



Boat Pitch Rules (Stockbowl Style)

Rules:

Games will be played using Stockbowl Rules, this includes CRP, all house rules, rule clarifications and with the added rules outlined below.

Kick-Off:

The kick-off is the first thing to suffer aboard a ship. Even when docked in the limited safety of a port, the mast, sails, rigging and strong sea breezes still interfere with the path of the ball so much that even visiting Blood Bowl teams are forced to adopt the R'Hugbi snap (receiving player places the ball) when playing aboard a ship. Instead of kicking the ball, a player on the line of scrimmage is encouraged to shout out "HIT!" three times, and on the third "HIT!" pitch the ball back to a teammate, indicating the start of the drive. Of course, players on the line are not renowned for their hand-eye coordination and let's face it, if you were stood on the front line facing your opponent's most homicidal players AND holding the one thing they all wanted to get their hands on (aside from your wobbly bits), you wouldn't much care where the ball ends up either – just so long as it was far away from your internal organs. Else it may be one of them in a few seconds time. This means that, despite being kept low to the ground, the resulting snap is just as wayward and unpredictable as a Blood Bowl kick so use the kicking rules as normal with the single exception that the Kick skill cannot be used (for obvious reasons). Any kick-off ending up off of the pitch is thrown in per crowd rules and may end up on the opponent's side of the pitch. The initial kick-off may also end up in and of itself on the opponent's half of the pitch so beware how close you pitch it toward

the line of scrimmage. There are no touchbacks. However, playing at sea (or in a port) throws up its own fair share of unusual events so instead of rolling on the Kick-Off table, roll on the following Snap table instead...

Snap Table: (Roll 2d6)

2 - **Thar She Blows!** – Just as the third "HIT!" is called, a legendary sea monster is woken from its sleep and rises from the deep to see what all the commotion is. Whilst the crew fight the thing off, the game gets underway but it still manages to wrap its tentacles around some of the players on the field, pulling them into the water. Both players roll 1d6 to see how many tentacles attack the opposing team. Randomize each attack amongst the on-field players. Each hit moves the chosen player 4 spaces towards the nearest board edge (opponent's choice), or as close to if the fourth space is occupied. The same player can be dragged more than once and the movement can take a player overboard.

3 - **Mutiny!** – The ship's captain has removed the referee from office, appalled at his complete lack of authority over the players, and replaced him with a man made of sterner stuff, i.e. himself. Despite possessing balls a harpoon couldn't dent (the sea air must do something to the pigskin), he doesn't know the first thing about Blood Bowl, meaning that for the rest of the half no players will be sent off for committing a foul. At the end of the half, normal service resumes as game officials ply him with copious amounts of rum and sit him in his cabin away from all the loud noises and excitement.

4 - **Seasick** – Some of the players start succumbing to the sickly swaying of the sea and miss this drive due to a sudden bout of

nausea. Roll one dice for each player on the field; on a score of 1 the player is unable to join this drive and must be left in the Reserves box. Both coaches may make substitutions for their players and reset their teams before the Snap takes place.

5 - **Yo-ho-ho and a Bottle of Rum** – The captain leads everyone in the singing of an uplifting sea-shanty. Both coaches roll 2d6 and add their team’s FAME and Cheerleaders to the score. The side with the highest total (re-roll ties) gets a bonus re-roll for this half.

6 - **Walk the Plank** – “Arrgh, you be a traitorous dog and that be no lie!” The ship’s captain has a slight difference of opinion with one of the staff. Both teams roll 1d6 adding Fame and the number of coaches to the roll. The side that scores the lowest (both if a tie) is forced to choose one member of his staff (wizard, apothecary, coach, etc.) to walk the plank and may therefore not make use of him for the rest of this match. If the losing coach has no staff left, then the opposing coach gets one re-roll.

7 - **Weather** – The weather seems to be changing. Make a new roll on the weather table and apply the new result for the rest of the match or until you roll this result again.

