BLOOD BOWL DUNGEON ★SEVENS★

Dungeon Sevens is an exciting new version of Dungeon Bowl developed by "ANC001" and the AFOUL league for the Adelaide Dungeon Bowl Cup tournament in Australia. While it isn't intended as a replacement of traditional Dungeon Bowl, it is much better suited to a modern tournament environment. All dungeon layouts and rules unique to this format should be considered the intellectual property of the Adelaide Dungeon Bowl Cup, with permission given for their non-profit use by the public.

As with other Blood Bowl events, organizers can choose to customize their Street Bowl tournaments, but alterations should be kept within reason. Such judgments will be made by the NAF Tournament Director when an event is submitted for sanction.

★ BLOOD BOWL RULES ★

Outside of those modifications specifically described below, games will be played using the most current rules for Blood Bowl.

★ TEAM CREATION ★

- Teams may be purchased using 600,000 GC.

- Teams may be selected from any of the 24 races in Blood Bowl Living Rulebook 6.

- In Dungeon Sevens, a team must have at least 7 players but may not have more than 11 players on the roster. A team will only field 7 players at a time.

- In addition, only 4 "specialist" players (meaning any player whose availability is less than 0-12) may be selected.

- Dungeon Sevens teams are not very well-trained or reliable. Team rerolls cost double their listed cost. For example, a reroll for a human team would cost 100,000 GC. Rerolls are renewed at the 30-minute alarm.

- It's recommended that tournaments ban Leader.

- All other team options may be purchased as normal.

- Dungeonbowl special play cards can be purchased (draw randomly each game).

- Inducements can only be used as a handicap when team values are uneven.

★ DUNGEON SEVENS RULES ★

SET UP

To set up the Dungeon, each coach rolls a D6 and constructs the corresponding dungeon from the layouts provided.

To start the game each team sets up 7 players in any square adjacent to the 3 doorways on his or her side of the dungeon.

One coach rolls a D6 to determine which numbered chest the ball is in. The other coach has the first turn. The kickoff table is not used.

WINNING THE GAME

Games go for 50 minutes or less and can end in the following ways:

• One team is 1 TD ahead after 40 minutes (Points Win - 40pts)

• One team is ahead by 2 TDs at any time after 30 minutes (Runaway Win - 50pts)

• Your opponent has no players in the dungeon at the start of your turn and at least 30 minutes have been played (Annihilation win - 50pts)

• The score is tied at the end of 50 minutes (Draw - 20pts)

SCORING

To score, a coach needs to move a player in possession of the ball off the board through any passageway on his opponent's side of the dungeon (the opposite side to which he started).

Doorways are used to represent the Dungeon equivalent of an 'endzone.' moving a player into the square occupied by the door scores a TD if the player has the ball. The doorway is treated as a solid wall for the purposes of scattering a loose ball or moving a player who is not in possession of the ball.

RESERVES

Beginning with each player's second turn, reserves may be brought on. Choose one player from the reserves box. Declare what action the player will perform (e.g. move, blitz, pass). Place the player next to a doorway on his side of the field or scatter from a random teleporter. Then start the action chosen for the player. If the player is placed before declaring an action, it must be a move. Only one player can enter the game per turn.

If a player about to enter the dungeon would take the team above 7 players on the field roll a D6, on a 1 the referees stop the player entering the field that turn.

KNOCK OUTS

Knockouts are rolled after a TD as normal (4+).

Both players also make knockout rolls immediately when the 30-minute alarm and 40-minute alarm are sounded. Recovered players are moved to the Reserves.

FOULS

In a Dungeon the game officials have considerable difficulty keeping their eyes on everyone, so players are only sent off for fouling if they roll doubles on the armour roll.

PASSING

The range of passes is the same as in normal Blood Bowl, but passes are not permitted if a wall breaks the centre line of the range ruler at any point between thrower and target.

ENDING THE GAME

The game won't end until at least the 30 minute mark. Between 30-40 minutes look out for runaway or annihilation wins to trigger the end of the game.

Likewise, after 40 minutes a tie-breaking score ends the game.

