

Squig Bowl

Every four years, *What Squig?* magazine sponsors the Squig Cup – a glitzy PR exercise in which the stars of Blood Bowl are paid a fortune in gold to play the game with squigs – *squigs* for goodness' sake!



A selection of tasty squigs

Rules

The ball is a squig

In Squig Bowl games, the ball is not used. Instead, it is replaced with a fresh squig of the finest quality. All actions and skills that can be used with a normal ball can also be done with a squig.

Squig Test

The Squig Bowl rules often call for a Squig Test. To make the test, roll a die. On a 2 or more, the Squig Test is passed. Re-rolls cannot be used on a Squig Test.

The squigs can wander about the pitch

If, at the end of each turn, the squig is in an empty square, not carried by a player, the squig might begin to roam. On a successful Squig Test, it wanders D3 squares. Roll the direction of movement randomly for each square.

If the squig moves through a player's square, they can try to grab it as if it were a bouncing ball. If they can't keep hold of it, the squig leaps aside (scatter to an adjacent square) and then continues on its way, if it has movement left. If the squig moves on to a square occupied by a stunned or prone player, or a player with the No Hands skill, scatter it away as above.

The squigs sometimes wriggle free from your hands

If a player carrying the squig declares an action, make a Squig Test. On a failed test, the squig jumps free and moves off D3 squares, as above. This is not a turnover and the player is free to continue with their action.

The squigs sometimes split in two

If the roll for a squig's D3 move was a 6, the squig splits in two. After the first squig has finished moving, move a second squig to D3 squares away.

Also, if a squig lands in an empty square after a failed pick up, fumble, pass that is not caught or kick off, make a Squig Test – on a failed test the squig splits in two. In this case, the original squig does not bounce, assuming it is required to (it's more of a splat), but the second squig moves off D3 squares as above.

If two squigs end up in the same square, scatter one of them away. If there is any dispute about which squig should be moved first, decide the order randomly. Players may not pick-up, catch, or intercept a squig if they are already carrying one. Teams are still limited to one Pass action and one Hand Off action per turn, regardless of the number of squigs in play. Squigs don't have tackle zones, so players don't have to make dodge rolls to move near them and can't be prevented from assisting a block by a squig.

You can score with any squig

A touchdown is scored as soon as any of the squigs is carried into the opposition end zone by one of your players. After a TD or the end of the half, excess squigs are cleared from the pitch by a team of attendants and play restarts with just one squig.

If a squig is kicked into touch it is crushed by the crowd and destroyed, unless it is the last one, in which case the match stewards ensure that it is thrown back as normal.

You can block squigs if you want

Players can block or blitz squigs if they want to, as if they were opposing players. Squigs only get assists from other squigs. If a squig is knocked over but not injured, make a Squig Test. If the test is failed, the squig splits in two, as above.

Take note, however! Blocking the last squig off the pitch is a special penalty that counts as a TD for the opposition. In addition, the offending player is sent off for the rest of the match. This works in a similar way to scoring a TD in your opponent's turn – re-set up and move your opponent's turn marker along once.

	MA	ST	AG	AV	Skills
Squig	D3	1	—*	6	Dodge, Jump Up, No Hands, Side Step**, Regenerate, Squishy***

* Squigs are so tiny and slippery that they automatically pass all AG-based checks required of them.

** Squigs are monumentally brainless – if the squig is pushed back following a block, use a suitable random method to decide on which empty square it is pushed to.

*** New skill: Squishy. Squishy players are automatically injured following a failed armour roll, and are removed from the pitch.

Optional: Rare breeds

Sometimes, in order to spice up a dull game, the tournament organisers can introduce different squig types to the pitch. If you choose to use this rule, you'll need a way of randomly determining the variety of squig to use when a new one is required. A die roll or customised pack of cards can be used, depending on the nature of your squig collection. Two sample breeds are shown below.

	MA	ST	AG	AV	Skills
Gnasher squig	D3	2	—	6	Dodge, Jump Up, No Hands, Regenerate, Side Step, Squishy, Stab
Kangaroo squig	D6	1	—	6	Dodge, Jump Up, Leap, No Hands, Regenerate, Side Step, Squishy



Gnasher squigs are bigger and tougher than normal squigs. They have sharp claws and fangs that can give you a nasty nibble. If the dice indicate that a gnasher squig would move into an occupied square, they bite the occupying player instead of moving, using their Stab skill. If this removes the player from the pitch, the gnasher squig will move to occupy their square. Note that the target of the bite could be a prone or stunned player, or even another squig!



Kangaroo squigs have long, powerful legs that enable them to bound about the pitch very quickly indeed. They have an increased move distance and if the dice indicate that they would move into an occupied square (and they have sufficient move left) they will leap over it into the square opposite. If they don't have enough movement, or the square is occupied, move the squig as usual.

Acknowledgements



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