
Bugman's
XXXXXX
LEAGUE CUP
BLOOD BOWL
Rule Book

Bugman's

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LEAGUE CUP

Welcome to the Bugman's XXXXXX League Cup rulebook, a special set of Blood Bowl rules that have been designed specifically with this particular event in mind. This is not, by any means the "definitive" version of the Blood Bowl game, but rather, simply the set of rules we are using for this event at Warhammer World on 21st – 22nd May 2016.

Experienced coaches will notice that this is a mixture of different rules sets that have been published by Games Workshop throughout the years, edited together for the sake of making the event smooth for all of the coaches playing. See the Bugman's XXXXXX League Cup Event Pack for full details on scoring, event format, timings and awards available.

If you have any questions about the Bugman's XXXXXX League Cup, including any about the rules in this document, please don't hesitate to contact us at Warhammer World:

Phone: 0115 9004994 (Monday- Friday, 9:00am – 5:00pm)
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WARHAMMER WORLD

SETTING UP THE GAME

Before you start, it's a good idea to read through these rules at least once so you get some idea of what you are doing. Once you have done this, lay out the board and assemble the players. The owner of the game always gets the first choice as to which team he will play! Each coach will also need a Dugout, the appropriate team card and a set of counters. Each coach should place his or her Dugout behind one of the End Zones. This shows which half of the pitch belongs to each team. You score a touchdown by getting the ball into the opposing team's End Zone.

Each coach should place a Turn marker in the First Half square on the turn track, and a Score counter in the Score track on the board nearest their own End Zone. Finally, each coach should refer to their team roster to see how many Re-roll counters their team is entitled to, and should place that many counters on the Re-roll track of the Dugout.

Flip the Blood Bowl coin or roll a D6 to see which coach will choose who will set up first. The team that sets up first is called the *kicking team*, because they will kick-off the ball. The other team is called the *receiving team*, because they will receive the kick-off. Each coach must set up 11 players, or if they can't field 11 then as many players as they have in Reserves, between their end zone and the halfway line, and within the following restrictions:

1. The kicking team always sets up first.
2. No more than two players may be set up in each wide zone (i.e., a maximum of four players may be split wide, two on each flank).
3. At least three players must be set up next to the half way line, on the line of scrimmage.

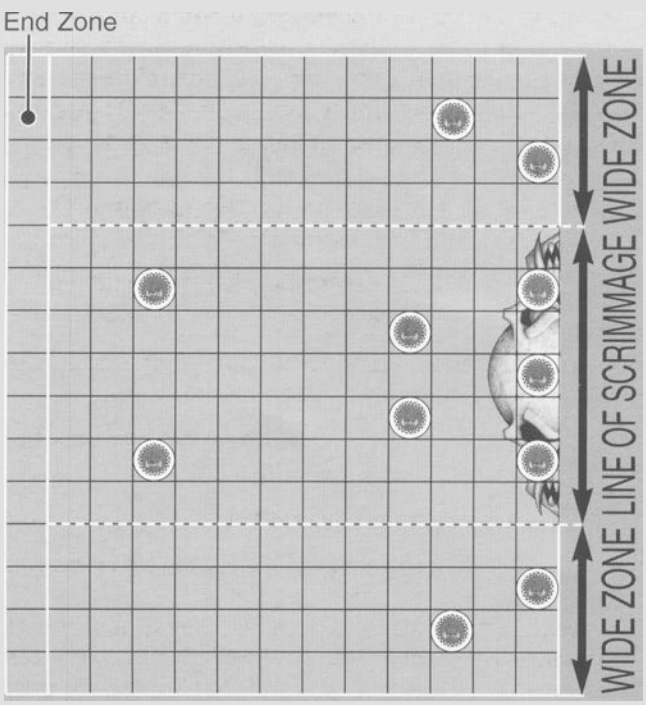
If you cannot set up 3 players on the Line of Scrimmage you must either concede the match (see page 12), or carry on playing by placing as many players on the line of scrimmage as possible.

THE KICK-OFF

After both teams have set up, the coach of the kicking team places the ball in any square in the opponent's half of the pitch, including the opponent's End Zone if he likes. The ball will then scatter in a random direction. Using the Scatter template, roll the eight-sided dice once for the direction of scatter, and then roll a D6 to see how many squares the ball will go.

Important note: The kick-off is the only time that you roll a D6 to see how many squares the ball moves when it scatters. This is because kicks are very inaccurate. When rolling scatter for a missed pass, or when the ball bounces, the ball only moves one square per Scatter roll.

A kick-off must land in the opponent's half of the pitch. Assuming the ball lands in the receiving team's half of the pitch, then it will either land in an empty square or a square occupied by a player. If the ball lands in an empty square it will bounce one more square (see Bouncing Balls on page 10). If the ball lands on a square occupied by a player, the player must try to catch the ball (see Catching the Ball on page 10). If the ball scatters or bounces off the pitch or into the kicking team's half, the receiving coach is awarded a 'touchback' and must give the ball to any player in his team. Once the kick-off has been taken you are ready to proceed to the first turn of the game.



SLOW-MOTION REPLAY

Jim: As any coach will tell you, Bob, a team's starting formation is vitally important. Here we can see an example of the Orcland Raiders' famous 5-4-2 or "Deep Defence" formation. This formation is used by the Raiders against fast moving or agile teams like Skaven or Elves (some would argue with limited success).

Bob: You said it, Jim. Notice how the Raiders have made sure that there are no gaps in their line for opposing players to run through – every square is covered by an Orc player or one of his tackle zones.

Jim: That's absolutely right, Bob. And as added insurance the Orcs have kept two players back deep, close to their own End Zone, so that they can catch any enemy players lucky enough to dodge their way through the Orc front line.

THE SEQUENCE OF PLAY

Blood Bowl is split into two halves of sixteen turns each (i.e., eight turns per coach). At the end of the second half the team with the most touchdowns is the winner. The game is played using a simple but strict sequence of play, which runs as follows:

A. Receiving Team's Turn
B. Kicking Team's Turn

Repeat A and B, one after the other, until the end of the drive. **NOTE:** A drive is defined as playing until a touchdown is scored or the half ends.

During a turn, the team in play may perform one Action with each player in the team. A coach is only allowed four minutes to complete his turn. The players on the other team may not take any Actions until their own turn comes around.

MOVING THE TURN MARKER

Each coach is responsible for keeping track of how many turns his team has used, and must move the Turn marker one space along the track provide

PLAYER ACTIONS

Each player in a team may perform one Action per turn. The Actions that may be performed are described below. When all of the players in a team have performed an Action then the turn ends and the opposing coach is allowed to take a turn.

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.”

Players perform Actions one at a time. In other words, the coach may perform an Action with one player, and then perform an Action with another player, and so on. This carries on until all of the players have performed an Action, or the coach does not want to perform an Action with any more players. Note that a player must finish his Action before another player can take one. Each player may only perform one Action per turn. Only one Blitz and one Pass Action may be taken in each turn. These Actions must be taken by separate players; a player cannot perform a Blitz Action and a Pass Action in the same turn.

LIST OF ACTIONS

Move: The player may move a number of squares equal to their Movement Allowance (MA) (including moving zero squares).

Block: The player may make a single block against a player in an adjacent square. Players that are Prone may not perform this Action.

Blitz: The player may move a number of squares equal to their MA. He may make one block during the move. The block may be made at any point during the move, and ‘costs’ one square of movement.

IMPORTANT: This Action may not be declared by more than one player per turn. However, any player may perform a Blitz – the player doesn’t have to be a Blitzer (Blitzers are just better at it than other players).

Pass: The player may move a number of squares equal to his MA. At the end of the move the player may pass the ball.

IMPORTANT: This Action may not be declared by more than one player per turn.

***NOTE**: The Extra Rules section adds two additional Actions: **Hand-off** (see page 17) and **Foul** (see page 20). Neither of these Actions may be declared by more than one player per turn.*

TURNOVERS

Normally, a turn only ends when all of the players in the team have performed an Action. However, certain events cause the turn to end before all of the players have taken an Action. These events are called *turnovers.* The following events cause a turnover:

1. A player on the moving team is Knocked Down (being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball; e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or
2. A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or
3. A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or
4. A touchdown is scored or
5. The four-minute time limit for the turn runs out or
6. A pass attempt is fumbled even if a player from that team catches the fumbled ball or
7. A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or
8. A player is ejected by the referee for a foul.

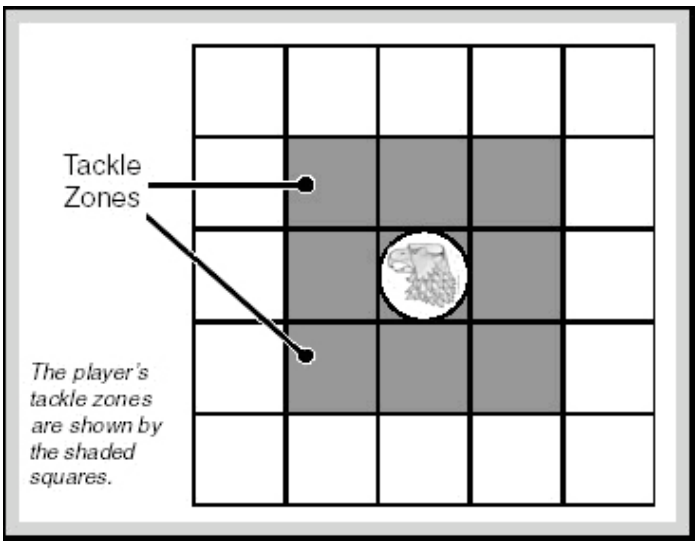
A coach that suffers a turnover is not allowed to take any further Actions that turn, and any Action being taken ends immediately even if it was only partially completed. Make armour and injury rolls for players that were knocked down, and if the ball was dropped then roll to see where it bounces to normally. Stunned players should be turned face up, and then the opposing coach may start to take his turn.

MOVEMENT

A player may move a number of squares equal to his Movement Allowance. Players may move in any direction or combination of directions, including diagonally, as long as they do not enter a square that holds another player (from either team). Players do not have to use up all of their Movement Allowance in their turn; they don't need to move at all if his coach does not want them to.

TACKLE ZONES

A standing player exerts individual tackle zones on each of the eight adjacent squares, as shown in the diagram below. A player who is Prone or Stunned does not exert any tackle zones.



In order to **leave** a square that is in one or more opposing tackle zones, a player must *dodge* out of the square. The player only has to dodge once in order to leave the square, no matter how many opposing tackles zones are on it. Note that you must *always* make a Dodge roll when you leave a tackle zone, even if there aren't any tackle zones on the square you are moving to (see the slow-motion replay).

Look up the player's Agility on the Agility table opposite to find the score required to successfully dodge out of the square. For example, if the player had an Agility of 3 he would need to roll a 4 or more to dodge out of the square. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. ***A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds.***

If the final modified score equals or beats the required roll, the player may carry on moving (and dodging if required) until he has used up his full Movement Allowance. If the D6 roll is less than the required total, then the player is Knocked Down in the square he was dodging to and a roll must be made to see if he was injured (See Knock Downs & Injuries). If the player is Knocked Down then his team suffers a turnover and their turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Dodging Modifiers

Making a Dodge roll ..... +1
Per opposing tackle zone on the square that the player is dodging to ..... –1

PICKING UP THE BALL

If a player moves into a square in which the ball is lying, they **must** attempt to pick it up, and – if they wish and are able – carry on moving.

Players that move into the square with the ball at other times (e.g., when pushed back, thrown by another player with Throw Team-Mate, etc.) cannot pick up the ball, and instead it will bounce one square. This does not cause a turnover. See Bouncing Balls on page 10.

