

## BADYEAR GIT

A goblin doom diver who was too cheap to pay for admission is hit by the kick-off while flying over the stadium.

Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.

The ball scatters 2d6, instead of 1d6, on this kick-off.

## SPRINKLER MALFUNCTION

Somebody triggered the sprinkler system, on accident of course. The ball becomes difficult to handle and the mist makes it difficult to see until it is shut off.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

All attempts to pass, catch, or pick up the ball have an additional -1 modifier this drive.

## ECLIPSE

Suddenly all light is blocked out by a total eclipse. Maybe it's the complete darkness, or maybe it's astrological magic, but for one brief moment all players are equal.

Play at the beginning of your turn before any player takes an Action.

For your turn and your opponent's turn, all players on the pitch have only the characteristics of a rookie Goblin.

## FANATIC INVASION

A crazed goblin fan talks an ogre into tossing him onto the pitch!

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.

Place a miniature to represent the Goblin Fanatic into any empty square on the pitch. He has the same stats as a rookie Goblin Fanatic. The coach playing this card may immediately move the Fanatic. Each coach can only take a Move Action with the Fanatic after his turn has ended but before his opponent's turn. This Fanatic has no tackle zones and blocks without any offensive assists. At the end of the drive the ref automatically ejects the Fanatic from the game.

## FRIENDLY FANS

The crowd loves your team, and wouldn't ever consider ripping one of your players apart...well, not this game anyway.

Play during the pre-game after all inducements are purchased.

Any player on your team that is pushed into the crowd this game is only Stunned, do not roll injury.

## ROWDY FANS

Your fans have shown up today and it's with an extra evil glint in their eyes. They want a LOT of blood and are in the mood to help see it.

Play during the pre-game after all inducements are purchased.

For this match, any block or foul made by or against an opposing player adjacent to the sidelines is treated as having one extra assist from your team. In addition, no opposing player adjacent to the sidelines can assist a block or foul.

## HECKLER

An overeager fan heckles and distracts one opponent especially well.

Play at the beginning of your turn before any player takes an Action.

An opposing player of your choice may not use any skills (including block and dodge defensively) other than those that must be used (frenzy, loner, etc.) for this turn and the following opposing turn.

## HOMETOWN FANS

Your team's fans start the match very willing to help their favorite team by throwing the ball to the perfect place for you.

Play during the pre-game after all inducements are purchased.

You may choose the direction the ball is thrown in on the throw-in template every time it does out of bounds during the first half. During the second half, all throw-ins are done as normal.

## INCOMING!

The crowd received souvenir balls today and have decided to use them as ammunition instead of keepsakes.

Play after your turn has ended or your kick-off to an opponent is resolved but before your opponent's turn begins.

For this turn, any player from the opposing team must dodge any time they leave a square within 2 squares of either sideline or end zone.

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## ROGUE WIZARD

A wizard in the stands starts to get a little bored and bombs the pitch with a fireball!

Play after your turn has ended or your kick-off to an opponent is resolved but before your opponent's turn begins.

Place a marker on the pitch, scatter the marker 5 times. If it does not scatter off the pitch at any point, the fireball explodes as the spell; the centre is where the marker is.

## BALL CLONE

The random chaos of Tzeentch has affected the ball.

Play after your turn has ended or your kick-off to an opponent is resolved but before your opponent's turn begins.

If the ball is on the ground, a 2<sup>nd</sup> ball materializes in the square and one of them is bounced from it. The first player that crosses into the end zone with one of the balls rolls a D6. On a 1-3, the ball vanishes and a touchdown is not scored. This effect ends when a drive ends. Players may not pick-up, catch, or intercept a ball if they already are carrying one. A ball bouncing into the square with the other ball will bounce again.

## JOHNNY WATERBOY

He must be a magician as that is some might fine H<sub>2</sub>O. One drink from this minor wizard of water seems to revive any bashed up players.

Play during the pre-game after all inducements are purchased.

