

ENEMY 2 ENEMY

**LARG LEGSNAPPER**



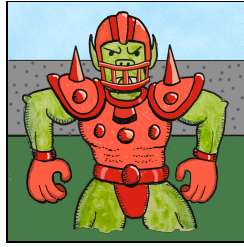
**STRENGTH 5**

You may not use weapons.

If you lose, return to the Stadium card. Also, for the next 2 turns, you may only move 1 space.

ENEMY 2 ENEMY

**BLITZER**



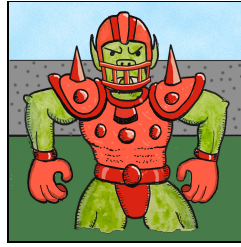
**STRENGTH 4**

You may not use weapons.

If you lose, lose 1 Life. Then go back 1 space and end your turn.

ENEMY 2 ENEMY

**BLITZER**



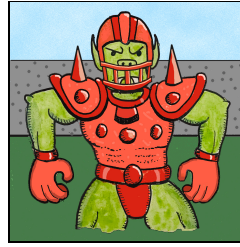
**STRENGTH 4**

You may not use weapons.

If you lose, lose 1 Life. Then go back 1 space and end your turn.

ENEMY 2 ENEMY

**BLITZER**



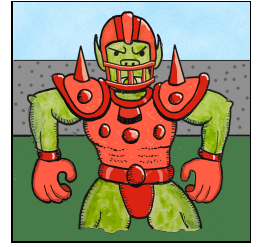
**STRENGTH 4**

You may not use weapons.

If you lose, lose 1 Life. Then go back 1 space and end your turn.

ENEMY 2 ENEMY

**BLITZER**



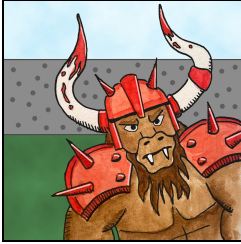
**STRENGTH 4**

You may not use weapons.

If you lose, lose 1 Life. Then go back 1 space and end your turn.

ENEMY 2 ENEMY

**MINOTAUR**



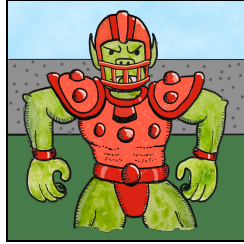
**STRENGTH 6**

You may not use weapons.

If you lose, lose 1 Life. Then go back 2 spaces and end your turn.

ENEMY 2 ENEMY

**BLOCKER**

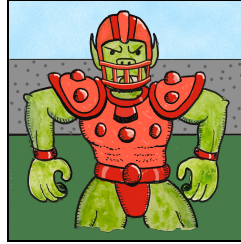


**STRENGTH 4**

You may not use weapons.

ENEMY 2 ENEMY

**BLOCKER**

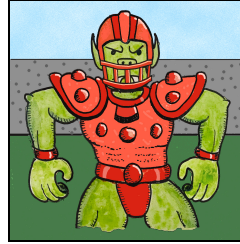


**STRENGTH 4**

You may not use weapons.

ENEMY 2 ENEMY

**BLOCKER**

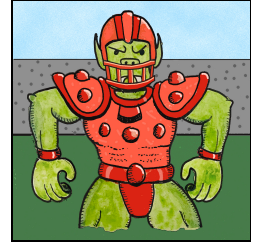


**STRENGTH 4**

You may not use weapons.

ENEMY 2 ENEMY

**BLOCKER**

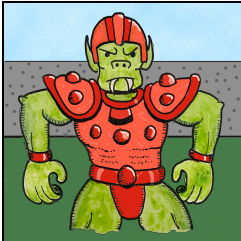


**STRENGTH 4**

You may not use weapons.

ENEMY 2 ENEMY

**LINEMAN**

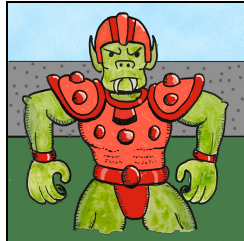


**STRENGTH 3**

You may not use weapons.

