

The FUMBBL Guide to

Understanding the Rules

BB2025 Edition



INTRODUCTION

Blood Bowl is a complex game. There are a lot of rules, and a lot of interactions between these rules. While the "Third Season Edition" of the game (henceforth referred to as BB2025) has improved significantly in terms of rules clarity, there are still a number of rules that are unclear and cause people to ask how some situation is supposed to function.

This document is a collection of rules clarifications and interpretations as implemented by the FUMBBL Fantasy Football Client (FFB). The intent of the FFB project is to provide a reference implementation of the rules as published in the rule book and subsequent FAQ and Errata.

It is assumed that you, the reader, have access to the official rule book and any published errata. The idea is to clarify the rules, not re-publish them as a whole.

In some cases, the FFB implementation is deliberately diverging from the rules in order to improve the experience. In any such case, this will be written out explicitly.

This document will be updated over time as new interactions are clarified and new FAQ and Errata documents are published by Games Workshop.

Finally, this document is not an official publication and is created by fans of the game in an attempt to clarify the more subtle interactions for the benefit of the community.

GENERAL TERMINOLOGY

DECLARING AND PERFORMING ACTIONS

While this is covered in the rule book, it is critically important to keep in mind the difference between **Declaring** and **Performing** actions. This is central to how the rules are written, and have a huge impact on how the rules should be interpreted.

ENTERING AND LEAVING A SQUARE

The concept of **Entering** and **Leaving** squares is not explicitly keyworded in the rule book, and some interpretation has to be made to what these terms mean when used in the rules.

RECOMMENDED INTERPRETATION

Players that are **Placed** in a square are not counted as **Entering** it, and similarly players that are **Removed** from a square are not counted as **Leaving** it.

VOLUNTARY MOVEMENT

Certain rules in the rule book refer to **Voluntary Movement**. This term is not well defined anywhere.

RECOMMENDED INTERPRETATION

For the purposes of clarification, these are the rules used to identify what is, and what is not **Voluntary**.

Voluntary Movement is:

- Any movement explicitly performed by the active player as part of a **Move Action**.
- The active player being **Removed** from or **Placed** in a square during a **Move Action**.

Voluntary Movement is not:

- The player being **Removed** from or **Placed** in a square in contexts outside a **Move Action**.
- The player being moved on the pitch outside their own activation for any reason.

TEAM MANAGEMENT

HIRING, FIRING AND TEMPORARILY RETIRING (POST MATCH)

The sequence of hiring and firing players has been strictly defined to force you to hire players first, then fire players as a separate step and added some additional restrictions.

There are a couple of very important concepts in the rules:

- When hiring players, all players count for team limits.
- When firing players, only **Eligible** players are counted.

CLARIFICATIONS

- If the team is not able to hire a player due to limits (16 players, or already at the limit for the positional), the player can not be hired. The sequence does not allow a player to be fired to make space for a new one.
- If a team is at 11 **Eligible** players and want to replace a positional they are at a limit of, they need to first hire another player to get to 12 players, then fire the positional they want to replace. After the next match, they can hire the new positional.
- If a team is at 10 **Eligible** players or less, they can still fire players. The 11 player restriction is worded in a way that only applies when the team has 11 player exactly.
- A player that is **Ineligible** to play in the next match can always be fired, as that will never affect the number of **Eligible** players for the next match.
- For additional clarity, the firing rule only applies to players **Eligible** to play in the next game, and this restriction can have an effect on teams with more than 11 players on the roster.

REFERENCES

- Hiring, Firing and Temporarily Retiring, Core Rule Book, page 99

FUMBBL HOUSE RULE

The strict sequence causes a lot of problems and doesn't add much to the game. FUMBBL allows any order of hiring and firing of players.

Players can not be fired if the total number of rostered players is below 11. This counts all players and not only the **Eligible** ones.

M E C H A N I C S

PLAYER CHARACTERISTICS

AGILITY 1+

A **modified** agility roll of 1 will still count as a success if the player has Agility 1+. Since roll modifiers will never take a result below 1, this means that an agility 1+ player will always succeed the Agility Test on a natural 2+ regardless of the modifiers applied.

PASSING 1+

PA1+ is functionally identical to PA2+ since a modified passing roll of 1 is a fumble. Again, the modifiers can not push the result below 1.

