



## DungeonBowl (StockBowl style)

### Rules

DungeonBowl, as its name suggests, is played in a dungeon. The teams move about using teleporters, and must begin the game by searching for the ball hidden in one of the trapped chests scattered throughout the dungeon. Once the ball has been found, there's a furious battle for possession – the first team getting the ball to one of the opposing player's score zones scores a touchdown. After a touchdown is scored, both teams set up and start again.

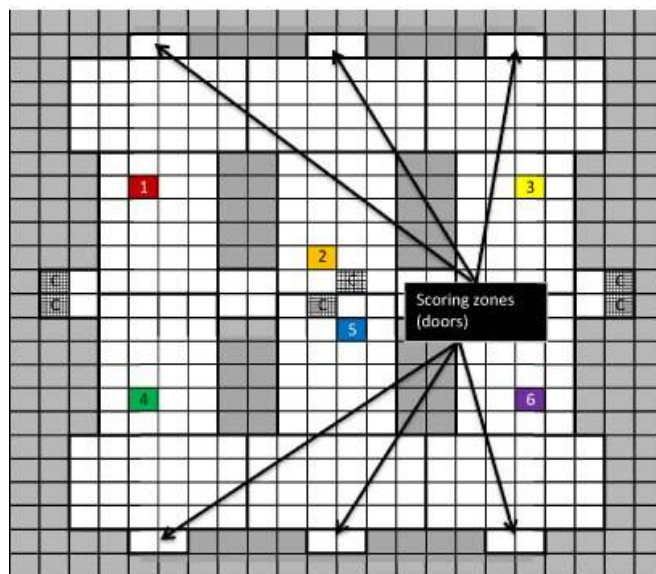
### Dungeon layout

At the start of each game both coaches roll a D8, combine these rolls (2-16) to determine which dungeon layout is used. (See end of chapter)

### Doors

The 1x2 squares on top and bottom of the dungeon are doors/scoring zones (see pictures). Players may set up in front of these doors (not diagonally) during setup or play. A player can only enter through the opposite door if the player is holding the ball (i.e. to score a touchdown) or through its own team's door without the ball *as part of the players move action* (i.e. to leave or enter play). The door automatically opens and closes itself if the player is eligible to exit. In other words, if a player has the ball he can move, or be pushed into the door as if it was an empty square. A player leaving without the ball may not enter play again during the current drive. The doors are considered solid walls for any other purposes.

If a player with the ball fails a dodge, GFI or leap when attempting to enter a score zone square, put the player in the square he or she originates from. (A thrown team mate that lands in a score zone automatically succeeds landing.) The magic door foresaw the failure and didn't open. The player may re-roll as normal to avoid this catastrophe. The ball bounces from the fallen players square.



LEGEND	
1	Red (#1) teleporter
2	Orange (#2) teleporter
3	Yellow (#3) teleporter
4	Green (#4) teleporter
5	Blue (#5) teleporter
6	Purple (#6) teleporter
	Chest

### The Players

Each coach sets up 6 available players of their choice before the game starts. If there are less than 6 players available then all of them are set up before the game starts. Taking turns (randomize who goes first), each coach selects a player from their roster and then places them in an empty square in *front of their own scoring zone*. (See pictures above.)

During a game of DungeonBowl a coach may have any number of players in the dungeon at any one time. In practice, however, a coach may not be able to get all of his or her players into the dungeon before a touchdown is scored.

### Standard rules of play

DungeonBowl uses all of *the Stockbowl Rules*, except those noted below:

- The object of the game is to find the ball and get it into one of the opposing scoring zones in order to score a touchdown. This is achieved when a standing player holding the ball is in an opposing score zone.
- Weather is not rolled, instead treat as 'Nice'.
- The Kick-Off table is not used as neither team starts with the ball.
- Special Play cards are not allowed. (Exception: magic items found in chests)

### **Special DungeonBowl rules**

Although DungeonBowl uses many of the standard Blood Bowl rules, there are a couple of amendments unique to playing in an enclosed space underground:

- If all other eligible squares are full, players may be pushed back into the wall in the same way as they could be pushed into the crowd in a normal game of Blood Bowl, the only difference being that they remain in the same square as they started. If they are pushed back but not knocked over then make an armour roll for them instead as they are slammed into the rather unforgiving dungeon wall. (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 a player, as a result of a defender stumbling or defender down, is Knocked Down and pushed back into the wall, treat the block as being made by a player with Mighty Blow. If the blocking player already has Mighty Blow add one to armour *and* one to injury rolls (and not armour *or* injury).
- A vampire who fails to feed is put in the KO-box.
- Players may always move diagonally and around corners as well as assist, follow up etc. For simplicity of play this rule of thumb is recommended: "Diagonally Everything Is Allowed (DEIA)".

