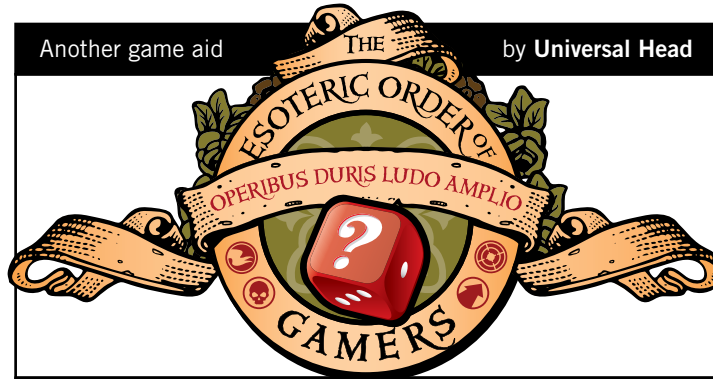


Another game aid

THE

by Universal Head







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Game: **BLOOD BOWL TEAM MANAGER
THE CARD GAME**

Publisher: **Fantasy Flight Games (2011)**

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Jul 2013

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

BLOOD BOWL

TEAM MANAGER


SETUP

Player refers to a card featuring a member from a Blood Bowl team. **Manager** refers to a real-life player.

Shuffle the **Highlight cards** and place them facedown at one end of the common play area.

Agree to choose teams or each draw a team token to randomly determine your team. Each manager receives one **scoreboard** (set to '00'), and the 12 **Starting Player cards**, 5 **Team Upgrade cards**, and 3 **Team tokens** for his team.

Each manager shuffles his deck of Starting Player cards (not including Star Players) and Team Upgrade cards and places both decks facedown in his play area.

Separate all Star Player cards (identified by the  symbol on both sides of the player's name) into 2 decks: **OWA** and **CWC**. Shuffle each deck separately and place them facedown near the Highlight deck.

Unless using the *No Salary Cap* variant, return these **Staff Upgrade cards** to the box: *Hall of Famers*, *Fan Club Enrollment*, *We'll Get 'Em Next Season*, *Staffing Office* (x2) and *Talent Scout* (x2). Then shuffle the deck and place it facedown near the Highlight deck.

Prepare the **Spike! Magazine deck**: set aside *The Blood Bowl* card. Shuffle the 3 remaining Tournament cards, randomly draw 2, and return the remaining card to the box unseen. Shuffle all *Headline cards*, randomly draw 2, and return the remaining cards to the box unseen. Shuffle the 4 drawn cards together into one deck and place *The Blood Bowl* card facedown at the bottom of it. Place this deck at the opposite end of the play area from the Highlight deck.

Mix together all **cheating tokens** facedown (skull side up) to form the cheating token pool. Place the **ball tokens** and **tackle dice** where all can reach them.

The youngest manager takes the **golden coin** and is the first manager during the first round of the game.

THE GAME ROUND

Each game has 5 **rounds**, each representing one week of the season. Each round is divided into 3 **phases**:

1. MAINTENANCE

Perform the following steps in order (all managers may perform steps 1–2 simultaneously):

1. Refresh Cards: Managers refresh all exhausted cards in their play area by rotating them upright.

2. Replenish Hand: Managers draw cards from their **Team deck** until they have **6 cards** in hand.

When your Team deck is depleted, shuffle discards to form a new deck, and continue drawing if necessary.

3. Restock the Cheating Token Pool: The first manager returns all **cheating tokens** to the cheating token pool. Flip all the tokens facedown and mix them together.

4. Reveal the Spike! Magazine Card: The first manager draws the top card of the **Spike! Magazine deck** and places the card facedown next to the deck, covering up any previous *Spike! Magazine* card.

If the card is a **tournament**, managers can compete for a prize during this round. If the card is a **headline**, the first manager reads its text aloud.

Some effects occur immediately, while those labeled *This Week* occur throughout the Matchup phase.

5. Roll the Highlights: The first manager draws a number of cards from the **Highlight deck** equal to the number of managers in the game and places them facedown in the play area in a line (the **Highlight Reel**). The first card is placed next to the Highlight deck and the last next to the revealed *Spike! Magazine* card.

6. Prepare for Kickoff: Place one **ball token** on each Highlight card and on the Tournament card (if present). When the ball token is on the Highlight or Tournament card, it is at **midfield**.

2. MATCHUP

Matchups can be **highlights** (Highlight cards from the Highlight Reel) or **tournaments** (Tournament cards from the *Spike! Magazine* deck). The word *matchup* applies to both highlights and tournaments; *highlight* applies only to highlights and not tournaments.

Each manager typically has 6 turns over the course of this phase, unless he passes early. Beginning with the first manager and proceeding clockwise, each manager performs the following steps during his turn:

1. Commit One Player to a Matchup: Take 1 **Player card** from your hand and place it facedown next to a matchup. Then resolve the player's card as follows:

Resolve 'When Played:' abilities on that card.

Use the player's skills in order from left to right.

2. Resolve One Matchup Action (optional): You may exhaust 1 **Staff Upgrade** or **Team Upgrade** card in your play area and apply its text.

