

## Official Clarifications and Q&A for Living Rule Book

**Q:** What do I do if I want to Multiple Block two opponents and one (or both) of them has Foul Appearance?

**A:** *Announce that you will attempt the Multiple Block and then roll a D6 against each player with Foul Appearance. If you roll 2 or more, you can ignore Foul Appearance for that player. If you roll a 1 against one of the players, then you cannot include him in the Multiple Block, although you can block the other player anyway. If both players have Foul Appearance and you roll a 1 against each of them, then the Block is entirely wasted!*

**Q:** How does the Poisoned Dagger work against Thick Skull? And how does it work against the Handicap result "Iron Man"?

**A:** *The player with Thick Skull may roll for his trait after the coach with the Poisoned Dagger player has rolled for injury, but only if that injury was a KO (or a Stunned result turned into a KO because of the poison). An Iron Man is **never** hurt worse than Stunned, no matter what, so he will always stay on the field (stunned) after an opponent beats him with an armour roll.*

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

**A:** *Yes.*

**Q:** Do you have to make an armour roll for a player who falls down trying to Go For It?

**A:** *Yes. Unless the rules state otherwise, you must make an armour roll for any player who falls down.*

**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.*

**Q:** Can I use Frenzy or Dauntless on a Multiple Block?

**A:** *Frenzy, no; Dauntless, yes.*

**Q:** Do I have to make another Dauntless roll on the second block of a Frenzy, or do I stick with whatever I rolled before the first block?

**A:** *You must make a second Dauntless roll, regardless of what you rolled for Dauntless before the first block.*

**Q:** Can Big Guys use non-Team Re-rolls, such as Leader re-rolls and trophy re-rolls?

**A:** *Yes. Even though trophy and Leader re-rolls function like Team Re-rolls in most respects, they are separate. Big Guys can benefit from being on a winning team or being in the presence of a Leader, just like any other player can.*

**Q:** Is trait use mandatory?

**A:** *Unless otherwise stated in the trait's description, trait use is not mandatory. For example, the description for Frenzy states that the player **must** use it, while others (such as Stand Firm) do not.*

**Q:** Which skills can I use during the movement part of a Pass Block?

**A:** *You can use all the skills you would normally use during a move **except** for Jump Up, Sure Feet, and Sprint.*

**Q:** Can you go for it to Leap?

**A:** *Yes. Place the player in the square targeted by the Leap skill and then make the go for it roll (or "rolls," if you need two of them to perform the leap). If you fail a go for it roll, knock the player down in the new square, just like you would on any normal go for it roll. The opposing coach may make an armour roll as usual.*

**Q:** My blocking player has Dauntless. If I re-roll a block that he throws, do I need to re-roll Dauntless as well?

**A:** *No. A re-roll affects only one result. The Dauntless roll is a separate result from the block.*

**Q:** Can I use Pass Block when my opponent tries to Dump Off the ball? Also, can I try to intercept a Dump -Off?

**A:** *Yes to both questions.*

**Q:** If a player has MA 1 or MA 2, can he still move 3 squares on a Pass Block?

**A:** *Yes.*

**Q:** What do I do if I roll the same player twice for random player selection during a pitch invasion?

**A:** *The Blood Bowl box set comes with 16 "randomiser" counters that can be used to randomly select players during a pitch invasion. Simply do not replace the counters until all players have been selected. If you have lost some of your randomiser counters and must resort to a dice method, simply re-roll any duplicate results.*

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**Q:** Do I have to field 11 players (or my entire team if I have less than 11 available)?

**A:** *No. The only restriction is that 3 players must be placed on the Line of Scrimmage. So you may set up 3-11 players at a kick-off.*

**Q:** Can a player who died in a match receive an MVP award?

**A:** *Yes! The award is given posthumously (and therefore wasted).*

**Q:** Can a player win the MVP if he sat in the Reserves box for the entire game and never touched the pitch?

**A:** *Yes. (The decision has obviously been made by a corrupt official!) Players missing the game due to injury or a handicap result cannot receive the MVP award.*

**Q:** Can you Pass Block the thrower or the target square when a monster tries to throw a team-mate?

**A:** *No.*

**Q:** Does Foul Appearance work if the player is not standing?

**A:** *Yes, although it does not affect fouls.*

**Q:** Does the Team get a new Leader re-roll at the start of overtime if they field a player with Leader?

**A:** *No.*

**Q:** If my pass roll is failed so the pass is not accurate but a member of my team still catches it, is it a turnover and/or completion?