REFERENCES

- General Principles, Core Rule Book, page 32

FUMBBL HOUSE RULE

This is clearly game-breaking, and FUMBBL will ignore the limits on the modifiers. Rolls can be modified outside the 1-6 range.

Modified pass rolls of 1 or lower will be fumbles unless the player has PA1+ in which case a modified 0 or lower will be a fumble.

STALLING

CLARIFICATIONS

- If a player is deemed as stalling in Turn 7 of a half, the roll made can never equal to or exceed the current turn. The rule on rolling a natural 6 does not apply in this context, as it is neither a player making the roll nor is it defined as an **Action** or a **Test**.

REFERENCES

- Stalling, Core Rule Book, page 80
- Natural Rolls, Core Rule Book, page 33

SECURE THE BALL

CLARIFICATIONS

- If, at the time of the roll, an opposition player is marking the player (by means of Shadowing as an example), there is no negative modifier to the roll.
- Similarly, if the weather is Pouring Rain, this does not modify the roll.

REASONING

- The Secure the Ball Action specifies that the player does not make an agility test. Instead, a separate 2+ roll is made, and if successful they will "automatically pick up the ball". This is not a pick up roll, nor an agility test and as such the modifiers to pick up rolls do not apply.

REFERENCES

- Secure the Ball action, Core Rule Book, page 59

FUMBBL HOUSE RULE

The secure the ball roll counts as a pickup roll. Any modifiers that apply to pickup rolls apply to the secure the ball roll as well.

THE TURNOVER

The turnover definition is a little bit convoluted as written. This section tries to clarify things for specific situations

CLARIFICATIONS

A **Hand-off** that is not caught and ends up in the possession of an opposing player is not a turnover.

REASONING

- The rules include a bullet point where it says that failing a catch following a **Pass Action** or **Hand-off Action** resulting in the ball coming to rest on the ground.
- That bullet point has a redundant clarification, where it says it is not a turnover if a player from the active team catches the ball. It is redundant because the ball did not come to rest on the ground in this scenario.
- Another bullet point states that it is a turnover if a player on the opposing team ends up with possession of the ball after a **Pass Action**. This bullet point does not include the **Hand-off Action**.

REFERENCES

- The Turnover, Core Rule Book, page 35

FUMBBL HOUSE RULE

Include the **Hand-off Action** in the bullet point that covers players on the opposing team ending up with possession of the ball.

PRAYERS TO NUFFLE

TREACHEROUS TRAPDOOR

There are a number of situations where players can get onto a trapdoor square without technically **Entering** it. These situations do not trigger the trapdoor roll.

INTERACTIONS

- In the event of a **High Kick** kick-off event, if the ball is over a trapdoor square, no trapdoor roll is made. The player is **Placed** in the square and does not count as entering.

A number of skills uses the Placed term for the player, and as such does not trigger the trap door:

- Diving Tackle
- Shadowing
- Trickster

REFERENCES

- Prayers to Nuffle, Core Rule Book, page 143
- Kick-off event table, Core Rule Book, page 48
- Trickster description, Core Rule Book, page 138

SPECIAL RULES

TEAM CAPTAIN

CLARIFICATIONS

- A **Team Captain** that is fired (if they have a characteristic reducing injury) will not trigger the selection of a new **Team Captain**. Note that this effectively removes the **Team Captain** permanently from the team, and a new one can never be chosen.
- A **Team Captain** that is temporarily retired will retain the captain status and will also not allow selection of a new one.
- When redrafting a team between seasons, you can pick a new **Team Captain**, even if that replaces the previously selected one.

REFERENCES

- Team Captain description, Core Rule Book, page 155

FUMBBL HOUSE RULE

If a **Team Captain** is fired, a new one can be selected.

SKILLS AND TRAITS

ANIMAL SAVAGERY

CLARIFICATIONS

- The Mighty Blow skill can only be used to modify the Armour roll.

REFERENCES

- Animal Savagery description, Core Rule Book, page 123

BALL & CHAIN

CLARIFICATIONS

- (A) Causing a casualty on a player on your own team will generate Star Player Points
- (B) Skills and effects that prevent the Ball & Chain player from leaving the square (such as Chomped) will result in no blocks being made.

