BLOOD BOWL

TEAM MANAGER

THE CARD GAME



Rules of Play

Welcome to the Big Leagues!



Welcome, sports fans, and all our loyal viewers on Cabalvision! This is Blood Bowl! The most popular sport in the Old World, isn't that right, Bob?

It sure is, Jim, and for one simple reason: it's the most violent! Where else can you see a minotaur drop-kick a goblin? Where else can you watch an ogre flatten the entire opposing line?

Isn't there a ball in there somewhere, too, Bob?

Who cares!?

Well, the Athelorn Avengers might – they lead the league in passing yards last season and aim to do it again. There are many paths to victory in Blood Bowl.

There sure are, Jim, and they're all the easier to walk when the way is paved with the bones of the opposing team. Now for our viewers who might be new to the game, and don't know the difference between the ball and a snotling, here's how the game is played…

Overview

In *Blood Bowl: Team Manager – The Card Game*, managers lead their team of misfits and miscreants over the course of a Blood Bowl league season. During the season, managers have the opportunity to improve their teams by investing in Star Players, hiring staff, and expanding their businesses.

Managers use their players to compete against other teams in matchups, which represent the highlights of that week's games – the pivotal, action-packed moments that the fans live for! Performing well in a matchup gains more fans for your team, which is the goal of every team manager.

Object of the Game

At the end of the season, the manager whose team has accumulated the most fans is awarded *Spike!* Magazine's "Manager of the Year" award. The recipient of this prestigious award wins the game.

Important Note!

Throughout this rulebook and on the cards used in *Blood Bowl: Team Manager – The Card Game*, the terms player and manager are used frequently. To avoid confusion, it is important to note that player refers to a card featuring a member from one of the Blood Bowl teams, while manager refers to one of the real-life people enjoying *Blood Bowl: Team Manager – The Card Game*.

Component List

- 168 Bridge-sized Cards, consisting of:
  - 72 Starting Player Cards (12 per team)
  - 25 OWA Star Player Cards
  - 25 CWC Star Player Cards
  - 32 Highlight Cards
  - 14 *Spike!* Magazine Cards
- 58 Small Cards, consisting of:
  - 30 Team Upgrade Cards
  - 28 Staff Upgrade Cards
- 55 Cardboard Tokens, consisting of:
  - 18 Team Tokens (3 per team)
  - 30 Cheating Tokens
  - 6 Ball Tokens
  - 1 Golden Coin Marker
- 4 Scoreboards (each with 1 faceplate, 2 dials, and 2 plastic connectors)
- 2 Six-sided Tackle Dice
- This Rulebook

The Team Managers' Union

In *Blood Bowl: Team Manager – The Card Game*, all team managers are required to belong to the Team Managers' Union (TMU). Within the TMU, there are two subdivisions: the Old World Association (OWA) and the Chaos Wastes Confederation (CWC). When a manager drafts Star Players, union rules state that he must draw from the deck that corresponds to his manager's subdivision.



Component Overview

This section describes all of the various components in detail.

Player Cards



These players are the basic scrubs who make up each manager's starting team. None too bright, these players need direct guidance and careful positioning from their manager in order to use their limited talents to their fullest.

Star Player Cards



These skilled players really know their way around the pitch! These improvements include famous Star Players and up-and-coming freebooters – aspiring stars who haven't quite made it yet.

Highlight Cards



These cards make up the Highlight deck, which showcases the most spectacular moments of each game during the week. From teeth-shattering blocks to diving one-handed catches, these are the moments of exceptional finesse and brutal violence that fans of all ages adore.

Spike! Magazine Cards



These cards show the week's scheduled events in the TMU's press release, published in *Spike!* Magazine. *Spike!* Magazine cards are either headlines (weather forecasts, scandals, etc.) or tournaments, in which managers compete for glittering prizes.

Team Upgrade Cards



These cards represent facility or equipment improvements that a team can make throughout the season. These improvements are unique to each team, and they help managers define how to best develop their team over the course of the season.

Staff Upgrade Cards



These cards represent staff members whom managers can hire throughout the season. These improvements include wizards, apothecaries, and position coaches who can give a team the edge it needs to rise to the next level.

Team Tokens



These tokens identify Star Players who belong to a team not of their race. This helps avoid confusion during the game.

Cheating Tokens



These tokens determine how cheating players are rewarded or punished for their shenanigans. Sometimes cheating can increase a player's Star Power or even gain fans for the team. But if the ref catches a player cheating, he is likely to eject that player from the match!

Ball Tokens



These tokens represent which team has possession of the ball. Turnovers occur frequently, and the team who controls the ball at the end of a highlight is more likely to win a nail-biter.

Golden Coin Marker



This golden coin was often used during matches by Roze-El, the legendary founder of Blood Bowl. The coin indicates which manager plays first in any given round.

Scoreboards



The scoreboards track how many fans each manager has gained for his team over the course of the season.