At the 40 minute mark, both coaches roll a D6, this is the total number of game turns remaining (2-12). Each player then has between 1-6 turns left to play. Use the dice or other reliable method to count down until game end.
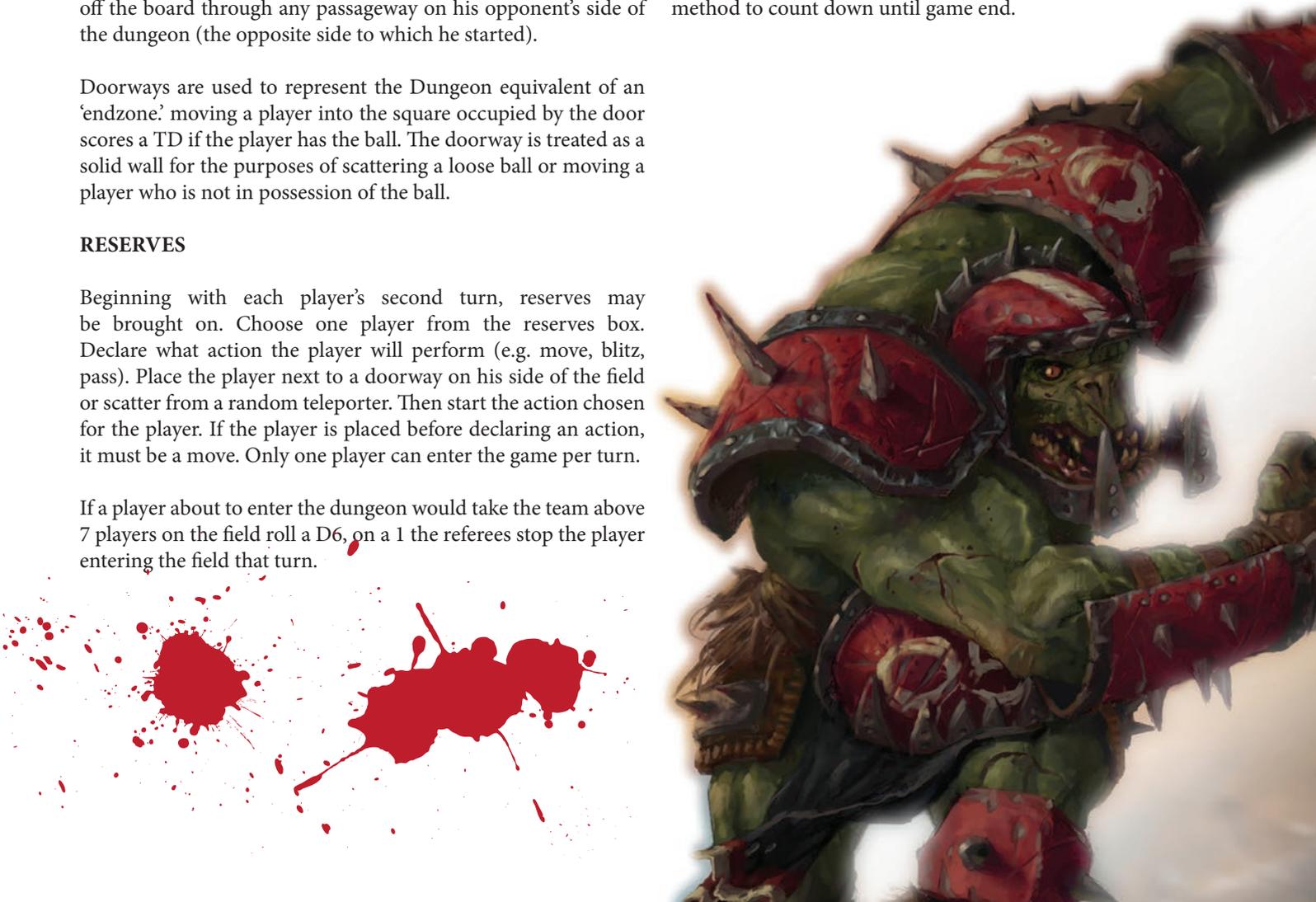
★ DUNGEON SEVENS PITCH ★

Rather than being played on an open paddock of grass with field lines, Dungeon Sevens is played in interconnected rooms and corridors. These may take any form, from a natural cave system to the inside of a building or a man-made catacomb or dungeon.

Standard layouts have been prepared, though at the agreement of both players, an alternate layout may be used. Different Dungeon layouts in the competition will offer different challenges, so coaches will need to be prepared to alter their tactics depending on the playing pitch.

BALLS BOUNCING OFF WALLS

If the football hits a wall due to a pass or scatter it will bounce one square away from the wall using the Dungeon Bounce Template. No dice roll is used to determine the direction. Note that a bill will often bounce back into the square it came from.

PLAYERS PUSHED INTO WALLS

A wall is a valid "destination square" for any player who is pushed or blocked, but only if there are no vacant squares to push the player into.

When a player is pushed back against a wall but not knocked over, leave the player standing but make an armour roll with a +1 modifier caused by the hard wall. If armour is penetrated, the blocked player falls down; roll for injury.

PLAYERS BLOCKED INTO WALLS

If a player is knocked over into a wall, treat the block as being made by a player with the Mighty Blow skill. If the player already has the Mighty Blow skill, add a further +1 to both the armor and injury rolls.

RESERVES

Beginning with each player's second turn, reserves may be brought on. Choose one player from the reserves box. Declare what action the player will perform (e.g. move, blitz, pass). Place the player next to a doorway on his side of the field or scatter from a random teleporter. Then start the action chosen for the player. If the player is placed before declaring an action, it must be a move. Only one player can enter the game per turn.

If a player about to enter the dungeon would take the team above 7 players on the field roll a D6, on a 1 the referees stop the player entering the field that turn.

DIAGONAL MOVEMENT

Players may always move, assist, and follow-up diagonally and around corners.

CHESTS

When a player enters a square that contains a chest it will magically open. It will contain either the ball or a trap.

If a player moves onto the chest that contains the ball (including being pushed into it), he must attempt to pick up the ball unless he is not standing as he enters the square (i.e. as the result of a block). The pickup roll is an AG roll with a +1 modifier as usual for balls at rest. If a player fails a pickup roll during his team's turn, that team suffers a turnover.

