



# DUNGEONBOWL

Dungeonbowl is a subterranean Blood Bowl variant first released by Games Workshop in 1989. The Blood Bowl pitch is replaced by a fiendish Dungeon filled with traps, teleportation devices and other obstacles; turns are swift and the game fluid.

Many versions of the Dungeonbowl rules have existed over the years; what follows is a variant ruleset that draws upon rules developed in France and Germany (home of the Dungeonbowl NAF major tournament). Also in this document are rules for Dungeonbowl Sevens (DB7s); an exciting, faster version of Dungeonbowl developed by "ANC001" and the AFOUL league for the Adelaide Dungeon Bowl Cup tournament in Australia. While DB7s isn't intended as a replacement of traditional Dungeonbowl, it is perhaps much better suited to a modern tournament environment. All DB7s 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.

Some of the rules and concepts outlined in this document are shared for both versions of the variant, but there are some subtle differences between them. The rules contained in this document are designed for resurrection tournament play only. No attempt has been made to address skill allocation principles or balance the rosters for a league setting in this version of these rules, although you may want to try that yourself!

As with other Blood Bowl events, organizers can choose to customize their Dungeonbowl / Dungeon Sevens 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.

## ★ DUNGEONBOWL/DB7s: BASIC CONCEPTS ★

Simply, Dungeonbowl and DB7s are about scoring touchdowns! The teams begin play in their own end zone and their objective is to find the ball (hidden in one of six chests) and traverse the Dungeon, scoring in the opposing end zone. Depending on the rules of the tournament, one touchdown may be enough to win the game, or following a touchdown, teams may be reset and the game proceeds until a time limit is reached. In Dungeonbowl / DB7s, there are no halves or set number of turns; the game ends

when a TD is scored, time is up or certain victory conditions are met (see below).

## ★ TEAM CREATION ★

It is recommended that teams are composed in similar ways to normal resurrection tournament teams. It is recommended that teams are purchased with 1,000,000 - 1,200,000 GC and a skill package of (e.g.) 5 skills and 1 double is granted to improve players on the roster.

## ★ DUNGEONBOWL RULES ★

The following are suggested rules for Dungeonbowl.

**GAME LENGTH:** In Dungeonbowl, depending on Dungeon design and rulespack, games can proceed to a set time limit (the result being decided when time expires) or be decided by a single touchdown. The following rules assume you're playing the version of the game where the winner is crowned having scored the first touchdown.

**SCORING & ENDING THE GAME:** The team that achieves the first touchdown in the opponent's end zone wins. To try and ensure a result, the following rules are introduced at various time points:

- ★ The first 1.5 hours of the game are played normally.
- ★ After 1.5 hours the reserve boxes on both sides of the Dungeon will be closed and no more players can be brought into the game.
- ★ After 2 hours, in each turn, a random player of the active team is teleported out of the game at the beginning of the turn of the active player and is not allowed to return. In addition, a chess clock will be provided by the tournament management. From now on each player has only 3 minutes left for his turn. After 3 minutes the turn of the active team ends and it is the turn of the opponent.
- ★ After 2.5 hours the game will be abandoned by the tournament management. The team that owns the ball has won. If nobody has the ball, the team with the most players remaining on the pitch wins. If both teams have the same number of players on the pitch, the game is decided by a coin toss.