For this match, your players gain a +1 modifier to recover from KO'd for this match (a roll of 1 is still a failure).

## THAT BABE'S GOT TALENT!

Your team visits the local tavern the night before the game. One of the dancers offers to bring some friends to help the cheerleader squad and some patrons to help with some new play ideas and to see their performance at your match.

Play during the pre-game after all inducements are purchased.

You automatically win all Cheering Fan and Brilliant Coaching rolls on the Kick-Off table for this match. In addition, you get an additional +1 to your FAME for any other Kick-Off table result for this match but not for the winning roll.-

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## COME TO PAPA!

You have read the kick-off almost perfectly and are ready to receive it.

Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.

Move one player not on the line of scrimmage to the square where the ball will land.

## DOGGED DEFENSE

Your players give everything they have to defend the end zone, trying to trip the opposition from the ground.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For this turn all your players that are Prone (not Stunned) exert tackle zones as if they were standing, however they cannot assist or cancel assists, catch, or take any other Action that requires a standing player.

## FLEA FLICKER

A trick play is on. You trick the opponent into thinking one person will run the ball, but he tosses it to someone else who throws the ball.

Play at the beginning of your turn before any player takes an Action.

You may take an extra Pass Action, however the first Pass Action you take must be a quick pass.

## FUMBLEROOSKI

The players on your team intentionally fumble the ball to open up some funny and spectacular plays.

Play at the beginning of your turn before any player takes an Action.

For this turn any failed pick up, catch, or fumbled pass rolls do not cause turnovers. Also a player can intentionally fail to pick up or catch the ball, or fumble a pass. Any failed attempt to pick up or throw the ball ends the player's Action. Any player failing a catch roll counts as having taken an Action for the turn as well, even if they have not performed an Action yet.

## GOING THE EXTRA MILE

A player on your team throws it into high gear to cover some extra ground.

Play at the beginning of your turn before any player takes an Action.

A player of your choice may Go For It any number of times this turn. Each Go For It after the second has a cumulative modifier of -1 to the roll (example: the 4<sup>th</sup> GFI would have a -2 modifier to the D6 roll). If the player has Sprint he may add 1 to one Go For It roll made this turn (a natural 1 will still result in a failure though).

## HEROIC LEAP

The player has one chance to be a hero, and tries for it all!

Play at the beginning of your turn before any player takes an Action.

Choose a player with strength four or less. This turn the chosen player may leap, as the skill, with a 3+ to land regardless of that player's agility or skills.

## NEW BLOCKING SCHEME

A clever blocking play gives you a one-up on your opponents.

Play at the beginning of your turn before any player takes an Action.

Any player on your team that is in any of an opponent's tackle zones and adjacent to another player on your team may switch squares with the adjacent player from your team, unless either one has the ball. This may be done with only one set of two players.

## PERFECT KICK

You try and kick the ball to just the right spot to help your defense.

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Place the ball anywhere in the line of scrimmage or the end zone of the opponent's half excluding the wide zones. To determine the landing square for the ball, instead of the normal kick-off scatter, scatter for one square 3 times using the sideline throw-in template for each scatter, you may choose how the template is facing on each scatter as long as it is facing a sideline or end zone.

## OPTION PLAY

This play is designed so your ball carrier can choose either to keep the ball himself or dump it off to someone else.

Play at the beginning of your turn before any player takes an Action.

A player of your choice gains the Dump-Off and Pass skill until the drive ends.

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## PUNT

Time to get rid of the ball and pin the opponent deep!

Play after your turn has ended, but before your opponent's turn begins.

If a player you control has the ball, you may place the ball in any square you want and scatter the ball three times. If the ball is not caught it will bounce as normal.

## SPECTACULAR CATCH

A player puts himself on the line to try for an amazing catch.

Play at the beginning of your turn before any player takes an Action.

For this turn a player of your choice gains Catch and Diving Catch.

## SUICIDE BLITZ

The player gets a good jump over the line of scrimmage and launches himself at the opponents.

Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.

