



SKURLING

TEAM ROSTER SHEET

Five miniatures, 400K gp, one Stooge. Costs are pure Blood Bowl 2025 costs.

TEAM NAME

COACH

DATE / EVENT

GOON'S ROSTER (SETS THE RE-ROLL COST)

RE-ROLL COST (K)

NOTES

THE SQUAD

ROLE	MINIATURE (name, race, position)	MA	ST	PA	AG	AV	SKILLS / TRAITS	TTM	COST
STOOGES Right Stuff								☐	
WHACKER TTM thrower								☐	
WHACKER hits the Stooge								☐	
GOON clears the way								☐	
CUDDLERS catches the Stooge								☐	

Exactly one miniature has Right Stuff (the Stooge). At least one Whacker has Throw Team-Mate (tick TTM). Roles can change at the start of every arc: note your usual line-up.

BUDGET (max 400K)

Players _____ K

Team re-rolls _____ K

Inducements _____ K

TOTAL _____ / 400K

Unspent gold is lost. Re-rolls: number x cost, no cap.

LEGALITY CHECK

- ☐ Five miniatures, mixed races allowed
- ☐ Exactly one Right Stuff miniature (Stooge)
- ☐ At least one Whacker with Throw Team-Mate
- ☐ Total cost 400K or less
- ☐ Re-roll cost taken from the Goon's roster
- ☐ Max one of each inducement
- ☐ No Secret Weapon positions
- ☐ No "No Ball" position as the Cuddler

INDUCEMENTS (attack only, one of each, once per interval)

NAME	EFFECT	COST
☐ Ointment	Before a Touch: that Touch moves the Stooge 1 square further.	25K
☐ Sweeper	After a Touch, +1 square straight ahead (once per arc).	45K
☐ Ice Medic	Stooge one state better (Casualty > KO > Stunned).	80K
☐ Padding	Re-roll one armour roll against the Stooge.	30K
☐ Skip's Call	+1 to the PA roll of the opening throw.	10K
☐ Hurry Hard!	A Whacker makes one Touch as a Blitz, without spending it.	50K
☐ Soft Mat	+1 to the Cuddler's catch roll.	30K

SIDELINES (separate 80K budget, one of each, permanent staff)

☐ Pebbler	Once per match, re-roll either Pebblemuck roll.	30K
☐ Skip	Once per match, a Time-Out: one extra attacking turn.	25K
☐ Brushmaster	Once per arc, ignore a push on your Whacker or Goon.	30K
☐ Scribe	Once per match, re-roll a Landing event.	20K
☐ Drillmaster	Once per match, a free team re-roll for one arc (declare at its start).	25K
☐ Mob	+1 to your team's Fan Factor.	15K

Sideline total _____ K of 80K. Sidelines never count towards Team Value.



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MATCH LOG

One row per arc. Interval after every 4 attacks each (every 8 arcs).

TEAM A	TEAM B	FIRST ATTACKER (COIN)
PEBBLEMUCK (PREPARATION AND ATTRIBUTE)	WEATHER / SEASON / GROUND (EXTRA RULES)	STOOGIE HELMET A / B (EXTRA RULE, ONCE PER MATCH)

ARC LOG

ARC	ATTACKER	LANE	TURNS USED (circle)								STATE	CATCH	PTS	TOTAL A	TOTAL B	NOTES
1	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
2	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
3	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
4	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
5	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
6	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
7	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
8	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				

INTERVAL - refresh re-rolls and inducements

9	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
10	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
11	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
12	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
13	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
14	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
15	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
16	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				

INTERVAL - refresh re-rolls and inducements

17	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
18	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
19	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				
20	A B	L R	1	2	3	4	5	6	7	8	Stu KO Cas	☐				

Result Final score A _____ B _____ Winner _____ Attacks each _____

Circle the turn on which the Stoooge scored (arc scores 0 after the eighth turn). State = Stoooge state on entering the end zone: Stunned 3, KO 2, Casualty 1, +2 if caught (ding-dong). Tied at 10+ after equal attacks? Play one more pair of arcs, repeated until the tie is broken.

ATTACKER = the team attacking in this arc (circle A or B). LANE = the wide zone the attacker chose (circle L or R).

QUICK REFERENCE

Touch (block die on the Stoooge):
Player Down 0 sq - Both Down 1 - Pow 1
Stumbles 2 - Push Back 3. Goon always moves 1.
Stoooge state: Stunned 3 pts > KO 2 pts > Casualty 1 pt
+2 points if the Cuddler catches the Stoooge.

Arc: attacker has 8 turns; first to 10 points wins, after both teams have attacked equally often.
One Blitz per team per turn. No turnovers.
Interval after every 4 attacks each: re-rolls and once-per-interval inducements refresh.