



LEAGUE RULEBOOK

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INTRO

These rules are instructions on how to carry out a season instead of a single game for Blood Bowl: Team Manager. Along with playing games, managers will financially manage a team by drafting a team from a list of team rosters, purchasing team improvements, potentially losing players due to injury throughout the season and needing to replace them, creating custom Star Players by leveling them up and adding skills to players on their teams, and playing in special tournaments throughout the season which can give teams even more special benefits. All of this leads up to the grand finale: the Blood Bowl Tournament Games which are played with a bracket tournament crowing one manager the Blood Bowl: Team Manager Season Champion.

As of this edition of the rulebook (version 1.0), full play testing has not happened yet, so please feel free to change things throughout the course of the season if something seems broken or unbalanced. Below are a few suggestions to help balance play that are recommended from the get go.

1. Putting together a custom team may be difficult at first. Try using the starting deck of each team as managers' starting decks instead of buying individual players to build a team. In the Team Rosters section, the "Initial Total" gives the starting deck's cost if using the original starting deck from each team. Also, have each manager pick a different team (unless multiple copies of the game are owned and the commissioner of the league is feeling ambitious). Either way, give each manager their own Team Roster Sheet to keep track of their individual teams throughout the season.
2. The easiest way to create players and modify team decks (which will be needed when playing a season) is to proxy cards. This will require card sleeves as writing on cards is not recommended. Proxy cards will also be needed for Team Improvements, some Inducements, or in some cases, if a team's roster goes above 12 players.
3. While it might seem like a little bit of a hassle to calculate Team Values before each game of the season, doing so protects against one or two teams dominating every game especially later in the season. Take the time to do so.
4. The "Underhanded Dealings" Staff Upgrade card can be a little on the strong side. Consider changing this card to read "At the beginning of the Scoreboard phase, choose 1 highlight and count the number of cheating tokens on all players at that matchup. Exhaust this card to gain fans for each cheating token counted at the chosen highlight divided by 2." Divided by 2 being the major difference.

The dice rolling tables throughout this rulebook (Ex: Injury Table, Kickoff Roll Table, etc.) were decided based on the probability of different dice roll combinations in correspondence to the original Blood Bowl game. The probabilities were calculated using a 6 by 6 table using all potential dice roll combinations as seen below.

	●	●	●			X
●	● ●	● ●	● ●	●	●	● X
●	● ●	● ●	● ●	●	●	● X
●	● ●	● ●	● ●	●	●	● X
	●	●	●			X
	●	●	●			X
X	X ●	X ●	X ●	X	X	X X

12/36 = 1/3	●	□
9/36 = 1/4	●	●
6/36 = 1/6	●	X
4/36 = 1/9	□	X
4/36 = 1/9	□	□
1/36	X	X

Please give feedback as this rulebook is subject to change as necessary. Please contact pauleolson13@gmail.com and/or yerardet@gmail.com.

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★ ★ ★ **Did you know...**
that bribery is now so prevalent amongst referees that the Referees and Allied Rulekeepers Guild (RARG) has created rules concerning where, when and how one can accept a bribe. RARG has set official union rates for bribing a referee. Under an agreement signed last season, clubs are not allowed to offer less than the going rate. RARG is even considering appointing a second bunch of referees to govern the conduct of RARG just to keep bribery properly controlled.



STARTING A LEAGUE

TEAM DRAFT

To kick off the season, managers will each need to choose a team. Standard Blood Bowl: Team Manager rules apply (and expansions if owned) along with the rules laid out in this rulebook. Each manager will start with \$1,000 in their treasury. With that starting amount, managers can then build their teams. Managers may buy players up to the maximum listed under quantity for each character type (see Team Rosters for initial and future player purchase information). Managers may also buy Team Improvements (see Team Improvements for pricing for Team Wizards, Team Doks, and Team Rerolls). A manager must start with exactly 12 players in his or her starting deck, with no more than 16 players total on a roster (managers must buy at least 12 players before buying Team Improvements). Players may never be cut to decrease a roster below 12 total players, however, cutting of players can happen at any time between games. No cash is gained from cut players.

Note: Star Players can only be bought during the Roster Improvements Phase of the Post Match Sequence and must be of the same race as the manager's team.

Managers will never be able to field more than 12 players in their deck at the beginning of a game. Any excess players on a manager's roster will be on that manager's bench and available for substitutions. **If a player misses game time during a game because of death or injury (see the Injury Table for details), a manager may immediately take one of his or her benched players and place that player into his or her discard pile to replace the injured player.**

If because of death or injury a roster has less than the 12 player minimum at the start of a game, a game may still be played as long as there are at least 10 players in each manager's deck. Once the game starts, a manager's deck must maintain at least 6 players or that manager will be forced to forfeit (this could happen if more players die or have to miss game time during play). However, managers may forfeit at any time during a game (if things start going really poorly, i.e. several players are severely injured or die, managers may want to cut their losses). See the forfeit rulings under Post Match Sequence.

During the course of a season, in between games, managers are allowed to purchase additional players or additional team improvements (apothecaries, wizards, and re-rolls) following the same 12 player minimum and 16 player maximum guidelines from above. If a manager is below the 12 player minimum and has enough cash on hand to purchase any player on their roster, they must purchase players to get back to the 12 player minimum if able. No other purchases may be made prior to reaching 12 players on their roster.