A player of your choice not holding the ball may take a Blitz Action immediately. This player suffers from the No Hands skill for this Action only.

## WAKE UP CALL

Desperate times call for desperate measures. Time to get some extra players on the pitch, ready or not.

Play before you set up any players for a drive.

Instead of rolling for a player to come back from being KO'd, you may have the player automatically recover by placing the player on the pitch Stunned. You may do this with any number of KO'd players. After placing as many players from KO'd on the pitch as you desire, roll a D6 for each player that is Stunned. On a 4+, that player is turned to Prone.

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## BEGUILING BRACERS

The player has come across the bracers of Count Luthor to use for the match. They are so good that they even distract the player wearing them sometimes.

Play at the beginning of your turn before any player takes an Action.

Choose one player on your team. That player gains the skills Hypnotic Gaze, Side Step, and Bone-Head for the remainder of this game.

## BELT OF INVULNERABILITY

Your player has found a way to become a man of steel.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Armor rolls made against a player of your choice may not be modified or re-rolled by any positive modifiers for the remainder of this game. This includes (but is not limited to) Claw, Mighty Blow, Dirty Player, Piling On, fouling assists, Stunty and Chainsaw attacks.

## FAWNDOUGH'S HEADBAND

One of the great passers of all time has loaned your player his headband for this game, but you had better make sure you get it back before he notices it missing!

Play at the beginning of your turn before any player takes an Action.

A player of your choice gains Pass and Accurate for this turn, but an additional +1 modifier on any interception rolls against him is applied as well.

## FORCE SHIELD

Your player paid top gold for a Ring of Invincibility, but it's not all that was advertised.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose the player on our team holding the ball. That player gains the sure Hands and Fend skills until he no longer has the ball.

## GIKTA'S STRENGTH OF DA BEAR

A scroll found in the house of a retired legendary coach contains a spell of Bear strength.

Play at the beginning of your turn before any player takes an Action.

A player of your choice gains +1 Strength until the drive ends. After this the player has -1 Strength for the remainder of the game.

## GLOVES OF HOLDING

A player puts a magic salve, Grisnick's Stickum, onto his gloves before the drive/

Play at any kick-off after all players have been set up and the ball placed, but before any scatter has been rolled.

A player of your choice gains the Catch and Sure Hands skills, but may not take Pass or Hand-off Actions for the remainder of this game.

## INERTIA DAMPNER

The player has come across a magic amulet that slows the speed of any large objects that happen to intersect with his location.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose one player on your team. For the remainder of this drive, any opponent moving one square or more first and then blitzing this player suffers a -1 modifier to his Strength (minimum of Strength 1) for the block attempt.

## LUCKY CHARM

The player has acquired some lucky charms from a Halfling in a green coat before the game.

Play during the pre-game after all inducements are purchased.

A player of your choice may ignore the first time his armour is broken, and just be Placed Prone. Any roll that ignores armour, such as the crowd or throw a rock, is not affected by a lucky charm.

## MAGIC GLOVES OF JARK LONGARM

Your tem is featured in Spike! Magazine and the magazine gives you these gloves for your upcoming game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

A player of your choice gains the Pass Block skill, and an additional +1 modifier to all interception rolls until the drive ends.

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## GOOD OLD MAGIC CODPIECE

Mother always said “never play without your codpiece”. After years of being passed from one generation to the next, the magic is still working.

Play during the pre-game after all inducements are purchased.

A player of your choice may not be fouled for this game and injury rolls against the player cannot be modified or re-rolled by anything including (but not limited to) Dirty Player, Mighty Blow, Piling On, and Stunty.

## RABBIT'S FOOT

One player finds himself a lucky rabbit's foot after the pre-game meal of, well, rabbit.

Play at the beginning of your turn before any player takes an Action.

A player of your choice without Loner gains the Pro skill for the remainder of this game.

## RING OF TELEPORTATION

Where'd he go? The player uses a teleportation ring to get out of a tight spot.

Play after your turn has ended (unless your turn ending would end the half.)

