

WARHAMMER BLOOD BOWL™

☆ THE GAME OF FANTASY FOOTBALL ☆

DESIGNER'S COMMENTARY MAY 2026

The following errata correct errors in the Blood Bowl Rulebook, any issues of *Spike! Journal*, and any supplements associated with the Third Season Edition of the game. It is presented with the relevant page number, identifiers to the text requiring change, and the relevant corrected text.

The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the update has a note, e.g., 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

BLOOD BOWL RULEBOOK

- **Page 33 – Modifying Dice Rolls**

- Change the second paragraph to the following:

"The score on a D6 can never be modified to above 6, regardless of modifiers."

Designers' Note: The above change allows a result to be modified below 1 – for example, rolling a 2 for an Agility Test as part of a Dodge into four Tackle Zones would have a -4 modifier, leading to a final result of -2.

- **Page 35 – The Turnover**

- Change the eighth bullet point to the following:

"A player on the inactive team ends up in possession of the ball following an attempted Pass Action or Hand-off Action, or by successfully Intercepting the ball."

- **122 – Traits!**

- Add the following sentence to the end of the second paragraph

"If an Active Trait allows a player to declare a Special Action, then they may still declare the Special Action whilst Prone, so long as the Special Action allows them to first make a free Move Action to use the Special Action."

Designers' Note: The above change clarifies that Prone players can use Special Actions such as Punt or Hypnotic Gaze.

- **Page 124 – Ball & Chain – Third Paragraph**

- Add the following sentence to the end of the third paragraph

"A player performing a Ball & Chain Action cannot be prevented from moving by the Chomped condition."

- **Page 155 – Team Captain – Second Rules Paragraph**

- Change the final sentence of the second rules paragraph to the following:

"However, should a Team Captain ever be removed from your roster then you may appoint a new Team Captain during the Pre-game Sequence of your next League Fixture."

- **Page 165 – Chaos Renegade Teams – Ogre**

- Change Loner (4+) to Loner (3+).

- **Page 165 – Chaos Renegade Teams – Ogre**

- Add the Mighty Blow Skill.

- **Page 167 – Dwarf Teams – Dwarf Runner**

- Add Agility (A) to their Secondary Skills.

- **Pages 172, 173 & 180 – Human Teams, Imperial Nobility Teams, Old World Alliance Teams – Ogre**

- Remove Mutation (M) from their Secondary Skills.

- **Page 180 – Old World Alliance Teams – Halfling Hopeful**

- Change the QTY to 0-3.

- **Page 180 – Old World Alliance Teams – Altern Forest Treeman**

- Add Loner (4+) to the Skills and Traits.

- **Page 181 – Orc Teams – Goblin Lineman**

- Change PA 3+ to PA 4+

DESIGNER'S COMMENTARY

MAY 2026

The following FAQ entries seek to address common questions raised by the community, intended as a point of reference for all players should these questions arrive at a later date. Where possible, the answer is given as a yes or no, with further explanation offered if relevant. It is presented as a question and answers, with page numbers included when relevant.

The FAQs are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Any updates from previous FAQs will be highlighted in **blue**.

These questions are gathered from numerous sources. If you have a question that you do not feel is answered then we'd love to hear it – send any queries to bloodbowlfaq@gwplc.com.

Q: What is the sequence in which the Distracted condition is removed and the Distracted player declares their Action? How does this affect what Skills I can use to declare Special Actions?

A: The sequence is as follows:

- Choose a player to activate.
- Activate the player.
- The Distracted condition is removed. (pg. 39)
- Declare the player's action.

As the Distracted condition is removed before the action is declared, Active Skills and Traits can be used, therefore relevant Special Actions can be declared.

Q: Can I use Team Re-rolls during the Charge! Kick-off Event? (pg. 48)

A: Yes.

Q: When a player is Dodging out of a Tackle Zone, in what order do opposition Skills such as Tentacles, Shadowing, Diving Tackle etc. occur? (pg. 55)

A: The following sequence is followed:

- Choose the square the player will Dodge into.
- Resolve any Tentacles Skills.
- Move player.
- Make Dodge roll, including re-rolls.
- An opposition player may use Diving Tackle.
- If the Dodge is successful, a Shadowing roll can be made.

