

## Clarifications



There are various parts of the Blood Bowl rules that new players (and older players!) find confusing sometimes - hopefully this section will help.

These clarifications are based on the FAQ from the old Specialist Games Forum, copied over to TFF by Slup (previous NAF webmaster) and then updated for the most recent rules, then brought here and tidied up a bit, made into the form of Clarifications rather than FAQ. During the implementation on Fumbl there were also various interactions that required clearing up, and they have been incorporated here. This final document was pulled together by sann0638, who would welcome any corrections!

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If you want to house rule any of these, you are free to do so, but these are designed to help clear provide clear guidelines, for example in NAF tournaments where speed of play is important.

### Inducements

The inducement process is best understood via an example. A 1,340,000 TV human team (the overdog) is playing a 1,200,000 TV orc team (the underdog). The difference in TV is 140k.

- If neither team spends any money, the orcs get 140k in inducements.
- The human team decides to spend money in order to get inducements. For example, they spend 100k to get an extra apothecary.
- The orc team then gets 240k in inducements. If the orc team spends up to 240k this has NO EFFECT. If the orc team spend e.g. 300k then it gets 300k in inducements, and the human team gets 60k in inducements (300k – 240k).

## The Throw-in Template

The rulebook is actually very clear on this. Place the template with the ball picture on the last square the ball was in on the field. When you roll d6, count the ball picture as the first square. The only problem



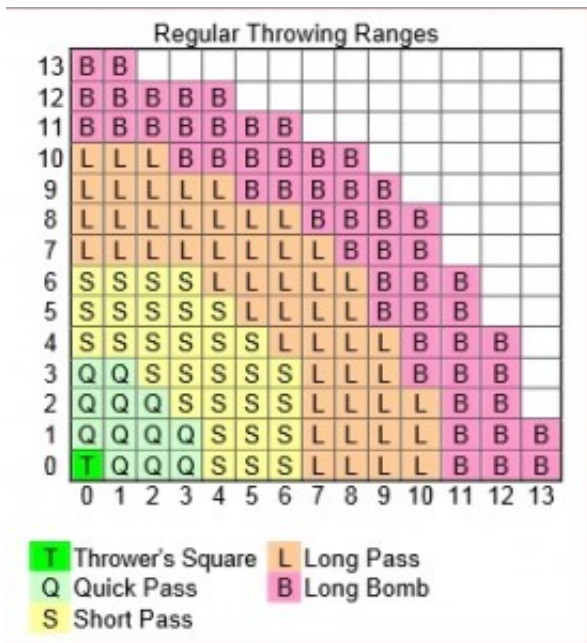
is what happens if the ball bounces diagonally off from the very corner. This is not covered in the rulebook, so you have 2 "house rule" choices:

1. Always play it that it counts as going off the sideline rather than the back line.
2. Use the template to the right (French, originally, thanks to ssb).

## Tentacles/Shadowing

The roll for these are very similar, but based on Strength or Movement. Assuming that the player with the skill is stronger/faster. You simply roll 2d6 to escape, and subtract the difference in the characteristic. For Tentacles, the result needs to be 6 or more to escape, for shadowing, the result needs to be 8 or more to escape. Tentacles happens before the Dodge roll, and Shadowing after the Dodge roll, so Shadowing has an interesting interaction with [Diving Tackle](#).

Also on Tentacles, if a player fails a Tentacles roll their action ends immediately, so the player may not pass, foul, blitz, hypnotic gaze, bite etc.



### Using the Range Ruler

The Range Ruler has to include the whole of the passing square and the target square. As such the passing chart on the right will normally result (though depending on exact pitch design the half way line can have an effect). It is therefore common practice to count squares rather than using the Range Ruler to work out what kind of Pass is being attempted, only using the Range Ruler for interceptions. This removes any gamesmanship in using the Ruler, and should give the same results, although both coaches need to agree to using the grid.

The T is the Thrower's square, and you then count squares to the Receiver.

### Using a Team Reroll

More scenarios to be added!

Scenario	Can you use a Team Reroll?	Reason
Wizard roll	No	Rerolls have to be used by players on the pitch
Catching a kick-off	No	It is between turns
Armour rolls	No	No reroll on armour
During a Blitz Kick-Off Result	Yes	It is an extra team turn

### Bribes

Two main clarifications:

- You can use as many bribes as you want on the same sending off, so if the first one fails you may immediately use another.