If you can't, or won't, commit a Player card, you must **pass**. You cannot commit any more players or resolve matchup actions for the rest of the Matchup phase. You may discard any Player cards you do not wish to keep for next round.

After all managers have passed, go to the next phase.

3. SCOREBOARD

1. Resolve Matchups: Starting with the Highlight card closest to the Highlight deck, resolve each matchup by following the steps below.

Resolve tournaments last. Complete the process for each matchup before continuing to the next matchup:

a. Reveal Cheating Tokens: Flip all assigned cheating tokens at the matchup facedown.

b. Resolve Scoreboard Phase Abilities: In turn order, resolve any *Scoreboard* phase abilities on players, team upgrades, or staff upgrades.

c. Determine Winner: Calculate each manager's total Star Power at the matchup, including each player, cheating tokens, the ball token, and any player abilities.

d. Collect Payouts: Each manager collects his zone's payout. The winning manager collects the central payout.

e. Clear the Pitch: The players involved in the matchup go to the owning manager's discard pile. Return Highlight cards to the game box.

2. Reveal Improvement Pile: Each manager reveals the **improvements** received from this round's payouts.

3. Pass the Golden Coin: The manager with the golden coin passes it to the manager on his left.

After resolving the *Scoreboard* phase, the week is over; proceed to the next *Maintenance* phase.

If the Blood Bowl tournament was resolved this week, the season ends and a winner is determined.

WINNING THE GAME

The season culminates in the **Blood Bowl tournament** and ends at the end of the fifth round. Managers gain fans from any *End of Game* abilities from team upgrades or staff upgrades. After the final tally, **the manager with the most fans wins the game**.

On a tie, the tied managers calculate the total number of improvements (Star Players, team upgrades, and staff upgrades) gained over the season, and the tied manager with the most improvements wins the game.

If there is still a tie, each tied manager loses all their fans, and the winner is the remaining manager with the most fans. If all managers are still tied (after checking for the most improvements), nobody wins.

MATCHUPS

Committing Players to a Highlight

To commit a player to a highlight, take 1 **Player card** from your hand and place it perpendicular to the **Highlight card** in one of that highlight's 2 **team zones** (to the left or to the right of the card).

Each zone has a corresponding **payout**; if your players are in this zone during the *Scoreboard* phase you receive this payout. You may stack your Player cards on top of each other (leaving the star power visible).

You may only commit players to a zone that does not already contain players from another team, and you may not have your own players in more than one zone at the same matchup.

No more than 2 different managers can commit players to a single highlight. If the last player is removed from a team zone, leaving it empty, a different manager may then place a player in that team zone.

You also have a chance to beat the opposing manager and win the **central payout**.

Committing Players to a Tournament

To **commit** a player to a tournament, take 1 Player from your hand and place it near the Tournament card.

There is no limit to the number of managers who can commit players to a tournament, and the team zone does not contain any payouts.

When you commit a Star Player card whose team logo does not match yours, place one of your team tokens on the card as a reminder that he belongs to you.

Resolving Matchup Actions




After committing a player, the active manager may resolve 1 **matchup action**. If a card requires the manager to *exhaust* it, rotate it clockwise 90°.

A manager who passes cannot resolve matchup actions for the remainder of the *Matchup* phase.

SCOREBOARD

Reveal Cheating Tokens

Apply revealed cheating tokens in this order:

-  **1. Ejection:** If there are any revealed cheating tokens with a whistle icon, place that **ejected** player from in his manager's discard pile, and discard any other cheating tokens on that player *without resolving them*. An ejected ball carrier drops the ball.
-  **2. Fan Frenzy:** For each flag icon on a cheating token, the manager immediately gains one fan.
-  **3. Star Power:** These cheating tokens are cumulative and take effect during the *Determine Winner* step.

Determine Winner

To determine the winner of a matchup calculate the **total Star Power** for each team at the matchup:

- Standing players** contribute standing Star Power.
- Downed players** contribute downed Star Power.
- Cheating tokens** contribute Star Power.
- The ball** contributes 2 Star Power to the team with the ball carrier.

The manager whose team has the highest Star Power is the winner. On a tie, the team with the ball carrier is the winner.

On a tie at a highlight with the ball at midfield, the highlight ends in a draw; neither team receives the central payout.

On a tie at a tournament (for winner or runner-up, and neither tied team has the ball, the first manager decides which tied team has higher Star Power.

Collect Payouts

A manager collects team zone payouts based on the icons on the Highlight card. He must have at least one player still in the team zone during the *Collect Payouts* step of the *Scoreboard* phase in order to collect a team zone payout.

Managers gain fans immediately. Collected payout cards are placed facedown in the manager's improvement pile.

When only one team has players at a matchup, that manager collects *all* payouts shown on the card.

Highlights Each manager collects the payout for his team zone. The winner also collects the central payout.

Tournaments The winner collects the payout next to the trophy. The manager with the second-highest Star Power is the runner-up and collects the payout next to the ribbon. All other managers with at least one player at the tournament collect the *LOSE!* payout.

