

The Death Bowl

Death Bowl is played on a specially designed pitch (see below) with four teams and two balls. The teams line up on or behind the line of scrimmage in their own randomly determined End Zone section. They must have at least three players on the line. There is no kick-off. The balls are placed in one of the four center squares, randomly chosen (D4). The last line of squares in each End Zone section is the End Zone. To score you must get a standing model with a ball into the End Zone opposite from your starting position.

Roll a D6 to determine which team goes first, and continue clockwise from there. It is a mad rush for the ball, and Nuffle help the poor creature who gets it!

Assisting a Block

Once a coach declares a block, and only after he has declared it, any opposing players may declare an assist, for either side. Consistency of choice is not required.

Ball Handling - Passing, Handoff's & Interceptions

Since there are 2 balls in play special consideration needs to be taken in respect to ball handling. If a team is so lucky as to be in possession of more than 1 ball during it's own team's turn, that team may pass each ball once. They may also hand-off each ball once. A team may not, however, pass or hand-off the same ball more than once in the same turn, as in the standard rules of the game.

The ball may at no time be passed across the stands from one end zone section to another. In other words, if you look at the field layout below, you can not pass a ball across any of the four black corner squares. To say it a third way, when passing a ball, the entire path of the ball must be on playable Pitch area.

Interceptions also need special consideration. Let's say in a game, Player 'A' decides to throw a pass. After measuring the distance we see that more than one player from more than one (or two) teams are eligible to intercept it. Please refer to the diagram below.

A=passer from team A
B=player from team B
C=player from team C
D=player from team D
Z=catcher from team A

A-----C---D----B--Z

In such instances all three, players C D & B, get a chance to intercept starting with player C. If C fails to intercept then D has a chance and so on. Each opponent gets it's chance at the interception in turn and since there are three different opponents there's the possibility to have three interception attempts as in your example above.

Now if the case was

A-----C--D---C---Z

Team C would only get the one interception attempt. It should be noted though that team C does not have to attempt the interception with the first player C. Team C may elect to not attempt to intercept with his first player, allowing team D to try at the interception first. Should team D fail the interception attempt then team C may attempt to intercept with it's second player.

If somehow it worked out that two players from opposite teams were of equal distance from a chance at interception, such as two players that have Pass Block, roll a D6 to determine who goes first. High roll wins.

No player may at any time be in possession of more than one ball. If a ball is passed to a player that already has a ball the ball may not be caught and scatters one square. That would also be considered a turnover as a player failed to catch a pass. Should a player already carrying a ball move into a square where the ball has come to rest the ball scatters one square. This is not a turnover. The player may not drop the ball he has to attempt to pick up the other.

Star Players & Wizards

No Star Players may be hired for the Death Bowl. Those pansies are to "important" to risk thier skins in the ultimate game of Blood Bowl.

Wizards can also not be hired for the Death Bowl. Any wizard worth his spell book has already been hired by the tournament organizers as security staff.

Undead and Necromatic Teams have of course a Necromancer as their Head Coach. Unfortunately their ability to raise the dead will not work on players killed during this tournament.

Those darn halflings simply won't go anywhere without a chief, usually passing them off as their head coach to gain tournament entry, and it seems that The Death Bowl tournament is no exception. The Halfling Master Chef is allowed to participate in the tournament. This will allow one d6 roll per half with which a result of 2+ results in the gain of a Team re-roll while causing the opposing team to lose a team re-roll. Additional rolls may be purchased at team creation but since everything costs more at a tournament, including the food, extra rolls will cost 80,000 gps each.

Healing

No Apothecaries or Regeneration are allowed in the Death Bowl.

Death Bowl Referees

There are no referees in the world crazy enough to come onto the pitch in a Death Bowl. No penalties are ever called, except Illegal Procedures.

Scoring

Since there are two balls in play there must be given special consideration to scoring. Only one score may be recorded per drive. Thus the first player to cross into the end zone directly across from his own, while standing and holding the ball, has scored. Once a player has scored the drive ends. If a team is in possession of both balls in the turn that they scored they may only score with one of them. You may, however taunt and laugh at their opponents for being so sad as to let you have both balls and score.

Winning

The team that scores the most touchdowns is the winner. The Death Bowl round cannot end in a tie. Two half of overtime can be played. Each half consists of four rounds. If a winner is found after the first half, the game ends. For each half of overtime an additional ball will be added to game play. For example in the first half of overtime three balls would be in play. If play continued into a second half of overtime, four balls would be in play and so on.

Game play will continue into sudden-death overtime until a clear winner is determined or three coaches concede.

Death Bowl Field

