

# TALISMAN BLOOD BOWL

*All was peaceful and quiet and you were strolling down the city lost in your own thoughts, minding your own business. Maybe you turned left when you should have turned right. Who knows? It was the roaring of a crowd that made you look up. Something was going to hit you in the head so your catching reflex sprung into action. Suddenly, you are holding an inflated spiked pigskin bladder in your hand. A quick glance around confirms that a handful of ugly, mean looking men and monsters dressed in fancy coloured armour with huge numbers on them are charging right at you. Your survival instinct kicks in. Run for your life, and if you can just reach the end zone you'll be safe... probably... By the Gods, what you hate BloodBowl.*



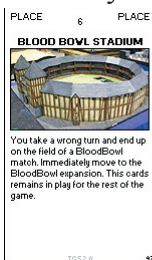
## DESCRIPTION

Talisman BloodBowl takes place in the world of Talisman but is a converted reflection of the BloodBowl game by Games Workshop. Talisman BloodBowl is an unofficial expansion to the 2nd Edition of the Talisman game by Games Workshop. This expansion, and many more, can be found on the internet at the following address:

<http://www.randomdice.com/games/talisman/>

## GETTING THERE

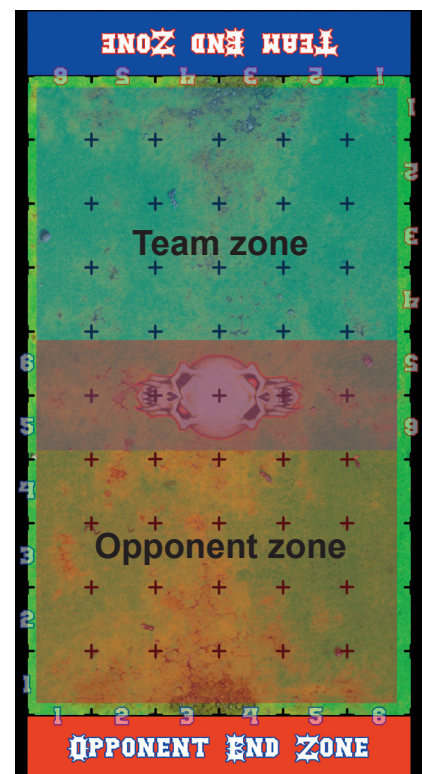
When the Talisman Game is about to begin you can either put the new City card Blood Bowl Stadium from this expansion on any city space, making it available from the beginning of the game, or leave it in the City deck to appear on a normal draw. Once found, the Stadium will remain there for the rest of the game. The card cannot be removed by any other cards, spells or other circumstances. Of course, there are several other cards used through out the game that will put you on the Blood Bowl field, whether you want to or not.



Once you get to the Blood Bowl field put yourself on the Team End Zone and follow the information in the Setup step below.

## SETUP

When you end up in BloodBowl you have to prepare the board, unless there are already other players on the board. Take the 6 red Opponent counters, numbered 1 to 6. These are randomly placed in the Opponent zone. Use 2D to determine which square to put the counter in. Take the 5 blue Team counters and put them randomly in the Team zone using the same rules. No counters can



share space. Re-roll the location of the current counter should this happen. Place your character in the Team End Zone. Shuffle the BloodBowl player deck and put it beside the board. Finally, roll a die and put the Ball counter on the opponent you rolled.



## WHAT TO DO

The object of this expansion is to get out alive. To do this you have to get to the opponents end zone dodging or knocking out as many opponents as you have to on the way. If you have the ball with you when you reach the End Zone you have scored a touchdown and will be rewarded accordingly before you manage to sneak out of the BloodBowl stadium.

As your first move you must enter the field through any of the six spaces connected to the Team End Zone. Once you have left the End Zone you cannot return there. If you are forced back out on the Team End Zone this will be considered as a meeting with The Audience (see below).