Reveal Improvement Pile

Each manager reveals his **improvement pile**, which contains all Star Players, team upgrades, and staff upgrades that he collected from payouts this round. In turn order, each manager reveals and reads aloud his cards in this order:

- 1. Staff Upgrades**
- 2. Team Upgrades**
- 3. Star Players with the Freebooter Ability** For each Star Player drafted with the *Freebooter* ability, you may choose one of your player cards from your Team deck, discard pile, or your hand, and return it to the box. Then shuffle the Freebooters (if any) into your deck along with your discard pile to create a new Team deck.
- 4. All Other Star Players** Any Star Players without the *Freebooter* ability are then placed on top of your Team deck in any order.

ADDITIONAL RULES

Player Card Abilities

A condition must usually be fulfilled before these take effect. Unless stated, all abilities only interact with players at the same matchup. If 2 abilities occur in the same phase, resolve in turn order starting with the manager with the golden coin.

Upgrade Card Abilities

Some of these must be *exhausted* to use: rotate the card clockwise 90°. Cards refresh during the *Maintenance* phase.

Matchup action abilities are resolved on a manager's turn during the *Resolve One Matchup (Matchup phase)*. **Response abilities** are resolved during the *Matchup* phase when the conditions are fulfilled. **Scoreboard phase abilities** are resolved during the *Scoreboard* phase. **End of game abilities** are resolved after the last week of the season has ended.

If two response abilities contradict each other, the last used takes effect and the previously used is ignored.

Abilities Based On Winning or Losing

These abilities only resolve when a your team wins or loses a matchup. At tournaments, the winner and the runner-up are both winners. Managers who collect the *LOSE!* payout are losers. A manager alone at a highlight or a tournament is the winner. A manager must commit at least 1 player to a matchup to be considered the winner or the loser.

Moving a Committed Player to a Different Matchup

These abilities allow you to move a player committed to a matchup to a different matchup. The player is *moved*, not *committed* (and cannot use his skills at the new matchup). The player may be placed at any legal matchup where there is an open team zone or where a friendly player is already at the matchup. If you move a ball carrier to a different

matchup, place the ball token on a friendly player of your choice at the original matchup.

The Cheating Token Pool

When instructed to '*discard assigned cheating tokens*', set these tokens aside. Do not return discarded cheating tokens to the cheating token pool until the next *Maintenance* phase.

Gaining and Losing Fans

The dial on the left of a manager's **scoreboard** represents tens, and the dial on the right ones; rotate the dials to record your total number of fans. You cannot have fewer than 00.

Morg 'N Thorg

Morg 'N Thorg has one OWA card and one CWC card. If one manager commits him to a matchup, no other manager can commit another copy of him to that same matchup.

Playing with 2 Managers

Prepare the Spike! Magazine deck by returning all Headline cards to the game box, setting aside *The Blood Bowl* card, shuffling the other 3 Tournament cards, then placing *The Blood Bowl* card on the bottom of the pile. Thus, a game with 2 managers only lasts 4 rounds.

When rolling the Highlights, reveal 4 highlights. After 2 highlights each have at least one committed player, return the other 2 highlights to the game box. Managers compete in the 2 remaining highlights and the tournament.

There is no runner-up payout: the winner collects the winner's payout (next to the trophy), and the loser collects the *LOSE!* payout. If a team is alone at a tournament during the *Scoreboard* phase, its manager collects the winner's payout and the loser's payout (not the runner-up's payout).

OPTIONAL RULES

No Salary Cap Variant Shuffle *all Staff Upgrade* cards when preparing the Staff Upgrade deck during setup.

Abbreviated Season During setup, when preparing the **Spike! Magazine deck**, draw 1 Tournament card (instead of 2) and 2 Headline cards (instead of 3). After assigning the first manager, but before beginning the game, each manager follows these steps:

- 1. Star Players:** Draw 4 **Star Player** cards from the Star Player deck corresponding to your union (OWA or CWC). Look at them and place 2 in your improvement pile. Return the others to the bottom of the Star Player deck in any order.
- 2. Team Upgrade:** Draw 1 **Team Upgrade** card and place it in your improvement pile.
- 3. Staff Upgrade:** Draw 3 **Staff Upgrade** cards. Look at them, place 1 in your improvement pile. Return the others to the bottom of the Staff Upgrade deck in any order.

Each manager then reveals his starting improvements.

Extended Season During setup, when preparing the **Spike! Magazine deck**, draw 2 Tournament cards and 3 Headline cards (instead of 2).

Scheduling Limitations When rolling the **Highlight Reel**, only reveal as many highlights as needed for the total number of matchups to equal the number of players in the game.

BLOOD BOWL

TEAM MANAGER

THE GAME ROUND

1. MAINTENANCE

1. Refresh Cards

2. **Replenish Hand:** All managers draw cards from their **Team deck** until they have **6 cards**.

3. **Restock the Cheating Token Pool:** Return all **cheating tokens** facedown and mix them.

4. Draw the Spike! Magazine Card:

Tournament: managers can compete during this round. **Headline**, read it aloud.

