

SquigBowl

The Squig Ball follow the usual Blood Bowl Rules except where contradicted below:

- 1. If the Squig Ball is on the Ground:** At the beginning of each Team's turn, before anyone takes an action, the Squig Ball on the ground will move d6 squares in a random Direction. The Squig Ball does not need to dodge to move through tackle zones.
- 2. If the Squig Ball is held by a player:** At the beginning of that Team's Turn (not the opposing teams turn), before anyone takes an action, roll a d6 (this cannot be re-rolled), On a roll of 1, the Squig has squirmed free and will move as above starting from the players square. This does not cause a Turn Over.
- 3. If the Ball Squig's movement carries it into a players square:** The Squig throws a **ST:1** Blitz with the Dauntless, Juggernaut, Grab, Tackle, Mighty Blow and Claw Skills. Neither team may lend their assists. The Squig ball will never follow up and will end its movement in the square where it threw the block (regardless of any surplus MA). The Squig can never be knocked down, injured, K/O'd nor stunned. Players knocked down in this fashion will not cause a turnover. The target players opponent always rolls the appropriate dice, decides where to push the player if applicable. If the Squig ball ever squirms free from a player and directly hits a new player, the Squig ball will not throw a block, but instead bounce from the new players square and then end it's movement where it lands.
- 4. If the Squig Ball's movement carries it into the crowd:** They will throw it back as usual. It will bounce and then end it's movement where it lands (regardless of any surplus MA).
- 5. The Squig Ball is Hard to handle:** All GFI Rolls (while holding the ball) and agility based actions involving the ball suffer a -1 penalty. This includes Pick Up, Catch, Pass, and Intercept.
- 6. Inducements:** All inducements are allowed, including Special Play cards. Special Play cards involving the Ball act as normal: "Ball Clone" becomes "Squig Ball Clone" ... "Spiked Ball" becomes "Spiked Squig Ball" ... Etc.

Q & A

What's the consequence of the Squig makes a ST:1 blitz with the Dauntless skill?

If the Squig for example blocks a player with ST3, it will need a Dauntless roll of +3 to succeed. If the Squig doesn't succeed its Dauntless roll, it will roll 3 block dice up-hill.

Does the Squig have to use Juggernaut? (can the Squig use Double Down?)

The Squig may never use a double down result on the block dice, so in accordance with Juggernaut, it will treat all such results as a Push Back

What does it mean that the Squig makes a blitz with the Grab skill? Like the normal BB rules, it simply means it cancels out the Side Step skill.

Can I target the Squig with a bomb, wizard or special play card?

The squig is not a player, this may not be the target of any special effects or events

If the Squig Rolls a Skull, Can I injure it and get 2 SPPs?

The Squig may never be injured or knocked down, You may ignore all Skull results on the Block dice

Does the squig bounce?

The squig will bounce in all the same circumstances that a normal ball does. It does not bounce at the end if it's own random movement however.

Do I suffer the -1 penalty to every action when I hold the Squig Ball? (eg: Dodge rolls)

Only Pick up, Pass, Catch and Intercept rolls attract the -1 penalty.

Is the -1 penalty cumulative with other penalties (eg Tackle Zones, Disturbing presence, Weather, etc...)?

Yes (*I'm Squigin' in the Rain... Just Squigin' in the Rain...*)

If I use a Troll (or other Big Guy) to throw a team-mate, and that player is holding the squig, does the Troll suffer the -1 to Pass?

No.

Wizards?

The Squigball always goes first, then the wizard.

What happens when the Squigball hits a prone or stunned player?

The Squigball stoppes, without throwing block dice.