

1. TREACHEROUS TRAPDOOR

Someone has been tampering with the trapdoors, sawing through the bolts and unscrewing the hinges!

EFFECT

Until the end of this half, every time any player enters a Trapdoor square, for any reason, roll a D6. On a roll of 1, the trapdoor falls open. The player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd. If the player was in possession of the ball, it bounces from the Trapdoor square.

2. FRIENDS WITH THE REF

It turns out the referee is a family friend and is more than happy to be lenient with your players. Which is handy...

EFFECT

Until the end of this drive, you may treat a roll of 5 or 6 on the Argue the Call table as a "Well, When You Put It Like That..." result and a roll of 2-4 as an "I Don't Care!" result.

3. STILETTO

One of your players has brought their favourite dagger onto the pitch and is keen to show it to the opposition!

EFFECT

Randomly select one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this drive, that player gains the Stab trait.

4. IRON MAN

One of your players has been undergoing special endurance training. This consists of being hit in the face with bricks for several hours each day. Unusual, but it's certainly toughened them up!

EFFECT

Choose one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this game, that player improves their AV by 1, to a maximum of 11+.

5. KNUCKLE DUSTERS

Weapons aren't allowed on the Blood Bowl pitch, but toughened gauntlets with huge, brass spikes aren't weapons, they're armour, right!

EFFECT

Choose one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this drive, that player gains the Mighty Blow (+1) skill.

6. BAD HABITS

Some of the opposing players have been getting lazy recently and skipping training sessions. Consequently, some bad habits have started to take hold!

EFFECT

Randomly select D3 opposition players that are available to play during this drive and that do not have the Loner (X+) trait. Until the end of this drive, those players gain the Loner (2+) trait.

7. GREASY CLEATS

Someone has had their boots tampered with. Smearing a player's boots with thick grease is a dirty trick, but very funny to watch!

EFFECT

Randomly select one opposition player that is available to play during this drive. That player has had their boots tampered with. Until the end of this drive, their MA is reduced by 1.

8. BLESSED STATUE OF NUFFLE

A particularly ugly statue of Nuffle looms above the stadium, upsetting small children and scaring away birds. But its presence is proving inspirational to one of your players!

EFFECT

Choose one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains the Pro skill.

PRAYERS TO NUFFLE

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9. MOLES UNDER THE PITCH

The pitch is looking a bit dilapidated. What's worse, the players keep tripping over the mole hills and falling down holes!

EFFECT

Until the end of this half, apply a -1 modifier every time any player attempts to Rush an extra square (-2 should it occur that both coaches have rolled this result).

13. FOULING FRENZY

Kicking an opponent whilst they're down is despicable behaviour unbecoming of a professional sportsman. But don't let that stop you!

EFFECT

Until the end of this drive, any player on your team that causes a Casualty with a Foul action earns 2 SPP exactly as if they had caused a Casualty by performing a Block action.

10. PERFECT PASSING

Your players have been focusing on their passing game of late, and they're really starting to take some pride in their performance!

EFFECT

Until the end of this game, any player on your team that makes a Completion earns 2 SPP, rather than the usual 1.

14. THROW A ROCK

Stalling is part of the game, but not everyone likes it. A word of caution; unhappy Blood Bowl fans don't just throw insults at the players causing their upset!

EFFECT

Until the end of this drive, should an opposition player Stall, at the end of their team turn you may roll a D6. On a roll of 5+, an angry fan throws a rock at that player. The player is immediately Knocked Down.

11. FAN INTERACTION

The fans do so enjoy it when they're made to feel like they're part of the action, and there's no better way to do that than to shove opposing players into the stands for an impromptu 'meet and beat' session!

EFFECT

Until the end of this drive, if a player on your team causes a Casualty by pushing an opponent into the crowd, that player will earn 2 SPP exactly as if they had caused a Casualty by performing a Block action.

15. UNDER SCRUTINY

Normally the officials don't mind a bit of rough and tumble, but sometimes you get one who just can't take a joke!

EFFECT

Until the end of this half, any player on the opposing team that commits a Foul action is automatically seen by the referee, even if a natural double is not rolled.

12. NECESSARY VIOLENCE

Some say violence is never the answer. Clearly they've never played Blood Bowl – it's always the answer!

EFFECT

Until the end of this drive, any player on your team that causes a Casualty earns 3 SPP, rather than the usual 2.

