

For CRP/LRB 6.0

Version 2 6//19/2012

**Pre-match Sequence**

1. Setup Dungeon
   1. Place Treasure Chests
   2. Place Teleport Pads
   3. Place Pit Traps (recommend having the number of “Nothing” traps equal to actual traps).
2. Select Inducements. NO Stars, Mercenaries, Apothecariesor Babes.
3. Work out the Cabal-vision buy rate (same as working out the FAME). The team that has the higher FAME gets an extra reroll for the game. If there is a tie, both teams receive an extra reroll for the game.
4. Setup Players

**Inducements**

All inducements are used except star players, mercenaries, Apothecariesand Bloodweiser Babes. Stars and Mercenaries refuse to risk injury, Apothecaries claim it is too dark to work andBloodweiserBabes don’t like the tight confines of the dungeon.Some Special Play Cards only affect the Kick off result; since there is no kick off, put the card to the side and redraw.  Some Special Play Cards allow additional players to enter from a sideline or end zone; these players will instead enter from a teleport pad following the normal rules.

**Setup Players**

Each coach rolls 2d6.  Add +1 for each assistant coach.  Re-roll any ties. The coach with the highest score gets to pick one of the following:

* Choice of which end zone they start from and must place their players first.
* Take their turn first

Each coach places 6 players in the dungeon.  Each player must start in one of their end zone squares. There is no limit to the number of players in the dungeon, if your team consists of 16 players, you may, eventually have 16 players in the dungeon.

**Turn Sequence**

Determine randomly who gets the first turn. After the coach’s turn ends, the coach to their left begins their turn, continue clockwise around the table. There is no half-time break, rerolls are not refreshed and the game continues until a TD is scored.

**Injuries, Knock outs and Reserves**

When a player is knocked out or injured in the dungeon they are removed from and placed into appropriate spot in the dug-out.  Each team is provided with a Magic Sponge.  Once per turn, instead of teleporting a player into the dungeon, a coach may use the Magic Sponge on a player in the Knocked Out box. That player is immediately moved to the reserves box.

**Shoulder Charge**

**When making a Shoulder Charge, a player is allowed to block and keep moving. A player may still only make one block per turn but this does not need to be declared. When making a Shoulder Charge, the player’s strength is at a -1.**

**Teleport Pads**

Within the dungeon the commissioner spaces out six numbered counters to represent teleport pads. The pads introduce a random and risky element that makes dungeon matches wildly unpredictable. When a player steps on a teleport pad, roll a D6 and move the player to the appropriate pad. If the pad they’re currently standing on displays the number rolled, (you’re standing on pad three and then roll a three) the player is lost in a terrible accident and may no longer take part in the match, The model is then removed from the pitch. At the end of the game, helpful wizards will retrieve the player and return him to the team. Should a player teleport to an occupied pad, the previous occupant must then roll a D6 and teleport away.

Teleporting can be very stressful on the organs. To represent this, a player must use 2 points of MA to step off of a square with a teleport pad (rather than one). Also, if for any reason a player gets teleported twice or more in one team turn, roll for injury against that player. Players may continue moving after their transport is complete (they may even step back on the pad if they want to risk another transport).Only players can activate the teleport pads, therefore a ball will only teleport if a player is holding it. Entering a square with a teleport pad and the ball, a player must attempt to pick up the ball before determining where they teleport to (if applicable).

**Dugout Teleport Pad**

Each turn a coach may teleport 1 player from their reserves box to the dungeon. They may teleport to their End-Zone or Randomly to a Teleport Pad in the dungeon. Teleporting starts that player's action and costs 1 square of movement. A player teleports toan empty square in their End-Zone or rolls a D6 to determine which Teleport Pad the player appears. They may not throw a normal Block.  They may however, Move, Blitz, Pass, Foul, Shoulder Charge or open a Chest.  However, since actions must be declared before they are taken, a coach must declare the player is blitzing, passing, or fouling prior to teleporting the player into the dungeon.

**Treasure Chests**

Within the dungeon the commissioner spaces out six numbered counters to represent treasure chests. At the start of the match there is no kick off (nor any rolls on the kick-off table), the ball starts in one of the six chests… the other five are trapped. When a player enters a square with a chest, their action ends. Roll a d6, on a result of a 6 the lucky player has found the ball and automatically picks it up (Note: Their action has ended, so they may not then continue to move nor Pass/Hand-off the ball); on a result of 1–5 the unlucky player has opened a trapped chest. Remove the counter and knock the player down, all adjacent players will also be knocked down. Roll for armor and injury as if hit by a player with Mighty Blow (Players knocked down will cause a Turn Over). If the ball is found, all remaining counters are considered trapped. If five counters are removed without the ball being found, the sixth is considered to have the ball (no roll is required).

