

Inducements allowed in StockBowl's Open and Regular league

The allowed inducements

0-2 Bloodweiser Babes/Kegs
0-3 Bribes
0-4 Extra Team Training
0-2 Wandering Apothecaries (if your team may use Apothecaries)
0-2 Star Players
0-5 Special play Cards
0-2¹ (In)Famous Coaching Staff of which 1 may be a wizard
Racial inducements from Spike 1-8 with limits given in respective rules text.
Any number of Mercenaries

Horatio X. Schottenheim, Master Mage 80 k. gp. [0-1], Death Zone 2 [Any team]

Once per half, at the start of your turn, throw a fireball. Choose a target square. Roll for scatter and move target square D3 squares in that direction.

Roll D6 to hit standing player in target square and adjacent squares. Knocked down on 4+ and make armour (and injury) roll with Mighty Blow skill.

Knocked down player from your own team doesn't cause turnover unless they were holding the ball.

Counts as a wizard. May be used once per half.

Kari Coldsteel, norse cheerleader 50 k. gp. [0-1], Death Zone 2 [Amazon, Dwarf, Human, Norse]

Counts as 3 cheerleaders. If her team cannot set up 11 players at the start of a drive you may set her up as part of the team. Then she no longer counts as 3 cheerleader and at the end of the drive she is sent to the dungeon with no further effect on the game.

Name MA ST AG AV Skills

Kari Coldsteel 6 2 3 7 Block, Dauntless, Frenzy, Loner

Fink da Fixer, goblin personal assistant 50 k. gp. [0-1], Death Zone 2 [Ogre, Orc, goblin, and Underworld]

Counts as 3 assistant coaches.

May re-roll failed bribes.

Argue the Call succeeds on 5+. Failed Argue the Call means that Fink is also ejected and has no further effect on the game.

Papa Skullbones, chaos shaman 80 k. gp. [0-1], Death Zone 2 [Chaos Chosen, Chaos Renegades, Khorne, and Nurgle]

Can attempt to bless one player (not starplayer) on your team immediately before each kick-off. Pick a player on the pitch and roll D8 on the table. Gained skills lasts until the end of the drive. No effect if they already have the skill. A player can only be picked once each game.

¹ Just as with star players, if both teams hire the same named famous staff, they will take the money but not show up for either team. No more than 1 wizard may be hired per match, including Horatio. And all wizards count as (in)famous coaching staff.

With the exception of Horatio, wizards may cast one spell per game. Note that Horatio is the only "named" wizard.

- 1 Unworthy: The player is Knocked Out.
- 2 Overlooked: Pick another eligible player and roll again.
- 3 Freakish Proportions: Big hand & Very Long Legs
- 4 Grasping Tendrils: Tentacles & Prehensile Tail
- 5 Horrific Visage: Disturbing Presence & Foul Appearance
- 6 Grisly Bifurcation: Extra Arms & Two Heads
- 7 Thorny Protrusions: Claws & Horns
- 8 Favour of the Gods: Pick one of the above results.

Galandril Silverwater, elven cheerleading coach 50 k. gp. [0-1], Death Zone 2

[Brettonian, Elven Union, High Elf, and Wood Elf]

The team counts as having twice it's number of cheerleaders. If it has no cheerleaders it counts as having one. Every time a player on your team scores a touchdown, intercepts the ball, or inflicts a CAS, roll a D6. On a result of 6, gain an additional reroll.

Krot Shockwhisker, skaven engineer 80 k. gp. [0-1], Death Zone 2 [Skaven and

Underworld]

At start of drive before your teams set up, Krot may experiment on one player. Pick a player in the Dead & Injured box of your dugout. Not a starplayer and not a dead player!

Roll a D6 on the following table. Regardless of the result, any long-term injuries will remain on the player.

