

2007 Blood Bowl Rules Committee (BBRC) Rules Review

The following represents the final 2007 Rules Review. BBRC members participating in the discussion/voting were Jervis Johnson, Ian Williams, Paul Gegg, Stephen Babbage, and Tom Anders. The next scheduled reviews are a review to update this experimental listing if needed during Fall/Winter 2008 followed by a review of the experimental to finalize LRB 6.0 targeted for end of 2009.

CLARIFICATIONS (Clarifications are not experimental. They are considered immediate official interpretations of existing unclear wordings in the rules.) The changes to the existing text to make the rule clearer are listed in red.

1) **Ball & Chain** (Extraordinary) - (LRB 5.0 page 43)

Players armed with a Ball & Chain can only take *Move Actions*. To move or Go For It, place the throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if you leave a tackle zone. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process until the player runs out of normal movement (you may GFI using the same process if you wish). If during his *Move Action* he would move into an occupied square then the player will throw a block following normal blocking rules against whoever is in that square, friend or foe (and it even ignores Foul Appearance!). Prone or Stunned players in an occupied square are pushed back and an Armour roll is made to see if they are injured, instead of the block being thrown at them. The player must follow up if they push back another player, and will then carry on with their move as described above. If the player is ever Knocked Down or Placed Prone roll immediately for injury (no Armour roll is required). Stunned results for any Injury rolls are always treated as KO'd. A Ball & Chain player may use the Grab skill (as if a *Block Action* was being used) with his blocks (if he has learned it!). A Ball & Chain player may **never** use the Diving Tackle, Frenzy, Kick-Off Return, **Leap**, Pass Block or Shadowing skills.

2) **Bombardier** (Extraordinary) - (LRB 5.0 page 43)

A coach may choose to have a Bombardier who is not Prone or Stunned throw a bomb instead of taking any other Action with the player. This does not use the team's *Pass Action* for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects), except that the player may not move or stand up before throwing it (he needs time to light the fuse!). **Intercepted bomb passes are not turnovers. Fumbles, or indeed any explosions that lead to a player on the active team being knocked over are turnovers.** All skills that may be used when a ball is thrown may be used when a bomb is thrown also. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. A player holding the ball can catch or intercept and throw a bomb. The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect. When the bomb finally does explode any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

3) **Diving Tackle** (Agility) - (LRB 5.0 page 44)

The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones. The opposing player must then subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several players that have the Diving Tackle skill, then only one of the opposing players may use Diving Tackle. Diving Tackle may be used on a re-rolled dodge if not declared for use on the first Dodge roll. **Once the dodge is resolved but before any armour roll for the opponent (if needed), the Diving Tackle player is Placed Prone in the square vacated by the dodging player but do not make an Armour or Injury roll for the him.**

4) **Stab** (Extraordinary) - (LRB 5.0 page 47)

A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs or a trusty dagger. This player may attack an opponent with their stabbing attack instead of throwing a block at them. Make an unmodified Armour roll for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then they have been wounded and **an Injury roll must be made. This Injury roll should ignore all modifiers from any source - including Niggling injuries or Stunty.** If Stab is used as part of a *Blitz Action*, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player points.

5) **Completions (COMP):** A player who makes an *accurate* pass that is caught by **a receiver from his own team in the targeted square of the pass** when the ball comes to rest earns 1 Star Player point. This is called a completion. - (LRB 5.0 page 26)

CHANGES (Changes are considered experimental. We ask the community to test these rules over the next two years and give the BBRC feedback on these experimental changes before they are made an official part of the LRB 6.0) Changes to the existing rules are listed in red below.

Skills:

1) **Blood Lust** (Extraordinary) - (LRB 5.0 page 43)