### **Halves and drives**

A game of Blood Bowl is played in two halves, each consisting of 12 rounds. Each round consists of two player turns.

When the players have been set up, the game begins with the starting player's first turn. The drive continues until a touchdown is scored, or the current half ends.

The starting coach in the second half is the one who went second in the first half. The starting coach in any other drive is the one who did not score in the previous drive.

### **Throwing**

Passes work mostly as usual, except that Hail Mary Pass is disallowed. Passes, or thrown team-mates, are not permitted if a wall crosses the center of the range ruler at any point along the path of pass. (But remember DEIA.) It is allowed to throw teammates and balls over chests.

If the pass is inaccurate, roll the scatter dice normally, then line up the passing template with the ball's new position. If the red line in the passing template crosses a wall before it reaches the ball then the ball bounces one square from that wall (see below.)

A team-mate hitting the wall must take an armour roll for hitting the wall and another if he fails his landing (and he automatically fails his landing and his second armour roll if his armour was broken by the wall). If any or both armour roll fails only roll once on the injury table.

### **Bouncing balls off walls**

If the ball (or team-mate) hits a wall due to a pass, bounce or scatter, it will bounce one square away from the wall using the sideline D3 template.

### **Chests**

When a player (standing or not) enters a square with a chest, it will magically open. It will contain the ball, a magic item or a trap. Use a six sided dice in order to randomly determine what is in the chest. There is one chest with the ball, one with a magic item, and four with traps. There should be a 1 in 6 chance to find the ball in the first chest, 1 in 5 in the second, 1 in 4 in the third, etc. The same calculation goes for the magic item. If an item and/or the ball has been found, no unopened chest can contain another item/ball this drive.

A square containing only a chest is considered empty when calculating push backs.

If a player *with a tackle zone* enters a chest that contains the ball (including being pushed into it) he or she must attempt to pick it up. The pickup roll is an AG roll with a +1 modifier. The player cannot use Catch to reroll snatching the ball, but may always use the skill Sure Hands, or a team reroll if it is the player's turn.

If the chest contains a magic item, draw a random card from the CRP-deck "Magic Items". That item is instantly played on the player opening the chest.

If the chest contains a trap, the player, *standing or not standing*, is treated exactly as if he or she was hit by a lightning bolt. Each adjacent player is treated the same way on a 4+. Failed pickup attempts or a player knocked down by an exploding chest causes a turnover as normal.

If a player is pushed back and Knocked Down to a square with a chest that explodes, *add 2 to the armour roll (before any other modification) and add 1 to the injury roll* instead of rolling for the above mentioned effect of the explosion (adjacent players are affected as normal).

### ***Teleporting a player***

A player can teleport as often as he or she wants in a turn, as long as they have movement points remaining and are standing next to a teleporter. The player teleports by entering a teleporter. Roll a D6 and place the player on the teleporter marked with the number rolled. This roll cannot be rerolled. If the number rolled is the same as the teleporter of origin the player is lost for an unknown period of time. Place this player in the KO box (the player is actually lost in the ether until the wizards can recover him or her and put them back into the game). If one of your players is lost in the teleporter network during your turn, this causes a turnover. When a player is teleported, he or she is immediately scattered one square in a random direction (D8) from the destination teleporter (which can cause a push or series of pushes). Note that it is therefore impossible for any player to occupy the same square as a teleporter for more than an instant. Reroll scatter if there is no valid square for the player (a wall exists in the square indicated, or the square is occupied by a player who uses the Stand Firm skill and/or is Rooted etc.).