REASONING

CLARIFICATION A

- The player advancement section on casualties does not specify that it must be an opposition player, and only requires it to be part of a **Block Action**.
- Ball & Chain specifies that a **Block Action** is made against the player.

CLARIFICATION B

- The Ball & Chain skill uses the terminology "If this move takes this player into a square".
- These skills and effects prevent the Ball & Chain player to leave the square they are in.

REFERENCES

- Ball & Chain description, Core Rule Book, page 124
- Player Advancement, Core Rule Book, page 96

FUMBBL HOUSE RULE

Ball & Chain players can not be chomped.

DIVING TACKLE

CLARIFICATIONS

The player leaving the Tackle Zone of this player must decide to use a re-roll before this player chooses to use the skill. The player can not choose to re-roll after the Diving Tackle skill has been used, even if they opted to not reroll it before-hand.

REFERENCES

- Diving Tackle description, Core Rule Book, page 127

DODGE

FUMBBL HOUSE RULE

The Dodge skill is optional in every situation. In FFB, this is slightly different to streamline gameplay and reduce the number of popups.

The client will ask for Dodge use in the following situations:

- If there is a potential **Chain Push**
- In the first turn after a kick-off and the player could be pushed into the attacker's half
- If the player could be pushed into the square next to the sideline

EYE GOUGE

CLARIFICATIONS

If a player with this skill is pushed back, and this causes an opposition player to be pushed back, the eye gouge status effect will be applied to the chain pushed player. This also means that opposition players with this skill causing players on the active team to be pushed back will be able to use the skill.

REASONING

- During a chain push, the pushback is defined to be "as if they had been **Pushed Back** by the player who is now occupying their square".
- The skill is Active and applies because the player is **Standing** and not **Distracted**, and the opposition player is **Pushed Back** by this player.

REFERENCES

- Chain push, Core Rule Book, page 63
- Eye Gouge description, Core Rule Book, page 128

FUMBBL HOUSE RULE

Eye Gouge can only be used by the active player.

FOUL APPEARANCE

CLARIFICATIONS

The Foul Appearance roll takes place when the **Block Action** is **Performed**, and not at the **Declaration** of the player action. This means a player declaring a **Blitz Action** can move before making the Foul Appearance roll

REFERENCES

- Foul Appearance description, Core Rule Book, page 128

FUMBLEROOSKI

CLARIFICATIONS

A player who is able to score without rolling dice at the beginning of their activation and uses Fumblerooski to drop the ball during a **declared Move Action** is considered **Stalling**, even if they are no longer in possession of it. If the player declares a **Pass Action** or a **Hand-off Action** instead, they are not considered **Stalling**.

REFERENCES

- Fumblerooski description, Core Rule Book, page 128
- Stalling, Core Rule Book, page 80

FUMBBL HOUSE RULE

A player that is no longer holding the ball is never considered **Stalling**.

GRAB

CLARIFICATIONS

In a **Chain Push** scenario, the Sidestep skill can not be used by opposition players in the chain.

REASONING

- The Sidestep cancellation applies to the player being **Pushed Back** during a **Block Action**, and does not specify that they need to be the target.

REFERENCES

- Grab description, Core Rule Book, page 128

FUMBBL HOUSE RULE

Grab only applies to the direct target, and does not affect the use of Sidestep on chain pushed players.

HYPNOTIC GAZE

CLARIFICATIONS

The Hypnotic Gaze Trait is not available if the player is prone

REASONING

- While **Active** skills that have a free **Move Action** can be used from **Prone**, this wording is not in the section for **Active Traits**.

REFERENCES

- Hypnotic Gaze description, Core Rule Book, page 129
- Traits, Core Rule Book, page 122

FUMBBL HOUSE RULE

Hypnotic Gaze can be used from **Prone**.

JUGGERNAUT

CLARIFICATIONS

The Juggernaut skill has two separate effects, that function in different ways. If the Juggernaut skill is used, the dice-altering effect can optionally be used.

The cancellation of Fend, Stand Firm and Wrestle effect is mandatory. While the skill as a whole is optional, you can not convert a **Both Down** block dice result to a **Pushed Back** without cancelling Fend, Stand Firm, and Wrestle.

In a **Chain Push** scenario, the Stand Firm skill can not be used by opposition players in the chain.

