

# BLOOD BOWL

## TEAM MANAGER

### THE CARD GAME

## SUDDEN DEATH

*Well, Bob, I don't know about you, but I'm really excited about the new teams entering the league!*

*You bet, Jim. With the Dark Sorcery Syndicate joining the Team Manager's Union, the death toll will likely hit a record high!*

*You're right, Bob. For the teams in the Dark Sorcery Syndicate, it's hard to keep a good player down.*

## EXPANSION OVERVIEW

The *Sudden Death* expansion for *Blood Bowl: Team Manager – The Card Game* contains three new teams that belong to the Dark Sorcery Syndicate (DSS), a new subdivision of the Team Manager's Union. This expansion adds new scoring opportunities with Cabalvision Contracts while keeping things unpredictable with Enchanted Balls. Additionally, this expansion adds new cards to your base game decks with new Staff Upgrades, Team Upgrades, Highlights, and *Spike!* Magazine cards.

## COMPONENT LIST

- ✱ This Rulesheet
- ✱ 84 Bridge-sized Cards, consisting of:
  - 36 Starting Player Cards (12 per DSS team)
  - 25 Star Player Cards
  - 15 Highlight Cards
  - 8 *Spike!* Magazine Cards
- ✱ 38 Small Cards, consisting of:
  - 24 Team Upgrade Cards
  - 14 Staff Upgrade Cards
- ✱ 42 Cardboard Tokens, consisting of:
  - 6 Blood Tokens
  - 12 Enchanted Ball Tokens
  - 15 Contract Tokens
  - 9 Team Tokens (3 per DSS team)

## COMPONENT OVERVIEW

This section describes the various components included in this expansion.

### STARTING PLAYER CARDS

All Starting Player cards in this expansion belong to the Dark Sorcery Syndicate (DSS). Each team in this expansion has twelve Starting Player cards with which to begin the season.



### STAR PLAYER CARDS

These cards form the DSS Star Player deck, filled with the most illustrious players in the league and the up-and-coming freebooters.



### HIGHLIGHT CARDS

In addition to adding variety to the Highlight deck, these cards include Contracts as a payout type.



### SPIKE! MAGAZINE CARDS

These cards add three new headlines to the game in addition to the Far Albion Tournament. Also included are replacement cards for the base game tournaments which now feature Contract payouts.



### TEAM UPGRADE CARDS

Each team in the DSS has a corresponding deck of six Team Upgrade cards. An additional card for each team from the base game is also included.



### STAFF UPGRADE CARDS

These cards are added to the Staff Upgrade deck to provide improvements for expanding teams.



### TEAM TOKENS

These tokens identify Star Players who belong to a team not of their race. Each team in this expansion has three team tokens.



### BLOOD TOKENS

Blood tokens can be acquired by certain Black Fang players, increasing their Star Power.



## ENCHANTED BALL TOKENS

These optional ball tokens replace the ball tokens from the base game. Each enchanted ball provides a different benefit to the ball carrier.



## CONTRACT TOKENS

Contracts are a new type of payout introduced in this expansion, giving managers another way to gain fans by winning matchups.



## HOW TO USE THIS EXPANSION

When playing with the *Sudden Death* 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 enchanted balls – see page 4). Most cards in this expansion are simply shuffled into their respective decks. The following setup steps are in addition to the base game rules:

**Contract Tokens:** After preparing the cheating token pool, managers gather all the contract tokens from this expansion, place them facedown (hiding the number of fans) to the side of the play area, and mix them together to form the contract token supply pool.

**Tournaments:** Managers find and remove the four Tournament cards from the *Spike!* Magazine base game deck. Return these to the game box and replace them with the new Tournament cards included in this expansion.

**Dark Sorcery Syndicate Players:** Managers now have the option of choosing from the three DSS 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 DSS, take all DSS Star Player cards and shuffle them together and place this deck facedown near the Highlight deck.

**Blood Tokens:** If a manager is playing as the Black Fangs team, he gathers all the blood tokens and creates a supply of them near his Team deck.

**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.

## SUDDEN DEATH EXPANSION ICON

The front of each card in this expansion is marked with the *Sudden Death* expansion icon to distinguish these expansion cards from the base game cards.