16. INTENSIVE TRAINING

One of your players has been training especially hard recently, and their dedication is really starting to pay off. They aren't getting a pay rise, but jolly good effort anyway!

EFFECT

Randomly select one player on your team that is available to play during this drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains a single Primary skill of your choice.

PRAYERS TO NUFFLE

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PRAYERS TO NUFFLE

TRAINING TROUBLES

"Rumour has it, this team has recently lost its training ground!"

"It's really starting to show!"

TIMING

Play this card during any Start of Drive sequence in which your team is the kicking team, after step 3 but before the start of the receiving team's first turn.

DURATION

This card expires at the end of this drive.

EFFECT

Whilst this card is in play, every player on the opposing team that does not have the Loner (X) trait gains the Loner (2+) trait.



MISCELLANEOUS MAYHEM

TECHNICALITY

"And the referee's whistle has blown. Hold on. Yes, it looks like the coach is pointing at a copy of the rules. Who let them have that?"

TIMING

Play this card at the end of any of your team turns, even if it ended with a Turnover.

DURATION

Discard this card immediately after use.

EFFECT

Choose one player on the opposing team. That player is immediately Sent-off for committing a Foul.



MISCELLANEOUS MAYHEM

KEEP IT MOVING

"I hear this team's been receiving a lot of 'disaster management' training. That's the spirit!"

TIMING

Play this card immediately when a player on your team Falls Over during your team turn.

DURATION

Discard this card immediately after use.

EFFECT

A Turnover is not caused; the active player's activation still ends, but you are free to continue with your turn as though they had just been Placed Prone.



MISCELLANEOUS MAYHEM

IT'S ALL TO PLAY FOR

"The referee is invoking the newly-created 'Bonus Points' rule. This is absolute nonsense!"

TIMING

Play this card at the start of either your second, third or fourth turn of either the first or second half, before any player is activated. This card cannot be played during a period of extra time.

DURATION

This card expires at the end of this team turn.

EFFECT

If your team scores a touchdown during this turn, roll a D6. On a roll of 5+, your team (and the player that scored the touchdown) is considered to have scored two touchdowns, rather than one.



ASSASSINATION ATTEMPT

"Rumour has it that an assassin's been seen sneaking around!"

TIMING

Play this card immediately after one of the opposition's team turns has ended if, during that team turn, one of their players was Stalling.

DURATION

Discard this card immediately after use.

EFFECT

The Stalling player is attacked by an assassin. Roll a D6:

D6	Result
1	The player fends off the assassin. This card has no further effect.
2-3	The player is immediately Placed Prone.
4-5	The player is immediately Knocked Down.
6	The player is immediately Knocked Down and you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.



MISCELLANEOUS MAYHEM

MAGIC SPONGE

"They say this team has a strong following among the Colleges of Magic!"

"That would explain the magical recovery when number 5's head came off!"

TIMING

Play this card when a player on your team suffers a Casualty result of 15-16, DEAD.

DURATION

This card expires at the end of this game.

EFFECT

Roll a D6:

D6	Result
1	This card has no effect.
2+	The DEAD player recovers whilst this card is in play and may be placed in the Reserves box of your dugout. However, once this card expires, the player will still be DEAD.



"THIS BEER TASTES FUNNY!"

"Apparently, the stadium has hired a Rotspawn as its newest barman."

"I don't like the way it drips in the tankards!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

Discard this card immediately after use.

EFFECT

Choose D3 players on the opposing team. These players are immediately Placed Prone and become Stunned.



MISCELLANEOUS MAYHEM

EGO TRIP

"It's a real shame to see success and fame go to a player's head!"

"No one likes a dastardly diva!"

TIMING

Play this card at the end of any of your team turns, even if it ended with a Turnover.

DURATION

This card expires at the end of this drive.

EFFECT

Choose one player on the opposing team. Whilst this card is in play, that player must be activated first in each of their team turns, before any of their team-mates are activated. If that player is not activated first, that player cannot be activated at all during that team turn.



MISCELLANEOUS MAYHEM

WALK IT OFF

"Ouch! That's going to leave a mark!"

TIMING

Play when declaring a Foul Action, before any dice have been rolled.

DURATION

Discard this card immediately after use.

EFFECT

If the Armour roll breaks the armour of the victim of the Foul action, and should the victim then become Stunned, they gain the Bone Head trait for the remainder of this drive.



