTV) when CTV is recalculated when working out which team is the Underdog? (p.38)

A: Yes.

Q: If a player is Sent-off as a result of Too Many Players, can their coach Argue the Call or use a Bribe to avoid them being Sent-off? (p.40)

A: Yes, however, players that avoid being Sent-off in this manner do not stay on the pitch and will instead be placed in the Reserves box.

Q: When a team sets up additional players on the pitch as a result of the Swarming trait, and this takes the number of players on the pitch to above 11, can players on that team be Sent-off as per the Too Many Players rule during that drive? (p.40 & 87)

A: No. The Too Many Players rule is used when there are more players than the team is allowed on the pitch (usually 11). The Swarming trait increases the number of players that team is allowed to field by D3 for the duration of the drive so, as long as the team does not exceed the new limit, their players cannot be Sent-off for Too Many Players. If there are any players fielded above the new limit for the Swarming team, they can be Sent-off for Too Many Players as normal.

Q: What happens if a team cannot nominate a kicking player as all their players are either on the Line of Scrimmage or in a Wide Zone? (p.40)

A: In this instance, simply nominate a player on the Line of Scrimmage instead.

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: When a Blitz result is rolled on the Kick-off Event table, it states one player may perform a Blitz action and one may perform a Throw Team-mate action. Are these included in the D3+3 players that can be activated, or in addition? (p.41)

A: These are included as part of the D3+3.

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: Can a coach attempt to Argue the Call if a player is Sent-off as a result of the Officious Ref result on the Kick-off Event table? (p.41)

A: No.

Q: If a tie is rolled for a Pitch Invasion on the Kick-off Event table, is a single D3 rolled to determine the number of players from each team affected, or do both coaches roll a separate D3? (p.41)

A: A single D3 is rolled and the same result is applied to each 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.

Q: What exactly is a Blitz action? (p.46)

A: A Blitz action is a single declared action that comprises both a Move action and a Block action. If a player that declared a Blitz action is forced to lose its action, then it will lose the entire Blitz action.

Q: Does a player that has declared a Blitz action have to perform a Block action as part of their Blitz action, or can they choose not to? (p.46)

A: They may choose not to. However, this will still use the team's Blitz action for that turn.

Q: Can a player declare a Blitz action even if they have no target in range? (p.46)

A: Yes. They must still declare a target of the Block action (even if the target is not in range), and this will still use the team's Blitz action for the turn.

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 resolving a Throw-in, is the square which has the Blood Bowl logo from the Throw-in template on it treated as the first square along the path, or is it treated as 'square 0' and the distance is measured from that square? (p.51)

A: It is treated as square 0.

Q: If a player with the Mighty Blow (+X) skill makes a Block action, and chooses the Both Down result and is Knocked Down themselves, can they still apply the effects of Mighty Blow (+X)? (p.57 & 80)

A: No, as when the Armour roll is made for the opposition player, the player with Mighty Blow (+X) is Prone and so cannot use the skill.

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 if a player suffers a characteristic reduction as the result of an injury, but the characteristic that would be reduced is already at its minimum value? For example, a ST 1 player that suffers a Dislocated Shoulder (-1 ST). (p.61)

A: If a player that suffers a characteristic reduction is already at their minimum value, it cannot be reduced further. Instead, roll again on the Lasting Injury table until a different result that can be applied is rolled.

Q: If a player converts a Deflection into an Interception, will they gain 2 Star Player Points for the Interception, or 3 Star Player Points – 2 for the Interception, and 1 for the initial Deflection? (p.70)

A: They will gain 2 Star Player Points for the Interception.

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 randomly selects a characteristic improvement, and then decides they do not want to take the characteristic improvement they have rolled, they can instead take a Secondary skill. Could they instead choose a Primary skill if they wanted? (p.71)

A: Yes.

Q: What happens if a player rolls a random Skill and gains one that they could take, but cannot actually use? Such as if a player with the No Hands trait gained the Catch skill. (p.74)

A: In these instances, roll again until they gain a Skill they could actually use.

Q: Can players that are Prone, Stunned, or have lost their Tackle Zone still use skills such as Dodge, Block, Sidestep or Wrestle (amongst others)? (p.74)

A: No. A player that is Prone, Stunned, or has lost their Tackle Zone cannot use any Skills or Traits unless it is specifically stated in the description of that Skill or Trait.

Q: If a player attempts to Dodge away from a player with the Diving Tackle skill and 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

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: What happens if the ball lands in the Tackle Zones of multiple players from the same team with the Diving Catch skill? (p.75)

A: Each player may attempt to catch the ball, in an order chosen by the controlling coach.

Q: What happens if the ball lands in the Tackle Zones of multiple players from opposing teams with the Diving Catch skill? (p.75)

A: Each player may attempt to catch the ball, in an order chosen by the active team's coach.