Tackle Dice

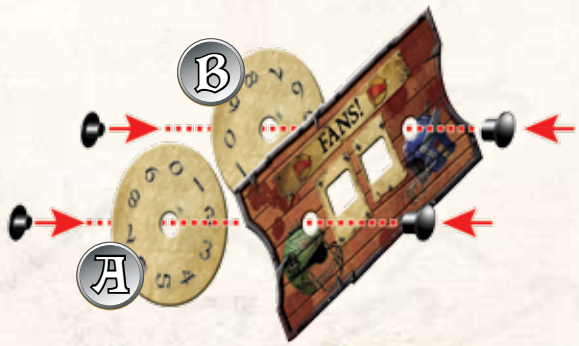


These custom six-sided dice resolve tackle attempts and other random game elements.



Scoreboard Assembly

Assemble the scoreboards as shown in the diagram.



Setup

Before playing, set up the game as follows:

1. **Prepare the Highlight Deck:** Shuffle all Highlight cards and place the deck facedown at one end of the common play area.

2. **Choose Teams:** One manager gathers one team token from each team and holds them in his cupped hand. Without looking, each manager draws one team token to determine which team he manages this season. Alternatively, managers may agree to simply choose the teams they want to manage.

   Each manager receives one scoreboard (set to "00"), the 12 Starting Player cards for his team, the five Team Upgrade cards for his team, and the three team tokens for his team. Return all Starting Player cards, Team Upgrade cards, and team tokens belonging to unmanaged teams to the game box.

3. **Shuffle Team Decks and Team Upgrade Decks:** Each manager shuffles his Starting Player cards (the 12 players of his team, not including Star Players) and places them facedown in his play area. Leave room beside this deck for a discard pile. Each manager also shuffles his Team Upgrade cards and places them facedown in his play area.

4. **Prepare the Star Player Decks:** Take all Star Player cards (identified by the ✪ symbol on both sides of the player's name), and separate them into two decks, based on their card back – OWA and CWC. Shuffle each deck separately and place them facedown near the Highlight deck.

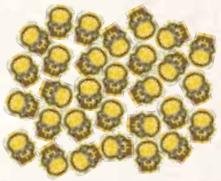
Setup Diagram (4-Manager Game)



Chaos All-Stars' Play Area



Gouged Eye's Play Area



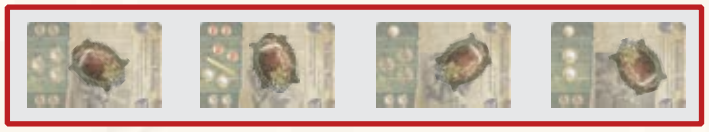
Cheating Token Pool



Spike! Magazine Deck



Revealed Spike! Magazine Card



The Highlight Reel



Highlight Deck



CWC Star Player Deck



Staff Upgrade Deck



OWA Star Player Deck



Athelorn Avengers' Play Area



Team Tokens

Team Deck

Team Discard Pile

Team Upgrade Deck

Reikland Reavers' Play Area



Tackle Dice

5. **Prepare the Staff Upgrade Deck:** Shuffle all Staff Upgrade cards and place them facedown near the Highlight deck.

6. **Prepare the *Spike!* Magazine Deck:** Follow these four steps:

   a. Find "The Blood Bowl" card and set it aside.

   b. Shuffle the three remaining Tournament cards, randomly draw two of them, and return the remaining card to the box without looking at it.

   c. Shuffle all Headline cards, randomly draw two of them, and return the remaining cards to the box without looking at them.

   d. Shuffle the four drawn cards together into one deck. Place "The Blood Bowl" card facedown at the bottom of this deck and place the deck at the opposite end of the play area from the Highlight deck.

7. **Prepare Tokens and Dice:** Place all cheating tokens facedown (skull-side up) on one side of the play area and mix them together to form the **Cheating Token Pool**. Place the ball tokens and tackle dice where all managers can easily reach them.

8. **Assign First Manager:** The youngest manager takes the golden coin. He is the first manager during the first round of the game.

Card Anatomy



Starting Player Card



Star Player Card



Neutral Star Player Card



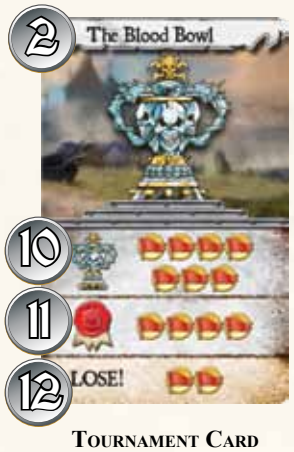
Staff Upgrade Card



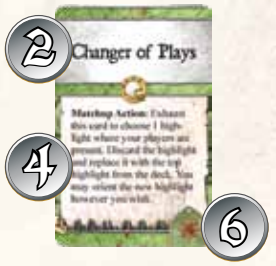
Highlight Card



Headline Card
(*Spike!* Magazine Card)



Tournament Card
(*Spike!* Magazine Card)



Team Upgrade Card

1. Standing Star Power
2. Card Title
3. Skill Icons
4. Text Box
5. Downed Star Power
6. Team Logo
7. Announcer Commentary
8. Team Zone Payouts
9. Central Payout
10. Winner Payout
11. Runner-up Payout
12. Loser Payout
13. Flavor Text (italicized; no game effect)

Team Management 101

Managers can develop their teams in a variety of different ways. Each time a team competes in one of the weekly matchups, the team manager collects payouts in the form of new fans, Star Players, team upgrades, and staff upgrades. Some matchups are more lucrative than others, and of course the winner of a matchup collects a bigger payout than the loser. As teams develop, they gain more highly skilled players and special abilities that will aid them in matchups and maybe even help them to win one of the coveted tournament trophies. But don't forget, in the end, it all comes down to who has the most fans (see "Winning the Game" on page 9).