8 - **Quick Snap** – Exactly the same result as Quick Snap explained on the Kick-off table.

9 - **Brilliant Coaching!**

10 - **Raid the Hold!** – The receiving team calls a classic fake play and smashes their way into the ship’s hold before snapping the ball. Before anyone realizes what’s happening, the team grabs the booty (The Rum Storage and gets an extra keg for the half). Unfortunately, this play allows the defending team to act before the receiving team has time to reset, so the defending team gets a free turn as explained per Blitz! as explained on the Kick-Off table.

11 - **Roc!** – A monstrous seabird searching for a tasty morsel with which to feed its ravenous

offspring spies the ship from upon high and descends, giant talons outstretched. It then attempts to pluck one of the players from the field. Both coaches roll a dice (re-roll ties). One randomly chosen player from the team that scored the lowest suffers the attack. Roll for an injury right away. In addition to, and regardless of, the result, if you score a double on the injury roll, the player struggles free only to drop in the ocean (see Man Overboard!).

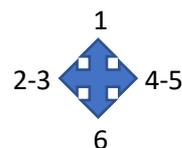
12 - **Boarding Action** – The fans overwhelm the officials with a direct assault on the ship and amidst the chaos and confusion their team sneaks its entire squad onto the field. Both coaches roll a 1d6 and add their FAME to the score. Both teams may set up again with the highest scoring coach (both if tied) being allowed to field their entire squad without penalty. By the time a touchdown is scored or the half ends, some semblance of order has been re-established and the teams must set up normally.

Waves:

The main concern for Blood Bowl teams yet to find their sea legs is the constant rocking and rolling motion produced on the deck by the ocean. Even when in dock, the sea can still produce the odd wave large enough to send the novice sailor reeling across the deck, and much to the delight of the crowd, over the railings to a watery end.

To represent this in game terms, a special marker and template is used. The template will be provided and will look like this:

North Endzone



South Endzone

Place the template at the side of the pitch with the 1 & 6 pointing toward (in line with)

the endzones. When asked to consult the template, throw a 1d6 so if you were sat at the “southern” endzone, a throw of 2-3 would always point you to the sideline on your left.

To determine whether a wave hits the ship follow this procedure.

Each turn, the active player throws a 1d8. If the score on the 1d8 matches the current turn, a massive wave has hit the ship and sends all the players scrambling uncontrollably across the deck. Otherwise nothing happens; you keep the marker and continue your turn as normal.

The chance of a wave hitting the Boat increases after 2 full turns without a wave with +1, for example in turn 4 the chance is 3-5 for a wave to hit the boat.

If a wave has hit, you need to determine the direction in which the players are sent staggering. Roll 1d6 and refer to the Wave Template.

Then roll a 1d3 to determine how many squares everyone is moved. If the ball is loose, it also moves.

A player or loose ball stops moving instantly if this move would take it into an immovable object (i.e. mast or crate) or another player, if a player is moved onto the square the ball scatter it at the end of wave resolution.

Any players that move off the pitch plunge into the sea below, though due to the ship’s railing a loose ball will stop in the last square and not fall off the ship in this way. If the ball carrier falls off the pitch, a new ball is thrown on deck immediately.

Should a player in possession of the ball move into (or through!) his opponent’s endzone as a result of a wave, he scores a touchdown as normal. Just remember to adjust your Turn tracker accordingly if this happens in your opponent’s turn.

Once the wave is resolved the active player completes his turn (what’s left of it).

Regardless of the damage done by the wave, there is no turnover and the movement caused is free and has no effect on any player’s choice of actions.

Note – it is not possible to move everything at once with just one pair of hands, so when you move the players you should start from one endzone (or sideline) and work toward the other, moving the players along each row one by one nearest to the indicated edge first. This saves confusion as to which players have moved and which have not, and makes sure you avoid unrealistic collisions – remember, in reality they are all stumbling at the same time.

