

Swindon and Wiltshire Blood Bowl League

Blood Bowl 2020: Second Season Rules Clarifications



This document describes possible ambiguities in the rulebook for BB Second Season and appendices. This means:

- Blood Bowl Second Season Rulebook (Rulebook)
- Teams of Legend (TOL) on bloodbowl.com
- Designers' Commentary (DC) on bloodbowl.com
- NAF Tournament Rules for 2021 (NAF) on thenaf.net

The ID on the left is simply a reference, it is not referenced in the rulebook, though it does tie in to the [spreadsheet](#). The page reference is to Second Season, the other documents just use the document reference above. This document incorporates and builds on DC.

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SAWBBL Specific Rules

SAWBBL will use the Khorne and Slann rosters put out by the NAF as well as the rosters in TOL. League rules will be as per the rulebook, with the clarifications below. Star Players and Inducements will be allowed from the Rulebook and subsequent Spikes, starting with Necromantic.

Inducements and Prayers to Nuffle

If you need help calculating Prayers to Nuffle, you can use [this spreadsheet](#).

Rules Clarifications

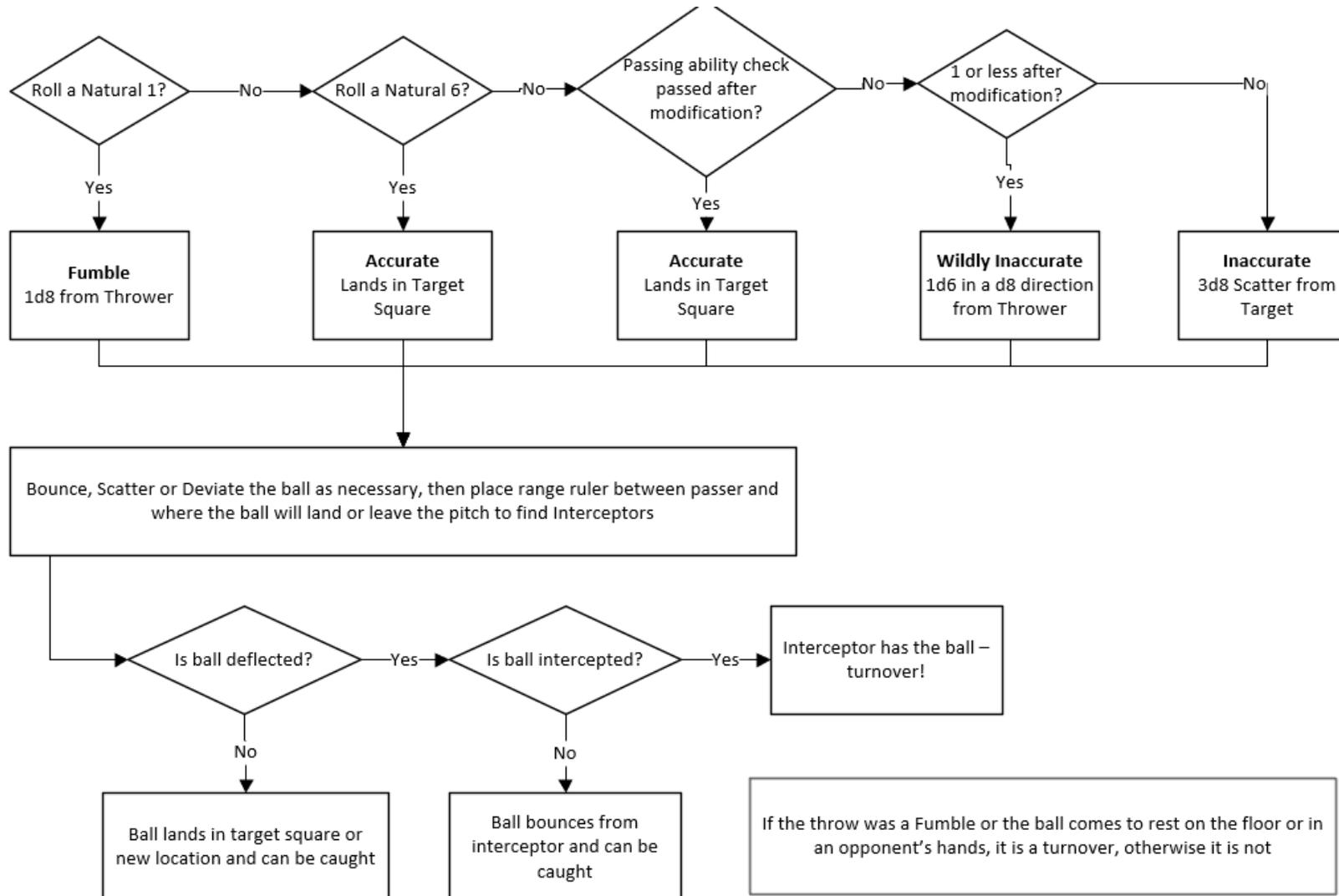
ID	Page	Rules Area	Description
1	Various	Blitzing	The phrase “on its own” means a block, not a blitz, rather than any reference to assists. (DC)
3	39	Blitzing	You do not have to have a target in range to be able to declare a blitz.
2	79	Blitzing and Dump Off	You make the choice to Dump Off as soon as a Blitz is declared. The blitzing player may not adjust the target but does not have to go through with the Blitz, and can move instead. (DC)
4	61	Development	AV is reduced on injury, not increasing (DC).
5	71	Development	A player with passing stat “-” can make it 6+ with a passing characteristic improvement. (DC)
28	71	Development	If a player randomly rolls a skill they cannot use (e.g. Fanatic and Break Tackle) they may re-roll.
43	71	Development	If you roll a passing characteristic, you may take a primary or secondary skill instead.
30	100	End of Season	The season just played counts as a previous season.
38	42	General	You do not have to activate every player. (DC)
6	38	Inducements	In league play, when you buy inducements they add to CTV. (DC)
7	45	Jumping	You may not jump or leap into an adjacent square.
31	41	Kick-Off	On a Blitz action, d3+3 can activate. One of these can Blitz and one can TTM.
39	41	Kick-Off	You may not use a team reroll during a Blitz event on the Kick-Off table. You may also not use Dodge to reroll a Dodge, as it is not a team turn. (DC)
36	41	Kick-Off	For Pitch Invasion you roll a d3 then apply the same result to both teams
37	41	Kick-Off	If you knock an opponent down this does not end the blitz. (DC)
40	48	Passing	You may pass the ball to an adjacent player. (DC)
8	49	Passing	You test for fumble, then the passing test, then the test for inaccurate or wildly inaccurate. See flow chart below. (DC)

