

# WELCOME TO BLOOD BOWL: TEAM MANAGER - THE CARDGAME, MADE BY FANTASY FLIGHT GAMES.

Fellow Blood Bowl fans, this help guide has been put together to show you how to use this module while playing this awesome game via Vassal.

Please note, hereafter Users are referred to as Managers, as Players specify the cards in your hand and on the table.

## QUICK START

### 1. Choosing a race at random

If you wish to randomize how races are selected for each Manager perform the following steps:

a) After the game has launched, each Manager should join the game as one of the “Unassigned Player #” that are provided in the side selection menu

b) Next, each Manager draws a random race by moving a “Side?” token on to the pitch. The selected side token will relocate above the Team’s Scoreboard that Manager has drawn. A confirmation text message will display the selection in the chat window as well.



c) Now each Manager can switch to their selected Team by clicking on the door button on the Icon menu. At the prompt, Managers should select the action “Join another side” and then choose their assigned Team.



### 2. To Randomize play order

If you wish to randomize the order of play for the Managers participating in the game perform the following step:

a) Each Manager should draw one “Roll?” token on to the pitch. A numbered ball token will appear next to the Manager’s Team Icon above the scoreboard. A text message will also be echoed in the chat window.



Now all Managers are prepered to start the game by following the next step.

### 3. Preparing the decks

a) One Manager (presumably the Manager that will go first) should choose which type of game everyone wishes to play by clicking the corresponding selection boxes located above the Spike Deck on the right side of the football field. This causes the Spike Deck to be prepared as described in the rules and all the decks, including player decks, staff and team upgrade decks are shuffled accordingly.

b) At this point each Manager now draws his starting hand.

### 4. Start the game

After each of this steps you are now prepered to start the game by drawing the first Spike Magazine Card and the Highlight cards. Now it’s time for Blood Bowl. Enjoy this great game and have a lot of fun together.

## MODULE FEATURES TO BE AWARE OF:

1. If a Star player is drawn to a Managers hand, the module will automatically assign the correct Ownership marker, so there is no need to place this marker yourself. The marker is automatically removed when the player is discarded to their respective decks
2. When Improvements are drawn they should be placed in the Earned Improvements section of the Managers hand. During step 2 of the Scoreboard phase, Managers should press the “Reveal xxx” button as required, first resolving Staff upgrades, followed by Team Upgrades, Freebooters (see 3 below) and Star players as explained on P.15 of the rulebook. Place the selected Asset cards you will keep in the Team Assets area of your hand.
3. When Freebooters are revealed they will be placed in a stack on the right side of the Managers Hand. Starting with the top Freebooter card the Manager can select 3 options to perform.
  - i) If the Manager wishes to draft that Freebooter without removing another player from their deck, the Manager should click on the “Draft Freebooter” only button. The module will add that Freebooter into your reshuffled Team deck automatically.
  - ii) If the Manager wishes to draft that Freebooter by substitution, the Manager can cycle through their Team deck by clicking the “View different Player” button. When the Player appears that the Manager would like to substitute with they can then click the “Substitute this player” button. The module will remove that player from your team , add the Freebooter to your deck and shuffle it automatically.
4. Any assets that have been exhausted can be recovered at the end of the week by simply clicking on the “Recover Assets” button.

## ICONOGRAPHY



Player Hands



Roll 1 die; Roll 2 dice



Reveal all Cheat Icons



Connect to Server



Quit side / Join another Side



Stop Play



Clean up Field of play

## CREDITS

Module redesigned by Tim McCarron.

Special thanks to Thomas Bachmann for his relentless enthusiasm, playtesting and input and thanks also to Maxime Verette for providing the fantastic field graphic