SEASON LAYOUT

Games during the season will be broken into three different types of games: **Regular Season Games**, **Tournament Games**, and **The Blood Bowl Tournament Games**. Each game will start with a Kickoff Roll (see Kickoff Roll Table section). Managers will also need to assign a **League Commissioner** as detailed at the end of this section.

Regular Season Games will use the normal Blood Bowl: Team Manager rules but exclude all of the Tournament cards (i.e. The Chaos Cup, The Blood Bowl, etc.). These cards will only be used during Tournament Games. Regular Season Games are only 1 vs. 1 games. During a Regular Season Game the usual 5 rounds will be played. Rounds 1, 3, and 5 will be played with 5 highlights (the first 3 committed highlights will be kept instead of just the first 2 to replace the lost tournaments in a normal game). Rounds 2 and 4 will be played with 4 highlight cards (the first 2 committed highlights will be kept per usual) and one Headline Card.

★ ★ ★ **Did you know...**

That the most famous Skaven Player of all time was Tarsh Surehands. Tarsh had two heads and four arms, features which allowed him to become the leading pass receiver in the league. Sadly, in a crucial wild card game, a missed pass led to his two heads having a violent argument, and before anyone could stop him he had strangled himself to death.



Tournament Games will use the normal Blood Bowl: Team Manager rules but only include one Tournament card per game (which will be played during the last round instead of the Blood Bowl Tournament card per usual). Tournament Games will include all managers in the League (if more than 6 players are in a League, hold 2 different Tournament Games splitting the managers into 2 divisions or more if needed). The usual 5 rounds will be played with Rounds 1 and 3 using one additional highlight in lieu of the normal Tournament cards (similar to how Regular Season Games are played). Rounds 2 and 4 will be played with the normal amount of highlights and one Headline Card.

Note: If a manager cannot play in a Tournament Game due to a personal scheduling conflict or because of not meeting the required minimum roster (10 players) he or she will be forced to forfeit (see Forfeiting under the Post Match Sequence). All other managers will play in the Tournament against each other.

Each Tournament Game has its own added bonus along with the regular winnings and improvements (see Post Match Sequence). The Winner of each Tournament Game is decided by most fans at the end of the game. See below for added bonuses.

- **The Spike! Magazine Trophy** - *Due to increased coverage in Spike Magazine, the winning manager is able to recruit easier!* The winning manager adds one **All Star** player (see the Star Player Roster) to their team deck at no cost for the duration of the season. The Star Player selected must belong to the same race as the winner's team. Managers may search through the Star Player deck to find said player.
- **The Chaos Cup** - *The Chaos gods take a special interest in the fate of the team that holds the Chaos Cup and will reward the players immediately with special Chaos gifts as a sign of their favor.* The winning manager rolls one dice. On a **★**, one player, on a **□**, two players, and on an **X**, three players may take any one Mutation Skill regardless of normal team restrictions (as explained in Player Improvements in the Post Match Sequence section). As a result these players also gain MVP's to go up one level immediately (also explained in Player Improvements). Players do not gain an additional skill or icon in this way.
- **The Dungeonbowl** - *The Dungeonbowl is sponsored by the Colleges of Magic. Due to their knowledge of getting around rules, they reward the winning team with part of that enlightenment.* The winning manager is now allowed to carry up to 3 Team Upgrades from match to match for the duration of the season (as described in the Roster Improvements section of the Post Match Sequence). This effect is immediate.
- **The Far Albion Tournament (Sudden Death expansion required)** - *Due to the fact this is a minor tournament, no one likes to admit they were the Far Albion Tournament winners. Most managers sell their trophies to collectors and then claim the trophy was stolen.* The winning manager may take one Contract and multiply the fan number shown by 10 to calculate an extra cash winning to add to their treasury.
- **Goblin Tribal Leeg (Foul Play expansion required)** - *Due to the legions of goblin fans the winning team now has for victory in the Goblin Tribal Leeg, the winning team attracts goblin players who attempt to join their roster. Most teams decide not to use these players. Ogres, however, consider them a delicacy.* The winning manager may immediately add the Star Player "Skeezy" to their roster for the season at no cost. If Skeezy is added to a non-Foul Play team, Skeezy will need to be proxied using a Freebooter Star Player from their corresponding Star Player decks. Regardless, remove Skeezy from the Foul Play Star Player deck for the duration of the season. Skeezy is valued as an "All Star" for team rating purposes (as described in Team Ratings).

The Blood Bowl Tournament Games will be the last set of games of the season and will be a bracket tournament. Win/Loss records from the **Regular Season Games (Tournament Games)** do not count towards your win/loss record) will determine seeding for the tournament using normal bracket set up (the no. 1 seed plays the bottom seed or has a bye depending on the League's size and so forth). See below for an example bracket.



Assign a **League Commissioner**. The commissioner of the League should determine which Tournament Games (and how many) he or she plans to hold during the course of a season and determine how often Tournaments should be played. In between each Tournament Game, each manager can play each other manager in a Regular Season Game up to twice as long as the two games against the same manager are not consecutive. After all tournament games are finished, the next scheduled tournament will be The Blood Bowl Tournament Games.

★ ★ ★ **Did you know...**
A sizable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.

TEAM ROSTERS

The "Normal" and "Other" columns below refer to skills each player is able to learn when leveling up (see Player Improvements in the Post Match Sequence section of this rulebook). **G = General, A = Agility, P = Passing, S = Strength, M = Mutation, E = Extraordinary.** Under the "Skills" column, icons are in italics and downed abilities have a "(D)" listed after them. For a list of skill and icon definitions see Player Improvements in the Post Match Sequence section.