### ***Knocked down into a teleporter***

If a player is Knocked Down while being pushed into a teleporter, resolve the knockdown first, then, if the player is still in play, resolve the teleportation.

### ***Teleporting a scattering ball***

If a scattering ball enters a square with a teleporter it will teleport. If the number of the teleporter of origin is rolled the ball reappears from the same teleporter. This also occurs when a player loses the ball while entering a teleporter.

### ***Passes lost into the teleporter***

If a pass is made with the range ruler passing partially over a square with a teleporter, roll a D6 after the passing roll, but only if the pass is not fumbled, or intercepted between by a player positioned between the teleporter and the thrower. On a 1 the ball disappears into the teleporter and appears elsewhere exactly as described for a scattering ball. Safe throw skill does not guard against teleporters!

### ***Player with ball enters teleporter***

When a player in possession of the ball enters a teleporter scatter the player as normal. Then roll a D6. On a 4+ the player keeps the ball, on a 1-3 the ball is teleported independently (see below). This roll cannot be rerolled. Losing the ball into a teleporter is a turnover.

### ***Losing the ball while entering a teleporter***

If a player in possession of the ball is knocked over into the teleporter's square or pushed into the teleporter's square by a player with strip ball skill the ball and player will teleport separately and independently. (Strip Ball is still countered by Sure Hands.)

### ***Following up a block into a teleporter***

As with all other scenarios when a player enters a teleportation square, he will teleport. If a player is teleported away after a push by a frenzy player the second block cannot be taken.

### ***Teleportation movement cost***

Teleporting does not cost any movement points, only those as normal for moving into the teleporter's square.

### ***Reserves***

Beginning with a player's second turn, reserves may be brought on. Choose one player from the reserves box. That player can make a move, blitz, pass, hand-off or foul action, starting from a random teleporter (roll a D6) or any of the entrances on his or her team's side of the dungeon. This can be done at any time in the coach's turn. Only one player can enter the game during each team's turn. Once a player has set foot on the field, roll for Bloodlust, Really Stupid, Wild Animal or Bonehead if the player has one of those skills. A player entering the dungeon is considered to have moved 1 square when they are placed next to a door or teleporter in this way.

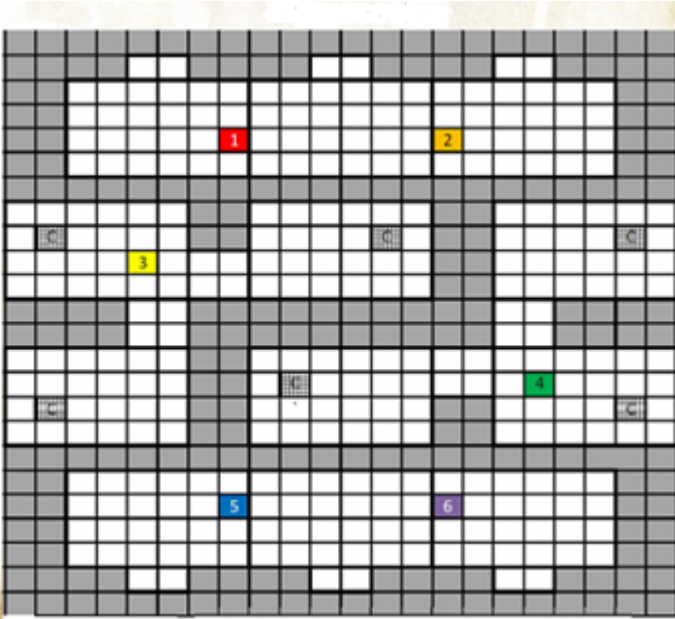
### ***Completion SPP's***

Completions when there are no standing player from the opposite team in the dungeon do not render SPP.