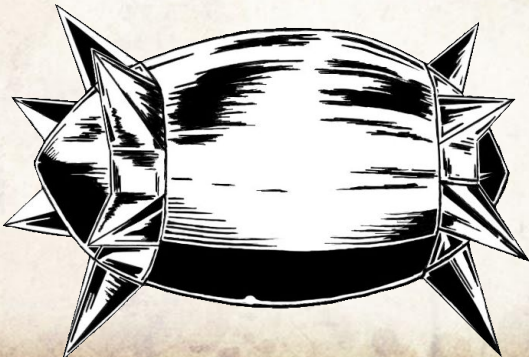
**THE DUNGEON:** To play Dungeonbowl, you first need a Dungeon! There are many ways to create a Dungeon; you can draw it on paper, use tiles from games such as Warhammer Quest or even make one as a 3D model. Hardened teams will play the game in any Dungeon, so within the following constraints, you can use any design you like (you can even build an evolving, dastardly Dungeon that changes round to round if you so choose!). In traditional league play, both players participate in the construction of the Dungeon, taking turns to place elements from a supply of tiles or pieces, but in tournaments, it is recommended that the TO creates the Dungeon used across all of the games. It is best to playtest the Dungeon before the tournament to ensure that all races have a good chance of competing! For instance, a Dungeon consisting mainly of narrow corridors will benefit slow, bashy teams, where vast open spaces will help fast, agile races. Therefore, a mixture of elements is recommended.

All Dungeons must have a six square end zone for each team to start from and score in. In addition, any corridors in the Dungeon must be at least two squares wide. In general, a Dungeon should consist of 250 to 280 squares, which is a good size for a standard game length. The junctions between the different elements of the Dungeon (rooms, traps, bridges, etc.) must be at least 2 squares. A trap / chest / teleporter (see below) should not be placed within 4 squares of an element of the same type. Chests and teleporters can be placed anywhere in the Dungeon. Other than that, use your best judgement!

**SET-UP:** At the beginning of the game there is coin-toss. The winner can decide which end zone to choose or to go first. The 'Defense' (second player) is first to place six of it's players in its end zone. The Offense then places six players in it's end zone.

Neither the kick-off table or the weather table is used in Dungeonbowl.

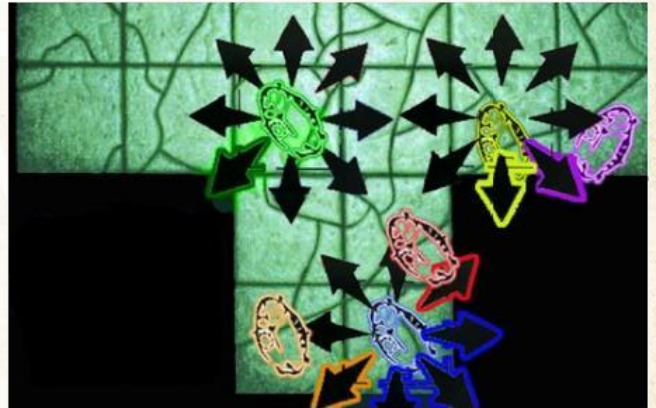
**FLOW OF THE GAME:** A Dungeonbowl turn proceeds in much the same way as a Blood Bowl turn. The active team, beginning with the 'Offense', may move all six of it's players from the end zone into the Dungeon and conduct each one of the Blood Bowl actions once per turn (move, Block, Blitz, Pass, Hand-off, Foul). Additional players may enter the Dungeon once per turn, as described below. Turns alternate until a touchdown is scored, and then the Dungeon is reset.



**RESERVES:** Beginning with each player's first turn, reserves may be brought into the Dungeon. Choose one player from the reserves box. Declare what action the player will perform (e.g. Move, Blitz, Pass). Place the player in his own end zone or scatter from a random teleporter. Then start the action chosen for the player. Negative traits (e.g. Bone-Head, Wild Animal) will be rolled immediately after the player has entered the Dungeon (after scattering of the teleporter or placing in his own end zone). If the player is placed before declaring an action, it must be a move. Only one player can enter the game per turn.

**THE PITCH:** Rather than being played on an open grass paddock, Dungeonbowl is played in interconnected, subterranean 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.

**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 (pictured). No dice roll is used to determine the direction. Note that a ball 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 Armor roll with a +1 modifier caused by the hard wall. If armor 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.