**A:** *It is not a turnover, but it is not a completion either for purposes regarding SPPs. Note, that a fumble, even if recovered by a player on your team, is still a turnover.*

**Q:** Is it an illegal procedure should you forget to roll for Bonehead, Wild Animal, or Really Stupid before you move the player?

**A:** *No, hopefully your opponent will remind you if you keep forgetting!*

**Q:** Can you use re-rolls when rolling for Shadowing and Pro?

**A:** *Yes.*

**Q:** If you knock over a Death-roller does it roll for Armour and Injury as well?

**A:** *No, see page 31 of the handbook for more information on how the Death-roller works.*

**Q:** Do Tackle Zones or Foul Appearance affect a Hail Mary Pass roll?

**A:** *No.*

**Q:** Can you remove Re-rolls or fire coaching staff, such as Assistant Coaches, Cheerleaders, and Apothecaries and if so, do you get your money back?

**A:** *You can remove re-rolls and fire your coaching staff, but you don't get your money back.*

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

**A:** *Yes.*

**Q:** What happens if I can't set up at least 3 players on the line of scrimmage for a Kick Off?

**A:** *You can either concede the match (see pages 15 and page 44 of the Blood Bowl Handbook), or you can carry on playing. If you decide to carry on playing, you must place as many players on the line of scrimmage as possible.*

**Q:** What happens if all my players have been taken off the field as injuries?

**A:** *This is a rare event, but if it happens, you should play on as normal. The coach of the team whose players have been removed from play should move his turn marker at the start of the turn and immediately declare his turn over (unless he has a Wizard handy!). The current drive ends as normal when the playing team scores a touchdown or the half ends. This won't be very much fun for the coach with no players, so we suggest the opposing coach scores as soon as possible, take the 3 SPPs, and get ready for the next Kick Off!*

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**Q:** Does the +1 for inflicting 2 or more casualties on the Fan factor table mean any injuries caused or casualties only caused by Blocks as in gaining SPPs?

**A:** *Only casualties that count for SPPs.*

**Q:** If a player with Strip Ball pushes a player with the ball into his Endzone is this a Touchdown?

**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.*

**Q:** Can you Apothecary a player who is eaten by an Always Hungry Player?

**A:** *No, the player is in the Troll's belly!*

**Q:** Does using a Blunderbuss if the ball is not caught cause a turnover and is it counted as the team's pass action for the turn?

**A:** *Although this is not clear, in the rules a ball shot from a Blunderbuss does count as the team's action that turn. So, if it is not caught then it is a turnover.*

**Q:** Can a player who has no tackle zone assist blocks (assuming he is not in an enemy tackle zone)?

**A:** *Yes.*

**Q:** Can a player who has no tackle zone prevent opposing players from assisting blocks (assuming opponent is not in another tackle zone)?

**A:** *No.*

**Q:** If a player with Multiple Blocks gets "Attacker Down" which of his opponents gets the casualty SPPs?

**A:** *The defending coach chooses one of his players to be awarded the SPPs.*

**Q:** What happens if a player holding the ball commits a foul and gets ejected by the referee?

**A:** *The ball scatters from the ejected players square.*

**Q:** If a player has Multiple Block, can they use skills like Claw, Piling On and Mighty Blow on both opponents or just one?

**A:** *All above skills can be used on both opponents during 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.

**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:** If a player is thrown using the Throw Team Mate trait, but does not have the ball. Is it a turnover if:

- a) The thrown player lands in the same square as an opponent?
- b) The thrown player lands in the same square as a teammate?

**A:**

*a) No turnover, roll for Armour (and injury if necessary) on both players and continue the turn. Note that this situation cannot be specifically aimed for. This can only arise if the player scatters to an opponents square.*

*b) Turnover. Both players require an Armour roll (and injury if necessary).*

*Note that it is a turnover in both cases if the thrown player is carrying the ball.*

**Q:** What is the full list of items causing a turnover?

**A:**

*1) A team is called for an illegal procedure and doesn't have a re-roll counter*

*2) A player on the moving team is knocked down or falls over that was not thrown by Throw Team-Mate (use of Piling On, Diving Catch, and Diving Tackle do not count for falling over).*

*3) A passed ball or hand-off is not caught by a player from the moving when the ball comes to rest*

*4) A pass attempt is fumbled. (Throw Team-Mate fumbles are not turnovers unless the thrown player had the ball)*

*5) A player from the moving team attempts to pick up the ball and fails (note: failed catch rolls by themselves are never turnovers)*

*6) A player with the ball thrown or attempted to be thrown by Throw Team-Mate fails to land successfully*

*7) A player is ejected by the referee for a foul*

*8) A touchdown is scored*

*9) The four minute time limit for the turn runs out*

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**Q:** What happens after a turnover?