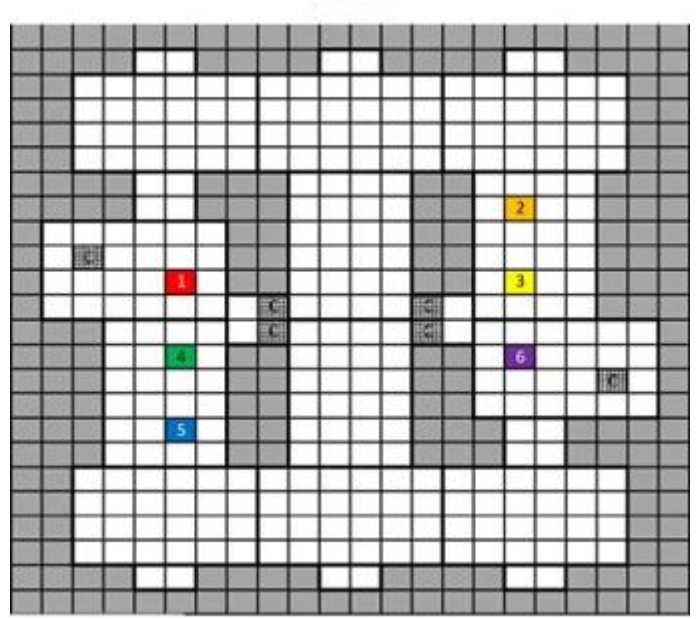
### ***Dungeon Layouts***

The following pages contain dungeon layouts. A map legend can be found on page 1 of this manual. The 2d8 roll you made during pre-game is the number before the layout you should use. NB. If you rolled 2 or 16, it's the same map.