Look up the player's Agility on the Agility table to find the score required to successfully pick up the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. ***A roll of 1 before modification ALWAYS fails and a roll of 6 before modification ALWAYS succeeds for any Agility roll made during a game.***

If the final modified score equals or beats the required roll, then the player succeeds in picking up the ball. Place the ball on the player's base to show that he has picked it up and carry on with the player's turn. If the D6 roll is less than the required total, then the player drops the ball, which will bounce one square. If the player drops the ball then his team suffers a turnover and their turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Pick-up Modifiers

Picking up the ball ..... +1
Per opposing tackle zone on the player ..... –1

IMPORTANT: The Agility table is used to work out the success or failure of a number of different Actions in Blood Bowl including dodging, picking up the ball, and throwing or catching the ball to name but a few. Each Action has its own set of modifiers, and it is only these modifiers which apply to the D6 roll (i.e., do not use any of the dodging modifiers when attempting to pick up the ball).

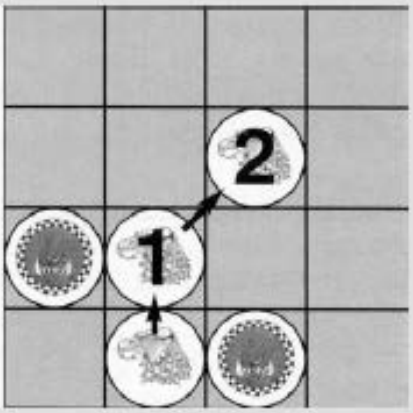
SLOW-MOTION REPLAY

Jim: There goes Dieter Blunt, of the Reikland Reavers and it looks to me, Bob, like he's going to try to move through the tackle zones of two Orcland Raiders players! First he tries to move to square 1. Dieter has an Agility of 3, which means that he needs to roll a basic 4 or more to dodge successfully out of the square. He gets a +1 to the roll for making a dodge, but has to subtract 2 because there are two Orc tackle zones on the square he is moving to, for a final modifier of -1. Dieter makes the move – the crowd holds its breath – and the D6 roll is a 5, which means that Dieter successfully dodges into the square!

Bob: Too right! Dieter moves to square 1 and decides to keep on going to square 2. Dieter must still make a Dodge roll, though there aren't any tackle zones on square 2, because he is leaving the tackle zones on square 1. There are no tackle zones on square 2, which means that Dieter gets a +1 modifier to his D6 roll. OH NO! Dieter rolls a 1 and comes crashing down. Now he's lying prone in square 2 after an unsuccessful armour roll, and what's more that causes a turnover for the Reavers, so it's the Orcland Raiders to move next!

EXAMPLE OF DODGING:





AGILITY	1	2	3	4	5	6+
DODGING ROLL	6+	5+	4+	3+	2+	1+
DODGING MODIFIERS						
Making a dodge roll						+1
Per enemy tackle zone on the square that the player is dodging to						-1

BLOCKS

Instead of moving, a player may throw a block at an opposing player who is in an adjacent square. You may only make a block against a standing player – you may not block a player who has already been Knocked Down. A block is a very rough tackle, designed to really stop an opponent in his tracks! To see if a block works you will need to use the special Block dice included with the game.

BLITZ MOVES

Once per turn a player on the moving team is allowed to make a special *Blitz move*. A blitz allows the player to move and make a block. The block may be made at any point during the move, but costs one square of movement for the player to make. The player may carry on moving after the effects of the block have been worked out if he has any squares of movement left.

STRENGTH

The number of dice that are rolled depends on the strengths of the two players involved. Obviously, if one player is stronger than the other he is more likely to knock down their opponent when he makes a block. To represent this, the number of Block dice that are rolled varies depending on the relative strengths of the players. However, no matter how many dice are rolled, only one of them is ever used to decide the result of the block. The coach of the stronger player chooses which of the dice is used.

If the players' strengths are EQUAL, one dice is rolled.

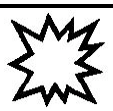
If one player is STRONGER, two dice are rolled and the coach of the stronger player may choose which one is used.

If one player is MORE THAN TWICE AS STRONG, three dice are rolled and the coach of the stronger player may choose which is used.

Note that the coach of the player making the block always rolls the dice, but that the coach of the stronger player may choose which is used.

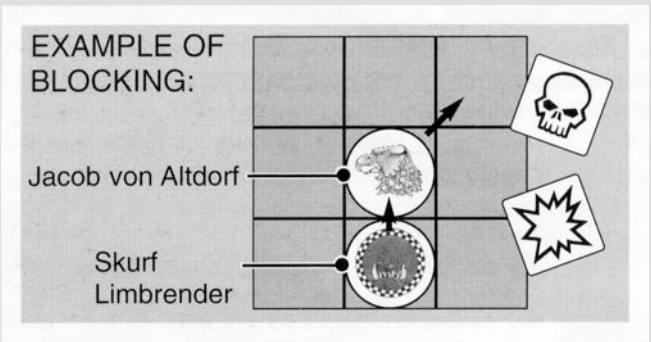
The Result

Roll the appropriate number of dice and look up the result on the table below. On the table, the player making the block is referred to as the attacker, while his target is the defender.

Symbol	Result
	**ATTACKER DOWN:** The attacking player is Knocked Down.
	**BOTH DOWN:** Both players are Knocked Down, unless one or both of the players involved has the Block skill. If one player uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both the players use the Block skill then neither player is Knocked Down.
	**PUSHED:** The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.
	**DEFENDER STUMBLES:** Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.
	**DEFENDER DOWN:** The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow up the defender.

SLOW-MOTION REPLAY

Jim: And there goes Skurf Limbrender, the Orcland Raiders' star Black Orc Blocker. He's just blitzed down the pitch and now he's going to throw a block at Jacob von Altdorf, the Reavers' Thrower. Skurf's got a Strength of 4, compared to Jacob's 3, which means that Skurf can roll two Block dice and choose which one he will use. He rolls a  *(Attacker Down) and a*  *(Defender Down), and uses the 'Defender Down' result to smash Jacob back a square and knock him flat on his back in the mud – KERRUNCH!*



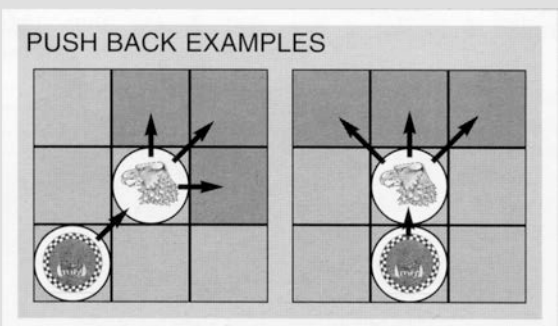
PLAYERS' STRENGTHS	ROLL:
Both players equal strength	One Block Dice
One player stronger	Two Block Dice*
One player more than twice as strong	Three Block Dice*

*The coach of the stronger player picks which Block dice is used.

Push Backs: A player that is pushed back as a result of a block must be moved one square away from the player making the block, as shown in the diagrams. The coach of the player who made the block may decide which square the player is moved to. The player must be pushed back into an empty square if possible. A square containing only the ball is considered empty and a player pushed to it will cause the ball to bounce (see page 10). If all such squares are occupied by other players, then the player is pushed into an occupied square, and the player that originally occupied the square is pushed back in turn. This secondary push back is treated exactly like a normal push back as if the second player had been blocked by the first (prone and stunned players may be pushed this way as well.). The coach of the moving team decides all push back directions for secondary push backs unless the pushed player has a skill that overrides this.

Players must be pushed off the pitch if there are no eligible empty squares on the pitch. A player pushed off the pitch, even if Knocked Down, is beaten up only by the crowd and receives one roll on the Injury table (see Injuries, opposite). The crowd does not have any injury modifying skills.

Note that no Armour roll is made for a player that is pushed off the pitch, they are automatically injured. If a 'Stunned' result is rolled on the Injury table the player should be placed in the Reserves box of the Dugout, and must remain there until a touchdown is scored or the half ends. If the player who is holding the ball is pushed out of bounds, then he is beaten up by the fans, who are more than happy to throw the ball back into play! The Throw-in template is centred on the last square the player was in before he was pushed off the pitch.



The shaded squares in the diagrams above show the squares a player can be pushed back into.

Knock Downs: A player that is Knocked Down should be placed on their side in the square, face up. The player may be injured (see Injuries, page 8). If the player who is Knocked Down comes from the moving team, then this caused a turnover and the moving team's turn ends immediately!

Follow Up Moves: A player who has made a block is allowed to make a special *follow up move* and occupy a square vacated by the player that he has pushed back. The player's coach must decide whether to follow up before any other dice rolls are made. This move is free, and the player can ignore enemy tackle zones when he makes the move (i.e., he does not have to dodge to enter the square). A player that is blitzing is allowed to make a follow up move, and the move does not cost him any additional movement (as he paid a square in order to make the block, he has effectively already paid for the move).

KNOCK DOWNS & INJURIES

Players that are Knocked Down or Placed Prone for any reason should be placed face up on the pitch in the square they were in when they fell over. While Prone, the player loses his tackle zones and may do nothing before standing up at a cost of three squares of his movement when he next takes an Action. Players may stand up in an opposing player's tackle zone without having to make a Dodge roll (they will have to dodge if they subsequently leave). Note that a player who stands up may not take a Block Action, because you may not move when you take a Block Action. The player may take any Action other than a Block Action.

If a player carrying the ball is Knocked Down or Placed Prone, he will drop the ball in the square where he falls. The dropped ball will bounce one square in a random direction (see Bouncing Balls, page 10) after the player's armour and injury rolls (if any) are fully resolved.



Left: Player on his side, lying face up (Prone). Right: Standing player.

INJURIES

Unless the rules state otherwise, any player that is Knocked Down may be injured. The opposing coach rolls two D6 and adds their scores together in an attempt to try to beat the Knocked Down player's Armour value. If the roll succeeds, then the opposing coach is allowed to roll on the Injury table in the next column to see what injury the player has suffered.

STANDING UP

The only time a player can stand up is at the beginning of an Action at a cost of three squares from his movement. If the player has less than three squares of movement, he must roll 4+ to stand up - if he stands up successfully, he may not move further squares unless he Goes For It (*see Extra Rules page 17)*. Failure to stand successfully for any reason is not a turnover.

SUBSTITUTES

A coach may not substitute fit players for injured players or players that have been sent off while a drive is in progress. The only time that a coach may add reserves is when setting up after a touchdown has been scored, or when setting up after half time or for overtime.

INJURY TABLE

2D6	Result
2-7	**Stunned** – Leave the player on the pitch, but turn him face-down. All face-down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn he is Stunned. Once face-up he may stand up on any subsequent turn using the normal rules.
8-9	**KO'd** – Take the player off the pitch and place him in the Dugout in the KO'd Players box. At the next kick-off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 he must remain in the KO'd box and may not be used, although you may roll again for him at the next kick-off. On a roll of 4-6 you **must** return the player to the Reserves box and can use him as normal from now on.
10-12	**Casualty** – Take the player off the pitch and place him in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match.

THROWING THE BALL

Once per turn a player on the moving team is allowed to make a Pass Action. The player is allowed to make a normal move, and after he has completed the move he may throw the ball even if the receiver is in an adjacent square. Note that the player does not have to be holding the ball at the start of the Action; he could use his move to run over and pick up a ball on the ground and then throw it, for example.

THROWING

First of all, the coach must declare that the player is taking a Pass Action. The player can throw the ball to another player in his own team (or another player in the opposing team if he really wants to), or simply to an empty square, though obviously the first of these options will be the most useful – and may keep him from being attacked by his own team members! The ball may only be passed once per turn.

Next, the coach must measure the range using the range ruler, by placing the O at on end over the centre of the square of the player throwing the ball, and the red line that runs up the centre of the ruler over the centre of the square the ball is being thrown to. If the line between two passing ranges crosses any part of the receiving player's square, the higher range should be used. 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.