## OPPONENT COUNTERS

On a number of occasions you have to compete with your opponents. If this is the first time you meet this opponent you must draw a BloodBowl player card and place on the board on the corresponding Opponent Counter place. This card will henceforth represent that opponent in regards to Tackles, Dodges and in other ways.



## STRENGTH AND CRAFT CHECK

Sometimes you will be forced to do a Strength or a Craft check against an Opponent. This is just like normal combat or psychic combat. You roll a die and add your Strength or Craft. Someone rolls a die for the Opponent and adds the Opponents Strength or Craft. The highest value wins the check. If the value is equal it's a tie.

## MOVEMENT

You roll for movement as normal using 1D. You may then move in any direction you want, even diagonally. Once you have left your Team End Zone you may never enter it again and you can never leave the board unless you move into the Opponent End Zone. You do not have to move all your rolled steps. In fact, you may even choose to stand still and not move at all. You can never move into a square occupied by an Opponent counter, Team counter or another player. But during or at the end of your move, if you are in an adjacent square to an Opponent counter or another player you may *Tackle* them. If you move out of one or more Tackle Zone you have to make a *Dodge* roll.



If for any reason you should end up on top of an Opponent or Team counter, roll 1D8 (eight-sided die) to determine where you end up. Keep rolling until you find a legal space or end up in The Audience.

## Tackle

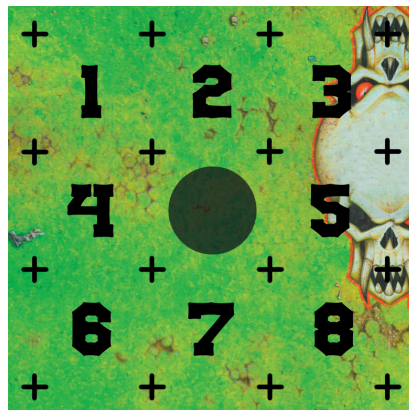
When you tackle an opponent you make a normal physical combat using Strength. If you win the tackle, you remove the Opponent counter from the board and may keep the BloodBowl Opponent card for experience. You may use any weapon you have, but there is a chance that the referee will confiscate it. You must roll less than your Craft on 1D or discard the weapon. If you roll a 6 you must also discard the weapon even if your Craft is higher. If you have any movement points left, you may continue your move but you cannot make any more tackles this round.

If you lose the fight, you lose 1 life and your move ends. Armour, and such things, may save you from losing a life but your move is still over. If you tie, your move ends.

## Dodge

All Opponent counters have a Tackle Zone covering the 8 surrounding squares around the counter. If you move out of a Tackle Zone you have to make a Dodge roll. To make a Dodge roll you make psychic combat using Craft against the opponent. If you win the Dodge, you may continue with your move. If you lose the Dodge you do not move out of the Tackle Zone and your move immediately ends. You must now make a Tackle against the opponent you failed to dodge from, even if you already have made a tackle.

If your move takes you out of several overlapping Tackle Zones you must only Dodge the opponent with the highest Craft value. In case of a tie you may choose which opponent to dodge. If you fail the Dodge you must Tackle the same opponent you tried to dodge.



*Use this schema everytime there is need for a direction roll using an eight-sided die (1D8).*



## THE AUDIENCE

If any Team Counter or Opponent Counter ever ends out of the field they have met The Audience and are taken of the board. Discard the corresponding Opponent card if there is one. Then roll 1D. If you roll 5-6, a replacement have been sent out. Roll another die and place the counter on that space in the Teams first row on the field. If that space is occupied, no replacement will appear.

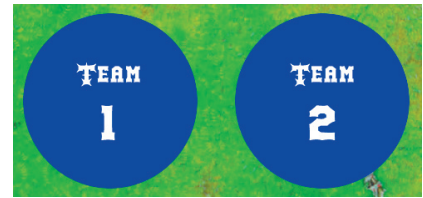
If you ever end up outside the field you must put yourself on the Team End Zone. If you have the ball, then you **lose** it. Roll 1D. On a roll of 1-3 you lose a life.





