

RAT OGRE BOWL

(by James Wood, Derek Hiscocks & Luca Panicucci)

PLAYERS

2-8, each one using a RatOgre

THE PITCH

The pitch, unlike normal BB fields, represent the underground arena where the RatOgres can be unleashed; so it's square and 21 squares wide. Being an Arena, is delimited with walls. Nor the ball or the Ratogre can go out of the field.

If a Ratogre is pushed against the wall, you could roll for armour, adding +1 for the wall. In any case, he will not be pushed out, but will stand on the last square (which will be of course an endzone square)

If the ball goes against the wall, it bounces 1D6 in a random direction.

SET UP

The center square is where the ball lies; every Ratogre then is placed on the start line, filling starting positions from 1 to 8 (ie, in a 4 players matches, they will start on starting positions 1-2-3-4), 6 squares from the ball

GETTING STARTED

To see who's move first, every turn take an “**Initiative roll**”; each player roll a D20, higher score move first that round, second high move second and so on. Rerolls ties (ie: Del rolls 16, Woody and Panico rolls 11, Jim rolls 7; Del will go first, Jim last and Woody and Panico will reroll to see who'll go second)

THE TURN

Following the established order, each player have to take an action, as in normal BB. Just one notable exception:

*Being Wild Animal, you always have to roll for any action; even if it's legal in BB, in RatOgreBowl you are allowed to declare a Blitz action **only** if you are going to effectively blitz some other Ratogre. In other words, you **can't** declare a Blitz just to avoid to roll a 4+ Wild Animal Roll to move.*

After every player took his action in the turn, take an “initiative roll” once again, and start a new turn.

ASSISTING A BLOCK

Every time that more than 2 RatOgre are involved in a block, you can assist the block using normal rules, except:

1)you can decide to not assist anyone

2) If a RatOgre is in a position where he could assist both the Blocker and the Blocking, his coach can decide which one to assist, before any dice are rolled. (or just not assisting anyone, as above)

3) Assists are calculated separately after each block on a frenzy move. So it is possible for an assisting RatOgre to switch sides on a second block after frenzy. That's pretty unfair but hey... aren't we talking about RatOgres?

Optional Rule: no assist could be ever allowed: let's keep ALWAYS a 1-die game!!!

INJURIES

The Ratogres are very tough specially when they play in their environment, so it is virtually impossible to injure them when playing in the arena: as a result, once armour is broken, don't roll for injury, as the RatOgre will only be automatically **Stunned**. When stunned, the only thing they can do on the next turn is un-stun. Just follow the order of initiative roll to un-stun. It's important to see in which moment of the turn they turn face up (so they can be fouled by the next player!!!)

REROLLS

Ratogres are, eh, obviously, Wild Animals. They're not trained, and no skaven will go in the arena to address them to the right decision. So, **no rerolls allowed!**

WINNING THE MATCH

The first RatOgre to score a Touchdown, carrying the ball in any square of the Endzone in **any** side of the field, wins!

Optional Rule: you have to score in one of the scoring pits in the corners or in the middle of any Endzone