Wood Elves

For Wood Elves the Long pass is everything, even more so than their High Elf cousins, and all of their effort goes into being an expert at throwing or receiving. No Wood Elf worth his salt is going to be weighed down by extra Armour and be forced to lurk about, attempting to knock opposing players over. Instead they rely on their natural athletic ability to keep them out of trouble, which is normally enough – it takes a very agile or lucky opponent to lay a hand on a Wood Elf!

Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	GA	PSE	1
0-3	Catcher (2)	90	<i>Pass, Sprint, Sprint</i>	GA	PSE	2
0-3	Thrower (2)	80	<i>Pass, Pass</i>	GAP	SE	2
0-1	Treeman (1)	120	<i>Tackle, Fend</i>	S	GAPE	4
0-4	Wardancer (3)	100	<i>Tackle, Diving Tackle</i>	GA	PSE	3
Initial Total		960				



Dwarves

Dwarfs seem to be ideal Blood Bowl players, being compact, tough, well-armoured and having a stubborn knack of refusing to die! Most successful Dwarf teams work to the principle that if they can take out all the other team's potential scorers, and wear down the rest, then there won't be anybody left to stop them scoring the winning touchdowns!

Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Longbeard (4)	50	Guard	GS	APE	1
0-3	Runner (2)	80	<i>Pass, Stand Firm</i>	GP	ASE	2
0-3	Blitzer (2)	80	<i>Tackle, Strip Ball</i>	GS	APE	3
0-3	Trollslayer (2)	100	<i>Cheat, Tackle, Dauntless</i>	GS	APE	3
0-4	Blocker (2)	80	<i>Tackle, Guard</i>	GS	APE	3
Initial Total		880				



Humans

Although Human teams do not have the individual strengths or outstanding abilities available to other races, they do not suffer from any outstanding weakness either. This makes Human teams extremely flexible, equally at home running the ball, passing it, or ignoring it and pounding the opposition into the turf instead!

Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	G	APE	1
0-3	Catcher (2)	80	<i>Sprint, Sure Hands, Kick</i>	GA	PSE	3
0-3	Thrower (2)	70	<i>Pass, Dump Off</i>	GP	ASE	2
0-4	Blitzer (3)	100	<i>Tackle, Diving Catch</i>	GS	APE	3
0-1	Ogre (1)	140	<i>Tackle, Cheat, Juggernaut</i>	S	GAPE	4
Initial Total		940				



Orcs

Orcs have been playing Blood Bowl since the game was invented, and Orc teams such as the Gouged Eye and Severed Heads are amongst the best in the league. Orc teams are tough and hardhitting, grinding down the opposition's line to create gaps for their excellent Orc Blitzers to exploit.

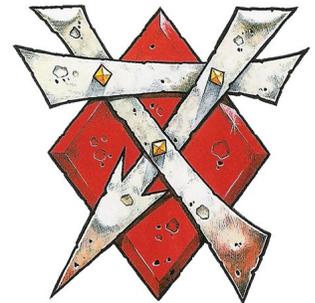
Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	G	APSE	1
0-3	Thrower (2)	70	Pass, Sure Hands	GP	ASE	2
0-4	Black Orc (2)	90	Tackle, Frenzy	GS	APE	3
0-4	Blitzer (3)	80	Tackle, Cheat	GS	APE	3
0-2	Da Troll (1)	130	Tackle, Piling On	S	GAPE	4
0-3	Goblin Runner	70	Pass, Stunty	AP	GSE	1
Initial Total		890				



Skaven

They may not be all that strong, they certainly aren't tough, but boy oh boy are Skaven fast! Many an opponent has been left in the starting blocks as fast-moving Skaven players scamper through a gap in the line and run in for a lightning fast touchdown.

Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	G	APSME	1
0-4	Gutter Runner (3)	90	Pass, Pass, Sprint, Dodge	GA	PSME	2
0-3	Thrower (2)	70	Cheat, Pass	GP	ASME	2
0-3	Blitzer (2)	90	Cheat, Tackle, Sprint	GS	APME	3
0-1	Rat Ogre (1)	140	Cheat, Tackle, Disturbing Presence	S	GAPME	4
Initial Total		940				



Chaos

Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the pitch, maiming and injuring as many opposing players as possible, is about the limit of their game plan. They rarely, if ever, worry about such minor considerations like picking up the ball and scoring touchdowns – not while there are any players left alive on the opposing team, anyway.

Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	GM	APSE	1
0-5	Beastman (3)	80	Cheat, Tackle, Horns	GSM	APE	3
0-4	Chaos Warrior (2)	90	Tackle, Cheat, Dirty Player	GSM	APE	3
0-3	Throwers (2)	70	Pass, Dodge	GPM	ASE	2
0-1	Minotaur (1)	130	Tackle, Cheat, Sprint, Claw	SM	GAPE	4
Initial Total		890				



Vampires

Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of the Vampires. While they should be concentrating on the game, their attention often wanders to their hunger and before you know it they are off for a quick bite!



Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	G	APSE	1
0-4	Blockers (2)	60	Cheat, Guard	G	APSE	2
0-4	Throwers (2)	70	Pass, Sure Hands	GP	ASE	2
0-6	Vampires (4)	110	Tackle, Pass, Bloodlust, Always Hungry, Regen(D)	GAS	PE	3
Initial Total		900				

Dark Elves

Evil beyond belief, skilled without doubt, the Dark Elves take to the pitch to show the world their superiority. Dark Elf teams prefer a malevolent and spiteful running game over the passing of their goodly cousins. Backed up by the ruthless Witch Elves and dangerous assassins, a Dark Elf team has all the tools to power through rather than around any opposition line.



Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	GA	PSE	1
0-3	Runner (2)	80	Pass/Sprint, Dump-Off, Sprint(D)	GAP	SE	2
0-3	Assassin (2)	90	Tackle/Sprint, Dauntless, Pass(D)	GA	PSE	2
0-4	Blitzer (2)	90	Cheat, Tackle, Pass(D)	GA	PSE	3
0-3	Witch Elf (2)	100	(Tackle, Cheat)/Tackle, Frenzy, Cheat(D)	GA	PSE	3
Initial Total		920				

Undead

In the Old World the dead do not rest easy. Vampires lurk in haunted castles, Necromancers seek to escape death by searching for forbidden knowledge, the Liche-lords rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...



Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Skeleton (4)	50	Guard, Regen(D)	G	APSE	1
0-4	Zombie (2)	60	Tackle, Regen(D)	G	APSE	2
0-3	Ghouls (3)	90	Pass, Sprint, Dodge(w/ ball), Cheat(D)	GA	PSE	3
0-4	Wights (2)	100	Tackle, Strip Ball, Regen(D), Cheat(D), Cheat(D)	GS	APE	3
0-1	Mummy (1)	130	Tackle, Tackle, Dirty Player, Tackle(D), Regen(D)	S	GAPE	4
Initial Total		920				

Nurgle

Nurgle teams are a form of Chaos team whose players worship the god Nurgle. Nurgle is the Chaos god of corruption and disease, and he rewards his players by granting them a rather unpleasant disease known as Nurgle's Rot. The fact that Nurgle teams smell awful is assumed rather than proven. True, they are all made up of semi decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, he has inevitably caught one of Nurgle's nasty diseases, and he usually dies before he can suggest a new personal hygiene regime.



Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	GM	APSE	1
0-4	Clinging Rotter (2)	70	Tackle, Cheat, Nurgle's Rot	GM	APSE	2
0-4	Prestigor (2)	80	Pass, Spread Disease, Regen(D)	GSM	APE	2
0-4	Warrior (3)	90	Tackle, Spread Disease, Regen(D)	GSM	APE	3
0-1	Beast of Nurgle (1)	120	Tackle, Immobilize	SM	GAPE	4
Initial Total		890				

Goblins

A Goblin team's game plan owes much more to hope than potential. Goblins can make quite good catchers because they are small and agile, but the art of throwing is sadly lost to them, while the chances of their blocking anything larger than a Halfling are remote to say the least. Still, this never seems to bother Goblin players, and occasionally the use of a particularly devious secret weapon will even allow a Goblin team to win a match.



Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Goblins (3)	50	Spree	A	GPSE	1
0-5	Runner (3)	70	Pass, Stunty	AP	GSE	1
0-1	Pogoer (1)	70	Sprint, Cheat, Foul, Guard, Regen(D)	A	GPSE	1
0-1	Looney (1)	70	Tackle, Cheat, Foul, Dauntless	A	GPSE	2
0-1	Fanatic (1)	70	Tackle, Cheat, Foul, Frantic	S	GAPE	1
0-1	Bombardier (1)	60	Tackle, Cheat, Foul, Bombardier	A	GPSE	2
0-2	Troll (2)	130	Tackle, Throw Team-Mate	S	GAPE	4
Initial Total		890				

Chaos Dwarves

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centered creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.



Qty	Title (Start #)	Cost	Skills	Normal	Other	Stars
0-16	Lineman (4)	50	Guard	G	APSE	1
0-3	Goblin Thrower (2)	70	Pass, Dump-Off	GP	ASE	2
0-3	Bull Centaur (2)	100	Tackle, Cheat, Trample, Sprint(D)	GS	APME	3
0-4	Blocker (2)	80	Tackle, Thick Skull, Cheat(D)	GS	APME	3
0-2	Goblin Runner (1)	70	Sprint, Cheat, Dodge, Fend, Foul(D)	GA	PSE	2
0-1	Minotaur (1)	140	Tackle, Loner, Cheat(D)	S	GAPME	4
Initial Total		910				

TEAM IMPROVEMENTS

3 different Team Improvements may be bought (in addition to players from the Team Rosters sheet) at the beginning of the season and in between games. They are listed as follows and have limitations on how many may be carried by managers from game to game. All Team Improvements are permanent for the rest of the season.

Note: All Team Improvements should be proxied from the start of the season.

Team Wizard (\$30) - (max of 1 per team) **Matchup Action:** Exhaust this card and choose 1 standing opposing player at any matchup where at least 1 of your standing players is present. Roll 1 dice and apply the result:

☀: Down the target player.

☐: Down 1 of your players.

X: No active result and owning manager may not use this Improvement for the rest of the game.

Team Dok (\$50) - (max of 2 per team) **Game Action:** Once per game, if a player is injured after the Injury Roll (see Injury Table), you may roll 1 dice and apply the result:

☀: Injured player misses the rest of the game. Ignore previous injury if different from this result.

☐: Injured player misses the rest of the game and the next game. Ignore previous injury if different from this result.

