

Blood Bowl 2020 Cards

SPECIAL PLAY CARDS							
Originates from	Total	Random Events	Miscellaneous Mayhem	Magical Memorabilia	Heroic Feats	Benefits of Training	Dirty Tricks
Base 2020	48	8	8	8	8	8	8
Necromantic 2020	16	8		8			
Dwarf 2020	16			8		8	
Skaven 2020	16	8					8
Halfling 2021	16	8	8				
Imperial Nobility 2021	16			8	8		
Black Orc 2021	16	8				8	
Lizardmen 2021	16	8		8			
Ogre 2021	16		8	8			
Undead 2021	16	8			8		
Dark Elf 2021	16					8	8
White Dwarf 2021 (Christmas)	1						
Khorne 2021	16		8		8		
Goblin 2022	16		8				8
Nurgle 2022	16				8		8
Wood Elf 2022	16	8				8	
Norse 2022	16			8	8		
Pro Elf	16				8	8	
Amazon	16	8			8		
Sum Total	321	72	40	56	64	48	40

TEAM-SPECIFIC DECKS

When drawing cards, the team can choose a team-specific deck (2x8) to draw from instead of randomizing any of the universal decks (6x8).

Universal decks: 6

Team-specific decks: 2

DRAW CARDS

Universal: Randomize which deck to draw from (1-6).

Team-specific: Choose a team-specific deck to draw from.

For each card, draw 2, keep 1.

LEGENDS

Random Events

Miscellaneous Mayhem

Magical Memorabilia

Heroic Feats

Benefits of Training

Dirty Tricks

LEGENDS

Random Events

Miscellaneous Mayhem

Magical Memorabilia

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Benefits of Training

Dirty Tricks

GLORIOUS GIFTS

"Every year, gifts are exchanged at the end of the season. Will our players get what they wished for this year? Or will it be more patterned socks and spare underwear!"

Play at the start of the match
(before determining the kicking team).

For this match, a friendly player
gains a random effect
(choose a player before rolling):

1: No effect

(a brand new pair of socks).

2-3: Gain a skill (Primary).

4-5: Gain a trait or skill
(Primary/Secondary).

6: +1 MA, ST, AG or PA.

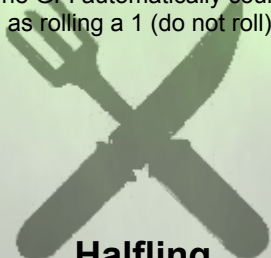
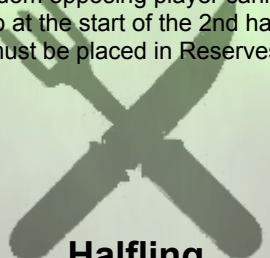
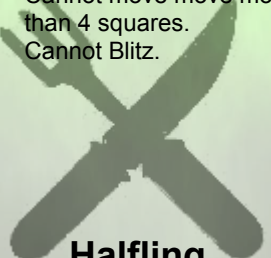
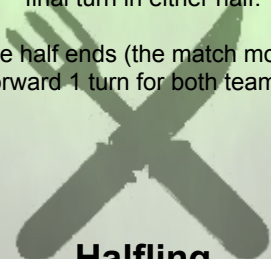
Christmas Special

RE-002 Base 2020

BALL CLONE <i>"There appear to be two balls on the pitch! That's not normal is it?"</i> Play at the start of any opposing turn if the ball is on the ground. A 2nd ball bounces from the square of the original ball. While both balls are in play (or until the end of the drive): • If one ball ends up in the same square as the second ball, it will bounce (2 balls can never be in the same square). • A player cannot carry both balls (if carrying a ball, cannot pick-up or catch the other) • When a touchdown is scored, roll a 4+ or the ball is removed from play (evaporates) and no touchdown is scored. Random Events RE-001 Base 2020 R	ENJOY YOUR TRIP? <i>"Oh dear. That's a bit petty, isn't it? I do hope some of the thousands of fans in the crowd saw!"</i> Play after any friendly turn (even if ending with a Turnover). A Standing opposing player that is Marked by a friendly player immediately becomes Prone. Random Events RE-002 Base 2020 R	HECKLER <i>"There's a heckler in the crowd!"</i> <i>"...And they don't like what they're seeing!"</i> Play after any opposing turn if Stalling. The Stalling player must move D3+1 squares directly away from your End Zone and towards the opposite End Zone. All Dodges are automatically passed (regardless of modifiers). The player can only move diagonally or sideways around occupied squares. Random Events RE-003 Base 2020 R
WALK IT OFF (CONCUSSION) <i>"Ouch! That's going to leave a mark!"</i> Play when declaring a Foul action. If the victim is Stunned (after a successful AV roll), gain Bone Head for the rest of the drive. Random Events RE-004 Base 2020 R	SPRINKLER MALFUNCTION <i>"The sprinklers have come on!"</i> <i>"Is that what that is? That's a relief!"</i> Play at the start of any opposing turn. -1 modifier to Pass, Catch & Pick-up the ball for the rest of the drive. Random Events RE-005 Base 2020 R	POT HOLE (UNDERMINING) <i>"Something seems off about the footing today!"</i> Play when an Open opposing player activates and declares a Move, Pass, Hand-off or Foul action. If that player moves, a Dodge must be made for the 1st square moved (as if being Marked). Random Events RE-006 Base 2020 R
PUBLIC INCONVENIENCE <i>"Is... is that the drains I can smell?"</i> <i>"Yes. Let's hope the wind changes direction soon!"</i> Play at the start of the match (before rolling for weather). Do not roll on the Weather table. Instead, apply the following: Drainage Issues: -1 to GFI and to pick up the ball. Random Events RE-007 Base 2020 R	FLOCK OF SEAGULLS <i>"Oh, I say! That's a lot of seagulls!"</i> <i>"Well, it serves the players right for eating chips on the pitch!"</i> Play at the start of any friendly turn. A Standing opposing player (not carrying the ball) loses the Tackle Zone and cannot be activated in the opponent's next turn. Random Events RE-008 Base 2020	TITLE "" Play Effect Random Events RE-009 ???

"OI! BRING THAT BACK!" <i>"Hang on. That Werewolf isn't in the game, and they've run off with the match ball!"</i> Play at the start of any opposing turn if the ball is on the ground (not the first turn of a drive). Move the ball to a square adjacent to the Line of Scrimmage, the ball will then Deviate (2D6 squares instead of D6). <i>The referee throws in a replacement ball.</i> Necromantic Random Events RE-001 Necromantic 2020	ROOKIE HORROR SHOW <i>"They've shown their inexperience there. Don't go taunting Zombie fans, especially if you are looking particularly tasty!"</i> Play at the start of any opposing turn. A Standing opposing player (not carrying the ball) without any advancement suffers an Injury roll. Necromantic Random Events RE-002 Necromantic 2020	LIGHTNING STRIKE <i>"They say lightning never strikes twice. Well, we'll see about that!"</i> Play at the start of any drive (after the kick-off). Randomize 2 players on each team to be struck by lightning (the same player can be hit twice). Roll a D6 for each hit (4 times) and add +1 for any Necromantic players: • 1-3: Stunned. • 4-5: +1 MA (for this drive). • 6+: +1S (for this drive). Necromantic Random Events RE-003 Necromantic 2020										
PUMPKIN PROJECTILES <i>"The only thing the dead like more than pumpkins is throwing them at the players!"</i> Play at the start of any opposing turn. A random opposing player must roll a D6: • 1: No effect. • 2-3: Half MA this turn. • 4-5: Cannot activate this turn. • 6: Knocked Down (suffer an AV roll). Necromantic Random Events RE-004 Necromantic 2020	SPARE PARTS <i>"My goodness! That player just ripped their arms clean off! Good job the coach has plenty of limbs to spare!"</i> Play when a Zombie or Flesh Golem suffers a Casualty (from an Injury roll). The player is placed in Reserves (the Casualty is ignored). If inflicted by an opposing player, SPP is awarded as normal. Necromantic Random Events RE-005 Necromantic 2020	PECKISH FANS <i>"Standing around the edge of a pitch is not a smart move when the fans haven't had their half-time snack!"</i> Play after any opposing turn if Stalling. The Stalling player is Knocked Down (apply a +1 modifier to the AV roll). Necromantic Random Events RE-006 Necromantic 2020										
RIBBIT <i>"Well, I think they've learned their lesson. Never annoy a Witch!"</i> Play at the start of any opposing turn. Roll a 3+ to turn an opposing player into a Frog. Frog: <table><tr><td>MA</td><td>ST</td><td>AG</td><td>PA</td><td>AV</td></tr><tr><td>5</td><td>1</td><td>2+</td><td>-</td><td>5+</td></tr></table> Skills: Dodge, Leap, No Hands, Stunty, Titchy, Very Long Legs Necromantic Random Events RE-007 Necromantic 2020	MA	ST	AG	PA	AV	5	1	2+	-	5+	ROGUE VINES <i>"What's that creeping up from the ground? It seems like the vines have come alive and are grabbing at the player's legs!"</i> Play at the start of any opposing turn. A Standing opposing player is considered 'Rooted' (as if failing a Take Root test): • Cannot move from the current square for any reason (voluntarily or not), until Knocked Down or Prone. • Can make any action that doesn't require moving. Necromantic Random Events RE-008 Necromantic 2020	TITLE "" Play Effect Necromantic Random Events RE-009 ???
MA	ST	AG	PA	AV								
5	1	2+	-	5+								

BZZZT! <i>"These Warp Lightning Cannons sure are unpredictable. Let's hope lightning doesn't strike twice!"</i> Play at the start of any opposing turn. A random Standing opposing player suffers an AV roll (no Turnover). Skaven Random Events RE-001 Skaven 2020	CONTRAPTION MALFUNCTION <i>"Say what you will about Skaven engineering, but it sure is entertaining when it goes wrong!"</i> Play at the start of any opposing turn. Choose a player within 2 squares from any edge of the pitch to be Knocked Down. In addition, any adjacent players are Knocked Down on a 4+ (roll individually). Skaven Random Events RE-002 Skaven 2020	THEY WERE HERE A SECOND AGO... <i>"Whoops! That player seems to have fallen into the warren the Skaven dug before the kick-off!"</i> Play at the start of any opposing turn. A random Standing opposing player is Stunned (no Turnover). Skaven Random Events RE-003 Skaven 2020
CURSE OF THE HORNED RAT <i>"Hang on! I'm sure there were fewer Skaven on the pitch a second ago..."</i> Play at the start of any drive (after the kick-off): - A random opposing Line player is placed in Reserves. - Deploy a friendly Line player from Reserves (following the normal rules). This can take the number of players above 11. Skaven Random Events RE-004 Skaven 2020	RAT SWARM <i>"Rats! Rats everywhere! That will make it difficult for players to move around the pitch."</i> Play at the start of any opposing turn. For this turn, all opposing players attempting to make a Move action must roll a 3+ to do so. If failed, the player can still make any declared actions like Pass, Hand-off or Block (during a Blitz), but cannot move before or after. Skaven Random Events RE-005 Skaven 2020	BERSERK RAMPAGE <i>"Someone needs to calm that Rat Ogre down. Though I pity the poor chap who has to!"</i> Play at the start of any opposing turn. A friendly Rat Ogre can make 2 Block actions this turn (instead of 1). This can include 1 Blitz. Skaven Random Events RE-006 Skaven 2020
SUDDEN MUTATION <i>"I don't remember that player looking like that when the game started!"</i> Play at the start of any drive (after the kick-off). For this drive, a friendly Line player gains one of the following: - Horns. - Claws. - Big Hand. - Disturbing Presence. - Foul Appearance. Skaven Random Events MA-007 Skaven 2020	TAIL WHIP <i>"I'll tell you what, that Skaven's tail seems to have a mind of its own!"</i> Play at the start of any opposing turn. For this turn, a friendly player gains: Prehensile Tail. Skaven Magical Memorabilia MA-008 Skaven 2020	TITLE "" Play Effect Skaven Random Events MA-009 ???

BANANA SKIN <i>"They're about to score, nothing can stop them! Whoops! Who left that there?"</i> Play when an opposing players declare to GFI (before rolling dice). The GFI automatically counts as rolling a 1 (do not roll).  Halfling Random Events RE-001 Halfling 2021	FOOD POISONING <i>"They really don't look well. Maybe accepting a snack from the opposition team wasn't the best idea..."</i> Play at the start of the 2nd half. A random opposing player cannot be set up at the start of the 2nd half and must be placed in Reserves.  Halfling Random Events RE-002 Halfling 2021	"GET YER BURGERS!" <i>"The vendor shouldn't be out there on the pitch, they're distracting the players!"</i> Play at the start of any opposing turn. For this turn, opposing players: • Cannot move more than 4 squares. • Cannot Blitz.  Halfling Random Events RE-003 Halfling 2021
PICNIC TIME! <i>"Someone needs to tell the Halfling fans that the half isn't over yet. It may be too late, they've already swarmed the pitch and set up a rather impressive picnic."</i> Play at the start of the receiving team's final turn in either half. The half ends (the match moves forward 1 turn for both teams).  Halfling Random Events RE-004 Halfling 2021	PIE TO THE FACE <i>"I know that Halflings like pies, but I'm not sure the opposition enjoyed that one!"</i> Play at the start of any opposing turn. An opposing player cannot be activated this turn.  Halfling Random Events RE-005 Halfling 2021	PUNT! <i>"The Treeman pulls back its leg; and what a kick that was!"</i> Play at the start of any friendly turn. A friendly Treeman (Altern Forest) can use Kick Team-mate on a friendly adjacent Halfling (line) before the turn starts.  Halfling Random Events RE-006 Halfling 2021
STRANGELY SLIPPERY <i>"I don't know what that Halfling has coated themselves in, but no-one seems to be able to get a hold of them!"</i> Play at the start of any friendly turn. A friendly Halfling (line) passes any Dodge tests this turn.  Halfling Random Events RE-007 Halfling 2021	WHAT'S THAT SMELL? <i>"Something is causing the players to gag. I'm not sure if it's the Halflings, or something they ate!"</i> Play at the start of the first turn of any drive. A friendly Hefty gains Disturbing Presence this drive.  Halfling Random Events RE-008 Halfling 2021	TITLE "" Play Effect  Halfling Random Events RE-009 ???

BETTER OUT THAN IN!

"Urgh, the stench! We can smell that from up there - imagine what the players are enduring!"

Play at the start of any drive (after the kick-off).

For this drive, a friendly Troll (permanent player) gains:

- Disturbing Presence.



**Black Orc
Random Events**

RE-001 Black Orc 2021

COACH DISTRACTION

"That's a clever move - distract the ref whilst your players put the boot in!"

Play when declaring a Foul action.

During this Foul:

- Cannot be Sent-off.
- +1 to both AV & Injury rolls.



**Black Orc
Random Events**

RE-002 Black Orc 2021

DON'T JUST STAND THERE!

"If they keep showboating instead of scoring, the crowd will end up doing something about it!"

Play after any opposing turn if Stalling.

The Stalling player is Knocked Down (+1 to AV roll).



**Black Orc
Random Events**

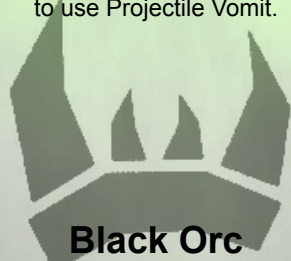
RE-003 Black Orc 2021

GASTRONOMIC INTERVENTION

"I'm not sure what they had for lunch, but the opposition is about to find out!"

Play at the start of any opposing turn.

A friendly Trained Troll can immediately activate to use Projectile Vomit.



**Black Orc
Random Events**

RE-004 Black Orc 2021

I WOULDN'T DRINK THAT!