**KNOCKED OUT:** Injured players are placed in the appropriate box in the dug-out as in normal Blood Bowl. At the start of their turn, a coach may move one player from the KO box to the reserve box instead of using the Dugout teleporter. Sadly that is not possible with players that have been Badly Hurt, Seriously Injured or Killed!

**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 Armor roll. A double on an Injury roll is ignored.

**SECRET WEAPONS:** Each time a player with the Secret Weapon trait performs one of the following actions, roll a D6 after the performed action. On a 2+, his action went unnoticed. On a 1, he is sent off and cannot participate for the rest of the game. Argue the Call or Bribes are used as normal.

Skill or Player with the trait Secret Weapon	Performing Action
Ball & Chain	Move
Bombardier	Pass
Chainsaw	Chainsaw instead of Blitz or Block
Deathroller	Blitz, Block or Move
Barik Farblast	Pass
Sinnedbad	Stab instead of Blitz or Block
Zzarg Madeye	Pass

**PASSING:** Only Quick and Short Passes are allowed when playing underground – the ceiling is too low to attempt longer passes. Passes are not permitted if a wall breaks the centre line of the range ruler at any point between thrower and target. The skill Hail Mary Pass can only be used for the maximum range of a Short Pass.

**DIAGONAL MOVEMENT:** Players may always move, assist, and follow-up diagonally and around corners.

### ★ DUNGEON ARTIFACTS ★

**CHESTS:** Before play, coaches should blindly randomise which of the six chests the ball begins in. Suggestions for how to do this include shuffling and placing face-down tokens on chest squares or rolling a D6 when entering a chest square. In the latter instance, the ball is discovered on a 6 when the first chest is opened, a 5+ when the second is opened and so on.

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 Armor roll is made. Adjacent players are knocked over on a D6 roll of 4+; make Armor 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 Armor 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 Armor and Injury rolls.

**TELEPORTATION:** The Dungeon layout should feature six numbered teleporter squares, clearly marked 1-6. 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. It cost 1 movement point to get on the teleporter. The scatter movement away from the teleporter is for free.

Roll a D6 and place the player on the teleporter marked with the number 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 KO Box. 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 described above for a scattering ball. The Safe Throw skill does not protect against teleporters! Basically, the ball can also be thrown into the teleporter. This is done in the same way as throwing the ball into a free, unoccupied square.

When a player in possession of the ball enters a teleporter, scatter the player with the ball as normal. The player is placing in the KO Box and the ball scatters of the original teleporter. 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.

**JUMPING OVER THINGS:** A player can jump over an obstacle as part of his move, each "square" of the jump costing a square of movement. Roll a D6 after making the jump, subtracting 1 from the roll if there are any enemy tackle zones on the squares being jumped from or to (note that you never get more than a -1 modifier no matter how many tackle zones are around). The player adds 1 to the score if they have the Leap skill and 1 if they have the Very Long Legs skill. If the score is greater than the number of squares jumped over then they make it across safely. If the score is less than or equal to the number of squares jumped over, or the dice roll is a 1, the player falls into the obstacle with the effects described below.

Just to mention - players of both teams and walls are not obstacles in this sense. Walls cannot be jumped, and players can only be jumped with the Leap skill as normal.

### ★ OBSTACLES ★

**LIQUIDS (LAVA, ACID, SOUP(!), ETC.):** If a player is pushed into a liquid obstacle, he is eliminated for the rest of the game. If this is the ball-carrier, the ball is then brought back into play randomly via one of the teleporters. The same happens if the ball is scattered into such liquids.

**STATUES** All statues are treated as walls. A player may not enter such a square. The ball may be thrown over such squares, but there is a chance it will hit the obstacle. Roll a D6 for each such square which breaks the centre line of the range ruler at any point between thrower and target, starting with the closest to the thrower. On a roll of 1 it hits the obstacle, halting it in flight, bouncing once from that square, and causing a turnover.