Vampires must occasionally feed on the blood of the living. Because of this, roll a D6 immediately after declaring an Action with a Vampire. On a 2+ the Vampire may carry out the Action as normal. On a 1, however, the Vampire is overcome by the desire to drink Human blood and must carry out the following special Action instead. The Vampire must take a *Move Action*, and loses his declared action for the turn. If the original action was one that could only be used by one player on the team then it counts as having been used up for the turn. If the Vampire finishes the move standing adjacent to one or more standing, Prone or Stunned Thralls from his own team, he attacks one of them. Immediately roll for injury on the Thrall who has been attacked without making an Armour roll. **If the Injury roll results in a Casualty the Thrall is automatically Badly Hurt (do not roll on the Casualty table).** The injury will not cause a turnover unless the Thrall was holding the ball. If the Vampire is not able to attack a Thrall (for any reason), then he is removed from the pitch and placed in his team's Reserves box, and his team suffers a turnover. If he was holding the ball it bounces from the square he occupied when he was removed, and he will not score a Touchdown (even if he gets into the End Zone while holding the ball before being removed). If the Vampire is KO'd or suffers a Casualty before biting a Thrall, then he should be placed in the appropriate box of the Dug Out instead of being placed in the Reserves box. Note that the Vampire is allowed to pick up the ball or do anything else they could normally do while taking a *Move Action*, but must bite a Thrall to avoid the turnover.

Inducements: - (LRB 5.0 page 49)

1) **0-3 Bribes:** **Goblin and Underworld teams may pay 50,000 gold pieces for each bribe; any other team can purchase bribes for 100,000 gold pieces each.** A bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off, or a player armed with a secret weapon to be banned from the match. Roll a D6: on a roll of 2-6 the bribe is effective (preventing a turnover if the player was ejected for fouling), but on a roll of 1 the bribe is wasted and the call still stands! Each bribe may be used once per match.

2) **0-1 Halfling Master Chef:** Halfling teams may hire a Halfling Master Chef for 50,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls 4 or more, the team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's dug-out that they lose a Team Re-roll (but only if they have any left to lose).

3) **Unlimited Mercenaries:** For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold pieces to hire for a match. The normal limits on the total number of **players allowed in each position do apply to Mercenaries (so they aren't truly unlimited); however they may take your team to more than 16 players for the current game.** However, players that are missing the game due to injury do not count towards the number of players on the team, so you can use Mercenaries to replace players that are missing a game if you wish. All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition you may choose to give a Mercenary one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces. For example, a Mercenary Human lineman could be given Tackle if desired for a total cost of 130,000 gold pieces to hire for a match. Mercenaries cannot earn Star Player points other than the MVP for the game. Mercenaries can never gain new skills.

4) **0-2 Star Players:** Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the league by virtue of the unique set of skills and talents that they possess (see pages 51 to 52 for Star Player stats and skills). Star players act as free agents playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and then moving on to play for another team. You may hire up to two Star Players that are allowed to play for your team. Unless your league commissioner decides otherwise, deaths and serious injuries inflicted on Star Players are waived after the match. **Star Players may take the number of players in the team to more than 16.** It is possible (though unlikely) for both teams to induce the same Star Player. If this happens then neither may use him and he keeps both sets of hiring fees! Star Players can never earn Star Player points other than the MVP for the game. Star Player can never gain new skills. Finally purchased/induced Apothecaries or an Igor may not be used on Star Players ever. Star Players employ their own personal trainers and apothecaries who travel with them to heal them from almost any injury (including death) and to get in shape for their next match and will not use your team's amateur physicians.

Rules:

1) **Selecting a Random Player** - (LRB 5.0 page 18)

Many of the results on the Kick-Off table require that a coach 'select a random player'. In order to help you do this we have included a set of 'Randomiser' counters numbered from 1 to 16. Each counter corresponds to the player with the same number on the team roster. To select one or more player at random, simply place the counters for any players who could be affected in a mug or similar opaque container, and then draw one or more counters from the mug as or when required. **If the team has more than 16 players due to Inducements (see page 49) use a mutually agreed upon form of random selection to choose a random player.**

CHANGES (continued):

Teams:

KHEMRI TEAMS

Over 8,000 years ago, the Khemri played the first games of Blood Bowl against the Slann. But, as the Kingdom died off, so did the game until its rediscovery. And as the game returned, it was inevitable that the ancient players and stars of the Khemri would return to the pitch they once played on.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-2	Thro-Ras	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Blitz-Ras	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Tomb Guardians	100,000	3	5	1	8	Break Tackle, Regeneration	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Hack Enslash, Humerus Carpal, Ithaca Benoin, Ramtut III, Setekh, Sinnedbad

NECROMANTIC TEAMS

The damned and the cursed do not always lurk in the forests or in the graveyards of the Old World. Sometimes they come together, forming a group to hunt those more fortunate of souls. Finding relief in crazed outbursts of terrible violence, these groups do the best they can to ease their suffering - they pop off for a nice game of Blood Bowl.



