



# DEATHBOWL

Deathbowl is a set of variant rules for Games Workshop's Blood Bowl, the game of fantasy football. The basic premise is that Blood Bowl can only be improved by having more of it. Hence: twice as many teams, coaches, and end zones, and balls. The origins of Deathbowl are shrouded in mystery, but Canadians Joe "Notorious\_JTB" Byers, Adam "jrock56" Jones, and Glenn "twodiceblock" Jones have been doing their best to popularize the system and nail down the rules. As with other Blood Bowl events, organizers can choose to customize their Deathbowl 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 ★

There are no special concerns in regard to team building, though it's probably best that tournament rules err on the side of limiting skill allowances. In the event a Master Chef is induced, the effects are felt by all opposing teams.

## ★ RANKINGS & SCORING ★

Currently, the method of scoring Deathbowl tournaments is entirely at TO discretion. Regardless of how it is handled, this must be stated in the event's rules so that coaches will be aware of it before committing to the tournament.

Ranking events in the NAF database proceeds as follows: it is suggested that tiebreakers be used to "upgrade" or "downgrade" any ties. For instance, if a game has 1 clear winner (with 3 TDs) and the other players are in a 3-way tie (with 1 TD each), the tied team with the lowest tiebreaker score (net CAS, perhaps) would be "paired" with the winner and go into the rankings as having lost the game in order to accommodate the top player's win.

In 2020, the NAF is aiming to update the method of ranking Deathbowl games. The aim is to give each coach in the game a result against every other coach, e.g. each match will generate 6 entries. Check progress on this initiative with the Tournament Director before your tournament such that you can advise attendees.

## ★ DEATHBOWL RULES ★

**THE PITCH & SET-UP:** Deathbowl is played on a specially designed pitch with four teams and two balls. The teams line up on or behind the "line of scrimmage" in their own set-up section. Each coach must have at least

three players on the line, with no players in the wide zones.

**THE PITCH & SET-UP:** Deathbowl is played on a specially designed pitch with four teams and two balls. The teams line up on or behind the "line of scrimmage" in their own set-up section. Each coach must have at least three players on the line, with no players in the wide zones. Each coach lines up randomly opposite an opponent for the round. There is no kick-off. The footballs are placed in one of the four center squares, randomly chosen (D4 & D3). All players may set up their teams on the field at the same time with a minimum of 11 players and a maximum of 16 players. A D6 roll is made by each coach, with the highest roll going first in gameplay and continue clockwise from there for the half.

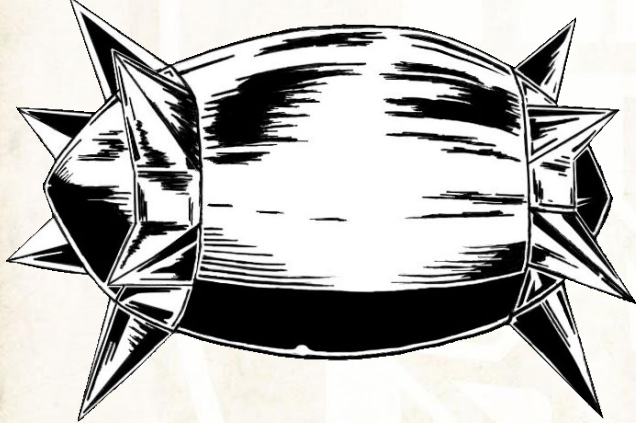
**CONTINUOUS PLAY:** Deathbowl is played over two, eight turn halves as usual, but after the initial set-up, play continues until half time regardless of any touchdowns scored. The second half proceeds in the same way until full time. After halftime, the player who took the last turn in the first half has the first turn and play progresses counter-clockwise around the table.



**TIME LIMITS:** It is recommended that games last 3.5 hours. Even with so much time allocated, players should be held to a strict 3.5 minute limit on all turns. Overtime is never played. Fame & Weather Do not roll for FAME or Weather at the beginning of the game. They have no effect in Deathbowl.

**SCORING:** A team's turn ends if a player enters the end zone and scores a touchdown. If a player carrying a ball enters the end zone on a square containing a ball on the ground, the scatter is resolved before the turn ends. This is the only currently identified way to score two touchdowns in a single player turn. Once a touchdown is scored, the ball is removed from the field and re-enters play on one of the four centre squares (roll a D4) and stops there, unless the square is occupied. If the square is occupied by a standing player, the player may attempt to catch the ball just like the bounce at the end of regular Blood Bowl kick-off (bouncing ball). If the square is occupied by a prone or stunned player or the other ball the new ball bounces once from the square. The teams continue to play after a touchdown with a new set-up only occurring at halftime.