- You roll for a bribe BEFORE you roll for a KO. The Bribe is at the end of a drive and the KO is at the beginning of the next one, technically.
- You can only be sent off once per foul, so if the armour and injury roll are both doubles, that is only one sending off, so only one bribe is required. This is because of the and/or in the foul description.

### **Apothecary (Apo)**

- You have to use the Apo before any regeneration roll.
- Teams with players that start with Decay cannot have an apothecary, so there is no interaction.
- In a resurrection tournament, the Apothecary works the same way, but as you only care if it is Badly Hurt or worse than that, the use can be simplified slightly. You roll for the injury. If this is a badly hurt, you can use the apo to place the player in reserves. If the injury is worse than badly hurt, you can use the apo to reroll it, and if the second is badly hurt then the player is placed in reserves. If neither roll is badly hurt the player is out for the game.

### **Actions**

- You must declare your action before doing something with that player. In tournaments, you may usually declare an action as long as you have not rolled any dice. This also goes for taking moves back.
- You may declare a Blitz and then not block as part of the Blitz. This is useful for moving Wild Animals.
- You may only declare a Block if there is an adjacent standing player. This one has not been fully clarified but if you want a ruling go with this one. Once you have declared a Block and rolled any associated dice (Jump Up, Wild Animal, Dauntless) you must go through with the Block. Block is in fact the only Action where this is the case, as for example you do not have to Pass after declaring a Pass Action.

### **Unclear Situations**

If a situation comes up that is not explicitly covered in the rules, it is up to you to decide how to deal with it. For example:

- If there are 12 players on the pitch, you can remove one randomly, choose one to remove, or restart the drive/game. You decide!
- If the ball is in the corner and goes off the pitch in the corner, you decide how to use the throw-in template (hint: it's random, so it doesn't matter!)
- If there are two possible interpretations of a rule and you want to speed up play, simply roll a dice in game to decide which one is correct then check later. Remember it's only a game!

### **Throw Team-Mate (TTM)**

The process for throwing a Team-Mate is as follows:

1. Declare the Pass action. Note that you cannot Pass the ball and TTM in the same turn, and if you fail Bonehead/Really Stupid you lose your pass action.
2. Roll Bonehead/RS/Take Root.
3. Move next to a player with Right Stuff
4. Declare where you will throw to. This can be 6 squares forward and 3 to the side for a Short Pass. You may throw directly at a player.
5. Roll for Always Hungry if using a Troll.
6. Roll not to Fumble. For a quick pass or short pass with strong arm/accurate this is 2+, for a short pass it is 3+. Disturbing presence, very sunny and tackle zones make these rolls harder.
7. If you Fumble, roll to land.
8. If you do not Fumble, scatter the landing square 3 times. TTM cannot be accurate.
9. If you land in an empty square, make a landing roll.
10. If you land on a player, that player is Knocked Down, and the thrown player is scattered once and then Place Prone and must roll for armour/injury, but this is not a turnover unless the player that was landed on was on your own side (or the thrown player was holding the ball)!

NB Agility is not mentioned at all in the above! It is irrelevant to Throwing a Team Mate, unless you are the player being thrown, of course...

### **Base Size**

Base size has been irrelevant to game play since the 3rd edition. Usually the S5 players with Loner come on 40mm bases, but as the standard squares are 28mm, lots of coaches use 30mm or 25mm bases for these players too. Alternatively, some leagues (notably Thunderbowl in Canada) use 40mm squares for their pitches!

### **Stunty**

If for some strange reason you end up with a player that has Stunty and Thick Skull, then the Injury Table becomes:

2-6 Stunned, 7 - KO, 8 - Stunned, 9 - Badly Hurt, 10+ Casualty

### **Diving Tackle**

In common with other skills, DT use is decided after the Dodge roll, and has an interesting interaction with shadowing so this is included. The sequence is this:

- 1) Player is going to dodge and makes a Dodge roll.
- 2) You decide to use Diving Tackle or not after seeing the Dodge roll
- 3) The Dodge is rerolled if applicable
- 4) If DT was used on the original roll it still applies, if it was not you decide to use DT or not

- 5) Dodge resolves and player moves out of one of your TZ (either through failure or success)
- 6) Shadowing is now triggered, as the player has moved out of a TZ
- 7) If you used Diving Tackle ... end the process here as you are Prone and cannot use Shadowing. Equally, another player cannot use Shadowing as the square is now occupied.
- 8) If you did not use Diving Tackle, you may now use Shadowing whether the player succeeded or failed at his Dodge roll (this is part of cleaning up outstanding items when a turnover occurs).