## ★ DUNGEONBOWL 7S ★

This sections details rules that are different for the Sevens variant of Dungeonbowl. In DB7s, there are slight differences with the game set-up and the result can be decided according to a time limit or via various conditions.

### ★ TEAM CREATION ★

These Team Creation rules are all highly recommended, as they have been play tested at length and changes may unbalance this version of the game. That said, some modification is allowed at Tournament Organiser discretion. The Tournament Director may ask you to alter your modification or refuse sanction if it is thought to be too transformative or unbalancing.

- ★ Teams may be purchased using 600,000 GC.
- ★ Teams may be selected from any of the 23 / 26 NAF approved rosters.
- ★ 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 re-rolls cost double their listed cost. For example, a reroll for a human team would cost 100,000 GC. Re-rolls are renewed at the 30-minute alarm (see below).
- ★ Did we mention Dungeon Sevens players are poorly trained? It's **very highly recommended** that tournaments severely limit added skills and ban Leader.
- ★ All other team options may be purchased as normal.
- ★ Inducements can only be used as a handicap when team values are uneven (very unlikely in a tournament scenario!).

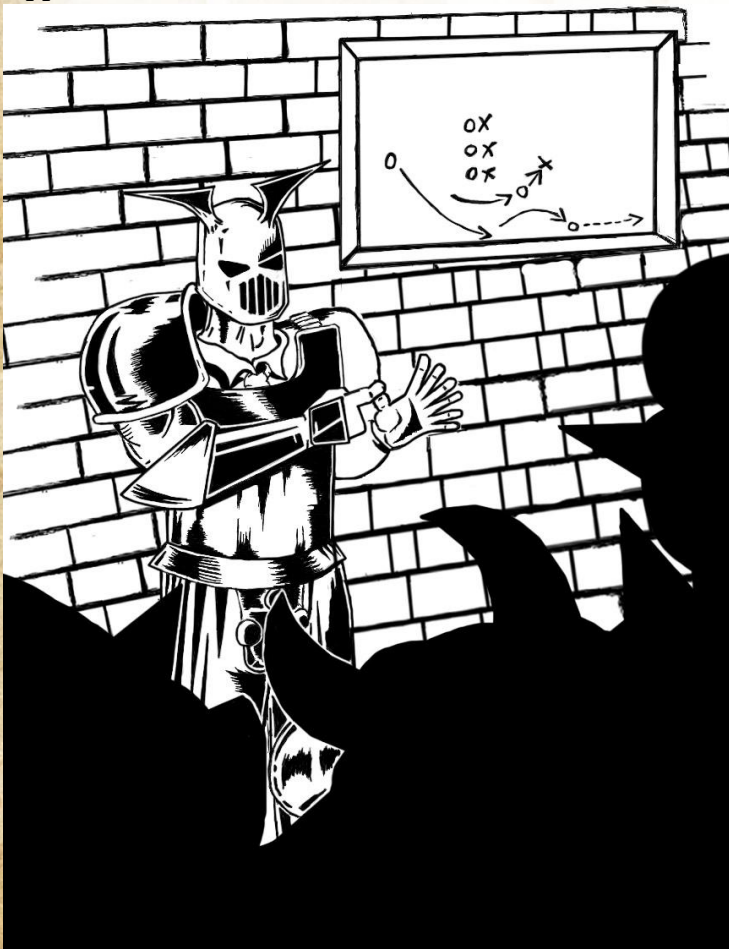


## ★ DB7S RULES ★

**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 'end zone.' 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.

**KNOCKOUTS:** 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 Armor 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.