Look up the player's Agility on the Agility table to find the score required to successfully pass the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, the pass is accurate and lands in the target square. If the D6 roll is less than the required total, then the pass is not accurate and will scatter. **Roll for scatter three times**, one after the other, to see where the ball ends up. Note that each of the Scatter rolls is made separately, so it is possible for the ball to end up back in the target square (though it will be harder to catch). The ball can only be caught in the final square where it ends up – if it scatters through a player's square then the player is not allowed to try and catch the ball.

NOTE: *Extra rules on page 19 allow for throwers to fumble the pass and for opponents to attempt pass interceptions.*

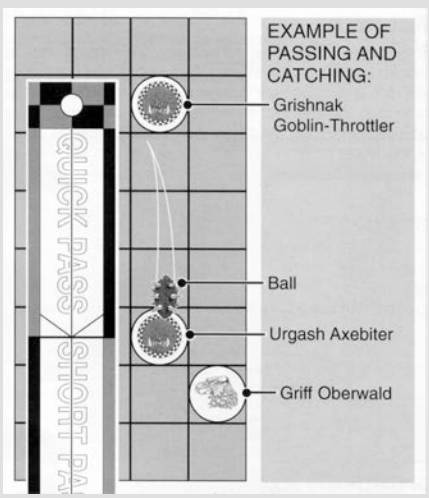
SLOW-MOTION REPLAY

Bob: And there's Grishnak Goblin-Throttler for the Orcland Raiders, who has an Agility of 3 and is attempting to throw the ball four squares to Urgash Axebiter. The range ruler shows that this falls just on the boundary between a Quick and a Short Pass, so the longer of the two ranges must be used.

Jim: That's right, Bob. Grishnak's Agility of 3 means that he must roll a 4 or more to be on target. No modifiers apply to the D6 roll because Grishnak is not in any tackle zones, and the modifier for a Short Pass is +0. Grishnak's arm goes back and he throws a 6. Look at that ball go, bam!, right on target!! Now all Axebiter has to do is catch it...

Bob: You said it, Jim. It's an accurate pass so Urgash gets a +1 to his D6 roll, but there's Griff Oberwald next to him, so his chances of catching suffers a -1 modifier, which means that Urgash needs a 4+ to catch the ball. The crowd goes quiet as the dice are rolled. A 3 – he's dropped it, and the ball bounces away one square.

Jim: And if I can just butt in here, Bob, that missed pass causes a turnover, which ends the Orcland Raiders' turn...



AGILITY	1	2	3	4	5	6+
PASSING ROLL	**6+**	**5+**	**4+**	**3+**	**2+**	**1+**
PASSING MODIFIERS						
Throwing a Quick Pass						+1
Throwing a Short Pass						+0
Throwing a Long Pass						-1
Throwing a Long Bomb						-2
Per enemy tackle zone on the player throwing the ball						-1

AGILITY	1	2	3	4	5	6+
CATCHING ROLL	**6+**	**5+**	**4+**	**3+**	**2+**	**1+**
CATCHING MODIFIERS						
Catching an accurate pass						+1
Catching a scattered pass, bouncing ball or throw-in						+0
Per enemy tackle zone on the player catching the ball						-1

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Passing Modifiers

Throwing a Quick Pass ..... +1
Throwing a Short Pass..... +0
Throwing a Long Pass..... -1
Throwing a Long Bomb ..... -2
Per opposing tackle zone on the player ..... -1

CATCHING THE BALL

If the ball lands in a square occupied by a standing player, then the player **must** attempt to catch the ball. Prone and Stunned players may never attempt to catch the ball. Either team's players may attempt to catch the ball (if a player from the other team manages to catch the ball he can yell and jump around a lot).

Look up the player's Agility on the Agility table to find the score required to successfully catch the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score equals or beats the required roll, then the player succeeds in catching the ball. Place the ball on the player's base to show that he has caught it and carry on with the turn. If the player who caught the ball has not taken an Action yet, he may do so as normal. If the D6 roll is less than the required total, then the player drops the ball and it will bounce (see Bouncing Balls, below).

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Catching Modifiers

Catching an accurate pass..... +1
Catching a missed pass, kick-off,
bouncing ball or throw-in..... +0
Per opposing tackle zone on the player ..... –1

BOUNCING BALLS

If the ball is dropped or not caught, or the ball bounces to a square with a Prone or Stunned player, or a player is pushed to or lands in the ball's square, or the square where a thrown ball lands is unoccupied (or is occupied by a Prone or Stunned player) then it will bounce. This is a technical term for the thing jumping about all over the place while the players stumble about trying to grab it! To find out where the ball bounces to, roll for scatter one more time. If the ball bounces into an occupied square, then the player in the square **must** attempt to catch it, as described above. If the player fails to catch the ball, then it will bounce again until it is either caught or bounces into an empty square or off the pitch.

THROW-INS

When a ball scatters or bounces off the pitch it is immediately thrown back in by the eager spectators! Use the Throw-in template to work out where the ball goes, using the last square the ball crossed before going off as a starting point (see page 3 for how the Throw-in template is used to throw-in the ball 2d6 squares). If the ball is thrown into a square occupied by a standing player, that player **must** attempt to catch the ball as described earlier. If the ball lands in an empty square or a square occupied by a Prone or Stunned player, then it will bounce. If a throw-in results in the ball going off the pitch again, it will be thrown in again, centred on the last square it was in before it left the pitch. Throw-ins cannot be intercepted.

TURNOVERS

If a ball thrown by a player isn't caught by a player from the moving team, this causes a turnover and the moving team's turn ends. The turnover does not take place until the ball finally comes to rest. This means that if the ball misses the target but is still caught by a player from the moving team, then a turnover does not take place. The ball could even scatter or bounce out of bounds, be thrown back into an empty square, and as long as it was caught by a player from the moving team then the turnover would be avoided!

RE-ROLLS

Re-rolls are very important in Blood Bowl, as you will quickly discover. There are two types of re-rolls: team re-rolls and player re-rolls. In either case, a re-roll allows you to re-roll all the dice that produced any one result. So, for example, a re-roll could be used to re-roll a dodge, in which case the single dice rolled would be thrown again, or a three dice block, in which case all three dice would be rolled again, and so on.

VERY IMPORTANT: No matter how many re-rolls you have, or what type they are, you may never re-roll a single dice roll more than once.

TEAM RE-ROLLS

Team re-rolls represent how well trained a team is. A coach may use a team re-roll to re-roll any dice roll (other than Scatter, Distance, Direction, Armour, Injury or Casualty rolls) made by a player on his own team and who is still on the pitch during their own turn (even if the dice roll was successful). The result of the new roll must be accepted in place of the first, even if it is worse. A coach may not use more than one Re-roll counter per turn, and may not use a Re-roll counter to force the opposing coach to re-roll a dice roll.

Each coach must keep track of the number of re-rolls he has left on the track provided on their Dugout. Every time a coach uses up a team re-roll he must remove a counter from the track. When there are no markers left the coach may not use any more team re-rolls that half. At half time the two teams get a chance to rest and recuperate, and so their team re-rolls are restored to their starting level.

PLAYER RE-ROLLS

Some players have skills that allow them to re-roll the dice under certain circumstances. For example, a thrower has the Pass skill which allows him to re-roll the dice if he misses a pass. A coach may use any number of player re-rolls in the same turn, and a single player may use a skill any number of times in the same match. However, as noted above, a single dice roll may not be re-rolled more than once.

SKILLS

Many players are described as having one or more *skills.* These are special abilities that modify the player's performance. Some skills allow dice re-rolls as described above, while others allow a player to carry out a special Action. A full description of each skill is given opposite, and reproduced on the back of the quick reference sheet. The complete list of skills is given later on in this book, for now stick with the skills listed here. You'll need to refer to the sheet quite a lot during your first few games – but don't worry, the effects of the skills will become very familiar.

Block: The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Catch: A player that has the Catch skill is allowed to re-roll the dice if he fails to catch the ball. If you are using the Extra Rules printed later, then the Catch skill also allows the player to re-roll the dice if he drops a hand-off or fails to make an interception.

Dodge: A player with the Dodge skill is allowed to re-roll the D6 if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per turn. So, if the player kept on moving and failed a second Dodge roll, he could not use the skill again. The Dodge skill also, if used, affects the results rolled with the Block dice (see the rules for Blocks).

Pass: A player with the Pass skill is allowed to re-roll the D6 if he misses a pass.

Sure Hands: A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, if you are using the Extra Rules printed later, an opposing player who has the Strip Ball skill may not use it against a player who has Sure Hands.

Many players have skills such as Catch, Pass 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. For example, you could say you were going to use the Catch skill either before or after making a catch D6 roll.

Some skills are also used in the opponent's turn. 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 affect the same Action or move, then the coach whose turn is taking place must use his skill first.

Note that you can't 'go back' in time and use a skill or re-roll to affect 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 or re-roll must be used directly before or after the event it will affect or not at all.

WINNING THE MATCH

Blood Bowl is split into two halves of sixteen turns each (eight turns per coach, per half). Each coach is responsible for keeping track of how many turns his team has used, and must move the marker one space along the track provided on his Dugout at the start of each of his turns, as explained earlier. Play stops when both coaches have had eight turns each, giving the players the chance of a much needed rest, and for the coaches to replenish the team's full complement of re-roll counters on the team re-roll track. Play restarts with another kick-off at the start of the second half.

The team with the most touchdowns at the end of the last turn of the second half is the winner. If the match is tied at the end of the second half it is declared a draw unless both coaches agree to go into 'sudden death overtime.' Flip the Blood Bowl coin to see which coach chooses who kicks-off, and then play a third series of eight turns per team. Any re-rolls still remaining at the end of the second half (including re-rolls earned from Kick-off events, Inducements or Special Play cards) are carried over and may be used in overtime, but teams do not receive new allocations of re-rolls as they normally would at the start of a new half. The first team to score wins the match. If neither team scores, then the match is decided by a penalty shoot-out; each coach rolls a D6, high score wins, re-roll ties! Each unused team re-roll adds 1 to the D6 score.

SCORING TOUCHDOWNS IN YOUR TURN

A team scores a touchdown during their turn when one of their players is standing in the opposing team's End Zone while holding the ball at the end of **any** of your players' Actions. As soon as this happens, play stops, the crowd cheers and whistles and cheerleaders dance about waving pom-poms. The coach of the scoring team has our permission to leap about and cheer a bit too, while moving the score marker one space along the scoring track on the Playing Pitch.

Any player may enter either End Zone at any time, even if he is not carrying the ball. If the ball is thrown to him and he catches it, or he is able to pick up the ball while in his opponent's End Zone, he scores a touchdown. Note, however, that in order to score a touchdown the player must end his Action *standing* in the End Zone; if the player failed to make a Dodge roll, for example, and thus was Knocked Down in the End Zone then he would not score a touchdown. If a player from the moving team enters (or was already in) the opposing team's End Zone and has or obtains the ball, then he may not voluntarily leave the End Zone for any reason during the same action nor may he hand-off or pass the ball – he is far too intent on scoring the touchdown himself!

SCORING IN THE OPPONENT'S TURN

In some rare cases a team will score a touchdown in the opponent's turn. For example, a player holding the ball could be pushed into the End Zone by a block. If one of your players is holding the ball in the opposing team's End Zone at any point during your opponent's turn then your team scores a touchdown immediately, but must move their Turn marker one space along the Turn track to represent the extra time the players spend celebrating this unusual method of scoring!

RESTARTING THE MATCH

After a touchdown has been scored, and at the start of the second half, play is restarted and the match continues. Before the kick-off, however, each coach should roll one D6 for each KO'd player on his team. On a roll of 4, 5 or 6 the player is fit enough to return to play, but on any other result they must stay in the KO'd box in the Dugout.

