

BLOOD BOWL TEAM MANAGER

THE CARD GAME

FOUL PLAY

You know, Bob, with the addition of the Putrid Players' Guild, I think this season is going to be very interesting!

I think you're right, Jim. We're definitely going to see a lot of new tactics on the pitch.

If by tactics you mean absolutely filthy, illegal, and sometimes disgusting moves, I couldn't agree more!

EXPANSION OVERVIEW

The *Foul Play* expansion for *Blood Bowl: Team Manager – The Card Game* contains three new teams that belong to the Putrid Players' Guild (PPG), a new subdivision of the Team Managers' Union. This expansion adds exciting gameplay opportunities with stadiums and the corrupt ref, while also bringing the heat with Penalty cards. Additionally, this expansion adds cards to your base game decks with new Staff Upgrade, Team Upgrade, and *Spike!* Magazine cards, and also adds the components necessary to include a fifth player.

HOW TO USE THIS EXPANSION

When playing with the *Foul Play* expansion, all cards and components from this expansion are incorporated into the *Blood Bowl: Team Manager – The Card Game* base game (with the exception of the optional rules – see page 3). Most cards in this expansion are simply shuffled into their respective decks. The following setup steps are in addition to the base game rules:

Penalty Cards: Managers shuffle all the Penalty cards and place them facedown to create the Penalty deck.

Tournament Card: Managers add the “Goblin Tribal Leeg” Tournament card to the Tournament cards already in use.

Putrid Players' Guild Star Players: Managers now have the option of choosing from the three PPG teams (in addition to the base game teams) during the “Choose Teams” step of setup. If any manager is playing with a team from the PPG, take all PPG Star Player cards, shuffle them, and place them facedown near the Highlight deck.

Disease Tokens: If one or more managers are playing as a PPG team, one of those managers gathers all the disease tokens and creates a supply of them within easy reach of all managers.

CWC and OWA Teams: Each manager playing as a team from the base game collects the Team Upgrade card from this expansion that corresponds to his team and shuffles it into his Team Upgrade deck. **Note:** If you are using the *Sudden Death* expansion, ignore this step.

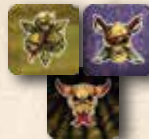
GAME COMPONENTS



10 STADIUM CARDS



36 STARTING PLAYER CARDS
(12 FOR EACH TEAM)



9 TEAM TOKENS
(3 FOR EACH TEAM)



8 CHEATING TOKENS



25 STAR PLAYER CARDS



4 SPIKE! MAGAZINE CARDS



1 CORRUPT REF
AND PLASTIC STAND



6 DISEASE TOKENS



14 STAFF UPGRADE CARDS



24 TEAM UPGRADE CARDS



20 PENALTY CARDS



1 SCOREBOARD

FOUL PLAY EXPANSION ICON

The front of each card, as well as the back of each cheating token, in this expansion is marked with the *Foul Play* expansion icon to distinguish these expansion cards from the base game cards and from other expansion cards.



RULES

This section describes the new rules for this expansion.

FIFTH PLAYER

This expansion adds one additional scoreboard, allowing up to five managers to play the game at once. Managers should follow all the normal rules found in the base game when playing with five managers.

DOWNED SKILLS

Some Player cards in this expansion feature skill icons next to the player's downed Star Power. These icons are referred to as **DOWNED SKILLS**. Each time a player with downed skills becomes downed, the downed player's manager resolves these skills immediately, interrupting the active manager's turn. After completely resolving all of a player's downed skills, the active manager's turn resumes and he may resolve any other remaining standing skills icons on the card he has just played.



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

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

NEW CHEATING TOKENS

Foul Play includes additional cheating tokens, some of which contain the new penalty icon. Below is a list of the cheating token quantities included in this expansion.



SCOREBOARD PHASE ABILITIES

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

ADDITIONAL SKILL ICONS

REGENERATION

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



Each time a manager uses **REGENERATION** on a downed player, he rolls two dice and chooses one result to apply. If he applies a **2** result, that manager may return that player to a standing state. All other results are ignored.

If a manager decides to use regeneration, he must do so in sequence with a player's other downed skills, resolving them in order from left to right. If a player uses the regeneration skill to stand, additional downed skills triggered **after** the regeneration skill are not used (since the player is no longer downed) and any standing skills are ignored.

FOULING

Fouling is optional. Each time a manager uses **FOULING**, he chooses one opposing manager who has at least one player present at that matchup and randomly picks one card from that manager's hand. The fouling manager discreetly looks at this card without revealing it to the other managers. Then, he either returns it to the owner's hand or places it in the owner's discard pile. If he places it in the discard pile, the opposing manager draws one card from his deck.



If there are no opposing players at that matchup, a manager cannot resolve the fouling skill.

PENALTIES

Penalties are a new mechanic introduced in this expansion. Penalty icons appear on some cheating tokens and one tournament.