Diving Tackle may be used as part of the Pass Block sequence.

### **Diving Catch (DC)**

- If a player on the Kicking Team uses DC to catch the Kick-Off in their own half, this counts as a Touchback.
- If you throw an accurate pass to a square adjacent to a player with DC, that player gets +1 to catch because it is an accurate pass, so e.g. Ag3 would catch on a 3+. If the catch is successful however, the thrower does not get SPPs.

### **Ball and Chain (B&C)**

- If a player moves into a prone player and pushes them backwards, they may not use Mighty Blow on the armour/injury roll.
- If a player on your own side is prone and the fanatic hits them, that is not a turnover.
- As a B&C player has No Hands, if they move on to the ball it bounces and it is a turnover.
- If a B&C player has Wrestle used against him, he has to roll for injury.
- The B&C player has to use all of his movement, and may GFI for extra movement.

### **Really Stupid (RS)**

- Players who have lost their Tackle Zones through Hypnotic Gaze and Bonehead can still help a Really Stupid player to take actions on a 2+.
- Players with the Really Stupid skill may not give instruction to other RS players.
- Players who have lost their tackle zones through RS, Bonehead, HG etc may not use Tentacles or Shadowing.

### **Pass Block (PB)**

- A player with Pass Block may use it when the opponent is doing a Hail Mary Pass if the player with Pass Block could get to the target square of the Hail Mary Pass or adjacent to the thrower.
- Diving Tackle can be used during PB.
- Shadowing may not be used during PB.

## Stunned Players

If a player is stunned and then gets hit e.g. by a Fanatic or Bomb and the player's armour is not broken, they do not revert to being prone. They stay stunned. If the armour is broken and a stunned result is rolled, the player will not roll over at the end of their turn, but will miss a further turn.

## Break Tackle (BT)

- You choose to use BT after seeing the result of the dodge roll (in common with MB, DT etc). Thus an ogre can dodge, roll a 5, not use BT, then use it later in the turn.
- Strength 7 is no better than Strength 6 for dodging purposes, as the Agility table only goes up to 6. Therefore a S7 dodge with BT into 4 TZs would be on a 4+ (Agility makes it 1+, 4TZ makes it 5+, Dodge modifier makes it 4+).

## Kick-Off

On a Kick-Off, the following are touchbacks:

- Perfect weather is rolled, and the ball scatters twice. If either scatter takes it off the pitch or into the kicking team's half, this is a touchback.
- Quick snap is rolled, and a player with Diving Catch moves into the kicking team's half then attempts to catch the ball. The ball may then be given to any player on the receiving team, as per the touchback rules. NB it does not matter if the catch is successful or otherwise.

If a Quick Snap is rolled, skills are ignored, so negatraits are not rolled, and Ball and Chain players choose an empty square to move in to.

If a Pitch Invasion stuns the entire receiving team, the rules do not state what to do. You can either place the ball in the centre of the receiving team's half or give the ball to one of the stunned players, which causes it to scatter. Roll a dice or use some other method to decide which.

## Blood Lust/Hypnotic Gaze

- If a player suffers a turnover for whatever reason during a vampire's move, they may not bite at the end and must therefore leave the pitch.
- You use Hypnotic Gaze before biting a thrall, so you may Gaze and then be removed from the pitch.
- If you end the turn next to a thrall you must bite the thrall, you are not allowed not to.
- Interestingly, there is a grey area in the rules as regards prone us of HG. p11 of CRP says a player may do nothing before standing, but p23 says that Extraordinary skills

may be used while prone. Other Extraordinary skills (TTM, stab) have stipulations that you must stand up first, but HG does not, hence the grey area. The common sense approach is that it cannot be, to put it in line with the other skills, but you could house rule this one if you wanted.

## **Chainsaw**

- Chainsaw must be used when fouling. It can stack with Dirty Player, so DP and Chainsaw fouls on a +4.

## **Regeneration**

- When a player has Decay, they roll twice on the Casualty table, and make one Regeneration roll (if applicable). One Regeneration roll cures both results, a failed Regen roll means both results apply.

## **Journeyman**

- Journeyman are optional. You may choose to go into a game with 10 players or fewer.

To be added:

- The rules on Crowd Pushes and Assists are well understood and clear, but sometimes need explanation to new coaches. If you would like to write an explanation, [get in touch!](#)