RANDOM EVENTS

45 CARDS

A BETTER OFFER 01

You must play this card at the start of the match, before either team has set up. One of the opposing coaching staff (you may choose which) has been made an offer by an opposing team, and will leave unless the team can beat it. In order to keep his staff member the opposing coach must pay out a number of gold pieces equal to the cost of hiring them plus the roll of one dice x 10.000 gps.

A LARGE DONATION 02

You may play this card at the end of the match, when you or your opponent is about to collect the winnings for the match. The card can be played on the either team. Whichever team it is played on donates all of their winnings to a deserving charity. So impressed are the team fans by this gesture that the team's fan factor goes up by 1 point.

AWAY FANS BANNED! 03

You may play this card at the start of the match, before the ball is kicked off. The fans belonging to the other team have been banned from attending this match after the riots which broke out after their last game. No opposing fans turn up, but the gate is worked out as normal because so many more of your fans turn up to watch the match. Count opposing team having a fan factor of 0 for the match.

BANKRUPTY! 04

Play this card at the end of the match when the opposing coach tries to collect his winnings. The opposing team has unexpectedly gone bankrupt after some corrupt dealing by the board directors. The team loses all of their winnings for this match and also have any money in the treasury wiped out as well.

BAD HABITS 05

Play this card at the start of the match, before either team has set up. The opposing team has picked up some very bad habits and has its number of Team Re-rolls reduced by 1 permanently. The opposing coach must update his team roster accordingly.

BAD HABITS 06

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BIASED REFEREE 07

You may play this card at any time. The referee is biased towards your team. Roll a dice each time he awards any penalty against your team or sends off a player using a secret weapon. On a roll of 4+ he turns a blind eye to the infringement of the rules and the penalty is negated. What is more he will keep an eagle eye on the opposing team, soif one of their players uses a secret weapon he is automatically sent off after a touchdown is scored. The effect is cancelled if the fans decide to "Get the Ref" (even if it is your own fans who get him).

BLITZKRIEG! 08

You may play this card at any time. It allows a second player to make a Blitz action even though one player has already taken a Blitz action in the same turn.

BURST BALL 09

You may play this card at any time. With a loud "pop!" the ball bursts and deflates. Play stops immediately and the team that kicked off last must kick-off again (any turns that have been used since last kick-off are still lost).

CHARITY MATCH 10

Play this card at the end of the match when you roll on the Fan Factor Table. Your team plays a charity match for the local orphanage. The great publicity you receive for this kind act increases your fan factor by +1 point in addition any modification you may roll on the Fan Factor Table.

CRAZY REFEREE! 11

Play this card if the opposing team's fans attempt to "Get the Ref" during the match. The referee turns out to be a half-crazed ex-Blood Bowl player who is perfectly capable of looking after himself. He easily beats off the attacking fans, and so angered by the attack that he chases the rest of them out of the stadium. The opposing team's fan factor is reduced to 0 for the rest of the match.

DEMO GAME 12

Play this card at the end of the match when you are collecting your winnings for the match. You receive number of gold pieces equal to the roll of a dice x 10.000 for playing a demonstration game after the match.

DOOM AND GLOOM 13

You may play this card at any time. The opposing team is feeling uninspired and depressed and doesn't play with their customary flair. They may not use any Team Re-rolls for the rest of the half.

DUH WHERE AM I? 14

You may play this card when an opposing player is knocked over and survives an Armour roll. Although the opposing player is not seriously hurt, they have suffered one blow too many to their head and they become momentarily confused. From now on untill the next thouchdown is scored (or half ends) the opposing player is treated as beign a player in your team (ie he takes actions during your team turn and you may decide what he does).

EXTRA TRAINING 15

1. Use exactly same way as a Team Re-roll counter.

or

2. Buy an extra Team Re-roll at the start of the match.

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FLUG BUG 18

Play this card at the start of the match, before either team has set up. The opposing team is ravaged by a nasty strain of 'flu. Roll a dice and halve the score, rounding up (ie 1-2 = 1; 3-4 = 2; 5-6 = 3). The result is the number of randomly selected players from the opposing team that must miss the match.