## RULES

This section describes the new rules for this expansion.


## CONTRACTS

Contract tokens introduce a new way for managers to gain fans from matchups. Managers earn these tokens via the Cabalvision Contract icons printed on several of the Highlight cards and Tournament cards found in this expansion.



During a Scoreboard Phase, each time payouts are collected, a manager who wins any Contract payouts randomly selects one contract token (without looking at the value) from the contract token pool for **each** Cabalvision Contract icon printed on the payout section of the Highlight card. **The chosen token is not revealed** to any manager (including the drawing manager) and is placed facedown in that manager’s play area.





Contract tokens remain facedown until the end of the season and are only revealed after managers resolve any “End of Game” abilities. After resolving “End of Game” abilities, a manager reveals all of his contract tokens and scores fans equal to the combined amount revealed on the tokens. Contract tokens do not count as improvements.

If a manager resolves a Cabalvision Contract payout and there are no contract tokens left in the supply, that manager immediately gains  but does **not** collect a contract token.







## CONTRACT TOKEN QUANTITIES









## EITHER/OR SKILLS

Some Player cards in this expansion feature skill icons separated by one or more slashes (similar to payouts on Highlight cards). All skill icons on one side of a slash are referred to as a skill set. Each time a manager commits a player that has more than one skill set, the manager must choose which skill set the player has. For example, if a player has  /  on his card, his manager must choose either  or  skill set; he cannot choose both. Once chosen, the manager can only use the chosen skill set; for the remainder of the time that card is in play, treat the unchosen skill set(s) as if they did not exist.



A manager may use all skill icons on a single side of a slash. For example, if a player has   /  on his card, his manager may choose to use  once, twice, or not at all, or he may choose to use  once or not at all. If a  is present among the chosen skills, a manager **must** assign the player a cheating token.

Similarly, if a player has skill icons divided by more than one slash, a manager may only use one set of skills on a single side of a slash. For example, if a player has  /  /  his manager may choose to use , , or .

After a manager chooses which set of skill icons to use, all other skills on the opposite side of the slash are completely ignored. Each time a manager commits a player to a matchup, he **must** choose which set of skills the player has, even if the skills are not used.

## 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 is 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, and regeneration (see below) 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.


## ADDITIONAL SKILL ICON

### REGENERATION

Regeneration is a new skill included in this expansion, reflecting the tenacity of the DSS teams also found in this expansion.



**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 chooses to use regeneration on a downed player, he rolls two dice and chooses one result to apply. If he applies a  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 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.

## BLOOD TOKENS



Some players from the Black Fangs team have the **BLOODLUST** ability, which allows them to gain blood tokens. Each time a player gains a blood token, his controlling manager places one blood token on that player's Player card. Players may accumulate more than 1 blood token.

Each blood token on a Player card increases that player's standing Star Power **and** downed Star Power by 1. Blood tokens remain in play until the "Clear the Pitch" step of the Scoreboard phase, at which point they are removed from all Player cards and returned to the supply.

Blood tokens are limited to the number included in this expansion. Players cannot gain blood tokens if the supply is depleted.

## SCOREBOARD PHASE ABILITIES

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

## THE TEAMS

**Naggaroth Nightmares:** Dark Elves are merciless players, always looking to exploit their opponent's weaknesses to find the quickest path to victory—even if it means eviscerating the competition. Dark Elf players rely on versatility and brutality, plain and simple.



**Champions of Death:** Not even mortality can stand between an Undead player and the pitch! While Zombies and Skeletons are not the most durable players, they can survive nearly any beating and come back for more! And woe to the opponent who has to stand up against a Mummy or Wight.



**Black Fangs:** The mighty Vampires of the Black Fangs do not know the meaning of mercy—they don't even show it to their own teammates! Whenever a Vampire player isn't feasting on one of his Thrall players, he has got his eyes—and fangs—on his opponent.



# PLAYING WITH TWO MANAGERS

When preparing a game for two managers, follow all rules from the base game with the following exception:

To prepare the *Spike!* Magazine deck, managers shuffle all Tournament cards from this expansion together. Thus, a game with two managers lasts five rounds.