D6 Result

- 1 There were... complications: make an additional Casualty roll. If this results in duplicate Miss next game, they still only miss one game.
- 2-3 Useless flesh-thing: no effect.
- 4-5 Flawed execution: The player is returned to reserves box and may be set up with the rest of the team, but they gain Really Stupid. If they already have Really Stupid they get -1 to all Really Stupid rolls until end of the drive. At the end of the drive they return to the Dead & Injured box.
- 6 Witness perfection! The player is returned to reserves box and may be set up with the rest of the team. At the end of the drive they return to the Dead & Injured box.

Chaos Sorcerer 150 k. gp. [0-1], Spike #1 page 31 [Chaos Chosen, Chaos Renegades, Chaos Dwarf, Khorne, and Nurgle teams]

Thunderbolt: Cast at the start of any of your turns before any player takes an action or immediately after your turn has ended. Pick a standing opposition player, on a 3+ that player is hit by a lightning bolt. That player is Knocked Down. Roll for armour, and possibly injury, as if hit by a player with Mighty Blow.

Rampant Mutation: Cast at the start of any of your turns. Chose a player on your team, on a 2+ that player gains two Mutations of your choice until the end of the drive. On a 1 the player gains Disturbing Presence until the end of the opponent's next turn.

Counts as a wizard. May be used once per game.

Hireling Sports-Wizard 150 k. gp. [0-1], Spike #1 page 32 [Any team]

Fireball: Works as per CRP.

Zap: Cast at the start of any of your turns before any player takes an action or immediately after your turn has ended. Target any opposition player and toll a D6. If the score is equal to or higher than that player's ST the player is turned into a frog for the drive. Stats 5 1 4 4; dodge, leap, no hands, stunty, titchy, and very long legs. The frog can not suffer an injury worse than badly hurt.

Counts as a wizard. May be used once per game.

Specialist Coaches 20 k. gp. [0-inf.], Spike #2, page 33 [Any team]

Add an Assistant Coach to your roster for this game.

Temp Agency Cheerleaders 20 k. gp. [0-inf.], Spike #2, page 33 [Any team]

Add a cheerleader to your roster for this game.

Weather Mage 30 k. gp. [0-1], Spike #2, page 34 [Any team]

Cast at the start of any of your turns before any player takes an action. Roll on the weather table and modify the result by ± 1 or 2 (note, not zero). This new result replaces existing conditions and lasts until the start of your next turn.

Doesn't count as a wizard. May be used once per game.

Druchi Sports Sorceress 150 k. gp. [0-1], Spike #2, page 34 [Dark Elves, Elven Union]

Thunderbolt: Cast at the start of any of your turns before any player takes an action or immediately after your turn has ended. Pick a standing opposition player, on a 3+ that player is hit by a lightning bolt. That player is Knocked Down. Roll for armour, and possibly injury, as if hit by a player with Mighty Blow.

One Thousand cuts: Cast at the start of any of your **opponent's** turns before any player performs an action. Target any opposition player; on a 3+ that player's MA, ST, and AG is reduced by 1 until the end of the drive.

Counts as a wizard. May be used once per game.

Igor, Mortuary Assistant 100 k. gp. [0-1], 2019 Almanac page 38 [Shambling Undead,

Necromantic Horror, Tomb Kings, and Vampire]

As per CRP.

Sports Necrotheurge 150 k. gp. [0-1], 2019 Almanac page 38 [Shambling Undead,

Necromantic Horror, Tomb Kings, and Vampire]

Incorporeal: Cast at the start of any of your turns before any player takes an action. Target any opposition player, on a 3+ that player gains the No Hands skill, dropping the ball if carrying it. In addition, it loses its tackle zones. These effects last until the start of your opponent's next turn.

Vanhalables Dans Macabre: Cast at the start of any of your turns, before any player takes an action. On a 3+ all Skeleton and Zombie players on the pitch gain +1MA, +1AG, and +1AV until the start of your next turn.

Counts as a wizard. May be used once per game.

