

BLOOD BOWL FAQ

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.*

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 push-back 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, you 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 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? Can a Special Play Card give a player a skill a second time if he already has it?

A: Yes and No.

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.