REASONING

- The secondary effect applies to the whole **Block Action**, which includes the **Chain Pushes**.
- Stand Firm applies to the player being **Pushed Back** during a **Block Action**, and does not specify that they need to be the target.

REFERENCES

- Juggernaut description, Core Rule Book, page 129
- Stand Firm description, Core Rule Book, page 136
- Block Actions, Core Rule Book, page 63

JUMP UP

CLARIFICATIONS

Jump Up does not allow the player to declare a **Special Action**, which prevents the use of a number of skills that enable the player to declare such actions.

REFERENCES

- Jump Up description, Core Rule Book, page 130

KICK TEAM-MATE

CLARIFICATIONS

- (A) Even though Throw Team-mate can not be used if the player is prone, Kick Team-mate can.
- (B) While Kick Team-mate can benefit from the same skills as Throw Team-mate, the player can not necessarily take those skills as they explicitly names Throw Team-mate.

REASONING

- Kick Team-mate is a Passive Trait, and can therefore be used from Prone.

REFERENCES

- Kick Team-mate description, Core Rule Book, page 130
- Traits, Core Rule Book, page 122

FUMBBL HOUSE RULE

Players with Kick Team-Mate can take the same skills as players with Throw Team-mate.

LONE FOULER

CLARIFICATIONS

Re-rolling a double armour roll with this skill will still cause the player to be sent-off, no matter what the resulting armour roll is.

REASONING

- It is not defined in the rules that a re-roll prevents the re-rolled dice to interact with rules in any way.
- The fouling rules state that a natural double roll for armour (or injury) will cause the player to be sent off, instead of referring to the outcome of the roll.

REFERENCES

- Lone Foul description, Core Rule Book, page 131
- Foul Action, Core Rule Book, page 69

FUMBBL HOUSE RULE

Any dice rolls that are re-rolled have no interaction with any of the other rules in the game. Re-rolled double armour rolls do not cause players to be sent off.

MONSTROUS MOUTH

CLARIFICATIONS

(A) A player who is **Chomped** is said to not be able to leave the square they are in. Being removed from the pitch does not constitute leaving the square in this context. As such, being **Knocked Out** or **Injured** does not keep the player on the pitch.

While that may be obvious, this also applies to any skills that refer to the player being removed from the pitch.

If the player is taken out of the square for any reason, the **Chomped** effect is removed.

(B) A player with this skill can apply the **Chomped** effect on more than one player at a time.

INTERACTIONS

- Trickster states the player is removed from the pitch, and will work even when chomped. This removes the **Chomped** effect even if the player is placed back within the **Tackle Zone** of the Monstrous Mouth player.

REFERENCES

- Monstrous Mouth description, Core Rule Book, page 131

MULTIPLE BLOCK

The word simultaneously in this skill means that both blocks should be rolled in parallel. This means that the active player should be resolving the blocks in lockstep, one part at a time: Roll both sets of block dice, choose the outcome for both blocks, resolve pushbacks for both, etc.

In no situation can one player be pushed into the square the other Multiple-Block target was standing in (meaning Sidestep can not be used to move into a newly vacated square).

FUMBBL HOUSE RULE

In the FFB client, some of the steps in this sequence will need to be made without full information. This difference applies to:

- Players being pushed back (including effects triggered by this, such as Sidestep).
- Wrestle.
- Steady Footing.

In these cases, the client will switch to resolving these interactions serially, where it is resolved in full for one player, then the other. The ordering of resolution is the same order the target players were selected at the start of the Multiple Block sequence.

PILE DRIVER

CLARIFICATIONS

This skill allows the player to **perform** a foul action. As such, it allows the skill to be used multiple times per turn (by different players) and will not prevent the standard foul action to be **declared**.

INTERACTIONS

This skill interacts with all skills that function when **performing** a foul action:

- Dirty Player
- Lone Foul
- Put the Boot In
- Quick Foul
- Sneaky Git

REFERENCES

- Pile Driver description, Core Rule Book, page 133

SABOTEUR

CLARIFICATIONS

This skill does not function on a player with the Ball & Chain skill.

REASONING

- Saboteur triggers before the **Armour Roll** is made.
- A Ball & Chain player that is **Knocked Down, Falls Over**, or gets **Placed Prone** immediately rolls an **Injury Roll**. No **Armour Roll** is made.