Both coaches may then set up any fit players just as they did at the start of the game. When play is restarted after a touchdown, the scoring team is always the one to kick off. At the start of the second half, the kicking team is the one that did not kick off at the start of the first half.

In the rare event that one team has no players to set up after KO'd rolls, both teams' turn markers are moved forward along the turn track two spaces and if one team could field at least one player then that team is awarded a touchdown (however no player receives Star Player points (see page 25) for this. If this takes the number of turns to 8 or more for both teams, then the half ends. If there are still turns left in the half, then continue playing as if a drive has just ended (i.e. clear the pitch and roll for KO'd players).

CONCEDING THE MATCH

You may choose to concede a match at the start of one of your own turns, before moving the Turn marker along the track.

CREATING A BLOOD BOWL TEAM FOR THE BUGMAN'S XXXXXX LEAGUE CUP

To take part in the Bugman's XXXXXX League Cup, you'll need to recruit a team of players to play with. You will take this team through five great games of Blood Bowl, so choose them wisely! There are 21 races to choose from (see the Team Rosters section later), each with their own strengths and weaknesses, so why not pick the race that most embodies your playing style?

★ BUYING PLAYERS

In order to create your team, you have a treasury of 1,300,000 gold pieces. This represents the cash you have managed to raise from sponsors or by other, more underhanded means to hire the players for your team. The first step in creating this team is to study the team lists and decide which you want to use. All of the players in your team must be from the same team list, so for example, a High Elf team may not include Human players because these players come from a different team list.

Having decided which team list you will use, you must now hire the players for your team. Each of the players in your team will cost a number of gold pieces, as indicated on the lists. The team list also indicates the maximum number of each type of player you are allowed to take for your team. In addition, your team must have at least 11 players and may not have any more than 16. Within these restrictions, you may have any number and type of player, just so long as you have the cash to hire them.

★ STAR PLAYERS

Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players.

In the Bugman's XXXXXX League Cup, you are permitted to buy Star Players from the list provided on page XX as if they were normal players available to buy. Please not you may only hire those players permitted on your Team List, and he or she costs the amount of gold pieces indicated on the Star Player list. These players are added to your team roster permanently and will play with you throughout the event.

Please ensure the miniatures you use for Star Players are very clearly visibly different from your other players. Simply pointing at one otherwise identical Human Blitzer and saying "this one is Griff Oberwald!" is not good enough!

LOADSA CASH!
Experienced Blood Bowl coaches will notice that the gold limit has been set much higher than the usual 1,000,000 for this event. This is simply to allow coaches more variety in their starting teams, and to allow you to take the Big Guys and Star Players you might not otherwise get to play with in a League of only 5 games.

★ TEAM RE-ROLLS AND FAN FACTOR

When you create a team you do not get any team re-rolls or Fan Factor for free- you have to pay for them from your treasury. Each re-roll costs the number of gold pieces shown on the team list for the team you have chosen, and allows you to re-roll one dice per half. Just a tip from us... it's a really good idea to have at least one or two of them!

Your team's Fan Factor represents how popular the team is, and can have important effects on the results you roll on the kick-off table. All teams start with a Fan Factor of 0. When you create your team, you may purchase up to 9 additional Fan Factor for 10,000 gold pieces each.

★ BUGMAN'S SPONSORSHIP

The kind dwarf-folk at Bugman's Bar have offered to sponsor one of your players in the XXXXXX League Cup in return for displaying their logo in as many places as possible on team shirts, advertising hoardings, helmets, etc. You may accept their offer of sponsorship in exchange for 30,000 gold pieces. If you do so, one player of your choice may be upgraded to have the Leader skill, even if they are not normally allowed to take it.

★ COACHING STAFF

A team's coaching staff provides vital back-up to the team's players. Coaching staff are never allowed on the pitch. They must stay on the sidelines during the match. Any team may add the following coaching staff on their roster. None of the coaching staff have to be represented by a model... but it's far more fun if they are!

Head Coach (AKA "The Manager" or "Da Boss")
This represents you, and so does not cost any gold to hire for the team. During a match your main job is to yell and shout at the players in your team in order to inspire them and, more importantly, to yell and shout at the referee if he makes a call against your team (not that doing either will have any effect in the game, of course...).

Assistant Coaches
Assistant Coaches include offensive and defensive coordinators, special team coaches, personal trainers for your legendary players and numerous others. The more assistant coaches you have, the more likely you are to win the "Brilliant Coaching" result on the Kick-Off Table (see page 15).

Each assistant coach you add to the team costs 10,000 gold pieces and should be given a different job title.

Hunchbacked Henchman
Every crazed Necromancer needs an assistant to carry his spell books, mop up after unsuccessful experiments, and most importantly, to sew his creations back together after they have been torn apart by an opposing Blood Bowl team. Khemri, Necromantic, Nurgle and Undead teams may hire a Hunchbacked Henchman for 100,000 gold pieces to help get the boys shambling back onto the pitch. Once per game, the Hunchbacked Henchman allows you to re-roll one failed Regeneration roll for a player.

Halfling Master Chef
Halfling Chefs are famed throughout the land for their ability to rustle up a sumptuous feast from the most meagre of ingredients... and also their ability to "scrounge" said ingredients from local settlements. Any team lucky enough to have such a chef with them can look forward to nutritious and energising meals before each game. Halfling Teams may hire a Halfling Master Chef for 100,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. Roll 3D6 at the start of each half to see what the effect the chef's cooking has on the team. For each dice that rolls a 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition, the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dugout, that they lose a team re-roll (but only if they have any left to lose).

Goblin Bribery Agent
Bribery is big business in the corrupt world of Blood Bowl, and none have perfected the art more than goblins. A Goblin Bribery Agent is an independent freelancer, taken on by teams to "influence" certain decisions made by the referees during important games. Blood Bowl referees are notoriously underpaid (most think danger money should be included), so are more than open to bribes to make a few more gold pieces on the side. Goblin teams can hire a Goblin Bribery Agent for 50,000 gold pieces; any other team can hire one for 100,000 gold pieces. Once per match, you may attempt to ignore one call made by the referee for a player who has committed a foul to be sent off, or player armed with a secret weapon to be banned from the match. Roll a D6: on the result of a 2-6, the bribe is effective (preventing a turnover if the player was ejected for fouling). But on the roll of a 1, the bribe was ineffective and the call still stands!

Cheerleaders
Most Blood Bowl teams have a troupe or two of cheerleaders, both to inspire the team's players and their fans. It's the team's cheerleaders job to whip the fans into a state of frenzy and lead the chanting and singing as the crowd's shouts and howls build up to a deafening crescendo. The more cheerleaders you have, the more likely you are to win the "Cheering Fans" result on the Kick-Off Table (see page 15).

Each cheerleader you add to the team costs 10,000 gold pieces, and you ought to come with a suitable name for the cheerleading troupe!

Apothecary
An Apothecary is a healer wise in the ways of medicine and the healing arts who looks after the injured players in a Blood Bowl team- and so, has a strenuous full-time job! It costs 50,000 gold pieces to purchase an Apothecary to permanently look after your team. A team may only purchase one Apothecary. Khemri, Necromantic, Nurgle and Undead teams may not purchase or use an Apothecary.

During a match, an Apothecary may attempt to cure a player who has suffered a Casualty. An Apothecary can only be used once per match. Immediately after the player suffers the Casualty, you can declare you are using your Apothecary. If you do this, roll a D6. On the result of a 1 or 2, the Apothecary has failed to revive the player and he remains in the "Dead and Injured" section of the dugout. However, on the roll of a 3-6, the player has been pumped full of enough painkillers to carry on playing. Move this player to the Reserves section of your dugout immediately.

WOTZ ALL DIS, DEN?!
Experienced Blood Bowl Coaches will note that the effect an Apothecary has on the game is slightly different to previously published rules. That's simply because the way injuries work have been slightly modified for this event (there is no Casualty Table) Check it out in the Playing in the Bugman's XXXXXX League Cup rules section later.

★ TEAM ROSTER SHEETS

Once you have selected your team, you will need to fill out a Bugman's XXXXXX Team Roster, which you will find on the Warhammer World website in the same place you found this pack. The Team Roster is your way of recording your team for the event and showing your opponent should he or she wish to see it. Remember, once you have decided on your team and filled out the Team Roster, it's set in stone... you can't change your team throughout the weekend... so choose carefully!

EXTRA RULES

THE KICK-OFF TABLE

All kinds of things can happen during a Blood Bowl match: a team may make an inspired play, or raucous fans might throw a large heavy object (e.g., a rock!) at one of the opposing team's players, or even invade the pitch!

The Kick-Off table is used to recreate these unforeseen but fairly common events. After both teams have set up, follow this sequence in the order below:

- Place the ball on the pitch
- Scatter ball to determine where the ball is about to land
- Roll on the Kick-Off table
- Resolve the Kick-Off table result
- Bounce/ catch/or touchback the ball

Selecting a Random Player
Many of the results on the Kick-Off table require that a coach 'select a random player'. In order to help you do this we have included a set of 'Randomiser' counters numbered from 1 to 16. Each counter corresponds to the player with the same number on the team roster. To select one or more players at random, simply place the counters for any players who could be affected in a mug or similar opaque container, and then draw one or more counters from the mug as required.

Team Re-Rolls and the Kick-off Table
You may not re-roll the result on the Kick-Off table with a team re-roll. In addition, subsequent rolls from Kick-Off events such as the D3 roll for Brilliant Coaching or D6 for Riot may not be re-rolled. A team re-roll may not be used for any catch roll when the ball lands: however, players may use the Catch or Pro skill to re-roll the catch roll.

The Fans
A large number of spectators attend every game of Blood Bowl, some to support one team, some to support another. Others just come to enjoy the spectacle. The number supporting one team compared to the other can have a big effect on the outcome of the game. To determine how many fans turn up to support your team, roll 2D6 and add your Fan Factor to the total. Multiply the score by 1,000 to find the number of fans that have turned up to support your team. For example, the Lowdown Ratz have a Fan Factor of 5. 2D6 are rolled to see how many fans attend. The dice rolls are 2 and 6. Add in the Fan Factor of 5 for a total of 13, which means that 13,000 rat fans have turned up for the match.

The number of fans supporting your team can easily affect which team wins or loses. Their cheers can encourage extraordinary effort from your players or a well aimed rock-filled can of Bloodweiser from a fan can forever remove an opposing star. To represent the effect the fans have on a match, each team has a **F**an **A**dvantage **M**odifi**E**r (abbreviated to FAME) that can affect some of the results on the Kick-Off table and your winnings in the Post-game. If the roll for the total fans means that your team is being supported by an equal number or fewer fans than the opposition, then your FAME for the match is zero. If you have more fans attending the match than your opponent, your FAME is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your FAME for the match will be +2 instead.

KICK-OFF TABLE

2D6	Result
2	*Get the Ref:* The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way. Each team receives 1 additional Bribe to use during this game. A Bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.
3	*Riot*: The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.
4	*Perfect Defence:* The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.
5	*High Kick:* The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
6	*Cheering Fans:* Each coach rolls a D3 and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.

2D6	Result
7	*Changing Weather:* Make a new roll on the Weather table (page 17). Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	*Brilliant Coaching:* Each coach rolls a D3 and adds their FAME and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
9	*Quick Snap!* The offence start their drive a fraction of time before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10	*Blitz!* The defence start their drive a fraction of time before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn. However, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
11	*Throw a Rock:* An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME (to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
12	*Pitch Invasion:* Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

THE WEATHER

Blood Bowl players are a pretty hardy bunch, so it comes as no surprise that games have been played in all types of weather conditions. From the ice floes of the farthest north to the steamy jungles of Lustria, arenas open their doors on match days, and the combatants go about their business heedless of the climate. At the start of the game each coach should roll a D6. Add the results together and refer to the Weather table to find out what the weather is like for the day.