5. **Roll the Highlights:** Draws **Highlight cards** equal to the number of managers in the game and place them faceup in the **Highlight Reel**.

6. **Prepare for Kickoff:** Place one **ball token** on each **Highlight card** and on the **Tournament card** (if present). A ball token on the **Highlight** or **Tournament card** is at **midfield**.

d. **Collect Payouts:** Each manager collects his zone's payout. The winning manager also collects the central payout.

e. **Clear the Pitch:** The players in the matchup go to the owning manager's discard pile. Return **Highlight cards** to the box.

2. **Reveal Improvement Pile:** Each manager reveals the **improvements** received from this round's payouts.

3. **Pass the Golden Coin:** The manager with the golden coin passes it to his left.

After resolving the **Scoreboard** phase, the week is over; proceed to the next **Maintenance** phase.

If the **Blood Bowl** tournament was resolved this week, the season ends and a winner is determined.

PAYOUT ICONS



Fan: For each icon, gain 1 fan. Increase the fan dial on your scoreboard accordingly.



Star Players: For each icon, draw 1 **Star Player card** from the **Star Player deck** that corresponds to his union membership (OWA or CWC). Look at all these cards and draft one by placing it in your improvement pile. Place any remaining **Star Players** at the bottom of the **Star Player deck** in any order.



Team Upgrade: For each icon, draw 1 **Team Upgrade card**. Look at all these cards, keep one, and place it in your improvement pile. Then place any remaining team upgrades at the bottom of the **Team Upgrade deck** in any order.



Staff Upgrade: For each icon, draw 1 **Staff Upgrade card**. Look at all these cards, keep one, and place it in your improvement pile. Then place any remaining staff upgrades at the bottom of the **Staff Upgrade deck** in any order.



Either/Or: Central payouts separated by a slash offer the winning manager a choice between 2 different rewards. The winning manager chooses one of the listed rewards as his payout.

BLOOD BOWL

TEAM MANAGER

THE GAME ROUND

1. MAINTENANCE

1. Refresh Cards

2. **Replenish Hand:** All managers draw cards from their **Team deck** until they have **6 cards**.

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4. Draw the Spike! Magazine Card:

Tournament: managers can compete during this round. **Headline**, read it aloud.

5. **Roll the Highlights:** Draws **Highlight cards** equal to the number of managers in the game and place them faceup in the **Highlight Reel**.

6. **Prepare for Kickoff:** Place one **ball token** on each **Highlight card** and on the **Tournament card** (if present). A ball token on the **Highlight** or **Tournament card** is at **midfield**.

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Team Upgrade: For each icon, draw 1 **Team Upgrade card**. Look at all these cards, keep one, and place it in your improvement pile. Then place any remaining team upgrades at the bottom of the **Team Upgrade deck** in any order.



Staff Upgrade: For each icon, draw 1 **Staff Upgrade card**. Look at all these cards, keep one, and place it in your improvement pile. Then place any remaining staff upgrades at the bottom of the **Staff Upgrade deck** in any order.



Either/Or: Central payouts separated by a slash offer the winning manager a choice between 2 different rewards. The winning manager chooses one of the listed rewards as his payout.

2. MATCHUP

Beginning with the first manager and going clockwise, each manager takes turns:

1. **Commit One Player to a Matchup:** Place 1 **Player card** from your hand faceup next to a **matchup**. Then:

Resolve **'When Played:'** abilities.

Use the **player's skills** from left to right.

2. **Resolve One Matchup Action (optional):** You may exhaust 1 **Staff Upgrade** or **Team Upgrade card** in your play area and apply its text.

If you do not commit a **Player card**, you must pass. After all managers have passed, go to the next phase.

3. SCOREBOARD

1. **Resolve Matchups:** Starting with the **Highlight** closest to the **Highlight deck**, resolve each matchup. **Resolve tournaments last**.

a. **Reveal Cheating Tokens:** Flip all assigned cheating tokens at the matchup faceup.

b. Resolve Scoreboard Phase Abilities:

In turn order, resolve any **Scoreboard** phase abilities on players, or team/staff upgrades.

c. **Determine Winner:** Calculate each manager's total **Star Power** at the matchup.

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Beginning with the first manager and going clockwise, each manager takes turns:

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a. **Reveal Cheating Tokens:** Flip all assigned cheating tokens at the matchup faceup.

b. Resolve Scoreboard Phase Abilities:

In turn order, resolve any **Scoreboard** phase abilities on players, or team/staff upgrades.

c. **Determine Winner:** Calculate each manager's total **Star Power** at the matchup.

SKILLS

You must completely resolve a skill before using another skill.

Cheating



Mandatory. For each icon, draw 1 random cheating token from the pool and place it facedown (skull up) on the Player card *without looking at it*. Cheating tokens are revealed and resolved during the Scoreboard phase.

Managers cannot look at an assigned cheating token's face unless a card ability lets them.

Passing



Optional. If the ball token is at midfield (on the matchup card), give it to the player using the passing skill, placing the token on his Player card. That player is now the **ball carrier**.