"Someone has swapped their water for a barrel of Tasty Goblin. This isn't going to end well!"

Play at the start of any drive (before set-up).

A random opposing player cannot be set-up this drive.



**Black Orc
Random Events**

RE-005 Black Orc 2021

KERRUNCH!

"Oooh! He's not getting up from that one!"

Play when an opposing player is Knocked Down as a result of a friendly Black Orc's Block action.

+2 to the AV roll.



**Black Orc
Random Events**

RE-006 Black Orc 2021

SQUIG!

"Squig on the pitch! And it's heading straight for the easiest pickings!"

Play at the start of any opposing turn.

A Prone opposing player suffers an AV roll.



**Black Orc
Random Events**

RE-007 Black Orc 2021

UPTURNED ROCKS

"As I'm sure we can all agree, standing on a sharp, upturned rock hurts!"

Play when an opposing player declares a GFI.

-2 modifier to GFI.



**Black Orc
Random Events**

RE-008 Black Orc 2021

TITLE

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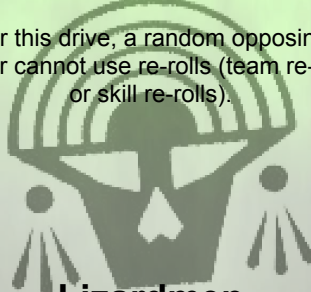
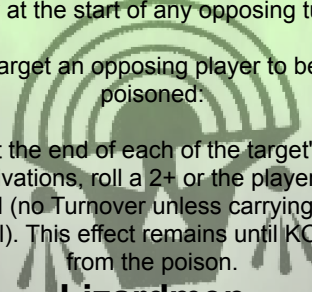
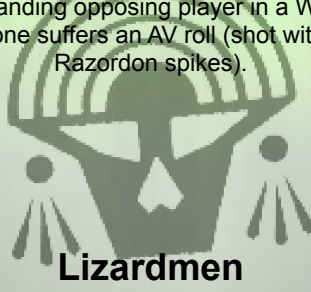
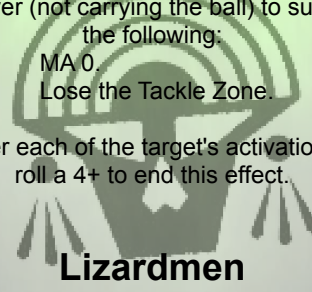
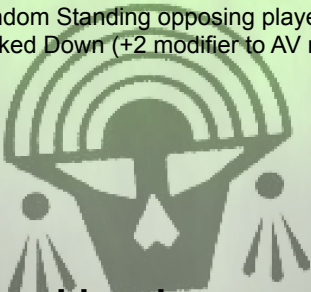
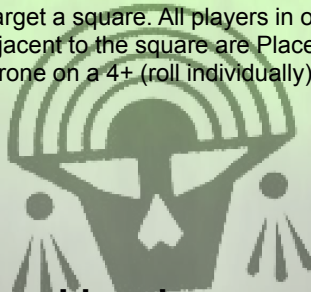
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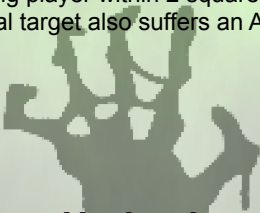
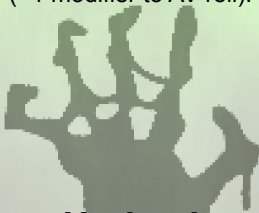
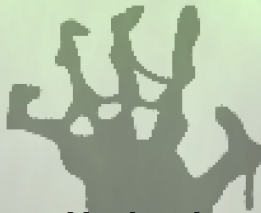
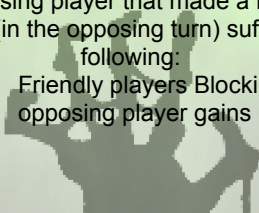
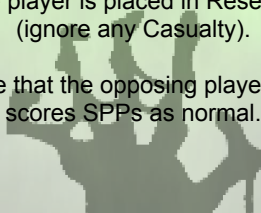
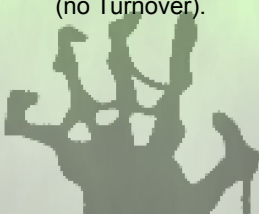
Effect



**Black Orc
Random Events**

RE-009 ???

CRIPPLING HUMIDITY <i>"Gosh, it is hot down there. Some of the players even seem to be taking a little nap!"</i> Play at the start of any drive (after the kick-off). D3 opposing Standing players are Placed Prone.  Lizardmen Random Events RE-001 Lizardmen 2021	CURSE OF KOR'TEZ <i>"They say that Kor'tez will curse an unworthy player with terrible luck. Let's see how true that is!"</i> Play at the start of any drive (after the kick-off). For this drive, a random opposing player cannot use re-rolls (team re-rolls or skill re-rolls).  Lizardmen Random Events RE-002 Lizardmen 2021	POISON DARTS <i>"I don't know where those darts came from, but they don't seem to be doing much harm. Unless they have been coated in something that is..."</i> Play at the start of any opposing turn. Target an opposing player to be poisoned: At the end of each of the target's activations, roll a 2+ or the player is KO'd (no Turnover unless carrying the ball). This effect remains until KO'd from the poison.  Lizardmen Random Events RE-003 Lizardmen 2021
PRIESTS OF SOTEK <i>"I think those Sotek priests are planning to sacrifice that player. Let's hope they can talk their way out of this one!"</i> Play at the start of any drive (after the kick-off). A random opposing Standing player is placed in Reserves (dragged off by Sotek priests).  Lizardmen Random Events RE-004 Lizardmen 2021	RAZORDON RIOT <i>"That player looks to be antagonising the Razordons. They'll get more than a barbed word if they carry on!"</i> Play at the start of any friendly turn. A Standing opposing player in a Wide Zone suffers an AV roll (shot with Razordon spikes).  Lizardmen Random Events RE-005 Lizardmen 2021	SLITHERING SURPRISE <i>"You can almost hear the opposition coach complaining about why it had to be snakes!"</i> Play at the start of any opposing turn. Target a random Standing opposing player (not carrying the ball) to suffer the following: • MA 0 • Lose the Tackle Zone. After each of the target's activations, roll a 4+ to end this effect.  Lizardmen Random Events RE-006 Lizardmen 2021
STEGADON! <i>"It's not wise to get in the way of a rampaging Stegadon, as that player is about to discover!"</i> Play at the start of any opposing turn. A random Standing opposing player is Knocked Down (+2 modifier to AV roll).  Lizardmen Random Events RE-007 Lizardmen 2021	TERRADON DROPPINGS <i>"I'm not sure what those Terradons are dropping, but it doesn't look or smell like rocks!"</i> Play at the start of any opposing turn. Target a square. All players in or adjacent to the square are Placed Prone on a 4+ (roll individually).  Lizardmen Random Events RE-008 Lizardmen 2021	TITLE "" Play Effect  Lizardmen Random Events RE-009 ???

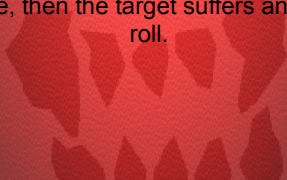
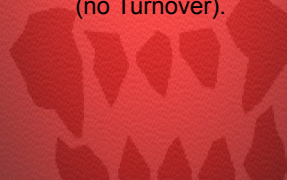
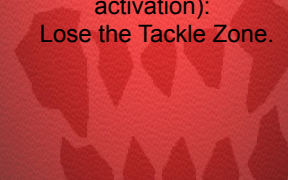
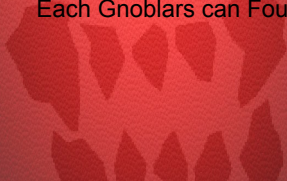
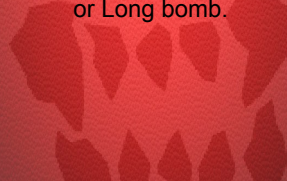
BONE-MARANG <i>"That fan's got quite the throwing arm - literally; they've just thrown their arm at that player!"</i> Play at the start of any friendly turn. Target a random opposing player suffers an AV roll. On a 3+, another opposing player within 2 squares of the original target also suffers an AV roll.  Undead Random Events RE-001 Undead 2021	PECKISH FANS <i>"Standing around the edge of a pitch is not a smart move when the fans haven't had their half-time snack!"</i> Play after any opposing turn if Stalling. The Stalling player is Knocked Down (+1 modifier to AV roll).  Undead Random Events RE-002 Undead 2021	PILE O' BONES <i>"What's that bone-pile at the side of the pitch for? Oh, for tripping up the opposition!"</i> Play at the start of any opposing turn. An opposing player next to a Sideline is Knocked Down (no Turnover).  Undead Random Events RE-003 Undead 2021
ROTTEN HALF-TIME SNACKS <i>"I think the undead have been tampering with the half-time snacks; they look like they've gone off!"</i> Play at the start of the 2nd half. A random opposing player cannot be set up this drive.  Undead Random Events RE-004 Undead 2021	SHALLOW GRAVE <i>"Looks like they've uncovered a shallow grave: and the occupant doesn't seem too pleased at being disturbed!"</i> Play after any opposing turn. Until the end of your turn, a Standing opposing player that made a Move action (in the opposing turn) suffers the following: Friendly players Blocking that opposing player gains +1 ST.  Undead Random Events RE-005 Undead 2021	SPARE RIBS <i>"A good Necromancer always has some spare parts ready in case of emergency!"</i> Play when a friendly Skeleton (Line) or Wight (Blitzer) suffers a Casualty (from an Injury roll). The player is placed in Reserves (ignore any Casualty). Note that the opposing player still scores SPPs as normal.  Undead Random Events RE-006 Undead 2021
SWIRLING MISTS <i>"When those mists swirl underfoot, it's best to slow down a bit. You never know what lurks in there!"</i> Play at the start of any opposing turn. For this turn, opposing players suffer: -2 MA.  Undead Random Events RE-007 Undead 2021	TOMBSTONE TRIP-UP <i>"Was that tombstone there a minute ago? Well, that player certainly didn't think so!"</i> Play after an opposing player makes a Move action (not part of a Blitz). The opposing player is Knocked Down (no Turnover).  Undead Random Events RE-008 Undead 2021	TITLE "" Play Effect  Undead Random Events RE-009 ???

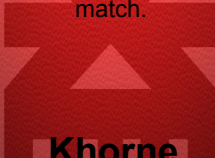
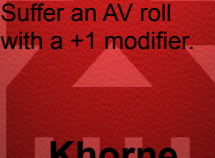
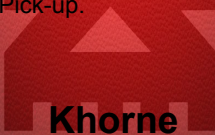
FROSTBITTEN FINGERS <i>"They better find that player some gloves or she might find herself with ice blocks for hands! No good for catching the ball!"</i> Play at the start of the first turn of any drive. For this drive, a random opposing player suffers -1 to the following: • Pick up. • Catch. • Pass. Wood Elf Random Events RE-001 Wood Elf 2022	GRASPING ROOTS <i>"Is it just me, or are those roots on the move? Well, the player they have grasped hold of certainly isn't!"</i> Play at the start of any opposing turn. A Standing opposing player becomes Rooted (as if rolling 1 for Take Root): • Cannot move for any reason. • Can only perform actions that doesn't require moving. • Become unrooted at the end of the drive or if becoming Prone. Wood Elf Random Events RE-002 Wood Elf 2022	HEADWIND <i>"The spring winds are in favour of the Wood Elves today! It will make passing difficult for the opposition!"</i> Play at the start of the first turn of any drive. For this drive, opposing players can only Pass Quick pass & Short pass. Wood Elf Random Events RE-003 Wood Elf 2022
HEAT WAVE <i>"The summer heat really seems to be getting to the players! Some of them have run out of buckets to sweat!"</i> Play at the start of the first turn of any drive. D3 random opposing players become Prone. Wood Elf Random Events RE-004 Wood Elf 2022	HUNTING HAWK <i>"Where did that big ol' bird come from? It's carrying the ball away! Wait, no! The ball's been dropped and is back in play!"</i> Play at the start of any opposing turn if the ball is on the ground (not the first turn of a drive). The ball deviates. Wood Elf Random Events RE-005 Wood Elf 2022	LOOSE LEAVES <i>"I can't be-leaf the state of the pitch right now! They are going to have a hard time finding the ball under all those leaves!"</i> Play at the start of the first turn of any drive. For this drive, opposing players suffer -1 modifier to pick up the ball. Wood Elf Random Events RE-006 Wood Elf 2022
SWARM OF BEES <i>"By Nuffle! That poor player has been swarmed! He is rolling around on the ground screaming something about bees!"</i> Play at the start of any opposing turn. A random opposing Standing player is Stunned. If carrying the ball, it scatters. No Turnover. Wood Elf Random Events RE-007 Wood Elf 2022	WOODLAND CRITTERS <i>"I know there are creatures living inside Treemen, but I didn't think they would be allowed to actually help them mid-game!"</i> Play at the start of the first turn of any drive. For this drive, a friendly Treeman can re-roll a single Block dice during that player's Block actions (including Blitz). For t Wood Elf Random Events RE-008 Wood Elf 2022	TITLE "" Play Effect Wood Elf Random Events RE-009 Wood Elf 202?

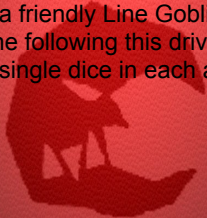
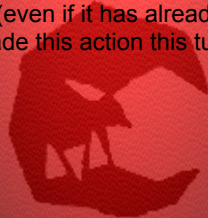
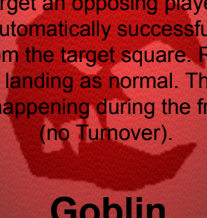
PECKISH PLANTS <i>"It's more than just creatures that get hungry in the jungle. Many of the local flora can get just as bitey!"</i> Play at the start of a friendly turn. A Standing opposing player adjacent to a sideline is Knocked Down.  Amazon Random Events RE-001 Amazon 2022	CIRCLING RIPPERRACTYLS "" Play Effect  Amazon Random Events RE-002 Amazon 2022	TITLE "" Play Effect  Amazon Random Events RE-003 Amazon 2022
TITLE "" Play Effect  Amazon Random Events RE-004 Amazon 2022	TITLE "" Play Effect  Amazon Random Events RE-005 Amazon 2022	TITLE "" Play Effect  Amazon Random Events RE-006 Amazon 2022
TITLE "" Play Effect  Amazon Random Events RE-007 Amazon 2022	TITLE "" Play Effect  Amazon Random Events RE-008 Amazon 2022	TITLE "" Play Effect  Amazon Random Events RE-009 Amazon 2022?