SAFE PAIR OF HANDS

CLARIFICATIONS

If a player with this skill uses *Wrestle* to take a both down result, this does not cause a turnover, even if they were holding the ball.

REASONING

- Due to the timing of placing the ball (before being **Placed Prone**), the wording used in the Turnover section of the rules does not apply anymore. The player is no longer carrying the ball when they are **Placed Prone**.

REFERENCES

- Safe Pair of Hands description, Core Rule Book, page 135
- The Turnover, Core Rule Book, page 35

SHADOWING

CLARIFICATIONS

Successfully shadowing an opponent will not cause an additional -1 modifier to the dodge.

REASONING

- The precise timing of when the shadowing player moves to the square the dodging player moved out of is not clear in the rules. In order to not have a situation where the dodging player is affected twice by the same player, it is assumed that counting the squares for dodge modifiers happens immediately after designating the destination square for the move, thus before moving the shadowing player.

REFERENCES

- Shadowing description, Core Rule Book, page 135

STAB

CLARIFICATIONS

- (A) Stab can not be used when **Prone**, unless a **Blitz Action** has been **declared**
- (B) This applies even if the player also has the Jump-Up skill

REASONING

- Stab is an **Active Trait**, which can not be used when **Prone**.
- The **Blitz Action** transforms the trait to be used at a later stage in the activation, where the player is no longer **Prone**.

REFERENCES

- Stab description, Core Rule Book, page 136
- Traits, Core Rule Book, page 122

STAND FIRM

This skill prevents the pushback from happening, and as such will interact with other skills in somewhat non-obvious ways.

INTERACTIONS

- Frenzy is explicitly mentioned and the second block action will be performed as per normal.
- Strip Ball requires the **Push Back** and will therefore not trigger.
- Eye Gouge requires the **Push Back** and will therefore not trigger.

REFERENCES

- Stand Firm description, Core Rule Book, page 136
- Strip Ball description, Core Rule Book, page 136
- Eye Gouge description, Core Rule Book, page 128

THROW TEAM-MATE

CLARIFICATIONS

- (A) Throw Team-mate does not prevent the **Declaration** of a **Pass Action** in the 2025 ruleset, and as such a team can do both in the same turn.
- (B) The Throw Team-mate Trait is not available if the player is prone.

REFERENCES

- Throw Team-mate description, Core Rule Book, page 137
- Traits, Core Rule Book, page 122

STAR PLAYER SPECIAL RULES

I'LL CARRY YOU

If Grak picks up Crumbleberry and ends his move in a position where there are no unoccupied squares available, there is no description of what happens. This can happen for example if Grak jumps into a cage, or if a shadowing opponent follows Grak into the last such square.

RECOMMENDED INTERPRETATION

In these situations, the suggested resolution is as follows:

- If Grak is adjacent to a Sideline or within an End Zone, Crumbleberry is treated as being Pushed into the Crowd, after which a Turnover is caused.
- Otherwise, Crumbleberry is dropped onto a chosen square with a player, and this is resolved as if Crumbleberry landed in an occupied square according to the rules listed in the Throw Team-Mate section.

If Grak is removed from the pitch during an activation where he is carrying Crumbleberry, resolve the placement of Crumbleberry before taking Grak off of the pitch.

REFERENCES

- Official Star Player Document
- Pushed into the Crowd, Core Rule Book, page 63
- Landing in an Occupied Square, Core Rule Book, page 78

DETAILED SEQUENCES

The timing of various skills, effects and mechanics are not always clear. This section defines the detailed sequence of events to help making things more clear.

The ordering of resolution is based on wording in the rules if specified, but there are a number of edge cases where assumptions and guesses have been made.

DECLARING ACTIONS

- Declare the action:
 - Block
 - Blitz
 - Move
 - Pass
 - Hand-off
 - Secure the Ball
 - Foul
 - Special Actions
- Resolve effects that take place when declaring the action:
 - Animal Savagery
 - Bloodlust
 - Bone Head
 - Jump Up
 - Really Stupid
 - Take Root
 - Unchannelled Fury
- If applicable, perform the free Move Action
- Resolve effects taking place before the action:
 - Bloodlust, if Pass Action, Hand-off Action, or about to score
- Perform the action
- Continue the Move Action if allowed
- Resolve effects taking place at the end of the activation:
 - Bloodlust