If an opposing player is the ball carrier, move the ball to midfield. If another player on your own team is the ball carrier, you may choose to either leave the ball with the current carrier or move it to the player using the passing skill. If the committed player is already the ball carrier, but still has more pass icons to resolve, ignore them.

This skill is *not* related to a manager passing.

Sprinting



Optional. For each icon, draw the top card of your Team deck, then choose one card to discard from your hand (you may choose the card just drawn).

Tackling



Optional. For each icon, the player may attempt one tackle against any opposing player at the same matchup.

A player with multiple tackle icons resolves each tackle separately (versus the same player multiple times or versus multiple different players).

To attempt a tackle, the tackling player's manager declares the target player and compares his player's Star Power to the target player's Star Power:

- **Tackling player's Star Power > target player's Star Power:** roll 2 tackle dice and choose one result to apply.
- **Tackling player's Star Power = target player's Star Power:** roll 1 tackle dice and apply that result.
- **Tackling player's Star Power < target player's Star Power:** roll 2 tackle dice; the opposing manager chooses one result to apply.

Unless stated in a player's ability, the ball token does not affect the player's Star Power.

Based on the results of the tackle dice, one of several outcomes may occur after a tackle attempt:



Target Down: Tackle succeeds. If the target player is **standing**, he becomes **downed**. If the target player is **downed**, he becomes **injured**.



Target Missed: The tackle fails, but there is no other effect.



Tackler Down: If the tackling player is **standing**, he becomes **downed**. If the tackling player is **downed**, he becomes **injured**.

Some abilities take effect when players are *successfully tackled*. If a manager applies the **tackler down** result, it does not count as a successful tackle for the target player.

PLAYER STATES

A player can be **standing**, **downed**, or **injured**.

If a player drops the ball, place the ball token at midfield.

Standing: When you commit a player to a highlight, place the Player card perpendicular to the Highlight card in an upright position in his team zone. This position indicates that he is **standing**. While standing, he uses his standing Star Power (upper-left corner).

Downed: Immediately rotate the Player card clockwise 90°. While downed, he uses his downed Star Power (upper-left corner when the card is rotated).

If the player is the ball carrier, he drops the ball. Downed players lose all abilities and remaining skills, but retain any cheating tokens already on them.

Injured: Immediately remove the player from the matchup and place his Player card in your discard pile.

If the player is the ball carrier, he drops the ball. Discard any cheating tokens on his card. Injured players recover the next time the discard pile is shuffled to become the new deck.

CHEATING TOKEN QUANTITIES



SKILLS

You must completely resolve a skill before using another skill.

Cheating



Mandatory. For each icon, draw 1 random cheating token from the pool and place it facedown (skull up) on the Player card *without looking at it*. Cheating tokens are revealed and resolved during the Scoreboard phase.

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CHEATING TOKEN QUANTITIES



BLOOD BOWL

TEAM MANAGER



SUDDEN DEATH EXPANSION

SETUP

All expansion cards and components are incorporated into the base game with the exception of the optional **Enchanted Balls**.

After preparing the **cheating token pool**, mix together all the expansion **contract tokens** facedown (hiding the number of fans) to form the contract token supply pool.

Replace the 4 **Tournament cards** from the **Spike! Magazine** base game deck with the new Tournament cards from this expansion.

Dark Sorcery Syndicate Players: Managers may choose from the 3 DSS teams (in addition to the base game teams). If you are playing with a DSS team, take all DSS Star Player cards, shuffle them together and place this deck facedown near the Highlight deck.

Blood Tokens: If you are playing as the *Black Fangs* team, create a supply of all the blood tokens near your Team deck.

CWC and OWA Teams: If you are play with a team from the base game, shuffle the corresponding Team Upgrade card from this expansion into your Team Upgrade deck.

CONTRACTS



You earn **contract tokens** via the **Cabalvision Contract icons** printed on some of the new Highlight and Tournament cards.

During a **Scoreboard** phase each time payouts are collected, if you win any contract payouts, randomly select 1 contract token (without looking at the value) from the contract token pool for **each Cabalvision Contract icon** printed on the payout section of the Highlight card.

The chosen token is not revealed to any manager (including you) and is placed facedown in your play area.

These tokens remain facedown until the end of the season and are only revealed after managers resolve any *End of Game* abilities. At that time, reveal all your contract tokens and score fans equal to the combined amount revealed.

Contract tokens do not count as improvements.

If you resolve a Cabalvision Contract payout and there are no contract tokens left in the supply, immediately gain 2 fans but do not collect a contract token.

PLAYING WITH TWO MANAGERS

When playing for 2 managers, prepare the **Spike! Magazine deck** by shuffling all **Tournament cards** from this expansion together. A game with 2 managers therefore lasts 5 rounds.

EITHER/OR SKILLS

Some Player cards feature icons separated by one or more slashes. All skill icons on one side of a slash are called a **skill set**.

Each time you commit a player that has more than 1 skill set, you **must** choose which skill set the player has. *Once* chosen, you can only use that skill set; the unchosen skill set(s) do not exist for the remainder of the time that card is in play.