Fans



Star Players



Team Upgrades



Staff Upgrades

Player Card Identifiers

There are areas on the front of a Player card that help managers quickly identify some important information about the player.

OWA Player cards are identified by the OWA logo on the card back; likewise, CWC Player cards are identified by the CWC logo on the card back.

Managers can differentiate Star Players from starting players by the winged Star Power icon. Also, this star symbol (✪) appears on both sides of the player's name.



Some Star Players are free agents – neutral players that do not belong to any team. They have grey card templates and this unique team logo.



The Teams

Reikland Reavers: Human players are well rounded and suited to play virtually any position on the pitch. They can pass and run fairly well, as well as smash the opposition when called for. Because of their versatility, the Reikland Reavers can thwart their opponent's game plan.



Grudgebearers: Dwarfs seem to be ideal Blood Bowl players – short, tough, and well-armoured! The Grudgebearers are no exception, and they maintain the philosophy that if they can wear down the opposing team, then there won't be anyone left to stop them from scoring the winning touchdown.



Athelorn Avengers: For Wood Elves, the long pass is everything. Virtually all of their effort goes into their offensive game plan. The Athelorn Avengers 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!



Skavenblight Scramblers: They may not be all that strong or tough, but boy oh boy are Skaven fast! Many an opponent has been left dumbfounded as a Skaven runner finds a gap in the line and scampers for a touchdown. The Skavenblight Scramblers are certainly not above cheating, so make sure the ref is watching!



Gouged Eye: Orcs have been playing Blood Bowl since the game was invented, and Gouged Eye is among the best teams in the league. They rely on their tough, hard-hitting game plan, which gradually grinds down the opposition.



Chaos All-Stars: Chaos teams are not noted for the subtlety or originality. A simple drive up the centre of the field, maiming and injuring as many opposing players as possible, is about the limit of their game plan. They are more concerned with cheating – kicking downed players and stabbing the ball carrier – than scoring touchdowns.



The Game Round

Blood Bowl: Team Manager – The Card Game is played over five rounds. Each round represents one week of the season, which culminates with the Blood Bowl tournament. After five rounds, the manager with the most fans wins the game.

Each round consists of the following phases:

1. **Maintenance Phase:** Managers prepare their team and staff for the upcoming week by refreshing cards, drawing players, and preparing the week's highlights.
2. **Matchup Phase:** Managers place Player cards at matchups and use Team and Staff Upgrade cards.
3. **Scoreboard Phase:** The winner of each matchup is determined and managers receive payouts (including fans and improvements) based on this outcome.

Each of these phases is discussed over the next few pages in greater detail.

Maintenance Phase

During this phase, each manager prepares his team and staff for the upcoming week. Perform the following steps in order (all managers may perform steps 1–2 simultaneously):

1. **Refresh Cards:** Each manager refreshes all exhausted cards in his play area by rotating them to their upright position (see "Upgrade Card Abilities" on page 16 for information about exhausting cards).
2. **Replenish Hand:** Each manager draws cards from his Team deck until he has six cards in his hand. (**Important:** Each time a manager's Team deck becomes depleted, he shuffles his discard pile and places it facedown to form a new Team deck, and then continues drawing if necessary.)
3. **Restock the Cheating Token Pool:** The first manager returns all cheating tokens to the cheating token pool. Flip all cheating tokens facedown and mix them together to randomize them.
4. **Reveal the *Spike!* Magazine Card:** The first manager draws the top card of the *Spike!* Magazine deck. He places the card faceup next to the *Spike!* Magazine deck, covering up any previous faceup *Spike!* Magazine card.

   If the revealed card is a tournament, managers can compete for a glittering prize during this round. If the revealed card is a headline, the first manager reads the card's text aloud to the other managers. Some effects occur immediately (such as those that allow managers to draw extra cards), while other effects occur throughout the Matchup phase (effects labeled with "This Week").
5. **Roll the Highlights:** The first manager "rolls" the highlights by drawing a number of cards from the Highlight deck **equal to the number of managers in the game** (i.e., in a four-manager game, he draws four Highlight cards).

   He flips these cards faceup and places them in the play area one after another to form a line between the Highlight deck and the *Spike!* Magazine deck (see "Setup Diagram" on page 5). The cards should be placed in a successive line, with the first one closest to the Highlight deck and the last one closest to the revealed *Spike!* Magazine card. This line of Highlight cards is known as the **Highlight Reel**.
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 considered at **midfield**.

Matchup Phase

The Matchup phase is the heart of the game experience. During this phase, teams compete against other teams in head-to-head matchups. Generally speaking, the more matchups a team wins, the more it improves and the more fans it accumulates.