WEATHER TABLE

2D6	Result
2	*Sweltering Heat:* It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	*Very Sunny:* A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	*Nice:* Perfect Blood Bowl weather.
11	*Pouring Rain:* It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	*Blizzard:* It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

HANDING-OFF

A hand-off is when the ball is simply handed to another player, friend or foe, in an adjacent square. The Hand-Off Action is added to the list of Actions like Move, Block, Blitz and Pass. A coach may only declare one Hand-Off Action per turn. A player may move before performing the hand-off, but once he attempts to hand-off the ball, the player performing the Hand-Off Action may not move any farther that turn, even if he has spare MA left. The ball may not be handed off in the opponent's turn. If the ball is handed off and comes to rest without being caught by any member of the moving team, it causes a turnover.

No dice roll is required to see if the player attempting the hand-off is successful – it automatically hits the targeted player. However, the player that the ball is handed off to must roll to see if he catches the ball (see Catching the Ball on page 13). Use these modifiers for the Catch roll:

Catching a hand-off ..... +1
Per opposing tackle zone on the player ..... -1

GOING FOR IT!

When a player takes any Action apart from a Block, he may try to move one or two extra squares over and above the number that he is ormally allowed to move – this is called 'going for it' or GFI. NOTE: if a rule refers to a player's 'normal movement' do not include the one or two GFI squares.

Roll a D6 for the player after he has moved each extra square. On a roll of 1 the player trips up and is Knocked Down in the square that he moved to. Roll to see if he was injured (see page 11). On any other roll the player moves without mishap. If the player is Knocked Down then his team suffers a turnover and their turn ends immediately.

A player that is taking a Blitz Action may 'go for it' in order to make a block. Roll a D6 for the player after declaring that he will make the block. On a roll of 1 the player is Knocked Down as described above. On any other roll the player makes the block without mishap. If the player is Knocked Down then his team suffers a turnover and the team's turn ends immediately.

ASSISTING A BLOCK

After a block has been declared, the extra team players of the attacker and the defender give an 'assist.' This allows two or more attackers to gang up on a single defender, or for one or more defenders to aid a companion against a block. These extra players each add +1 to the Strength of the player they are assisting. Assisting a block does not count as an Action, and a player can assist any number of blocks per turn. A player is allowed to make an assist even if he has moved or taken an Action.

The attacking coach **must** declare if any of his players will give an assist first, then the defending coach must add defensive assists with players from his team. In order to make an assist, the player:

1. Must be adjacent to the enemy player involved in the block, and...

2. Must not be in the tackle zone of any other player from the opposing team, and ...

3. Must be standing, and …

4. Must have his tackle zones.

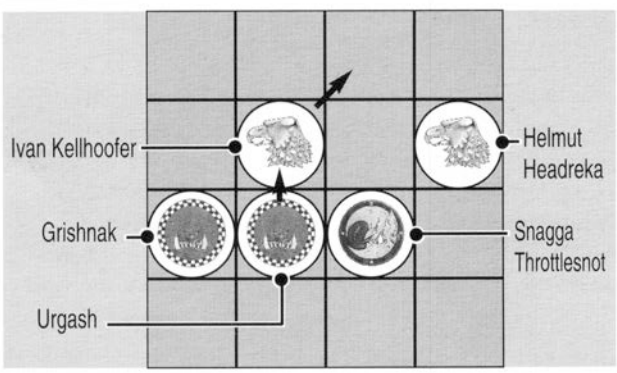
The result of the block only affects the two players directly involved. Any assisting players are not affected. Similarly, only the skills belonging to the two players directly involved in the block may be used on the result. Skills belonging to assisting players cannot be taken advantage of by either side.

SLOW-MOTION REPLAY

Bob: Urgash Axebiter prepares to smash Ivan Kellhoofer out of the way. Both Urgash and Ivan have a Strength of 3, which means that normally Urgash would only get to roll one Block dice and would have to take whatever result he rolled on the dice.

Jim: That's absolutely correct, Bob, but in this case Urgash is getting an assist from Grishnak Goblin-Throttler which adds +1 to his Strength. That means that Urgash counts as having a Strength of 4 to Ivan's 3, and so Urgash gets to roll two dice and choose which one he will use. He rolls a  *(Attacker down) and a*  *(Push back), and so only manages to push Ivan back.*

Bob: And if I could just jump in there, Jim, I think that we should point out to the fans that although Snagga Throttlesnot wanted to give Urgash an assist as well, he couldn't because he was in the tackle zone of Helmut Headreka.



PLAYERS' STRENGTHS	ROLL:
Both players equal strength	One Block Dice
One player stronger	Two Block Dice*
One player more than twice as strong	Three Block Dice*

*The coach of the stronger player picks which Block dice is used.

INTERCEPTIONS AND FUMBLES

When a player throws the ball various things can go wrong. Usually the ball will be slightly off target or will be dropped by the intended receiver, and these events are handled by the normal throwing rules. Sometimes, however, the thrower may completely fumble the throw, dropping the ball in their own square, or the ball may be intercepted by an opposing player before it reaches the target square. Both of these events are handled by the new rules below.

Interceptions

One player on the opposing team may attempt to *intercept* a thrown ball. To be able to make an interception, the player must:

- have the plastic Range Ruler pass over at least part of the square the intercepting play is standing in, and …
- have a tackle zone, and …
- be closer to the thrower than the thrower is to the target player/square of the pass, and …
- be closer to the target player/square of the pass than the thrower is to the target player/square of the pass.

Note that only one player can attempt an interception, no matter how many are eligible. See page 5 for rules on how to measure distance with the Range Ruler to determine who is closer.

The coach **must** declare that one of his players will try to intercept **before** the thrower rolls to see if he is on target. Look up the player's Agility on the Agility table to find the score required to successfully intercept the ball. Roll a D6, and add or subtract any of the modifiers that apply to the D6 roll. A roll of 1 before modification always fails and a roll of 6 before modification always succeeds.

If the final modified score is less than the required total, then the player fails to intercept the ball and the pass can carry on as normal. If the D6 roll equals or beats the required roll, then the player succeeds in intercepting and catching the ball. Place the ball on the player's base to show that he has caught it. A successful interception causes a turnover, and the moving team's turn ends immediately.

AGILITY TABLE

Player's AG	1	2	3	4	5	6 +
D6 Roll Required	6+	5+	4+	3+	2+	1+

Interception Modifiers

Attempting an Interception .....-2
Per opposing tackle zone on the player .....-1

Fumbles

Sometimes a player attempting to throw the ball will drop it in his own square. This is more likely if the player has any opposing players breathing down his neck! To represent this, if the D6 roll for a pass is 1 or less **before or after** modification, then the thrower has fumbled and dropped the ball. The ball will bounce once from the thrower's square, and the moving team will suffer a turnover and their turn ends immediately.

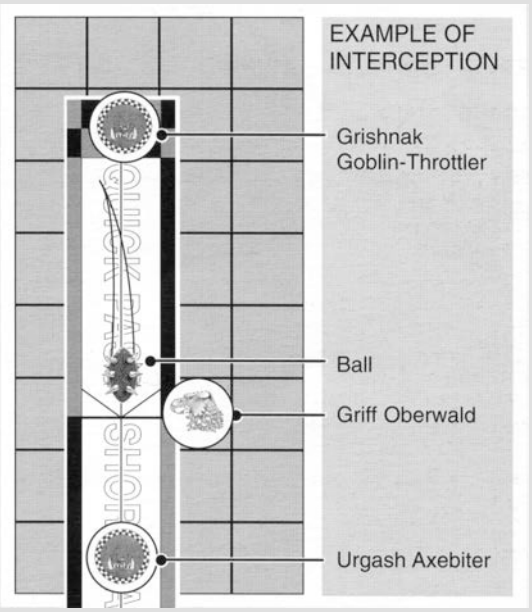
Designer's Note: *Many coaches argue over the realism of rolling to intercept before rolling to pass. Like many rules in Blood Bowl it is an abstraction to make the game work better. Think instead of the interception/passing rolls as a complete series of rolls to determine the outcome of a pass rather than sequential steps.*

SLOW-MOTION REPLAY

Jim: As we return to the match Grishnak Goblin-Throttler is about to attempt another pass. This time, however, Griff Oberwald is in a position to make an interception attempt.

Bob: The crowd holds its breath as Griff leaps to intercept the pass. He needs an Agility roll of 3 or more. However, a player making an interception attempt suffers a -2 modifier, which means that Griff will need a score of 5 or 6 to catch the ball. The dice is rolled and comes up with a 6! Griff picks off the ball – it's an interception!! And just listen to those Reavers fans, Jim, are they going wild!

AGILITY	1	2	3	4	5	6+
INTERCEPTION ROLL	6+	5+	4+	3+	2+	1+
INTERCEPTION MODIFIERS						
Attempting an interception						-2
Per enemy tackle zone on the player intercepting the ball						-1



FOULS

Attacking opponents that have been Knocked Down is strictly against the rules. However, despite the large number of ways in which players can attack one another legally, many resort to the time-honoured tradition of kicking a man when he's down. The referee is supposed to spot and penalize players who use such underhanded tactics but unfortunately, when something nasty happens on the pitch, the refs are often looking the other way and miss the foul altogether. No wonder the referee is constantly harangued by the crowd!

Normally, players that are Prone or Stunned cannot be attacked. However, when you use this rule, one player per turn is allowed to take a *Foul Action.* This allows the player to move a number of squares equal to his MA and then make a foul against an opposing player who is Prone or Stunned and in an adjacent square. The coach nominates the victim, and then makes an Armour roll for him. Other players that are adjacent to the victim **must** assist the player making the foul, and each extra player adds 1 to the Armour roll.

Defending players adjacent to the fouler **must** also give assists to a player that is being fouled. Each defensive assist modifies the Armour roll by -1 per assist. No player from either side may assist a foul if he is in the tackle zone of an opposing player, does not have their tackle zones, or is not standing. If the score beats the victim's Armour value then he is injured and a roll is made on the Injury table to see what has happened to him.

The Referee

Referees do occasionally spot a player making a foul and send him off the pitch, although this is quite a rare occurrence (how would you like to tell a five-foot wide Black Orc blocker that he's out of the match?!?).

To reflect this, if the Armour and/or Injury roll is a doubles (i.e., two 1s, or two 2s, etc), the referee has spotted the foul, and the player taking the *Foul Action* is sent off to the dungeon that lies under every Blood Bowl pitch. In addition, his team suffers a turnover and their turn ends immediately. If the sent off player was holding the ball, the ball bounces from the square he was standing in when sent off. A player who is sent to the dungeon is locked up and may not play for the rest of the match, even if the referee is subsequently 'got' by the crowd as a result of a roll on the Kick-Off table. A coach may not replace a player who has been sent off until after the drive ends.

SKILLS

This section of the rules includes lots more skills for players to use. **The specific rules for each skill can be found on pages 21 to 26.** Each entry also lists which category the skill belongs to (i.e. Passing, General, Mutation, etc). A skill's category affects which players can access it, as described later on in the rules for Blood Bowl leagues (see page 27). **Unless otherwise stated in the skill description, the following rules apply to all skills:**

1. All bonuses/modifiers from skills can be combined.
2. Skills may be used an unlimited number of times per Action.
3. Some skills refer to pushing a player back in order to work. These skills will work as long as you roll a result of 'Pushed', 'Defender Stumbles', or 'Defender Down' on the Block dice.
4. Skill use is not mandatory.
5. You can choose to use a skill that affects a dice roll after rolling the dice (e.g., Diving Tackle does not need to be used until after seeing the result of the Dodge roll).
6. Only Extraordinary skills work when a player is Prone or Stunned.
7. A skill may only be taken once per player.

SKILL DESCRIPTIONS

Accurate (Passing)
The player may add 1 to the D6 roll when he passes.