You may use all skill icons on a single side of a slash. If a is present among the skills, you must assign the player a cheating token.

If a player has skill icons divided by more than one slash, you may only use one set of skills on a single side of a slash.

DOWNED SKILLS

Skill icons next to a player's downed Star Power are **downed skills**. Each time a player with downed skills is downed, resolve them from left to right immediately, interrupting the active manager's turn.

The active manager's turn then resumes and he may resolve any other remaining standing skills icons on the card he played.

If players controlled by 2 different managers become downed simultaneously, the active manager resolves his downed skills first.

Cheating is mandatory; passing, sprinting, tackling, regeneration and fouling are optional. Each time you use a player's downed tackling skill, the downed Star Player rating is used to attempt the tackle. Downed players with downed skills still lose all printed abilities.

BLOOD BOWL

TEAM MANAGER



SUDDEN DEATH EXPANSION

SETUP

All expansion cards and components are incorporated into the base game with the exception of the optional **Enchanted Balls**.

After preparing the **cheating token pool**, mix together all the expansion **contract tokens** facedown (hiding the number of fans) to form the contract token supply pool.

Replace the 4 **Tournament cards** from the **Spike! Magazine** base game deck with the new Tournament cards from this expansion.

Dark Sorcery Syndicate Players: Managers may choose from the 3 DSS teams (in addition to the base game teams). If you are playing with a DSS team, take all DSS Star Player cards, shuffle them together and place this deck facedown near the Highlight deck.

Blood Tokens: If you are playing as the *Black Fangs* team, create a supply of all the blood tokens near your Team deck.

CWC and OWA Teams: If you are play with a team from the base game, shuffle the corresponding Team Upgrade card from this expansion into your Team Upgrade deck.

CONTRACTS



You earn **contract tokens** via the **Cabalvision Contract icons** printed on some of the new Highlight and Tournament cards.

During a **Scoreboard** phase each time payouts are collected, if you win any contract payouts, randomly select 1 contract token (without looking at the value) from the contract token pool for **each Cabalvision Contract icon** printed on the payout section of the Highlight card.

The chosen token is not revealed to any manager (including you) and is placed facedown in your play area.

These tokens remain facedown until the end of the season and are only revealed after managers resolve any *End of Game* abilities. At that time, reveal all your contract tokens and score fans equal to the combined amount revealed.

Contract tokens do not count as improvements.

If you resolve a Cabalvision Contract payout and there are no contract tokens left in the supply, immediately gain 2 fans but do not collect a contract token.

PLAYING WITH TWO MANAGERS

When playing for 2 managers, prepare the **Spike! Magazine deck** by shuffling all **Tournament cards** from this expansion together. A game with 2 managers therefore lasts 5 rounds.

EITHER/OR SKILLS

Some Player cards feature icons separated by one or more slashes. All skill icons on one side of a slash are called a **skill set**.

Each time you commit a player that has more than 1 skill set, you **must** choose which skill set the player has. *Once* chosen, you can only use that skill set; the unchosen skill set(s) do not exist for the remainder of the time that card is in play.

You may use all skill icons on a single side of a slash. If a is present among the skills, you must assign the player a cheating token.

If a player has skill icons divided by more than one slash, you may only use one set of skills on a single side of a slash.

DOWNED SKILLS

Each time a player with **downed skills** is downed, the player's manager resolves them immediately, interrupting the active manager's turn.

The active manager's turn then resumes and he may resolve any other remaining standing skills icons on the card he played.

If players controlled by 2 different managers become downed simultaneously, the active manager resolves his downed skills first.

Downed skills are resolved from left to right, in the same way as standing skills. Cheating is mandatory, while passing, sprinting, tackling, and regeneration are optional. Each time you use a player's downed tackling skill, the downed Star Power rating is used to attempt the tackle. Downed players with downed skills still lose all printed abilities.

BLOOD BOWL

TEAM MANAGER



SUDDEN DEATH EXPANSION

ADDITIONAL SKILL ICON

Regeneration



Regeneration is optional.

Regeneration is not used when a player is committed to a matchup, but as a **downed skill**.

Each time you choose to use regeneration on a downed player, roll 2 dice and choose one result to apply. If you apply a **2** result, you may return that player to a standing state. All other results are ignored.

If you decide to use regeneration, you must do so in sequence with a player's other downed skills, resolving them left to right.

If a player uses the regeneration skill to stand, additional downed skills triggered after the regeneration skill are not used (since the player is no longer downed) and any standing skills are ignored.

BLOOD TOKENS



Players with the **Bloodlust** ability may gain **blood tokens**.

Each time your player gains a blood token, place 1 blood token on that player's Player card (players may accumulate more than 1 blood token).

Each blood token on a Player card increases that player's standing Star Power *and* downed Star Power by 1, to a minimum of 0. Blood tokens remain in play until the *Clear the Pitch* step of the *Scoreboard* phase, when they are returned to the supply.

Blood tokens are limited to the number provided; players cannot gain blood tokens if the supply is depleted.

SCOREBOARD PHASE ABILITIES

Managers must resolve all *Scoreboard Phase* abilities that score fans for winning or losing a matchup *after* the *Determine Winner* step.

