

# BLOOD BOWL

## TEAM MANAGER

### THE CARD GAME

FAQ Version 1.0 – February 10, 2011

## ERRATA

### RIGOROUS TRAINING CARD

The Grudgebearers' team upgrade "Rigorous Training" should read:

**Response:** Each time 1 of your players with the **GUARD** ability becomes downed, draw 1 card from your Team deck and then choose 1 card to discard from your hand."

### RULEBOOK (PAGE 5)

Step 5 of setup should read:

**Prepare the Staff Upgrade Deck:** Unless using the "No Salary Cap" variant, return the following Staff Upgrade cards to the game box before shuffling the Staff Upgrade deck:

- ✦ Hall of Famers
- ✦ Staffing Office (x2)
- ✦ Fan Club Enrollment
- ✦ Talent Scout (x2)
- ✦ We'll Get 'Em Next Season

Then place the Staff Upgrade deck facedown near the Highlight deck."

### RULEBOOK (PAGE 13)

The last paragraph under the heading "Determine Winner" should read:

"In case of a tie at a tournament (for winner or runner-up) and neither tied team has the ball, **the first manager decides which tied team has higher Star Power.**"

## NO SALARY CAP VARIANT

*Blood Bowl: Team Manager – The Card Game* includes several Staff Upgrade cards that represent expensive, non-essential staff positions.

Managers who want to make these Staff Upgrade cards available can play the "No Salary Cap" variant. To play this variant, shuffle **all Staff Upgrade cards** when preparing the Staff Upgrade deck during setup.

## FAQ

### GENERAL

**Q: Some game text refers to a manager's roster. What is a roster?**

A: A manager's roster includes all Player cards that belong to that manager's team, including cards at matchups, in his Team deck, in his discard pile, and in his hand. (When resolving the **FREEBOOTER** ability, the player may choose to return a card from his hand to the game box, but he is not required to reshuffle cards in hand into his deck.)

Player cards in the improvement pile are **not** part of the roster until added to the Team deck during the "Reveal Improvement Pile" step.

**Q: During a round, is a manager required to commit all players from his hand?**

A: No. Page 9 of the rulebook reads "If a manager does not wish to (or cannot) commit a Player card, he must pass. A manager who passes cannot commit any more players or resolve matchup actions for the remainder of the Matchup phase. He may also discard any Player cards that he does not wish to keep for next round."

This permits a manager to pass early in a round (without committing all players in his hand), discard any players he does not want to keep for the next week, and then replenish his hand up to six players during the next Maintenance phase.

**Q: There are only three team tokens included in the game. Does that mean teams are limited to only three Star Players?**

A: No. A manager uses his three team tokens to identify any Star Players with team icons different from his team's icon **as members of his team**. There is no limit to the number of Star Players (with any team icon) a manager can draft.

**Q: When does a player require a team token?**

A: When the first player a manager commits to a matchup is a player whose team icon is different from the manager's own team, he places one of his team tokens to cover up the icon on that player's card. As soon as that manager commits more players whose team icon matches his team, he may remove the team token from the player.



## STAR PLAYER CARDS

**Q: Can a manager draft *any* Star Player that belongs to his subdivision (OWA or CWC)?**

A: Yes. Thus it is possible for the Athelorn Avengers to draft Wood Elf, Dwarf, and Human Star Players; likewise, it is impossible for the Athelorn Avengers to draft Star Players from any other subdivision (such as the CWC).


**Q: Are “Morg ’N Thorg,” “One Ear,” and “Slab” considered Freebooters?**

A: No. These three Star Players are **neutral Star Players**, not Freebooters. Only players with the **FREEBOOTER** ability are considered Freebooters.

**Q: When a manager reveals a Freebooter from his improvement pile, is he required to return one card from his roster to the game box?**

A: No, it is optional. On page 17 of the rulebook, it reads “you may remove any one Player card...” The **FREEBOOTER** ability text on Player cards merely serves as a reminder for what the ability does. Note that the manager **must** shuffle his deck and discard pile, even if he chooses not to return one card to the game box.


**Q: Can “Varag Ghoulcrawler” resolve his response ability even when the condition is fulfilled by another opposing player?**

A: Yes. This also includes a ball carrier who attempts a tackle and a  result occurs. The ball carrier would become downed, drop the ball to midfield, and “Varag Ghoulcrawler’s” manager would gain one fan.

**Q: Can “Marcus Siebermann” resolve his scoreboard phase ability to move a revealed cheating token from an ejected player to himself before that player is removed from the matchup?**

A: No. Page 9 of the rulebook clearly outlines the order of steps during the Scoreboard phase. Since players with an ejection token are removed from the matchup during the “Reveal Cheating Tokens” step, those players are no longer at the matchup during the “Resolve Scoreboard Phase Abilities” step.

**Q: If “Slab” uses his GUARD ability, does he automatically resolve his FEND ability as well?**

A: Yes. If during a tackle attempt a  result is applied to “Slab,” then an opposing player successfully tackled “Slab” (instead of the original target player), which allows him to resolve his **FEND** ability.

## PLAYER CARDS

**Q: Can a player with the GUARD ability use it to guard himself?**


A: No.

**Q: Can a standing player with the DUMP-OFF ability move the ball to a downed friendly player at the same matchup?**

A: Yes.