Q: Can the Dodge skill be used on moves outside of a player's activation, such as those provided from On the Ball, or the Blitz result on the Kick-off Event table? (p.75)

A: No. The Dodge skill can only be used to re-roll a Dodge roll during that player's activation during their own team turn.

Q: If a player with the Safe Pair of Hands skill is targeted by a Block action performed by a player with the Strip Ball skill, and they suffer a Push Back result, can they still use Safe Pair of Hands? (p.75)

A: No.

Q: If a player with the Safe Pair of Hands skill is Knocked Down, and there are no empty squares for them to put the ball into, what happens? (p.75)

A: The Safe Pair of Hands skill cannot be used in this instance, and so the ball will bounce as normal.

Q: Can the Sure Feet skill be used on moves outside of a player's activation, such as those provided from the Blitz result on the Kick-off Event table? (p.75)

A: No. The Sure Feet skill can only be used during that player's activation.

Q: Can a Biased Referee be used against an opposition player with Sneaky Git that rolled a double for the Armour roll, and was not Sent-off due to the Sneaky Git skill? (p.75 & 95)

A: Yes.

Q: Can a player with the Pro skill use the re-roll outside of their activation – for example, to Catch or Intercept the ball? (p.77)

A: No. The Pro skill can only be used during that player's activation.

Q: If a player has both the Pro and Brawler skills, can they re-roll a single Both Down result for the Brawler skill, and then use the Pro skill to attempt to re-roll another dice from the same dice pool? (p.77 & 80)

A: Yes, so long as the same dice isn't re-rolled more than once.

Q: When a player with the Frenzy skill makes a Block action against a player with Foul Appearance, if the first Block action results in the player following up and performing a second Block action, do they need to make another roll for Foul Appearance? (p.77 & 78)

A: Yes.

Q: Can the Strip Ball skill be used to make a player who used the Stand Firm skill drop the ball? (p.77 & 80)

A: Yes, if the player chooses not to be pushed back, they will drop the ball in the square they are standing in.

Q: Can a player with both the Claws and Mighty Blow (+X) skills use them together to allow them to break an opposition player's armour on less than 8+ provided by the Claws skill? (p.78 & 80)

A: No.

Q: If a player with the Foul Appearance skill is chosen as the target of a Blitz action, when do they roll to see if the action is wasted? (p.78)

A: As soon as the Blitz action is declared. This will mean that, if they fail, they will lose their entire action and will be unable to make either the Move action or Block action as part of the Blitz action.

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: Can any of the Passing skills that are used when performing a Pass action also be used when performing a Throw Team-mate action? (p.79)

A: No.

Q: Is a Hail Mary Pass treated as a Long bomb when determining any modifiers for testing for accuracy? (p.79)

A: Yes.

Q: If a player with the Leader re-roll is removed from the pitch before their Leader re-roll has been used, then the re-roll would be lost. If the player would subsequently return to the pitch (such as recovering from being KO'd), is the re-roll available again? (p.79)

A: Yes.

Q: If multiple players on a team have the On the Ball skill, can they all move if an opposition player declares a Pass action? (p.79)

A: Yes if their controlling coach wishes.

Q: When exactly can a player with Running Pass move after the pass is resolved? (p.79)

A: After the ball is successfully caught, provided no Turnover was caused.

Q: What happens when a player with the Bombardier trait and the Safe Pass skill fumbles a throw when making a Throw Bomb Special action? (p.79 & 83)

A: The bomb will not be dropped and will not explode in the player's hands. The player's activation will still end.

Q: Can a player who made a Throw Bomb Special action still use the Running Pass skill to move after throwing the bomb? (p.79 & 83)

A: Yes.

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: Can a player with the Guard skill still provide offensive and defensive assists when they have lost their Tackle Zone? (p.80)

A: No.

Q: Can the Guard skill be used to provide offensive and defensive assists when a player is performing a Foul action? (p.80)

A: Yes.

Q: If a player with Multiple Block also has the Grab skill, can they place the second opposition player that they Blocked into the square that was initially occupied by the first opposition player that they Blocked? (p.80)

A: No, as both Block actions happen simultaneously.

Q: When a player with the Multiple Block skill declares two adjacent opposing players the target of their Block, do both opponents grant defensive assists to each other if there are no other players from the active team marking them? (p.81)

A: No.

Q: Does the free Foul action from Pile Driver happen before or after making the Armour roll (and potentially an Injury roll) for the player being Knocked Down? (p.80)

A: After – so long as the player is still on the pitch, of course!

Q: The Pile Driver skill states that the player performing the Block action may then perform a 'free' Foul action against the Knocked Down player. Does this 'free' Foul action mean that it does not count towards the team's one Foul action per turn, or does it mean that the player can perform this action for free? (p.80)

A: This means that the player may perform this action for free. This Skill cannot be used if the team has already used their Foul action for that team turn, and if used will mean that another player cannot also make a Foul action during the same team turn.