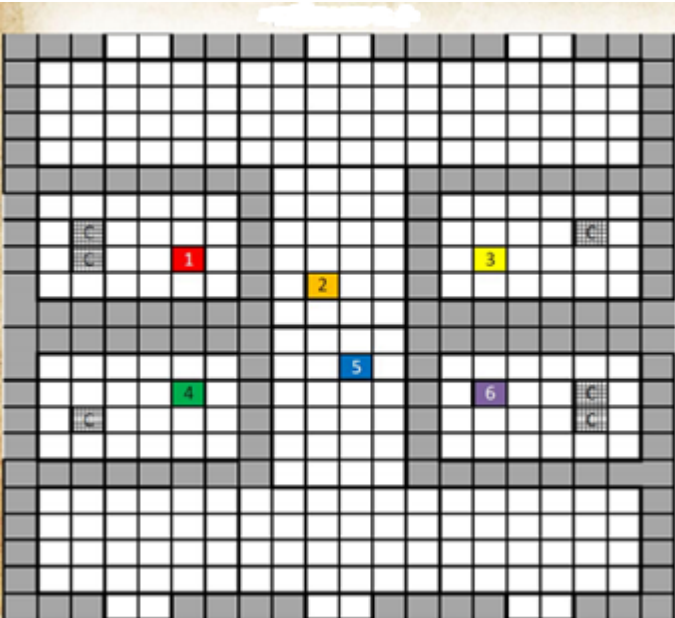
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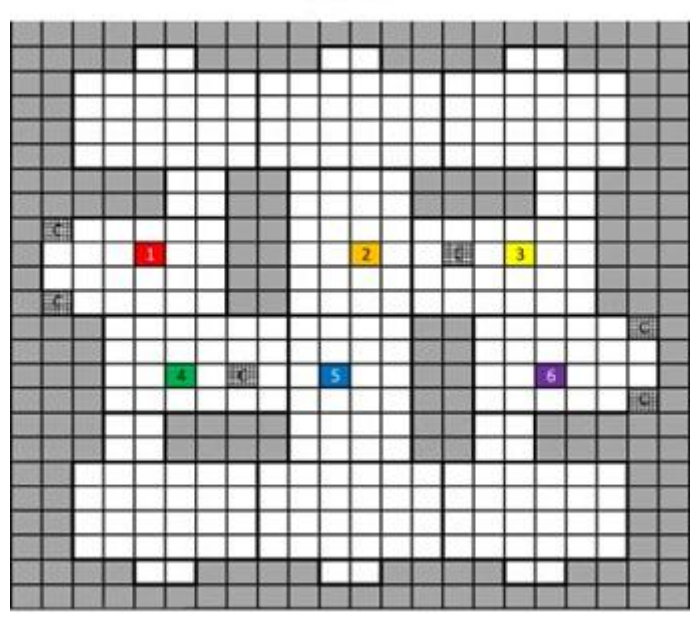
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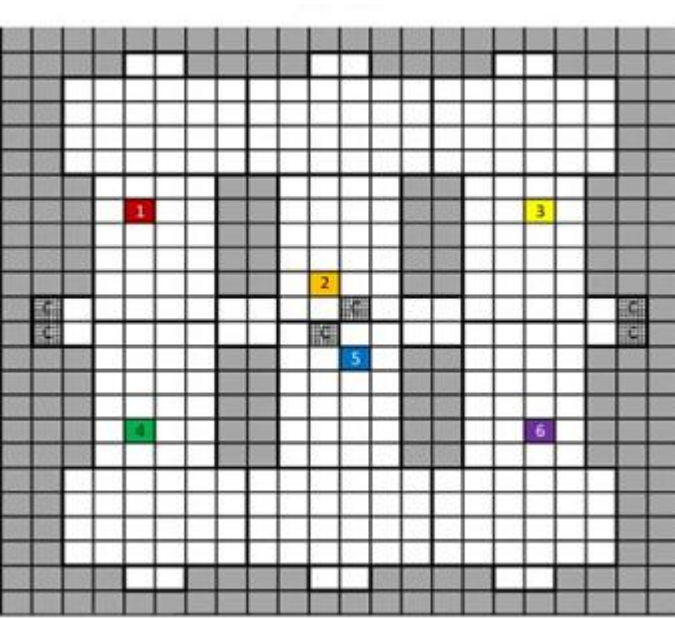
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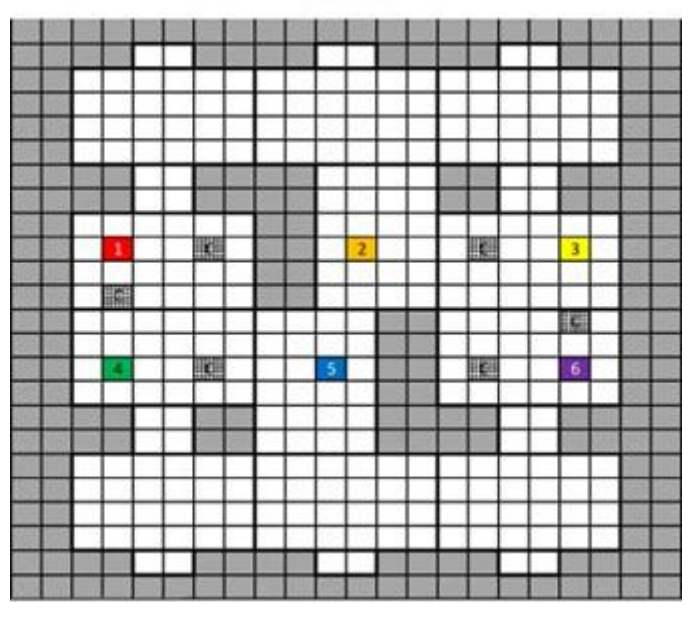