GET 'EM LADS 19

You may play this card when a player in your team is badly hurt, seriously injured or killed by a player from the opposing team. Your players go berserk and smash into the other team. From now untill the end of your next turn all of your players count as having a Strength 1 point higher than normal and the Mighty Blow skill.

HALF TIME TEAM TALK 20

You may play this card at half time. Your half time team talk inspires your team. Roll a dice and halve the score, rounding fractions up (ie 1-2 =1; 3-4 = 2; 5-6 = 3). The result is the number of extra Team Re-roll counters you may take to use in the second half.

HALL OF FAME 21

Play this card at the start of the match, before either team has set up. Amid much publicity the player in your team with the most Star Player points is admited to the Hall of Fame. The resulting press coverage means that the popularity of the team is increased. Raise the team's fan factor by 1 point to reflect this.

HEROIC EFFORT 22

Play this card when a player suffers an injury. Instead of rolling on the Injury Table leave the player standing up. If he was holding the ball he hags onto it too! At the end of the drive the player collapses as the effects of the injury catch up with him. Roll one dice and add +6 to the score, then look up the total on the Injury Table to see what injury the player suffered. If the player suffers another injury during the drive it affects him normally and in addition to the effects of the injury he ignored.

HEROIC LEAP 23

You may play this card at any time. It allows one player on your team to make one leap, just as if had the Leap skill.

I AM THE GREATEST! 24

You may play this card just after a touchdown has been scored by either team. Two players in the opposing team become involved in an acrimonious argument about the touchdown. You may choose the two players involved. The two players refuse to be on the pitch at the same time for the rest of the match. The opposing coach may only have one of the players involved in the argument on the field at a time!

INJURED IN PRACTICE 25

Play this card at the start of the match, before either team has set up. One randomly selected player on the opposing team is seriously injured during practice. Roll on the Serious Injury Table to see what injury they suffered. Note that the player will not be able to play in this game because any serious injury causes a player to miss the next match.

INSPIRATION 26

Play this card at the start of the match, before either team has set up. You may give any one player in your team an extra MVP award, increasing the number of Star Players points the player has by 5. If this takes the player up a level you may take the Star Player roll before the math starts.

INSPIRED PLAY 27

You may play this card when one of your players takes an action. For that one action you do not have to roll a single dice, because everything the players attempts to do that involves a dice roll works automatically! For excample, if he attempts to pick up the ball he will do so automatically, if he makes a block he will knock the opposing player over automatically, and so on. Note this ability will not apply to Armour rolls or Injury rolls you make for the players knocked over by the inspired player.

IS IT A TD? 28

You may play this card when an opposing player scores a touchdown. The ref's line of sight is blocked, and he does not award a touchdown straight away. The opposing team turn ends as normal, but then you are allowed to take one bonus Blitz action with one player. If this results in the scoring player beign knocked over, dropping the ball or beign pushed out of End Zone then the referee does not award a touchdown and you may carry on to your next turn (and the player who took the bonus action gets another go!). Otherwise the referee awards the touchdown as normal.

IT WASN'T ME! 29

You may play this card at any time. One randomly selected player on the opposing team is arrested for a minor crime and must miss the rest of the match. If the player is on the field then remove him immediately (the ball scatters once from his square if he was carrying it). The opposing coach may get him out of prison at the end of the match by paying his bail of 50.000 gold pieces. If he will not or cannot pay then the player will stay in the jail and continue to miss matches untill the bail is paid.

MERCHANDISING 30

Play this card at the end of the match when you collect your winnings. The sale of T-shirts and baseball caps with your team's logo has reached record proportions. You receive a bonus to your winnings equal to your team's fan factor x 10.000 gps.

NUMBER ONE WITH A BULLET! 31

Play this card at the end of the match when you collect your winnings. One of the players in your team has revealed untill now hidden talents as a singer/song writer (decide randomly which player it is). His performance of his newly written team song before the match is a smash hit and sales of the song sheet go very well indeed. For every 10.000 fans that turned up for the match you receive an extra 10.000 gps winnings.

PEAKED 32

You may play this card at any time. Nominate a player on the opposing team. That player has peaked and cannot earn any more Star Player points ever again. The opposing coach should note that the player has peaked on his team roster.

