



Blood Bowl 2 Rulebook v2.0.9.1

New features and balancing

Roster adjustments

We made some roster adjustments to balance the game. To do so, we used feedback from BB1 community as well as Blood Bowl tabletop history. We are still listening the ideas of the community and theses adjustment may evolve. We want a living game based on our exchanges with the community. Don't hesitate to give us your thoughts about it!

- Orc Blitzter: Price increased to 90.000 G.P.
- Human Catcher: Armor value increased to 8.
- Human Ogre: Price reduced to 130.000 G.P.

- Small nerf for the Orc (the team is in the top tier).
- Small buff for the Human (the team is in the low tier).

Sponsors

Each team can have a contract with one sponsor. It has no effect for the moment. We can't say more on this for now.

Stadium rules

During a Friendly match, the inviting team will play at Home.
During a Ladder match, Home and Guest teams will be picked randomly.
During a Round Robin and Knockout match, Home team (displayed on the left) hosts first.
Then if several matches are planned, the Home team rotates.

The stadium effects are buffs only, but you can play around them (e.g the stadium upgrade "Referee rest area" giving a free bribe is more helpful to a Dwarf team with a Deathroller than a standard Human team).

Stadium Upgrades

Stadium Upgrades are not optional for the moment. One stadium can only have one upgrade. Your stadium has to be level 2 to be upgraded. Level 3 and 4 are only cosmetic enhancements.

Price

- Stadium level 2: 100.000 G.P.
- Stadium level 3: 200.000 G.P.
- Stadium level 4: 400.000 G.P.
- Stadium Enhancement: 100.000 G.P.

Magician's shop: During the Inducements phase, both teams receive a Wizard at no cost.

Security gate: The 'Riot' and 'Pitch Invasion' Kick-off events are cancelled.

Beer stand: +1 on Injury rolls when a player is pushed off the pitch (crowdsurf).

Referee rest area: During the Inducements phase, both teams receive a Bribe at no cost.

Astrogranite playing surface: +1 on Armour rolls when a player falls while going for it.

Elf turf: -1 on Armour rolls when a player falls while going for it.

Royal box: Doubles all gains and losses of Fan Factor.

Squig sandwich kiosk: The 'Throw a Rock' and 'Get the Ref' kick-off events are cancelled.

Nuffle altar: During the Inducements phase, Star Players costs 50.000 G.P. less.

Magic Dome: The weather always starts as 'Nice' and the 'Changing Weather' kick-off event is cancelled.

Team Value

Team value calculation has been revamped according to the new inducement sequence.

TV = Team Players value + Reroll value + Fan Factor + Staff value (Cheerleaders, Coach Assistants, Apothecary) + (Amount of gold > 150k).

The 150k capacity give you an opportunity to keep some cash to buy new players.

Journeyman are taken into account in the Team Value for the matchmaking and inducements.

Inducements

This pre match sequence has been revamped to make it simpler and smoother.

In all game mode, the team with the higher Team Value choose its inducements first.

You can buy any inducement you want, gold will first be used from the petty cash (free money offered before the match to balance it) and then from your treasury.

Inducements are also time limited (2 minutes).

Actions

Pass, Foul and Hand-off can be declared after the player has been moved.

Blitz **must** be declared before anything else.

Player ageing

This is a league option.

- New players start at 0 year(s) of career.
- Every 8 matches, a player has one more year of career.
- When a player reach 13 years of career, he has a 40% chance to retire (104 matches)
- When a player reach 14 years of career, he has a 60% chance to retire (112 matches)
- When a player reach 15 years of career, he has a 100% chance to retire (120 matches)

- When the option is not activated, the match will not be added to the total match of the player (it's a pause in his ageing system).

Kick-off

The coach has to choose the player who is going to kick.

You can choose any player to do the kick-off, but the Kick skill works only if the player is not set up in either wide zone or on the line of scrimmage. Only the kicking player can use his Kick skill.

Marketplace

The marketplace is an opportunity to buy and sell players to other teams in the same league. You can only do it while the marketplace is open.

The marketplace can only be opened by League president and administrator and only with **no** ongoing competitions in the League.

The marketplace currency is the G.P. (no real money!) You can sell any player but the lowest selling price is the player value.

During the marketplace, any team of the same race can make an offer for a player of another team. You need to have the cash in your treasury and the amount is removed from it while your offer is active. The selling Coach can accept any offer made for his player whenever he wants.

Skills

Accurate

"The player adds 1 when attempting a Pass."

- The skill is mandatory

Block

"The Block skill prevents the player from being knocked down after a block on a 'Both down' result."

- The skill is mandatory

Break Tackle

"The player uses his Strength instead of his Agility when he fails a Dodge. This skill may only be used once per turn."

- The skill is used only if it changed the result of your dodge.

Catch

"The player re-rolls the dice if he fails a Catch roll, drops a hand-off or fails to make an Interception."

- The skill is mandatory

Dauntless

"The player uses this skill if he attempts to block an opponent who is stronger than himself. Roll a D6 and add it to his Strength. If the total is equal to or lower than the opponent's Strength, use the player normal Strength. If the total is greater, his Strength is equal to his opponent's when he makes the block."