One player on your team of your choice can be moved D6 squares in a single direction of your choice (note: you must move the full D6 squares and must choose the direction before rolling the D6). Treat this movement as if the player had been thrown with the Throw Team-Mate skill but without the 3 scatters to determine the landing square. The landing roll from the teleportation is automatically successful unless he has bounced off another player.

## WAND OF SMASHING

Stick! Smash!

Play at the beginning of your turn before any player takes an Action.

Choose one player on your team. That player gains +1 Strength and the Mighty Blow skill for this turn.

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## BLATANT FOUL

A player on your team is determined to take out the opposition, no matter what.

Play at the beginning of your turn before any player takes an Action.

The armor roll for your Foul Action this turn automatically succeeds and is considered a non-doubles roll, however the injury roll for the foul must be rolled as normal with the player sent off on doubles.

## CHOP BLOCK

A player throws a dirty block on the opponent.

Play after your turn has ended or before your opponent's turn begins. You may not play this card after a kick-off is resolved.

This card may only be played on one of your Standing players that did not take an Action during your last turn. Your player is Placed Prone and an opposing player in a square adjacent to him is now considered Stunned.

## CUSTARD PIE

One of your players thrusts a cleverly concealed custard pie in the face of an opposing player.

Play at the beginning of your turn before any player takes an Action.

Choose one player on the opposing team adjacent to one of your Standing or Prone players (not Stunned). That opposing player is so flabbergasted by the pie that he loses his tackle zones for the remainder of this turn as per a successful Hypnotic Gaze roll.

## DISTRACT

Your player is very good at distracting those around him.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

The chosen player gains the skill Disturbing Presence for this turn and all opposing players starting their Action within 3 squares of the player count as having Bone-head (lost Tackle Zones from failed Bone-head rolls return at the end of this turn)

## GREASED SHOES

The magic grease applied to your opponents' shoes has finally taken effect.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

This turn all opposing players need to roll a 5+ to Go For It instead of the normal 2+.

## GROMSKULL'S EXPLODING RUNES

A player purchased some exploding runes from a dwarven runesmith before the game. Although they are illegal, they are highly effective.

Play before setting up for a drive.

Choose one player on your team. That player gains the Bombardier, No Hands and Secret Weapon skills for this game. Because the Rune can be very volatile, any pass roll made with a Rune bomb is performed with a -1 modifier to the pass roll.

## ILLEGAL SUBSTITUTION

A reserve sneaks onto the pitch while the ref is cleaning his glasses.

Play at the beginning of your turn before any player takes an Action.

You may place any player from the reserves box in an unoccupied square in the end zone you are defending. This player may only take a Move Action this turn. This may take your team to 12 players for the remainder of the drive.

## KICKING BOOTS

These boots were made for stomping, and that is just what they will do!

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

A player of your choice gains the Kick and Dirty Player skills and a -1 MA for the remainder of this game.

## PIT TRAP

A devious groundskeeper has set up a pit trap for you.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose a player: that player if Placed Prone, no armour roll is made, and if the player had the ball bounce it as normal.

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## SPIKED BALL

A Bloodthirster is in the crowd today, so in honour of this event a spiked ball is swapped with the real ball. More blood for the blood god and the fans!

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Until the drive ends, and failed pick up or catch roll (but not interception roll) is treated as the player being attacked with the Stab skill by an opponent.

## STOLEN PLAYBOOK

You nabbed a playbook from the opponent's coach! He sure will be surprised when you know exactly how to ruin his play.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

A player of your choice gains Pass Block and Shadowing until the drive ends.

## TRAMPOLINE TRAP

Someone set up a deep pit trap...with a trampoline in it!

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose any opposing player. Using all the rules for the Throw Team-Mate skill, the player is automatically thrown (i.e. cannot be fumbled) to a target square that is D6 squares away in a random direction from his own square (use the scatter template). The player will need to make a landing roll as normal if they land on the pitch.

