

# BLOOD BOWL ERRATA

## DEATH ZONE SEASON ONE

Changes from the previously released errata are highlighted in magenta.

### Pages 17 and 46 – Wood Elf Teams

The Treeman should not have the Timmm-ber! skill.

The Lineman should cost 70,000 gold pieces, not 70,00!  
(Anyone caught trying to take advantage of this one gets sent off with no chance of appeal.)

### Page 21 – Star Player Points

In the first sentence, change “in Competition Matches” to “during league play”.

### Page 23 – Pre-Match Sequence

The sequence should go:

1. Roll on Weather Table
2. Choose Inducements
3. Draw Special Play Cards
4. Flip for the Kick

### Page 29 – Piling On (Strength)

In the second sentence, replace:

“You can use a team re-roll to re-roll the Armour roll or Injury roll, but they cannot be modified by any other skills (for example, Claw or Mighty Blow).” With:

“You can use a team re-roll to re-roll the Armour roll or Injury roll; if the blocking player has the Loner skill, they must roll as normal to see whether they can use the re-roll.”

### Page 31 – Claw/Claws (Mutation)

In the last sentence, replace “before applying modifiers” with “after applying modifiers”.

### Page 32 – Grab (Strength)

In the second sentence, “only while making a Block or Blitz Action” should read “only while making a Block action”.

### Page 34 – Pass Block (General)

In the last sentence, “the pass and the pass block” should read “the pass and the block”.

### Page 36 – Stand Firm (Strength)

In the penultimate sentence, “Defender Down results” should read “Defender Down and Defender Stumbles results”.

### Page 37 – Wrestle (General)

In the last sentence, “the player with the Wrestle skill” should read “the active player”.

### Page 38 – Head Coach (Free!)

Add the following to the end of the paragraph: “Note that if the call is successfully argued and the player is sent to the Reserves box, a Turnover is still caused.”

### Page 47 – Star Player Summary

Guffle Pusmaw’s cost should be 210,000gp, not 110,000gp

Hakflem Skuttlespike’s ST and AG characteristics are swapped – he should be ST 3 and AG 4.

Roxanna Darknail should have the Leap skill. In addition, she can also play for Amazon teams.



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## Skills

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

**A.** Yes.

**Q.** Do tackle zones or Disturbing Presence affect a Hail Mary Pass roll?

**A.** No, nothing modifies a Hail Mary Pass roll – it always succeeds on a 2+ and fails on a 1.

**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?

**A.** Yes, you must make a second roll for both of these skills, regardless of what you rolled for either before the first block.

**Q.** If I re-roll a block that my player throws, do I need to re-roll Dauntless or Foul Appearance as well?

**A.** No, a re-roll affects only one result. The Dauntless or Foul Appearance roll is a separate result from the block.

**Q.** If I have a player with Pass Block, and they blitz or block an opponent with Dump-Off, can my player use Pass Block to move after the opponent declares their use of Dump-Off?

**A.** No, once a block is declared as part of a Block or Blitz Action, you must attempt to complete it before moving again.

**Q.** Can my player use Stab instead of throwing a block after failing a Dauntless roll?

**A.** No – once you roll the dice to use Dauntless, you have actually already declared you are throwing a block and as such you cannot switch to using Stab instead.

**Q.** Can my player use Stab with Multiple Block?

**A.** Yes, they can use Stab to replace either one or both of the blocks when using the Multiple Block skill.

**Q.** When do I declare the second opponent for a Multiple Block?

**A.** You may declare the second opponent after the first block has been completed.

**Q.** If a player has MA 1 or MA 2, can they still move 3 squares when using the Pass Block skill?

**A.** Yes, Pass Block allows you to move up to 3 squares, and no more, even if your MA is less than 3.

**Q.** Can a player using the Pass Block skill Go For It (GFI) or stand up from being Prone? Which skills can a player use during the movement part of a Pass Block?

**A.** A player cannot GFI during a Pass Block which means that Sure Feet and Sprint cannot be used. In addition, a player can only stand up at the beginning of an Action; since Pass Block is NOT an Action, they cannot stand up or use Jump Up when using the Pass Block skill. Other movement skills such as Break Tackle, Dodge, Leap, Stunty and Titchy can be used in conjunction with Pass Block.

**Q.** Can a player use Pass Block when an opposing player tries to throw a team-mate holding the ball?

**A.** No

**Q.** Can a player attempt to intercept a pass that is made using the Dump-Off skill?

**A.** Yes.

**Q.** Can one of my players use the Pro skill during my opponent's turn, and if so, can they use a team re-roll to re-roll the Pro roll?

**A.** They can use the Pro skill during your opponent's turn, but if they do, they cannot use a team re-roll to re-roll the Pro roll (as team re-rolls can only be used in your own turn).