RANDOM EVENTS

POT HOLE

"Something seems off about the footing today!"

TIMING

Play this card when the coach of the opposing team activates an Open player to perform a Move, Pass, Hand-off or Foul action.

DURATION

This card expires at the end of the active player's activation.

EFFECT

Should the active player wish to move, they must Dodge as if they are being Marked in order to vacate the square they occupy when activated.



RANDOM EVENTS

BALL CLONE

"There appear to be two balls on the pitch! That's not normal is it?"

TIMING

If, at the start of any opposition team turn (before any player is activated), the ball is on the ground, you may play this card.

DURATION

This card expires when a touchdown is scored, when the clone ball evaporates (see below), or at the end of this drive.

EFFECT

Place a second ball in the square the ball currently occupies. Note that should a square ever contain two balls, one ball will immediately bounce and that a player in possession of one ball cannot attempt to pick up or catch the other.

When a touchdown is scored, roll a D6. On a roll of 1-3, the ball evaporates and is immediately removed from play. No touchdown is scored.



RANDOM EVENTS

HECKLER

"There's a heckler in the crowd!"

"...And they don't like what they're seeing!"

TIMING

Play this card immediately after one of the opposition's team turns has ended if during that team turn one of their players was Stalling.

DURATION

Discard this card immediately after use.

EFFECT

The Stalling player must immediately move D3+1 squares directly away from your End Zone and towards their own. During this movement, the player automatically passes any Agility tests they may be required to make in order to Dodge, regardless of any modifiers. During this movement, the player may only move diagonally or sideways to move around occupied squares.



RANDOM EVENTS

PUBLIC INCONVENIENCE

"Is... is that the drains I can smell?"

"Yes. Let's hope the wind changes direction soon!"

TIMING

Play this card during the pre-game sequence, after step 1 but before step 2.

DURATION

This card expires immediately if a Changing Weather result is rolled on the Kick-off table.

EFFECT

Do not roll on the Weather table. Instead, apply the following weather conditions:

Drainage Issues: Apply an additional -1 modifier every time a player attempts to Rush an extra square. In addition, apply an additional -1 modifier when any player tests against their AG to pick up the ball.



RANDOM EVENTS

FLOCK OF SEAGULLS

"Oh, I say! That's a lot of seagulls!"

"Well, it serves the players right for eating chips on the pitch!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of your opponent's next team turn.

EFFECT

Choose one Standing opposition player that is not in possession of the ball. Whilst this card is in play, that player loses their Tackle Zone. In addition, that player cannot be activated during the opposing team's next team turn.



RANDOM EVENTS

SPRINKLER MALFUNCTION

"The sprinklers have come on!"

"Is that what that is? That's a relief!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

This card expires at the end of this drive.

EFFECT

Whilst this card is in play, apply an additional -1 modifier when any player performing a Pass action tests against their PA, or when any player tests against their AG to pick up or catch the ball.



RANDOM EVENTS

ENJOY YOUR TRIP?

"Oh dear. That's a bit petty, isn't it? I do hope none of the thousands of fans in the crowd saw!"

TIMING

Play this card at the end of any of your team turns, even if it ended with a Turnover.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing opposition player that is being Marked by one of your players. That player is immediately Placed Prone.



RANDOM EVENTS

KINGMAKER PLAY

"Now that's teamwork – staying out of the way so one guy can grab the glory!"

TIMING

Play this card when activating a player belonging to your team during your team turn.

DURATION

This card expires at the end of the active player's activation.

EFFECT

Whilst this card is in play, the active player may re-roll any dice roll(s) that are made during their activation. Each re-roll is made as if a team re-roll had been used (as opposed to a skill re-roll, for example). However, at the end of this player's activation, your team suffers an automatic Turnover.



BENEFITS OF TRAINING

DOWN THE CHAIN

"The ball is changing hands again... and again... and again!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of this team turn.

EFFECT

Whilst this card is in play, the usual limit of one Hand-off action per team turn does not apply. Instead, any number of players on your team can perform a Hand-off action during their activation.



BENEFITS OF TRAINING

FLEA FLICKER

"The ball's clear, and it's away!"

"Oh! And it's away again!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of this team turn.

EFFECT

Whilst this card is in play, your team may perform two Pass actions per team turn, rather than the usual one. However, whilst this card is in play, your team may only perform Quick pass or Short pass actions.



