



Blood Bowl rules changes 2009

In November 2009, the Blood Bowl Rules Committee approved LRB6, which includes a set of changes to the game rules. This document lists all the changes. These are *in addition to* the changes adopted in November 2008, which TYBBL has already adopted (Wood Elf Catchers with Sprint, Dwarf Death Rollers with Loner, etc.).

All of these are now officially part of the Blood Bowl rules, except for the new teams, which will not become official until Games Workshop approves them and provides miniatures.

The Yorkshire Blood Bowl League will adopt these changes for Season Three.

1. Changes to team rosters

Necromantic

The price of Flesh Golems has changed back to 110,000gps (they were temporarily 100,000gps for the experimental period).

2. Changes to game rules

Pass Block skill

The rules for Pass Block have been clarified. Also, you can now use Pass Block against another player who tries to use Dump-Off.

Special Play cards

The rules now clarify that you can keep Special Play cards secret until you play them (which we all knew anyway).

Riot

The 'Riot' result on the kick-off table has been tweaked very slightly: a riot now moves the turn counters back 1 space if the receiving team is on turn 7, or forward 1 space if the receiving team hasn't had a turn yet. Otherwise, it moves one space forward or back, decided by rolling 1D6.

Inducements

The prices for inducements have been tweaked as follows:

- The Master Chef is back at 100,000gps for Halflings (it was temporarily cheaper in the experimental period)
- Deeproot Strongbranch now costs 300,000gps
- Morg'n'Thorg is back at 430,000 (he was temporarily more expensive in the experimental period)
- Glart is 210,000gps
- Fezglitch is 100,000gps
- Eldril is 200,000gps
- Zzharg is 90,000gps
- Dolfar is 150,000gps
- Crazy Igor is 120,000gps
- Bertha Bigfist is 290,000gps



3. Changes which are not yet official

New teams

Three tier-2 team lists have been added to the rulebook: Chaos Pact, Slann and Underworld. These lists have already been around in experimental form for two years, during which time some TYBBL divisions have chosen to use them and others have not.

They've now been approved by the BBRC, but will still not become an official part of the rulebook until Games Workshop have created models for them. In the meantime, individual divisions should continue to be free to choose whether or not to use these teams.