TRAINING TROUBLE <i>"Rumour has it, this team has recently lost its training ground!"</i> Play at the start of any drive where the opponent is the receiving team (after the kick-off). All opposing players without Loner (X) gain Loner (2+) for the rest of the drive. Miscellaneous Mayhem MI-001 Base 2020	KEEP IT MOVING <i>"I hear this team's been receiving a lot of 'disaster management' training. That's the spirit!"</i> Play when a friendly player is Knocked Down (from a failed GFI, Dodge, Jump, Leap or Landing) in your own turn. A turnover is not caused. The player's activation still ends, but the turn can continue as if the player became Prone. Miscellaneous Mayhem MI-002 Base 2020	ASSASSINATION ATTEMPT <i>"Rumour has it that an assassin's been sneaking around!"</i> Play after any opposing turn if Stalling. Roll a D6 for the Stalling player (attacked by an assassin): • 1: No effect. • 2-3: Prone. • 4-5: Knocked Down. • 6: Knocked Down with Mighty Blow. Miscellaneous Mayhem MI-003 Base 2020
"THIS BEER TASTES FUNNY!" (<i>"THERE'S SOMETHING IN MY BEER!"</i>) <i>"Apparently, the stadium has hired a Rotspawn as its newest barman."</i> <i>"I don't like the way it drips in the tankards!"</i> Play at the start of the match (before determining the kicking team). NOTE: This doesn't make sense. Should be at the start of the first drive, after setting up teams? D3 opposing players become Stunned. Miscellaneous Mayhem MI-004 Base 2020	TECHNICALITY <i>"And the referee's whistle has blown, Hold on. Yes, it looks like the head coach is pointing at a copy of the rules. Who let them have that?"</i> Play after any friendly turn (even if ending with a Turnover). An opposing player is Sent-off (for committing a Foul). Miscellaneous Mayhem MI-005 Base 2020	IT'S ALL TO PLAY FOR <i>"The referee is invoking the newly-created 'Bonus Points' rule. This is absolute nonsense!"</i> Play at the start of your turn 2, 3 or 4 (in 1st or 2nd half, not extra time). If you score a touchdown this turn, roll a 5+ to score +1 touchdowns (2 instead of 1). The extra touchdown is considered scored by the same player. Miscellaneous Mayhem MI-006 Base 2020
MAGICAL SPONGE <i>"They say this team has a strong following among the Colleges of Magic!"</i> <i>"That would explain the magical recovery when number 5's head came off!"</i> Play when a friendly player dies (suffer a 15-16 DEAD Casualty). Roll a 2+ to move the player to the Reserves. However, the player will still be DEAD after the match. Miscellaneous Mayhem MI-007 Base 2020	EGO TRIP <i>"It's a real shame to see success and fame go to a player's head!"</i> <i>"No one likes a dastardly diva!"</i> Play after any friendly turn (even if ending with a Turnover). Choose an opposing player. For the rest of the drive, in each of the opponent's turns, the player can only do one of the following: • Activate first (before any other opposing player activates). • Not activate at all that turn (if another player activated first). Miscellaneous Mayhem MI-008 Base 2020	TITLE "" Play Effect Miscellaneous Mayhem MI-009 ???

DOG PILE! <i>"They may be small, but a chubby Halfling belly-flopping you is still going to hurt!"</i> Play after any friendly turn (even if ending with a Turnover). A friendly Hefty can do the following: • Move 0-3 squares (ignoring Tackle Zones). • Make a Foul action (cannot be Sent-off). • Afterwards, the Hefty is placed prone. Halfling Miscellaneous Mayhem MI-001 Halfling 2021	GERROFF ME ANKLE! <i>"Well, that's novel. Dragging a fully-fed Halfling along may prove quite difficult!"</i> Play at the start of any opposing turn. Choose an opposing player adjacent to any Halfling (except Stunned). For this turn: • Cannot make Move actions. Halfling Miscellaneous Mayhem MI-002 Halfling 2021	HALFLING MISSILE <i>"While Halflings may not be the best Blood Bowl players, it turns out they make exceptional projectiles!"</i> Play at the start of any friendly turn. A friendly Treeman (Altern Forest) can use Throw Team-mate on a friendly adjacent Halfling (line) before the turn starts: • Target an opposing player (within range). • Automatically successful. • No deviation. • Resolve the landing on an occupied square as normal. Halfling Miscellaneous Mayhem MI-003 Halfling 2021
OI, REF! OVER HERE! <i>"Ref, ignore the antics of the coach! Pay attention to the blatant cheating on the pitch!"</i> Play after any friendly turn (even if ending with a Turnover). Choose 1-3 friendly Halflings (any positional): • Each can make a Foul action. • No player can be Sent-off (during these Foul actions). Halfling Miscellaneous Mayhem MI-004 Halfling 2021	SQUIRREL! <i>"There's a squirrel on the pitch, and it's retrieving the ball for the halflings!"</i> Play at the start of any turn if the ball is on the ground (except after a kick-off by your team). Place the ball in possession of a friendly Halfling (any positional) within 6 squares of the ball. Halfling Miscellaneous Mayhem MI-005 Halfling 2021	START A FIRE <i>"Look at the Halfling substitutes. They are setting fire to the opposition's reserves box!"</i> Play at the start of the first turn of any drive. Roll a D6 for each opposing player in Reserves: • 1-2: No effect. • 3-5: KO'd. • 6: Casualty (Miss rest of the match). Halfling Miscellaneous Mayhem MI-006 Halfling 2021
THAT ONE! THAT ONE THERE! <i>"That will teach them to pick on someone much smaller. Now the whole team is out to get them"</i> Play at the start of the first turn of any drive. Choose an opposing player that has Knocked Out or inflicted a Casualty on a friendly player: • Friendly Blocks against that player can re-roll any of the dice. Halfling Miscellaneous Mayhem MI-007 Halfling 2021	WOODLAND CRITTERS <i>"I know there are creatures living inside Treemen, but I didn't think they would be allowed to actually help them mid-game!"</i> Play at the start of the first turn of any drive. A friendly Treeman (Altern Forest) can re-roll a single Block dice during any Block action it makes. Halfling Miscellaneous Mayhem MI-008 Halfling 2021	TITLE "" Play Effect Halfling Miscellaneous Mayhem MI-009 Halfling ???

BELLY FLOW <i>"Ouch! Having a full-grown Ogre land on you like that WILL hurt - guaranteed!"</i> Play at the start of any friendly turn. Target a Prone opposing player Marked by a friendly Ogre (Blocker). Place the friendly Ogre (Blocker) Prone, then the target suffers an Injury roll.  Ogre Miscellaneous Mayhem MI-001 Ogre 2021	CALL THE GREAT MAW <i>"What in Nuffle's name is that? A huge, toothed hole seems to have appeared in the pitch!"</i> Play at the start of any opposing turn. A random Standing opposing player is Knocked Down (+1 modifier to the AV roll). If carrying the ball, it will scatter (no Turnover).  Ogre Miscellaneous Mayhem MI-002 Ogre 2021	'EADBUTT <i>"The only thing thicker than an Ogre is their skull, which that player is about to find out!"</i> Play at the start of any friendly turn. An opposing player Marked by a friendly Ogre (Blocker) suffers the following (until that player's next activation): • Lose the Tackle Zone.  Ogre Miscellaneous Mayhem MI-003 Ogre 2021
FIERY BELCH <i>"What happens if you feed flame chillies to a Firebelly? Well, we're about to find out!"</i> Play at the start of any friendly turn. Target a square adjacent to a Sideline as the starting point. The Fiery Belch extends D6 squares, moving in a straight line towards the opposite Sideline. Each player in an affected square suffers an AV roll.  Ogre Miscellaneous Mayhem MI-004 Ogre 2021	FROZEN SOLID <i>"Well, I don't think I've seen that before! That player's become a life-size ice lolly!"</i> Play at the start of any opposing turn. An opposing player (not carrying the ball) suffers the following: • Cannot activate this turn. • Lose the Tackle Zone.  Ogre Miscellaneous Mayhem MI-005 Ogre 2021	GANGING UP <i>"Gnoblar may not be the toughest of players on their own, but they can do some damage when they team up!"</i> Play at the start of any friendly turn. Target an opposing player Marked by 2 friendly Gnoblar to suffer the following: • Friendly Gnoblar Blocking the target is treated as ST 3.  Ogre Miscellaneous Mayhem MI-006 Ogre 2021
KICK 'EM WHILE THEY'RE DOWN <i>"Being smaller than their Ogre counterparts, the referee's got their work cut out catching all the dirty tricks the Gnoblar are up to!"</i> Play at the start of any friendly turn. For this turn: • Only Gnoblar can Foul. • Each Gnoblar can Foul.  Ogre Miscellaneous Mayhem MI-007 Ogre 2021	SUPER RUNT PUNT <i>"Wow! I've never seen a Gnoblar fly as far as that before!"</i> Play at the start of any friendly turn. For this turn, a friendly Ogre (Runt Punter) can kick a team-mate the length of a Long pass or Long bomb.  Ogre Miscellaneous Mayhem MI-008 Ogre 2021	TITLE "" Play Effect  Ogre Miscellaneous Mayhem MI-009 Ogre ???

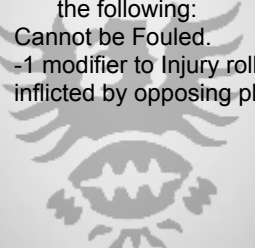
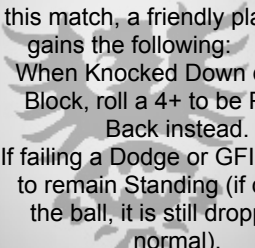
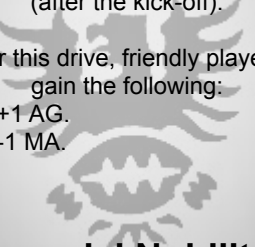
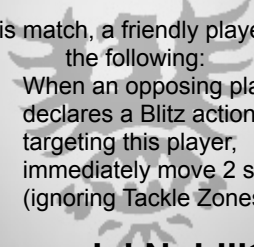
A 'HANDS-ON' KIND OF COACH <i>"Hang about, I don't think the coach should be running onto the pitch - let alone hitting the opposition!"</i> Play at the start of any friendly turn. Make a Block against a Standing opposing player in either Wide Zone with ST 3 (the coach is the attacker!). If the coach is Knocked Down, Argue the Call cannot be made for the rest of the match.  Khorne Miscellaneous Mayhem MI-001 Khorne 2021	ARTERIAL SPRAY <i>"Look at the blood fly! As impressive as that is, it makes it far harder to see with blood in your eyes!"</i> Play when a player is removed as a Casualty. An player adjacent to the removed player cannot provide assists (offensive and defensive) until after its next activation.  Khorne Miscellaneous Mayhem MI-002 Khorne 2021	BLOODBATH <i>"Hang on, the sprinklers have come on, and that doesn't like like water coming out of them!"</i> Play at the start of any drive (after the kick-off). -1 modifier to GFI this drive.  Khorne Miscellaneous Mayhem MI-003 Khorne 2021
REBIRTH IN BLOOD <i>"Well, they do say that Khorne rewards bloodshed - especially if it results in more bloodshed!"</i> Play when an opposing player is removed as a Casualty. A friendly player that was previously Injured or Dead (during this match) can recover and be placed in Reserves.  Khorne Miscellaneous Mayhem MI-004 Khorne 2021	WRATH OF KHORNE <i>"There's not been any carnage in a while, khorne can't be pleased about that. I'd expect some intervention any moment now."</i> Play at the end of a drive in which no players were KO'd or removed as Casualty. A random opposing player suffers an Injury roll.  Khorne Miscellaneous Mayhem MI-005 Khorne 2021	STRAY SKULL <i>"Watch out! The crowd are getting involved now, and it's not mere rocks they are throwing by the looks of it!"</i> Play at the start of any opposing turn. A random opposing player suffers one of the following (roll a D6): 1: No effect. 2-5: Suffer an AV roll. 6: Suffer an AV roll with a +1 modifier.  Khorne Miscellaneous Mayhem MI-006 Khorne 2021
BLOODSLICK BALL <i>"Well, that's one way to get the upper hand; coating the ball in blood will make it far harder for the opposition to get ahold of it!"</i> Play at the start of any drive when defending (after the kick-off). For this drive, opposing players suffer when interacting with the ball: • -1 PA during Pass action. • -1 AG during Catch and Pick-up.  Khorne Miscellaneous Mayhem MI-007 Khorne 2021	RAMPAGING BLOODSPAWN <i>"There is nothing quite like the spectacle of watching a Bloodspawn go on the rampage. Marvellous!"</i> Play at the start of any drive (after the kick-off). D3 random opposing player are Knocked Down.  Khorne Miscellaneous Mayhem MI-008 Khorne 2021	TITLE "" Play Effect  Khorne Miscellaneous Mayhem MI-009 ???

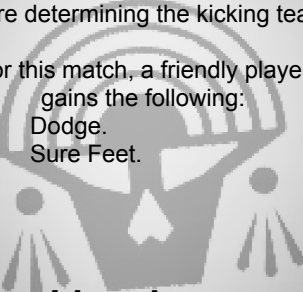
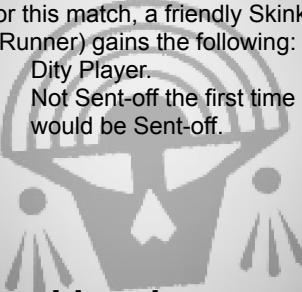
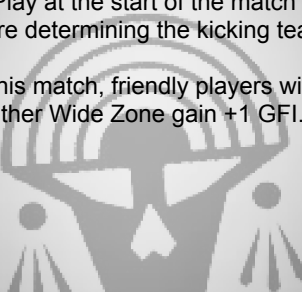
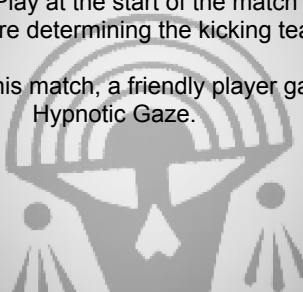
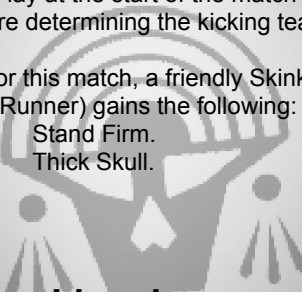
BLESSING OF DA BAD MOON <i>"The Goblins believe the Bad Moon holds many powers and, if they are lucky, it bestows such power upon them."</i> Play at the start of the first turn of any drive. Choose a friendly Line Goblin to gain the following this drive: Re-roll a single dice in each activation.  Goblin Miscellaneous Mayhem MI-001 Goblin 2022	FOETID FUNGUS <i>"For the love of Nuffle! That Goblin is shoving a mouldy mushroom into that player's mouth - that will NOT taste nice!"</i> Play when a friendly Line Goblin ends an activation Marking a Prone opposing player. The Prone player is KO'd.  Goblin Miscellaneous Mayhem MI-002 Goblin 2022	GASTRONOMIC CALAMITY <i>"Well, it looks like that player just found out what that Troll had for breakfast, and for lunch!"</i> Play when a friendly Troll's activation ends. Make a Projectile Vomit special action (even if it has already made this action this turn).  Goblin Miscellaneous Mayhem MI-003 Goblin 2022
GOBLIN MISSILE <i>"While Goblins may not be the best Blood Bowl players, it turns out they make exceptional projectiles!"</i> Play at the start of any friendly turn. A standing friendly Troll with an adjacent friendly Line Goblin immediately makes a Throw Team-mate special action. The throw must target an opposing player within range, is automatically successful and won't deviate from the target square. Resolve the effects of landing as normal. This doesn't count as happening during the friendly turn (no Turnover).  Goblin Miscellaneous Mayhem MI-004 Goblin 2022	KICK 'EM WHILE THEY'RE DOWN <i>"Goblins are a sneaky bunch, and the referee's got their work cut out trying to catch all the dirty tricks they are up to!"</i> Play at the start of any friendly turn. For this turn, all friendly Line Goblin can perform a Foul (however, no other friendly players can Foul).  Goblin Miscellaneous Mayhem MI-005 Goblin 2022	MADCAP MUSHROOMS <i>"Stran in viewers, the Goblins are chowing down on some Madcap Mushrooms; the results are likely to be spectacular!"</i> Play at the start of the first turn of any drive. 3 friendly Line Goblins can roll a 2+ (individually) to gain +1ST this drive. However, on a roll of 1, the Line Goblin is KO'd instead.  Goblin Miscellaneous Mayhem MI-006 Goblin 2022
RAUCOUS SUPPORTERS <i>"I think the Goblin fans may have had a few too many pints of Blood & Bootlaces - it's not just insults they are hurling at the opposition!"</i> Play at the start of any friendly turn. D3 random opposing players suffers the following (roll a D6 individually): 1: No effect (dodged). 2-5: AV roll. 6: Injury roll.  Goblin Miscellaneous Mayhem MI-007 Goblin 2022	UTTER CARNAGE <i>"Watch out, that Goblin has lost control of their chainsaw! Looks like it's going to be an entertaining few minutes!"</i> Play when activating a friendly Looney. Can make 2 Chainsaw Attack special actions this turn. After the activation, automatically suffer a kick-back (no Turnover).  Goblin Miscellaneous Mayhem MI-008 Goblin 2022	TITLE "" Play Effect  Goblin Miscellaneous Mayhem MI-009 ??? 202?