X: Previous injury stands.

Team Reroll (\$110) - (max of 4 per team) **Game Action:** Once per game, you may choose **ONE** of the following:

- Reroll any dice that you rolled using both dice if needed (may not be used for opponents rolls).
- Look at 1 cheating token on one of your players' cards. Choose to either leave it or discard it. If you discard it, draw a new cheating token from the pool and assign it to that same player's card.
- Redraw a penalty card for your team (Foul Play expansion required).

★ ★ ★ Did you know...

Not all Blood Bowlers out there love and worship Nuffle. There are a few out there who dislike him and curse his name. The Nuffle Blasphemer's Association (NBA) was started by Torg the Blasphemer, coach of Torg's Terminators, when his star player unexpectedly died in the league semi-final. With the game on the line, Sig "the Butcher" Thundersmack was sprinting toward the end zone for the winning touchdown when he seemed to trip over the goal line itself resulting in his neck being broken. The opposition was able to recover the ball and pull off an unbelievable scoring play that sent them to the league final instead. Torg cursed Nuffle for his fickleness and started up the NBA, which has grown over the years to include a number of players and coaches who have become disenchanted with Nuffle. You may see them at Blood Bowl games in their long black robes holding up signs denouncing the Blood Bow god. Most people consider them a bunch of complete wackos and tend to ignore them.



Varag Ghou-Chewer demonstrates how to make a block.

INJURY TABLE

Injury Roll - If a player is injured (successfully tackled while down) during a matchup, roll 1 dice. On an X result, roll two dice and apply the result from the the chart below. All losses of icons, skills, or Star Power due to injury are permanent.

<input checked="" type="checkbox"/>	<input type="checkbox"/>	Groin Strain - Player misses the rest of this game.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Pinched Nerve - Player misses the rest of this game.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Concussion - Player misses the rest of this game and the next game.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fractured Skull - Player misses the rest of this game, the next game, and loses an icon or skill.
<input type="checkbox"/>	<input type="checkbox"/>	Broken Neck - Player misses the rest of this game, the next game, and loses one Star power.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Dead! - Player is removed from manager's deck...permanently.

TEAM VALUE

In league games, the value of a team determines if managers receive temporary inducements at the start of a match (see Inducements in the Pre Match Sequence section). To calculate a team's value, add up all players' values based on the Team Rosters section and adding \$30 per level per player. Additionally, add the cost of any Team Improvements you have purchased as well as any Star Players and total cash on hand. Lastly, add \$60 per Team Upgrade and \$30 per Staff Upgrade carried over from game to game.

PRE MATCH SEQUENCE

INDUCEMENTS

Before the start of a game, both team managers (or all managers in a Tournament Game) compare Team Value. The lower Team Value of the two managers (or each manager's difference from the highest manager's Team Value in a 3+ manager game) gains the difference in temporary cash. **Ex:** *Manager A has \$1500 in Team Value, and Manager B has \$1250 in Team Value, so Manager B gets \$250 in temporary cash.*

With temporary cash, managers can purchase inducements. Wizards and Doks purchased in this way are for one game only and will be discarded at the end of the game. However, Staff Upgrades, Star Players, and Team upgrades will count towards the Roster Improvements portion of the Post Match Sequence (see Post Match Sequence for details) and can potentially be carried over from game to game. See below for available inducement purchases.

Wizard (\$10) - (max of 1 inducement) **Matchup Action:** *Exhaust this card and choose 1 standing opposing player at any matchup where at least 1 of your standing players is present. Roll 1 dice and apply the result:*

☀: Down the target player.

☐: Down 1 of your players.

X: No active result and owning manager may not use this Inducement for the rest of the game.

Dok (\$20) - (max of 1 inducement) **Game Action:** *Once per game, if a player is injured, after the Injury Roll (see Injury Table), the injured player's manager may roll 1 dice and apply the result:*

☀: Injured player misses the rest of the game. Ignore previous injury if different from this result.

☐: Injured player misses the rest of the game and the next game. Ignore previous injury if different from this result.

X: Previous injury stands.

Staff Upgrade (\$30) - Draw as many Staff Upgrades as you have purchased and keep half of them rounded down to a minimum of 1. **Ex:** *Manager A buys 4 Staff Upgrades, draws 4, and keeps 2 of them.*

Star Players (\$70) - Draw as many Star Players as you have purchased and keep half of them rounded down to a minimum of 1. Add said Star Players to your deck and shuffle.

Team Upgrades (\$90) - Draw as many Team Upgrades as you have purchased and keep half of them rounded down to a minimum of 1.

Shuffle all cards not picked back into their respective decks.

KICKOFF ROLL TABLE

At the beginning of any game (Regular Season Games, Tournament Games, and each of The Blood Bowl Tournament Games), roll 2 dice to get a Kickoff Result.

☀ ☐ **Brilliant Coaching** - Each manager rolls 1 of the dice. The first manager to roll a tackle result gets +1 reroll (once for the game). In the event of a tie, each manager who tied gets +1 reroll. Rerolls gained in this way do not count towards teams' 4 reroll maximum and do not carry over to following games.

☀ ☀ **Cheering Fans** - Each manager rolls 1 of the dice. The first manager to roll a tackle result gets +1 card added to their hand at the start of the game. In the event of a tie, each manager who tied gets +1 card. If you drew +1 card in this way, during the Matchup Phase, if you have exactly 1 card remaining in your hand at the end of your turn, you must discard it.

