

Cunning Plan Cards for Bier Bowl

These cards can be used to add extra character to your Bier Bowl games. Each player has one card per drive, which should be revealed at the start of the Drive. There are two ways in which you can use these cards. Either each player should have a complete set and choose one each Drive, or use just one pack and have each player draw a random card each Drive.

<h2>Chainsaw</h2> <p>Equip one of your figures with a Chainsaw. They may not pick up or receive the ball. They roll a d10 in Tackles. However, if they ever end up Knocked Over they manage to Injure themselves with the chainsaw.</p>	<h2>Pogo Stick</h2> <p>Equip one of your figures with a Pogo Stick. That figure can attempt to bounce over enemy figures when they move. They can attempt to Intercept you by attempting to roll higher than your Movement roll with their Agility die. If they succeed your figure is Injured.</p>	<h2>Shiv</h2> <p>You may discard this card when you would Knock Over an opposing team member. They are Injured instead.</p>
<h2>Drunk Wizard</h2> <p>Discard this card to launch a fireball onto the pitch. Choose a point on the board. Then 'bounce' that space like a dropped ball. Make a Tackle roll against every figure within one space of that point with a d8.</p>	<h2>Rowdy Fans</h2> <p>You have an additional Cheer Point.</p>	<h2>Angry Fans</h2> <p>Your opponent has one fewer Cheer Point.</p>
<h2>Really Spiken</h2> <p>You may reroll Tackle results of 1. However, if any of your guys is Knocked Over whilst carrying the ball they manage to burst it and a new Drive must begin.</p>	<h2>Hard Head</h2> <p>Discard this card to ignore an Injury result.</p>	<h2>Up and Over</h2> <p>Your Tough Guys can Punt your Fast Guys as an action. To do so, the Tough Guy must be next to the Fast Guy. Roll the Tough Guy's Power die and move the Fast Guy that many spaces directly away from the Tough Guy.</p>
<h2>Nimble</h2> <p>Your Fast Guys can move diagonally between two enemy figures.</p>	<h2>Spiked Beer</h2> <p>Your opponent does not get to move their figures in the first turn, however they may still take actions - including Sprint.</p>	<h2>Live Ball</h2> <p>At the start of each player's turn; if the ball is not currently being carried then 'Bounce' it one space.</p>