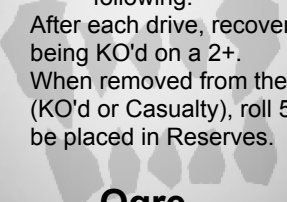
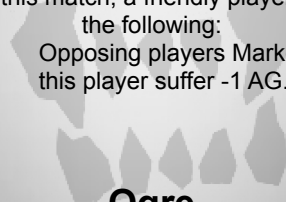
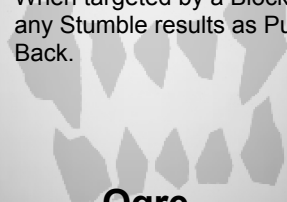
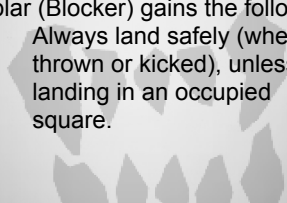
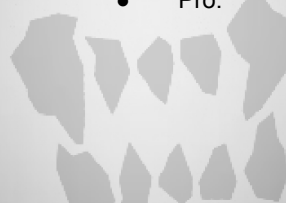
OATH STONE OF THE HIGH COACH <i>"The head coach has planted a highly-ornamented stone on the sideline and is refusing to get down from it!"</i> Play at the start of the match (before determining the kicking team). +1 modifier to the following: - Argue the Call. - Brilliant Coaching (kick-off result). Magical Memorabilia MA-001 Base 2020 R	HELM OF MANY EYES <i>"It looks like hundreds of eyeballs have sprouted from their helmet!"</i> Play at the start of any friendly turn. For this drive, a friendly player gains: - Dodge - Break Tackle - Really Stupid Magical Memorabilia MA-002 Base 2020 R	SPRANLEY'S CUP <i>"Burbo Spranley commissioned this enchanted wonder to protect his most-prized assets after one too many run-ins with a Goblin's hobnail boots."</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: Cannot be targeted by any Foul actions. Any suffered Injury rolls cannot be modified in any way. Magical Memorabilia MA-003 Base 2020 R
ENCHANTED BUCKET (BUCKET OF CHAOS) <i>"I'm not sure what the coach has in that bucket, but I wouldn't want it sponged onto my brow!"</i> Play after any drive (before rolling to recover KO'd players). One friendly KO'd player automatically recovers and gains the following for the rest of the match: - Disturbing Presence. - Foul Appearance. Magical Memorabilia MA-004 Base 2020 R	SWEATBAND OF CONQUEST (SWEATBAND OF EVERLASTING CONQUEST) <i>"That really is quite spectacular head gear..."</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains: +1 AV. Regeneration. Magical Memorabilia MA-005 Base 2020 R	SKROT'S STICKY SLOP <i>"The famous Orc player, 'Stikka' Skrot, used to smear a magical gloopy paste on his hands before every game!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains: - Catch - Sure Hands - Cannot make Pass or Hand-off actions. Magical Memorabilia MA-006 Base 2020 R
BOB'S BIFFIN' HELMET <i>"The refs gave up trying to make Bob Bifford wear a helmet once he'd pointed out that they never survived his first headbutt - I'm not sure whether he was talking about the headgear or the match officials..."</i> Play at the start of any drive (before rolling for kick-off). Choose one player to gain the following for that player's first Block/Blitz: - Mighty Blow. +2S. Magical Memorabilia MA-007 Base 2020 R	GRUK THE BEAR'S GAUNTLETS <i>"A lot of players want to wear these, simply so they can say they've killed someone with their 'bear' hands!"</i> Play at the start of the match (before determining the kicking team). A friendly player gains the following: +1S (during the first drive). -1S (after the first drive). Magical Memorabilia MA-008 Base 2020 R	TITLE "" Play Effect Magical Memorabilia MA-009 ??? R

PLAYBOOK OF THE DAMNED <i>"The coach is really one step ahead in his game. It might have something to do with that mysterious tome they are reading incantations from."</i> Play at the start of the match. A friendly player can be set up again at the start of each drive, after both teams are set up, if the opposing team is receiving. Necromantic Magical Memorabilia MA-001 Necromantic 2020	VEIL OF THE BANSHEE <i>"A screech like that could pop your eardrums if you're too close. In fact, that may just have happened!"</i> Play at the start of the match. Choose a Wraith. Once during this match, during that player's activation, an opposing player within 3 squares is immediately Stunned (unleash the screech of the banshee). Necromantic Magical Memorabilia MA-002 Necromantic 2020	SKRUBERT'S SCRUMPTIOUS SNACKS <i>"Skrubert's Scrumptious Snacks. Werewolves will do anything for them!"</i> Play after a Werewolf is Knocked Down. The player is not Knocked Down and can immediately move 1 square (ignoring Tackle Zones). Necromantic Magical Memorabilia MA-003 Necromantic 2020
GHOULISH GOGGLES <i>"Those goggles really are stylish, and no doubt help a Ghoul see better in difficult conditions."</i> Play at the start of the match. Choose a friendly Ghoul. That player gains a re-roll each activation: • Pass (the ball). • Catch (the ball). • Pick-up (the ball). • GFI. Necromantic Magical Memorabilia MA-004 Necromantic 2020	HORRIFIC HAMMER <i>"Just look at that weapon! It really is, well, horrific!"</i> Play at the start of the match. One friendly Zombie. For this match, when that player makes a Block action, an opposing player's armour will break on a 9+ (before any modifiers) if Knocked Down (regardless of the actual AV). Necromantic Magical Memorabilia MA-005 Necromantic 2020	DR. JAKE ALE'S SPECIAL BREW <i>"I don't know what they've drunk, but it's making their muscles swell and their eyes bulge!"</i> Play at the start of any drive (after the kick-off). A player on the team gains +2S. Roll a 4+ at the end of each drive or this effect wears off. Necromantic Magical Memorabilia MA-006 Necromantic 2020
HYNDS' HAUNTED HELMET <i>"They say that the helmet still contains the spirit of Wilhelm Hynds, its first owner."</i> Play at the start of the match. A friendly player gains Disturbing Presence for this match. Necromantic Magical Memorabilia MA-007 Necromantic 2020	LIGHTNINGADE ELECTROLYTE DRINK <i>"Lightningade: Gives you that jolt of energy when you need it most!"</i> Play at the start of a drive (after the kick-off). For this drive, a friendly player gains AG 2+. Necromantic Magical Memorabilia MA-008 Necromantic 2020	TITLE "" Play Effect Necromantic Magical Memorabilia MA-009 ???

BUGMAN'S XXXXXX ALE <i>"It's a well-known fact that a pint or two of Bugman's XXXXXX makes a Dwarf far more hardy and stubborn."</i> Play at the start of the second half. For this half, friendly players that become Stunned are Prone instead.  Dwarf Magical Memorabilia MA-001 Dwarf 2020	GRUNDI'S GROMRIL HELM <i>"It's said that legendary blitzer, Grundi Furgsson, never once suffered even as much as a scratch when wearing his personalised helmet."</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Blitzzer gains the following: -1 to suffered AV rolls (similar to +1 AV).  Dwarf Magical Memorabilia MA-002 Dwarf 2020	DIAMOND KNUCKLE DUSTERS <i>"With diamonds being so hard, it's no surprise that some rich Dwarf incorporated them into their knuckle dusters after mining them."</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Troll Slayer gains the following: Can re-roll any individual dice resulting in a 1 when inflicting any AV & Injury rolls.  Dwarf Magical Memorabilia MA-003 Dwarf 2020
RUNE OF PROTECTION <i>"It's almost as if someone, or something, is looking out for this player!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Blocker cannot be affected by any of the following from the opposing team: - Wizards. - Biased Referees. (In)Famous Coaching Staff. - Special Play cards.  Dwarf Magical Memorabilia MA-004 Dwarf 2020	RUNE OF STRENGTH <i>"It's as if they're imbued with the strength of their ancestors. I'd stay clear of them if I was on the pitch!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Blocker always counts as having equal Strength as the opponent when making a Block.  Dwarf Magical Memorabilia MA-005 Dwarf 2020	RUNE OF LUCK <i>"Everything they try seems to come off, but how long will their luck hold out?"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Blocker can re-roll a single D6 in each activation.  Dwarf Magical Memorabilia MA-006 Dwarf 2020
STEELFORGED ARMOUR <i>"The Dwarfs are known for forging extremely durable armours - though they may not be the easiest to move in!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: - AV 11+. - MA 3 (reduction).  Dwarf Magical Memorabilia MA-007 Dwarf 2020	PLAYBOOK OF GRUDGES <i>"The coach is checking his Book of Grudges, and pointing at that opposition player. I think they may be in for a world of pain..."</i> Play at the start of any drive (after the kick-off). Choose an opposing player to be the target of the grudge. For this drive, all friendly players can re-roll the following against that player (during a Block or Foul): - Block roll. - AV roll. - Injury roll.  Dwarf Magical Memorabilia MA-008 Dwarf 2020	TITLE "" Play Effect  Dwarf Magical Memorabilia MA-009 ???

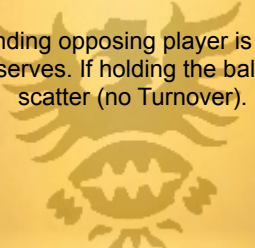
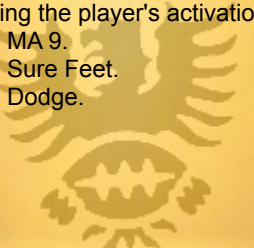
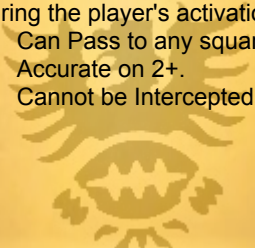
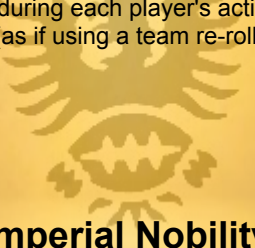
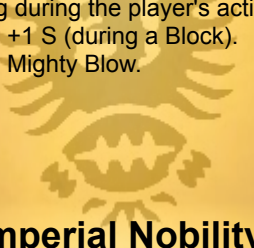
BEJEWELLED CODPIECE <i>"That's novel. They're using jewels to protect, well, their own jewels!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: • Cannot be Fouled. • -1 modifier to Injury rolls inflicted by opposing players.  Imperial Nobility Magical Memorabilia MA-001 Imperial Nobility 2021	HELMET OF AVERAGE INTELLIGENCE <i>"I'll tell you what, that Ogre seems to be almost listening to the coach - almost!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Ogre loses Bone Head.  Imperial Nobility Magical Memorabilia MA-002 Imperial Nobility 2021	LUCKY FEATHER OF THE NORDLAND BLUE <i>"It's a rare sight, a Nordland Blue feather. Many of them died pining for their homeland!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: • When Knocked Down during a Block, roll a 4+ to be Pushed Back instead. • If failing a Dodge or GFI, roll a 4+ to remain Standing (if carrying the ball, it is still dropped as normal).  Imperial Nobility Magical Memorabilia MA-003 Imperial Nobility 2021
MADAME ROXWELL'S FINEST WINE <i>"A cheeky glass of wine may be just what this team needs. They may not be quick, but they will be difficult to get a hold of if they are staggering about!"</i> Play at the start of any drive (after the kick-off). For this drive, friendly players gain the following: • +1 AG. • -1 MA.  Imperial Nobility Magical Memorabilia MA-004 Imperial Nobility 2021	NECKLACE OF FORESIGHT <i>"Amazing! This player seems to know exactly when they are going to get hit - and gets out of the way in the nick of time!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: • When an opposing player declares a Blitz action targeting this player, immediately move 2 squares (ignoring Tackle Zones).  Imperial Nobility Magical Memorabilia MA-005 Imperial Nobility 2021	SCHWEIGER'S SPEEDY CLEETS <i>"Look at them go! They've left the opposition in their dust!"</i> Play at the start of any opposing turn. For this match, a friendly player gains the following: • +2 MA.  Imperial Nobility Magical Memorabilia MA-006 Imperial Nobility 2021
THE EQUALIZERS <i>"What's better than one brass knuckle? Two brass knuckles, of course!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Blitzzer gains the following: • +1 ST.  Imperial Nobility Magical Memorabilia MA-007 Imperial Nobility 2021	THE PRINCE'S PLAYBOOK <i>"This coach is playing their part, and their players seem to be one step ahead at all times."</i> Play at the start of the match. After each time the opposing team is finished setting up offence, a single friendly player can be set-up in a different square (following all the usual restrictions).  Imperial Nobility Magical Memorabilia MA-008 Imperial Nobility 2021	TITLE "" Play Effect  Imperial Nobility Magical Memorabilia MA-009 ???

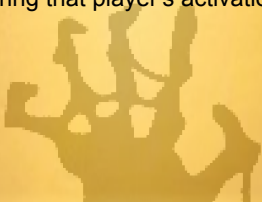
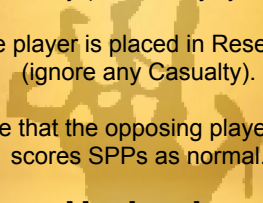
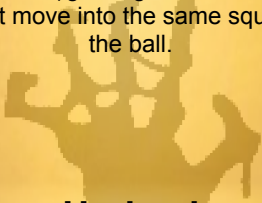
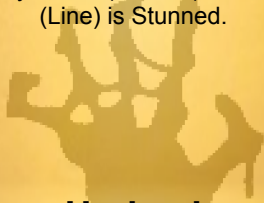
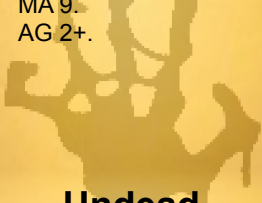
EL PEELE'S GOLDEN BOOT <i>"El Peele was one of the all-time greats in Lustria, and if this player has inherited El Peele's boots then they must be something special!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: • Dodge. • Sure Feet.  Lizardmen Magical Memorabilia MA-001 Lizardmen 2021	FEATHER KNUCKLE DUSTERS <i>"Those are not simple feather dusters - they pack a mighty "</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Skink (Runner) gains the following: • Dity Player. • Not Sent-off the first time it would be Sent-off.  Lizardmen Magical Memorabilia MA-002 Lizardmen 2021	GOLD OF KWON'KEESTADORES <i>"They say that those gold pieces possess a blessing of fortune. Let's hope that's true for this player's sake!"</i> Play at the start of the match (before determining the kicking team). A friendly player gains Pro for this match.  Lizardmen Magical Memorabilia MA-003 Lizardmen 2021
HAND OF THE GODS <i>"I don't think that's the hand of an actual god, but they'll certainly use it to their advantage!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains the following: • Catch. • Diving Catch.  Lizardmen Magical Memorabilia MA-004 Lizardmen 2021	IDOL OF SOTEK <i>"That idol the coach has placed by the side of the pitch seems to be giving off a strange aura. I wonder how that will affect the players?"</i> Play at the start of the match (before determining the kicking team). For this match, friendly players within either Wide Zone gain +1 GFI.  Lizardmen Magical Memorabilia MA-005 Lizardmen 2021	QUAN'KOR'S CRYSTAL SKULL <i>"What are they doing with that crystal skull? Well, it seems to be stopping the opposition in their tracks!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains: • Hypnotic Gaze.  Lizardmen Magical Memorabilia MA-006 Lizardmen 2021
ROX'ALOTL'S RUBY GEM <i>"That ruby necklace is imbued with a strange power, making the player seem utterly terrifying!"</i> Play at the start of the match (before determining the kicking team). For this  Lizardmen Magical Memorabilia MA-007 Lizardmen 2021	SCALED HELM <i>"That is one fancy helmet that player has, and I bet those scales add some much-needed protection!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Skink (Runner) gains the following: • Stand Firm. • Thick Skull.  Lizardmen Magical Memorabilia MA-008 Lizardmen 2021	TITLE "" Play Effect  Lizardmen Magical Memorabilia MA-009 ???