Halfling Master Chef 300 k. gp. (100 k. gp for halflings) 2019 Almanac page 77 [all teams, lower price for halflings]

As per CRP

Halfling Hot-Pot 60 k. gp. [0-1], 2019 Almanac page 77 [Halfling and Ogre]

Use at the start of any of your turns before any player takes an action. Chose a target square, and roll a D6.

6 Accurate. Hits as per CRP fireball with the exception that the target square is automatically hit.

2-5 Scatter. Scatters 1D3 in random direction. Hits new square as per result 6.

1 explodes in dugout. D3 players in reserves are moved to KO box.

Notes: Doesn't cause a turnover if the blast (not the central square) hits one of your players unless that player was carrying the ball. However, a direct hit on one of your players will cause a turnover regardless.

Bottles of Heady Brew 40 k. gp. [0-3], 2019 Almanac page 77 [Halfling, Ogre, and Snotling (not yet implemented)]

At the start of the drive, after setting up but before kickoff, randomly select 1D3 players with the stunty skill currently on the pitch. They gain Dauntless, Frenzy and Really Stupid for the rest of the drive.

Slann Mage-priest 150 k. gp. [0-1], 2019 Almanac page 156 [Amazon, Lizardmen, and Slann]

Tectonic Shift: Cast at the start of any of your turns before any player takes an action or immediately after your turn has ended. On a 3+ the stadium tilts. 1-2 towards your end zone, 3-5 towards the opponent's, and 6 towards the end zone **or** sideline of your choice. All players slide 1 square in the rolled direction. Players can slide off the pitch (treat as crowd push) or into the endzone (scores if carrying the ball). Continue to resolve all pushes even if a TD is scored.

Reality Blinks: Cast at the start of any of your turns before any player takes an action. Chose 2 standing players on your team that haven't got the Loner skill and whom are not in possession of the ball. On a 3+ they switch places. On a 1-2 they gain No Hands and lose their tackle zones until the start of your next turn.

Counts as a wizard. May be used once per game.

Riotous Rookies 100 k. gp. [0-1], Spike #8, page 29 [Ogre teams]

Your team gains 2D3+1 an additional Journeymen for this game. This may bring the available players above 16. Treat just as regular journeymen.

Firebelly 150 k. gp. [0-1], Spike #8, page 30 [Chaos Renegades and Ogre teams]

Fireball: As per CRP fireball.

Column of Fire: Cast this spell immediately **after** your turn has ended. Chose any square adjacent to one of the sidelines. The column of fire extends from this square to the square directly at the opposing sideline. Roll a D6 for each standing player in the column of fire, on a 4+ the player is knocked down as if hit by a player with the Might Blow skill. 1-3 no effect on that player.

Counts as a wizard. May be used once per game.

Horticulturalist of Nurgle 150 k. gp. [0-1], Spike #3 [Chaos Chosen, Chaos Renegades, and Nurgle]

Vigorous Growth: Cast at the start of any of your opponent's turns before any player takes an action. For the duration of this turn, opposing players suffer +2 to all Going For It attempts. Stacks with Blizzard.

Strange Fauna: Cast either at start of your turn before any player takes an action, or at the end of your turn even if it was a turnover. Choose an empty square anywhere on the pitch. Choose D3 number of opposing players within two squares of the target square. Roll D6 for each. On 4+ they are attacked by a demon plant and knocked down. Roll armour (and injury) with Mighty Blow. Counts as a wizard. May be used once per game.

Plague Doctors 100 k. gp. [0-1], Spike #3 [Chaos Renegades, Khorne and Nurgle]

Once per game, may re-roll a failed Regeneration roll.

Alternatively, once per match when one of your players are KO'd, may change a the KO result to stunned.

Cavorting Nurglings 40 k. gp. [0-1], Spike #3 [Nurgle]

At start of match, gain +1 to FAME. May not bring them above +2 FAME.