*The French Lutece league and AFOUL in Australia have compiled rulesets that include additional ideas for optional rules to be used in Dungeonbowl league or tournament play. We have not included them here for brevity, but follow these links to find these documents.*

[https://www.thenaf.net/wp-content/uploads/2019/08/DungeonBowl\\_Lutècecup.pdf](https://www.thenaf.net/wp-content/uploads/2019/08/DungeonBowl_Lutècecup.pdf)

[https://www.thenaf.net/wp-content/uploads/2016/07/NAF\\_Dungeon7s.pdf](https://www.thenaf.net/wp-content/uploads/2016/07/NAF_Dungeon7s.pdf)

## ★ CREDITS ★

Following a variant review process in 2019, this updated version of the document was developed by montanhas18, Raven and Templar. The Dungeonbowl 7s layouts were created by the Adelaide Dungeon Bowl Cup.

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## ★ DUNGEON LAYOUTS ★

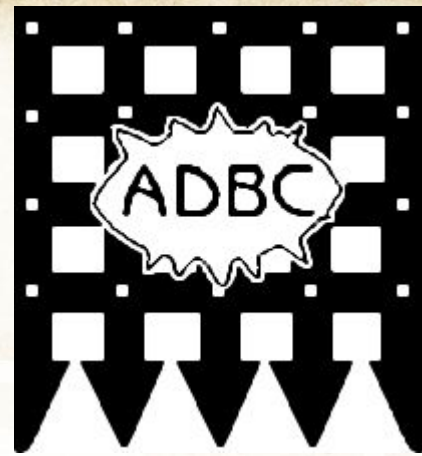
These Dungeon layouts are from DB7s and are reproduced from the Adelaide Dungeon Bowl Cup rulepack.


### YOU WILL NEED:

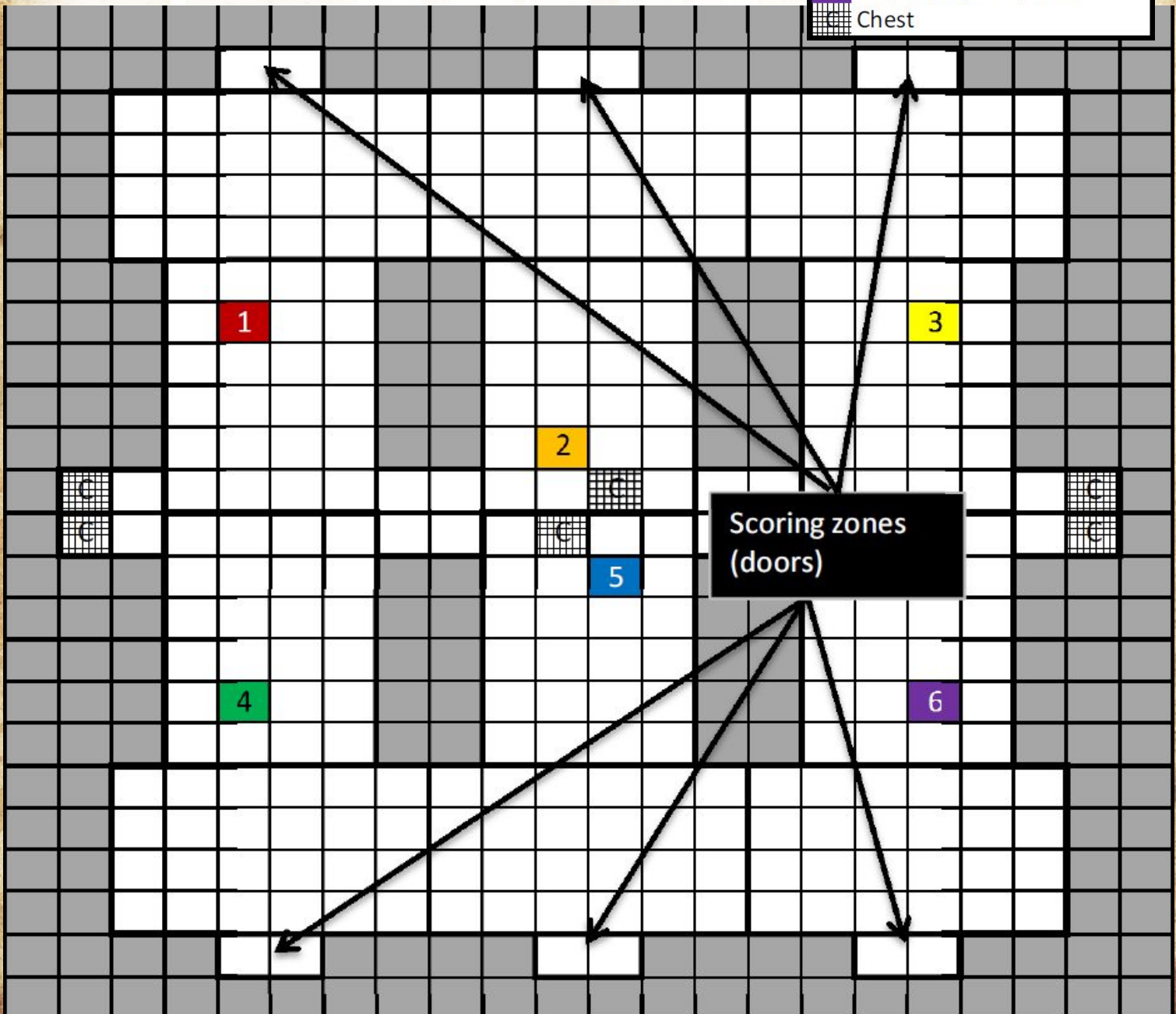
- ★ 12 Large Floor Tiles (6x4)
- ★ 4 Small Floor Tiles (2x2)
- ★ 6 Doors (2x1)
- ★ 6 Chests
- ★ 6 Teleporters