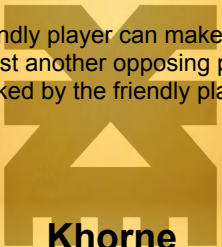
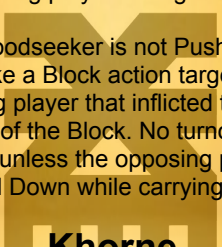
CHEF CRAGOTH'S CRUNCHY CASSEROLE <i>"Ah, Chef Cragoth's famous Crunchy Casserole! I'm not exactly sure what makes it crunch, and I don't think I want to find out!"</i> Play at the start of the second half. For this half, friendly players gain the following: • After each drive, recover from being KO'd on a 2+. • When removed from the pitch (KO'd or Casualty), roll 5+ to be placed in Reserves.  Ogre Magical Memorabilia MA-001 Ogre 2021	EYE OF FROST <i>"The sapphire in that necklace is said to be imbued with the power of the frozen north. Let's see if they can use it to freeze out the opposition!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gain the following: • Opposing players Marked by this player suffer -1 AG.  Ogre Magical Memorabilia MA-002 Ogre 2021	GRUG'S GRANITE GUTPLATE <i>"Good luck trying to punch through that gutplate - many have tried, but none have succeeded!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Ogre (Blocker) gains the following: • When targeted by a Block, treat any Stumble results as Push Back.  Ogre Magical Memorabilia MA-003 Ogre 2021
HRORGUT'S HARDENED HELMET <i>"With a helmet like that, you better "</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Ogre (Blocker) gains the following during a Blitz: • Block. • Tackle.  Ogre Magical Memorabilia MA-004 Ogre 2021	MEDALLION OF MOMENTUM <i>"When they start running there is almost nothing that can stop them. Get out of the way, if you can!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Ogre (Blocker) gains the following: • Juggernaut.  Ogre Magical Memorabilia MA-005 Ogre 2021	SABERTUSK BOOTS <i>"Well, they say a Sabertusk always lands on its feet. Let's see if that's true for their boots?"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Gnoblar (Blocker) gains the following: • Always land safely (when thrown or kicked), unless landing in an occupied square.  Ogre Magical Memorabilia MA-006 Ogre 2021
STONEGRINDER CASK <i>"I'll tell you what, I don't know how those Ogres drink Stonegrinder, but it sure does perk them up for a bit!"</i> Play at the start of the 2nd half. For the 2 first rounds, friendly Ogres (Blockers & Runt Punters) can re-roll failed Bone Head.  Ogre Magical Memorabilia MA-007 Ogre 2021	TOOTH OF THE GREAT BEAST <i>"I'm not sure what creature that tooth came from, but that trinket is supposed to be lucky!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains: • Pro.  Ogre Magical Memorabilia MA-008 Ogre 2021	TITLE "" Play at the start of the match (before determining the kicking team). Effect  Ogre Magical Memorabilia MA-009 ???

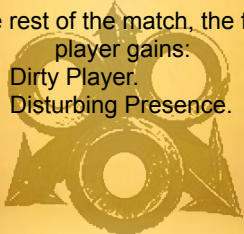
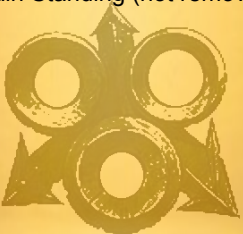
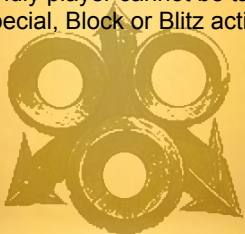
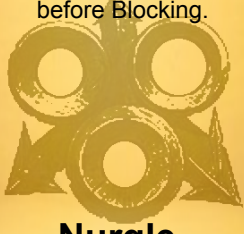
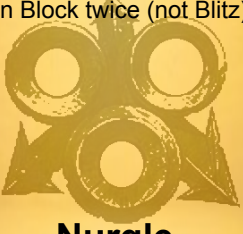
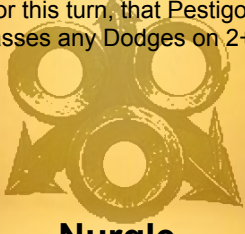
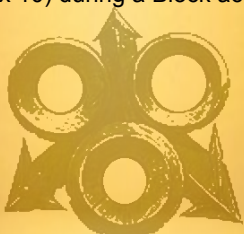
ARMoured BOAR <i>"The team clearly values its bacon! With all that armour on it, it's going to take a lot to damage that Beer Boar and its precious cargo!!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Beer Boar gains AV 8+.  Norse Magical Memorabilia MA-001 Norse 2022	FOLDED STEEL KNUCKLE BLADE <i>"The pattern in the steel is stunning. It really catches the light, especially when it's covered in blood!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains Stab.  Norse Magical Memorabilia MA-002 Norse 2022	GIRDLE OF THE MOUNTAIN <i>"That belt really helps to keep a player planted in place. You'd have better luck tackling a small hill!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains Stand Firm & Thick Skull.  Norse Magical Memorabilia MA-003 Norse 2022
HORNED HELM <i>"That was a pointed headbutt in more ways than one!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains Horns.  Norse Magical Memorabilia MA-004 Norse 2022	ICE SHARD CROWN <i>"Well, that crown seems to have cooled him off - whatever he was upset about, he seems to have let it go!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Yhetee can re-roll all tests for Wild Animal (Unchanneled Fury).  Norse Magical Memorabilia MA-005 Norse 2022	IRONBARK BRACERS <i>"Bracers made of wood that's tougher than iron? You're barking mad!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains +1 AV.  Norse Magical Memorabilia MA-006 Norse 2022
MARKINGS OF THE WOLF GOD <i>"The tattoo that player has on their extraordinarily large biceps is so realistic, you can almost hear it howling at the moooooon!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Ulfwerener gains Mighty Blow.  Norse Magical Memorabilia MA-007 Norse 2022	RAIDER'S MANTLE <i>"Look at that player go! Running faster than a longship at full sail!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains +1 MA.  Norse Magical Memorabilia MA-008 Norse 2022	TITLE "" Play Effect  Norse Magical Memorabilia MA-009 ??? 202?

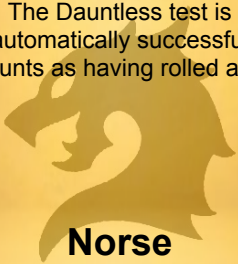
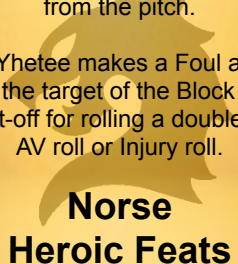
CATCHER'S INSTINCTS <i>"It's like they knew where the ball was going before it even went there!"</i> Play at the start of any drive where the opponent is the kicking team (before rolling for kick-off). A friendly Open player not on the Line of Scrimmage can immediately move to the square the ball will land in. In addition, the player gains +1 to all catches this match. Heroic Feats HF-001 Base 2020 (R)	BURST OF SPEED <i>"Somebody's had a healthy breakfast this morning!"</i> Play at the start of any friendly turn. For this turn, a friendly player gains the following: • +1 MA (max 9). • Sprint. • Sure Feet. Heroic Feats HF-002 Base 2020 (R)	QUICK THINKING <i>"There's no one lined up to catch that pass... No, wait! I take it back!"</i> Play after a friendly players declares a target square for a Pass action (before rolling). A friendly Standing player can immediately move up to 3 squares (even if already activated). A turnover is caused as normal if becoming Knocked Down. Heroic Feats HF-003 Base 2020 (R)
IN THE ZONE <i>"Did you see the look in number 12's eyes? Nothing's going to get in their way!"</i> Play when activating a friendly player (in your own turn). For this activation, the player gains +1 modifier to any roll that is negatively modified from being Marked. Heroic Feats HF-004 Base 2020 (R)	SIZZLING SHIMMY <i>"Hey, where're they going?"</i> Play when activating a friendly player (in your own turn). For this activation, gain the following: • +1 modifier to Dodge (AG). • -1 MA. Heroic Feats HF-005 Base 2020 (R)	PUNT <i>"Well then, I guess they didn't want the ball after all."</i> Play after any friendly turn if a friendly player is carrying the ball (even if ending with a Turnover). Scatter the ball from any square. Scatter: Move randomly 3 squares (randomize each square), then if not caught in the 3rd square, bounce (1 square). Heroic Feats HF-006 Base 2020 (R)
SUICIDE BLITZ <i>"The ball's barely left the ground, but that maniac's already Punching!"</i> Play at the start of any drive where the opponent is the receiving team (after the kick-off). A friendly Open player (not carrying the ball) can immediately activate to make a Blitz action (as if during a normal turn). Gain No Hands for this activation. Heroic Feats HF-007 Base 2020 (R)	DIE HARD <i>"These players take a beating, but they just keep on coming!"</i> Play at the start of any friendly turn. D3 friendly Stunned players immediately roll over and become Prone instead. Heroic Feats HF-008 Base 2020 (R)	TITLE "" Play Effect Heroic Feats HF-009 Base 2020

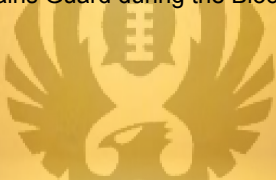
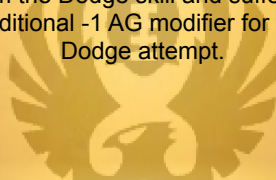
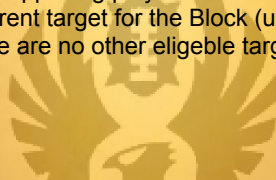
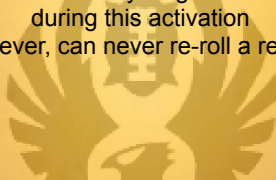
EVERYONE'S GOT A PRICE <i>"What's this? The player walking off the pitch and collecting a bag of gold from the opposition! It just goes to show that money does indeed talk."</i> Play at the start of any opposing turn. A Standing opposing player is placed in Reserves. If holding the ball, it will scatter (no Turnover).  Imperial Nobility Heroic Feats HF-001 Imperial Nobility 2021	GOING ALL THE WAY <i>"It's like someone strapped a rocket to them and told them to just run. What a dash!"</i> Play at the start of any friendly turn. A friendly Blitzier gains the following during the player's activation: • MA 9. • Sure Feet. • Dodge.  Imperial Nobility Heroic Feats HF-002 Imperial Nobility 2021	PASS OF THE CENTURY <i>"Surely they're not going to launch the ball from there? No, they are - and what a throw that was!"</i> Play at the start of any friendly turn. A friendly Thrower gains the following during the player's activation: • Can Pass to any square. • Accurate on 2+. • Cannot be Intercepted.  Imperial Nobility Heroic Feats HF-003 Imperial Nobility 2021
PEP TALK <i>"That half-time talk has done wonders; they look like a whole new team!"</i> Play at the start of the 2nd half. During the first friendly turn this half, each friendly player can re-roll a single dice during each player's activation (as if using a team re-roll).  Imperial Nobility Heroic Feats HF-004 Imperial Nobility 2021	THE BIGGER THEY ARE... <i>"Normally, I'd pity the poor fool tasked with taking on the big guy, but this one is putting up a hell of a fight!"</i> Play at the start of any friendly turn. A friendly Line player gains the following during the player's activation: • +1 S (during a Block). • Mighty Blow.  Imperial Nobility Heroic Feats HF-005 Imperial Nobility 2021	THE OLD ONE-TWO <i>"The ball's passed up-field. Oh, and it's passed away again! That was a smart move!"</i> Play at the start of any friendly turn. Two players can perform a Pass action this turn (instead of the usual one).  Imperial Nobility Heroic Feats HF-006 Imperial Nobility 2021
WHAT A CATCH! <i>"I don't believe it! How has that player managed to intercept the ball?"</i> Play when a friendly player declares interference (during an opposing player's Pass action). The ball is automatically Intercepted.  Imperial Nobility Heroic Feats HF-007 Imperial Nobility 2021	YOU AIN'T COMING IN! <i>"They're definitely taking their duties seriously; they won't let anyone past!"</i> Play at the start of any opposing turn. A friendly Bodyguard gains the following this turn: • Opposing players cannot Move while being Marked by this player.  Imperial Nobility Heroic Feats HF-008 Imperial Nobility 2021	TITLE "" Play Effect  Imperial Nobility Heroic Feats HF-009 ???

A PHENOM-ENAL HIT <i>"A hit like that will surely prove to be that player's last ride. They are a dead man!"</i> Play when a friendly player breaks the armour of an opposing player. +2 modifier to the Injury roll.  Undead Heroic Feats HF-001 Undead 2021	ARE YOU MY MUMMY? <i>"They may be slow but, by Nuffle, does a Mummy pack one hell of a punch!"</i> Play at the start of any friendly turn. A friendly Mummy can make 2 Blocks (instead of 1) during that player's activation.  Undead Heroic Feats HF-002 Undead 2021	BONE-AFIDE BLOCK <i>"Well, you have to admit, there is some poetic justice in a skeleton snapping the bones of the living!"</i> Play when a friendly Skeleton (Line) or Wight (Blitzer) breaks the armour of an opposing player. The opposing player is KO'd (no Injury roll).  Undead Heroic Feats HF-003 Undead 2021
IMMEDIATE RESURRECTION <i>"Well, it looks as if you knock them down they'll immediately get up again!"</i> Play a friendly player suffers a Casualty (from an Injury roll). Play when a friendly player suffers a Casualty (from an Injury roll). The player is placed in Reserves (ignore any Casualty). Note that the opposing player still scores SPPs as normal.  Undead Heroic Feats HF-004 Undead 2021	IN THE WIGHT PLACE AT THE WIGHT TIME <i>"Sometimes, all you need is a bit of luck, and some good fortune!"</i> Play at the start of any friendly turn. A friendly Wight (Blitzer) not carrying the ball can immediately move 3 squares (ignoring Tackle Zones. Cannot move into the same square as the ball.  Undead Heroic Feats HF-005 Undead 2021	NOTHING LIKE THE TASTE OF FRESH FLESH <i>"For the love of Nuffle! Don't bite a player when they're down - at least let them stand up first!"</i> Play at the start of any friendly turn. A Prone opposing player Marked by a friendly Ghoul (Runner) or Zombie (Line) is Stunned.  Undead Heroic Feats HF-006 Undead 2021
SOME GUTS, ALL GLORY <i>"Nothing builds the confidence up like seeing the guts of the opposition fall out in front of you."</i> Play when a friendly player inflicts a Casualty. For the rest of the match, that friendly player gains: +1 ST.  Undead Heroic Feats HF-007 Undead 2021	SPEEDY SPOOKS <i>"Ghouls always show a turn of pace when there is the chance of a quick meal on the line!"</i> Play at the start of any friendly turn. A friendly Ghoul (Runner) gains the following during that player's activation (this turn): - MA 9. - AG 2+.  Undead Heroic Feats HF-008 Undead 2021	TITLE "" Play Effect  Undead Heroic Feats HF-009 ???