**A:** *A coach that suffers a turnover must end his turn immediately – even if part way through a player's action. The only two exceptions to this is that Armour rolls and injury must still be made for players that have been knocked over and the ball must be scattered until it comes to rest.*

**Q:** Can I use a team re-roll to re-roll the result on the kick-off table?

**A:** *No*

**Q:** Can a player use the Guard skill to give an assist on a foul?

**A:** *No*

**Q:** Can a throw-in be intercepted?

**A:** *No*

**Q:** What order are the things that make up a Kick-off carried out in?

**A:** *The correct sequence is: Place Ball, Roll Kick-off result, Scatter Ball, Resolve Kick-off Result, Ball lands, Bounce (or Catch) Ball*

**Q:** What kind of action is turnover over a stunned player?

**A:** *It is a Move action which means that nega-traits such as Bone-Head and Really Stupid must be rolled for before completing.*

**Q:** What happens to my re-rolls in overtime?

**A:** *Any re-rolls still remaining at the end of full time may be used in overtime.*

**Q:** When must I choose to use an Apothecary? And can they be used to heal crowd injuries? Can they heal Stunned and Knocked Out results?

**A:** *Apothecaries must be used immediately after the roll on the casualty table or serious injury table has been made or not at all. Apothecaries can heal injuries caused by the crowd to players that are on the field (Pitch Invasion and Throw a Rock), but not injuries caused on players pushed into the crowd.*

**Q:** When do you roll for the specific result of a Serious Injury?

**A:** *Immediately after rolling the 4-5 on the Casualty table.*

**Q:** Can I intentionally throw or hand-off the ball into the crowd?

**A:** *No*

**Q:** Is a fumbled throw always a Turnover, even if a player from the thrower's team catches the ball?

**A:** *Yes*

**Q:** If a player has the Piling On skill and pushes back an opponent back, must they follow up to use their skill?

**A:** *Yes, the player will fall over in the square they entered after the follow-up move.*

**Q:** Where does a Diving Tackle or Piling On player fall if used for block or to cause a failed dodge against a player with Stand Firm?

**A:** *In their own square.*

**Q:** How do tackle zones work exactly? Does a player exert a separate tackle zone on each adjacent square, or does he have one large tackle zone that covers all eight squares?

**A:** *A player is considered to have eight separate tackle zones.*

**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 field? Or do you track it all three squares and only throw it back if it finishes off the field?

**A:** *As there are no squares located off the field you should stop rolling for a scattering ball as soon as it leaves the pitch. Although a bit of an abstraction (as the ball could scatter back onto the field if you kept rolling) this method has the distinct advantage of keeping things nice and simple.*

**Q:** Are there any restrictions on what skills and traits a Big Guy can pick if they roll a double for a Star Player roll?

**A:** *No, they are treated just like a normal player. This means that if they roll a double they can choose General or Strength traits or Passing and Agility skills (or Physical mutations for Minotaurs, Nurgle Beasts, and Rat Ogres)*

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**Q:** During a kick-off, when is the ball caught, and when is it given to a player if there is a touchback? Specifically, do these things happen before or after working out the effects of Kick-Off results?

**A:** *It is assumed that the ball lands just before it bounces. As the sequence for carrying out a Kick-Off is Place Ball, Roll Kick-Off, Scatter Ball, Resolved Kick-Off Results, Bounce Ball, this means that it lands during the Bounce Ball phase, so it cannot be caught, awarded for a touchback, etc., until after you have resolved the results from the Kick-Off table.*

**Q:** If a player from your team falls to catch a ball from a kick-off and scatters 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:** What is the full and correct Passing sequence?

**A:** *The Pass Sequence*

- 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. If intercepted stop here.*
- 5. Roll D6 to throw and minus # of tackle zones, foul appearance, weather and/or range modifiers on Thrower from roll. .*
- 6. If pass was fumbled, stop here otherwise continue.*
- 7. Accurate throw go to #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 scatter the ball one time from the empty square the ball landed in.*