## WITCH'S BREW

You spiked the opponent's Kroxorade bottle with a witch's concoction!

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Choose an opponent and roll on this table.

- 1 Whoops! Mad Cap Mushroom potion! The player gains the Jump-Up and No Hands skills until the drive ends.
- 2 Snake Oil! Bad taste, but no effect.
- 3-6 Sedative! The player gains the Really Stupid skill until the drive ends.

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## ALL OUT BLITZ

A tactical play of great effect...if it works.

Play at the beginning of your turn before any player takes an Action.

For this turn, you may declare a second Blitz Action.

## BANANA SKIN

One of the oldest tricks in the book, but a well aimed peel still is a great equalizer.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

An opposing player of your choice in a tackle zone of one of your players is automatically Knocked Down. Roll for armour/Injury as normal. If the player was holding the ball, it does not cause a turnover.

## BUTTERFINGERS

One player from the opposing team knows he is just not himself today and ball handling for this drive is just out of the question.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this drive, one selected opposing player not currently holding the ball gains the No Hands skill.

## CHAINSAW

One of your players brings along a chainsaw for the game: not too subtle, but effective.

Play before setting up a drive.

A player of your choice gains the Chainsaw, Secret Weapon, and No Hands skills for this game.

## DAZED AND CONFUSED

One player from the opposing team was hit just a little too hard and is having trouble focusing on the game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one selected opposing player who is currently Prone or Stunned gains the Bone-head skill.

## DOC BONESAW

That blood on his outfit and the was on his hip are not very comforting, but his medical talents are difficult to refute even on undead players.

Play after a drive has ended and KO'd recovery rolls have been made.

A player from your team that has been KO'd or Badly Hurt is moved to Reserves.

## EXTRA TRAINING

Your team has been working all week on playing better as a united squad.

Play during the pre-game after all inducements are purchased.

Your team receives one extra re-roll for this match.

## FAN UPROAR

Your fans start yelling so loudly that the opposing team cannot hear the coach or any of the on pitch play signals.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

No team re-rolls may be used by your opponent for this turn or his next turn (unless the drive ends before your opponent's second turn).

## HURRY UP OFFENSE

Your team is making all of the time that it has left count, trying to mount one last scoring drive.

Play before moving your turn marker.

You receive an immediate free turn. However, after each Action roll a D6, on a 1 the free turn ends. This roll may not be re-rolled. Your opponent immediately begins a free turn after your free turn is over, and the same rules will apply for when it ends. If a TD would have been scored during your free turn, the touchdown does not count unless a player from your team still has the ball in the end zone at the end of your opponent's free turn.

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## INTENSIVE TRAINING

One player from your team is really psyched for this week's match, and has been working very long hours preparing for it.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains one extra skill. This can be any skill that he can learn from an Improvement roll without a doubles roll.

## UNSPORTSMAN-LIKE CONDUCT

A player's taunting and antics after scoring causes a fan to express his feelings towards him with a well-thrown rock-filled Bloodweiser can.

Play immediately after your opponent scores a touchdown.

The player that scored the touchdown is KO'd. He may not roll to recover from KO'd until the end of the next drive.

## KNUTT'S SPELL OF AWESOME STRENGTH

A crafty wizard in the stands casts a minor spell to give his favorite player some added hitting power.

Play at the beginning of your turn before any player takes an Action.

For this turn, one player of your choice from your team is treated as having double his strength.

## LEWD MANEUVERS

A group of cheerleaders were hired to distract the opposition. They do such a good job of it even your players are not going anywhere.

Play at the beginning of your turn before any player takes an Action.

Choose a wide zone. Any player from either team that is currently in that wide zone may take no action this turn or on the opposing turn that follows this turn.

## LURVE POTION

A magic potion slipped into your opponent's drink makes someone in the stands completely irresistible to him.

Play after a kick-off to your opponent has been resolved (including the ball landing), but before your opponent's turn begins.

One randomly selected opposing player, in a wide zone of your choice, is placed in the reserve box. If the player was holding the ball, it bounces once from their original square.