ENEMY 2 ENEMY

**LINEMAN**

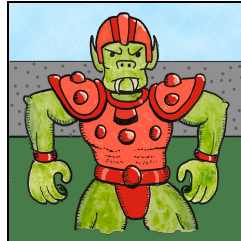


**STRENGTH 3**

You may not use weapons.

ENEMY 2 ENEMY

**LINEMAN**

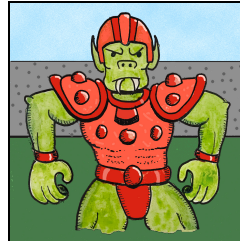


**STRENGTH 3**

You may not use weapons.

ENEMY 2 ENEMY

**LINEMAN**



**STRENGTH 3**

You may not use weapons.

EVENT 1 EVENT

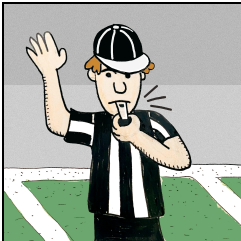
**CROWD RIOT**



All players in the Stadium lose one turn.

EVENT 1 EVENT

**PENALTY!**



Pay 1G to bribe the referee or go back 2 spaces and end your turn.

EVENT 1 EVENT

**PENALTY!**



Pay 1G to bribe the referee or go back 2 spaces and end your turn.

EVENT 1 EVENT

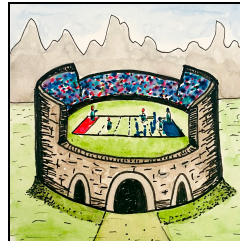
**PENALTY!**



Pay 1G to bribe the referee or go back 2 spaces and end your turn.

PLACE 6 PLACE

**BLOODBOWL STADIUM**



Make a Strength roll.

If it is 6+, you prove that you are good enough to join the team and enter the Stadium board, starting on the white arrow space.

OBJECT 5 OBJECT

**BLOODBOWL TROPHY**



This card counts as a Talisman.

When you land on a space with another player, roll a die. If the roll is 4+, you may take one of their Followers.

OBJECT 5 OBJECT  
ATHLETIC SHOES



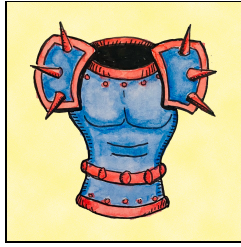
You may evade an opponent by rolling a die.  
If the roll is a 5 or 6, you have evaded successfully.

OBJECT 5 OBJECT  
HELMET



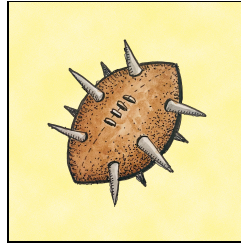
If, as the result of combat, you have just lost a Life, roll 1 die.  
If you roll a 6, the helmet protected you and you do not lose the life, though you still lose the Combat.

OBJECT 5 OBJECT  
ARMOR



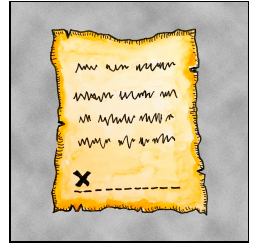
If, as the result of combat, you have just lost a Life, roll 1 die.  
If you roll a 4, 5, or 6, the armor protected you and you do not lose the life, though you still lose the Combat.

OBJECT 5 OBJECT  
BALL



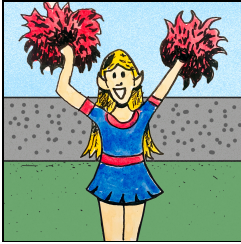
Any time during your turn, you may throw the ball at another player in an adjacent space. Both players make a Craft roll.  
If you win, the other player loses 1 Life. Place this card in the opponent's space.

OBJECT 5 OBJECT  
SPONSORSHIP



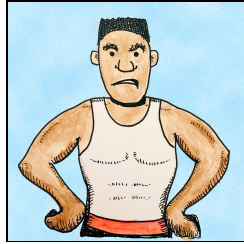
Whenever you win a combat, roll 1 die:  
1: Discard this card  
2-4: Nothing  
5-6: Gain 1 Gold

FOLLOWER 5 FOLLOWER  
CHEERLEADER



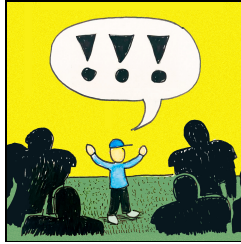
While the Cheerleader is your follower, add 1 to all Combat rolls.  
If you roll a 1 in combat, the Cheerleader leaves you and goes to the board space with the Stadium card.