**Low Ceiling**

Due to the enclosed dungeon roof, only Quick and Short passes may be attempted.

**Cobblestones**

The hard playing surface is much more dangerous than playing on grass. Add +1 to the Armor roll for any player that is knocked over while playing Dungeon Bowl (whether by a block or a failed action or in any other way). This helps to explain the violent reputation of Dungeon Bowl and the fact it is extremely unpopular with Halflings! In addition, the hard surface makes the ball bounce much more than on grass. The ball scatters as normal when kicked or thrown, but bounces twice if it is dropped after a failed catch, or hits the ground after a pass, kick or throw in. If a ball does hit the ground roll a D8 and scatter the ball in that direction. If the square is not occupied, roll another D8 to bounce the ball a second time. After this the ball will stop bouncing and play can continue as normal. The ball may be caught if it bounces into an occupied square, but it scatters twice more if is not caught.

**Thick Walls**

Being pushed into a brick wall hurts, even if the player is not knocked over! A player can only be pushed into a wall if there is no available unoccupied square. When a player is pushed back against a wall, but not knocked over, leave the player standing, but make an Armor roll adding +1 because the wall is as hard as the cobbles! If the armor is penetrated the blocked player falls down, and you may roll for injury straight away. If a player is pushed back against a wall and knocked over, then the blocking player may add +2 to the Armor roll (+1 for the wall and +1 for the cobblestones!). If the armor is penetrated, roll to injure as normal. Note: a block against the wall is eligible for CAS SPPs. If a player is pushed into the crowd at either end of the street, roll to injure using the same rules as Blood Bowl.

**No Friends in the Pit**

Players may only assist players from their own team with regard to Blocks. Your players can help you with assists and the target’s players may help them (Assuming they are not in a Tackle Zone or they have the guard skill).Blood bowl players love a good kicking however and all opposing players adjacent to a Foul victim offer positive assists on the Armor roll, while only players from the victim’s team may offer negative assists (if applicable)If a player gets ejected for fouling, they are removed from the dungeon and they may not take further involvement in the match.

**Throwing**

Only Quick and Short passes are allowed.  A ball may NOT be thrown through a wall.  A ball may not scatter into a wall. A Thrown team-mate may only be thrown as a Quick pass.

**Bouncing off Walls**

A player taking a pass action may declare that they are throwing a ball at a wall.  The player declares which wall square they are aiming at and roll to see if they are accurate (the ball may be intercepted or fumbled).  If the pass not accurate roll 1D6.  1-3 it hits 1 square to the right of the target.  4-6 it hits 1 square to the left of the target.  The ball then bounces off the wall 1D6 squares.  All players the ball passes over may attempt to catch the ball.  This is NOT an accurate pass for the purposes of completions and catch modifiers.  The player closest to the wall gets the first opportunity to catch the ball, then next, and so on.  If the ball is not caught by player on the moving team (and this was not a dump off by the non-moving team) it is a turnover.  If the ball is not caught by any player it will scatter 2 squares.  If the ball hits a second wall, it will scatter one square.

You may NOT bounce team-mates off the wall.

**Corners**

|  |  |
| --- | --- |
| http://www.bajasol.net/bloodbowl/epic/corner.jpg | Players may move through a wall corner (from A to C) only if square B is empty or has team mate. You may not pass from A to C if an opposing player is in square B. A player in square A does not have a tackle zone on square C, nor can they Block/Blitz, Foul or assist to square C, or open a chest in square C.  A player in square A do not need to make a Dodge roll for a player in Square C. Corners created by pits and treasure chests are not subject to these rules. |

**Pits**

If a player is pushed or falls into a pit, make an armor roll. If the pit is a “Spike” pit, roll a D6, on a 1-4, you avoid the spikes, on a 5-6 roll the D6 again, 1-3 is badly hurt and misses the rest of the game, 4-5 is seriously hurt and must miss next game, 6 is DEAD.  If the player was holding the ball, the ball will reappear on a randomly selected Teleport Pad.