Each manager typically has six turns over the course of the Matchup 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:** The manager takes one Player card from his hand and places it faceup next to a matchup. He then resolves the player's card as follows:
   - **Resolve When Played Abilities:** The manager resolves any "When Played:" abilities on that Player card.
   - **Use Skills:** The manager uses the player's skills in order from left-to-right. For more information on skills, see page 10.
2. **Resolve One Matchup Action (optional):** The manager may exhaust one Staff Upgrade or Team Upgrade card in his play area and apply the card's text.

Types of Matchups

There are two different types of **matchups**: highlights and tournaments. **Highlights** are represented by Highlight cards from the Highlight Reel. **Tournaments** are represented by Tournament cards from the *Spike!* Magazine deck.

When a card's text uses the word "matchup," it applies to both highlights and tournaments. When a card's text uses the word "highlight," it only applies to highlights and cannot be used at tournaments.

If a manager does not wish to (or cannot) commit a Player card, he must pass. A manager who passes cannot commit any more players or resolve matchup actions for the remainder of the Matchup phase. He may also discard any Player cards that he does not wish to keep for next round. After all managers have passed, the Scoreboard phase begins.

Scoreboard Phase

During this phase, managers determine which team won each matchup by comparing each team's total Star Power. Based on the result, managers collect payouts, such as fans, Star Players, staff upgrades, and team upgrades.

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 faceup (see "Reveal Cheating Tokens" on page 13).
   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 (see page 13).
   d. **Collect Payouts:** Each manager collects his zone's payout and the winning manager collects the central payout. Payouts include Star Players, team upgrades, staff upgrades and fans (see page 13).
   e. **Clear the Pitch:** The players involved in the matchup go to the owning manager's discard pile. Highlight cards are returned to the game box.
2. **Reveal Improvement Pile:** Each manager reveals the improvements he received from this round's payouts (see page 14).
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 and managers proceed to the next Maintenance phase. If the Blood Bowl tournament was resolved this week, the season ends and a winner is determined (see "Winning the Game").



Winning the Game

The season culminates in the Blood Bowl tournament and ends at the end of the fifth round. The 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 and receives the *Spike!* Magazine's "Manager of the Year" award!

If there is a tie for most fans, the most well-developed team wins the game. The tied managers calculate the total number of improvements (Star Players, team upgrades, and staff upgrades) gained over the course of the season. The tied manager who accumulated the most improvements wins the game.

If there is still a tie, the Team Manager's Union suspects foul play and conducts an investigation. The TMU suspends each suspected (tied) manager indefinitely, and they lose all their fans. The TMU presents the "Manager of the Year" award to the remaining manager who gained the most fans and that manager wins the game instead!

If all managers are still tied (after checking for the most well-developed team), then the TMU loses all credibility, the fans revolt, and nobody wins the game!

Matchup Phase in Detail

This section explains how managers commit players to matchups, use skills, and exhaust upgrade cards.

Committing Players to a Matchup

This section describes how to commit players to the two types of matchups: highlights and tournaments.

Committing Players to a Highlight

To commit a player to a highlight, the manager takes one Player card from his hand and places it perpendicular to the Highlight card in one of that highlight's **team zones** (see "Committing Players" on page 10). Each highlight consists of two team zones: one to the left and one to the right of the Highlight card. Each team zone has a corresponding payout (see "Team Zone Payouts" on page 13). A manager whose players are in this zone automatically receives this payout during the Scoreboard phase.

Managers simply place their players to one side of a Highlight card to indicate that they are present at that team zone. In the interest of space, a manager may stack his Player cards on top of each other in team zones (leaving the star power visible – see "Committing Players" on page 10).

A manager may only commit players to a team zone that does not already contain players from another team, and he may not have his own players in more than one team zone at the same matchup. No more than two different managers can commit players to a single highlight. While two managers have committed at least one player to a highlight, no other manager can

commit players to that highlight. **If for some reason the last player is removed from a team zone, leaving it empty, it is possible for a different manager to then place a player in that team zone**.

When a manager commits a player to a highlight, he is guaranteed to collect his team zone's **PAYOUT** (as long as he has players there during the Scoreboard phase; see "Payout Sections" on page 15). The manager also has a chance to beat the opposing manager and win the **CENTRAL PAYOUT**, shown between the team zone payouts.

Committing Players to a Tournament

To commit a player to a tournament, the manager takes one player from his hand and places him near the Tournament card. Unlike highlights, there is no limit to the number of managers who can commit players to a tournament. Tournament cards are considered to have enough team zones for all managers and the team zones do not contain any payouts. Payouts from a tournament depend entirely on the outcome of that tournament (i.e., who the winner is, who the runner-up is, etc.).

Committing Players

Highlights have two team zones – one to the left of the card, and one to the right of the card.

When a manager commits a player to a highlight, he chooses a team zone (either open or containing his players) and places the Player card in it. The team zone he chooses is important because it defines which payouts he receives – as long as at least one of his players is present during the Scoreboard phase.

Tournaments have **one team zone per manager**. Managers always have the option of committing players to a tournament.