**WHAT TO DO:** Each Coach rolls a D6. Assemble the Dungeon that corresponds to the total of the 2 rolls.

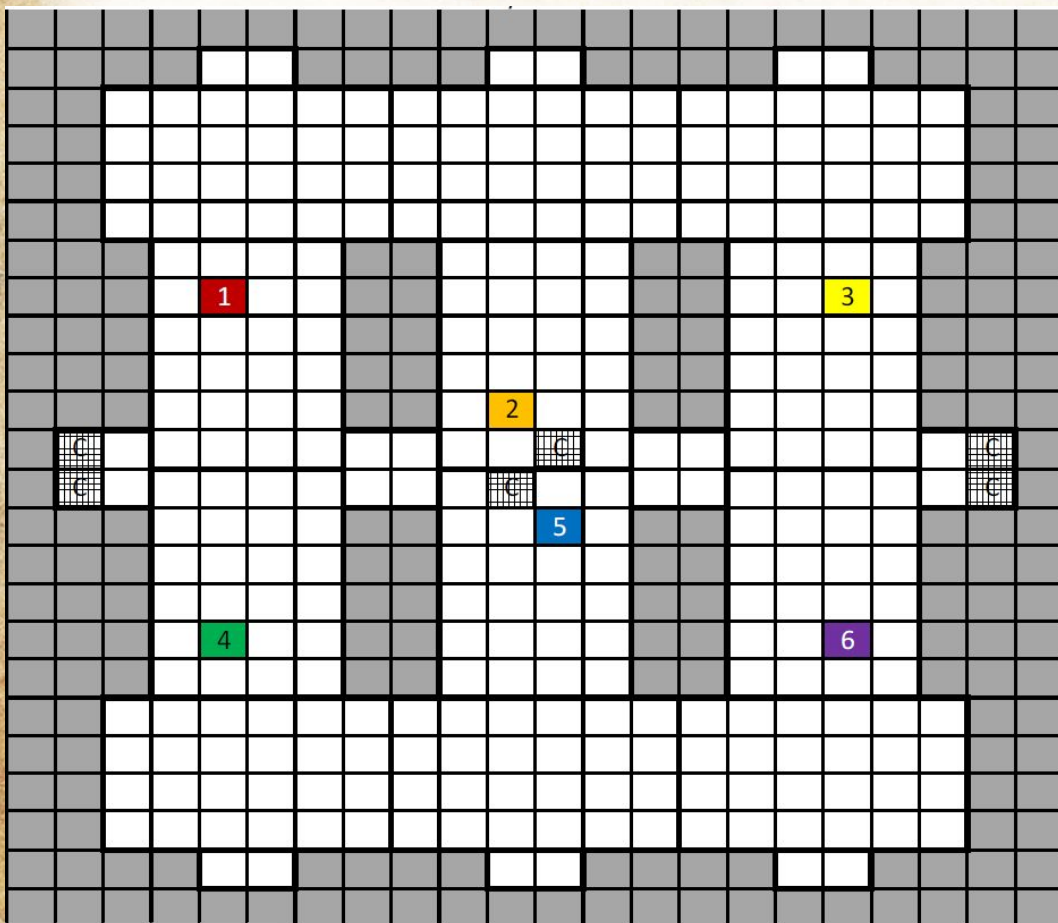
Flip a coin to determine who goes first.