When a cheating token with a penalty icon is revealed, that player's manager receives one penalty. Penalties revealed on cheating tokens are applied at the end of the "Reveal Cheating Tokens" step of the Scoreboard phase. Each player who collects the "LOSE!" payout of the "Goblin Tribal Leeg" tournament receives one penalty, as indicated by the penalty icon on the tournament card.

Each time a manager receives a penalty, he draws one Penalty card from the Penalty deck and places it facedown in front of him without looking at it.

At the end of the "Reveal Improvement Pile" step of the Scoreboard phase (see page 15 of the base game rulebook), each manager flips his Penalty cards faceup. Then each manager resolves the effect listed on each of his Penalty cards, one at a time. Penalty cards remain faceup until a manager is instructed to discard them.

Some Penalty cards cause a manager to lose payouts. If a manager with no payouts of that type is instructed to lose any of those payouts, he ignores that effect.

DISEASE TOKENS

Some players from the Nurgle's Rotters team, as well as some Star Nurgle players, have the **SPREAD DISEASE** ability, which allows them to place disease tokens at midfield. When any player (including those from the Rotters team) is either **committed or moved** to a matchup with one or more disease tokens at midfield, immediately assign that player **all** of those disease tokens.



Each disease token on a Player card decreases that player's standing Star Power **and** downed Star Power by one, to a minimum of zero. Disease tokens remain in play until the "Clear the Pitch" step of the Scoreboard phase, at which point they are returned to the supply.

Disease tokens are limited to the number included in this expansion. Managers cannot place disease tokens if the supply is depleted.

OPTIONAL RULES

The following rules are not required, but may be added before the game begins, if all managers agree.

THE CORRUPT REF

The corrupt ref is a shady figure who moves between matchups, turning a blind eye to cheaters. During the "Prepare for Kickoff" step of each Maintenance phase, the first manager places the corrupt ref at midfield of any matchup.

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

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

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

REF MOVEMENT

Each matchup is considered one **SPACE** for corrupt ref movement. The corrupt ref moves a number of spaces equal to the printed standing Star Power of the committed player, and moves in the direction of the *Spike!* Magazine deck. If the corrupt ref is at the matchup nearest to the *Spike!* Magazine deck and has more spaces to move, he moves to the matchup furthest from the *Spike!* Magazine deck and continues moving if necessary.

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

REF MOVEMENT EXAMPLE

1. A player with a Star Power of three is committed to the highlight with the corrupt ref.
2. The corrupt ref moves one space toward the *Spike!* Magazine deck.
3. The ref cannot move further toward the *Spike!* Magazine deck so he moves to the furthest matchup from the deck (one space).
4. He finishes his movement at this matchup.



THE TEAMS

Nurgle's Rotters: The Nurgle players are a vile bunch, constantly spreading disease and oozing their way to victory. They can even turn opponents into more Nurgle players! The team can only be compared to an unstoppable plague.



The Zharr-Naggrund Ziggurats: The Chaos Dwarfs are masters of destruction and revenge. Not even being downed can stop these players from fouling their opponents. With thick skulls and packs of intimidating centaurs, this team is all about victory even in the face of death. They fight to the last breath, and sometimes beyond.



The Lowdown Rats: Blood Bowl is known to have its fair share of sleazy players, but these goblins take the cake. Chain saws, bombs, and pogo sticks at a football game?! The Lowdown Rats would never lower themselves to fighting fair. They play to win by any means. Failing that, total mayhem will suffice.



STADIUMS

Stadiums indicate the diverse and treacherous locations where Blood Bowl games occur.

During setup, shuffle the Stadium cards together. In games with three to five managers, draw a number of Stadium cards equal to the number of managers. In games with two managers, draw four Stadium cards. After stadiums are drawn, place them in a successive line between the *Spike!* Magazine deck and the Highlight deck. Return any unused Stadium cards to the game box.

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



Stadiums have restrictive effects that are active for the entire game. After placing stadiums, they remain in that order and position for the duration of the game. Each restrictive effect is described in detail below.

- ✱ **Banned Skills:** The depicted skill is banned at that stadium. Each time a player uses a **BANNED SKILL** at that stadium, his manager receives one penalty.



Using the cheating skill at a stadium with the banned cheating skill icon is **optional**. At any other stadium, the cheating skill is mandatory as normal.



- ✱ **Player Limit:** The number inside the helmet indicates that stadium's **PLAYER LIMIT** for each team zone. Each time a manager either commits or moves a player to a team zone at that stadium, causing the number of players at that team zone to exceed the stadium's player limit, he receives one penalty.



- ✱ **Star Power Requirement:** The number inside the star indicates that stadium's **STAR POWER REQUIREMENT**. Each time a manager either commits or moves a player to a matchup that has one of these requirements, if that player's printed standing Star Power is higher than the maximum Star Power requirement or lower than the minimum Star Power requirement, he receives one penalty.



Stadiums also contain additional payouts. These payouts are considered part of the team zone payout of the Highlight card occupying that stadium. **These payouts do not represent an additional team zone.**

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