FOLLOWER 5 FOLLOWER  
PERSONAL TRAINER



The trainer's job is to keep you in top physical shape. While the trainer is your follower:  
Gain 1 Strength

EVENT 1 EVENT  
INSPIRING SPEECH



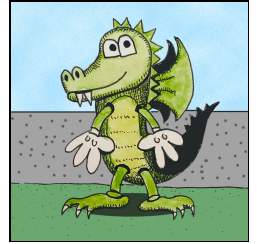
Your coach revs up the team with a rousing speech.  
Gain 1 Craft

FOLLOWER 5 FOLLOWER  
WATER BOY



While the Water Boy is your follower, you do not lose a life in the Desert.  
You may also take one extra token from any Magic Pool you land on.

FOLLOWER 5 FOLLOWER  
MASCOT



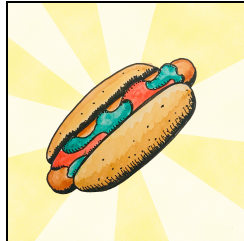
If you lose in physical combat, instead of losing a Life, you may sacrifice the Mascot and discard this card.

OBJECT 5 OBJECT  
ENERGY DRINK



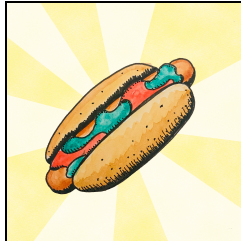
Before you roll a die, you may discard this card and add +2 to the roll.

EVENT 1 EVENT  
FOOD VENDOR



If you eat a hot dog with special sauce, roll 1 die:  
1: Lose 1 Life  
2-3: Nothing  
4-6: Gain 1 Life

EVENT 1 EVENT  
FOOD VENDOR



If you eat a hot dog with special sauce, roll 1 die:  
1: Lose 1 Life  
2-3: Nothing  
4-6: Gain 1 Life

EVENT 1 EVENT  
PAY DAY



Roll 1 die.  
1: Nothing  
2-4: Gain 1 Gold  
5-6: Gain 2 Gold

EVENT 1 EVENT  
PAY DAY



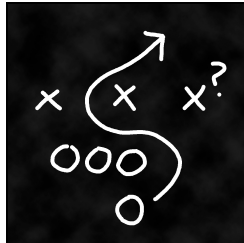
Roll 1 die.  
1: Nothing  
2-4: Gain 1 Gold  
5-6: Gain 2 Gold

EVENT 1 EVENT  
CROWD CHEERS



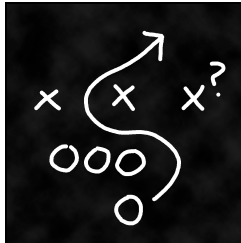
You win over the crowd, which gives you a boost of confidence.  
Gain 1 Life

EVENT 1 EVENT  
TRICK PLAY!



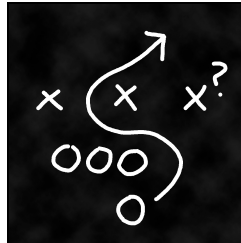
Make a Craft roll. If it is 6+, go forward 2 spaces.  
Otherwise, go back 2 spaces and end your turn.

EVENT 1 EVENT  
TRICK PLAY!



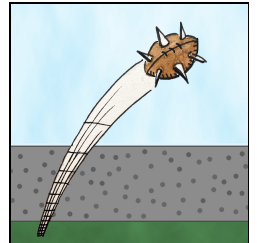
Make a Craft roll. If it is 6+, go forward 2 spaces.  
Otherwise, go back 2 spaces and end your turn.

EVENT 1 EVENT  
TRICK PLAY!



Make a Craft roll. If it is 6+, go forward 2 spaces.  
Otherwise, go back 2 spaces and end your turn.

EVENT 1 EVENT  
HAIL MARY PASS!



Make a Craft roll. If the result is 8+, go immediately to the Blue Endzone.  
Otherwise, go back 1 space and end your turn.