See the example diagram below of a possible in-game situation. Notice how the Player cards are perpendicular to the Highlight cards.



Note: When a manager commits a Star Player card whose team logo does not match his team's logo, he places one of his team tokens on the card to remind managers that the Star Player belongs to him.

"When Played" Abilities

These abilities allow the player to do something unique before using his skills. Simply follow the instructions on the Player card.

Skills

Some players have **SKILLS** that are identified by icons in the centre of the card, between the artwork and the text box. Each icon represents one of four skills:

CHEATING allows a player to gain extra Star Power or fans through underhanded means, but a cheater always risks getting caught by the refs and being ejected from the matchup.

PASSING allows a player to move the ball around the pitch by throwing, catching, or running. A player with passing can rob the opposing team of possession or take possession himself.

SPRINTING makes a team more flexible by allowing a manager to cycle through Player cards in his deck.

TACKLING allows a player to down or injure opposing players, but a clumsy tackle might send the tackling player himself crashing to the ground.

Managers must completely resolve a skill before using another skill.

Cheating is mandatory; all other skills are optional.

Cheating



Cheating is mandatory. For each cheating icon, assign the player one cheating token. To assign a cheating token, draw one random cheating token from the pool and place it facedown (skull side up) on the Player card **without looking at it**. Cheating tokens are revealed and resolved during the Scoreboard phase (see "Reveal Cheating Tokens" on page 13).

Note: Cheating tokens remain facedown. Managers cannot look at an assigned cheating token's hidden face unless a card ability allows them to do so.

Passing



Passing is optional. If the ball token is at midfield (i.e., on the matchup card), give it to the player using the passing skill by placing the ball 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 the manager's own team is currently the ball carrier, the manager may choose to either leave the ball with the current ball 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.

Note: The passing skill that a player uses **is in no way** related to a manager passing (not committing any more players during the Matchup phase).

Sprinting



Sprinting is optional. For each sprinting icon, the player's manager draws the top card of his Team deck, then chooses one card to discard from his hand (he may choose the card just drawn).

Tackling



Tackling is optional. For each tackling 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, so he may attempt to tackle the same player multiple times or may make tackles against 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:

- If the tackling player's Star Power is **greater than** the target player's Star Power, the manager **rolls two tackle dice and chooses one result to apply**.
- If the tackling player's Star Power is **equal to** the target player's Star Power, the manager **rolls one tackle dice and applies that result**.
- If the tackling player's Star Power is **less than** the target player's Star Power, the manager **rolls two tackle dice and the opposing manager chooses one result to apply**.

Note: 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: The tackle succeeds. If the target player is **STANDING**, he becomes **DOWNED**. If the target player is downed, he becomes **INJURED** (see "Player States" below).



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



Tackler Down: The target evades or deflects the tackle, and the tackler falls on his face. If the tackling player is standing, he becomes downed. In the rare situation that the tackling player is downed, he becomes injured.

Note: 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 in three possible states: **STANDING**, **DOWNED**, and **INJURED**.

Standing: When a manager commits a player to a highlight, he places the Player card perpendicular to the Highlight card in an upright position in his team zone. This position indicates that he is standing. While a player is standing, he uses his standing Star Power, located in the upper-left corner of his card.

Downed: When a player becomes downed, immediately rotate his Player card clockwise 90°. While he is downed, he uses his downed Star Power. Now that the card is rotated sideways, the downed Star Power is in the upper-left corner (when the card is in its normal orientation, this number is located in the lower-left corner). If the player is the ball carrier, he drops the ball. Downed players lose all abilities and remaining skills, but retain any assigned cheating tokens already placed on them.

Injured: When a player becomes injured, immediately remove him from the matchup and place his Player card in his manager's discard pile. If the player is the ball carrier, he drops the ball. Discard any assigned cheating tokens placed on that player's card. Injured players undergo treatment by the team apothecaries and recover the next time the discard pile is shuffled to become the new deck.

Note: When a player drops the ball, place the ball token at midfield.

Resolving Matchup Actions

After committing a player, the active manager may resolve **one matchup action**. To resolve a matchup action, read the text aloud to all managers and follow the instructions. 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.



Matchup Phase Example



1. The Athelorn Avengers manager commits "Wood Elf Catcher" to the "Unsportsmanlike Conduct" highlight.

2. The Catcher uses the passing skill, so he becomes the ball carrier; the manager places the ball token on the Catcher's card.

   Then the Catcher uses sprinting, so his manager draws one card from his Team deck, then chooses one card in his hand to discard.

   The Catcher uses sprinting again, so his manager draws another card from his Team deck, then chooses one card in his hand to discard.

3. The Gouged Eye manager commits "Orc Blitzer" to the open team zone on the "Unsportsmanlike Conduct" highlight.

4. The Blitzer uses his tackling skill to attempt to tackle the Catcher. The Blitzer has a higher Star Power than the Catcher, so the Blitzer's manager rolls two tackle dice.

5. He obtains a result and a result, and he chooses to apply the result. The Catcher becomes downed and drops the ball.

6. Then the Blitzer uses the cheating skill, so his manager assigns one cheating token to the Blitzer; he draws one random cheating token from the pool and places it on the Blitzer's card.