Note: If a player uses Diving Tackle, they will occupy the square vacated by the Dodging player, preventing a different player from using the Shadowing Skill.

Q: Can a player Jump multiple times in a turn? (pg. 56)

A: Yes.

Q: If a player declares a Secure the Ball Action, but an opposition player is within two squares of the ball when they attempt to pick it up (e.g., having moved closer due to Shadowing), can they still finish performing the action and pick up the ball? (pg. 59)

A: Yes. To declare a Secure the Ball Action, no opposition player can be within two squares of the ball. An action is declared at the start of your player's activation (see Declare vs Perform on pg. 52). If an opposition player moves closer to the ball later in the activation, the Secure the Ball Action has already been declared and your player may perform it.

Q: Do modifiers that apply to picking up a ball, such as Pouring Rain, apply to a Secure the Ball Action? (pg. 59)

A: Yes. The roll is to pick up a ball and so relevant modifiers apply. The -1 to the pick up roll due to Pouring Rain will apply to the Secure the Ball roll. Any modifiers to Agility Tests will not apply, as the pick up is not an Agility Test.

Q: If a player declares a Blitz Action and replaces the Block part of it with a Special Action such as Stab or Chainsaw Attack, does the Special Action cost a point of Move Allowance like the Block would? (pg. 64)

A: Yes. To perform the action will cost the player a point of Move Allowance as normal.

Q: If I don't hire an Apothecary at the start of a league, can I hire one later on? (pg. 90)

A: Yes.

Q: Can you clarify how a player randomly chooses a Skill? (pg. 97)

A: The Coach follows the below sequence:

- Choose a Skill Category
- Roll a D6 – the result determines which half of the table is being used.
- Roll a second D6 – this determines the Skill.
- Repeat the above dice rolls again to determine a second Skill.
- Choose one of the two Skills for the player.

If the player cannot choose one or more Skills that have been randomly determined, then re-roll that result until a Skill is generated that the player can choose.

Q: Following the steps for Hiring and Firing players, if I fire a positional player (such as a Wardancer) do I have to wait until after my next game to hire a new one? (pg. 99).

A: Yes. You hire new players before firing old ones, preventing you from hiring an additional player if it would temporarily take you above the maximum QTY of that type of player.

Q: In Matched Play, is each individual Elite Skill allowed to be taken a maximum of four times or the total number of Elite Skills allowed to be taken four? (pg. 112)

A: The former. So when selecting additional Skills, you can select Block up to four times, Dodge four times, Mighty Blow four times, etc.

Q: If my player with the Always Hungry Trait eats another one of my players, does that cause a Turnover? (pg. 123)

A: Only if that eaten player was in possession of the ball.

Q: If a player with Animal Savagery lashes out due to rolling a 1-3, can that player then continue its activation afterwards?

A: Yes. So long as it does not become Distracted (which ends the activation) or cause a Turnover, the player may complete their activation.

Q: What happens if my Ball & Chain player tries to move into a square containing a player with the Stand Firm Skill and that player isn't Pushed Back? (pg. 124, pg. 136)

A: The Ball & Chain player remains in the square they started in. If their movement takes them into an occupied square you resolve anything that needs to be resolved (such as a Block in the above case) then, if the square is still occupied, your Ball & Chain player remains where they are. This still counts as one square of movement though.

Q: What happens if my Ball & Chain player moves off the pitch? (pg. 124)

A: They count as having been Pushed Into the Crowd. The normal rules for this apply, including causing a Turnover.

Q: If my Ball & Chain player is Pushed Into the Crowd and the Stunned result is rolled, are they KO'd like normal? (pg. 124)

A: No. This only applies when they are Knocked Down or Placed Prone – in this case, we presume the team's sideline staff have deployed the Fanatic nets to stop the destruction early!

Q: Do Bombs bounce? (pg. 125)

A: No. When they land in an unoccupied square, they explode.