"AND STAY DOWN!" <i>"I'd suggest listening to that player. Sounds like a idea to stay on the ground!"</i> Play after a friendly player Knocks Down an opposing player (as a result of a Block) if the friendly player is still Standing. The friendly player can make a Foul against the Knocked Down player.  Khorne Heroic Feats HF-001 Khorne 2021	BLOOD-CRAZED FRENZY <i>"Seems like one hit isn't enough for that player, they want to cause as much pain as possible!"</i> Play after a friendly player with Frenzy Knocks Down an opposing player (as a result of a Block) if the friendly player is still Standing. The friendly player can make a Block against another opposing player (Marked by the friendly player).  Khorne Heroic Feats HF-002 Khorne 2021	HIT & MOVE <i>"Well, they do say the best way to get past a player is to knock them off their feet!"</i> Play after a friendly player Knocks Down an opposing player (as a result of a Block) if the friendly player is still Standing. The friendly player can make a Move action.  Khorne Heroic Feats HF-003 Khorne 2021
"YOUR SKULL IS MINE!" <i>"That player is intent on claiming a skull for Khorne; and woe betide anyone who stands in front of them!"</i> Play at the start of any friendly turn. A friendly Marauder (Line) player gains the following during its activation: - Counts the ST as 1 higher than any target (during a Block). - Mighty Blow.  Khorne Heroic Feats HF-004 Khorne 2021	A GOOD SCRAP <i>"Khorne loves a good fight, and so do the players dedicated to him!"</i> Play at the start of any friendly turn. D3 Stunned players roll over and become Prone.  Khorne Heroic Feats HF-005 Khorne 2021	GORED BY THE GORS <i>"When a Khorngor puts their head down and charges, you don't want to be in their way!"</i> Play when a friendly Khorngor declares a Blitz. +1ST if moving 2+ squares (before blocking).  Khorne Heroic Feats HF-006 Khorne 2021
HOLD THE LINE! <i>"The whole team looks ready for a fight. Good luck trying to move them out of the way!"</i> Play at the start of any opposing turn. For this turn, all friendly players gain Stand Firm.  Khorne Heroic Feats HF-007 Khorne 2021	"MY TURN..." <i>"If you are going to hit a Bloodseeker, make sure you put them down. You won't like their retaliation otherwise!"</i> Play when a friendly Bloodseeker is pushed (but not Knocked Down) by an opposing player during a Block. The Bloodseeker is not Pushed and can make a Block action targeting the opposing player that inflicted the Push result of the Block. No turnover is caused unless the opposing player is Knocked Down while carrying the ball.  Khorne Heroic Feats HF-008 Khorne 2021	TITLE "" Play Effect  Khorne Heroic Feats HF-009 ???

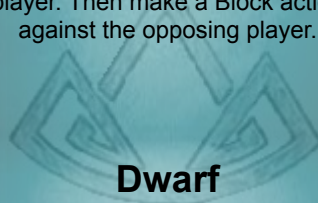
BLESSINGS OF NURGLE <i>"That was a real dirty play - Nurgle himself would've been proud of that!"</i> Play when a friendly player Fouls an opposing player and inflicts a KO or Casualty. For the rest of the match, the friendly player gains: • Dirty Player. • Disturbing Presence.  Nurgle Heroic Feats HF-001 Nurgle 2022	DISGUSTING RESILIENCE <i>"That hit should have floored that player, but she's just coming back for more!"</i> Play when a friendly player is removed from suffering a Casualty. Remain Standing (not removed).  Nurgle Heroic Feats HF-002 Nurgle 2022	FOETID SHROUD <i>"That is strange; that player seems to be protected by some form of rancid shroud"</i> Play at the start of any opposing turn. Choose a friendly player. For this turn, that friendly player cannot be targeted by Special, Block or Blitz actions.  Nurgle Heroic Feats HF-003 Nurgle 2022
GORED BY THE GORS <i>"When a Pestigor puts their head down and charges, you don't want to be in their way!"</i> Play when a friendly Pestigor declares a Blitz. +1ST if moving 2+ squares before Blocking.  Nurgle Heroic Feats HF-004 Nurgle 2022	ROTSPOAWN RAMPAGE <i>"Something has roused that Rotspawn; I'd get out the way if I were them!"</i> Play at the start of any friendly turn. Choose a friendly Rotspawn. For this turn, that Rotspawn can Block twice (not Blitz).  Nurgle Heroic Feats HF-005 Nurgle 2022	SICKENINGLY SLIPPERY <i>"That Pestigor has managed to slip through the gap; probably because of whatever that stuff oozing out of it is!"</i> Play at the start of any friendly turn. Choose a friendly Pestigor. For this turn, that Pestigor passes any Dodges on 2+.  Nurgle Heroic Feats HF-006 Nurgle 2022
STRENGTH OF BLOAT <i>"They may not be quick, but by Nuffle can Bloaters hit hard!"</i> Play at the start of any friendly turn. Choose a friendly Bloater. For this turn, that friendly Bloater doubles the ST (max 10) during a Block action.  Nurgle Heroic Feats HF-007 Nurgle 2022	TIMELY REGURGITATION <i>"What do Bloaters eat for lunch? I think that player is about to find out!"</i> Play when a friendly Bloater activates. Make a Projectile Vomit Special action.  Nurgle Heroic Feats HF-008 Nurgle 2022	TITLE "" Play Effect  Nurgle Heroic Feats HF-009 ??? 202?

A SHOW OF STRENGTH <i>"Ulfwereners are us"</i> Play when a friendly Ulfwerener declares a Blitz. +1 ST & Juggernaut (during the Blitz).  Norse Heroic Feats HF-001 Norse 2022	CHARGE OF THE VALKYRIE <i>"A Norse team's Valkyries are often the stars of the show, especially when they deliver a beatdown to the big guys."</i> Play when a friendly Valkyrie uses Dauntless. The Dauntless test is automatically successful (counts as having rolled a 6).  Norse Heroic Feats HF-002 Norse 2022	CHUGGED LIKE A CHAMPION <i>"After quaffing a pint, that player is willing to take on all comers!"</i> Play when declaring a Block action (during a friendly turn). +1 Block dice (max 3).  Norse Heroic Feats HF-003 Norse 2022
COMMANDING BELLOW <i>"That player was a famous longship captain before becoming a Blood Bowl captain. I know which I'd rather be!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly Lineman gains Leader.  Norse Heroic Feats HF-004 Norse 2022	CULL THE WEAK <i>"I'm not sure whether that's an avalanche or a Yhetee currently burying that player, but then again, I've never seen an avalanche with claws..."</i> Play after a Standing friendly Yhetee's Block action if an opposing player is Knocked Down without being removed from the pitch. The Yhetee makes a Foul action against the target of the Block (cannot be Sent-off for rolling a double on the AV roll or Injury roll).  Norse Heroic Feats HF-005 Norse 2022	GIVE IT ALL YOU'VE GOT! <i>"The team has hit the field and look fired up. Good job too, as it's absolutely freezing out there!"</i> Play at the start of any friendly turn. For this turn, all friendly players can re-roll a single Block dice when making a Block action.  Norse Heroic Feats HF-006 Norse 2022
SAVED BY THE BACON <i>"By Nuffle! That looked painful! Never let anyone tell you that boars don't mean business!"</i> Play when a friendly Beer Boar declares a Blitz. +2ST & Block (during the Blitz).  Norse Heroic Feats HF-007 Norse 2022	TITANIC HAYMAKER <i>"SMACK! You can't beat taking down two opponents with one punch!"</i> Play after a Standing friendly Berserker's Block action if an opposing player is Knocked Down. Make another Block action against another opposing player that is Marked by this player..  Norse Heroic Feats HF-008 Norse 2022	TITLE "" Play Effect  Norse Heroic Feats HF-009 ??? 202?

BRING IT DOWN! <i>"Sometimes, life's biggest challenges often need the aid of a friend. This also applies to the biggest opponents on the gridiron!"</i> Play when a friendly Line player declares a Block during a friendly turn. Friendly players Marking the target gains Guard during the Block.  Pro Elf Heroic Feats HF-001 Pro Elf 2022	CLOTHESLINE! <i>"Oooooft! Sometimes, the most effective tackle can be made by just sticking out an arm!"</i> Play when an opposing player attempts to Dodge into a friendly player's Tackle Zone. The opposing player cannot benefit from the Dodge skill and suffer an additional -1 AG modifier for this Dodge attempt.  Pro Elf Heroic Feats HF-002 Pro Elf 2022	DOWN THE FIELD <i>"Are they really going to try to throw it that far? They've no chance! Wait, it's going all the way!"</i> Play when a friendly Thrower declares a Pass. The Thrower gains Hail Mary Pass this activation.  Pro Elf Heroic Feats HF-003 Pro Elf 2022
FANCY FOOTWORK <i>"Not only did they dodge the block, there isn't even a speck of dirt on their boots!"</i> Play when a friendly Standing player activates during a friendly turn. Immediately move to an adjacent square for free, ignoring Tackle Zones.  Pro Elf Heroic Feats HF-004 Pro Elf 2022	"HOW DARE YOU!?" <i>"Due to that scathing look, the opposition has decided it might be wiser to throw a block elsewhere!"</i> Play when an opposing player declares a Block (not Blitz) against a friendly player. The opposing player must select a different target for the Block (unless there are no other eligible targets).  Pro Elf Heroic Feats HF-005 Pro Elf 2022	NATURAL TALENT <i>"Some players are born to live a life of obscurity on the gridiron. Others, like this player, are destined for greatness!"</i> Play during a friendly Blitzer's activation. Re-roll any single dice during this activation (however, can never re-roll a re-roll).  Pro Elf Heroic Feats HF-006 Pro Elf 2022
PASS & MOVE <i>"Passing should go something like stop, set, throw... this is more like dash, panic, hope!"</i> Play when a friendly Thrower declares a Pass. The Thrower can continue moving after the Pass action (if having available movement).  Pro Elf Heroic Feats HF-007 Pro Elf 2022	SPRINT FOR THE FINISH! <i>"With a burst of speed, that player has dashed their way into the End Zone! TOUCHDOWN!"</i> Play after a Catcher has made a Move action within 3 squares of the opposing End Zone. Gain the following this activation: • +1 GFI attempt. • Re-roll a GFI attempt.  Pro Elf Heroic Feats HF-008 Pro Elf 2022	TITLE "" Play Effect  Pro Elf Heroic Feats HF-009 ??? 202?

HOLD THE LINE! <i>"Trying to get past this player will be much easier said than done!"</i> Play when a friendly Blocker is Blocked. That Blocker gains the following this turn: • +1 ST. • Stand Firm. • Guard.  Amazon Heroic Feats HF-001 Amazon 2022	GO FOR THE THROAT! "" Play Abc  Amazon Heroic Feats HF-002 Amazon 2022	TITLE "" Play Abc  Amazon Heroic Feats HF-003 Amazon 2022
TITLE "" Play Abc  Amazon Heroic Feats HF-004 Amazon 2022	TITLE "" Play Abc  Amazon Heroic Feats HF-005 Amazon 2022	TITLE "" Play Abc  Amazon Heroic Feats HF-006 Amazon 2022
TITLE "" Play Abc  Amazon Heroic Feats HF-007 Amazon 2022	TITLE "" Play Abc  Amazon Heroic Feats HF-008 Amazon 2022	TITLE "" Play Effect  Amazon Heroic Feats HF-009 Amazon 2022?

KINGMAKER PLAY <i>"Now that's teamwork - staying out of the way so one guy can grab the Glory."</i> Play when activating a friendly player (in your own turn). The player can re-roll any dice during this activation as if using a team re-roll (as opposed to a skill re-roll). After the activation, suffer an automatic turnover. Benefits of Training BT-001 Base 2020 R	DOWN THE CHAIN <i>"The ball is changing hands again... and again... and again!"</i> Play at the start of any friendly turn. Any number of players can perform the Hand-off action this turn. Benefits of Training BT-002 Base 2020 R	FLEA FLICKER (QUICK FLICK) <i>"The ball's clear, and it's away!"</i> <i>"Oh! And it's away again!"</i> Play at the start of any friendly turn. 2 friendly players can make a Pass action this turn, but only within Quick & Short range. Benefits of Training BT-003 Base 2020 R
BOOT CAMP <i>"Woah! The things they teach rookies these days! I had to learn where to plant a sneaky boot for best effect the hard way..."</i> Play after a friendly players declares a Foul action. The AV roll or Injury roll can be re-rolled, however if the re-roll is a double the player is Sent-off as normal (not Sent-off if the discarded roll was a double). Benefits of Training BT-004 Base 2020 R	HELPING HAND <i>"Number 7 is playing like they've grown an extra arm!"</i> <i>"Well, something like that. But that's not actually 'their' arm!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains: • Big Hand. • Extra Arms. • Sure Hands. Benefits of Training BT-005 Base 2020 R	TEAM TALK <i>"Looks like the head coach is giving his players a friendly pep talk. Are those thumbscrews I can see?"</i> Play at the start of any drive (before rolling for kick-off). For this drive, roll a D3 every time you use a team re-roll. If the result is higher than the remaining re-rolls, regain the spent re-roll. Benefits of Training BT-006 Base 2020 R
SWITCHEROO <i>"Sorry for the confusion there, viewers, they all start looking the same after a while!"</i> Play at the start of any friendly turn. 2 friendly players that are not carrying the ball and has S4 or less can immediately switch places. Benefits of Training BT-007 Base 2020 R	ALL-OUT BLITZ <i>"Like I always say - the best defence is hitting the other team until they stop moving!"</i> Play at the start of any friendly turn. 2 friendly players can make Blitz actions this turn (instead of the usual 1). Benefits of Training BT-008 Base 2020 R	TITLE "" Play Effect Benefits of Training BT-009 ??? R

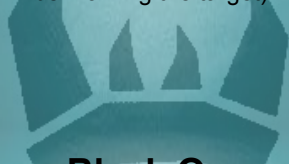
I'VE FOUGHT BIGGER <i>"Are they really going to pick a fight with the biggest player on the pitch? Oh wait, yes, it looks like they are!"</i> Play at the start of any friendly turn. A Troll Slayer gains the following during the player's Activation: • ST 6.  Dwarf Benefits of Training BT-001 Dwarf 2020	NATURAL SPRINTERS... <i>"Turns out that Dwarfs can be very dangerous over short distances when they want to be!"</i> Play at the start of any drive (after the kick-off). For this Drive, a friendly Runner gains: • +2 MA.  Dwarf Benefits of Training BT-002 Dwarf 2020	ONE-TWO PUNCH! <i>"A fist in the mouth for them, oh and also one for them as well!"</i> Play at the start of any friendly turn. A friendly Blitzzer can make 2 Block actions during the player's activation.  Dwarf Benefits of Training BT-003 Dwarf 2020
HOLD A GRUDGE <i>"That player may regret knocking that Dwarf down, it just seems to have made them angry!"</i> Play when a friendly player is Blocked by an opposing player and Knocked Down, but the AV roll failed. For this match, the friendly player can re-roll any of the following rolls against the opposing player: • Block action. • AV roll. • Injury roll.  Dwarf Benefits of Training BT-004 Dwarf 2020	NOT SO FAST... <i>"They've managed to squeeze past the Dwarf lines; no wait, they may have been caught!"</i> Play when an opposing player successfully dodges away from a friendly Blocker marking the opponent (before the dodge). The friendly player is placed in the square vacated by the opposing player. Then make a Block action against the opposing player.  Dwarf Benefits of Training BT-005 Dwarf 2020	HEADBUTT <i>"Ouch! I don't care who you are, a Dwarf's thick skull colliding with your nose will stun just about anyone!"</i> Play at the start of any friendly turn. A Marked opposing player loses the Tackle Zone for this turn.  Dwarf Benefits of Training BT-006 Dwarf 2020
LIFE WARD <i>"They must owe that player their life, they are doing everything they can to protect them from harm."</i> Play at the start of the match. For this match, choose a friendly Blocker and another friendly player to protect. The Blocker gains the following while adjacent to the player to be protected: • Guard. • Stand Firm.  Dwarf Benefits of Training BT-007 Dwarf 2020	TOUGH AS NAILS <i>"What a hit! No wait, are they still standing? Unbelievable!"</i> Play when a friendly player is Knocked Down by an opposing player. The player suffers the Pushed result instead (not Knocked Down).  Dwarf Benefits of Training BT-008 Dwarf 2020	TITLE "" Play Effect  Dwarf Benefits of Training BT-009 ???