PLAYER STRIKE 33

Play this card at the start of the match, before either team has set up. The players on the opposing team refuse to take part in the match unless they are paid more money. The opposing coach must pay them a number of gold pieces equal to the sum two dice x 10.000 gold pieces, or all of the money in the treasury, whichever is less.

PRESS-GANG

34

You must play this card at the start of the match, before either team has set up. One randomly selected player on the opposing team is kidnapped by a press gang from the Empire's navy. Roll a dice at the half time to see when the player returns: 1-2 = Escapes and returns in time for the second half; 3-4 = Escapes and returns at the end of the match; 5-6 = Forced to serve as a slave on an Empire War Galley. He must miss the rest of the match and all of the next one too!

SNACK BREAK

35

You may play this card at any time. Nominate one player in the opposing team who is within 1 or 2 squares of the sidelines. This player has taken the opportunity to grab a quick bite to eat, and is in the process of gulping down a McMurty burger he has bought from a vendor in the stalls. He loses his tackle zone for rest of the turn.

SPECIAL OFFER

36

Play this card at the end of the match, after you have collected your winnings. It allows you to buy a player, including a Star Player, at half the normal cost. If you don't buy the player now then you miss the opportunity. You cannot wait for a few matches untill you have enough money in the treasury!

THAT BOY'S GOT TALENT!

37

You may play this card whenever the fans throw the ball back in, throw a rock at a player or invade the field. You spot a fan in the crowd who displays great natural atthletic ability and would make a great Blood Bowl player. You sign him on straight away, and he so eager to play that he joins your team without demanding the usual fee! You may immediately add another player from your team list to your roster for free. You are free to choose any player from your team list.

THAT MAKES ME MAD!!

38

You may play this card when the opposing coach states that he is going to foul one of your players, before the Armour roll for the foul is made. The player being attacked is so incensed by the foul that he leaps up and smashes the player making the foul to the ground. Stand the player being fouled up, place his attacker prone, and make an Armour roll to see if the attacker is injured.

THE BIG MATCH

39

You may play this card at the start of the match, before either team has set up. If you decide to play it then the match is beigh televised by the Broadcast Networks. The increased publicity means that both teams may add +3 to the dice roll on the Fan Factor Table at the end of the match, and both teams roll two dice and add them together to work out their winnings.

THE CHUCK

40

You may play this card at any time. Your fans put up an awesome demonstration of "The Chuck", lifting your team and inspiring the players. Roll a dice and halve the score, rounding fractions up (ie. 1-2 = 1; 3-4 = 2; 5-6 = 3). The result is the number of the expended Team Re-roll counters you may take back immediately.

THIS WILL HURT A BIT…

41

You may play this card at any time on player on your team who has been KO'd, Badly Hurt or Seriously Injured. The player's shoulder was dislocated, but has helpfully been "popped" back into place by an assistant coach. After a minute or two the player's screams subside, and you may move him from the Dead & Injured Players box to the Reserves box.

UNDER SCRUTINY

42

Play this if your opponent declares that they are going to make a foul or if they attempt to bring a secret weapon onto the field. The opposing team is being very closely observed by NAF officials who have heard rumours of underhand tactics being used by the team. The opposing coach may not make any fouls or use any secret weapons during the match.

UNSPORTSMAN-LIKE CONDUCT

43

Play this card just after the opposing team has scored a touchdown. The opposing player that scored the touchdown is sent off by the referee for daunting your fans, and must miss the rest of the match!

WILL

44

Play this card at the end of the match when you collect your winnings. A dead fan has left you his entire fortune, and you gain a number of gold pieces equal to the roll of a dice x 10.000.

WOOF WOOF!

45

You may play this card when the ball is lying on the ground in an empty square. A stray dog leaps onto the field and before anyone can stop him he grabs the ball and runs off with it! You may immediately move the ball a number of squares equal to the roll of two dice added together, representing the dog running around the field with the ball. It may not enter a square occupied by a player or leave the field, but it may ignore tackle zones as it moves. Once he has finished moving the ball, the dog drops the ball and it bounces 1 square. The dog then scampers off the field never to be seen again!