## MAGIC HELMET

Its magic has almost worn off, but this relic that once protected older generation Blood Bowl players over their entire career appears to have enough magic left for one more game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one player of your choice from your team gains +1 AV and the Thick Skull skill.

## MIRACLE WORKER

Whether this crazy man actually has a direct line to Nuffle or not... he gets results.

Play after a drive has ended before rolling for KO'd players.

One player on your team who has suffered a Casualty roll of 41 or higher is now considered to be KO'd.

## ONE WITH THE KICKER

Somehow one of your players suddenly can read the mind of the opposing kickers and can almost always get to where the ball is going.

Play when you are receiving a kick-off after all players have been set up and the ball has been scattered, but before any kick-off result is rolled.

One player on your team gains Kick-Off Return and Diving Catch for the remainder of the game.

## RAZZLE DAZZLE

A tactical play of great effect... if it works.

Play at the beginning of your turn before any player takes an action.

For this turn, you may declare either a second Pass Action or a second Hand-off Action.

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## SUITABLE PITCH

The pitch is made to be in perfect playing conditions for your team, either by removing some of the dangerous objects, or by adding even more. Once the ref is wise to this situation the state of the pitch is restored to normal, however.

Play after all players have been set up for a kick-off, but before any kick-off result is rolled.

Choose to either add more dangerous objects or to remove them. If you add more dangerous objects then all Armour rolls caused by being Knocked Down are modified by +1. If you choose to remove them, the modifier is -1 instead. This modifier affects both teams and stays in effect until the drive ends.

## RUNE OF FEAR

Your head coach had a Dwarven rune forged for him before the game and has decided now is the time to put its limited effect into action.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

During only this turn of your opponent, every player on your team is treated as having Foul Appearance and Disturbing Presence skills.

## SCOTT'S SCROLL OF WEATHER MAGIC

You have tricked a gullible wizard into parting with a useful scroll.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Select a weather result. The weather will immediately change to that result and remain there until a Weather Change kick-off roll is made.

## STILETTO

One player from your team has come to even up this match.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains the Dirty Player and Stab skills.

## TEAM ANTHEM

The crowd today is really out in full fanatic support for your team. Their cheers and encouragement for your team and abuse for the referees and the opposing team really have set the stage for your team to do their best (including bribing the ref for the coin toss).

Play during the pre-game after all inducements are purchased.

Your team automatically wins the coin toss to kick or receive without flipping the coin. In addition, your team receives an additional +2 modifier to your FAME for any Kick-Off table result for this match but not for the winnings roll.

## THE FAN

As your team takes the pitch, a crazed retired warrior runs out of the stands runs out of the stands and asks to help you "smash those gits!". The head coach decides to see if he can help.

Play during the pre-game after all inducements are purchased.

Add the fan to your team as a player even if this takes your team to more than 16 players. The fan's stats are MA 6, ST 4, AG 2, AV 7, and he has the Loner and Frenzy skills. The fan leaves your team when the half ends.

## THE WALL

Your team has been practicing a new special play and the head coach has decided now is the time to try it out.

Play after your turn has ended but before your opponent's turn begins. You may not play this card after a kick-off is resolved.

During only this turn of your opponent, every player on your team is treated as having the Stand Firm skill.

## WOOF WOOF!

A stray dog runs onto the pitch and runs off with the ball.

Play at the beginning of your turn before any player takes an action.

The ball must be on the ground for this card to have an effect. Roll for Scatter direction with the Throw-in template. The ball scatters D6 squares in that direction and is where the dog places is on the ground (no bounce roll). If the final square is occupied, scatter once more in the same direction. If at any time the scatter result indicates the dog ran into the crowd, stop scattering and have the crowd throw-in the ball.

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## BAD HABITS

The opposing team has picked up some really bad habits and it's starting to change their ability to work together as a team.

Play during the pre-game after all inducements are purchased.

The opposing team loses D3 team re-rolls for this game only.