If the chest contains a trap the player is knocked prone and an armour roll is made. Adjacent players are knocked over on a d6 roll of 4+; make armour rolls for any players that are knocked down. If any players on the active team are knocked down in this way, it causes a turnover.

A player that is Knocked Down into a chest (e.g. blocked, failed dodge, failed GFI) will still trigger the opening of the chest. If the chest contains the ball it will scatter and the prone player will not have a chance to pick it up. If the chest contains a trap, make the armour roll for the player, but treat it as if it were made by a player with Mighty Blow. If the player was knocked into the chest trap by a player with Mighty Blow, add a further +1 to both the armour and injury rolls.

TELEPORTATION

A player that enters the same square as a teleporter for any reason will be randomly relocated. Teleporting does not cost any additional movement points, just those normally required to move into a square containing a teleporter. A player can teleport as often as he or she wants to in a turn.

Roll a d6 or Teleporter Dice and place the player on the teleporter marked with the number or colour rolled. 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 Knockout box (in game terms, the player is actually lost in the ether until the wizards can recover him and put him back in the game). If a player from the active team is lost in this way, it causes a turnover.

After a player is teleported, he or she is immediately scattered in a random direction (d8) from the destination teleporter. Note that it is therefore impossible for any player to occupy the same square as a teleporter for more than an instant. If the d8 indicates a destination square that is occupied by a player or wall, place the player in the next square adjacent to the teleporter, starting clockwise from the location indicated by the d8. If all 8 surrounding squares are occupied, push away the player in the location originally indicated by the d8 as if he or she had been pushed by the player emerging from the teleporter. If this does not result in that square becoming vacant, such as in the case of walls behind the player, push away the player in the next clockwise square. Continue until space is made. If no room can be made using this method, teleport the player away again.

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 as entering a teleporter.

If a pass is made with the any portion of the range ruler covering a square containing a teleporter, roll a d6 after the passing roll, but only if the pass is not fumbled or intercepted by a player positioned between the teleporter and the thrower. On a roll of a 1, the ball disappears into the teleporter and appears elsewhere as decribed above for a scattering ball. The Safe Throw skill does not protect against teleporters!

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. If the active team loses the ball in this way, it causes a turnover.

If a player in possession of the ball is knocked over into a teleporter (or loses the ball when pushed back into a teleporter due to a player with the Strip Ball skill), the player and ball will teleport independently.

Following up into a teleporter will cause the player to teleport as usual. If a player is teleported away after a push from a player with the Frenzy skill, the second block cannot be taken.

★ DUNGEON SEVENS OPTIONAL RULES ★

SPIDER WEBS

To leave a square with a spider web in it, a player must pass a ST test with +1 or remain in place as if held by tentacles.

FURNITURE

All furniture, such as boxes, chairs, table, barrels, beds, and bookcases, are treated as walls except for in the case of passes, which can be made over furniture with no penalty.

SPIKES

When a player enters a square with spikes, he or she is knocked prone and armour is automatically broken. Make an injury roll for the player.

PIT

When a player enters a Pit for any reason, he or she is stunned. This represents the time taken for the player to escape from the pit. The pit square is treated as a normal occupied square while a player is stunned, prone or standing in it. When the square becomes vacant again the pit can be entered by a new player.

PIT TRAP

A pit trap operates like a Pit, but is covered by a trapdoor and therefore a player can enter this square without automatically being stunned. A player who enters the same square as a trapdoor must roll a d6. If the result is equal to or higher than his or her ST, the trapdoor is not triggers. Otherwise, the trapdoor is triggered and the player is placed stunned as if he or she had entered a Pit as above.

WATER

Players leaving a square that contains water (sewers, rivers, etc.) must spend two movement allowance point to move into any adjacent square. A ball will not bounce if it lands in Water, but will drift one square at the end of each player's turn.

CROWDED PLACES

Some natural formations, such as caves, are not as well structured as manmade rooms. If a square is under half the size of the standard squares in the current Dungeon, it cannot be occupied by a player or ball. For ease of play, 25mm bases are highly recommended.entered a Pit as above.

MULTIPLE LEVELS

Otherwise adjacent players may not block, tackle, stab, chainsaw, hypnotize, assist, tackle, or foul each other if they are on different levels of the Dungeon. Nor may they handoff the ball, though passes can be made as normal.

Leap cannot be used to ascend levels, only stairs and the Climb action allow this.

A player may voluntarily descend to a lower level; place the model in an adjacent square on the lower level and make a landing roll as if the player had been thrown by a teammate.

A player on a higher level may blitz a player on a lower level. Place the blitzing player into the square occupied by the blocked player. If the blitzing player is not knocked over during the block action, he must make a landing roll or be knocked prone. The blocked player is always pushed back, even if the result of the block is Attacker Down or Both Down and even if the player has the Stand Firm skill.

A player on a higher level may foul a prone player on a lower level by moving onto that square; do not make a landing roll, but place the fouling player prone in a square adjacent to the victim on the lower level. Make an automatic injury roll for the fouled player and make an armour roll for the player who performed the diving foul.

