

# DUNGEON BOWL VARIANTE SQUIGG CHEST



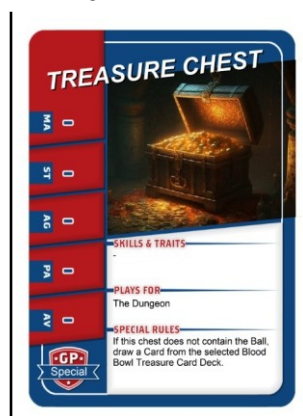
Stampa le carte Squigg Chest e crea un mazzo da 9 carte (2 giocatori) o 12 carte (4 giocatori) e mettilo da parte. **Quando un giocatore cerca di aprire un forziere o il pallone entra nella Zona Tackle di un forziere**, pescare una carta e vedere che tipo di forziere sia.

**FORZIERE NORMALE:** È un normale Forziere. Trappola esplosiva compresa.

**FORZIERE DEL TESORO:** Se questo forziere **non contiene il pallone**, e tu stai **Giocando con le carte Special Play**, puoi pescarne una casualmente dal tuo mazzo senza il pericolo di un'esplosione. **Se non stai giocando con le carte Special Play**, consideralo come un **NORMALE FORZIERE**. La carta, pallone o trappola esplosiva, **aggiunge un D16x1000 pezzi oro al tuo tesoro dopo la sua apertura**.

**FORZIERE SQUIGG:** leggere la carta e seguire le istruzioni. Se il FORZIERE SQUIGG è a terra per qualsiasi motivo o il suo tiro Armatura è stato superato. Diventa un **NORMALE FORZIERE** (pallone & trappola esplosiva incluso come di consueto).

**MAZZO SUGGERITO (x2):** 4xFORZIERI SQUIGG, 3xFORZIERI TESORO, 2xFORZIERI NORMALI  
**MAZZO SUGGERITO (x4):** 6xFORZIERI SQUIGG, 6xFORZIERI TESORO, 3xFORZIERI NORMALI





# NORMAL CHEST



MA 0

ST 0

AG 0

PA 0

AV 0

## SKILLS & TRAITS

-

## PLAYS FOR

The Dungeon

## SPECIAL RULES

Follow normal Dungeon Bowl chest rules.



# NORMAL CHEST



MA 0

ST 0

AG 0

PA 0

AV 0

## SKILLS & TRAITS

-

## PLAYS FOR

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ST 0

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MA 0

ST 0

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PA 0

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## SKILLS & TRAITS

-

## PLAYS FOR

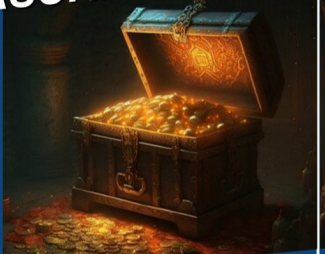
The Dungeon

## SPECIAL RULES

Follow normal Dungeon Bowl chest rules.



# TREASURE CHEST



MA 0

ST 0

AG 0

PA 0

AV 0

## SKILLS & TRAITS

-

## PLAYS FOR

The Dungeon

## SPECIAL RULES

If this chest does not contain the Ball, draw a Card from the selected Blood Bowl Treasure Card Deck.



# TREASURE CHEST



MA 0

ST 0

AG 0

PA 0

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## SKILLS & TRAITS

-

## PLAYS FOR

The Dungeon

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**GP Special**

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**GP Special**

# SQUIG CHEST

MA 0

ST 3

AG 0

PA 0

AV 0+

**SKILLS & TRAITS**  
Monstrous Mouth, Tongue (as Prehensile Tail), Sharp Fangs (as Claws), Stand Firm, Grab, Brawl.

**PLAYS FOR**

**SPECIAL SKILLS: Ball Snack, Too Many Teeths!, Aggressive Behaviour**

**SPECIAL RULES**  
When the player tries to open the chest, Squig Chest immediately throws him a FOS Block. After it revealed that way, substitute the Chest with the Squig Chest and follow this rule. When a player enters or move in a Squig Chest's Tackle Zone, it throws a block against that player (using the original ST3). If a Squig Chest for any reason is downed or his armour breaks, remove it from the game and place the original chest back where it was.

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