The ability Stand Firm helps a player to not move during the wave phase, unless someone else is pushed into him/her. If that happens you need to make a strength check with +1 for the ability and then add -1 for every person being pushed into him/her. If the roll is successful everyone stops, if it fails everyone moves the required number of steps.

Man/Thing Overboard!:

It is inevitable that at some point during the game someone is going to end up taking an early bath of sorts. With no bloodthirsty fans nearby to beat out what little life you have left and being guaranteed a soft-ish landing, you would think that a plunge into the briny isn’t so bad. Unfortunately, when you’re exhausted and covered head to toe in as much heavy armor as you can stand up in, the very last place you want to be is in deep water!

Fortunately, no coach is about to allow his best asset to pay a long visit to Davy Jones’ dugout, so most ship matches become surrounded by a small flotilla of hired rescue ships, divers and coast guard to ensure their rapid recovery.

Whenever a player is forced off the edge of the pitch apply the following man overboard rule.

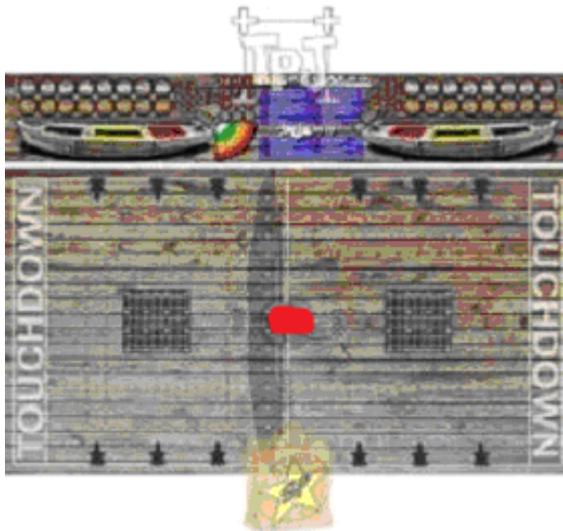
Instead of making a random injury roll, apply the armor value of your drowning player

straight to the injury table instead (i.e. a player with AV 7 is Stunned, whereas a player with AV 9 is KO'd). This reflects the added difficulty recovery teams have in rescuing the heavier players. Note that the Thick Skull skill will not help in these instances.

Ball Overboard!:

If the ball should ever fall overboard (No rail), an official sitting in the crow's nest is under instructions to immediately throw a replacement down into the general area of play. Not renowned for having heads for heights (apart from those removed from their bodies by a Morg uppercut) this throw-down tends to be just as wild as a fan's throw-in, so just use the standard throw-in rules as normal (1d8 for direction, Use the mast as center on the half the ball went overboard).

The Masts: (Each Center square on the middle of the pitch)



Masts, as I'm sure you all know, are solid columns of wood – often reinforced – that basically hold the sails up.

Unsurprisingly, mast spaces are impassable i.e., nothing can move into or through masts for any reason but players may move diagonally and around the mast as well as assist, follow up etc.

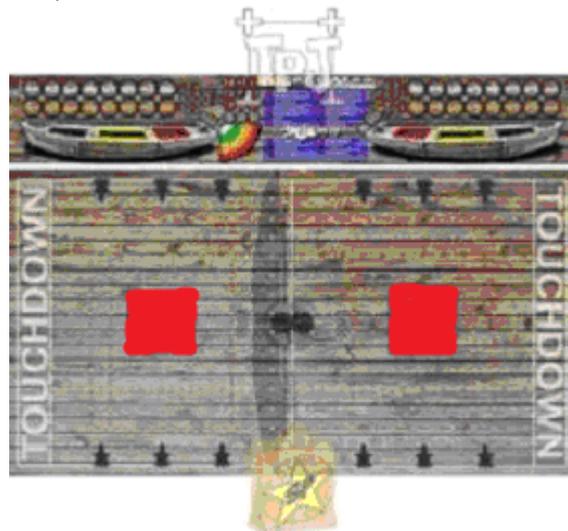
If the ball would scatter/be thrown into the mast space, it rebounds and stops in its

current space instead. In addition, a player may not make a pass attempt to a target that is on the opposite side of the mast – you can't target that which you cannot see and no one can throw around corners, not even elves. Simply draw a straight line between passer and target. A player is considered behind the mast and out of sight to the thrower if the line passes through any point of the mast space. Note that this is not just for pass actions, but applies to all forms of targeting, including bombs.