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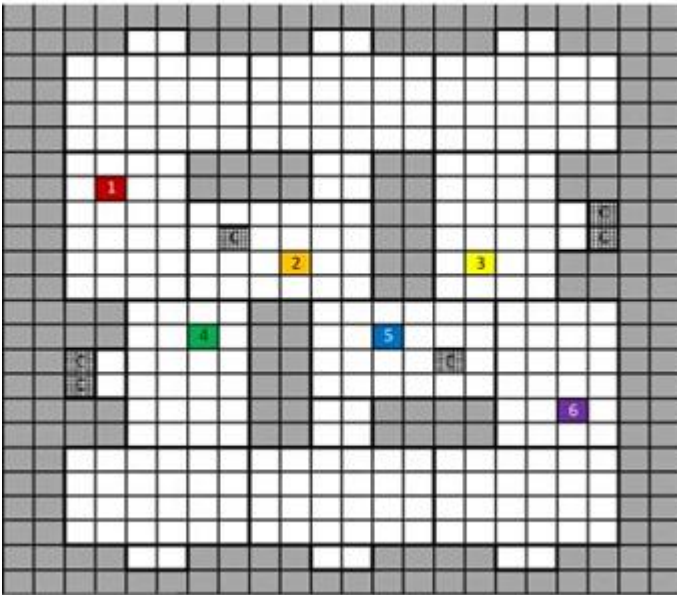
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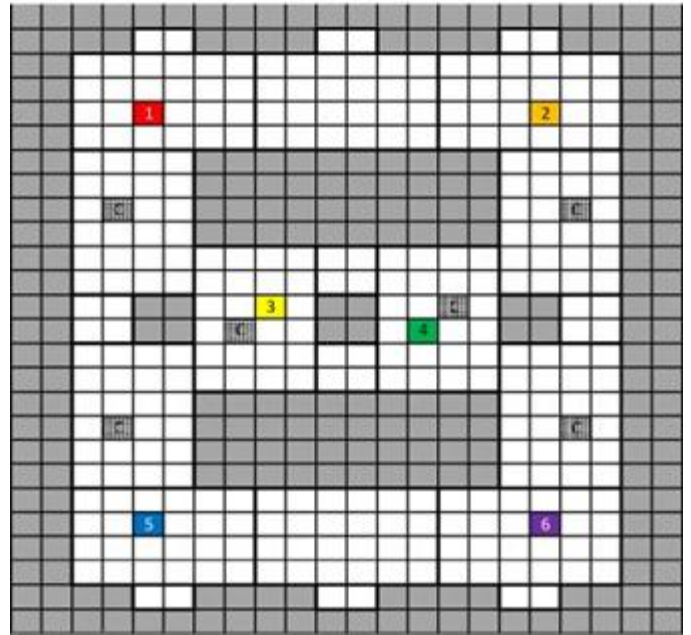
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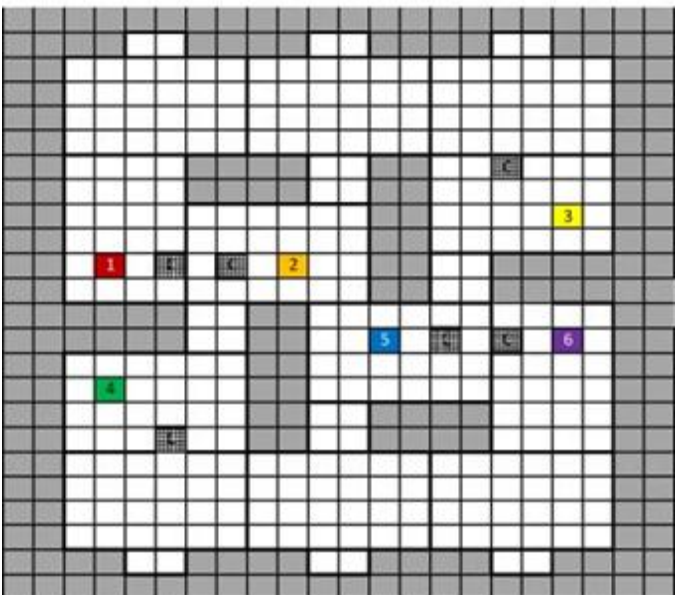
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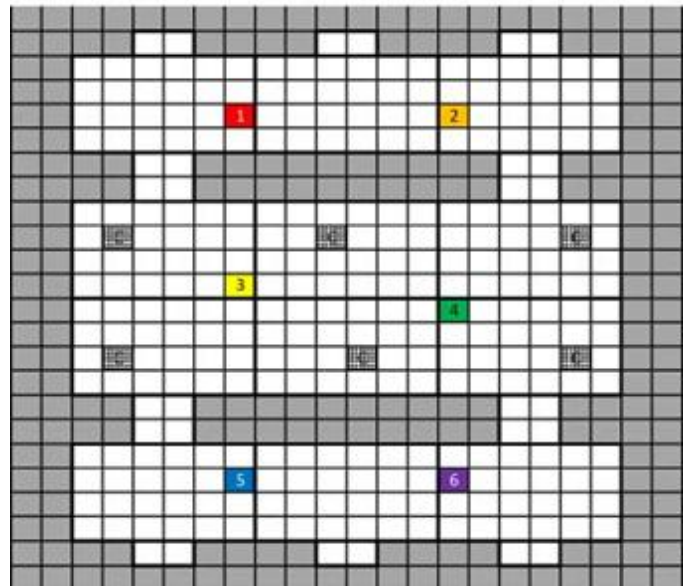