A player on a stair between levels is considered to be adjacent only to adjacent squares of the staircase. In other words, only adjacent squares that are on the same level or one level high or one level lower. Note that staircases are therefore natural choke points. A player on a stair may descend to an adjacent square on a lower level by making a landing roll as described above.

When passing between levels, players on the lower level cannot intercept a pass unless the thrower or the target is on their level, even if they are under the range ruler. Passing upwards a level does not affect the distance on the range ruler, but will incur a -1 to the pass attempt. Passing the ball downwards a level does not provide any bonus or penalty.

CLIMB ACTION

In addition to the actions listed in the current Blood Bowl rules, a player may perform a Climb action. The Climb action is a variation of the move action and there is no limit to how many player may perform this action in a turn. A player may not Block, Pass, Handoff, or Foul when undertaking a Climb action. Only players who start their turn standing in a square next to a higher level may Climb. Roll a d6; on a 6 the player may be placed in any adjacent square on a higher level. Teammates who are both standing and adjacent to the player will add 1 to this roll, so long as they are not in opposing Tackle Zones. A failed Climb is not a turnover and the player remains standing.

These are the time-tested layouts used at the Adelaide Dungeon Bowl Cup.

You need: 12 large floor tiles (6x4), 4 small floor tiles (2x2), 6 doors (2x1), 6 chests, 6 teleporters.

How to select a layout: Each coach rolls a d6. Assemble the Dungeon that corresponds to the dice results added together (2-12).

How to assemble your playing field for Dungeon Bowl games at
Adelaide Dungeon Bowl Cup 2013

You need:
12 large floor tiles (6x4), 4 small floor tiles (2x2), 6 Doors (2x1), 6 chests, 6 teleporters.

What to do:
Each coach roll a D6. Assemble the dungeon that corresponds to that number (2-12).
Flip a coin to determine who takes the first turn.