BENEFITS OF TRAINING

BOOT CAMP

"Woah! The things they teach rookies these days! I had to learn where to plant a sneaky boot for best effect the hard way..."

TIMING

Play this card when activating a player belonging to your team during your team turn.

DURATION

This card expires at the end of the active player's activation.

EFFECT

Whilst this card is in play, the active player may re-roll either the Armour roll or the Injury roll when committing a Foul action. However, if the result of the re-roll is a double, the active player will be Sent-off as normal. If the discarded roll was a double, the player is not Sent-off.



BENEFITS OF TRAINING

HELPING HAND

"Number 7 is playing like they've grown an extra arm!"

"Well, something like that. But that's not actually 'their' arm!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team. Whilst this card is in play, this player gains the Big Hand, Extra Arms and Sure Hands skills.



BENEFITS OF TRAINING

TEAM TALK

"Looks like the coach is giving the players a friendly pep talk."

"Really? Because it looks like they just hit one of them with a brick!"

TIMING

Play this card during any Start of Drive sequence in which your team is the receiving team, after step 2 but before step 3.

DURATION

This card expires at the end of this drive.

EFFECT

Whilst this card is in play, roll a D3 every time you use a team re-roll. If the roll is higher than the number of team re-rolls you have remaining, you immediately regain one team re-roll.



BENEFITS OF TRAINING

SWITCHEROO

"Sorry for the confusion there, viewers, they all start looking the same after a while!"

TIMING

Play this card at the start of any team turn, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Choose two players on your team that are not in possession of the ball and that each have a Strength characteristic of 4 or less. These two players immediately switch places.



BENEFITS OF TRAINING

ALL-OUT BLITZ

"Like I always say – the best defence is hitting the other team until they stop moving!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of this team turn.

EFFECT

Whilst this card is in play, your team may perform two Blitz actions per team turn, rather than the usual one.



BENEFITS OF TRAINING

SPOT THE SNEAK

"I say! Where did number 9 come from?"

"From the trapdoor. Aren't you paying attention?"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

If this card takes effect, its effect expires at the end of this drive.

EFFECT

Choose one player on your team that is currently in the Reserves box of your dugout and roll a D6. On a 5 or 6, and regardless of how many players you currently have on the pitch, you may immediately set that player up in one of the Trapdoor squares.

At the end of this drive, this player is automatically Sent-off.

DIRTY TRICKS

TRIPPING HAZARD

"Someone call the groundskeeper, I spy a tripwire!"

"Oops, don't bother. That player's found it!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Choose D3 Standing opposition players, none of which can be in possession of the ball. These players are immediately Placed Prone.

DIRTY TRICKS

LOOK, A DISTRACTION!

"It's always a shame to see a player so easily distracted by the fans!"

TIMING

Play this card immediately after one of the opposition's team turns has ended if during that team turn one of their players was Stalling.

DURATION

This card expires at the end of this drive.

EFFECT

Whilst this card is in play, your opponent must roll a D6 when they wish to activate any player on their team that was Stalling when their last team turn ended:

D6	Result
1-3	The player cannot be activated this team turn.
4-6	The player can be activated as normal.

DIRTY TRICKS

THE MAIN 'SKULL'-PRIT

"There's always one who just can't help themselves!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team. This player gains both the Dirty Player (+1) and Sneaky Git skills. However, if this player is Sent-off, you may not Argue the Call or use a Bribe for this player.

DIRTY TRICKS

RUNE OF UNWILLING FLIGHT

"Oh my goodness! Of all the traps I've seen hidden in the grass, that's certainly original!"

TIMING

Play this card at the end of any of your team turns, even if it ended with a Turnover.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing opposition player with a Strength characteristic of 4 or less. That player is immediately catapulted through the air. Immediately treat that player as being thrown (as if they had the Right Stuff trait) by another player (with the Throw/Team-mate trait), and treat the quality of the throw as terrible.

DIRTY TRICKS

HEAVY BIAS

"You don't often see that!"

"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!"

TIMING

Play this card when a player belonging to your team commits a Foul action, after the victim has been nominated, but before making the Armour roll.

DURATION

Discard this card immediately after use.

EFFECT

The player committing the Foul gains one offensive assist. In addition, the player committing the Foul cannot be Sent-off as a result of this action, regardless of the Armour roll, Injury roll, or any other special rules that may be in effect.