- The skill is mandatory

Diving Catch

"The player add +1 to any Catch roll from an accurate Pass targeted to his square. In addition, the player Catch any Pass, kick off or crowd throw-in, that would land in an empty square in one of his tackle zones as if it had landed in his own square without leaving his current square. If there is one player or more in each team attempting to use this skill, nobody can use it."

- The skill is mandatory

If multiple players of the same team are available, one player is selected through different test (in this order):

- Players who haven't moved yet
- Players who have no tackle zone on them
- Players with the best chance to catch the ball
- Players with the highest agility
- Randomly selected among the remaining players

Diving Tackle

"The player may use this skill after an opposing player attempts to dodge out of any of his tackle zones (only if useful). The player using this skill is placed prone in the square vacated by the dodging player, but do not make an Armor or Injury roll for them. The opposing player must then subtract 2 from his Dodge roll for leaving the player's tackle zone."

- The skill can only be used if it changed the result of the opponent's dodge

Dodge

A player with this skill re-rolls the dice if he fails to dodge out of any tackle zones of an opposing player. In addition, if a blocked player uses the Dodge skill, treat a 'Defender Stumbles' result as a 'Pushed'.

- The skill is mandatory except when one available pushing square is next to the sideline

Extra Arms

"A player with one or more extra arms adds 1 to any attempt to pick up, Catch or Intercept."

- The skill is mandatory

Fend

"Opposing players may not follow-up blocks made against this player even if the Fend player is knocked down."

- The skill is mandatory

Horns

"A player with Horns adds 1 to his Strength for any block he makes during a Blitz Action."

- The skill is mandatory

Juggernaut

"If this player takes a Blitz Action, then opposing players may not use their Fend, Stand Firm or Wrestle skills against blocks, and he treats a 'Both Down' result as if a 'Pushed' result has been rolled instead."

- The cancel effect of Fend, Stand Firm and Wrestle is mandatory but the player can choose or not to use Juggernaut to change the result "Both Down" and get a "Push" instead.

Kick

"The player's kick is so accurate, you halves the number of squares that the ball scatters on kick-off. In order to use this skill the player may not be set up in either wide zone or on the line of scrimmage."

- This skill is mandatory.

Mighty Blow

"Add 1 to any Armour or Injury roll made by a player with this skill when an opponent is knocked down by this player during a block."

- The skill is mandatory

Nerves of Steel

"The player ignores modifiers for enemy tackle zones when he attempts to Pass, Catch or Intercept."

- The skill is mandatory

Pass

"A player with the Pass skill re-rolls the dice if he throws an inaccurate Pass or fumbles."

- The skill is mandatory

Safe Throw

"If a Pass made by this player is ever intercepted, make an unmodified Agility roll. If this is successful then the Interception is cancelled out and the Passing sequence continues as normal. In addition if this player fumbles a Pass of a ball (not a team-mate) on any roll other than a natural 1 then he manages to keep hold of the ball instead of suffering a fumble and the team does not suffer a turnover."

- The skill is mandatory

Side Step

"This player's coach choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares behind him."

- The skill is mandatory

Strip Ball

"When a player with this skill blocks an opponent with the ball, applying a 'Pushed' or 'Defender Stumbles' result will cause the opposing player to drop the ball in the square that they are pushed to, even if the opposing player is not knocked down."

- The skill is mandatory

Strong Arm

"The player add 1 to the D6 when he passes to Short, Long or Bomb range."

- The skill is mandatory

Tentacles

"The player use this skill when an opposing player attempts to dodge or leap out of any of his tackle zones. The opposing player rolls 2D6 adding their own player's ST and subtracting the Tentacles player's ST from the score. If the final result is 5 or less, then the moving player is held firm, and his action ends immediately."

- The skill is mandatory

Very Long Legs

"The player add 1 to the D6 roll whenever he attempts to intercept or uses the Leap skill. In addition, the Safe Throw skill may not be used to affect any Interception rolls made by this player."

- The skill is mandatory

Tie Breaker Rules

In Ladder

If 2 teams have the same amount of victory, the game check in the following order:

- The number of loss of the two teams. (The player with less loss wins)
- The number of draw of the two teams. (The player with less draws wins)
- The date of the last game played by the two teams. (the team which played the most recently wins)

If the game still can't determine a winner, it's chosen randomly.

In Round Robin

Round Robin points calculation: +3 per win, +1 per draw, +0 per loss.

If two teams are to a tie and the two teams have met before in the competition, the winner is the winning team of this match.

If two teams are to a tie and they haven't met before, or if they met but the match ended as a draw, the winner is chosen randomly.

Non implemented rules

These are some rules that are not currently in the game but that we would like to discuss about, and maybe include in the future.

Wizard

Wizard can't be used after a Turnover.

Pro

The skill Pro can't be rerolled with a team reroll.

Mercenaries

You can only recruit Level 1 Mercenaries.

Special Play Cards

Blood Bowl doesn't feature the Special Play cards at the moment.