BIGGA IZ BETTA!

"These Orcs pride themselves on their toughness. If they deem you too puny, then you may just catch an extra elbow to the face!"

Play at the start of any friendly turn.

A friendly Black Orc can make a Block against an opposing player with S3 or less (the friendly Black Orc must be Marking the target).



**Black Orc
Benefits of Training**

BT-001 Black Orc 2020

BITE DERE KNEECAPS

"It's a novel approach, but getting that Goblin to bite the opposition may be just what they need right now!"

Play at the start of any friendly turn.

A friendly Goblin Bruiser gains S3 during the player's activation.



**Black Orc
Benefits of Training**

BT-002 Black Orc 2020

CLOTHESLINE

"By Nuffle! They were almost decapitated by that blow!"

Play when an opposing Dodges into a square and is still Marked.

-2 modifier to Dodge and cannot use Dodge skill.



**Black Orc
Benefits of Training**

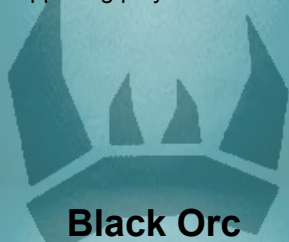
BT-003 Black Orc 2020

GET BACK IN DA GAME!

"They think they've got away from them, but the Orcs are right on top of them once again!"

Play at the start of any friendly turn.

All Open players can move up to 2 squares, but must be Marking at least 1 opposing player afterwards.



**Black Orc
Benefits of Training**

BT-004 Black Orc 2020

KUNNIN' PLAN

"Whatever you say about Orcs and their lack of intelligence, these Black Orcs certainly know how to play!"

Play at the start of the match.

Whenever a friendly team re-roll is used, roll a 5+ to regain it.



**Black Orc
Benefits of Training**

BT-005 Black Orc 2020

LOOK AFTER DEM ONES

"Isn't that sweet! The bigger Orcs are looking after their Goblins - who says Blood Bowl is always violent!"

Play at the start of any drive (after the kick-off).

A friendly Black Orc gains the following this drive:

- Guard.



**Black Orc
Benefits of Training**

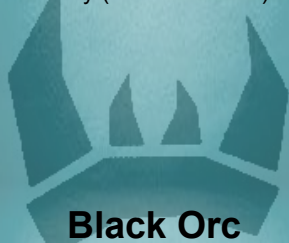
BT-006 Black Orc 2020

PERFECT LANDIN'

"They're so graceful in the air, but can they stick the landing? And, yes! Yes they can!"

Play when a Trained Troll throws a Standing team-mate.

The thrown player automatically lands safely (no need to roll).



**Black Orc
Benefits of Training**

BT-007 Black Orc 2020

TABLETOP

"The Goblin crouches behind the opposition, and here comes the shove!"

Play at the start of any friendly turn.

An opposing player that is Marked by both a Black Orc and a Goblin Bruiser is immediately Knocked Down.



**Black Orc
Benefits of Training**

BT-008 Black Orc 2020

TITLE

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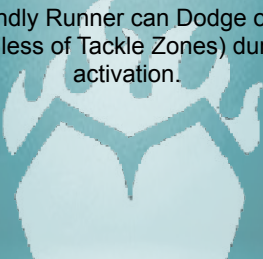
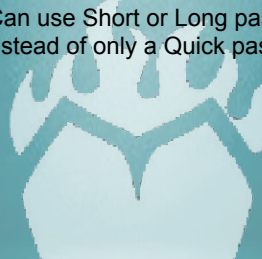
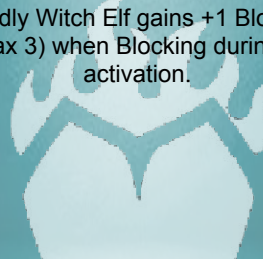
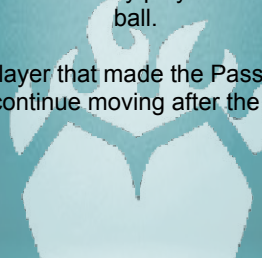
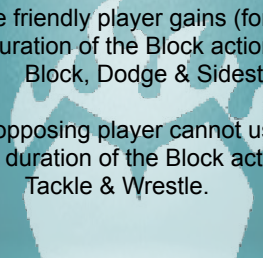
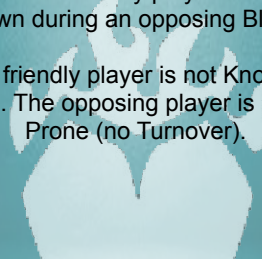
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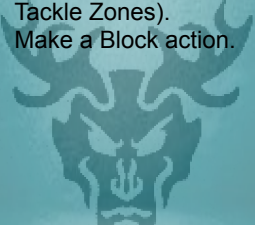
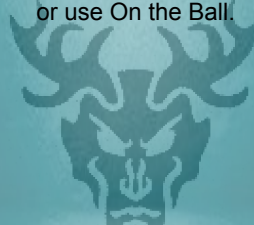
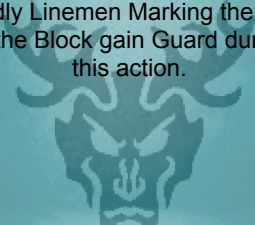
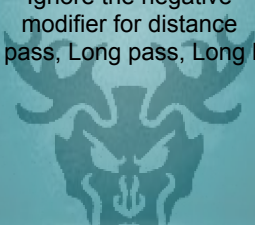
Effect

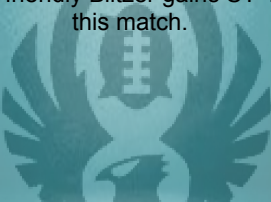
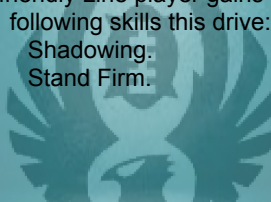
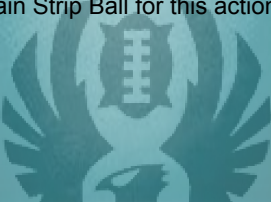
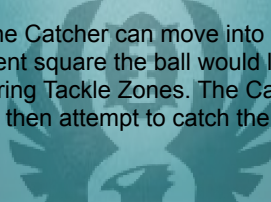
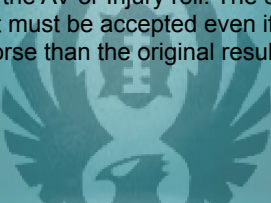


**Black Orc
Benefits of Training**

BT-009 ???

DUCK & WAVE <i>"Good luck catching that player! They are as tough to get a hold of as a very slippery thing that's been coated in a slippery substance!"</i> Play at the start of any friendly turn. A friendly Runner can Dodge on 2+ (regardless of Tackle Zones) during its activation.  Dark Elf Benefits of Training BT-001 Dark Elf 2021	GET RID OF IT! <i>"The ball carrier is down! But they've managed to get rid of the ball before they hit the deck!"</i> Play when a friendly player uses Dump-off. Can use Short or Long pass (instead of only a Quick pass).  Dark Elf Benefits of Training BT-002 Dark Elf 2021	HEARTRENDER <i>"Well, the moral of that story is... don't anger a Witch Elf - after Blood Bowl, vengeance is their favourite game!"</i> Play at the start of any friendly turn. A friendly Witch Elf gains +1 Block dice (max 3) when Blocking during its activation.  Dark Elf Benefits of Training BT-003 Dark Elf 2021
OPPORTUNISTIC <i>"That player never misses an opportunity; always thinking on their feet!"</i> Play when the ball lands in a square adjacent to a friendly Open player. The player picks up the ball.  Dark Elf Benefits of Training BT-004 Dark Elf 2021	PASS & MOVE <i>"That player isn't waiting around. What a move! A quick pass, and then quick as a flash they are back in position. Wonderful!"</i> Play after a friendly player successfully Pass and a friendly player catches the ball. The player that made the Pass action can continue moving after the Pass.  Dark Elf Benefits of Training BT-005 Dark Elf 2021	SWASHBUCKLING STANCE <i>"I'll tell you what, spending years on the deck of a ship in stormy seas does wonders for a player's balance!"</i> Play when a friendly player is Blocked. The friendly player gains (for the duration of the Block action): • Block, Dodge & Sidestep. The opposing player cannot use (for the duration of the Block action): • Tackle & Wrestle.  Dark Elf Benefits of Training BT-006 Dark Elf 2021
TAKE THE BALL <i>"That player has set their sights on the ball, and is going to let nothing stop them from getting it!"</i> Play when a friendly Blitzzer declares a Blitz. Gain Strip Ball (for this activation).  Dark Elf Benefits of Training BT-007 Dark Elf 2021	USE THEIR OWN WEIGHT AGAINST THEM <i>"What a move! They've suckered that player into hitting them, just to use their own momentum to take them down!"</i> Play when a friendly player is Knocked Down during an opposing Block. The friendly player is not Knocked Down. The opposing player is placed Prone (no Turnover).  Dark Elf Benefits of Training BT-008 Dark Elf 2021	TITLE "" Play Effect  Dark Elf Benefits of Training BT-009 Dark Elf 202?

BRANCHING OUT <i>"Yew wouldn't believe a Treeman could move like that!"</i> Play when a friendly Treeman activates (not Rooted). The Treeman immediately: 1: Move up to 1 square (ignoring Tackle Zones). 2: Make a Block action.  Wood Elf Benefits of Training BT-001 Wood Elf 2022	BULLET PASS <i>"Good luck intercepting that pass! It looked like it was shot out of an Imperial cannon!"</i> Play when a friendly Thrower declares a Pass. Opposing players cannot Intercept or use On the Ball.  Wood Elf Benefits of Training BT-002 Wood Elf 2022	CO-ORDINATED BLOCK <i>"My my, practice does pay off! Those linemen just gave that opposing player the old one-two, and three, and four!"</i> Play when a friendly Lineman declares a Block action. Friendly Linemen Marking the target of the Block gain Guard during this action.  Wood Elf Benefits of Training BT-003 Wood Elf 2022
"LOOK AT THEM GO!" <i>"By Nuffle! You're going to struggle catching that catcher!"</i> Play at the start of the first turn of any drive. A friendly Catcher gains MA 10 for this drive.  Wood Elf Benefits of Training BT-004 Wood Elf 2022	"NOT THE HAIR!" <i>"They hit the ground quickly, but not a hair out of place! Mission accomplished!"</i> Play when an opposing player declares a Block (not Blitz) targeting a friendly player. The target becomes Prone and the activation ends (no Block take place).  Wood Elf Benefits of Training BT-005 Wood Elf 2022	PRECISION PASS <i>"You have to admit, the Wood Elf passing game is something of an art form!"</i> Play when a friendly Thrower declares a Pass. Ignore the negative modifier for distance (Short pass, Long pass, Long bomb).  Wood Elf Benefits of Training BT-006 Wood Elf 2022
SHOWBOATING <i>"Oh here we go again... Wardancers just 'have' to show off..."</i> Play at any time during a friendly Wardancer's activation. The Wardancer can re-roll any single dice (however, can never re-roll a re-roll).  Wood Elf Benefits of Training BT-007 Wood Elf 2022	TAKE A DIVE <i>"I know Wood Elves get knocked down easy, but come on!"</i> Play when a friendly player is Knocked Down by an opposing player's Block. Roll a 3+ to have the attacker Sent-off (no Turnover).  Wood Elf Benefits of Training BT-008 Wood Elf 2022	TITLE "" Play Effect  Wood Elf Benefits of Training BT-009 Wood Elf 2022

HITTING THE WEIGHTS <i>"That player is so strong I wasn't sure if they were an Elf, but the high cheek bones and contempt gave it away!"</i> Play at the start of the match (before determining the kicking team). A friendly Blitzzer gains ST 4 this match.  Pro Elf Benefits of Training BT-001 Pro Elf 2022	HOLD THEM OFF <i>"That might be the flimsiest cage I have ever seen, but it does appear to be working!"</i> Play at the start of any opposing turn. All friendly Line players gain Fend.  Pro Elf Benefits of Training BT-002 Pro Elf 2022	MARK THEM LIKE YOU MEAN IT! <i>"Someone has been learning from Wilhelm Chaney! They are marking the opposition like a dog after a bone!"</i> Play at the start of any drive (after the kick-off). A friendly Line player gains the following skills this drive: • Shadowing. • Stand Firm.  Pro Elf Benefits of Training BT-003 Pro Elf 2022
ON THE HUNT <i>"An Elf attacking with that much vigour? Their opponent must have broken their dressing room mirror!"</i> Play when a friendly player declares a Block against a player carrying the ball. Gain Strip Ball for this action.  Pro Elf Benefits of Training BT-004 Pro Elf 2022	PASSING DRILLS <i>"A good pass is just like a good punch - devilishly fast and right on target!"</i> Play at the start of any drive (after the kick-off). A friendly Thrower gains +1 to Pass this drive.  Pro Elf Benefits of Training BT-005 Pro Elf 2022	RUN ONTO IT <i>"Sometimes, you need to trust that the catcher has the speed to get it. Well, that's a good excuse for a poor pass anyway!"</i> Play when the ball lands or bounces in an unoccupied square adjacent to a friendly Catcher. The Catcher can move into the adjacent square the ball would land in, ignoring Tackle Zones. The Catcher can then attempt to catch the ball.  Pro Elf Benefits of Training BT-006 Pro Elf 2022
SOFT LANDING <i>"Clearly more than a few hours have been spent working on not getting hit too hard. Not a mark on that pretty face!"</i> Play after a friendly player suffers an AV or Injury roll. Re-roll the AV or Injury roll. The second result must be accepted even if it is worse than the original result!  Pro Elf Benefits of Training BT-007 Pro Elf 2022	VETERAN OF THE LEAGUE <i>"Despite their age, that player doesn't look a decade past three hundred and fifty!"</i> Play at the start of the match (before determining the kicking team). A friendly player gains Pro for this match.  Pro Elf Benefits of Training BT-008 Pro Elf 2022	TITLE "" Play Effect  Pro Elf Benefits of Training BT-009 Pro Elf 2022

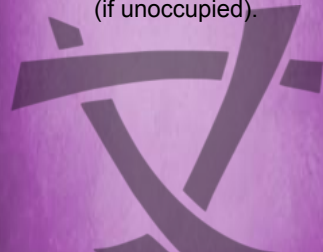
SPOT THE SNEAK <i>"I say! Where did number 9 come from?"</i> <i>"From the trapdoor. Aren't you paying attention?"</i> Play at the start of any friendly turn. Roll a 5+ to set up a friendly player from the Reserves to a Trapdoor square. At the end of the drive, that player is automatically Sent-off. Dirty Tricks DT-001 Base 2020 R	LOOK, A DISTRACTION! <i>"It's always a shame to see a player so easily distracted by the fans!"</i> Play after any opposing turn if Stalling. For the rest of this drive, roll a 4+ when activating any opposing player that was Stalling when that team's last turn ended, or the player cannot activate this turn. Dirty Tricks DT-002 Base 2020 R	RUNE OF UNWILLING FLIGHT <i>"Oh my goodness! Of all the traps I've seen hidden in the grass, that's certainly original!"</i> Play after any friendly turn (even if ending with a Turnover). An opposing player with S4 or less is immediately catapulted through the air: • Use the Throw Team-mate rules. • The thrown player is treated as having Right Stuff. • The quality of the throw is Terrible. Dirty Tricks DT-003 Base 2020 R
SLIPPERY SHOES <i>"Oh dear. If I'm not mistaken, somewhere in this stadium there's a half-empty pot of Daisy Palmer's slow-acting shoe grease."</i> Play at the start of any opposing turn. -2 modifier to GFI this turn. Dirty Tricks DT-004 Base 2020 R	TRIPPING HAZARD <i>"Someone call the groundskeeper, I spy a tripwire!"</i> <i>"Oops, don't bother. That player's found it!"</i> Play at the start of any opposing turn. D3 Standing opposing players (not carrying the ball) become Prone. Dirty Tricks DT-005 Base 2020 R	THE MAIN 'SKULL'-PRIT <i>"There's always one who can't help themselves!"</i> Play at the start of the match (before determining the kicking team). For this match, a friendly player gains: • Dirty Player • Sneaky Git However, if this player is Sent-off, it cannot be prevented (Argue The Call or Bribes). Dirty Tricks DT-006 Base 2020 R
HEAVY BIAS <i>"You don't often see that!"</i> <i>"Indeed, I can't remember the last time I saw a referee hold down a player that's trying to crawl away from a foul!"</i> Play when declaring a Foul action. The player gains +1 assist and cannot be Sent-off as a result of this action (regardless of the AV roll, Injury roll or any special rules). Dirty Tricks DT-007 Base 2020	DIRTY BLOCK <i>"There's a lot of regulations governing blocks. I think that one broke them all!"</i> Play after any friendly turn (even if ending with a Turnover). A friendly Standing player that did not activate this turn and is Marking 1+ opposing players immediately becomes Prone. An adjacent player Marked by the friendly player is Knocked Down. Dirty Tricks DT-008 Base 2020 R	TITLE "" Play Effect Dirty Tricks DT-009 ???