DIRTY TRICKS

SLIPPERY SHOES

"Oh dear, if I'm not mistaken, somewhere in the stadium there's a half-empty pot of Daisy Palmer's Slow-acting Shoe Grease."

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

This card expires at the end of this team turn.

EFFECT

Whilst this card is in play, apply a -2 modifier every time a player attempts to Rush an extra square.

DIRTY TRICKS

DIRTY BLOCK

"There's a lot of regulations governing blocking. I think that one broke them all!"

TIMING

Play this card at the end of any of your team turns, even if it ended with a Turnover.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing player on your team that did not activate during this team turn and that is Marking one or more opposing players. This player is immediately Placed Prone, and one of the players they are Marking is immediately Knocked Down.

DIRTY TRICKS

DIE HARD

"These players take a beating, but they just keep on coming!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of this team turn.

EFFECT

Choose D3 Stunned players on your team. These players immediately roll over and become Prone.

SUICIDE BLITZ

"The ball's barely touched the ground, but that maniac's already punching!"

TIMING

Play this card during any Start of Drive sequence in which your team is the kicking team, after step 3 but before the start of the receiving team's first turn.

DURATION

Discard this card immediately after use.

EFFECT

Choose a single Open player on your team that is not in possession of the ball. This player may immediately activate exactly as they would during a normal team turn to perform a Blitz action. For the duration of this activation, this player is considered to have the No Hands trait.

PUNT

"Well then, I guess they didn't want the ball after all..."

TIMING

Play this card at the end of any of your team turns, even if it ended with a Turnover, but only if a player on your team has possession of the ball when the turn ends.

DURATION

Discard this card immediately after use.

EFFECT

Immediately place the ball in any square you wish. After being placed, the ball will scatter before landing. If the ball is not caught by a player, it will bounce as normal before it comes to rest on the ground.

SIZZLING SHIMMY

"Hey, where're they going?"

"I don't know, but they're getting there by dancing!"

TIMING

Play this card when activating a player belonging to your team during your team turn.

DURATION

This card expires at the end of the active player's activation.

EFFECT

Whilst this card is in play, the active player may apply a +1 modifier when they test against their AG to Dodge. However, whilst this card is in play, the active player must reduce their MA by 1.

HEROIC FEATS

IN THE ZONE

"Did you see the look in number 12's eyes? Nothing's going to get in their way!"

TIMING

Play this card when activating a player belonging to your team during your team turn.

DURATION

This card expires at the end of the active player's activation.

EFFECT

Whilst this card is in play, the active player may reduce by 1 any negative modifiers they suffer for being Marked, to a minimum of -1.

HEROIC FEATS

QUICK THINKING

"There's no one lined up to catch that pass... No, wait! I take it back!"

TIMING

Play this card when a player belonging to your team performs a Pass action, after the range has been measured and the target square declared, but before the active player makes a Passing Ability test.

DURATION

Discard this card immediately after use.

EFFECT

Choose a single Standing player on your team. That player may immediately move up to three squares, even if they have already been activated this turn. If the moving player Falls Over, a Turnover is caused.

HEROIC FEATS

BURST OF SPEED

"Somebody's had a healthy breakfast of porridge this morning!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of this team turn.

EFFECT

Choose one player on your team. Whilst this card is in play, this player gains both the Sprint and Sure Feet skills, and may improve their MA by 1 (to a maximum of 9).

HEROIC FEATS

CATCHER'S INSTINCTS

"It's like they knew where the ball was going before it even went there!"

TIMING

Play this card during any Start of Drive sequence in which your team is the receiving team, after step 2 but before step 3.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team that is Open and that is not on the Line of Scrimmage. Whilst this card is in play, this player may apply a +1 modifier when they test against their AG to catch the ball. Additionally, when this card is played, this player may immediately move any number of squares so that they occupy the square in which the ball will land, after deviating.

HEROIC FEATS

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HEROIC FEATS

OATH STONE OF THE HIGH COACH

"The head coach has planted a highly-ornamented stone on the sideline and is refusing to get down from it!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

You may apply a +1 modifier to the D6 roll, both when determining which coach wins a Brilliant Coaching result rolled on the Kick-off table, and when attempting to Argue the Call.



MAGICAL MEMORABILIA

SPRANLEY'S CUP

"Burbo Spranley commissioned this enchanted wonder to protect his most-prized assets after one too many run-ins with a Goblin's hobnail boots."