☀ ☒ **Perfect Defense** - Each manager rolls 1 of the dice. The first manager to roll a tackle result chooses 1 card randomly from his or her opponent (pick an opponent in 3+ manager games). He or she may have his or her opponent keep or discard the card revealed. If the card is discarded, his or her opponent draws another card. In the event of a tie, each manager to roll a tackle result may perform this action.

☐ ☒ **Weather** - Roll 1 of the dice and apply result:

☀ - **Blizzard** - Each time any player uses the *Sprint* icon during the game, roll 1 of the dice. On a ☀ result, *Sprint* works are normal. On any other result, *Sprint* fails.

☐ - **Pouring Rain** - Each time any player uses the *Pass* icon during the game, roll 1 of the dice. On a ☀ result, *Pass* works are normal. On any other result, *Pass* fails.

X - **Sweltering Heat** - Each time any player uses the *Tackle* icon during the game, roll 1 of the dice. On a ☀ result, *Tackle* works as normal. On any other result, *Tackle* fails.

☐ ☐ **Get the Ref!** - Play the game without the Corrupt Ref.

☒ ☒ **Pitch Invasion!** - Each manager rolls 1 of the dice. The first manager to NOT roll a tackle result randomly injures 1 of his or her players from his or her starting hand. Ignore rolling 1 dice to see if an X is rolled per usual and immediately roll two dice for the injured player. See the Injury Table for the result. Remove the injured player from the team deck and draw a new player. In the event of a tie, each manager to NOT roll a tackle result each injures a player in this way.

POST MATCH SEQUENCE

COLLECT EARNINGS (A.K.A. GET PAID!)

At the conclusion of a game (Regular Season games and Tournament Games), each manager takes their fan total and multiplies it by 2 to calculate total earnings for the game. Managers add earnings to their treasuries for purchasing Star Players and other team improvements. **Ex:** *If your fan total was 42, you would add \$84 to your treasury. If you already had \$50 in your treasury, your treasury would now have \$134.* Managers should make sure to add these earnings to their treasury before moving on to the Roster Improvements phase as they might need the cash right away.

FORFEITING

If a manager forfeits before the game starts or before the end of the first round, he or she gains \$50 and his or her opponent gains \$150 added to their respective treasuries.

If a manager forfeits after the first round ends but before the end of the game, he or she gains \$50 plus his or her fan total multiplied by 2. **Ex:** *If your fan total was 12 fans when your forfeited, you would add \$74 (\$24 + \$50) to your treasury.* The forfeiting manager's opponent then gains \$100 plus his or her fan total multiplied by 2. The manager who won due to forfeit then continues on to the Roster Improvements phase and Player Improvements phase, while the forfeiting manager does not.

Note: If a manager forfeits at any time, he or she does not collect any of the rewards from the Roster Improvements or Player Improvements phases.

In the case of a forfeit before a Tournament Game, the forfeiting manager gains \$50 and all other managers will play out the Tournament Game as if the forfeiting manager was never in the game (i.e. if 6 managers were supposed to play, but only 5 are able to, the game will be played with only 5 highlights each round instead of 6). If a forfeit happens during a Tournament Game, the forfeiting manager gains the usual forfeit payout (when doing so after the first round ends). All other managers will play the rest of the Tournament with 1 less highlight each round.

★ ★ ★ **Did you know...**

The Big Moot sandwich has become the number one consumed concession at Blood Bowl stadiums. The Halfling owners of McMurty's continue to reap the benefits of an exclusive concessions contract with several of the larger Old World stadiums. The aroma of those three all-meat patties, Hot Pot sauce, lettuce, cheese, onions, pickles on a caraway seed bun has lured many a fan (and sometimes the players!) away from the game to satisfy a Big Moot Attack. McMurty's reminds all Blood Bowl fans: if you gotta eat, it's 'Gotta Be McMurty's'.



ROSTER IMPROVEMENTS

After collecting earnings, managers will assemble all their Team Upgrades, Star Players, and Staff Upgrades into individual pools. Managers are then allowed to keep up to 1 Team Upgrade, 1 Star Player that belongs to his or her team's race, and 1 Staff Upgrade. Each of these can be carried over to start with in future games.

For a manager to keep a Star Player, he or she must refer to the Star Player Roster and pay its cost from his or her team treasury. **Only Star Players that were acquired throughout game play may be bought during this phase. If a manager cannot afford any of the Star Players or none of the players acquired during the game are of his or her race, none may be purchased.** If a Star Player is bought and brings a manager over his or her 16 player team limit, that manager must immediately cut a player from his or her team to bring their team's roster back down to the 16 player limit.

Teams may only keep up to 2 Team Upgrades total and up to 6 Staff Upgrades total that get carried over from match to match. Team and Staff Upgrades may be replaced from managers' inventories. No limits apply to total Star Players kept (however there are only five Star Players for each race).

PLAYER IMPROVEMENTS

Any remaining cards in the pools (*Team Upgrades*, *Star Players*, and *Staff Upgrades*) will then be used to calculate a number of MVP's managers can then assign to their respective players (for leveling up and then adding skills).

- Each Team Upgrade = 3 points
- Each Star Player = 2 points
- Each Staff Upgrade = 1 point

Managers will then add up their total number of points and divide that by 3 rounded down (*Ex: If you totaled 11 points, you get 3 MVP's*).