## OPTIONAL RULES

The following rules are not required but may be added to your game if all managers agree.

### ENCHANTED BALLS

Enchanted balls add variety to matchups by changing the effects of balls. When using this optional rule, return all ball tokens from the base game to the game box during setup.

During the “Prepare for Kickoff” step of each Maintenance Phase, the first manager gathers all enchanted ball tokens, places them facedown, and mixes them together to form the ENCHANTED BALL POOL. He then places one random ball from the pool on each Highlight and Tournament card at each matchup. These tokens are placed faceup so the effects are revealed and everyone knows the effects at each matchup.

Enchanted ball tokens contain one of three possible effects (in addition to breaking ties as normal): Star Power, fans, or skills. Each effect benefits the ball carrier in a different way, as described below.

- ❖ **Star Power:** If a player has control of a ball during the Scoreboard phase, his team’s total Star Power is increased by the amount indicated on the ball when determining the winner of the matchup.
- ❖ **Fans:** If a player has control of the ball during the Scoreboard phase, his manager gains a number of fans as indicated on the ball.
- ❖ **Skills:** Each time a player becomes the ball carrier, his manager may **immediately** use a skill icon on that ball, interrupting the active manager’s turn. Skill icons are resolved following normal rules. After resolving the skill, the active manager’s turn resumes.



**Note:** Each time a player becomes the ball carrier of an enchanted ball token containing a mandatory skill icon (such as cheating), his manager **must** use that skill.

## CREDITS

**Expansion Design:** Jay Little

*Special thanks to Brian Mola and Benjamin Little for all their enthusiasm and support and to Jervis Johnson for his uniquely original creation.*

**Expansion Development:** Brady Sadler and Jason Walden, with Steven Kimball

**Producers:** Brady Sadler and Jason Walden

**Editing & Proofreading:** Adam Baker with Brendan Weiskotten

**Managing Graphic Designer:** Brian Schomburg

**Graphic Design:** Dallas Mehlhoff

**Managing Art Director:** Andrew Navaro

**Art Direction:** Mike Linnemann

**Cover Art:** Lars Grant-West

**Interior Art:** Erfian Asafat, Dimitri Bielak, Alberto Bontempi, João Bosco, Mike Burns, Vincent Devault, Anderson Gaston, Anna Ignatieva, Taylor Ingvarsson, Jason Juta, Adam Lane, RJ Palmer, Paolo Rotelli, Folko Streese, and Michal Teliga

**FFG Licensing Coordinator:** Deb Beck

**Production Manager:** Eric Knight

**Executive Game Designer:** Corey Konieczka

**Executive Producer:** Michael Hurley

**Publisher:** Christian T. Petersen

**Playtesters:** Tom Allen, Ed Beck, Logan Beck, Kathy Bishop, Glen Dake, Eric Damron, Emile de Maat, Richard A. Edwards, Alan D. Ernstein, Sean Foster, Scott Hankins, Anita Hilberdink, Haden Huffaker, Marshall Jansen, Stephen Kalmas, Roeland Kegel, James Kniffen, Benjamin Little, Bas Mattern, Mike McRoberts, Brian Mola, Eelco Osnabrugge, Debbie Poskin, John Poskin, Jon Quinn, Frank Rodriguez, Matthew Slowiak, Chuck Thompson, Leon Tichelaar, Marjan Tichelaar-Haug, Ron Valk, Sander van Schouwenburg, James Voelker, Colin Webster, Ruud Wieggers, Zach Yanzer, and Jamie Zephyr

## GAMES WORKSHOP

**Licensing Manager:** Owen Rees

**Head of Licensing:** Jon Gillard

**Head of Legal, Licensing, and Strategic Projects:** Andy Jones

**Head of Intellectual Property:** Alan Merrett

© Games Workshop 2013. Games Workshop, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, and illustrations from the Warhammer world and game setting are either ©, ™, and/or © Games Workshop Ltd 2000–2013, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing, Inc. Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks or registered trademarks of Fantasy Flight Publishing, Inc. All rights Reserved to their respective owners. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown. Made in China. **THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.**