Scoring zones (doors)
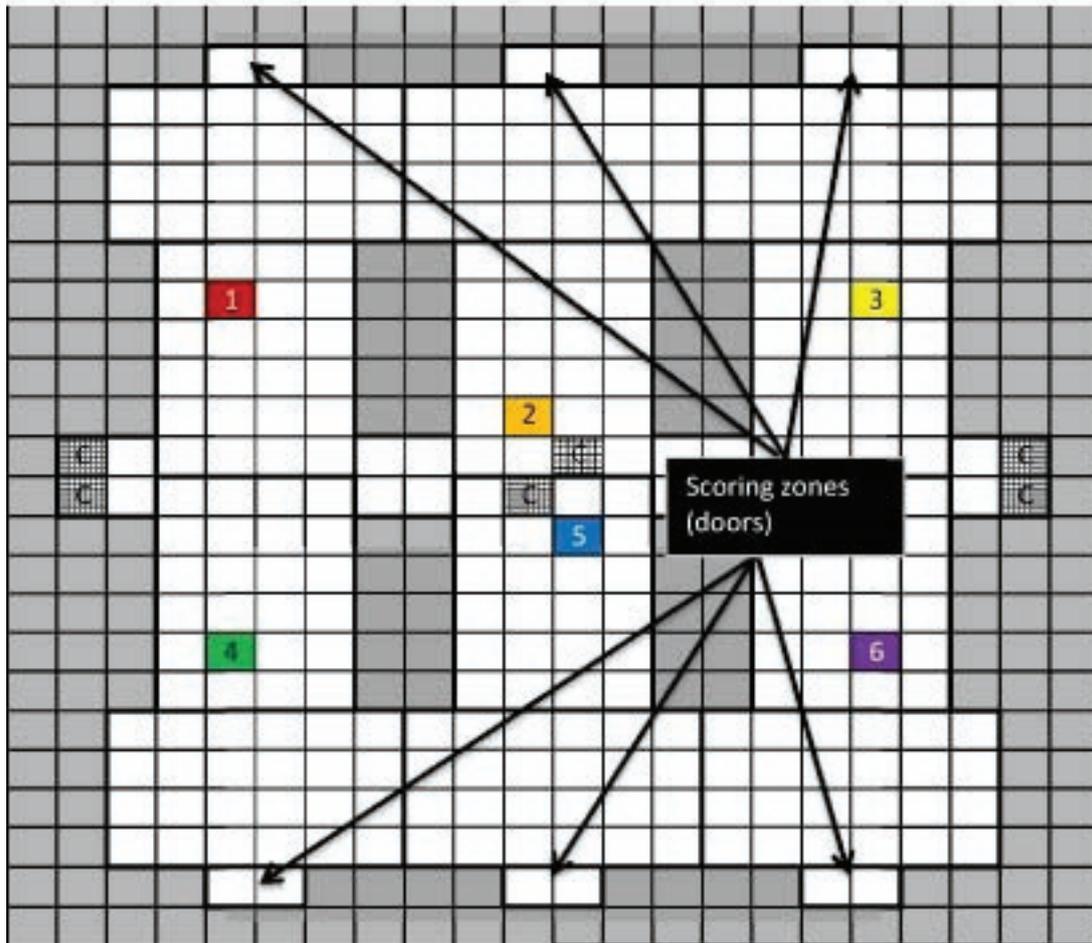
LEGEND	
1	Red (#1) teleporter
2	Orange (#2) teleporter
3	Yellow (#3) teleporter
4	Green (#4) teleporter
5	Blue (#5) teleporter
6	Purple (#6) teleporter