ID	Page	Rules Area	Description
9	50	Passing	If a pass is thrown off the pitch, a player will need to be between the thrower and the side of the pitch for the interference test, rather than after the ball is thrown in from the crowd. (DC)
10	50	Passing	You deviate or scatter the ball before placing the range ruler.
11	24	Rerolls	You may use multiple rerolls per turn, in a change from previous rulesets. (DC)
12	24	Rerolls	If you reroll one die from a dice pool, you may not use a team reroll (DC), but you may subsequently reroll the other, e.g. using Brawler and Pro.
13	75	Skills	Diving Tackle works the same as BB16 – you may apply to it the original roll and the reroll, or just the reroll. If applied to the original roll the tackler is placed prone.
16	75	Skills	If there is no unoccupied adjacent square when using Safe Hands, the ball scatters as normal.
41	75	Skills	A player with Sneaky Git is sent off for a natural double on injury, no matter the result of armour. (DC)
33	78	Skills	Foul Appearance is triggered as soon as the Blitz target is nominated, i.e. before moving. If the roll is failed the player may not move, so loses the entire Blitz action.
34	79	Skills	Tackle zone modifiers apply when using Hail Mary Pass
15	80	Skills	Pile driver gives you an additional foul for the turn, it does not use up the team's foul action.
32	80	Skills	If you use grab to cancel sidestep, you can still push the player off the pitch. (Interpretation of DC, though could be clearer).
21	81	Skills	A Hypnotic gaze action does not count as a substitution for a block action for the purposes of animal savagery, so it is still a 4+.
42	81	Skills	If you fail Animal Savagery, the opponent chooses whether to use Claws, Piledriver, Mighty Blow. (DC)
29	82	Skills	If a Ball and Chain fails a Rush into a square with a prone player there is no armour roll, the player is just pushed back.
17	87	Skills	If a player fails Take Root, they can still Blitz.
43	87	Skills	Skills that can be used on Throw Team-Mate cannot be used on Kick Team-Mate (e.g. Strong Arm).
18	64	Stalling	Simplified to "if you need to roll dice to score, you are not stalling". (DC)
19	130	Stars	Griff Oberwald's special reroll can only be used on his own dice. (DC)

ID	Page	Rules Area	Description
20	38	Start of Game	The person who wins the toss chooses to kick or receive. (DC)
26	38	Start of Game	As per p42 the team that receives in the first half kicks in the second.
23	52	Throw Team-Mate	Skills that affect a Pass action cannot be used.
27	52	Throw Team-Mate	Fumble, agility, inaccurate tests applied in order, as for throwing. See flow chart below.
22	54	Throw Team-Mate	"Above process is repeated" is assumed to apply to both bullet points, so multiple players can be knocked down before the player finally stops. See flow chart.
35	51	Throw-Ins	As per previous editions you start counting from the first square, so on p51 the square with the BB symbol on is square 1.
24	23	Turnovers	Kickback and self-vomit is not a turnover. (DC)
25	37	Weather	For Sweltering Heat you roll a d3 then apply the same result to both teams.

Passing Flowchart

Passing has changed a lot in BB2020 with the change of interception and the introduction of wildly inaccurate. The below flowchart should help!



Throw Team-Mate

TTM can be a bit complicated – if you need a step by step, see below.

Throw Team-Mate Process