Managers may then assign MVP's to any of the players on their rosters to level them up (all players start at Level 0).

- Level 1 = 1 MVP
- Level 2 = 2 Additional MVP's
- Level 3 = 3 Additional MVP's
- ⋮
- ⋮
- Level 6 = 6 Additional MVP's (Max)

Note: Star Players are NOT eligible for MVP's (they are already Level 6).

Assigned MVP's that do not level up players carry over to following games in the season (*Ex: Player A is at Level 2 and has 2 MVP's assigned to him which is not enough for Level 3. After the next game, Player A will only need 1 MVP for Level 3*).

If a player would level up due to an MVP that would result in that player being more than 2 levels higher than the lowest level player on that team's roster, a manager may not assign an MVP to that player (*i.e. all players on a team roster must be within 2 levels of each other*). If a player is bought and added to a manager's roster when any one player is higher than level 2, no other MVP's may be assigned to other players until the new player is within the 2 level minimum spread (*Ex: Player A is at level 4 and all other players are at level 2 or 3. Player B gets added to the roster and starts at level 0. Player B must be given all MVP's gained until he has reached level 2*).

Note: Managers will need to keep track of leveling up individually using the Team Roster Sheet on the last page of this rule book. A Team Roster Sheet will be needed for each manager in the league.

★ ★ ★ Did you know...

According to the rules of the original game, a match started with the ball being tossed up between the teams by a hapless referee. The upshot of this was usually a dead referee, of course, so the practice was stopped and a kick-off used instead. Now at least, the referee can stay out of the way and not get flattened!

When a player levels up, that player gains a skill, icon, or +1 Star. Roll 2 dice to determine the result of options to choose from. All learned skills, icons, and added Stars are permanent unless lost due to injury. See chart below for results.

Note: Managers will need to track players' new skills on their Team Roster Sheets and use proxy cards for leveled up players.

		New Skill (Normal) (<i>No Icon</i>)
		New Skill (Normal) or <i>Icon</i> (Normal)
		New Skill (Any) or <i>Icon</i> (Normal)
		New Skill (Normal) or <i>Icon</i> (Any)
		New Skill (Any) or <i>Icon</i> (Any)
		+1 Star Power, New Skill (Any), or <i>Icon</i> (Any)

Please refer to the **Team Rosters** section to see which skills and icons are "Normal" for players. "Any" from the above chart refers to Normal and Other skills and icons.

Note: Icons are italicized and bolded in the "Skill Categories". Certain Icons and Skills can only be learned by certain races and some skills have a minimum or maximum Star Power requirement (refer to the Skills and Icons List). Icons can be learned as downed abilities or standing abilities (Regeneration is the exception being only a downed ability). If learning an icon as a downed ability, managers will need to write a "(D)" after the icon name on their Team Roster sheet. **Players may not have duplicate skills, but duplicate icons are allowed.**

SKILL CATEGORIES			
GENERAL (G)		STRENGTH (S)	
<i>Cheat</i>	Strip Ball	Grab	Multiple Block
Dauntless	Sure Hands	Guard	Piling On
Dirty Player	<i>Tackle</i>	Juggernaut	Stand Firm
Fend	Wrestle	Mighty Blow	Thick Skull
Frenzy	Kick		
Pass Block			
PASSING (P)		AGILITY (A)	
Dump-Off	<i>Pass</i>	Diving Catch	Dodge
Nerves of Steel		Diving Tackle	<i>Sprint</i>
MUTATION (M)			
Claw	Extra Arms	Immobilize	
Disturbing Presence	Horns	Trample	
EXTRAORDINARY (E)			
Bombardier	Illegal Sub	Spree	
Fan Favorite	Loner	Stab	
<i>Foul</i>	Nurgle's Rot	Stunty	
Frantic	<i>Regeneration</i>	Throw Team-Mate	
Hypnotic Gaze	Spread Disease		

GENERAL

Cheat - (Icon) Take one cheating token.

Dauntless - When this player attempts to tackle an opposing player whose Star Power is higher than this player's Star Power, roll only 1 dice and apply the result.

Dirty Player - If this player injures an opposing player, gain 1 fan.

Fend (3 Star Power or higher only) - If an opposing player successfully tackles this player, you may stand 1 of your other downed players at this matchup.

Frenzy - When this player attempts a tackle, increase his Star Power by 1 during the tackle attempt.

Kick - Scoreboard phase: If this player is the ball carrier, gain 1 fan.

Pass Block - After an opposing player uses the pass at a matchup where this player is present, you may stand one downed player.

Strip Ball - Instead of using the tackle action, you may place the ball at midfield. (*This skill will have no effect unless player has the tackle icon*)

Sure Hands - If this player is the ball carrier and becomes downed, he does not drop the ball.

Tackle - (Icon) One tackle action.

Wrestle - If this player is successfully tackled, assign a cheater token to both this player and the tackling player.

PASSING

Dump-Off - If this player would become the ball carrier or drop the ball, you may move the ball to a friendly player at this matchup.

Nerves of Steele - While this player is the ball carrier, his Star Power is increased by 1.

Pass - (Icon) One pass skill.

AGILITY

Diving Catch - If this player successfully tackles an opposing player, he gains the ball.

Diving Tackle - If this player successfully tackles an opposing player, this player gains a sprint action.

Dodge - During a tackle attempt against this player, you may force the opposing manager to reroll all tackle dice once.

Sprint - (Icon) One sprint action.