C	Chest
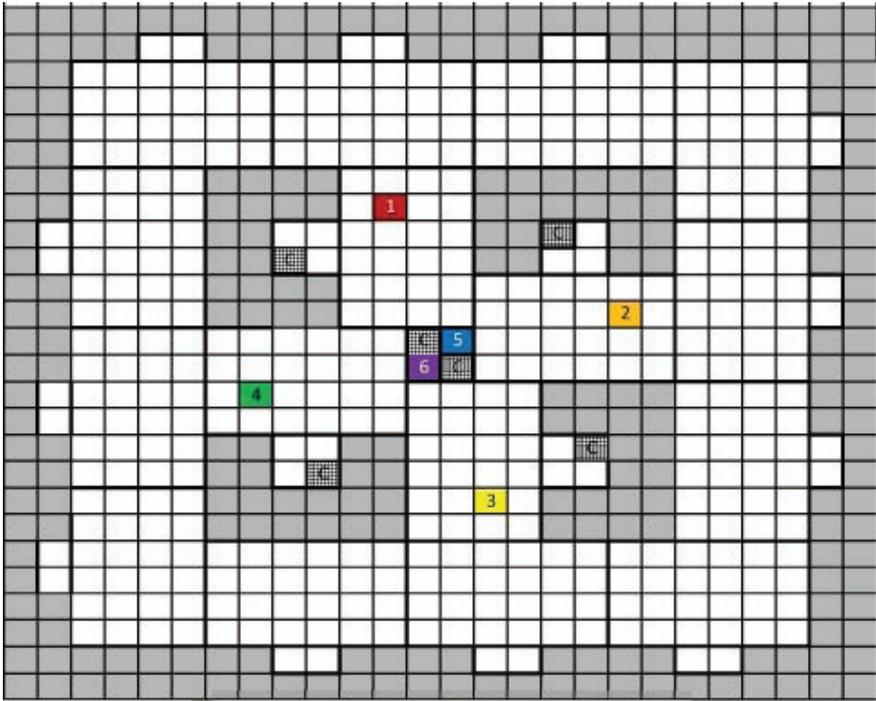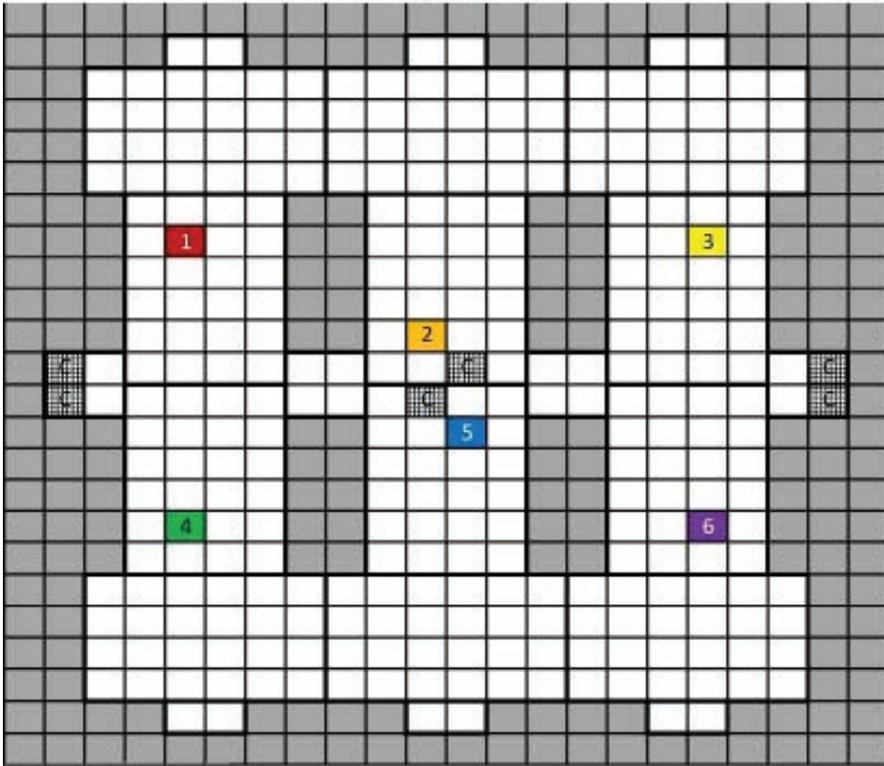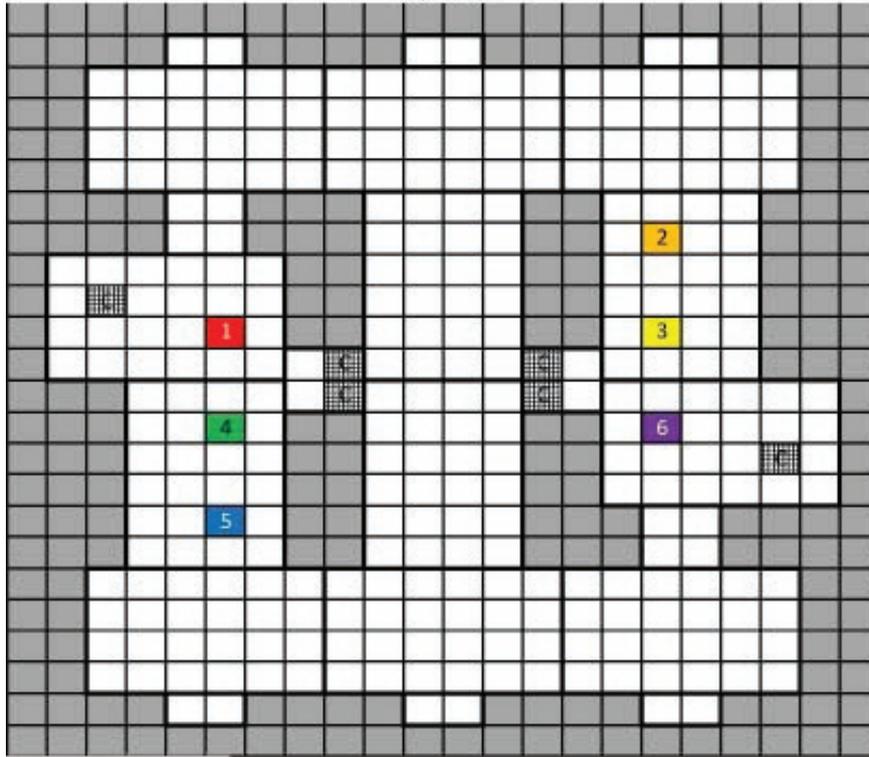
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Layout #3

