

Three Player Blood Bowl Rules

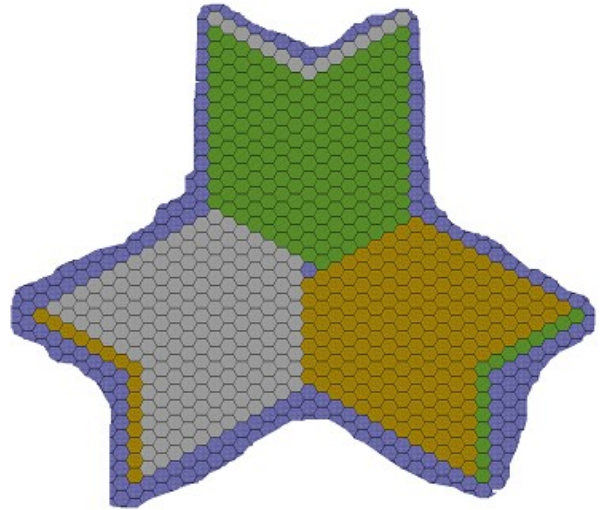
by sann0638

These are my house rules for 3 player Blood Bowl, not meant to be a serious competitive thing, more a sideline when you have an odd number of players gathered to do some silly gaming. I made a home-made board by printing hexes and sticking them on to a piece of hardboard, which I then cut into a circle. Total cost about £5!

The Board

Using the board to the right, each player sits behind their third of the board. Each player can then score in the end zone to their left, so the player with the green third scores in the green end zone, the grey third in the grey end zone, and the brown zone in the brown end zone.

The four hexes to each side of the third are the wide zones for set-up, as in the normal rules, and there are 13 hexes between the line of scrimmage and the end-zone, so that the standard stats can be used. The board therefore suits 11-a-side.



The Set-up

All players roll a d6, rerolling ties - the highest player has a choice of kicking (i.e. which third the ball goes to), receiving (i.e. getting the ball kicked to him), or choosing who defends which end zone (i.e. who he is attacking). If he chooses to kick, he has to say who will be receiving.

The player who came second then makes a choice, as follows:

First player has chosen...	Second player may choose...
Kicking	Who defends which end zone
Receiving	Who defends which end zone
Who defends which end zone	Kick or receive

The third player then has been told which end zone he is in, and who is getting the ball. If neither of the other players has chosen to kick, then the third player is kicking, which means he gets to choose where in the receiving player's third the ball goes, and gets to use the kick skill if he has it.

The player who receives the ball gets the first turn, but also sets up first. The player to his left sets up second and goes second, and the final player sets up third and goes third. Play therefore proceeds clockwise around the board. When you set up you must have 3 on the LOS, which is the same central 7 hexes as usual. You may also have a maximum of 2 in each wide zone, the outside 4 hexes.

Blocking Assists

Blocking assists happen as normal if they are from a team involved in the block. If a player can assist who is from the 3rd team, when the block is announced the coach declares whether or not the player is assisting, and if they are in a position to assist both coaches they can choose who to assist. The blocking coach can then call off the block or continue. If he calls off the block he make take a different action instead. If a player is taking a blitz action, they may arrange which way the assists are going before starting the blitz, so it is not wasted. The assisting coach may not change his mind half way through.

"Optional" Tackle Zones

It might be that a player might want to remove their tackle zone from one of the opposing teams, for example to allow a player to have an easier blitz on someone who could score. This can be agreed between the two coaches, and once it has been agreed (as with blocking assists) you can't change your mind.

Game Length

The game lasts for 3 lots of 8 turns per half, as per usual, though you might want to make it 5 or 6 turns per half to reduce the overall time that the game takes. When a team scores, the team that was defending that end zone gets the next turn (i.e. the team that would have had the next turn anyway).

Pushing

There are 3 hexes that a player can be pushed into, which means that a player can never be pushed off the pitch unless one of the hexes behind them is occupied.

Other Rules

There might be other bits that come up as you play. Make up some rules to cover the situation, then let me know!