**Q: Can a downed player be the target of staff upgrade or team upgrade abilities?**

A: Yes, including coach cards. The text on coach cards read “Exhaust this card to allow the player you committed this turn to use the [icon] skill.” Even though a downed player loses all abilities and remaining skills **on his card**, the coach card generates the effect and allows the player that the owning manager committed this turn – even if that player is downed – to benefit from the upgrade card’s effect.

**Q: Can a player with the PILING ON ability target a downed player that he has already tackled after satisfying the condition to tackle a different player? For example, if enough  results occur, can “Da Troll” attempt to tackle Player A, Player B, and then Player A again – in that order?**

A: No. The card text requires that the tackling player target a **different opposing player**, which means that the tackling player can only successfully tackle each opposing player at the matchup **once**. After a target player is successfully tackled by a player with the **PILING ON** ability, that target player cannot be targeted again this round by the player with the **PILING ON** ability.

**Q: When a ball carrier with the SURE HANDS ability becomes downed, he keeps the ball. After the player is in its downed state, is SURE HANDS still in effect?**

A: No. Downed players lose **all** abilities, including **SURE HANDS**, when they become downed.

## SPIKE! MAGAZINE CARDS

**Q: Does the Headline “Referee Contract Dispute” resolve each time a cheating token is assigned?**

A: No. Each time a player uses the cheating **skill**, assign two cheating tokens to the player instead of only one. Thus, “Referee Contract Dispute” **does** affect cheating skill icons printed on a player’s card as well as “Cheating Coach,” which allows a player to use the cheating skill. “Referee Contract Dispute” **does not** affect other abilities that assign cheating tokens without using the cheating skill (such as “The Death Roller’s” response ability).

## TEAM UPGRADE CARDS

**Q: When resolving the Athelorn Avengers' team upgrade "Conditioning Coach," from where does the manager reveal a cheating token and what happens if the revealed cheating token does not show Star Power?**

A: The Athelorn Avengers manager reveals one cheating token from the cheating token pool. If the revealed token does not show Star Power, then ignore the icon and add "0" to that ball carrier's Star Power.

**Q: When resolving the Grudgebearers' team upgrade "Lessons in Violence" at a tournament, are the card's conditions fulfilled if *only one opponent* has more downed players than he does?**


A: Yes. As long as at least one opponent has more downed players than the Grudgebearers at the tournament, the Grudgebearers manager receives one fan.

**Q: Does the Chaos All-Stars' team upgrade "Withering Workout" exhaust after use?**

A: No. Each time a friendly player is ejected during the Scoreboard phase, the Chaos All-Star manager may use this ability.

**Q: Can the Skavenblight Scramblers' team upgrade "Eshin Assassination Coordinator" affect players at a different matchup?**

A: No. Just like player abilities, Staff Upgrade cards and Team Upgrade cards with response abilities that are based on a certain matchup can only involve **players committed to that matchup**. In this case, the "Eshin Assassination Coordinator" ability happens **instead** of a tackle attempt, which means that it must target an opposing player at the same matchup as the friendly player that would have made a tackle attempt.

**Q: When resolving the Skavenblight Scramblers' team upgrade "Eshin Assassination Coordinator" and a  result occurs, is it considered a successful tackle attempt? Can a player with the GUARD ability apply the result instead of the target player?**

A: No, it is **not** considered a tackle attempt. The card text reads "Instead of resolving the tackle..." which means that no tackle attempt occurred. As such, players with the **GUARD** ability cannot interfere.

**Q: Does the Reikland Reavers' team upgrade "Gryphon-ade" apply throughout the whole game and even into end of game scoring?**

A: No. This scoreboard phase ability allows the Reikland Reavers manager to **treat** each Star Player as if it had the **FREEBOOTER** ability, which "only occurs during the turn this player was drafted" (rulebook, page 17). It **does not** give the **FREEBOOTER** ability to all Star Players on the Reikland Reavers' roster.


**Q: Can the Reikland Reavers' team upgrade "Gryphon-ade" be used the same turn it is revealed from the improvement pile?**

A: Yes. The Reikland Reavers manager may reveal "Gryphon-ade" first in order to apply its scoreboard phase ability to Star Players still in his improvement pile.

**Q: What happens if a manager attempts to collect a team upgrade payout when all of his team upgrades are already in his play area?**

A: When a manager attempts to collect any payout and there are no available components of that type, he earns nothing for that payout.

## STAFF UPGRADE CARDS

**Q: When resolving the "Hired Wizard" staff upgrade and a  result occurs, is it considered a successful tackle attempt? Can a player with the GUARD ability apply the result instead of the target player?**

A: No, it is not considered a tackle attempt. The card text reads "Roll 1 dice and apply the result," and no mention of a "tackle attempt" is made. As such, players with the **GUARD** ability cannot interfere.

**Q: When resolving the "Offensive Firepower" staff upgrade at a tournament, are the card's conditions fulfilled if the owning manager finishes in *either first or second place* and has three or more Star Power than the team who placed immediately behind the owning manager?**

A: Yes. Page 16 of the rulebook reads "At tournaments, the winner and the runner-up are both considered winners." If the owning manager finishes in first place, then he must have three or more Star Power than the second place manager's Star Power to fulfill the card's condition. Similarly, if the owning manager finishes in second place, then he must have three or more Star Power than the third place manager's Star Power to fulfill the card's condition.

**Q: When resolving "The Best Players in the League!" staff upgrade, does the phrase "friendly Star Player" refer to any Star Player on that manager's roster?**

A: Yes. "Friendly Star Player" means each Star Player on the owning manager's roster.



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