Q: Can the Stab trait be used in conjunction with the Multiple Block skill to make two Stab Special actions? (p.80 & 86)

A: Yes.

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 only Skills the opposing coach may choose for the player with Animal Savagery to use are Claws and Mighty Blow (+X). In this case, treat the Knock Down as being the result of a Block action.

Q: If a player with Animal Savagery knocks down a team-mate that hasn't yet activated during that team turn, can the Knocked Down player still activate provided they haven't been Stunned or removed from the pitch? (p.81)

A: Yes.

Q: Will a Prone player that fails its roll for Animal Savagery still lash out against a team-mate? (p.81)

A: Yes.

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: What assists, if any, does a Ball & Chain player receive when they are forced to Block a friendly player as per the Ball & Chain Move Special action? (p.82)

A: None.

Q: If a player Deflects a Bomb, but fails to convert it into an Interception, will it scatter from the square they are in or will they drop it? (p.83)

A: It will scatter from the square they are in, in the same manner as a Deflected ball.

Q: When using the Bombardier trait, can a re-roll be used when determining if a bomb that is caught explodes? (p.83)

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 a player with the Chainsaw trait choose to perform a standard Block action instead of a Chainsaw Attack Special action? (p.84)

A: Yes.

Q: Can a player with the Hypnotic Gaze trait perform the Hypnotic Gaze Special action in the same activation in which they declared a Block action, Blitz action, Foul action or Pass action? (p.85)

A: No. Hypnotic Gaze is a Special action, and therefore must be declared at the start of a player's activation like all other actions (p.42). The Hypnotic Gaze Special action allows a player to move before they perform the Hypnotic Gaze Special action if they wish.

Q: Does a player that declared a Hypnotic Gaze Special action have to declare the target of the Hypnotic Gaze when they are activated before they move? (p.85)

A: Yes.

Q: The Secret Weapon trait states that at the end of a drive in which they participated they will be Sent-off for committing a Foul. Does this mean that you can Argue the Call in this instance? (p.86)

A: Yes.

Q: Can a player that has been Rooted as per the Take Root trait use a skill such as Pile Driver or Wrestle in order to place themselves Prone and therefore no longer be Rooted? (p.87)

A: Yes.

Q: If I have induced a Biased Referee, does this mean my coach cannot be ejected when Arguing the Call as the Biased Referee gives a bonus of +1 when rolling to Argue the Call, and the coach is only ejected on the roll of a 1? Or is a natural 1 always a failure? (p.95)

A: A natural 1 is not always a failure when rolling to Argue the Call, so having a Biased Referee means that the coach cannot be ejected as they will always receive the +1 to the roll.

Q: For scoring additional League points, will a team score the additional +1 for conceding 0 touchdowns only if their opponent concedes the game having not scored a touchdown, or does this mean that a team simply needs to not concede a touchdown during the game (i.e., 1-0, 2-0, 3-0, etc.)? (p.98)

A: A team will score this bonus League point if their opponent fails to score any touchdowns.

Q: When re-hiring players, does the agent's fee of 20,000 gold pieces apply for each previous season including the one that has just finished? (p.100)

A: Yes.

Q: When re-drafting a team, are a player's agent's fees (the +20,000 gold pieces per season they have played) added to the Team Draft list, or is the +20,000 gold pieces only used for initially re-hiring the player in question? (p.100)

A: Only for re-hiring a player in question. So, a player that is worth 50,000 gold pieces could be hired for 70,000 gold pieces from your budget in their second season, but would still be worth 50,000 gold pieces on the Team Draft list.

Q: Can a team with the Masters of Undeath special rule still attempt to Raise the Dead if the Necromancer has been Sent Off? (p.106)

A: Yes.

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.

Q: What happens if Grombrindal gives the Mighty Blow (+1) skill to a player that already has that skill? (p.133)

A: It will have no effect.

Q: Can Grombrindal use his Wisdom of the White Dwarf to give another Star Player one of the listed skills? (p.133)

A: Yes! Even the most decorated of players can benefit from the glorious wisdom of the White Dwarf!

DEATH ZONE

Q: If a player is pushed by a Waaagh! Drummer, can they still use Skills that would come into effect when that player would be pushed such as Sidestep or Stand Firm? (p.36)

A: Yes.

Q: In a game of Blood Bowl Sevens, can the ball be placed in the Centre Field during the kick-off? (p.93)

A: Yes.



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ERRATA NOVEMBER 2021

The following errata correct errors in the Blood Bowl rulebook, any issues of Spike! Journal, and any supplements 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.

BLOOD BOWL RULEBOOK

- **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+.