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team. Whilst this card is in play, Fouls cannot be committed against this player. In addition, Injury rolls made against this player cannot be modified in any way.



MAGICAL MEMORABILIA

SWEATBAND OF CONQUEST

"That really is quite spectacular headgear..."

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Randomly select one player on your team that is available to play during this game. Whilst this card is in play, this player gains both the Regeneration trait and improves their AV by 1 (to a maximum of 11+).



MAGICAL MEMORABILIA

BOB'S BIFFIN' HELMET

"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..."

TIMING

Play this card during any Start of Drive sequence, after step 2 but before step 3.

DURATION

This card expires after the chosen player performs their first Block action (on its own or as part of a Blitz action).

EFFECT

Choose one player on your team. Whilst this card is in play, this player gains the Mighty Blow (+1) skill and may improve their Strength by 2 when performing a Block action (on its own or as part of a Blitz action).



MAGICAL MEMORABILIA

HELM OF MANY EYES

"It looks like hundreds of eyeballs have sprouted from their helmet!"

TIMING

Play this card at the start of any of your team turns, before any player is activated.

DURATION

This card expires at the end of this drive.

EFFECT

Choose one player on your team. Whilst this card is in play, this player gains both the Dodge and Break Tackle skills, and the Really Stupid trait.



MAGICAL MEMORABILIA

ENCHANTED BUCKET

"I'm not sure what the coach has in that bucket, but I wouldn't want it sponged onto my brow!"

TIMING

Play this card during the End of Drive sequence, after step 1 but before step 2.

DURATION

This card expires at the end of this game.

EFFECT

Choose one Knocked-out player in your dugout. This player immediately recovers, without the need to roll a D6. Additionally, whilst this card is in play, this player gains both the Disturbing Presence and Foul Appearance skills.



MAGICAL MEMORABILIA

SKROT'S STICKY SLOP

"The famous Orc player, 'Stikka' Skrot, used to smear a magical gloopy paste on his hands before every game!"

"That wasn't magic, that was glue!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team. Whilst this card is in play, this player gains both the Catch and Sure Hands skills, but cannot perform Pass or Hand-off Actions.



MAGICAL MEMORABILIA

GRUK THE BEAR'S GAUNTLETS

"A lot of players want to wear these simply so they can say they've killed someone with their 'bear' hands!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this drive.

EFFECT

Choose one player on your team. Whilst this card is in play, this player may improve their Strength by 1. However, once this card expires, this player must reduce their Strength by 1 until the end of this game.



MAGICAL MEMORABILIA

PLAYBOOK OF THE DAMNED

"The coach is really one step ahead in this game. It might have something to do with that mysterious tome they are reading incantations from."

TIMING

Play this card at the start of the game.

DURATION

This card expires at the end of this game.

EFFECT

When this team is kicking, they may set up a single player again after the receiving team has finished setting up. This player must still be set up following all the usual restrictions.



MAGICAL MEMORABILIA

VEIL OF THE BANSHEE

"A screech like that could pop your eardrums if you're too close. In fact, that may just have happened!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

Discard this card when its effect has been used.

EFFECT

Choose one Wraith on your team. When this card is in play, the player may unleash the screech of the banshee once per game during their activation. When it is used, select one opposition player within three squares of this player. The chosen player is immediately Placed Prone and is Stunned.



MAGICAL MEMORABILIA

SKRUBERT'S SCRUMPTIOUS SNACKS

"Skrubert's Scrumptious Snacks. Werewolves will do anything for them!"

TIMING

Play this card immediately after a Werewolf is Knocked Down.

DURATION

Discard this card immediately after use.

EFFECT

The chosen Werewolf is not Knocked Down and may immediately move one square, ignoring Tackle Zones.



MAGICAL MEMORABILIA

GHOULISH GOGGLES

"Those goggles really are stylish, and no doubt help a Ghoul see better in difficult conditions."

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one Ghoul Runner on your team. Whilst this card is in play, the player may, once per turn, re-roll a single dice when attempting to pass the ball, catch the ball, pick up the ball or Rush.



MAGICAL MEMORABILIA

HORRIFIC HAMMER

"Just look at that weapon! It really is, well, horrific!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one Zombie Lineman on your team. Whilst this card is in play, when an opposition player is Knocked Down as a result of a Block action performed by this player, a roll of a 9+ before applying any modifiers will break their armour, regardless of their actual Armour Value.