## OTHER PLAYERS

In a sense, the Team Counters are on your side. They will never move but they will be obstacles for your Opponents. Use their positions to your advantage.

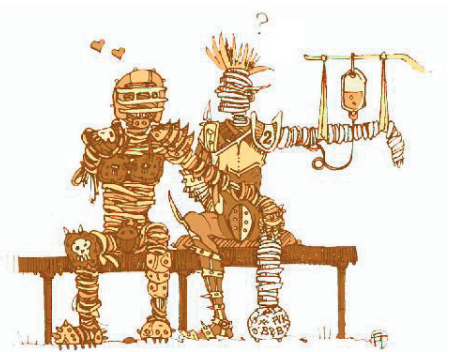


## DEATH BY TACKLE

If you ever die (lose your last life) by means of a tackle you must roll a die. If you roll a 5 or 6 you did actually die due to serious internal bleeding. If you roll a 1 to 4 you lose all your items, gold and followers and wake up fully healed on your starting space in the beginning of your next turn.

## EVENT

If you end your move outside any Opponent Tackle Zone and did not do a Tackle during your move you must draw a BloodBowl card and follow its instructions.



## THE BALL

Someone is always carrying the ball. If you successfully Tackle an opponent carrying the ball, you must pick it up. If you end up adjacent to a Team Counter carrying the ball you may attempt to take it. Roll 1D. If you roll less than your craft the pass was successful and you have the ball, otherwise you **drop** the ball. When you have the ball you can never voluntarily drop or pass the ball away. You are stuck with it.

### Ball is dropped

If you **drop** the ball you must put the ball on the closest Opponent counter. In case of a tie you select which. If no Opponent counter is available you must keep the ball.

### Ball is lost

If you **lose** the ball you must roll a die to see which Opponent counter will get the ball. If you roll a counter that is not in play, put the Opponent counter back in play on a random location in the Opponent zone and place the ball on that counter.

If a Team Counter or Opponent Counter drops or loses the ball you roll a die to see which Opponent Counter picks up the ball. If the Opponent Counter you rolled is not on the board, you get the ball.

## END OF TURN

When your turn ends, in numeric order all the Opponent Counters move randomly. Roll a D8 to determine the direction of their move. They all move 1 step in that direction unless there is already a counter or character in that space, in which case they



will not move at all. They will not leave the Field and not enter the Opponent End Zone.



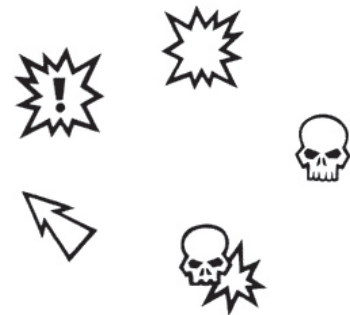
The Opponent Counters will enter the Team End Zone if they have the ball. In this case they have scored a touchdown. Put yourself in the Team end zone and reposition all Team and Opponent counters using the rules from the Setup section above.

## LEAVING THE STADIUM

When you move into the Opponent End Zone you have survived the BloodBowl game and may return to the City as your next move. You will be rewarded for your courage with gold. Roll 1D and take that many bags of gold.

If you are carrying the ball when you reach the Opponent End Zone you have made a touchdown and must in addition to the 1D gold as mentioned above roll on the Touchdown table before returning to the City.

If the Blood Bowl stadium is present in the city, this is the space you return to. Otherwise you end up on the Town Square space in the City.



### Touchdown table

#### 1D Effect

- 1 Your fantastic BloodBowl skills have been noticed by the scouts. They force you to sign a contract to play another match. You gain 5 gold and must start on the Talisman BloodBowl board again with a new setup.
- 2 You get a share of the match winnings. Gain 1D gold
- 3 You get a goalmakers bonus. Gain 5+1D gold.
- 4 You did a good job. Take any one skill card.
- 5 You have been selected Most Valuable Player. Take any two skill cards.
- 6 You're team have won the Chaos Cup. Take the Chaos Cup trophy, even if another player already has it.