**HALFTIME:** At halftime (as in Blood Bowl), play stops and the teams set up as described above. Additionally, at half time all KO'd players return to action without rolling. Any players KO'd in the second half do not return to play. Any injured players who were able to regenerate or who were healed by an Apothecary can only return to play at halftime.

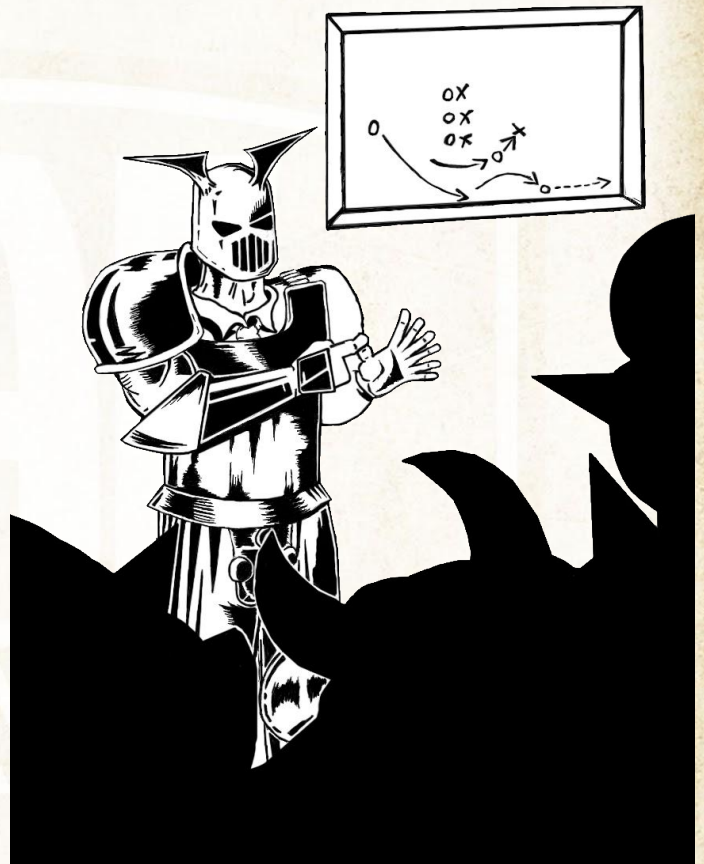


**ACTIONS:** Each team may take a Blitz action against each of the opposing teams. Each team may make a Pass action with each ball, but not twice with one ball. Therefore, a team could instead pass two players with the Right Stuff skill, or one player and one ball. However, no player or ball can be thrown twice in one turn. Each team may take a Hand-off action with each ball, but not twice with one ball.

Each team may take a Foul action against each of the opposing teams. However, the referee will send off players following the normal Blood Bowl rules. A turnover will still end a turn with all unused actions lost as in Blood Bowl.

Additionally, if a Blitz is declared and no block dice thrown, no further Blitz actions can be taken against that team this turn. If you fail your any negatrait, e.g. Wild

Animal, roll after declaring a blitz on an opponent, you cannot then declare a Blitz against the same opponent until your next team turn. You may refer to this as the Wild Animal rule. When declaring a Blitz against an opposing team, the player must be within range of the intended target to declare said Blitz at all.



**ASSISTING BLOCKS & FOULS:** Assists work as in normal Blood Bowl for the players on the teams directly involved in a block or a foul. However, the other teams may want to get involved as well. A player may assist a Block or Foul made by an opponent if the only opposing tackle zone they are in is the victim of the Block or Foul. If they are in any other opposing tackle zones they cannot assist. The only exception to this is if the player has Guard skill, in which case they can always assist a Block. This applies to fouls in the same fashion as stated above.

In order to streamline play and counter any ill-feeling, TOs may decide to rule that players on teams not directly involved in block or foul actions assist or don't assist by default. All opposing tackle zones count as opponents for the purposes of picking up the ball, catching, etc. by default (i.e. an opposing coach can never decide not to impede you in picking up the ball).

**BALL HANDLING:** No player may at any time be in possession of more than one ball. Any time a player with a ball interacts with the other ball, resolve the

if he/she/it had the No Hands skill. The player may not drop the ball he has in order to attempt to pick up the other. A team may pass and hand-off each ball once a turn. A team may not, however, pass or hand-off the same ball more than once in the same turn, as in the standard rules of Blood Bowl.