Climbing out of a Pit: To climb out of a pit costs 3 MA andmust make an Agility roll. For every adjacentteam mate helping your player out of the pit, he gets a +1 and for every enemy tackle zone, your player gets a -1 to the Agility roll. If a player fails to get out of a “Spiked” pit, they must roll, again, to avoid the spikes. All stunty players and dwarfs have a -1 to their roll.If a ball ever scatters into a pit, it will reappear on a randomly selected Teleport Pad.

**Jumping Over Obstacles**

A player may attempt to jump over an obstacle as part of his move. Each square of the jump costs a square of movement. Roll a D6 after making the jump subtracting -1 from the result if there are any enemy tackle zones on the squares being jumped from or to (note: you never get more than a -1 modifier, no matter how many tackle zones are around). If the score is less than the number of squares jumped over, the player falls in. If the score is equal to or greater than the number of squares jumped over, then he makes it safely.

**Skills**

The following Skills are modified for Dungeon Bowl matches:

Bone-Head/Really Stupid/Take Root/Wild Animal: Roll 1d6 before teleporting this player from the Reserves box.  On a roll of a 1 this player may not teleport in this turn.  You may select another player to teleport in this turn.

Blood Lust: A Vampire that fails to feed is KO'd rather than being placed the Reserves.  This still counts as a Turnover.

Regenerate: Once per turn, instead of using the Magic Sponge or teleporting a player from the reserves box, you may roll to see if the player regenerates from their injury.

**Star Player Points**

Casualty Star Player Points are only awarded for casualties caused by Blocks, Blitzs and Shoulder Charges. Players pushed into pits do not result in Star Player Points.

**Winning**

The first team to score a TD is the winner. A coach scores a TD by ending one of their player’s turn, still upright with the ball, in any opponent’s end-zone.

**Creating a Team**

You may use the normal BB rules to create a 1 million GP team or, if all players agree, pick a college to sponsor your team. You must still use Blood Bowl positional restrictions for team creation, ie no team may have more than: 12 Lineman, 4 Blitzers, 4 Blockers, 4 Catchers or 2 Throwers. No apothecary may be purchased for your team. There is a list of what each position is in DB.

**College Teams**

Each coach MUST choose a “college” team of mixed races to field based on the original DungeonBowl Rules – ONLY teams permitted to enter are those specified in the table below.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Team Race Table** | | | | |
| College | Primary Race (0-16) | Secondary Race (0-6) | Tertiary Race (0-2) | Rerolls |
| Amber | Dark Elf | Orc | Skaven | 60K |
| Amethyst | Skaven | Goblin | Minotaur | 60K |
| *Bone* | *Lizardman* | *Slann* | *Kroxigor* | *60K* |
| Bright | Dwarf | Human | Norse | 50K |
| Celestial | High Elf | Wood Elf | Treeman | 50K |
| Dark | Necromantic | Dark Elf | Troll | 70K |
| *Emerald* | *Lizardman* | *Elf* | *Amazon* | *60K* |
| Golden | Orc | Chaos Dwarf | Kroxigor | 60K |
| Grey | Human | Chaos | Ogre | 50K |
| Jade | Goblin | Orc | Troll | 60K |
| Light | Dwarf | Halfling | Norse | 50K |
| *Pyrite* | *Goblin* | *Ogre* | *Lizardman* | *60K* |
| *Quartz* | *Ogre* | *Nurgle* | *Khemri* | *70K* |
| *Quicksilver* | *Slann* | *Skaven* | *Rat Ogre* | *50K* |
| Rainbow | Elf | Halfling | Human | 50K |
| *Ruby* | *Vampire* | *Ogre* | *Necromantic* | *70K* |
| *Shadow* | *Undead* | *Khemri* | *Necromantic* | *70K* |

**Races**

Teams must take more of the “Primary Race” than they have of the “Secondary Race” and must take more of the “Secondary Race” than they have of the “Tertiary Race”. For instance, an Amber Team could NOT field 4 Dark Elves and 4 Orcs. In order to field 4 Orcs, they must field at least 5 Dark Elves, etc.

Teams of a single (Primary) race may be legally fielded as it is perfectly legal under the rules but is hardly in the spirit of all things Magical…

**Positions**

No team may have more than: 12 Linemen, 4 Blitzers, 4 Blockers, 4 Catchers or 2 Throwers. To find out which player falls into what category, consult the table below --

Big Guys may only be chosen for a team where specified – so an Amethyst team can only have 0-2 Minotaurs.

**Coaching Staff**

The coach may hire any number of cheerleaders and assistant coaches for the normal price of 10,000 gold pieces each. The coach cannot hire an apothecary as wizards think normal “mundane” medicine is below their standards.