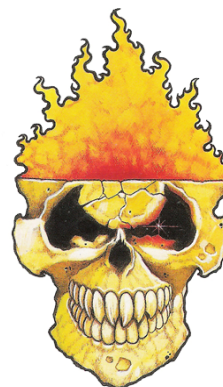
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Flesh Golems	100,000	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-2	Werewolves	120,000	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, J Earlice, Ramtut III, Setekh, Wilhelm Chaney

UNDEAD TEAMS

In the Old World the dead do not rest easy. Vampires lurk in haunted castles, Necromancers seek to escape death by searching for forbidden knowledge, the Liche-lords rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Mummies	110,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, J Earlice, Ramtut III, Setekh, Sinnedbad

Star Players:

NAME	TEAM/SKILLS	COST	MA	ST	AG	AV
Brick Far'th & Grotty	Chaos, Nurgle, or Ogre (Note removed)	290,000				
Brick Far'th Skills	Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate		5	5	2	9
Grotty Skills	Loner, Dodge, Right Stuff, Stunty		6	2	4	7
Bomber Dribblesnot	Goblin, Orc, or Ogre	60,000	6	2	3	7
Skills	Loner, Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon, Stunty					
Flint Churnblade	Dwarf	130,000	5	3	2	8
Skills	Loner, Block, Chainsaw, No Hands, Secret Weapon, Thick Skull					
Hack Enslash	Khemri, Necromantic or Undead	120,000	6	3	2	7
	Loner, Chainsaw, No Hands, Regeneration, Secret Weapon, Side Step					
Helmut Wulf	Amazon, Human, Lizardman, Norse or Vampire	110,000	6	3	3	8
Skills	Loner, Chainsaw, No Hands, Secret Weapon, Stand Firm					
Max Spleenripper	Chaos or Nurgle	130,000	5	4	3	8
Skills	Loner, Chainsaw, No Hands, Secret Weapon					
Nobbla Blackwart	Chaos Dwarf, Goblin, Ogre	130,000	6	2	3	7
Skills	Loner, Block, Dodge, Chainsaw, No Hands, Secret Weapon, Stunty					
Ugroth Bolgrot	Orc	100,000	5	3	3	9
Skills	Loner, Chainsaw, No Hands, Secret Weapon					
Zara the Slayer	Amazon, Dwarf, Halfling, High Elf, Human, Norse or Wood Elf	270,000	6	4	3	8
Skills	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes					

ADDITIONS (Additions are considered experimental. We ask the community to test these rules over the next two years and give the BBRC feedback on these experimental additions before they are made an official part of the LRB 6.0). These are brand new rules so they are not listed in red.

Star Players:

NAME	TEAM/SKILLS	COST	MA	ST	AG	AV
Bertha Bigfist	Amazon, Halfling or Ogre	230,000	6	5	2	9
Skills	Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate					
Dolfar Longstride	Elf, High Elf or Wood Elf	170,000	7	3	4	7
Skills	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block					
Fezglitch	Skaven	80,000	4	7	3	7
Skills	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon					
Glart Smashrip Jr.	Skaven	200,000	7	4	3	8
Skills	Loner, Block, Claw, Juggernaut					
Humerus Carpal	Khemri	130,000	7	2	3	7
Skills	Loner, Catch, Dodge, Regeneration, Nerves of Steel					
Ithaca Benoin	Dark Elf or Khemri	220,000	7	3	3	7
Skills	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands					
J Earlice	Necromantic, Undead or Vampire	180,000	8	3	3	7
Skills	Loner, Catch, Diving Catch, Dodge, Sprint					
Lottabottol	Lizardman	220,000	8	3	3	8
Skills	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs					
Mad Max	Vampire	130,000	6	3	3	8
Skills	Loner, Dauntless, Regeneration, Thick Skull (Note: Mad Max can be bitten by a Vampire on your team as if he was a Thrall)					
Quetzal Leap	Lizardman	250,000	8	2	4	7
Skills	Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs					
Roxanna Darknail	Amazon or Dark Elf	250,000	8	3	5	7
Skills	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap					
Sinnedbad	Khemri or Undead	80,000	6	3	2	7
Skills	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab					
Soaren Hightower	High Elf	180,000	6	3	4	8
Skills	Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm					
Willow Rosebark	Amazon, Halfling or Wood Elf	150,000	5	4	3	8
Skills	Loner, Dauntless, Side Step, Thick Skull					