## BALLISTA

Your team has cunningly concealed a massive ballista along the sidelines allowing you to fire it at an unsuspecting opposing player at just the right moment.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

The Ballista works exactly like a Wizard's Lightning Bolt spell.

## BLACKMAIL

You have the goods on one of the opposing players, and you have chosen now to call in your favor.

Play at the beginning of your turn before any player takes an Action.

You may treat a chosen opposing player, other than the ball carrier, as a member of your team for this turn only. Note that the referee recognizes the player as an opponent, so you may not score a touchdown for your team with this player and the player cannot be ejected for fouling his own team.

## BUZZING

One player from your team accidentally drank some Mad Cap Mushroom laced coffee before this drive.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team not holding the ball gains +1 to his AG and the Jump lp, No Hands and Frenzy skills.

## DUH, WHERE AM I?

One player from the opposing team was out all night on a bender and is really not ready for this game.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one selected opposing player gains the Really Stupid skill.

## EGO TRIP

One player from the opposing team has developed a real swelled head from his success and is demanding super star treatment.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Choose one opposing player. For the remainder of this game, that player must be activated first every turn or not be activated at all.

## ZAP!

An underhanded mage you have bribed turns an opponent into a frog.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

Roll a D6. On a 1, the spell has FIZZLED and this card has no effect. On a 2+, one targeted player is treated as having ONLY the following characteristics and skills for the remainder of the drive (MA 4, ST 1, AG 4, AV 4, Dodge, Leap, No Hands, Stunty, Titchy). If he was carrying the ball it will bounce once from his square. His characteristics will return to normal at the end of the drive, but any injury he suffers as a frog is permanent.

## GIMME THAT!

One player from your team has been waiting all season to show what he can do – and he wants the ball NOW!

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains the Dauntless, Juggernaut, and Strip Ball skills.

## IRON MAN

One player from your team has dedicated the match to his recently departed mum and is determined to play for the whole game, no matter what the cost.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, any event that results in an Injury roll against the selected player from your team is treated as if a Stunned result was rolled without actually rolling to see an injury result.



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## KID GLOVES

One player from the opposing team has the NAF questioning his tactics on how he has been racking up those injuries. He decides to go easy this game to reduce the scrutiny on him.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of the game, all armour breaks against your team by a selected opposing player from fouling or blocking will be treated as Stunned results without this player actually rolling to see an injury result.

## KNUCKLEDUSTERS

A player from your team slips on a pair of magical one-shot knuckledusters because he is going to make sure that the opponent he has his eye on goes down this turn.

Play at the beginning of your turn before any player takes an Action.

For this turn, one player of your choice from your team can convert any and all Block dice he rolls to 'Defender Down' results.

## MINE

Your team trapped the pitch with a disguised mine and the opposing team has just set it off.

Play at the beginning of your turn before any player takes an Action.

Mine works exactly like a wizard's Fireball spell except that the centre square must have an opposing player in it for this card to be played.

## NOT-SO-SECRET WEAPON

You bribe the Groundsman to drive his "other" machine onto the pitch to help your team out.

Play at the beginning of your turn before any player takes an Action.

Place a miniature to represent the Groundsman in any square on the pitch adjacent to the sidelines but not in an end zone. The Groundsman has all the stats and skills of a rookie Dwarf Deathroller. You may treat this player as a normal member of your team and it make take you above 11 players on the pitch for this drive. The Groundsman will only play this drive before he returns his equipment to the garage.

## ORCIDAS SPONSORSHIP

One player from your team has been selected to help field-test the latest innovation in Blood Bowl footwear. The air-elemental filled soles make the player especially light on their feet.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains +1 MA and the Sprint and Sure Feet skills.

## RAKARTH'S CURSE OF PETTY SPITE

Your team has bribed an old witch to curse one of the opposing players.

Play after your turn has ended or your kick-off to an opponent is resolved, but before your opponent's turn begins.

For the remainder of this game, one selected opposing player may not re-roll and dice roll either through team or skill re-rolls.