**Q.** If my player with Strip Ball pushes an opposing player with the ball into my end zone, do they score a Touchdown?

**A.** No, as stated in the rules, a player has to be standing and holding a ball to score. With Strip Ball, they drop the ball, so this is not the case.

**Q.** If my player with Frenzy makes a block against an opponent holding the ball, pushing them into my end zone, do they score a touchdown, and if so, does my player still make a second block against them?

**A.** In this case they would score a Touchdown, as they are standing and holding the ball. However, the Touchdown ends the drive, so the second block is not made.

**Q.** Can a player Go For It (GFI) in order to Leap?

**A.** Yes. Place the player in the square targeted by the Leap skill and then make the GFI roll (or rolls, if two are required). 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, but your opponent will be sure to remind you if you forget! It's worth noting that wilfully forgetting to do this in order to gain an advantage is just bad sportsmanship, and Nuffle loves nothing more than cursing the dice rolls of such unscrupulous players.

**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.

## Kick-offs, Throw-ins and Passing

**Q.** In the description of the plastic range ruler on page 7, it says "if the receiving player overlaps a boundary line between two ranges on the ruler, use the longer of the two choices", but this seems to disagree with page 18, which says "if the line between



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two passing ranges crosses any part of the receiving player's square, the higher range should be used". Which one matters – the player, or the player's square?

**A.** *As is always the case in Blood Bowl, it's the square that matters – the player is always assumed to completely occupy their square, without overlapping. Page 7 is an overview of how the component works, but page 18 (in the rules for throwing the ball) is a more detailed (and more specific) wording.*

**Q.** When I use the throw-in template, does the square where the Blood Bowl logo is centred count as the first square of the distance that the ball is thrown, or is it placed there and then moved 2D6 squares?

**A.** *The square with the Blood Bowl logo over it counts as the first square of the ball's movement. So, if the result of the 2D6 roll was a 2, the ball would be placed in the square with the Blood Bowl logo over it, then move one square in the relevant direction.*

**Q.** If a player 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.** 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, skills etc.?

**A.** *Here it is.*

1. Declare a Pass Action, move the player if desired, and then start the throw.
2. Declare the target of the pass and determine the range modifier.
3. Opposing players with the Pass Block skill can move if any are eligible to do so.
4. Check for interceptors and roll for possible interception.
5. Make the throw roll, applying any modifiers.
6. If the pass was fumbled, stop here and resolve the fumble. Otherwise, continue.
7. If the throw is Accurate, go to step 8. Otherwise, scatter the ball three times. (Note the ball does not hit the ground until after the third scatter – it does not count as moving into the first two squares.
8. If the ball lands in a square occupied by a standing player, make the Catch roll, applying any modifiers. Otherwise, the ball bounces.

## Fouls

**Q.** If one of my fouling players is sent off because I roll a double on the Armour roll, but the Armour roll beats the target's AV, do I still make the Injury roll, or does the Turnover prevent this happening?

**A.** *The Injury roll is still made, as it's a direct consequence of the successful Armour roll. If the Injury roll is still a double... well, they clearly deserved to get sent off, being as blatant as that.*

**When fouling.** If I roll a double for the Armour roll I get sent off, do I still roll for injury if I have beaten the AV? Example, AV 9, roll double 5's, sent off and do I roll injury? Per the rules, my turn ends immediately, rules as written I assume no injury roll.

**Q.** If a player is sent off, can you both Argue the Call and use a Bribe? If so, in which order do you do them?

**A.** *You can do both, in an order of your choice. For example, you could attempt to Argue the Call, fail, then use a Bribe as a backup option (in which case your Head Coach would still be ejected, as described on page 38 of Death Zone Season One, but your player could be spared by the Bribe). Alternatively, you could attempt to use a Bribe, fail, then Argue the Call. It's your choice!*

**Q.** If a Head Coach successfully argues a call and a fouling player is sent to the Reserves box rather than being sent off, does the team still suffer a Turnover?

**A.** *Yes, it does.*

## Special Play Cards

**Q.** Does the Magic Sponge special play card negate the effects of the Casualty roll for the player it is used on?

**A.** *No – it gives the player a very temporary reprieve from their symptoms, but they'll still be feeling it later! For example, if a player suffers an Injury and the roll on the Casualty table is 57 (Broken Neck), and the Magic Sponge is then used to move them to the Reserves box, they still have -1 AG, and will still need to miss their next game. The sponge just gets them well enough to quit whining and get back on the field. If they suffer another injury, the results of the second Casualty roll apply as well – note, however, that a second "miss next game" result is not cumulative – there is only one "next game" to miss, after all.*

**Q.** If a Special Play Card says it can be played at the beginning of my turn can I play that at the beginning of a Blitz result on the Kick-Off Table?