- **Page 64 – Stalling**

- Change point 4 to read:

4. *If the player is able to move into the opposition's End Zone without needing to roll any dice. This includes, but is not limited to, the player having to Dodge, Leap, Rush, Jump over a Prone player or Blitz.*

- **Page 75 – Jump Up**

- Add the following sentence:

This Skill may still be used if the player is Prone or has lost their Tackle Zone.

- **Page 75 – Safe Pair of Hands**

- Add the following sentence:

This Skill may still be used if the player is Prone.

- **Page 78 – Foul Appearance**

- Add the following sentence:

This Skill may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

- **Page 78 – Iron Hard Skin**

- Add the following sentence:

This Skill may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

- **Page 82 – Ball & Chain**

- Add the following sentence:

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

- **Page 83 – Bombardier**

- Change the third bullet point in the final set of bullet points to read:

Any Standing players hit by the explosion are Placed Prone.

- **Page 85 – Loner (X+)**

- Add the following sentence:

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

- **Page 86 – Regeneration**

- Add the following sentence:

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

- **Page 86 – Right Stuff**

- Add the following sentence:

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

- **Page 86 – Stunty**

- Add the following sentence:

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

- **Page 87 – Swarming**

- Add the following:

Swarming players must be set up in their team's half.

When using Swarming, a coach may not set up more players with the Swarming trait onto the pitch than the number of friendly players with the Swarming trait that were already set up. So, if a team had 2 players with the Swarming trait already set up on the pitch, and then rolled for 3 more players to enter the pitch via Swarming, only a maximum of 2 more Swarming players could be set up on the pitch.

- **Page 87 – Timmm-ber!**

- Add the following sentence:

This Trait may still be used if the player is Prone or has lost their Tackle Zone.

- **Page 94 – Wizard – Fireball**

- Replace the first sentence with the following:

You may cast this spell at the end of either player's team turn, before the next team turn begins.

- **Page 100 – Re-draft**

- Add the following to the end of the section:

A team's Dedicated Fans value will carry over onto the new Team Draft list. Teams do not have to pay for these, they are free – though they will still affect a team's Team Value.

- **Page 131 – Hakflem Skuttlespike**

- Change the GP to induce to 210,000

- **Page 132 – Morg 'n' Thorg**

- Change the GP to induce to 380,000

DEATH ZONE

- **Page 19 – Ayleen Andar**

- Change the second sentence to read:

Roll a D6 for each, applying a -1 modifier to the roll for each Journeyman taken on after the first:

- **Page 43 – Stunty Superstars – Characteristic Options**

- Change the first sentence to read:

Any Stunty Superstar may improve or reduce any characteristic as follows. Each option may be chosen a maximum of once:

- **Page 45 – Legendary Linemen – Characteristic Options**

- Change the first sentence to read:

Any Legendary Lineman may improve or reduce any characteristic as follows. Each option may be chosen a maximum of once:

- **Page 47 – Brutal Blockers – Characteristic Options**

- Change the first sentence to read:

Any Brutal Blocker may improve or reduce any characteristic as follows. Each option may be chosen a maximum of once:

- **Page 49 – Reliable Ringers – Characteristic Options**

- Change the first sentence to read:

Any Reliable Ringer may improve or reduce any characteristic as follows. Each option may be chosen a maximum of once:

- **Page 51 – Bona Fide Big Guy – Characteristic Options**

- Change the first sentence to read:

Any Bona Fide Big Guy may improve or reduce any characteristic as follows. Each option may be chosen a maximum of once:

- **Page 94 – Blood Bowl Sevens – Set-up**

- Add the following:

When the kicking team kicks off, a touchback will be caused if the ball leaves the pitch or crosses the Line of Scrimmage into the kicking team's third. If the ball lands in a square in the Centre Field, no touchback is caused.



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TIER LIST NOVEMBER 2021

Here we present an updated tier list for all of the teams within Blood Bowl. This will be updated alongside each update to ensure that the tiers each team are in are as up-to-date and accurate as they can be. If an event organised by Games Workshop makes use of tiers as part of its rulespack, then the ones listed here will be the ones that are used.

When a team has changed tiers from the previous update they will be highlighted in **magenta**.

TIER 1	TIER 2	TIER 3
Amazon*	Black Orc	Goblin
Chaos Dwarf*	Chaos Chosen	Halfling
Dark Elf	Chaos Renegades	Ogre
Dwarf	Elven Union	Snotling
High Elf*	Human	
Lizardmen	Imperial Nobility	
Norse*	Khorne	
Shambling Undead	Necromantic Horror	
Skaven	Nurgle	
Underworld Denizens	Old World Alliance	
Wood Elves	Orc	
	Tomb Kings*	
	Vampire*	

*The rules for this team can be found in the Teams of Legend PDF on warhammer-community.com.