BLOOD BOWL QUESTIONS & ANSWERS

"Well Bob, a few Blood Bowl fans out there seem to be having just a little difficulty in grasping the finer points of our game!"

"That's right, Jim, so just for them we've produced this sheet that hopefully covers most of the major areas of difficulty. Take it away, boys!!!"

Q: Star Player Points. If a player gets the same magic item twice does he:
a) Effectively lose the second roll, since two helmets of accuracy (for example) are no more useful than one?
b) Reroll on the magic table until he gets a different magic item?
c) Reroll on the SPP table?
d) Get the second magic item, which he may then give to another player on the same team?

A: c.

Q: Can magic items be transferred between players of the same team?

A: No.

Q: Can a defensive player also be designated as a kicking player?

A: No; the extra armour a defensive player has to wear would not allow him to kick the football effectively.

Q: If a defensive player has magic armour are the effects accumulative, ie is he immune to injury?

A: No, the player would have a saving throw of 2-6.

Q: Can distances be counted diagonally?

A: Yes.

Q: Page 5 says "a kicking player must have a strength of 3 or more and a cool of 7 or more", but the kicking table has no column for strength 3. How is a kick by a strength 3 player resolved?

A: The table is, erm, wrong. The strength column headings should in all cases be one less than is printed; change the top line from 4-10 to 3-9.

Q: Under "Attacks" it states that all attacks are completed before any tackles are resolved. In the section on dodging tackles it states that this is the only case where attacks or tackles are not assumed to happen simultaneously. Which is correct?

A: All attacks are resolved before tackles take place (allowing a player to wound an opponent before he is tackled). The sentence referred to in the dodging rules should read "this is the only case where *tackles* are not assumed to happen simultaneously".

Q: At what point does a player roll against his Cool if he 'hates' an opposing player he wishes to tackle?

A: At the instant the tackle is declared.

Q: If a player carrying the football is wounded but makes his armour saving roll does he still drop the football?

A: No.

Q: In a *campaign*:
i) Are ogres ever permitted to have 2 or more SPPs?
ii) Are trolls ever permitted SPPs?
iii) Can 2 or more troglodytes in the same team have SPPs?
iv) Are the effects of multiple broken arms or legs accumulative?
v) Can players be 'sacked' from a team between games, so that they can be replaced?

A:
i) Yes.
ii) No (they are just too stupid to learn from experience).
iii) Yes.
iv) Yes, but no characteristic can ever be reduced to less than 1.
v) Yes.

Q: The rules for "Concussed" or "Stupid" players are ambiguous:
i) Does the coach roll once per game, or at the start of each of his turns?
ii) Do they move in their own team's phase or the opposing team's phase?
iii) Can they Attack/Tackle players on their own team?
iv) Can they score Touchdowns for the opposing team?
v) Does their Death Zone affect their own team or the opposing team?
vi) If they move in their own team's phase, who decides if they move before the rest of their team of after them?

A:
i) Roll once per turn.
ii) In their own team's phase.
iii) Yes.
iv) Yes.
v) It effects their own team.
vi) The opposing coach can decide to move them before or after everyone else on their own team. However if he/she decides to move them after the team they must wait until all the players on the team have finished their moves.

Q: Why do you only get 6 halfling counters?

A: There are only 6 halfling counters in Blood Bowl because they are for use with the Heroes of Law special team. Anyone crazy enough to want to coach a full halfling team will have to use counters for other races to represent the rest of the players!

Q: Can an Ogre throw a Lesser Goblin at another player? If yes, what happens? And what happens if a Lesser Goblin scatters into a square occupied by another player.

A: Ooooops! I can't think how we missed that one. Anyway, here goes: Yes an Ogre can throw a Lesser Goblin at an opposing Player. If a Goblin is thrown or scatters into a square with another player then the Goblin suffers a wound (and must roll on the wound table) on a 3-6 instead of the normal 5-6; and the player in the square must roll to see if they suffer a wound as if hit by a strength 4 attack (normal armour saving rolls do apply). If, after all this mayhem, both the Goblin and the other player would still be on the pitch (in other words neither was wounded or killed) then the Goblin must be moved into an adjacent, unoccupied square by the coach of the player who was originaly in the square (phew!).

RULE CLARIFICATIONS

1. The football may only be handed off to a standing player.
2. The football may only be handed off once in the Throwing and Kicking Phase. In other words, you may hand off the football once, and then either throw or kick it once.
3. A prone player may not catch the football.
4. Each Team Turn is divided into *4* phases. The phases must be performed in the order listed and activities can only take place in the correct phase. For example, the coach may move players in the Movement Phase, but not throw or kick the football; you may hand-off, kick, or throw the football in the Throwing & Kicking Phase, but not move any players etc.

OPTIONAL RULES

The following new rules are optional, and untested at the time of writing. The official, fully tested, no loop holes (*"He thinks he's going to write some rules without any loop holes, Jim!" "He must be madder than we thought, Bob!!"*) version of these rules will be included in the Expansion Kit when it is released. Until then only use them if both coaches agree they are included *before* the game starts.

Stripping The Football

When attacking a player may attempt to strip the football (ie knock it from the opposing player's hands) if they declare so before they roll the die roll for the attack attempt(s). If the attack succeeds don't check if the target is wounded; instead the player who has been hit must roll less than or equal to their Cool minus the Strength of the player who hit them. If they fail the football is dropped and will Bounce as in the normal rules.

Increased Scatter & Bounce

At medium range roll *twice* for scatter from a missed throw or kick. At long range roll *three* times for scatter from a missed throw or kick.

When a resolving where a ball ends up when it is bouncing remember what the die rolls were. If you roll "doubles" (ie, you roll a 1 followed by a 1 on the scatter table, or a 2 followed by a 2, etc) roll for bounce again in the new square (and if you roll doubles again, the ball bounces again, and again, and again...).

Falling Over

When a player attempts to catch the football and fails, they are assumed to have fallen over making the attempt. Place the counter sideways in the stand as if the player had been successfully tackled, but do *not* roll for injury.

Moving Through Death Zones

With this rule a player may move from a square in a Death Zone directly to another square in a Death Zone. However, every opposing player who exerts a Death Zone on either square gets a free attack or tackle on the player, who may not fight back. If the player survives this and is still standing they may carry on moving. A player can move into the End Zone by this method, but they only score a Touchdown if they are still holding the football at the end of the Movement phase.

This rule only applies in the movement phase, not the reserve movement phase (when you are *never* allowed to enter a DZ).

Moving Over Prone Players

In the normal rules a player is never allowed to enter a square occupied by another player. With this option you can move a player into a square with a prone, friendly player but before you do so you must roll one die. If you roll a 5 or 6 the player who is moving is assumed to have tripped over the prone player, and so becomes prone themselves! Note that you roll the die for tripping up in the square you occupy *before* you enter the prone player's square, and this is where you will end up if you fail the roll. If you use this rule you may not end the Movement or Reserve phases in a square with another player - you must be able to move through it.