**A.** *Yes*

## League Play – Friendly Games

**Q.** Like, what gives with Friendly Games, eh? Eh?

**A.** *Put very simply, a Friendly is a game that is played either against a team that is not in your league division, or against a team in your division who you've already played twice. The only differences between a Friendly game and a Competition Match are. 1) There is no MVP awarded after a Friendly, 2) League points are not awarded after a Friendly, and 3) In a Friendly, the roll to determine the team's Winnings uses a D3, not a D6. That's it! You still record casualties and touchdowns, inducements still work the same, Injuries still apply as normal, and so on.*

**Q.** In a Friendly game, do Deaths and other Casualty Table injuries count permanently on a team or do the players just go into the Dead and Injured box and not return for this game?



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**A.** They do indeed count permanently – it might be a ‘friendly’, but this is still Blood Bowl!

**Q.** Are Star Player Points accrued in Friendly games?

**A.** They are! The first sentence on page 21 of Death Zone Season One is misleading; players can earn Star Player Points in any league game, not just Competition Matches. However, note that the MVP award only applies in Competition Matches, as per the rules on page 24 of Death Zone Season One.

**Q.** If a player has to Miss the Next Game, can a Friendly game count as the game they have to miss?

**A.** Whatever the team's next game is – Friendly or Competition – the player will miss it. Then, the game after that, they're available again.

**Q.** Do you roll for Fan Factor after a Friendly game?

**A.** You do, as described on page 24 of Death Zone Season One.

## League Play – Re-drafting Teams

**Q.** How does re-drafting work, exactly?

**A.** When re-drafting a team, all of the rules for drafting a team on page 22 of the Blood Bowl rulebook apply, unless there's specifically an exception on page 27 of Death Zone Season One. Only your Fan Factor carries over; you need to re-hire coaching staff, re-buy re-rolls (at the cost shown on your team list, not the doubled cost you would play mid-league) and so on. Your team needs to have at least 11 players and no more than 16. It is, in essence, a brand new team that a) just happens to share a name with your previous season's team, b) has the same Fan Factor as your previous season's team, c) carries over the gold from your previous season's roster, including any funds raised during downtime, and d) can buy back players from your previous season's roster.

**Q.** Do casualties caused by fouls, the crowd, chainsaws and so forth count when your team raises funds during downtime?

**A.** No, just the casualties you've recorded on your team roster during the Update Team Stats phase of the Post-Match Sequence – in other words, only casualties that award Star Player Points.

## League Play – Star Player Points & Improvements

**Q.** If an Injury roll for a player with the Stunty skill scores a 9 (counting as a Casualty instead of a Knockout), does this count as a Casualty for the purposes of earning Star Player points?

**A.** Yes.

**Q.** If a Casualty roll is re-rolled using an Apothecary, and the player is returned to the Reserves box, does this still count as a Casualty for the purposes of earning Star Player points?

**A.** Yes.

**Q.** If one of a player's characteristics is increased two points (through Improvement rolls), but they suffer an injury which reduces the characteristic by one, can a further improvement roll increase it by one again?

**A.** Yes – the number of improvements and/or injuries does not

matter, the only rule is that the characteristic cannot go higher than two points above its starting value (or to a value greater than 10).

## Everything Else

**Q.** When choosing Inducements in the pre-match sequence, who chooses first if the two teams have the same Team Value?

**A.** The coaches should each roll a D6, re-rolling ties. The winner chooses whether they will choose Inducements first or second.

**Q.** If I'm converting my team out of other kits, what size base should [insert player] be on?

**A.** It's your call! Many coaches put their Big Guys (ogres, trolls and so on) on 40mm round bases, but there's no need to. It doesn't matter how big or small a Blood Bowl player (or their base) is, they still occupy precisely one square.

**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 the Side Step skill. If the player has Side Step, their coach decides where they are pushed to. (Note. Grab cannot be used on secondary (or more!) push backs to cancel out Side Step.)

**Q.** Can a player intentionally throw or hand-off the ball into the crowd, or move into the crowd?

**A.** No – however, a player moving randomly (such as a player with the Ball & Chain skill) can move into the crowd, which would cause them to get beaten up as normal.

**Q.** What is the best way to remember that a player has taken their 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 them to signify that they are done for this turn.

**Q.** Can a Special Play Card (or anything else, for that matter) give a player a skill a second time if he already has it?

**A.** No. Having a skill is binary – either a player has it, or does not. If a player receives a skill a second time, for any reason, there is no additional effect.

**Q.** The Skavenblight Scramblers boxed set contains a team list which is different from the one in Death Zone Season One – for a start, there's no rat ogre! Which is correct?

**A.** They're both correct, but they're intended to be used differently. The team list in the Scramblers box gives you a team with a value of 1,000,000 gold pieces, allowing you to use the contents of the box against the Human or Orc team from Blood Bowl). As the Scramblers box doesn't contain a rat ogre, neither does the team list! The list in Death Zone is more comprehensive, and lets you gather your own collection of motley rat-things into a team.