BLOCK ACTION

- Resolve effects that take place prior to **performing** the action:
 - Foul Appearance ("attempts to perform")
 - Dump-off ("before the Action is resolved")
 - Dauntless ("before modifiers are applied")
- Apply modifiers that affect the roll:
 - Horns
 - Multiple Block
- Trickster
- Determine the number of block dice
- Roll the block dice
- Use re-rolls (only one source of re-roll can be used):
 - Brawler
 - Hatred
 - Leader
 - Pro
 - Team re-roll
- Alter block dice result:
 - Juggernaut
- Select the block die to apply:
 - Wrestle
 - Block
 - Tackle
 - Dodge
- Mark players for Push Back and Knock Down as applicable
- Designate Push Back direction:
 - Grab
 - Sidestep
- Resolve Chain Push
 - Sidestep
 - Juggernaut
 - Stand Firm
- Resolve Push Back
 - Juggernaut
 - Stand Firm
 - Eye Gouge
- Move player back
- Follow up
 - Fend
 - Taunt
 - Frenzy followup
- Strip Ball
- Bounce ball (if stripped)
- Knock Down marked players:
 - Safe Pair of Hands
 - Steady Footing
 - Saboteur
 - Knock Down player if applicable
- Resolve Knocked Down players:
 - Armour Roll
 - Injury Roll
 - Resolve Regeneration
 - Casualty Roll
 - Resolve Apothecary
 - Resolve Raise Dead / Plague Ridden
 - Roll for Hatred
- Bounce ball (if held by knocked down player)
- Frenzy second block
- Pile Driver

MOVE ACTION

- If prone and MA 2 or less, roll to stand up
- If prone, spend 3 movement to stand up
 - Jump Up
- Repeat jump or move sequences until the player can not move further or wants to stop

JUMP SEQUENCE

- Designate destination square
- Count number of players marking source and destination squares
- Tentacles
- Roll for Rushes
- Use re-rolls:
 - Team re-roll
 - Leader
 - Pro
 - Sure Feet
- Roll for jump, applying modifiers as appropriate:
 - Leap
 - Prehensile Tail
 - Marking player modifiers from above
- Use re-rolls:
 - Team re-roll
 - Leader
 - Pro
- Diving Tackle
- Mark player for Falling Down if applicable (continue with falling down sequence)

MOVE SEQUENCE

- Designate destination square
- Count number of players marking the destination square
- Tentacles
- Move the player to the destination square
- Shadowing

- Roll for rush if applicable
- Use re-rolls:
 - Team re-roll
 - Leader
 - Pro
 - Sure Feet
- Roll for dodge, applying modifiers:
 - Prehensile Tail
 - Stunty
 - Two Heads
 - Break Tackle
 - Marking player modifiers from above
- Use Re-rolls:
 - Team re-roll
 - Leader
 - Pro
 - Dodge (take care for Tackle)
- Diving Tackle
- Mark player for Falling Down if applicable (continue with falling down sequence)

FALLING DOWN SEQUENCE:

- Fall Down:
 - Steady Footing
 - Safe Pair of Hands
 - Player Falls Down if applicable
- Resolve Fallen Down player:
 - Roll Armour
 - Roll Injury
 - Resolve Regeneration
 - Roll Casualty
 - Resolve Apothecary
 - Resolve Raise Dead
- Bounce Ball

PASS ACTION

- Declare target square
- Measure range
 - Hail Mary Pass
- Resolve On the Ball
- Count modifiers
 - Range
 - Nerves of Steel
 - Marked opponents
 - Disturbing Presence
 - Accurate
 - Cannonneer
- Roll for pass
- Use re-rolls:
 - Team re-roll
 - Pass
 - Pro
 - Leader
- Fumble if applicable
 - Safe Pass
- Scatter if applicable
 - Hail Mary Pass
- Intercept
 - Cannonneer
 - Disturbing Presence
 - Very Long Legs
- Resolve pass
 - Designate catcher
 - Diving Catch
 - Count catch modifiers
 - Diving Catch
 - Disturbing Presence
 - Nerves of Steel
 - Marked opponents
 - Catch roll
 - Apply modifiers from above
 - Use re-rolls:
 - Team re-roll
 - Pro
 - Leader
 - Catch
- Resolve catch
 - Bounce and repeat catch sequence if applicable