

PLAYBOOK OF THE DAMNED

"The coach is really one step ahead in this game. It might have something to do with that mysterious tome they are reading incantations from."

TIMING

Play this card at the start of the game.

DURATION

This card expires at the end of this game.

EFFECT

When this team is kicking, they may set up a single player again after the receiving team has finished setting up. This player must still be set up following all the usual restrictions.



MAGICAL MEMORABILIA

VEIL OF THE BANSHEE

"A screech like that could pop your eardrums if you're too close. In fact, that may just have happened!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

Discard this card when its effect has been used.

EFFECT

Choose one Wraith on your team. When this card is in play, the player may unleash the screech of the banshee once per game during their activation. When it is used, select one opposition player within three squares of this player. The chosen player is immediately Placed Prone and is Stunned.



MAGICAL MEMORABILIA

SKRUBERT'S SCRUMPTIOUS SNACKS

"Skrubert's Scrumptious Snacks. Werewolves will do anything for them!"

TIMING

Play this card immediately after a Werewolf is Knocked Down.

DURATION

Discard this card immediately after use.

EFFECT

The chosen Werewolf is not Knocked Down and may immediately move one square, ignoring Tackle Zones.



MAGICAL MEMORABILIA

GHOULISH GOGGLES

"Those goggles really are stylish, and no doubt help a Ghoul see better in difficult conditions."

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one Ghoul Runner on your team. Whilst this card is in play, the player may, once per turn, re-roll a single dice when attempting to pass the ball, catch the ball, pick up the ball or Rush.



MAGICAL MEMORABILIA

HORRIFIC HAMMER

"Just look at that weapon! It really is, well, horrific!"

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one Zombie Lineman on your team. Whilst this card is in play, when an opposition player is Knocked Down as a result of a Block action performed by this player, a roll of a 9+ before applying any modifiers will break their armour, regardless of their actual Armour Value.



MAGICAL MEMORABILIA

DR. JAKE ALE'S SPECIAL BREW

"I don't know what they've drunk, but it's making their muscles swell and their eyes bulge!"

TIMING

Play this card at the start of a drive, before any player is activated.

DURATION

Discard this card when its effect runs out.

EFFECT

Choose one player on your team. That player increases their Strength by 2. At the end of each drive, roll a D6. On a 1-3 the effect wears off and the player returns to normal; discard this card; On a 4+ the effect continues; roll again at the end of the next drive.



MAGICAL MEMORABILIA

HYNDS' HAUNTED HELMET

"They say that the helmet still contains the spirit of Wilhelm Hynds, its first owner."

"I bet that's why the opposition are avoiding this player."

TIMING

Play this card during the pre-game sequence, after step 5 but before step 6.

DURATION

This card expires at the end of this game.

EFFECT

Choose one player on your team. Whilst this card is in play, the player gains the Disturbing Presence skill.



MAGICAL MEMORABILIA

LIGHTNINGADE ELECTROLYTE DRINK

"Lightningade: Gives you that jolt of energy when you need it most!"

TIMING

Play this card at the start of a drive, before any player is activated.

DURATION

This card expires at the end of this drive.

EFFECT

Choose one player on your team. Whilst this card is in play, treat that player's Agility characteristic as 2+.



MAGICAL MEMORABILIA

"OI! BRING THAT BACK!"

"Hang on. That Werewolf isn't in the game, and they've run off with the match ball!"

TIMING

If, at the start of any opposition team turn (before any player is activated), the ball is on the ground you may play this card. You cannot use this card immediately following a kick-off.

DURATION

Discard this card immediately after use.

EFFECT

Remove the ball from the pitch. A new ball is then thrown onto the pitch from a square adjacent to the Line of Scrimmage as if the ball had left the pitch from that point.



RANDOM EVENTS

ROOKIE HORROR SHOW

"They've shown their inexperience there. Don't go taunting Zombie fans, especially if you are looking particularly tasty!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing opposition player that is not in possession of the ball and does not have an advancement. Make an Injury roll for that player.



RANDOM EVENTS

LIGHTNING STRIKE

"They say lightning never strikes twice. Well, we'll see about that!"

TIMING

Play this card at the start of a drive, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Both coaches randomly select two players from their team that are struck by lightning (this may be the same player twice). When a player is struck by lightning roll a D6. A Necromantic Horror coach may add a +1 modifier to this roll.

D6	Result
1-3	The player is immediately Stunned.
4-5	The player increases their MA characteristic by 3 until the end of the drive.
6+	The player increases their ST characteristic by 1 until the end of the drive.



RANDOM EVENTS

PUMPKIN PROJECTILES

"The only thing the dead like more than pumpkins is throwing them at the players!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Randomly select an opposition player and roll a D6.

D6	Result
1	Nothing happens (apart from the player wiping rotten pumpkin from their face!). The player may only move half of their MA this turn.
2-3	The player may not be activated this turn.
4-5	The player is Knocked Down; make an Armour roll for them.
6	



RANDOM EVENTS

SPARE PARTS

"My goodness! That player just ripped their arms clean off! Good job the coach has plenty of limbs to spare!"

TIMING

Play this card whenever a Zombie Lineman or Fleshy Golem suffers a Casualty! result on the Injury table.

DURATION

Discard this card immediately after use.

EFFECT

The player is not a casualty and is placed in the Reserves box. The opposition player will still score Star Player Points as normal.



RANDOM EVENTS

PECKISH FANS

"Standing around the edge of a pitch is not a smart move when the fans haven't had their half-time snack!"

TIMING

Play this card immediately after one of the opposition's team turns has ended if during that team turn one of their players was Stalling.

DURATION

Discard this card immediately after use.

EFFECT

The Stalling player is Knocked Down and you may apply a +1 modifier when making the Armour roll for them.



RANDOM EVENTS

RIBBIT

"Well, I think they've learned their lesson. Never annoy a Witch!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Select an opposition player and roll a D6. On a 3+ the player is turned into a Frog in the same manner as if the Wicked Witch inducement had been used.



RANDOM EVENTS

ROGUE VINES

"What's that creeping up from the ground? It seems like the vines have come alive and are grabbing at the players' legs!"

TIMING

Play this card at the start of any of the opposition's team turns, before any player is activated.

DURATION

Discard this card immediately after use.

EFFECT

Choose one Standing opposition player. That player is considered to be 'Rooted' exactly as if they had rolled a 1 for the Take Root trait.



RANDOM EVENTS