

DEATH ZONE

SEASON ONE ERRATA

Page 17 – Wood Elf Teams

The Treeman should not have the Timmm-ber! skill.

Page 23 – Pre-Match Sequence

The sequence should go:

1. Roll on Weather Table
2. Choose Inducements
3. Draw Special Play Cards
4. Flip for the Kick

Page 29 – Piling On (Strength)

Replace:

“You can use a team re-roll to re-roll the Armour roll or Injury roll, but they cannot be modified by any other skills (for example, Claw or Mighty Blow).”

With:

“You can use a team re-roll to re-roll the Armour roll or Injury roll; if the blocking player has the Loner skill, they must roll as normal to see whether they can use the re-roll.”

Page 31 – Claw/Claws (Mutation)

In the last sentence, replace “before applying modifiers” with “after applying modifiers”.

Page 32 – Grab (Strength)

On the third line, delete “or Blitz”.

Page 46 – Wood Elf Teams

The Treeman should not have the Timmm-ber! skill.

Page 47 – Star Player Summary

Guffle Pusmaw’s cost should be 210,000gp, not 110,000gp

Hakflem Skuttlespike’s ST and AG characteristics are swapped – he should be ST 3 and AG 4.

Roxanna Darknail should have the Leap skill. In addition, she can also play for Amazon teams.