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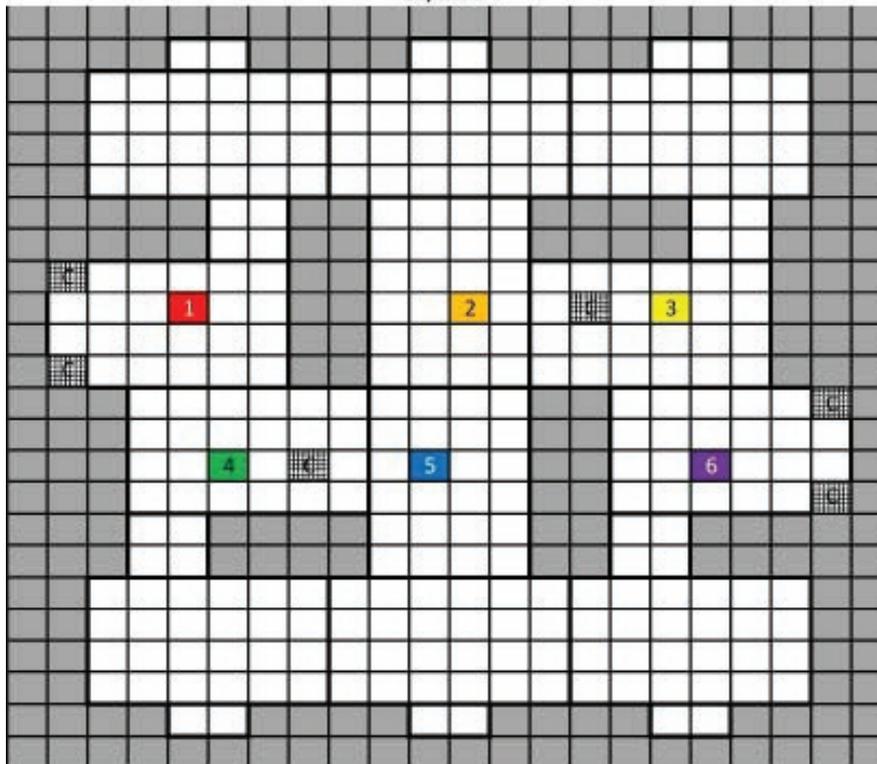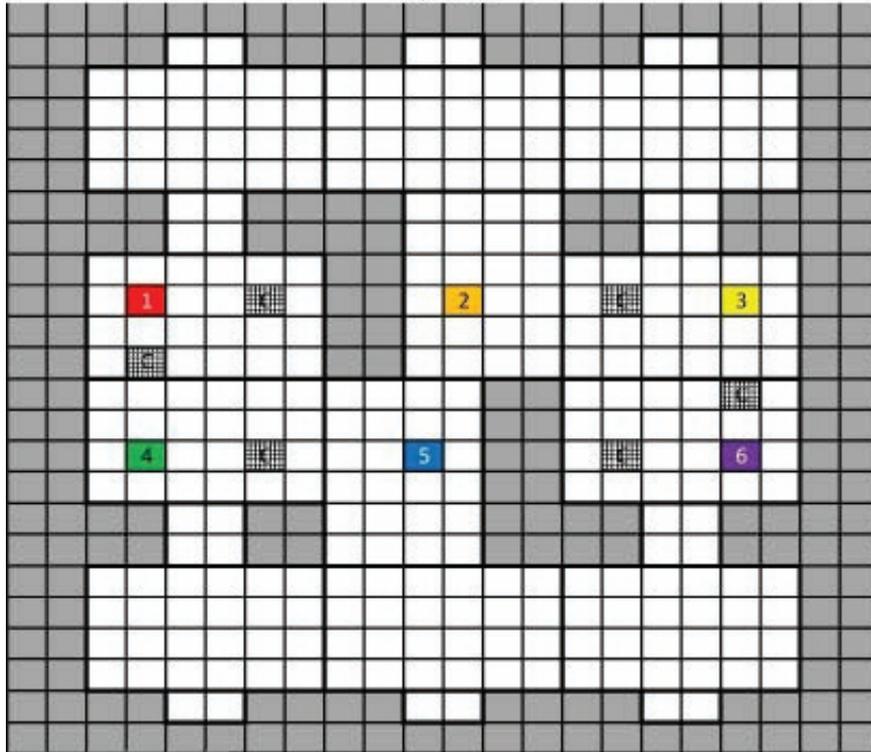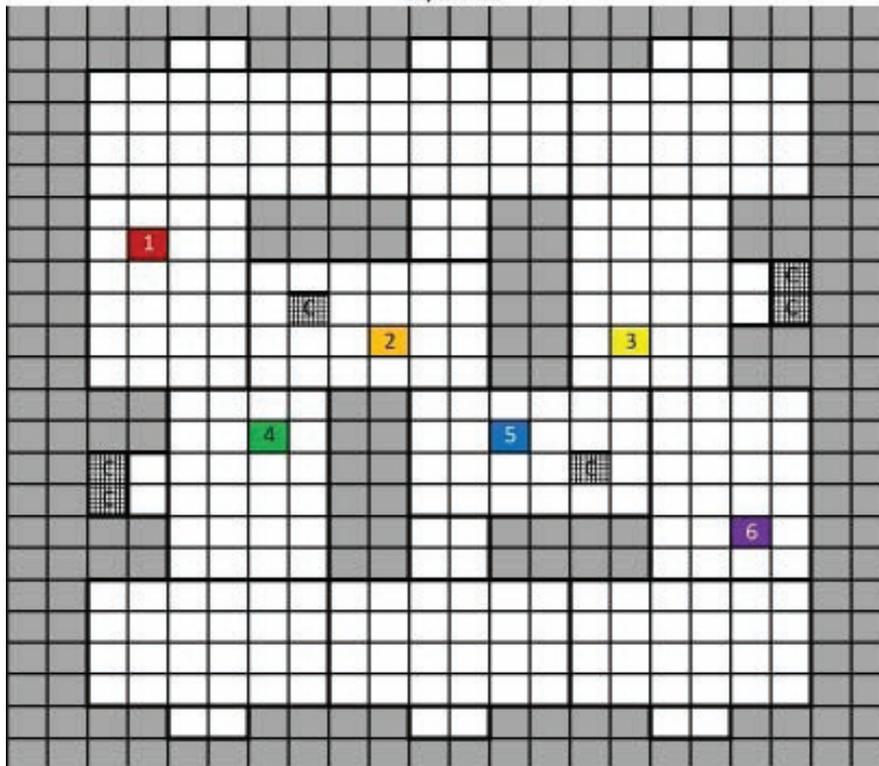
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Layout #6

