

# 2002 Blood Bowl Rules Review

Version 2.0  
By the BBRC

The 2002 Rules Review falls into three main sections:

- 1) **Errata.** These are corrections and changes to the core Blood Bowl rules that are published in the Blood Bowl Handbook and online in the Living Rulebook.
- 2) **Clarifications and Q&A.** The BBRC have answered the questions most frequently asked by the Blood Bowl community and have clarified any unclear rules.
- 3) **Experimental Rules Review.** All currently published Experimental rules have been reviewed by the BBRC. Each rule's status will be changed to one of the following: *Official*, *Remain Experimental*, *House Rules*. The results are given in this section.

## Errata

(All page numbers refer to the Living Rulebook.)

- Page 6: Replace the last sentence in the **Plastic Range Ruler** paragraph.  
*If the line between two passing ranges crosses the receiving player's square, then you should use the higher range.*
- Page 13: Replace the first sentence of the paragraph under the **Throwing** subsection.  
*First of all, the coach must declare that he is taking a Pass action.*
- Page 13: Replace the second paragraph under the **Throwing** subsection.  
*Next, the coach must measure the range using the range ruler. It is perfectly acceptable to pre-measure the range to several players at any point during the throwing player's move before you declare the target of the pass. Once you have thrown the ball, however, you may not move the throwing player any farther that turn, even if he has spare MA left.*
- Page 17: Replace the last sentence of the second paragraph in the **Team Re-Rolls and Fan Factors** subsection.  
*Your team must have a Fan Factor of at least 1 and may not start with a Fan Factor greater than 9.*
- Page 22: Replace the second sentence in the first paragraph of the **Interceptions** subsection.  
*To be able to make an interception, the player must be between the player who threw the ball and the player who is meant to receive it, and the plastic ruler must pass over at least part of the square the intercepting player is standing in.*
- Page 25: Add the Mighty Blow skill to the Kroxigor entry. The player's price remains 130K.
- Page 40: Replace the last sentence of the **Characteristic Increases** subsection.  
*A coach may choose to give his player a new skill (as described above) instead of a characteristic increase.*

## Clarifications and Q&A

**Q:** What do I do if I want to Multiple Block two opponents and one (or both) of them has Foul Appearance?

**A:** Announce that you will attempt the Multiple Block and then roll a D6 against each player with Foul Appearance. If you roll 2 or more, you can ignore Foul Appearance for that player. If you roll a 1 against one of the players, then you cannot include him in the Multiple Block, although you can block the other player anyway. If both players have Foul Appearance and you roll a 1 against each of them, then the Block is entirely wasted!

**Q:** The description of Always Hungry states that a player who squirms free can't roll for injury, but it also says that you should make an armour roll for the player. What should I do?

**A:** This is an error. Make an armour roll for the player as normal if he squirms free and avoids being eaten.

**Q:** How does the Poisoned Dagger work against Thick Skull? And how does it work against the Handicap result "Iron Man"?

**A:** The player with Thick Skull may roll for his trait after the coach with the Poisoned Dagger player has rolled for injury, but only if that injury was a KO (or a Stunned result turned into a KO because of the poison). An Iron Man is **never** hurt worse than Stunned, no matter what, so he will always stay on the field (stunned) after an opponent beats him with an armour roll.

**Q:** Can you use the Pass skill to re-roll a fumbled Hail Mary Pass?

**A:** Yes.

**Q:** Can you use Hail Mary Pass in a Blizzard?

**A:** No. This is stated in the Hail Mary Skill entry.

**Q:** Do you have to make an armour roll for a player who falls down trying to Go For It?

**A:** Yes. Unless the rules state otherwise, you must make an armour roll for any player who falls down.

**Q:** Suppose my opponent pushes back one player into a second player. Who decides where the second player ends up?

**A:** The coach of the moving team decides all pushback directions **unless** the pushed player has Side Step. If the player has Side Step, **his** coach decides where he is pushed to.

**Q:** Can I use Frenzy or Dauntless on a Multiple Block?

**A:** Frenzy, no; Dauntless, yes.

**Q:** Do I have to make another Dauntless roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block?

**A:** You must make a second Dauntless roll, regardless of what you rolled for Dauntless before the first block.

**Q:** Can Big Guys use non-Team Re-rolls, such as Leader re-rolls and trophy re-rolls?

**A:** Yes. Even though trophy and Leader re-rolls function like Team Re-rolls in most respects, they are separate. Big Guys can benefit from being on a winning team or being in the presence of a Leader, just like any other player can.

**Q:** Is trait use mandatory?

**A:** Unless otherwise stated in the trait's description, trait use is not mandatory. For example, the description for Frenzy states that the player **must** use it, while others (such as Stand Firm) do not.

**Q:** Which skills can I use during the movement part of a Pass Block?

**A:** You can use all the skills you would normally use during a move **except** for Jump Up, Sure Feet, and Sprint.

**Q:** Can you go for it to Leap?

**A:** Yes. Place the player in the square targeted by the Leap skill and then make the go for it roll (or "rolls," if you need two of them to perform the leap). If you fail a go for it roll, knock the player down in the new square, just like you would on any normal go for it roll. The opposing coach may make an armour roll as usual.

**Q:** My blocking player has Dauntless. If I re-roll a block that he throws, do I need to re-roll Dauntless as well?

**A:** No. A re-roll affects only one result. The Dauntless roll is a separate result from the block.

**Q:** Can I use Pass Block when my opponent tries to Dump Off the ball? Also, can I try to intercept a Dump-Off?

**A:** Yes to both questions.

**Q:** Do Halflings and Goblins still pay double cost for Ogres? If so, how much is the Ogre worth to the Team Rating?

**A:** No, they cost the same as they do for any other team. Big Guy Star Players still cost double for these teams unless the Star Players are Treemen or Trolls.

**Q:** If a player has MA 1 or MA 2, can he still move 3 squares on a Pass Block?

**A:** Yes.

**Q:** What do I do if I roll the same player twice for random player selection during a pitch invasion?

**A:** The Blood Bowl box set comes with 16 "randomiser" counters that can be used to randomly select players during a pitch invasion. Simply do not replace the counters until all players have been selected. If you have lost some of your randomiser counters and must resort to a dice method, simply re-roll any duplicate results.

**Q:** Do I have to field 11 players (or my entire team if I have less than 11 available)?

**A:** No. The only restriction is that 3 players must be placed on the Line of Scrimmage. So you may set up 3-11 players at a kick-off.

**Q:** Can a player who died in a match receive an MVP award?

**A:** Yes! The award is given posthumously (and therefore wasted).

**Q:** Can a player win the MVP if he sat in the Reserves box for the entire game and never touched the pitch?

**A:** Yes. (The decision has obviously been made by a corrupt official!) Players missing the game due to injury or a handicap result cannot receive the MVP award.

**Q:** Can you Pass Block the thrower or the target square when a monster tries to throw a team-mate?

**A:** No.

**Q:** Does Foul Appearance work if the player is not standing?

**A:** Yes, although it does not affect fouls.

## **Experimental Rules Review**

<b>Rule</b>	<b>Source</b>	<b>New Status</b>
Thrud the Barbarian	2002 Annual	Official (Entry added to the LRB2)
Kicking Rules	2002 Annual	Remain Experimental
Khemri Teams	BB Magazine #3	Remain Experimental
Necromantic Teams	BB Magazine #3	Remain Experimental
Mixed-Race Teams	BB Magazine #3	Remain Experimental
Vampire Teams	BB Magazine #4	Remain Experimental