If a player, as a result of a defender stumbles or defender down, is Knocked Down and pushed back into the mast, treat the block as being made by a player with Mighty Blow. If the blocking player already has Mighty Blow add one to armor and one to injury rolls (and not armor or injury).

If they are pushed back but not knocked over then make an armor roll for them instead as they are slammed into the mast. (No SPPs are awarded if this results in a casualty.) A player with Ball & Chain who moves into a wall is treated the same way. If the armour isn't broken, the player is left standing.

The Hold: (3 x 3 Squares centered on each half)



The 'hold' is a catch-all term representing the grill-entrance to all the below deck areas of your ship, such as crew quarters, cannon decks, cabins and of course the hold! Some

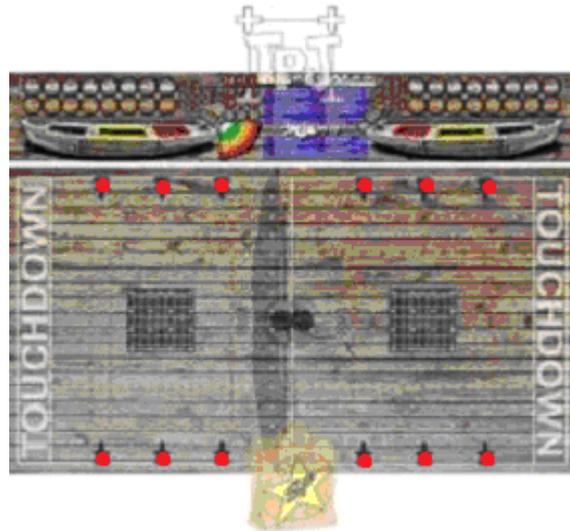
dugouts are kept down there too. It is also where the crew that couldn't afford the fee to watch from the rigging are shoved. And though closed off during play, it does nothing to stop them having a bit of fun of their own.

Whilst the match is underway, the crew from below the deck delight in poking their arms and hands through the grill grabbing at whatever passes by overhead (there's a whole terminology and scoring system, and more gold passes hands on the outcome of this sidegame than does for wagers on the actual match).

That's not the worst of it, because at least when you're standing you can stamp on their fingers. It's the prone players that suffer as various crewmen, criminals and substitutes from below deck all take opportunity to throttle and punch the poor unfortunate prostate above them.

During your team turn, if your opponent has any players prone on a hold space you may make a foul action against one of those players for free (assists count as normal). This foul still counts as your foul action for the turn and can still cause a turnover, but it is free in the sense that you do not need to use any of your players to do it – the crew below deck are doing it – and the ref can't punish anyone for it.

Pitch Crates: (1x1 Square alongside both sidelines, on square 4,7,10 from middle line)



Due to limited space on most ships, some crates and debris just have nowhere to be removed to so they stay a part of the pitch. Crates that occupy spaces still allow the space to function as normal. They cause no line of sight or movement issues; the player merely hops up onto the crate and prepares to get pummeled as usual.

Crates do pose an inherent risk though to those unfortunate enough to get smacked down from on high while atop one. If a player is knocked off of a crate due to any action (block, wave, etc.), immediately roll on the injury table, foregoing the armor roll. Crashing down while elevated is a nasty concoction when wearing armor...let alone spiked armor.

Crates offers an excellent thing to hold on to (if you are not already standing on it) if a wave comes crashing into the ship and is counted as an immovable object during the wave phase.