Always Hungry (Extraordinary)
The player is always ravenously hungry – and what's more, he'll eat absolutely anything! Should the player ever use the Throw Team-Mate skill, roll a D6 after he has finished moving, but before he throws his team-mate. On a 2+ continue with the throw. On a roll of 1 he attempts to eat the unfortunate team-mate! Roll the D6 again, a second 1 means that he successfully scoffs the team-mate down, which kills the team-mate without opportunity for recovery (Apothecaries, Regeneration or anything else cannot be used). If the team-mate had the ball it will scatter once from the team-mate's square. If the second roll is 2-6 the team-mate squirms free and the *Pass Action* is automatically treated as a fumbled pass. Fumble the player with the Right Stuff skill as normal.

Animosity (Extraordinary)
A player with this skill does not like players from his team that are a different race than he is and will often refuse to play with them despite the coach's orders. If this player at the end of his *Hand-off* or *Pass Action* attempts to hand-off or pass the ball to a team-mate that is not the same race as the Animosity player, roll a D6. On a 2+, the pass/hand-off is carried out as normal. On a 1, the player refuses to give the ball to any team-mate except one of his own race. The coach may choose to change the target of the pass/hand-off to another team-mate of the same race as the Animosity player, however no more movement is allowed for the Animosity player, so the current *Action* may be lost for the turn

Ball & Chain (Extraordinary)
Players armed with a Ball & Chain can only take *Move Actions*. To move or Go For It, place the throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if you leave a tackle zone. If this movement takes the player off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process for each and every square of normal movement the player has. You may then GFI using the same process if you wish. If during his *Move Action* he would move into an occupied square then the player will throw a block following normal blocking rules against whoever is in that square, friend or foe (and it even ignores Foul Appearance!). A Prone or Stunned player in an occupied square is pushed back and an Armour roll is made to see if he is injured, instead of the block being thrown at him. The player must follow up if he will push back another player, and will then carry on with his move as described above. If the player is ever Knocked Down or Placed Prone, roll immediately for injury (no Armour roll is required). Stunned results for any Injury rolls for the Ball & Chain player are always treated as KO'd. A Ball & Chain player may use the Grab skill (as if a *Block Action* was being used) with his blocks (if he has learned it!). A Ball & Chain player may **never** use the Diving Tackle, Frenzy, Kick-Off Return, Leap, Pass Block or Shadowing skills.

Big Hand (Mutation)
One of the player's hands has grown monstrously large, yet remained completely functional. The player ignores modifier(s) for enemy tackle zones or Pouring Rain weather when he attempts to pick up the ball.

Block (General)
A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.

Blood Lust (Extraordinary)
Vampires must occasionally feed on the blood of the living. Immediately after declaring an *Action* with a Vampire, roll a d6: On a 2+ the Vampire can carry out the *Action* as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with his declared *Action* or if he had declared a *Block Action*, he may take a *Move Action* instead. Either way, at the end of the declared *Action*, but before actually passing, handing off, or scoring, the vampire must feed. If he is standing adjacent to one or more Thrall team-mates (standing, prone or stunned), then choose one to bite and make an Injury roll on the Thrall treating any casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball. Once the Vampire has bitten a Thrall he may complete his *Action*. Failure to bite a Thrall is a turnover and requires him to feed on a spectator – move the Vampire to the reserves box if he was still on the pitch. If he was holding the ball, it bounces from the square he occupied when he was removed and he will not score a touchdown if he was in the opposing end zone.

Bombardier (Extraordinary)
A coach may choose to have a Bombardier who is not Prone or Stunned throw a bomb instead of taking any other Action with the player. This does not use the team's *Pass Action* for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects and use of Hail Mary Pass), except that the player may not move or stand up before throwing it (he needs time to light the fuse!). Intercepted bomb passes are not turnovers. Fumbles or any bomb explosions that lead to a player on the active team being Knocked Down are turnovers. **All** skills that may be used when a ball is thrown may be used when a bomb is thrown also. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it **must** throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. A player holding the ball can catch or intercept and throw a bomb. The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect. When the bomb finally does explode any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

Bone-head (Extraordinary)
The player is not noted for his intelligence. Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the Action. On a roll of 1 he stands around trying to remember what it is he's meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for the turn. (So if a Bone-head player declares *a Blitz Action* and rolls a 1, then the team cannot declare another *Blitz Action* that turn.) The player loses his tackle zones and may not catch, intercept or pass, assist another player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future Action or the drive ends.

Break Tackle (Strength)
The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per turn.

Catch (Agility)
A player who has the Catch skill is allowed to re-roll the D6 if he fails a catch roll. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Chainsaw (Extraordinary)
A player armed with a chainsaw **must** attack with it instead of making a block as part of a *Block* or *Blitz Action*. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more the chainsaw hits the opposing player, but on a roll of 1 it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and injured – roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect. A player armed with a chainsaw may take a *Foul Action*, and adds 3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to his Armour roll to see if the player was injured. However, blocking a player with a chainsaw is equally dangerous! If an opponent knocks himself over when blocking the chainsaw player then add 3 to his Armour roll. This skill may only be used once per turn (e.g., cannot be used with Frenzy or Multiple Block) and if used as part of a *Blitz Action*, the player cannot continue moving after using it. Casualties caused by a chainsaw player do not count for Star Player points.

Claw / Claws (Mutation)
A player with this skill is blessed with a huge crab-like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more after modifications automatically breaks armour.

Dauntless (General)
A player with this skill is capable of psyching himself up so he can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

Decay (Extraordinary)
Staying on the pitch is difficult when your rotting body is barely held together. When this player suffers a Casualty result on the Injury table, roll twice on the Casualty table (see page 25) and apply both results. The player will only ever miss one future match as a result of his injuries, even if he suffers two results with this effect. A successful Regeneration roll will heal both results.

Dirty Player (General)
A player with this skill has trained long and hard to learn every dirty trick in the book. Add 1 to any Armour roll **or** Injury roll made by a player with this skill when they make a Foul as part of a *Foul Action*. Note that you may only modify one of the dice rolls, so if you decide to use Dirty Player to modify the Armour roll, you may not modify the Injury roll as well.

Disturbing Presence (Mutation)
This player's presence is very disturbing, whether it is caused by a massive cloud of flies, sprays of soporific musk, an aura of random chaos or intense cold, or a pheromone that causes fear and panic. Regardless of the nature of this mutation, any player must subtract 1 from the D6 when they pass, intercept or catch for each opposing player with Disturbing Presence that is within three squares of them, even if the Disturbing Presence player is Prone or Stunned.

Diving Catch (Agility)
The player is superb at diving to catch balls others cannot reach and jumping to more easily catch perfect passes. The player may add 1 to any catch roll from an accurate pass targeted to his square. In addition, the player can attempt to catch any pass, kick off or crowd throw-in, but not bouncing ball, that would land in an empty square in one of his tackle zones as if it had landed in his own square without leaving his current square. A failed catch will bounce from the Diving Catch player's square. If there are two or more players attempting to use this skill then they get in each other's way and neither can use it.

Diving Tackle (Agility)
The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The opposing player must 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 use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. Once the dodge is resolved but before any armour roll for the opponent (if needed), the Diving Tackle Player is Placed Prone in the square vacated by the dodging player but do not make an Armour or Injury roll for the Diving Tackle player.

Dodge (Agility)
A player with the Dodge skill is adept at slipping away from opponents, and is allowed to re-roll the D6 if he fails to dodge out of any of an opposing player's tackle zones. However, the player may only re-roll one failed Dodge roll per turn. In addition, the Dodge skill, if used, affects the results rolled on the Block dice, as explained in the Blocking rules (see page 10.)

Dump-Off (Passing)
This skill allows the player to make a Quick Pass when an opponent declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit. Work out the Dump-Off pass before the opponent makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn. Dump-Off may not be used on the second block from an opponent with the Frenzy skill or in conjunction with the Bombardier or Throw Team-Mate skills.

Extra Arms (Mutation)
A player with one or more extra arms may add 1 to any attempt to pick up, catch or intercept.

Fan Favourite (Extraordinary)
The fans love seeing this player on the pitch so much that even the opposing fans cheer for your team. For each player with Fan Favourite on the pitch your team receives an additional +1 FAME modifier (see page 18) for any Kick-Off table results, but not for the Winnings roll.

Fend (General)
This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player even if the Fend player is Knocked Down. The opposing player may still continue moving after blocking if he had declared a *Blitz Action*.

Foul Appearance (Mutation)
The player's appearance is so horrible that any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 and score 2 or more. If the opposing player rolls a 1 he is too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

Frenzy (General)
A player with this skill is a slavering psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill **must** always be used. When making a block, a player with this skill **must** always follow up if he can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player **must** immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player **must** also follow up this second block. If the frenzied player is performing a *Blitz Action* then he **must** pay a square of Movement and **must** make the second block unless he has no further normal movement and cannot Go For It again.

Grab (Strength)
A player with this skill uses his great strength and prowess to grab his opponent and throw him around. To represent this, only while making a *Block Action,* if his block results in a push back he may choose any empty square adjacent to his opponent to push back his opponent. When making a *Block* or *Blitz Action*, Grab and Side Step will cancel each other out and the standard pushback rules apply. Grab will not work if there are no empty adjacent squares. A player with the Grab skill can never learn or gain the Frenzy skill through any means. Likewise, a player with the Frenzy skill can never learn or gain the Grab skill through any means.

Guard (Strength)
A player with this skill assists an offensive or defensive block even if he is in another player's tackle zone. This skill may not be used to assist a foul.

Hail Mary Pass (Passing)
The player may throw the ball to any square on the playing pitch, no matter what the range: the range ruler is not used. Roll a D6. On a roll of 1 the player fumbles the throw, and the ball will bounce once from the thrower's square. On a roll of 2-6, the player may make the pass. The Hail Mary pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! This skill may not be used in a Blizzard or with the Throw Team-Mate skill.

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Horns (Mutation)
A player with Horns may use them to butt an opponent. Horns adds 1 to the player's Strength for any block(s) he makes during a *Blitz Action*.

Hypnotic Gaze (Extraordinary)
The player has a powerful telepathic ability that he can use to stun an opponent into immobility. The player may use hypnotic gaze at the end of his *Move Action* on one opposing player who is in an adjacent square. Make an Agility roll for the player with hypnotic gaze, with a -1 modifier for each opposing tackle zone on the player with hypnotic gaze other than the victim's. If the Agility roll is successful, then the opposing player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or move voluntarily until the start of his next Action or the drive ends. If the roll fails, then the hypnotic gaze has no effect.

Juggernaut (Strength)
A player with this skill is virtually impossible to stop once he is in motion. If this player takes a *Blitz Action*, the opposing player may not use his Fend, Stand Firm or Wrestle skills against the Juggernaut player's blocks. The Juggernaut player may also choose to treat a 'Both Down' result as if a 'Pushed' result has been rolled instead for blocks he makes during a *Blitz Action*.

Jump Up (Agility)
A player with this skill is able to quickly get back into the game. If the player declares any Action other than a *Block Action* he may stand up for free without paying the three squares of movement. The player may also declare a *Block Action* while Prone which requires an Agility roll with a +2 modifier to see if he can complete the *Action*. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the *Block Action* is wasted and the player may not stand up.

Kick (General)
The player is an expert at kicking the ball and can place the kick with great precision. In order to use this skill the player must be set up on the pitch when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Only if all these conditions are met is the player then allowed to take the kick-off. Because his kick is so accurate, you *may choose* to halve the number of squares that the ball scatters on kick-off, rounding any fractions down (i.e., 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Kick-Off Return (General)
A player on the receiving team that is not on the Line of Scrimmage or in an opposing tackle zone may use this skill when the ball has been kicked. It allows the player to move up to 3 squares after the ball has been scattered but before rolling on the Kick-Off table. Only one player may use this skill each kick-off. This skill may not be used for a touchback kick-off and does not allow the player to cross into the opponent's half of the pitch.