ENCHANTED BALLS (OPTIONAL)

Enchanted balls add variety to matchups by changing the effects of balls. When using this **optional rule**, return all ball tokens from the base game to the box during setup.

During the *Prepare for Kickoff* step of each *Maintenance* phase, the first manager mixes all the enchanted ball tokens together to form the enchanted ball pool.

He then places 1 random ball from the pool *faceup* on each Highlight and Tournament card at each matchup.

Enchanted ball tokens contain one of the following possible effects:



Star Power: If a player has control of a ball during the *Scoreboard* phase, his team's total Star Power is increased by the amount indicated on the ball when determining the winner of the matchup.



Fans: If a player has control of the ball during the *Scoreboard* phase, his manager gains a number of fans as indicated on the ball.



Skills: Each time a player becomes the ball carrier, his manager may immediately use a skill icon on that ball, interrupting the active manager's turn. After resolving the skill, the active manager's turn resumes.

Each time a player becomes the ball carrier of an enchanted ball token containing a mandatory skill icon, his manager *must* use that skill.

CONTRACT TOKEN QUANTITIES



BLOOD BOWL

TEAM MANAGER



SUDDEN DEATH EXPANSION

ADDITIONAL SKILL ICON

Regeneration



Regeneration is optional.

Regeneration is not used when a player is committed to a matchup, but as a **downed skill**.

Each time you choose to use regeneration on a downed player, roll 2 dice and choose one result to apply. If you apply a **2** result, you may return that player to a standing state. All other results are ignored.

If you decide to use regeneration, you must do so in sequence with a player's other downed skills, resolving them left to right.

If a player uses the regeneration skill to stand, additional downed skills triggered after the regeneration skill are not used (since the player is no longer downed) and any standing skills are ignored.

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Players with the **Bloodlust** ability may gain **blood tokens**.

Each time your player gains a blood token, place 1 blood token on that player's Player card (players may accumulate more than 1 blood token).

Each blood token on a Player card increases that player's standing Star Power *and* downed Star Power by 1. Blood tokens remain in play until the *Clear the Pitch* step of the *Scoreboard* phase, when they are removed from all Player cards and returned to the supply.

Blood tokens are limited to the number provided; players cannot gain blood tokens if the supply is depleted.

SCOREBOARD PHASE ABILITIES

Managers must resolve all *Scoreboard Phase* abilities that score fans for winning or losing a matchup *after* the *Determine Winner* step.

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Each time a player becomes the ball carrier of an enchanted ball token containing a mandatory skill icon, his manager *must* use that skill.

CONTRACT TOKEN QUANTITIES



TEAM
MANAGER

FOUL PLAY EXPANSION

SETUP

All expansion cards and components are incorporated into the base game with the exception of the optional **Corrupt Ref** and **Stadiums**.

Shuffle the **Penalty cards** and place them facedown to create the Penalty deck.

Add the **Goblin Tribal Leeg Tournament card** to the Tournament cards already in use.

An additional scoreboard allows a fifth player to join the game.

Putrid Players Guild Players: Managers may choose from the 3 PGG teams (in addition to the base game teams). If you are playing with a PGG team, take all PGG Star Player cards, shuffle them together and place this deck facedown near the Highlight deck.

Disease Tokens: If you are playing as a PGG team, create a supply of the disease tokens. Disease tokens are limited to the number provided; managers cannot place disease tokens if the supply is depleted.

CWC and OWA Teams: If you are playing with a team from the base game, shuffle the corresponding Team Upgrade card from this expansion into your Team Upgrade deck. Ignore this step if you are playing with the **Sudden Death** expansion.

DOWNED SKILLS

Skill icons next to a player's downed Star Power are **downed skills**. Each time a player with downed skills is downed, resolve them from left to right immediately, interrupting the active manager's turn. The active manager's turn then resumes and he may resolve any other remaining standing skills icons on the card he played.

If players controlled by 2 different managers become downed simultaneously, the active manager resolves his downed skills first.

Cheating is mandatory; passing, sprinting, tackling, regeneration and fouling are optional. Each time you use a player's downed tackling skill, the downed Star Player rating is used to attempt the tackle. Downed players with downed skills still lose all printed abilities.

ADDITIONAL SKILL ICONS

Regeneration



Regeneration is optional. Regeneration is not used when a player is committed to a matchup, but as a **downed skill**.

Each time you choose to use regeneration on a downed player, roll 2 dice and choose one result to apply. If you apply a **2** result, you may return that player to a standing state. All other results are ignored.

If you decide to use regeneration, you must do so in sequence with a player's other downed skills, resolving them left to right.

If a player uses the regeneration skill to stand, additional downed skills triggered after the regeneration skill are not used (since the player is no longer downed) and any standing skills are ignored.

Fouling



Fouling is optional and cannot be resolved if there are no opposing managers at the matchup.

Each time you use fouling, choose 1 opposing manager with at least 1 player in the matchup, and randomly pick 1 card from his hand. Look at the card secretly and either return it to its owner's hand or place it in its owner's discard pile (in which case the opposing manager draws a replacement from his deck).