7. The Blitzer's manager chooses to resolve a matchup action. The ball is at midfield, so he exhausts the staff upgrade "Offensive Coordinator," which allows one of his players to become the ball carrier if the ball is currently at midfield. The Orc Blitzer becomes the ball carrier, so the manager places the ball token on the Blitzer's card.

Scoreboard Phase in Detail

This section further explains certain steps of the Scoreboard phase, such as revealing cheating tokens, determining the winner, and collecting payouts.

Reveal Cheating Tokens

At the beginning of each Scoreboard phase, the first manager flips all assigned cheating tokens at the matchup faceup. Apply revealed cheating tokens in this order:

1. **Ejection:** The refs not only catch the player cheating, but they decide to actually do something about it! If there are **any** revealed cheating tokens with a whistle, that player is **EJECTED** from the matchup.

   Immediately remove the ejected player from the matchup and place him in his manager's discard pile. Discard any other assigned cheating tokens on that player **without resolving them**. If the ball carrier is ejected, he drops the ball.

2. **Fan Frenzy:** Somehow the refs didn't see it, and the fans erupt into a chaotic frenzy! For each flag icon on a cheating token, the manager immediately gains one fan.

3. **Star Power:** The refs and the fans don't notice, but the player did something to give himself an edge. Star Power cheating tokens are cumulative and take effect during the "Determine Winner" step (see below).

Determine Winner

To determine the winner of a matchup during the Scoreboard phase, calculate the total Star Power for each team at the matchup as follows:

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

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

In case of a tie at a highlight when the ball is at midfield, the highlight ends in a draw and **neither team is considered the winner or the loser**. Neither team receives the central payout.

In case of a tie at a tournament when the ball is at midfield, **the first manager decides which tied team has higher Star Power**.

Collect Payouts

There are two different ways to collect payouts, depending on whether the matchup is a highlight or a tournament.

Highlight Payouts

Each manager collects the payout for his team zone. The winner also collects the central payout. Managers gain fans immediately. Cards collected from the payouts are placed facedown in the manager's improvement pile.

Tournament Payouts

The winner of the tournament collects the payout next to the trophy. The manager with the second-highest Star Power is the runner-up, who collects the payout next to the ribbon. All other managers who have at least one player at the tournament collect the "LOSE!" payout.

Managers gain fans immediately. Cards collected from the payouts are placed facedown in the manager's improvement pile.

Note: When only one team has players at a matchup, that team's manager **collects all payouts** shown on the card instead of only collecting the payout for his team zone.

Team Zone Payouts

A manager collects team zone payouts based on the icons shown 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.

In the "Matchup Phase Example" diagram, the Athelorn Avengers and Gouged Eye are competing at the "Unsportsmanlike Conduct" highlight. During the Collect Payouts step, the Atheolorn Avengers' manager will collect one team upgrade from his team zone payout. The Gouged Eye manager will collect two Star Players and draft one of them (see "Payout Icons" on page 15 for more details).



Resolving the Scoreboard Phase



1. The first manager flips each token, which reveals a Star Power "3" on the "Chaos Warrior" and one Fan Frenzy and one Ejection on the "Beastman".

2. The first manager immediately ejects the "Beastman" from the matchup (and the Fan Frenzy is discarded without resolving its effect).

3. "Human Catcher" has a Scoreboard phase ability that reads "If this player is the ball carrier, gain ◒." "Human Catcher" is the ball carrier during the Scoreboard phase, so the Reikland Reavers' manager immediately gains one fan.

4. The Chaos All-Stars' total Star Power is 6, and the Reikland Reavers' total Star Power is also 6. The Reikland Reavers have the ball carrier, so they win the highlight.

5. The Reikland Reavers' manager collects the payout for his team zone. He takes one team upgrade from his Team Upgrade deck and places it in his improvement pile.

   He then collects the central payout. He takes two team upgrades from his Team Upgrade deck, chooses one to keep (which he places in his improvement pile), and places the other at the bottom of his Team deck.

   The Chaos All-Stars' manager draws two staff upgrades, chooses one to keep (which he places in his improvement pile), and places the other at the bottom of the Staff Upgrade deck.

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 reads each card' text aloud so that all managers know what the card does and when it can be used. Reveal cards in the following order:

1. Staff Upgrades
2. Team Upgrades
3. Star Players with the **Freebooter** Ability
4. All Other Star Players

If a manager drafts a Star Player with the **Freebooter** ability, the manager searches his roster and chooses one player to return to the game box. Then he adds the Star Player with the **Freebooter** ability to his roster and shuffles it to create a new Team deck (see "List of Named Abilities" on page 17 for a full explanation of the **Freebooter** ability).

If the manager drafts any Star Players without the **Freebooter** ability, he places them **on top of his Team deck in any order**.

Card Abilities

"Jordell Freshbreeze's" ability reads "**Scoreboard Phase:** If this player is the ball carrier, gain ." This ability is immediate, so the Athelorn Avenger manager can only gain two fans from this ability if the condition is fulfilled during the Scoreboard phase.