The ball may at no time be passed across any of the four corner squares. To determine this, when passing a ball, the entire range ruler must be on the playable pitch area.

**INTERCEPTIONS:** If players from different teams are eligible to make an interception the player closest to the throwing player may make the attempt first. If two or more players are equally close than the coaches roll off to determine which player may make the first attempt. If the first player fails to intercept the next player gets a chance, if the second player fails to make an interception a player from the third team gets a chance. However, each team may only make one interception attempt. If an interception attempt is successful and followed by a successful "Safe Throw" roll, a team who has not yet attempted to intercept can still try with one of their players. Safe Throw may be used on all successful interceptions in any given turn. For example a pass may be intercepted 3 times, each time by a player from a different team; the thrower gets to roll for Safe Throw in each case.

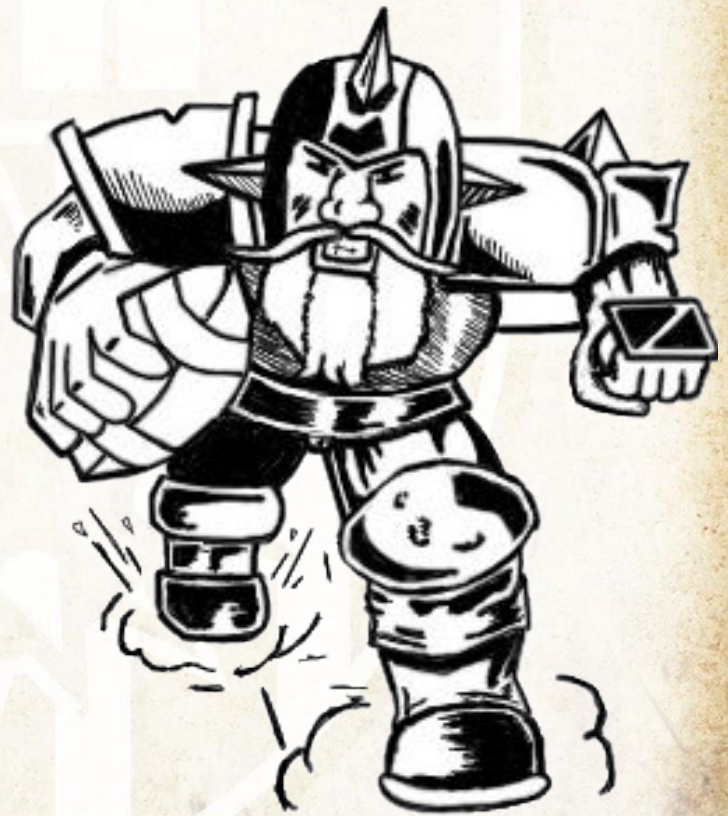
**TURN ETIQUETTE:** You may bargain and negotiate as much as you like in your own turn or in an opponent coach's turn if they initiate the discussion. However, as all coaches have a time limit for their turns it is impolite and against the rules to initiate such a discussion during an opponent's turn. It is unfair to all the coaches at the table and indeed the tournament for another coach to "advise" on another coaches' actions. While it is acceptable to remind a coach to move a player to block a potential TD, it is not acceptable to plan their entire turn.

## ★ DEATHBOWL SEVENS ★

While chaotic, exciting and otherwise fabulous, Deathbowl can take a while. For this reason, Deathbowl Sevens (D7s), has been sanctioned for NAF tournament play. D7s combines all of the chaos and four-way fun of Deathbowl with the quick, amateur nature of a Sevens contest in a thrilling new variant!

Unless noted below, D7s follows the same rules as Deathbowl:

- ★ The D7s pitch is the same design as the Deathbowl pitch (two pitches crossing in a '+' shape), except the pitch from the Sevens variant ruleset is used (see <https://www.thenaf.net/blood-bowl/variants/>).
- ★ Team Creation is as per the Sevens variant ruleset.
- ★ The number of turns per half is as per the Sevens variant ruleset.



## ★ CREDITS ★

These rules developed on behalf of the NAF by Jrock56 with special thanks to Notorious\_JTB, twodiceblock ManticoreRich and TheHurricane. Following a variant review process in 2019, this updated version of the document was developed by montanhas18, Raveen and Templar with art by Garion.

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