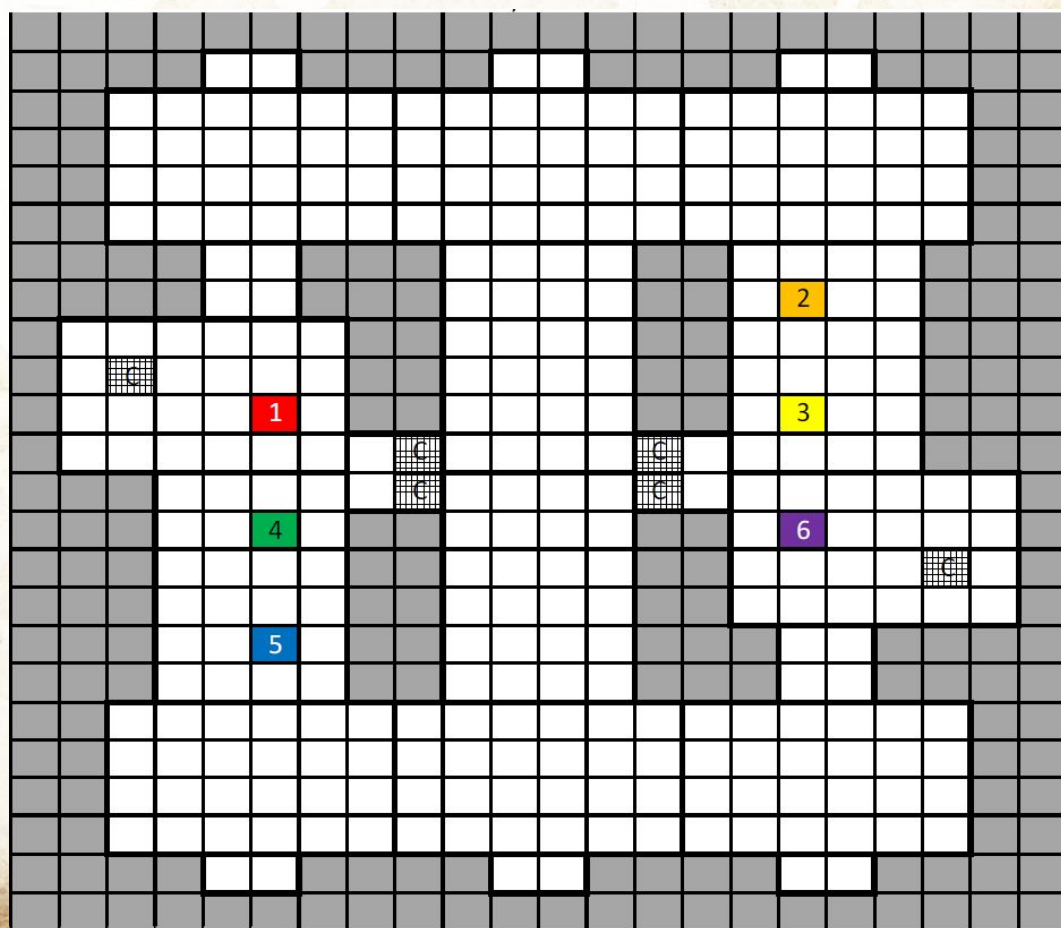
LEGEND	
1	Red (#1) teleporter
2	Orange (#2) teleporter
3	Yellow (#3) teleporter
4	Green (#4) teleporter
5	Blue (#5) teleporter
6	Purple (#6) teleporter
	Chest