Leader (Passing)



The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. A team with one or more players with the Leader skill may take a single Leader Re-roll counter and add it to their team re-rolls at the start of the game and at half time after any Master Chef rolls. The Leader re-roll is used exactly the same in every way as a normal Team re-roll with all the same restrictions. In addition, the Leader re-roll may only be used so long as at least one player with the Leader skill is on the pitch - even if they are Prone or Stunned! Re-rolls from Leader may be carried over into Overtime if not used, but the team does not receive a new Leader re-roll at the start of Overtime.

Leap (Agility)

A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of movement. In order to make the leap, move the player to any empty square 1 to 2 squares from his current square and then make an Agility roll for the player. No modifiers apply to this D6 roll unless he has Very Long Legs. The player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then he makes a perfect jump and may carry on moving. If the player fails the Agility roll then he is Knocked Down in the square that he was leaping to, and the opposing coach makes an Armour roll to see if he was injured. A player may only use the Leap skill once per turn.

Loner (Extraordinary)

Loners, through inexperience, arrogance, animal ferocity or just plain stupidity, do not work well with the rest of the team. As a result, a Loner may use team re-rolls but has to roll a D6 first. On a roll of 4+, he may use the team re-roll as normal. On a roll of 1-3 the original result stands without being re-rolled but the team re-roll is lost (i.e., used).

Mighty Blow (Strength)

Add 1 to any Armour **or** Injury roll made by a player with this skill when an opponent is Knocked Down by this player during a block. Note that you only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour roll, you may not modify the Injury roll as well. Mighty Blow cannot be used with the Stab or Chainsaw skills.

Multiple Block (Strength)

At the start of a *Block Action* a player who is adjacent to at least two opponents may choose to throw blocks against two of them. Make each block in turn as normal except that each defender's strength is increased by 2. The player cannot follow up either block when using this skill, so Multiple Block can be used instead of Frenzy, but both skills cannot be used together. To have the option to throw the second block the player must still be on his feet after the first block.

Nerves of Steel (Passing)

The player ignores modifiers for enemy tackle zones when he attempts to pass, catch or intercept.

No Hands (Extraordinary)

The player is unable to pick up, intercept or carry the ball and will fail any catch roll automatically, either because he literally has no hands or because his hands are full. If he attempts to pick up the ball then it will bounce, and will cause a turnover if it is his team's turn.

Nurgle's Rot (Extraordinary)

This player has a horrible infectious disease which spreads when he kills an opponent during a *Block, Blitz* or *Foul Action*. Instead of truly dying, the infected opponent becomes a new rookie Rotter. To do so, the opponent must have been removed from the roster during step 2.1 of the Post-game sequence, his Strength cannot exceed 4, and he cannot have the Decay, Regeneration or Stunty skills. The new Rotter can be added to the Nurgle team for free during step 5 of Updating Your Team Roster (see page 29) if the team has an open Roster slot. This new Rotter still counts at full value towards the total value of the Nurgle team.

Pass (Passing)

A player with the Pass skill is allowed to re-roll the D6 if he throws an inaccurate pass or fumbles.

Pass Block (General)

A player with this skill is allowed to move up to three squares when the opposing coach announces that one of his players is going to pass the ball (but not a bomb). The opposing coach may not change his mind about passing once Pass Block's use is declared. The move is made out of sequence, after the range has been measured, but before any interception attempts have been made. A player may not make the move unless able to reach a legal destination and may not follow a route that would not allow them to reach a legal destination. A legal destination puts the player in a position to attempt an interception, an empty square that is the target of the pass, or with his tackle zone on the thrower or catcher. The player may not stop moving until he has reached a legal destination, has been held fast by Tentacles or has been Knocked Down. The special move is free, and in no way affects the player's ability to move in a subsequent action. The move is made using all of the normal rules and skills (for example, having to dodge in order to leave opposing players' tackle zones.) Players with Pass Block may use this skill against a Dump Off pass. If a player performing a Pass Block in their own turn is Knocked Down then this is a turnover, no other players may perform Pass Block moves, and your turn ends as soon as the results of the pass and the block are resolved.

Piling On (Strength)

The player may use this skill after he has made a block as part of one of his *Block* or *Blitz Actions*, but only if the Piling On player is currently standing adjacent to the victim and the victim was Knocked Down. You may re-roll the Armour roll or Injury roll for the victim. 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!). Piling On does not cause a turnover unless the Piling On player is carrying the ball. Piling On cannot be used with the Stab or Chainsaw skills.

Prehensile Tail (Mutation)

The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of any of the player's tackle zones.

Pro (General)

A player with this skill is a hardened veteran. Such players are called professionals or Pros by other Blood Bowl players because they rarely make a mistake. Once per turn, a Pro is allowed to re-roll any one dice roll he has made other than Armour, Injury or Casualty, even if he is Prone or Stunned. However, before the re-roll may be made, his coach must roll a D6. On a roll of 4, 5 or 6 the re-roll may be made. On a roll of 1, 2 or 3 the original result stands and may *not* be re-rolled with a skill or team re-roll; however you can re-roll the Pro roll with a Team re-roll.

Really Stupid (Extraordinary)

This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl pitch (which, considering the IQ of most other players, is really saying something!). Because of this you must roll a D6 immediately after declaring an Action for the player, but before taking the 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 Really Stupid, then add 2 to the D6 roll. On a result of 1-3 he stands around trying to remember what it is he's meant to be doing. The player can't do anything for the turn, and the player's team loses the declared Action for that turn (for example, if a Really Stupid player declares a *Blitz Action* and fails the Really Stupid roll, then the team cannot declare another *Blitz Action* that turn). The player loses his tackle zones and may not catch, intercept or pass the ball, assist another player on a block or foul, or voluntarily move until he manages to roll a successful result for a Really Stupid roll at the start of a future Action or the drive ends.

Regeneration (Extraordinary)
If the player suffers a Casualty result on the Injury table, then roll a D6 for Regeneration after the roll on the Casualty table and after any Apothecary roll, if allowed. On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to 're-organise' himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that an opposing player still earns Star Player points as normal for inflicting a Casualty result on a player with this skill, even if the result doesn't affect the player in the normal way.

Right Stuff (Extraordinary)
A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-Mate skill entry below for details of how the player is thrown. When a player with this skill is thrown or fumbled and ends up in an unoccupied square, he must make a landing roll unless he landed on another player during the throw. A landing roll is an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in. If he passes the roll he lands on his feet. If the landing roll is failed or he landed on another player during the throw he is Placed Prone and must pass an Armour roll to avoid injury. If the player is not injured during his landing he may take an Action later this turn if he has not already done so. A failed landing roll or landing in the crowd does not cause a turnover, unless he was holding the ball.

Safe Throw (Passing)
This player is an expert at throwing the ball in a way that makes it even more difficult for any opponent to intercept it. If a pass made by this player is ever intercepted then the Safe Throw player may make an unmodified Agility roll. If successful, the interception is cancelled out and the passing sequence continues as normal. In addition, if this player fumbles a pass of a ball (not a bomb or team-mate) on any roll other than a natural 1, he manages to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover.

Secret Weapon (Extraordinary)
Some players are armed with special pieces of equipment that are called 'secret weapons.' Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the pitch. Nonetheless, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Once a drive ends that this player has played in at any point, the referee orders the player to be sent off to the dungeon to join players that have been caught committing fouls during the match, regardless of whether the player is still on the pitch or not.

Shadowing (General)
The player may use this skill when a player performing an Action on the opposing team moves out of any of his tackle zones for any reason. The opposing coach rolls 2D6 adding his own player's movement allowance and subtracting the Shadowing player's movement allowance from the score. If the final result is 7 or less, the player with Shadowing may move into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own turn. If the final result is 8 or more, the opposing player successfully avoids the Shadowing player and the Shadowing player may not move into the vacated square. A player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

Side Step (Agility)
A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, **his** coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to **any** adjacent square, not just the three squares shown on the Push Back diagram. Note that the player may not use this skill if there are no open squares on the pitch adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is Knocked Down after the push back.

Sneaky Git (Agility)
This player has the quickness and finesse to stick the boot to a downed opponent without drawing a referee's attention unless he hears the armour crack. During a *Foul Action* a player with this skill is not ejected for rolling doubles on the Armour roll unless the Armour roll was successful.

Sprint (Agility)
The player may attempt to move up to three extra squares rather than the normal two when Going For It (see page 20). His coach must still roll to see if the player is Knocked Down in each extra square he enters.

Stab (Extraordinary)
A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with his stabbing attack instead of throwing a block. Make an unmodified Armour roll (except for Stakes) for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then he has been wounded and an Injury roll must be made. This Injury roll ignores all modifiers from any source - including Niggling injuries. If Stab is used as part of a *Blitz Action*, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

Stakes (Extraordinary)
This player is armed with special stakes that are blessed to cause extra damage to the Undead and those that work with them. This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.

Stand Firm (Strength)
A player with this skill may choose to not be pushed back as the result of a block. He may choose to ignore being pushed by 'Pushed' results, and to have 'Knock-down' results knock the player down in the square where he started. If a player is pushed back into a player using Stand Firm then neither player moves.

Strip Ball (General)
When a player with this skill blocks an opponent with the ball, applying a 'Pushed' or 'Defender Stumbles' result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not Knocked Down.

Strong Arm (Strength)
The player may add 1 to the D6 when he passes to Short, Long or Long Bomb range.

Stunty (Extraordinary)
The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, Stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll (i.e., they always end up with a +1 Dodge roll modifier), but must subtract 1 from the roll when he passes. In addition, this player treats a roll of 7 and 9 on the Injury table after any modifiers have been applied as a KO'd and Badly Hurt result respectively, rather than the normal results. Stunties that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but still suffer the other penalties.

Sure Feet (Agility)
The player may re-roll the D6 if he is Knocked Down when trying to Go For It (see page 20). A player may only use the Sure Feet skill once per turn.

Sure Hands (General)
A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

Tackle (General)
Opposing players who are standing in any of this player's tackle zones are not allowed to use their Dodge skill if they attempt to dodge out of any of the player's tackle zones, nor may they use their Dodge skill if the player throws a block at them and uses the Tackle skill.

Take Root (Extraordinary)
Immediately after declaring an Action with this player, roll a D6. On a 2 or more, the player may take his Action as normal. On a 1, the player "takes root", and his MA is considered 0 until a drive ends, or he is Knocked Down or Placed Prone (and no, players from his own team may not try and block him in order to try to knock him down!). A player that has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow him to move out of his current square or be Placed Prone. The player may block adjacent players without following-up as part of a *Block Action* however if a player fails his Take Root roll as part of a *Blitz Action* he may not block that turn (he can still roll to stand up if he is Prone).

Tentacles (Mutation)
The player may use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. The opposing coach rolls 2D6 adding his player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm, and his *Action* ends immediately. If a player attempts to leave the tackle zone of several players that have the Tentacles skill, only one may attempt to grab him with Tentacles.

Thick Skull (Strength)
This player treats a roll of 8 on the Injury table, after any modifiers have been applied, as a Stunned result rather than a KO'd result. This skill may be used even if the player is Prone or Stunned.

Throw Team-Mate (Extraordinary)
A player with this skill has the ability to throw a player from the same team instead of the ball! (This includes the ball if the player thrown already has it!) The throwing player must end the movement of his *Pass Action* standing next to the intended team-mate to be thrown, who must have the Right Stuff skill and be standing. The pass is worked out exactly the same as if the player with Throw Team-Mate was passing a ball, except the player must subtract 1 from the D6 roll when he passes the player, fumbles are not automatically turnovers, and Long Pass or Long Bomb range passes are not possible. In addition, accurate passes are treated instead as inaccurate passes thus scattering the thrown player three times as players are heavier and harder to pass than a ball. The thrown player cannot be intercepted. A fumbled team-mate will land in the square he originally occupied. If the thrown player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square he scatters into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being thrown will scatter one more square. If the thrown player would land on another player, continue to scatter the thrown player until he ends up in an empty square or off the pitch (i.e., he cannot land on more than one player). See the Right Stuff entry to see if the player lands on his feet or head-down in a crumpled heap!