STRENGTH

Grab - On a successful tackle, you may choose another player with 2 star power or less and that player is downed as well.

Guard - When an opposing player successfully tackles 1 of your players, you may apply the dice result to this player instead.

Juggernaut - When this player attempts a tackle, opposing players cannot use the **Guard** skill.

Mighty Blow - If this player injures an opposing player, stand 1 of your other players at this matchup.

Multiple Block - On a successful tackle, gain an additional tackle.

Piling On - Each time you roll **◆◆** during this player's tackle attempt, this player may attempt another tackle against a different opposing player.

Stand Firm - While this player is the ball carrier, opposing players cannot tackle him.

Thick Skull - When an opposing player successfully tackles this player, roll 2 dice. If you roll **◆◆**, this player does not become downed, and the opposing player becomes downed instead.

MUTATION

Claw - If this player becomes downed from a tackle attempt, this player may immediately attempt to tackle the same player that tackled him. Use this player's standing Star Power during this tackle attempt.

Disturbing Presence - If this player successfully tackles an opposing player, you may look at 1 cheating token on this player's card. Choose to either leave it or discard it. If you discard it, draw a new cheating token from the pool and assign it to this player.

Extra Arms - Scoreboard phase: If the ball is at midfield, this player becomes the ball carrier.

Horns - If this player successfully tackles an opposing player, he gains a cheater token.

Immobilize (Nurgle only) - Players at this matchup cannot use the pass skill.

Trample - After this player successfully tackles an opposing player, he may immediately attempt to tackle that player again. Both players use their downed Star Power for the second tackle attempt.

EXTRAORDINARY

Bombardier (Goblins only) - After this player successfully tackles an opposing player, roll 1 dice for each standing player at this matchup. For each "X" result, that player becomes downed.

Fan Favorite - Each time a cheating token is assigned to an opposing player at this matchup, you may look at that token.

Foul - (Icon) Use the foul action.

Frantic (Goblins only) - When this player attempts to tackle an opposing player, regardless of the difference in Star Power, roll 2 dice and apply both results. If both results would cause a standing player to become injured, ignore any abilities that occur when the player becomes downed.

Hypnotic Gaze (Vampires only) - When played, choose 1 opposing player; that player loses all printed abilities until the end of the turn.

Illegal Sub (Goblins only) - Response: If this player is successfully tackled, you may injure this player and draw 1 card from your Team deck and commit the player to the same matchup where this player was present. Immediately resolve the new player's skills.

Loner - While this player is the only 1 of your players committed to this matchup, increase his Star Power by 1.

Nurgle's Rot (Nurgle only) - When this player successfully injures another player, search your Team deck and discard pile for 1 Rotter Lineman and commit him to this matchup. Then, shuffle your Team deck and discard pile together.

Regeneration (Chaos, Vampires, Undead, Nurgle, and Goblins only) - (Icon) Use the regeneration action (downed ability only).

Spread Disease (Nurgle only) - When played, place 1 disease token at midfield.

Spree (Goblins only) - When played, reveal the top card of your Team deck. If the revealed player has a standing Star Power of 2 or less, commit him to this matchup and immediately resolve his skills. Otherwise, discard the revealed card and this player gains a cheater token.

Stab - Down a friendly player at any matchup. If you do, gain a tackle action.

Stunty (Goblins only) - During a tackle attempt against this player, this player's Star Power is equal to the tackling player's Star Power.

Throw Team-Mate (3 Star Power or higher) - When played, you may move 1 of your players from this matchup to a different matchup. If the moved player was the ball carrier, give the ball to any of your players at this matchup.

STAR PLAYERS ROSTER

(Team Value reference/Cost of player during Roster Improvements phase)

HALL OF FAME (\$160/\$90)

Bone Crusher
Deeproot Strongbranch
Grashnak Blackhoof
Hthark the Unstoppable
Luthor Von Drakenbory
Max Spleenripper
Mighty Zug
Mumma Hotep
Queen Nefaria
Ripper
Snotlobba
The Death Roller

ALL STARS (\$120/\$70)

Aurora Silverleaf
Barik Farblast
Bigg Nife
Bite-Bite
Bloodhorn
Bre'th Fever
Crushface
Doktor Payne
Emil Von Carstein
Griff Oberwald
Headsplitter
Hubris Rakarth
Jibber
Jordell Freshbreeze
Lashrick Gritspittle
Lord Borak the Despoiler
Marcus Sibermann
Morkai the Everchanging
Pusbubble
Rashnak Backstabber
Scrappa Sorehead
Sepulchre
Skuff Whitebeard
Smashjaw
Varag Ghaulchewer
Yusef Stirgoi

STARS (\$90/\$50)

Blightmaw
Bomber Pribblesnot
Bork
Cornelius Krieg
Eldril Sidewinder
Fungus the Loon
Grim Ironjaw
Hide-Sneak
Horkon Heartripper
Jabber
Janglin' Jacck
Long Bomb Silver
Lucius Blackheart
Nik Nik Yellowtail
Nobbla Blackwart
Phobos Vulcan
Rothorn
Sikey McSpike
Thornmane
Wilhelm Chaney
Zzharg Madeye

		
Downed Icons	Player Name	
	Icons	
	Skills:	
		

		
Downed Icons	Player Name	
	Icons	
	Skills:	
		

		
Downed Icons	Player Name	
	Icons	
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Downed Icons	Player Name	
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