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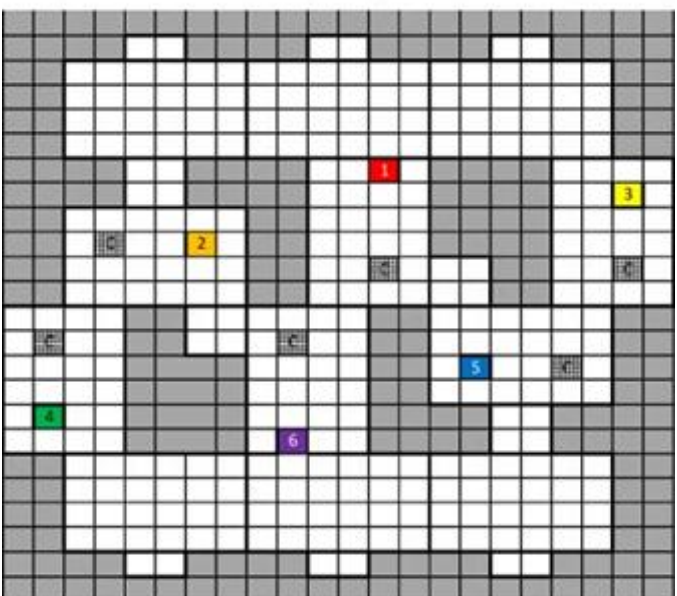
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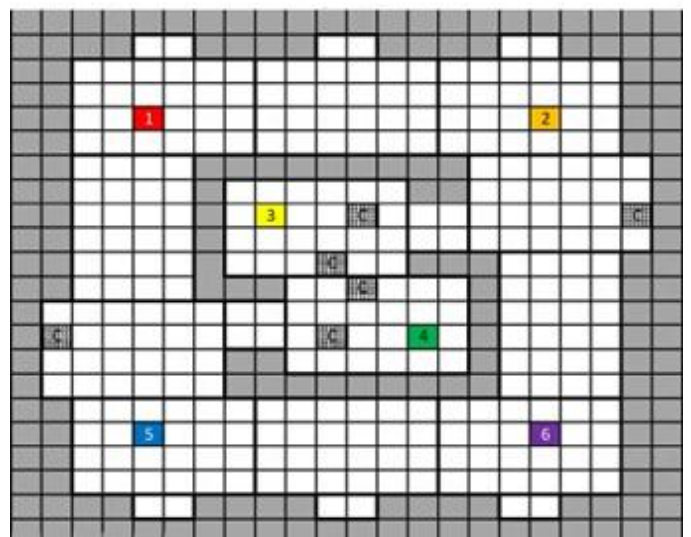
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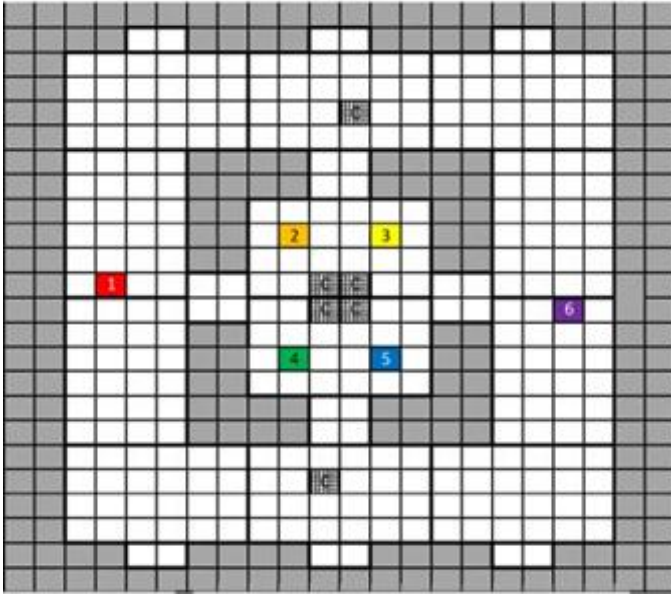
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