BURROW UNDERGROUND

"Where'd they go? Hang on, how'd they get all the way over there?"

Play at the start of any friendly turn.

A friendly Standing player can be placed on one of the 2 Trapdoors (if unoccupied).



**Skaven
Dirty Tricks**

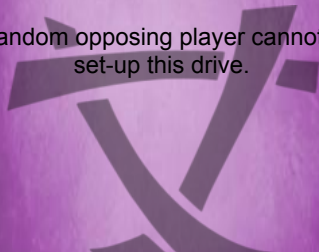
DT-001 Skaven 2020

HALF-TIME SNACK SABOTAGE

"They are sneaky, those Skaven. They've replaced the opposition's half-time snack with something less savoury!"

Play at the start of the Second Half (before set-up).

A random opposing player cannot be set-up this drive.



**Skaven
Dirty Tricks**

DT-002 Skaven 2020

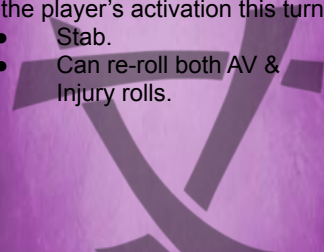
WEeping BLADE

"I saw a glint of something under their cloak. That could spell trouble for the opposition!"

Play at the start of any friendly turn.

A friendly Gutter Runner gains during the player's activation this turn.:

- Stab.
- Can re-roll both AV & Injury rolls.



**Skaven
Dirty Tricks**

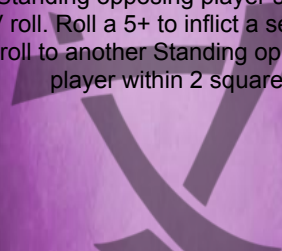
DT-003 Skaven 2020

WARP LIGHTNING BOLT

"The coach is charging up that Warp Lightning contraption. Time to take cover!"

Play at the start of any friendly turn.

A Standing opposing player suffers an AV roll. Roll a 5+ to inflict a second AV roll to another Standing opposing player within 2 squares.



**Skaven
Dirty Tricks**

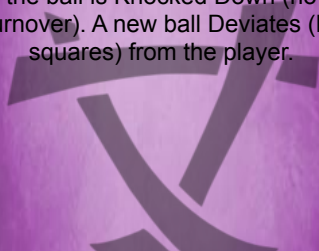
DT-004 Skaven 2020

BALL BOMB

"Errr... why is the ball ticking?"

Play at the start of any opposing turn if an opposing player is carrying the ball.

The ball explodes. The player carrying the ball is Knocked Down (no Turnover). A new ball Deviates (D6 squares) from the player.



**Skaven
Dirty Tricks**

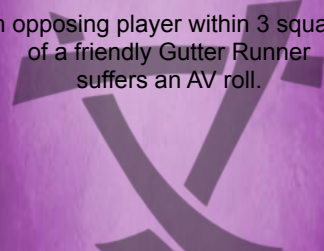
DT-005 Skaven 2020

THROWING STARS

"They may not be able to hit very hard, but Gutter Runners have plenty of tricks, or weapons, up their sleeves!"

Play at the start of any friendly turn.

An opposing player within 3 squares of a friendly Gutter Runner suffers an AV roll.



**Skaven
Dirty Tricks**

DT-006 Skaven 2020

POISONED WIND GLOBE

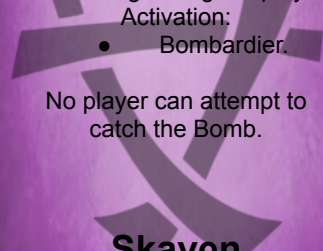
"They've launched that Poisoned Wind Globe. Don't bother trying to catch it, just get out of its way!"

Play at the start of any friendly turn.

For this turn, a friendly Thrower gains the following during the player's Activation:

- Bombardier.

No player can attempt to catch the Bomb.



**Skaven
Dirty Tricks**

DT-007 Skaven 2020

"CAN'T CATCH ME!"

"That rat is quick! Blink and you'll miss them!"

Play at the start of any drive (after the kick-off).

For this Drive, a friendly Gutter Runner gains:

- MA 10.



**Skaven
Dirty Tricks**

DT-008 Skaven 2020

TITLE

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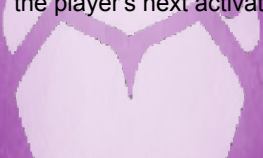
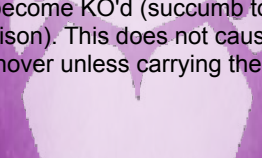
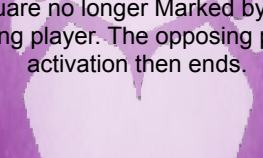
Play

Effect



**Skaven
Dirty Tricks**

DT-009 ???

EYE OF THE MEDUSAE <i>"That's an interesting gem, that player seems completely fixated by it!"</i> Play at the start of any opposing turn. A Marked opposing player (not carrying the ball) suffers the following: • Cannot be activated this turn. • Lose the Tackle Zone (until the player's next activation).  Dark Elf Dirty Tricks DT-001 Dark Elf 2021	FISHING NETS <i>"Well, that's innovative; using fishing nets to entangle the opposition and bring them down."</i> Play at the start of any friendly turn. An opposing player within 2 squares of a friendly Line player is placed Prone.  Dark Elf Dirty Tricks DT-002 Dark Elf 2021	KHARIBDYSS VENOM <i>"They say that Kharibdyss venom is particularly painful and fast acting; no wonder it is favoured by Assassins!"</i> Play at the start of any friendly turn. A friendly Assassin gains +2 modifier to the Injury roll the next time the AV roll of a Stab is successful.  Dark Elf Dirty Tricks DT-003 Dark Elf 2021
MELT INTO THE SHADOWS <i>"Dark Elves are a tricky bunch. If you don't keep an eye on them, they are prone to popping up where you least expect them!"</i> Play at the start of any friendly turn. A friendly Open player (not carrying the ball) can immediately move up to 4 squares (ignoring Tackle Zones). Must be Open after moving.  Dark Elf Dirty Tricks DT-004 Dark Elf 2021	POISON DARTS <i>"I don't know where those darts came from, but they don't seem to be doing much harm. Unless they have been coated in something that is..."</i> Play at the start of any opposing turn. An opposing player is poisoned: At the end of each activation, roll a 2+ or become KO'd (succumb to the poison). This does not cause a Turnover unless carrying the ball.  Dark Elf Dirty Tricks DT-005 Dark Elf 2021	SMOKE BOMBS <i>"It's far harder to hit something you can't see - a well-timed smoke bomb may just be the difference between walking away and being pummelled into the dirt!"</i> Play when a friendly player is Blocked. Immediately move 1 square (ignoring Tackle Zones), the move must end in a square no longer Marked by the Blocking player. The opposing player's activation then ends.  Dark Elf Dirty Tricks DT-006 Dark Elf 2021
TAKE A DIVE <i>"That can't be a foul, surely? They hardly hit them! Something seems off about this ref..."</i> Play when a friendly is Knocked Down by an opposing Block action. The opposing player is Sent-off on a 3+ (no Turnover).  Dark Elf Dirty Tricks DT-008 Dark Elf 2021	TURN A BLIND EYE <i>"I think this ref may have been bought off. That's the only reason I can think of for this team getting away with murder!"</i> Play at the start of the 2nd half. For the rest of the match, friendly players cannot be Sent-off for Fouling.  Dark Elf Dirty Tricks DT-009 Dark Elf 2021	TITLE "" Play Effect  Dark Elf Dirty Tricks DT-009 Dark Elf ???

"ERE YA GO, REF!"

"Looks like the coach is slipping the ref some coins. Maybe it's not the end of the game for that player, after all!"

Play at the end of a drive if one or more friendly players would be Sent-off for having Secret Weapon.

Friendly players with Secret Weapon are not Sent-off at the end of this drive.



**Goblin
Dirty Tricks**

DT-001 Goblin 2022

GROVELLING GITZ

"Is that Goblin really begging for its life? They are, and somehow it looks like it's working!"

Play when a friendly Line Goblin is targeted by a Block action.

The Block action is immediately cancelled and the opposing player's activation ends.



**Goblin
Dirty Tricks**

DT-002 Goblin 2022

HIDDEN DAGGER

"What was that? I'm sure I saw something shiny up that Goblin's sleeve!"

Play at the start of any friendly turn.

A friendly Line Goblin gains Stab for its activation.



**Goblin
Dirty Tricks**

DT-003 Goblin 2022

"QUICK, WHILE DA REF'S NOT WATCHING"

"That was a blatant foul, but it looks as if the ref wasn't even watching!"

Play when a friendly player is Sent-off for a Foul.

The player is not Sent-off.



**Goblin
Dirty Tricks**

DT-004 Goblin 2022

BALL BOMB (SAME AS SKAVEN)

"Errr... why is the ball ticking?"

Play at the start of any opposing turn if an opposing player is carrying the ball.

The ball explodes. The player carrying the ball is Knocked Down (no Turnover). A new ball Deviates (D6 squares) from the player.



**Goblin
Dirty Tricks**

DT-005 Goblin 2022

SHOT FUSE

"That Goblin has ducked for cover as soon as the bomb left their hands. I wouldn't want to catch that!"

Play when an opposing player catches a Bomb thrown by a friendly Bomma.

The bomb explodes immediately (no opportunity to throw it again).



**Goblin
Dirty Tricks**

DT-006 Goblin 2022

SPIKED BALL & CHAIN

"That's a nifty looking weapon; it's got spikes on it and everything!"

Play at the start of the match (before determining the kicking team).

A friendly Fanatic can add +1 to AV rolls or Injury rolls against opposing players when making a Ball & Chain Move special action..



**Goblin
Dirty Tricks**

DT-007 Goblin 2022

STUNNING SPORES

"I'm not sure what that Goblin "

Play at the start of any friendly turn.

An opposing player Marked by a friendly Line Goblin becomes Stunned.



**Goblin
Dirty Tricks**

DT-008 Goblin 2022

TITLE

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Play

Effect



**Goblin
Dirty Tricks**

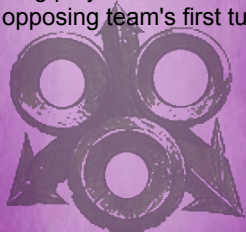
DT-009 Goblin 2022

I THINK THAT'S GONE OFF...

"Someone should tell them that their half-time snacks have been stored a bit too close to the Nurgle dugout..."

Play at the start of the 2nd half.

D3 opposing players cannot activate in the opposing team's first turn.



**Nurgle
Dirty Tricks**

DT-001 Nurgle 2022

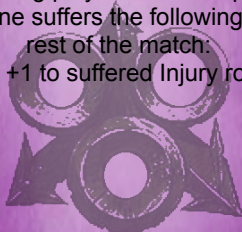
PLAGUE OF BOILS

"I'm not sure what the coach has thrown at that player, but they seem to be having a severe reaction to whatever it was!"

Play at the start of any opposing turn.

An opposing player within 3 squares of a Sideline suffers the following for the rest of the match:

- +1 to suffered Injury rolls.



**Nurgle
Dirty Tricks**

DT-002 Nurgle 2022

POOL OF VOMIT

"I must say that I think vomit is perhaps the worst substance to fall over in - something I've learnt from experience!"

Play at the start of any opposing turn.

-2 to GFI this turn.



**Nurgle
Dirty Tricks**

DT-003 Nurgle 2022

PUTRID PUSTULES

"I wouldn't touch that, it looks about ready to burst..."

Play when a friendly player is Knocked Down as a result of an opposing player's Block action.

The opposing player is Stunned (no Turnover unless the opposing player was carrying the ball).



**Nurgle
Dirty Tricks**

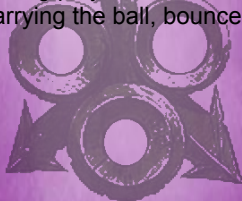
DT-004 Nurgle 2022

RANCID BLADE

"That may not be the sharpest blade, but I'll wager it is riddled with disease!"

Play when a friendly player declares a Block (not Blitz).

Instead of Blocking, roll a 3+ to put the opposing player in Reserves (if carrying the ball, bounce).



**Nurgle
Dirty Tricks**

DT-005 Nurgle 2022

SLEEPING ROT

"Bad news for Number 9; looks like she now has whatever it is the Nurgle players have!"

Play at the start of any friendly turn.

An opposing Prone player Marked by a friendly Line player is Stunned.



**Nurgle
Dirty Tricks**

DT-006 Nurgle 2022

SUDDEN CORROSION

"He may have got away from that player, but it looks like his armour has come off worse for wear!"

Play at the start of any friendly turn.

A standing opposing player Marked by a friendly player suffers -1 AV for the rest of the match.



**Nurgle
Dirty Tricks**

DT-007 Nurgle 2022

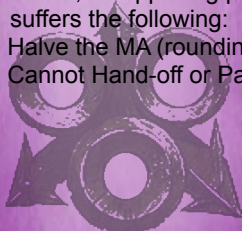
SWARM OF FLIES

"Looks like a swarm of flies has descended on Number 4, and that is going to make it very hard for him to see!"

Play at the start of any opposing turn.

For this turn, an opposing player suffers the following:

- Halve the MA (rounding up).
- Cannot Hand-off or Pass.



**Nurgle
Dirty Tricks**

DT-008 Nurgle 2022

TITLE

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Play

Effect



**Nurgle
Dirty Tricks**

DT-009 Nurgle 2022