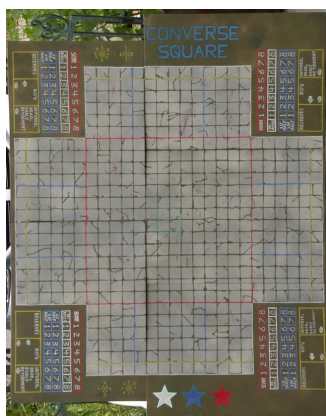


Deathbowl Rules

As played at the Deathbowl tournament in Canada - pictures and formatting added by sann0638.



The Pitch and Setup

Deathbowl is played on a specially designed pitch (see above) with four teams and two balls. The teams line up on or behind the “line of scrimmage” in their own set up section. Each coach must have at least three players on the line, with no more than two players in each wide zone as in regular bloodbowl. Each coach lines up directly opposite their opponent for the round. There is no kick-off. The balls are placed in one of the four centre squares, randomly chosen (D4). Roll a D6 using the lowest roll to determine which team sets up first. Afterwards a 2nd D6 roll is made with the highest roll going first in gameplay and continue clockwise from the winner. If a touchdown is scored the order of play remains the same until the end of the half, however you must roll again for set-up after each TD scored. At half time all the coaches roll again to determine set-up and play order.

Scoring

Only one touchdown may be recorded per drive. Thus the first player to cross into the end zone **directly opposite** his/her 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. The coach may however; taunt and laugh at their opponents for letting them have both balls and score.

Blocks and Fouls

Players may assist on a block even if they are not on the same team as the player making or receiving the block provided they are adjacent to the said player making or receiving that block, “agree” to assist on the block and they are not in the tackle zone of any other players from a different team outside of the tackle zones of the players making or receiving the block. After a block is declared the other coaches declare any assists in turn, clockwise around the table. This applies to fouls in the same fashion as stated above. The guard skill works as normal and guard players may always assist on blocks.

The edge of the field is the crowd just like in regular Blood Bowl.

Halfling Master Chefs

During the Death Bowl match Halfling teams will be able to force their **direct opponent** to lose rerolls.

Ball Handling – Passing, Handoffs & Interceptions

No player may at any time be in possession of more than one ball. Any time a player with a ball interacts with the other ball resolve the situation as if he had the “No Hands” skill. **A team may pass and hand-off each ball once a turn.** 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 any of the four corner squares. To determine this **when passing a ball, the entire range ruler must be on the playable Pitch area.** In addition, you may not throw or hand off the ball directly to the opposition if you want to work with them, though you may throw next to an opposition player with Diving Catch.

Interceptions

If players from different teams are eligible to make an interception the player closest to the throwing player may make the attempt first. If two or more players are equally close than the coaches roll off to determine which player may make the first attempt. If the first player fails to intercept the next player gets a chance, if the second player fails to make an interception a player from the third team gets a chance. However, **each team may only make one interception attempt.** If an interception attempt is successful and followed by a successful “safe throw” roll, a team who has not yet attempted to intercept can still try with one of their players. Safe throw may be used on all successful interceptions in any given turn. For example a pass may be intercepted 3 times, each time by a player from a different team; the thrower gets to roll for safe throw in each case.

Tournament Points

There are three ways to earn points from games at Deathbowl XI. The first is by beating or tying the coach who is defending the end zone directly across from you on the table. The second is by scoring more TD's than the other three coaches on the table. And finally a bonus point can be gained by causing more CAS (from blocks) than any of the other coaches at the table.