MAGICAL MEMORABILIA

DR. JAKE ALE'S SPECIAL BREW

"I don't know what they've drunk, but it's making their muscles swell and their eyes bulge!"

TIMING

Play this card at the start of a drive, before any player is activated.

DURATION

Discard this card when its effect runs out.

EFFECT

Choose one player on your team. That player increases their Strength by 2. At the end of each drive, roll a D6. On a 1-3 the effect wears off and the player returns to normal; discard this card. On a 4+ the effect continues; roll again at the end of the next drive.



MAGICAL MEMORABILIA

HYNDS' HAUNTED HELMET

"They say that the helmet still contains the spirit of Wilhelm Hynds, its first owner."

"I bet that's why the opposition are avoiding this player."

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team. Whilst this card is in play, the player gains the Disturbing Presence skill.



MAGICAL MEMORABILIA

LIGHTNINGADE ELECTROLYTE DRINK

"Lightningade: Gives you that jolt of energy when you need it most!"

TIMING

Play this card at the start of a drive, before any player is activated.

DURATION

This card expires at the end of this drive.

EFFECT

Choose one player on your team. Whilst this card is in play, treat that player's Agility characteristic as 2+.



MAGICAL MEMORABILIA

"OI! BRING THAT BACK!"

"Hang on. That Werewolf isn't in the game; and they've run off with the match ball!"

TIMING

If, at the start of any opposition team turn (before any player is activated), the ball is on the ground you may play this card. You cannot use this card immediately following a kick-off.

DURATION

Discard this card immediately after use.

EFFECT

Remove the ball from the pitch. A new ball is then thrown onto the pitch from a square adjacent to the Line of Scrimmage as if the ball had left the pitch from that point.



RANDOM EVENTS

ROOKIE HORROR SHOW

"They've shown their inexperience there. Don't go taunting Zombie fans, especially if you are looking particularly tasty!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing opposition player that is not in possession of the ball and does not have an advancement. Make an Injury roll for that player.



RANDOM EVENTS

LIGHTNING STRIKE

"They say lightning never strikes twice. Well, we'll see about that!"

TIMING

Play this card at the start of a drive, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Both coaches randomly select two players from their team that are struck by lightning (this may be the same player twice). When a player is struck by lightning roll a D6. A Necromantic Horror coach may add a +1 modifier to this roll.

D6	Result
1-3	The player is immediately Stunned.
4-5	The player increases their MA characteristic by 3 until the end of the drive.
6+	The player increases their ST characteristic by 1 until the end of the drive.



RANDOM EVENTS

PUMPKIN PROJECTILES

"The only thing the dead like more than pumpkins is throwing them at the players!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Randomly select an opposition player and roll a D6.

D6	Result
1	Nothing happens (apart from the player wiping rotten pumpkin from their face!). The player may only move half of their MA this turn.
2-3	The player may not be activated this turn.
4-5	The player is Knocked Down; make an Armour roll for them.
6	



RANDOM EVENTS

SPARE PARTS

"My goodness! That player just ripped their arms clean off! Good job the coach has plenty of limbs to spare!"

TIMING

Play this card whenever a Zombie Lineman or Fleshy Golem suffers a Casualty! result on the Injury table.

DURATION

Discard this card immediately after use.

EFFECT

The player is not a casualty and is placed in the Reserves box. The opposition player will still score Star Player Points as normal.



RANDOM EVENTS

PECKISH FANS

"Standing around the edge of a pitch is not a smart move when the fans haven't had their half-time snack!"

TIMING

Play this card immediately after one of the opposition's team turns has ended if during that team turn one of their players was Stalling.

DURATION

Discard this card immediately after use.

EFFECT

The Stalling player is Knocked Down and you may apply a +1 modifier when making the Armour roll for them.



RANDOM EVENTS

RIBBIT

"Well, I think they've learned their lesson. Never annoy a Witch!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Select an opposition player and roll a D6. On a 3+ the player is turned into a Frog in the same manner as if the Wicked Witch inducement had been used.



RANDOM EVENTS

ROGUE VINES

"What's that creeping up from the ground? It seems like the vines have come alive and are grabbing at the players' legs!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing opposition player. That player is considered to be 'Rooted' exactly as if they had rolled a 1 for the Take Root trait.



RANDOM EVENTS