Q: Can I use Brawler or Grab during a Blitz? (pg. 126 & pg. 128)

A: No. Both Skills come into effect upon declaring a Block Action. For a Blitz you declare a Blitz Action and perform a Block Action as part of it.

Q: If a player with Brawler performs multiple Blocks in a turn (e.g., they have Frenzy), can I use the Brawler re-roll more than once? (pg. 126)

A: No. The Brawler re-roll can only be used once per activation. In the case of Frenzy, this could be the first or second Block.

Q: If a player is Distracted, can they use Dodge against a Stumble result? (pg. 127)

A: No. Dodge is an Active Skill, which does not work when Distracted. The same is true of other, similar Skills such as Block – the player with Block is Knocked Down when a Both Down result is applied.

Q: When does Dump-off trigger? (pg. 128)

A: Right before the Block Action or targeted Special Action is resolved. Dump-off specifies that it may be used when an opposition player performs certain actions. So if a player declares a Blitz against the player with Dump-off, the blitzing player will Move as normal then, when the Block is about to be rolled, the target player may use Dump-off.

Q: Can I use the Dump-off Skill with a bomb? (pg. 128)

A: No. A player must be in possession of the ball to use Dump-off and can only Quick Pass the ball.

Q: If a Block results in a Chain Push, and the player performing the Block has the Eye Gouge Skill, does every player that was Pushed Back gain the Eye Gouge condition? (pg. 128)

A: No. Only the target of the Block gains the Eye Gouge condition.

Q: Can a player with the Eye Gouge condition provide Offensive or Defensive Assists for a Foul? (pg. 128)

A: No.

Q: If a player with Fumblerski has the ball and can score a Touchdown without having to roll any dice but places it on the ground during their activation, do you still determine if the Crowd Takes Action? (pg. 128)

A: Yes. If anything, constantly putting down the ball is just Stalling by showing off!

Q: If a player with Grab performs a Block that results in a Chain Push, does Grab prevent all players in the Chain Push from using Sidestep? (pg. 128)

A: No, only the target of the Block.

Q: When Drafting a team, a maximum of half my players can have the Insignificant Trait. In a league, can I fire all non-Insignificant players after the first game and replace them with Insignificant players? (pg. 129)

A: Yes, so long as firing players does not bring you below 11 players (see pg. 99). We would suggest chatting with your League Commissioner before doing so, however.

Q: A player with the Lone Foul Skill rolls a double for the Armour Roll. If I re-roll this, and the re-roll is not a double, does the player still get sent off? (pg. 130)

A: No. The double result has been re-rolled and therefore does not exist for the purposes of the outcome.

Q: Can a player with the Chomped condition be removed from the pitch via the Trickster Trait? (pg. 131 & pg. 138)

A: Yes. The Trickster player is removed from the pitch and placed elsewhere. This will remove the Chomped condition.

Q: Can a player benefit from the Pick-me-up Trait if the player with the Trait is Distracted? (pg. 132)

A: No.

Q: If a player is using Multiple Block to make Blocks against two opposition players, can those players provide Defensive Assists to one another? (pg. 132)

A: Yes, if they would normally provide Defensive Assists. As both Blocks happen simultaneously, determine how many Defensive Assists a target will get as normal, including the other target player, then roll the Block Dice.

Q: Can I use Special Actions such as Stab or Chainsaw Attack to replace Blocks made with Multiple Block? (pg. 132)

A: No. Multiple Block triggers when you declare a Block Action. Stab and Chainsaw Attack are separate Special Actions that can be declared, or to replace the Block Action made as part of a Blitz Action.

Q: Can I use Multiple Block as part of a Blitz Action? (pg. 132)

A: No. The Multiple Block Skill states it is used when a player declares a Block Action – a Blitz Action involves declaring a Blitz Action and performing a Block Action as part of that, therefore Multiple Block does not trigger.

