

# OPTIONAL RULES - SPECIAL PLAY CARD VARIANTS

This document presents three alternative sets of rules for using Special Play cards in Blood Bowl, replacing the rules found in Blood Bowl and Death Zone Season One! All three variants work in a fairly similar way; first the coaches determine how many cards they will draw (or, in Variant One, how many points they have to spend on drawing cards), then they draw the cards that will be available to them during the match. As with any optional rule, it's down to the players whether to use these rules or the ones found in the *Blood Bowl* rulebook and *Death Zone Season One!* In a one-off game (including Exhibition Matches) both coaches should agree on a set of rules – if you can't agree, don't use any of the variants and stick to what's in the books. In League or Tournament play, it is down to the League Commissioner or Tournament Organiser to decide what should be used – it's recommended that one variant is chosen and used for the entire League or Tournament.

## VARIANT ONE - THE POINTS SYSTEM

This system is the closest to the standard rules for choosing Special Play cards, but alters the value of the various decks based on their relative power levels. For example, the Random Events deck costs more because it contains cards that are likely to have a more drastic (and entertaining!) effect on the match.

### HOW IT WORKS

At the start of the match (before the kick-off in a one-off game, or at the relevant step of the Pre-match sequence in League play), each team gains a number of points to spend on cards from the various Special Play card decks, depending on the type of match being played:

In a one-off match, each coach starts with the same number of points. One coach rolls a D6, then look up the result on the table below:

D6	Points per coach
1	2
2-3	3
4-5	4
6	5

In a League Match, each coach starts with the same number of points. Look up the highest Team Value out of the two teams on the table below to determine this:

Highest Team Value	Points per coach
Up to 1,290,000 gp	2
1,300,000 gp to 1,790,000 gp	3
1,800,000 gp to 2,290,000 gp	4
2,300,000 gp or higher	5

### CHOOSING CARDS

The team with the highest Team Value spends their points first, then the other team. If both teams have the same Team Value, each coach rolls a D6 and whoever scores the highest goes first. To spend points, a coach can buy cards from any of the available Special Play card decks, in any combination. Each deck has its own cost per card:

Deck	Points cost per card
Miscellaneous Mayhem	4
Heroic Feats	2
Magical Memorabilia	2
Random Events	1

Once a coach has finished drawing their cards, they can return any one of them (not including any purchased through Inducements) to the bottom of its deck, and draw a replacement from the top of the same deck.

## VARIANT TWO - THE CARD DRAFT

This variant lets coaches pick their Special Play cards from an ever-dwindling shared supply. An interesting twist is that, aside from the first card you keep, the other coach will know what tricks you've got up your sleeve! As both players have this advantage, it evens out and adds another factor to think about when planning your game strategy.

### HOW IT WORKS

At the start of the match (before the kick-off in a one-off game or at the relevant step of the Pre-match sequence in League play), the coaches each roll a D6. The coach who rolls the highest (re-roll ties) picks one of the available Special Play decks, draws two cards from it face-down and gives one to their opponent (without looking at it). The other coach then does the same – they can choose the same Special Play deck or a different Special Play deck. The cards a coach draws in this way will form a starting deck. Repeat this until each coach has a number of cards in their starting deck determined as follows:

In a one-off match, the number of cards in each starting deck is randomly determined. Roll a D6, then look up the result on the table below:

D6	Cards in each starting deck
1	2
2-5	3
6	4

In League play, the number of cards in each starting deck is determined by the highest Team Value out of the two teams:

Highest Team Value	Cards in each starting deck
Up to 1,290,000 gp	2
1,300,000 gp to 1,790,000 gp	3
1,800,000 gp to 2,290,000 gp	4
2,300,000 gp or higher	5

### CHOOSING CARDS

Once each coach has compiled their starting deck, they can look through them. Each coach chooses one card to keep and places it face-down in front of them, then gives the remainder of their starting deck to the other coach. Repeat this until each coach has only one card left – this card is discarded back to its deck.

The cards that a coach has kept are their Special Play cards for the match.



## VARIANT THREE - ONE DECK ONLY

This variant keeps things simple, drawing all cards from a single deck.

### HOW IT WORKS

At the start of the match (before the kick-off in a one-off game, or at the relevant step of the Pre-match sequence in League play), the coaches each roll a D6. The coach who rolls the highest (re-roll ties) picks one of the available Special Play card decks. This is the deck that will be used for this match; the other decks are not used. The number of cards each coach will draw is then determined as follows:

In a one-off match, each coach starts with the same number of cards. One coach rolls a D6 then look up the result on the table below:

D6	Cards per player
1	1
2-5	2
6	3

In a League Match, each coach starts with the same number of cards. Look up the highest Team Value out of the two teams on the table below to determine this:

Highest Team Value	Cards per player
Up to 1,000,000 gp	1
1,000,000 gp to 1,999,000 gp	2
2,000,000 gp to 2,999,000 gp	3
3,000,000 gp or higher	4

### CHOOSING CARDS

The team with the highest Team Value chooses their cards first, drawing a number of cards, as determined above, from the top of the deck, then the other team does the same. If both teams have the same Team Value, each coach rolls a D6, and whoever scores the highest goes first.

Once a coach has drawn all of their cards, they can choose one card to discard, returning it to the bottom of the deck and drawing a replacement from the top of the deck.

### OPTIONAL RULE - VARIANT SPECIAL PLAY INDUCEMENT

Using this optional rule changes the value of each deck of Special Play cards, better reflecting their individual power levels. Replace the Special Play inducement (see *Death Zone Season One!* page 23 and page 28) with the following:

0-5 Special Plays – Various prices

Each Special Play allows you to immediately draw a card from a deck of your choice. The cost depends on the deck chosen:

Deck	Cost
Miscellaneous Mayhem	200,000 gp
Heroic Feats	100,000 gp
Magical Memorabilia	100,000 gp
Random Events	50,000 gp

Note that this does not affect the Special Play cards that your team would normally receive – cards purchased through Inducements are treated separately until the match begins.

