

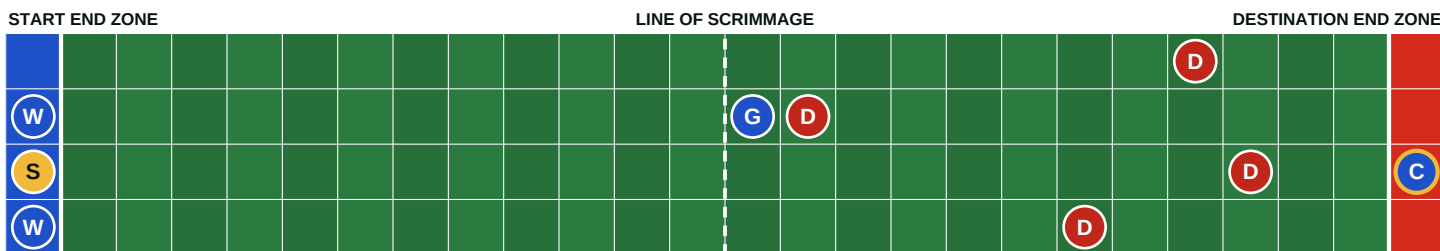


SKURLING

CHEAT SHEET

The rules on two pages: set-up, turn sequence, the Touch and scoring.

SET-UP OF AN ARC (a wide zone: 26 x 4 squares)



- W** Whacker x2: throws (TTM) and hits the Stooge
- S** Stooge: the ball, thrown then hit
- G** Goon: moves the Stooge 1 square only
- C** Cuddler: waits in the end zone and catches
- D** Defenders x4 (the Stooge stays on the bench)

Blue: attacking team. Red: defending team.
Defence: one miniature directly in front of the Goon, three more anywhere on their own side of the line of scrimmage. The attacker picks the lane. The Gaffer (optional marker) stands beside the lane, on the attacker's side.

THE MATCH, STEP BY STEP

- 1 Pre-match.** Pebblemuck (lane), Fans, Weather, Inducements (Petty Cash), first attacker (coin).
- 2 Arc set-up.** Roles are assigned again at every arc.
- 3 The throw.** The attacker's first action: a Whacker with TTM throws him (Quick or Short). He lands Stunned.
- 4 Landing event.** The attacker rolls 2D6 (page 2).
- 5 Turns.** Up to 8 (9 after a Time-Out). Move, Block, Blitz (only ONE Blitz per team per turn). No turnovers.
- 6 The Touch.** A block by a Whacker or the Goon on the Stooge moves him (table on the right).
- 7 Score.** When the Stooge enters the end zone. The Cuddler then tries to catch him: +2 points.
- 8 Next arc.** Positions reset and the roles swap.

WINNING THE MATCH

First team to 10 points wins, once both teams have attacked the same number of times. A tie: one more attack each, repeated until it breaks.
Interval after every 4 attacks each: re-rolls and once-per-interval inducements refresh.
Team budget: 400K, plus 80K for Sidelines.

THE TOUCH (block dice on the Stooge)

BLOCK DIE	SQUARES	THE STOOGE
Player Down	0	Hitter falls
Both Down	1	Both fall
Push Back	3	No damage
Defender Stumbles	2	Down, armour roll
Defender Down (Pow)	1	Down, armour roll

The hitter picks the result and the direction (straight ahead or a diagonal). The Goon always moves the Stooge 1 square. Second Hit (once per arc, a Whacker with TTM): only if the Stooge is a Casualty. Defenders never block or blitz the Stooge, and he is immune to chain pushes.

SCORING

STOOGE STATE	POINTS	WHEN IT GETS WORSE
Stunned (start)	3	An armour roll beating his AV
KO	2	moves him one step down.
Casualty	1	Catch +2 (or ding-dong, +3).

OUT OF BOUNDS

Over a side line or behind his own end zone: the crowd throws him back to the square he left, and his state worsens by one step.

THE DING-DONG (after a catch)

Only if the Cuddler has Throw Team-Mate. The attacker chooses: keep the catch (+2) or go for the ding-dong. Ding-dong: the Cuddler throws the Stooge back at a defender within Short range. He lands on any defender: +3 points and the defender is Knocked Down. Anywhere else: no extra points (the +2 is lost). The arc ends either way. No defender in range: keep the catch.



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Tables to roll on, and the prices of inducements and sidelines.

PEBBLEMUCK (the lane: 2D6, then D6)

2D6	PREPARATION	ATTRIBUTE (D6)
2-3	Raw Ground	water, slope, ice...
4-5	Rushed Pebbling	stands, trapdoors...
6-8	Regulation	none
9-10	Gala Pebbling	medics, enclosed lane...
11-12	Mob Pebbling	maniacs, hecklers...

WEATHER (2D6)

2D6	WEATHER	EFFECT
2	Sweltering Heat	D3 players per team: -1 MA
3	Very Sunny	-1 PA on the opening throw
4-10	Perfect	no effect
11	Pouring Rain	-1 on every catch roll
12	Blizzard	-1 PA on the throw, Rush fails 1-2

INDUCEMENTS (one of each)

NAME	EFFECT	COST
Ointment	A Touch moves him 1 square more	25K
Sweeper	+1 square after a Touch (once an arc)	45K
Ice Medic	Stooge one state better	80K
Padding	Re-roll an armour roll on the Stooge	30K
Skip's Call	+1 PA on the opening throw	10K
Hurry Hard!	A Whacker's Touch as a free Blitz	50K
Soft Mat	+1 to the Cuddler's catch	30K

SIDELINES (separate 80K budget)

NAME	EFFECT	COST
Pebbler	Once a match: re-roll a Pebblemuck roll	30K
Skip	Once a match: a Time-Out (extra turn)	25K
Brushmaster	Once an arc: ignore a push on W/G	30K
Scribe	Once a match: re-roll a Landing event	20K
Drillmaster	Once a match: free re-roll for an arc	25K
Mob	+1 to your Fan Factor	15K

LANDING EVENTS (2D6 after the throw)

2D6	EVENT	EFFECT
2	A Word with the Skip	Each team: re-roll 1 armour roll
3	Time-Out	The attacker has 9 turns
4	Solid Defence	Defender re-replaces D3 players
5	High Throw	A defender: free Move up to 3
6	Cheering Fans	D6+FF: higher gets +1 assist
7	Brilliant Coaching	D6: higher gets a free re-roll
8	Changing Weather	Roll again on Weather
9	Quick Snap	W and G move 1 square
10	Charge!	D3+1 free actions, one Blitz
11	Dodgy Snack	Lower D6: 1 prone, else -1 MA/AV
12	Bonspiel Brawl	D6+FF: lower: D3 players prone

REMEMBER

No turnovers. One Blitz per team per turn.

No substitutions during an arc.

The Stooge is immune to chain pushes and defenders never touch him.

In one-off games KO and Casualty are back on their feet at every new arc.

The Gaffer is a marker: it never affects play.

Throwback Nights: matches to 6, Raw Ground.

League: 1000K + 80K, 10 miniatures, 5 play, injuries as in Blood Bowl.

Extra rules (helmets, seasons, grounds): see the rulebook.

League sponsors (tool, sideline or Headliner): see the rulebook, Sponsorship and Headliners.