Q: Is a free Foul performed as part of the Pile Driver Skill in addition to my one Foul per turn? Can I perform a normal Foul Action in addition to the Pile Driver Foul? Can multiple players perform free Fouls granted by the Pile Driver Skill in the same turn? Do rules that benefit a Foul Action (e.g., Sneaky Git or Lone Foul) work for a Foul granted by the Pile Driver Skill? (pg. 133)

A: Yes to all.

Q: Can a player with the Ball & Chain Trait have the Saboteur Skill? (pg. 135)

A: Yes, so long as they also have the Secret Weapon Trait.

Q: If a sabotaged weapon goes off for a player with the Ball & Chain Trait, and a 4+ is rolled, do you make an Injury roll for the player or are they just automatically Knocked Out? (pg. 135)

A: The latter. Before an Armour Roll can be made, the player is removed from the pitch and automatically Knocked Out.

Q: Can I choose not to add Offensive Assists to a Foul's Armour Roll? This could let me avoid a player with Sneaky Git being sent off if I roll a Double. (pg. 136)

A: You may choose not to add Offensive Assists to a Foul's Armour Roll, as they are a "may apply" but this choice is made as you are making the Armour Roll. You must declare which Assists are applying a +1 modifier before rolling and therefore before you know the result. Note, that Defensive Assists modifiers are not a "may" and so are always applied.

Q: If I have a player with the Stab Trait and Hit and Run Skill, can I still move a square if the Stab is made as part of a Blitz Action? The Stab rules state my activation immediately ends.

A: Yes, the player can move one free square. The player cannot move any further as they normally would as part of a Blitz Action, but the Hit and Run allows you to move one square before the activation ends.

Q: With Stand Firm, if I choose for my player not to be Pushed Back does this prevent the Eye Gouged condition from being applied or the Strip Ball Skill from working? (pg. 136)

A: Yes. As the player hasn't been Pushed Back, those Skills do not trigger, and so have no effect.

Q: When does the Steady Footing Skill take effect and when does it not? If I roll a 6 and the player doesn't get Knocked Down or Fall Over, does this negate things such as Turnovers? (pg. 136)

A: The Steady Footing Skills triggers when a player would be Knocked Down or Fall Over. Examples of these include, but are not limited to:

- **Rolling a Player Down or Both Down result on the Block Dice**
- **Being the target player of a Block Action where a Stumble or POW result is rolled.**
- **Rolling a 1 while Rushing.**
- **Failing an Agility Test while Dodging.**

In all cases, the player is explicitly stated to be Knocked Down or to Fall Over. The controlling Coach then rolls a D6 for Steady Footing. If a 6 is rolled, the player has not been Knocked Down or does not Fall Over; no Armour Rolls are made, no Turnovers are caused etc. and the player continues as if they had not been affected. So in a Block, they will still be Standing, for a Dodge, they will have moved into the intended square and be Standing etc.

Steady Footing is not triggered unless a rule says they are Knocked Down or if they Fall Over. For example, a Chainsaw Attack Special Action makes an Armour Roll directly, while the Wrestle Skill states both players are Placed Prone. In either case, the rules do not say the player is Knocked Down or Falls Over, and so, they do not get to roll Steady Footing against the outcome.

Q: Can I use Team Re-rolls on the Steady Footing roll? Can I roll for Steady Footing multiple times in a turn? (pg. 136)

A: Yes to both.

Q: Can I use the Team Captain special rule in conjunction with the Team Re-roll given by a Team Mascot? (pg. 144)

A: Yes. If a 4+ is rolled, and the Team Mascot Re-roll is used as normal, you may then test to see if it is free via the Team Captain rule. If it is, you can then use the Team Mascot Re-roll again. Each time you use it, you must roll as D6 as described in the Team Mascot rule – it can be ineffective the second time.

Q: If I can't Argue the Call, can I still use Bribes? (pg. 144)

A: Yes. If you can't Argue the Call, you skip that step and go directly to using Bribes.

STAR PLAYERS

Q: Grim Ironjaw has both Frenzy and Multiple Block, which a player normally cannot have. How does this work together?

A: If Grim Ironjaw uses Multiple Block, then Frenzy is ignored while resolving the Blocks. As for why he can have them – well he's a Star Player!