DISEASE TOKENS



Some Nurgle players with the **Spread Disease** ability may place **disease tokens** at midfield. When any player (including those from

the Rotters) is either **committed** or **moved** to a matchup with 1 or more disease tokens at midfield, immediately assign that player *all* of those disease tokens.

Each disease token on a Player card decreases his standing Star Power *and* downed Star Power by 1, to a minimum of 0.

Disease tokens remain in play until the *Clear the Pitch* step of the *Scoreboard* phase, when they are returned to the supply.

TEAM
MANAGER

FOUL PLAY EXPANSION

SETUP

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Skill icons next to a player's downed Star Power are **downed skills**. Each time a player with downed skills is downed, resolve them from left to right immediately, interrupting the active manager's turn. The active manager's turn then resumes and he may resolve any other remaining standing skills icons on the card he played.

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Disease tokens remain in play until the *Clear the Pitch* step of the *Scoreboard* phase, when they are returned to the supply.

PENALTIES



When a cheating token with a **penalty icon** is revealed, that player's manager receives 1 **penalty**.

Penalties revealed on cheating tokens are applied at the end of the *Reveal Cheating Tokens* step of the *Scoreboard* phase.

Also, each player who collects the LOSE! payout of the *Goblin Tribal Leeg* tournament receives 1 penalty.

Each time you receive a penalty, draw 1 **Penalty card** from the Penalty deck and place it facedown in front of you, unseen.

At the end of the *Reveal Improvement Pile* step of the *Scoreboard* phase, each manager flips his Penalty cards faceup and resolves each effect one at a time. They remain faceup until managers are instructed to discard them.

If a Penalty card tells you to lose payouts and you have none of that type, ignore that effect.

THE CORRUPT REF (OPTIONAL)

During the *Prepare for Kickoff* step of each *Maintenance* phase, the first manager places the **Corrupt Ref** at midfield of any matchup.

Each time a manager commits a player to the matchup where the corrupt ref is present, he immediately assigns 1 cheating token *faceup* to that player. Then, the corrupt ref **moves**.

The effects of faceup cheating tokens are not applied until they would be 'revealed' by a game effect or during the *Reveal Cheating Tokens* step of the *Scoreboard* phase.

At the beginning of the *Scoreboard* phase at the matchup with the corrupt ref, if a team does not have at least 1 player with a faceup cheating token, that team's manager receives 1 penalty. Then all faceup cheating tokens are removed from that matchup without effect.

Ref Movement

Each matchup is considered 1 space for corrupt ref movement.

The ref moves in the direction of the *Spike! Magazine* deck a number of spaces equal to the printed standing Star Power of the committed player.

If the corrupt ref is at the matchup nearest to the *Spike! Magazine* deck and has more spaces to move, he moves to the matchup furthest from the *Spike! Magazine* deck and continues moving if necessary.

In a 2 manager game, the first player places the ref at any matchup *after* the 2 unused highlights are removed.

STADIUMS (OPTIONAL)

During setup, shuffle the **Stadium cards**. In a 3-5 manager game, draw Stadium cards equal to the number of managers. In a 2 manager game, draw 4 Stadium cards. Place them in a line between any *Spike! Magazine* deck and the Highlight deck. Return unused Stadium cards to the box.

When rolling the highlights, place each Highlight card on top of one Stadium card with the Highlight card's team zone payouts aligning with the stadium's payouts. Only one highlight can occupy each stadium at a time.

Stadium effects are active for the entire game, and they remain in their order and position for the entire game.



Banned Skills: The depicted skill is banned. Each time a player uses a banned skill at that stadium, his manager receives 1 penalty.



Using the cheating skill at this stadium is **optional**. At any other stadium, the cheating skill is mandatory as normal.



Player Limit: The number in the helmet is that stadium's player limit for each team zone. Each time a manager commits or moves a player to a team zone and exceeds the player limit, he receives 1 penalty.



Star Power Requirement: The number in the star is that stadium's star power requirement. Each time a manager commits or moves a player to a matchup with one of these requirements, if that player's printed standing Star Power is higher than the maximum or lower than the minimum Star Power requirement, he receives 1 penalty.

SCOREBOARD PHASE ABILITIES

Managers must resolve all *Scoreboard Phase* abilities that score fans for winning or losing a matchup *after* the *Determine Winner* step.

CHEATING TOKEN QUANTITIES



PENALTIES



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When rolling the highlights, place each Highlight card on top of one Stadium card with the Highlight card's team zone payouts aligning with the stadium's payouts. Only one highlight can occupy each stadium at a time.

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Star Power Requirement: The number in the star is that stadium's star power requirement. Each time a manager commits or moves a player to a matchup with one of these requirements, if that player's printed standing Star Power is higher than the maximum or lower than the minimum Star Power requirement, he receives 1 penalty.

SCOREBOARD PHASE ABILITIES

Managers must resolve all *Scoreboard Phase* abilities that score fans for winning or losing a matchup *after* the *Determine Winner* step.

CHEATING TOKEN QUANTITIES