## TACKLING MACHINE

One player from your team has been told "win or else" by the Goblin bookies to make good on his gambling and he is determined to get his team the win even if he needs to take down every opposing player himself.

Play at the beginning of your turn before any player takes an Action.

For the remainder of this game, one player of your choice from your team gains the Diving Tackle, Jump Up, Tackle, and Wrestle skills.

## GET 'EM LADS

Your team makes a major push to break through the opposing team after seeing one of their own go down.

Play at the beginning of your turn before any player takes an Action as long as your team suffered any injuries (including Stunned) during the opposition's previous turn.

For this turn, each of your players gains +1 ST.

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## ASSASSIN

Your team hires a trained assassin to dope a vital player from your opponent's team to force him to miss the game.

Play during the pre-game after all inducements are purchased.

Pick a player on the opposing team. He must miss this game.

## DOOM AND GLOOM

Due to some cunningly planted rumours and smear campaigns, the opposing team comes into the game with some serious morale issues.

Play during the pre-game after all inducements are purchased.

Roll a D6 for each re-roll the opposing team has; for each result other than 1, the opposing team loses a re-roll for the match.

## DA FREIGHT TRAIN

You've bribed star Borg 'Freight Train' Gorthag and he comes flying onto the pitch to assist your team.

Play at the beginning of your turn before any player takes an Action.

Place a miniature to represent Borg in any square adjacent to the sidelines but not in an end zone. Borg's characteristics are MA 6; ST 5; AG 2; AV 9 with Loner, Mighty Blow, Thick Skull, Break Tackle, Juggernaut and Strip Ball. You may treat this player as a normal member of your team, he may take an action as normal the turn he is placed on the pitch, and it may take you above 11 players on the pitch for this drive. Borg will leave your team at the end of the current half.

## MORLEY'S REVENGE

The opposing team's drinks have been spiked with a powerful laxative, which makes several players have trouble getting out of the locker room facilities for each drive.

Play during the pre-game after all inducements are purchased.

Randomly select three opposing players. For the remainder of this game, each one must roll a D6 before every kick-off. On a roll of 1-3, he may not take part in this drive. On a roll of 4-6, he may be set up normally.

## I AM THE GREATEST

Egos on the opposing team are running very high for this match and the head coach is unable to his team's prima donnas.

Play during the pre-game after all inducements are purchased.

For each drive, only one of the two players with the highest Team Value or Inducement Cost on the opposing team eligible to be set-up for that drive (i.e. not Sent Off or in the KO'd or Dead & Injured box) may be placed on the pitch.

## MINDBLOW

Your team has employed a powerful telepath and has chosen this moment to utilize her talent. Her mental scream temporarily stuns the opposing team into inactivity.

Play at the beginning of your turn before any player takes an Action.

Roll a D6 for each opposing player on the pitch. On a 2+, treat that player as if he had failed a Bone-head roll previously. This effect only lasts until the end of your turn after which the Bone-head effect is removed without the player needing to start his next action to cancel it.

## COME ON BOYS!

Your players show great discipline in the face of misfortune against a tough opponent.

Play after your turn has ended, but before your opponent's turn begins.

If your turn just ended from a turnover, your team does not actually suffer a turnover from that failed roll. The Action of the player causing the turnover is ended, but any player on your team now has not yet declared an Action may continue their turn as if the turnover did not occur. Any further turnovers this turn simply end the Action of the player committing the turnover instead of ending the turn.

## MYSTERIOUS OLD MEDICINE MAN

A small, wrinkled, cackling man comes to the team offering them some of his latest brewed snake oil which he claims will "cure all that ails you", Surprisingly it works ... too bad he vanished without a trace after selling it to you.

Play during the pre-game after all inducements are purchased.

Your team may subtract 1 from all Injury rolls against its players this game. If this takes the result below 2, the player is treated as Prone not Stunned. Rolls on the Casualty table against your team are not affected by this effect.

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★**MEASURE**★

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