"Varag Ghoulchewer's" ability reads "**Response:** After an opposing ball carrier at this matchup becomes downed or injured, gain ." This ability is ongoing, so Varag's manager can gain several fans over the course of a round.





Payout Sections

Each highlight shows three sections of payouts: two with small icons (one on each side of the card) and one with large icons in the centre – also known as the central payout. As long as there is at least one player on one side of a highlight during the Scoreboard phase, that player's manager is guaranteed to collect that team zone's payout.

Both managers at a highlight are competing over the central payout. During the Scoreboard phase, the manager whose team has the highest Star Power collects the central payout.

Payout Icons



Fan: For each icon, gain one fan. The manager increases the fan dial on his scoreboard accordingly.



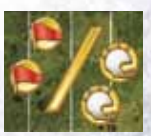
Star Players: For each icon, the manager draws one Star Player card from the Star Player deck that corresponds to his union membership (OWA or CWC). He looks at all the cards drawn and drafts one by placing it in his improvement pile. He then places any remaining Star Players at the bottom of the Star Player deck in any order.



Team Upgrade: For each icon, the manager draws one Team Upgrade card. He looks at all the cards drawn, chooses one to keep, and places it in his improvement pile. He then places any remaining team upgrades at the bottom of the Team Upgrade deck in any order.



Staff Upgrade: For each icon, the manager draws one Staff Upgrade card. He looks at all the cards drawn, chooses one to keep, and places it in his improvement pile. He then places any remaining staff upgrades at the bottom of the Staff Upgrade deck in any order.



Either/Or: Some central payouts offer the winning manager a choice between two different rewards. When central payouts are separated by a slash, the winning manager **chooses one** of the listed rewards as his payout.

Additional Rules

This section explains some additional TMU guidelines.

Player Card Abilities

Player card abilities usually require that a condition be fulfilled before they take effect. Some abilities only occur once during a certain part of the round; other abilities can be fulfilled several times over the course of the round.

Unless explicitly stated on the card, all abilities only interact with players at the same matchup. If two abilities occur during the same phase, resolve them in turn order starting with the manager who currently holds the golden coin.

Upgrade Card Abilities

There are four types of Upgrade card abilities: matchup action, response, scoreboard phase, and end of game. Some of these cards require managers to exhaust them, which means that managers can only use that card once per round. To exhaust a card, rotate it clockwise 90°. Cards refresh (rotate to their upright position) during the Maintenance phase (see page 8).

Matchup action abilities must be resolved on a manager's turn during the Resolve One Matchup action step of the Matchup phase. Response abilities are resolved during the Matchup phase when the conditions are fulfilled. Scoreboard phase abilities are resolved during the Scoreboard phase, and 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 response takes effect and the previously used response is ignored.

Abilities Based On Winning or Losing

Some card abilities only resolve when a manager's team wins or loses a matchup. At tournaments, the winner and the runner-up are both considered winners. Managers who collect the "LOSE!" payout are considered losers. If a manager is alone at a highlight or a tournament, he is considered the winner.

Note: A manager must commit at least one player to a matchup in order to be considered either the winner or the loser.

Moving a Committed Player to a Different Matchup

There are some abilities that allow managers to move a player committed to a matchup to a different matchup. If a manager resolves this ability, the player is considered "moved," not "committed." In other words, the player cannot use his skills at the new matchup.

A moved 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 a manager resolves this ability to move a ball carrier to a different matchup, the manager places the ball token on a friendly player of his choice at the original matchup.

The Cheating Token Pool

The cheating token pool consists of 30 cheating tokens. When a player uses the cheating skill, the player's manager assigns him a cheating token from this pool by randomly drawing one token from the pool and placing it on that player's card.

When the rules instruct managers 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 (see page 8).

Gaining and Losing Fans

Each manager has one scoreboard, which has two dials. The dial on the left represents the tens, and the dial on the right represents the ones.

Each time a manager gains fans, he rotates the dials on this scoreboard to increase the total number of fans he has accumulated. Each time a manager loses fans, he rotates the dials on his scoreboard to decrease the total number of fans he has accumulated. A manager cannot have fewer than "00" fans.

Morg 'N Thorg

Morg 'N Thorg is a special Star Player because he has one OWA card and one CWC card. If one manager commits Morg 'N Thorg to a matchup, no other manager can commit another copy of Morg 'N Thorg to that same matchup.

Playing With Two Managers

This section explains minor rule changes when playing with two managers.

Prepare the Spike! Magazine Deck

To prepare the *Spike!* Magazine deck, return all Headline cards to the game box. Set aside The Blood Bowl card. Shuffle the other three Tournament cards, then place The Blood Bowl card on the bottom of pile to create the *Spike!* Magazine deck. Thus, a game with two managers only lasts four rounds.

Roll the Highlights

When rolling the Highlights, reveal four highlights. After two highlights each have at least one committed player, return the other two highlights to the game box. The managers compete in the two remaining highlights and the tournament.

Tournament Payouts

There is no runner-up payout in games with only two managers. 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, that team's manager collects the winner's payout and the loser's payout – but not the runner-up's payout.

