



SKURLING

YOUR FIRST MATCH

Two ready teams, a first arc and five rules. About thirty minutes.

TWO READY TEAMS (one-off, 400K, built in the Team builder)

Old Road Rovers (Human roster) - 395K

ROLE	MINIATURE	MA ST AG PA AV	SKILLS	COST
Stooge	Halfling Hopeful	5 2 3+ 4+ 7+	Dodge, Right Stuff, Stunty	30K
Whacker	Ogre	5 5 4+ 5+ 10+	Throw Team-Mate, Mighty Blow, Loner (3+), Bone Head, ...	140K
Whacker	Human Lineman	6 3 3+ 4+ 9+	-	50K
Goon	Human Lineman	6 3 3+ 4+ 9+	-	50K
Cuddler	Human Catcher	8 3 3+ 4+ 8+	Catch, Dodge	75K
1 team re-roll				50K

Black Crag Crushers (Orc roster) - 400K

ROLE	MINIATURE	MA ST AG PA AV	SKILLS	COST
Stooge	Goblin Lineman	6 2 3+ 4+ 8+	Dodge, Right Stuff, Stunty	40K
Whacker	Troll	4 5 5+ 5+ 10+	Throw Team-Mate, Mighty Blow, Loner (4+), Always Hungry, ...	115K
Whacker	Orc Blitzzer	6 3 3+ 4+ 10+	Block, Break Tackle	85K
Goon	Orc Lineman	5 3 3+ 4+ 10+	-	50K
Cuddler	Orc Lineman	5 3 3+ 4+ 10+	-	50K
1 team re-roll				60K

Neither Cuddler has Throw Team-Mate: no ding-dong in the first match, the catch is always worth 2. Open them in the Team builder for the full skills.

YOUR FIRST ARC

- Set up.** Coin toss: the winner picks the attacker.
The attacker picks the lane. Stooge and both Whackers in the start end zone, Goon beyond the line, Cuddler in the far end zone. Defence: 4 miniatures, one in front of the Goon.
- The throw.** A Whacker with Throw Team-Mate throws the Stooge (normal Blood Bowl rules). He lands Stunned.
- The Touch.** Whackers and Goon block the Stooge. The hitter picks the direction. Push Back 3 squares, Stumbles 2, Pow 1, Both Down 1, Player Down 0. The Goon moves him only 1. Stumbles and Pow = armour roll.
- Defence.** Defenders hit Whackers, Goon and Cuddler, never the Stooge. They can stand in his path.
- Goal.** The moment the Stooge enters the far end zone: 3 points (Stunned), 2 (KO), 1 (Casualty).
If he enters the Cuddler's square: catch roll, +2.
- End.** Up to 8 attacking turns. Then reset and swap.

LEAVE OUT THE FIRST TIME

- Pebblemuck, Weather and Fans: play on plain ground.
- The Landing event roll after the throw (add it from the second match).
- Inducements, Sidelines, the Gaffer, Petty Cash.
- Extra rules: helmets, seasonal weather, grounds.
- League rules and the Throwback Night.

THE FIVE THINGS TO REMEMBER

- Only the lane.** Play is in the two side lanes.
- Never the Stooge.** Defenders cannot hit or push him. Only his own team does.
- He only gets worse.** 3 points Stunned, 2 KO, 1 Casualty. Armour rolls decide it.
- No turnovers.** A fallen miniature does not end the turn. One Blitz per team per turn.
- First to 10.** Wins after both teams have attacked the same number of times.

AFTER THE MATCH

Tell us how it went: what was clear, what was not.
Facebook group: facebook.com/groups/skurling

The lane and the set-up of both teams, drawn square by square, are on the Cheat sheet (PDF) on the site.