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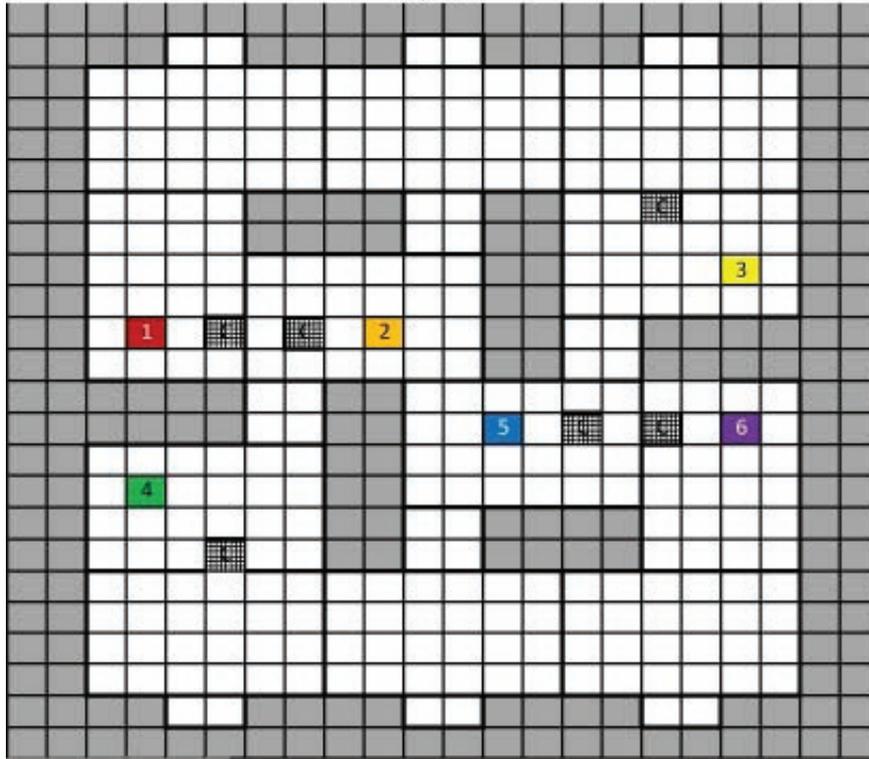
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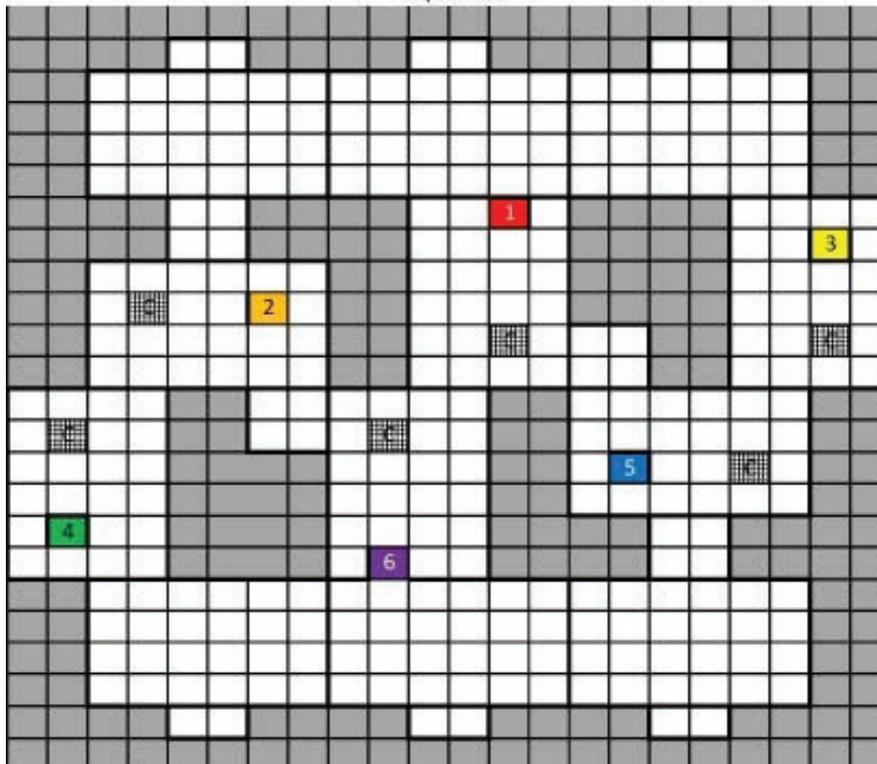
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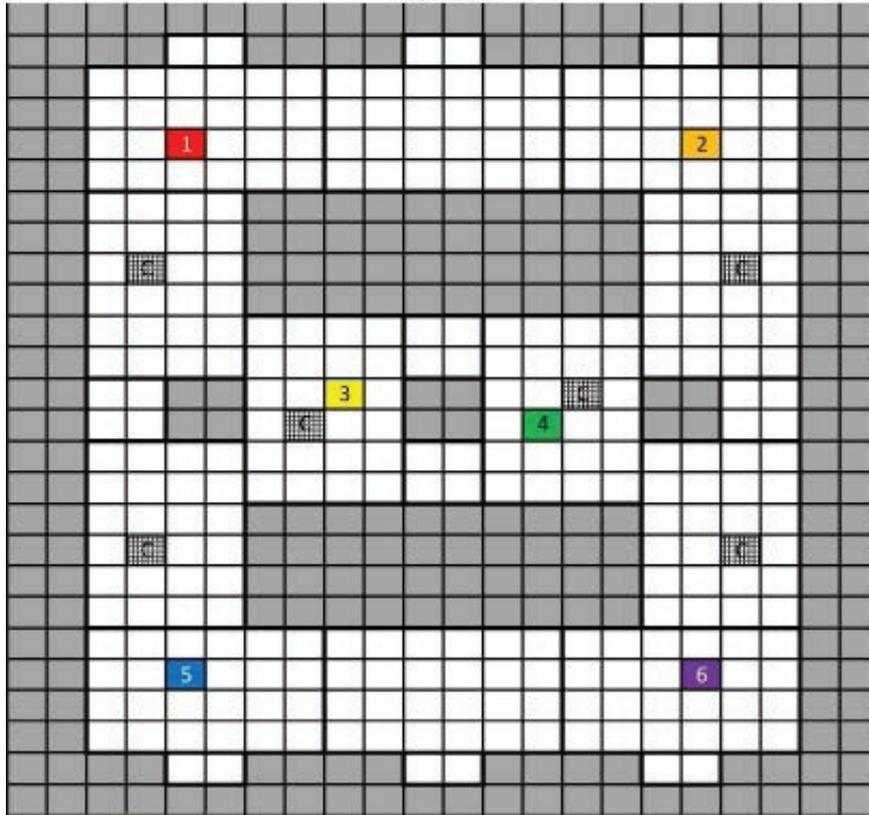
Layout #10

Layout #11

Layout #12

Layout X

Layout Y

Layout Z