Optional Rules

This section explains a few optional TMU rules.

Abbreviated Season

The players are demanding more cash, and there are rumours of a lockout! Managers must do the best they can with an abbreviated season – four weeks, to be exact.

During setup, there is one revised step and two additional steps, which are explained here:

Prepare the *Spike!* Magazine Deck: Draw **one Tournament card** (instead of two) and **two Headline cards** (instead of three).

Distribute Starting Improvements: After assigning the first manager, but before beginning the game, each manager follows these steps:

1. **Star Players:** Each manager draws four Star Player cards from the Star Player deck that corresponds to his union membership (OWA or CWC). He looks at all the cards drawn and drafts two by placing it in his improvement pile. He then places the remaining Star Players at the bottom of the Star Player deck in any order.

2. **Team Upgrade:** Each manager draws one Team Upgrade card and places it in his improvement pile.

3. **Staff Upgrade:** Each manager draws three Staff Upgrade cards. He looks at all the cards drawn, chooses one to keep, and places it in his improvement pile. He then places the remaining staff upgrades at the bottom of the Staff Upgrade deck in any order.

Reveal Improvement Pile: Each manager reveals his starting improvements.

Extended Season

The fans are demanding a longer season, and the TMU wants to capitalize on the sponsorship money by extending the season! Managers must stretch their resources to last through an extended season – six weeks, to be exact.

During setup, there is one revised step, which is explained here:

Prepare the *Spike!* Magazine Deck: Draw two Tournament cards and **three Headline cards** (instead of two).

Scheduling Limitations

The TMU is reducing the number of matches per week, which makes scheduling a real challenge for managers all over the league!

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**.

For example, in a four-manager game, if the revealed *Spike!* Magazine card is a headline, the first manager reveals four highlights. If the revealed *Spike!* Magazine card is a tournament, the first manager reveals **only three highlights**.

List of Named Abilities

This section lists and explains all named abilities in greater detail.

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

Dirty player: If this player injures an opposing player, gain .

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

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.

Fend: If an opposing player successfully tackles this player, you may stand one of your other downed players at this matchup.

Freebooter: When you reveal this player from your improvement pile, you may remove any one Player card from either your Team deck or discard pile and return it to the game box. Then add the Freebooter to your roster and shuffle it to create a new Team deck. Resolve all Freebooters before placing **Star Players without the Freebooter** ability on top of the Team deck. (Unlike other abilities, the **Freebooter** ability **only occurs** during the turn in which this player was drafted.)

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

Guard: When an opposing player successfully tackles one of your players, you may apply the dice result to this player instead. (This ability occurs after rolling the dice but before applying the result.)

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

Nerves of Steel: While this player is the ball carrier, his Star Power is increased by one.

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.

Strip Ball: Instead of using , you may place the ball at midfield.

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

Throw Team-Mate: When played, you may move one 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.

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Quick Reference

The Game Round

The Maintenance Phase

1. Refresh Cards
2. Replenish Hand
3. Restock the Cheating Token Pool
4. Reveal the Spike! Magazine Card
5. Roll the Highlights
6. Prepare for Kickoff

The Matchup Phase

1. Commit One Player to a Matchup **or** Pass (mandatory)
   - Resolve When Played Abilities
   - Use Skills
2. Resolve One Matchup Action (optional)

The Scoreboard Phase

1. Resolve Matchups
   a. Reveal Cheating Tokens
   b. Resolve Scoreboard Phase Abilities
   c. Determine Winner
   d. Collect Payouts
   e. Clear the Pitch
2. Reveal Improvement Pile
3. Pass the Golden Coin

Cheating Token Quantities



6 4 9 4 2 4 1

Skills

Cheating (Mandatory)

For each cheating icon, draw one random cheating token from the pool and place it facedown (skull-side up) on the player's card **without looking at it**.

Passing (Optional)

If an opposing player is the ball carrier, move the ball to midfield. If the ball is at midfield, move it to the player using the passing skill. If another player on the manager's own team is currently the ball carrier, the manager may choose to either leave the ball with the current ball carrier or move it to the player using the passing skill.

Sprinting (Optional)

For each sprinting icon, the player's manager draws the top card of his Team deck and chooses one card to discard from his hand (he may choose the card just drawn).

Tackling (Optional)

For each tackling icon, the player may attempt one tackle against any opposing player at the same matchup. The tackling player's manager declares the target player and compares his player's Star Power to the target player's Star Power:

- If the tackling player's Star Power is **greater than** the target player's Star Power, the manager **rolls two tackle dice and chooses one result to apply**.
- If the tackling player's Star Power is **equal to** the target player's Star Power, the manager **rolls one tackle dice and applies that result**.
- If the tackling player's Star Power is **less than** the target player's Star Power, the manager **rolls two tackle dice and the opposing manager chooses one result to apply**.

The tackle succeeds. If the target player is standing, he becomes downed. If the target player is downed, he becomes injured.

The tackle fails.

The target evades or deflects the tackle, and the tackler falls on his face. If the tackling player is standing, he becomes downed. In the rare situation that the tackling player is downed, he becomes injured.