Titchy (Extraordinary)
Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, the player may add 1 to any Dodge roll he attempts. On the other hand, while opponents do have to dodge to leave any of a Titchy player's tackle zones, a Titchy player is so small that he does not exert a -1 modifier when opponents dodge into any of his tackle zones.

Two Heads (Mutation)
Having two heads enables this player to watch where he is going and the opponent trying to make sure he does not get there at the same time. Add 1 to all Dodge rolls the player makes.

Very Long Legs (Mutation)
The player is allowed to add 1 to the D6 roll whenever he attempts to intercept or uses the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player.

Wild Animal (Extraordinary)
Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, immediately after declaring an Action with a Wild Animal, roll a D6, adding 2 to the roll if taking a *Block* or *Blitz Action*. On a roll of 1-3, the Wild Animal does not move and roars in rage instead, and the Action is wasted.

Wrestle (General)
The player is specially trained in grappling techniques. This player may use Wrestle when he blocks or is blocked and a 'Both Down' result on the Block dice is chosen by either coach. Instead of applying the 'Both Down' result, both players are wrestled to the ground. Both players are Placed Prone in their respective squares even if one or both have the Block skill. Do not make Armour rolls for either player. Use of this skill does not cause a turnover unless the active player was holding the ball.

★ SKILL CATEGORIES ★

GENERAL

Block	Pass Block
Dauntless	Pro
Dirty Player	Shadowing
Fend	Strip Ball
Frenzy	Sure Hands
Kick	Tackle
Kick-Off Return	Wrestle

AGILITY

Catch	Leap
Diving Catch	Side Step
Diving Tackle	Sneaky Git
Dodge	Sprint
Jump Up	Sure Feet

PASSING

Accurate	Nerves of Steel
Dump-Off	Pass
Hail Mary Pass	Safe Throw
Leader	

STRENGTH

Break Tackle	Multiple Block
Grab	Piling On
Guard	Stand Firm
Juggernaut	Strong Arm
Mighty Blow	Thick Skull

MUTATION

Big Hand	Foul Appearance	Tentacles
Claw / Claws	Horns	Two Heads
Disturbing Presence	Prehensile Tail	Very Long Legs
Extra Arms		

EXTRAORDINARY

Always Hungry	Fan Favourite	Secret Weapon
Animosity	Hypnotic Gaze	Stab
Ball & Chain	Loner	Stakes
Blood Lust	No Hands	Stunty
Bombardier	Nurgle's Rot	Take Root
Bone-head	Really Stupid	Throw Team-Mate
Chainsaw	Regeneration	Titchy
Decay	Right Stuff	Wild Animal

PLAYING IN THE BUGMAN'S XXXXXX LEAGUE CUP

TEAM ROSTER
Before you begin playing in the Bugman's XXXXXX League Cup, you'll need to fill out a Team Roster which is your way of recording your team for the event and showing your opponent should he or she wish to see it. This roster will detail your players, and also record any skills they gain throughout the league.

MATCH SEQUENCE
Pre-Match Sequence

1. Find the table for your next game which will be displayed on the big screens in the gaming hall.
2. Show your Team Roster to your opponent and make clear which models represent which players.
3. Roll on the Weather Table (page 17) to see what the weather is like for this match.

The Match

1. Work out the number of Fans in attendance and FAME
2. Receiving Team's Turn
3. Kicking Team's Turn

Etc....

Post Match Sequence

1. Choose one of your players to improve.
2. The winner increases his Fan Factor by 1.
3. Update your Team Roster and have your opponent sign it.
4. Fill out the relevant section on your results card and have your opponent sign it.

IMPROVING YOUR PLAYERS
The crowd loves to watch the careers of players who show signs of improvement as the league goes on. As such, we have a very simple system of improving your players throughout the league. After each game, while still at the table with your opponent, select one player from your Team Roster, roll a D6 and look at the result on this chart:

- 1-5: That player may choose a new skill from his
- normal categories.
- 6: That player may choose a new skill from any
- category.

Note down this skill on your Team Roster and have your opponent sign his initials in the right place to confirm what you have done.

FAN FACTOR
As the league goes on, the more successful teams will attract more fans to their matches. As such, if you win a match, increase your Fan Factor by 1 straight after the match ends. Record this on your Team Roster and have your opponent sign it with his initials in the relevant place.

Keep it simple, Slibli
Again, experienced Blood Bowl coaches will notice that we are not recording such things as Star Player Points, expenses, your treasury, inducements, MVP's, and many other things you will have seen in previously published sets of Blood Bowl rules. We're dropping those for this event only to keep it nice and simple for all of the players and to make sure everyone advances at roughly the same rate!

INJURIES
Blood Bowl is a rough and dangerous sport and players are often badly injured while playing the game. Many Blood Bowl players sport scars from old injuries, while some have lost eyes, ears, noses and even whole limbs! While many injuries are minor enough to carry on playing, many need the attentions of an Apothecary or a large pint of Bugman's XXXXXX to recover from.

Whenever a player suffers a Casualty because a 10 or more is rolled on the injury table, place the player into the "dead and injured" section of the dugout. The player will take no more part in this match, (unless an Apothecary is used to revive him).

At the end of the game, it is assumed that the player has been stitched back together, pumped full of painkillers and had a pint of Bugman's Hellfire poured down his neck. As such, any player that suffers a casualty during a game recovers fully and can be used as normal in your next game.

A more merciful League...
Experienced Blood Bowl coaches will note that the previously published casualty table, which can see your players severely injured beyond repair, or even killed has been removed for the duration of this event simply to allow all the coaches to use all their models all weekend and not have half of their players die in Game 1! We're nice like that at Warhammer World...

FREQUENTLY ASKED QUESTIONS

Q: With the competition rules I sometimes need to roll a D3. Where can I get such a dice?
A: *Just roll a standard D6, counting a 1 or 2 as a score of 1, a 3 or 4 as a score of 2, and a 5 or 6 as a score of 3.*

Q: When I use the throw-in template, does the square with the picture of the ball count as the first square of the distance that the ball is thrown – e.g. do I count this square too?
A: *Yes it does and yes you do.*

Q: Can you use the Pass skill to re-roll a fumbled Hail Mary Pass? Do tackle zones or Disturbing Presence affect a Hail Mary Pass roll?
A: *Yes, you can use Pass to re-roll. No, nothing modifies a Hail Mary Pass roll … it is always a 2+ roll.*

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. (Note: Grab cannot be used on secondary or more push backs to cancel out Side Step.)*

Q: Do I have to make another Dauntless or Foul Appearance roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block? If I re-roll a block that my player throws, do I need to re-roll Dauntless or Foul Appearance as well?
A: Yes, y*ou must make a second roll for both of these skills, regardless of what you rolled for either before the first block. No, a re-roll affects only one result. The Dauntless or Foul Appearance roll is a separate result from the block.*

Q: If you blitz or block an opponent with Dump-Off with a player that has Pass Block can you use Pass Block to move after he declares his use of Dump-Off? Can I use Stab instead of throwing a block after failing a Dauntless roll? Can you use Stab with Multiple Block? When do I declare the 2nd opponent for a Multiple Block?
A: *No, once a block is declared as part of a Block or Blitz Action, you must attempt to complete it before moving again. Similarly, once you roll the dice to use Dauntless, you have actually already declared you are throwing a block and cannot switch to using Stab instead. Yes, you may use Stab to replace either one or both of the blocks with the Multiple Block skill. You may declare the 2nd opponent after the 1st block.*

Q: If a player has MA 1 or MA 2, can he still move 3 squares on a Pass Block? Can I Go For It (GFI) or stand up from being Prone, and which skills can I use during the movement part of a Pass Block?
A: *Yes, Pass Block only allows you to move up to 3 squares, and no more, even if your MA is less than 3. You cannot GFI during a Pass Block which means that Sure Feet and Sprint cannot be used. In addition, you can only stand up at the beginning of an Action. Since Pass Block is NOT an Action, you cannot stand up or use Jump Up with Pass Block. Other movement skills such as Break Tackle, Dodge, Leap, Stunty and Titchy can be used in conjunction with Pass Block.*

Q: Can I use Pass Block when my opponent tries to throw a team-mate holding the ball? Can I try to intercept a Dump-Off?
A: *No and Yes.*

Q: Can I use Pro during my opponent's turn? Can you re-roll Pro?
A: *Yes you can. Yes but only in your turn.*

Q: If a player with Strip Ball pushes a player with the ball into his end zone is this a Touchdown? Likewise what happens if a Frenzy player's first block pushes a player with the ball into the End zone?
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. As for Frenzy, the touchdown is scored as soon as the player is pushed into the end zone. The Frenzy player does not get the 2nd block.*

Q: If I get 2 MA stat increases and then suffer a serious injury that removes a point of MA can I gain MA again?
A: *Yes.*

Q: Can I intentionally throw or hand-off the ball into the crowd? Can I intentionally move into the crowd?
A: *No and No (unless its random movement from a Ball & Chain player.)*

Q: Does an Injury roll of 9 against a Stunty player or a Casualty healed by an opposing Apothecary count as a Casualty for Star Player Points.
A: *Yes to both.*

Q: My big guy (Ogre, Minotaur, Troll, etc.) player's base is larger than the square on the board (pitch). Does he take up more than one square for the rules?
A: *No, all players in the game from a Snotling to a Treeman only occupy one square on the board (pitch).*

Q: What is the best way to remember that a player has taken his Action?
A: *Our best recommendation would be to start your turn with all your players facing towards your opponent's end zone. After taking an Action with a player either turn the player to face your end zone or one of the sidelines or place some type of marker next to him to signify that he is done for this turn.*

Q: Can you Go For It (GFI) to Leap?
A: *Yes. Place the player in the square targeted by the Leap skill and then make the GFI roll (or "rolls," if you need two). If you fail a GFI roll, knock the player down in the new square to which he was leaping. The opposing coach makes an Armour roll as usual.*

Q: Is it an Illegal Procedure should you forget to roll for Blood Lust, Bone-head, Wild Animal, Take Root or Really Stupid before you move the player?
A: *No, hopefully your opponent will remind you if you keep forgetting!*

Q: If a player from your team fails to catch a ball from a kick-off, and the ball bounces over the line of scrimmage is it a touchback?
A: *Yes, any event that causes the ball to go out of bounds or over the line of scrimmage during a kick-off results in a touchback*

Q: Players under influence of Bone-head, Really Stupid, or Hypnotic Gaze cannot use skills that allow them to move voluntarily. Which skills are not allowed to be used as they are considered moving voluntarily?
A: *Skills that allow you to leave your square without being forced to leave your square in the first place: Diving Tackle, Pass Block, and Shadowing.*

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 pitch? Or do you track it all three squares and only throw it back if it finishes off the pitch?
A: *You should stop rolling for a scattering ball as soon as it leaves the pitch.*

Q: What is the full Passing sequence when using all of the Extra Rules?
A:
1. Declare a Pass Action, move if desired, and then start the throw.
2. Declare target of the pass and determine range modifier.
3. Pass Blockers move if any are eligible to do so.
4. Check for interceptors and roll for possible interception.
5. Roll D6 to throw and subtract number of tackle zones, Disturbing Presence and range modifiers on Thrower from roll.
6. If pass was fumbled, stop here. Otherwise continue.
7. If the throw is Accurate, go to step #8, otherwise scatter 3 times (to represent where the ball will land not the ball bouncing.)
8. If the ball lands in a square with a player, determine modifiers on Catch and roll for Catch, otherwise bounce the ball once from the empty square the ball landed in.