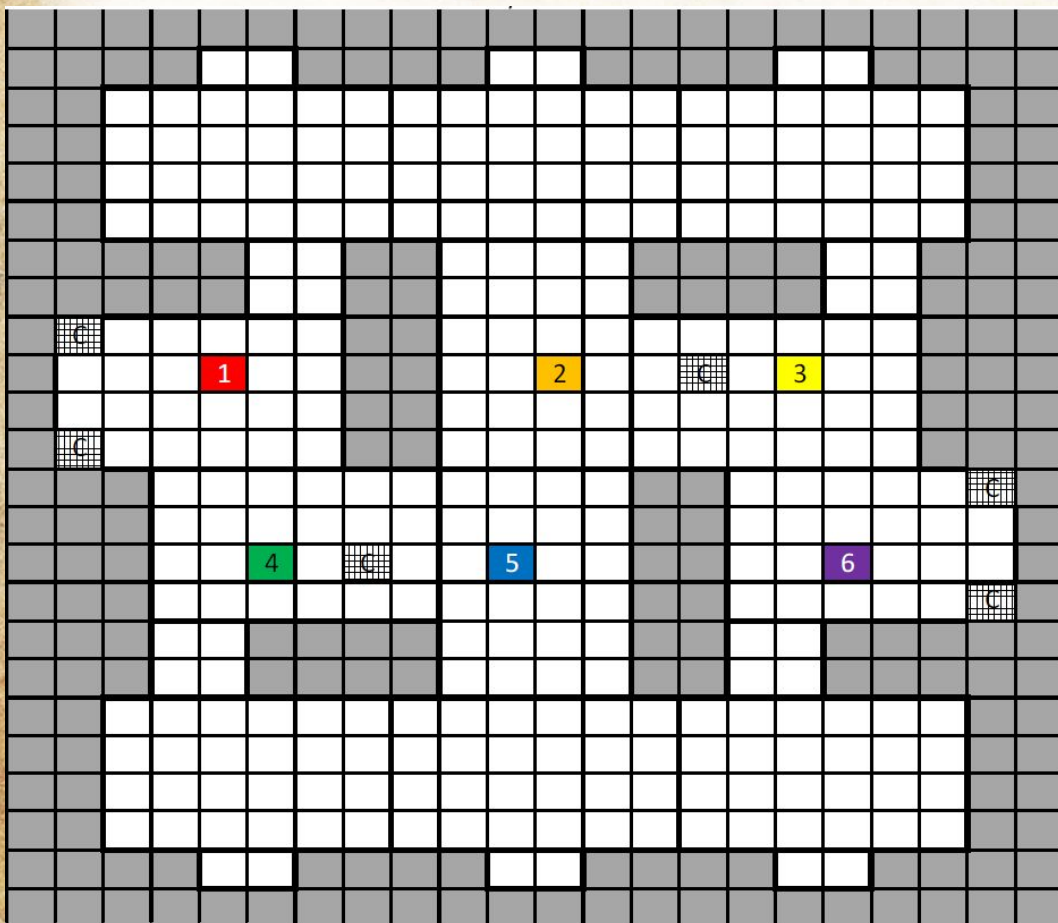
★ LAYOUT 2 ★



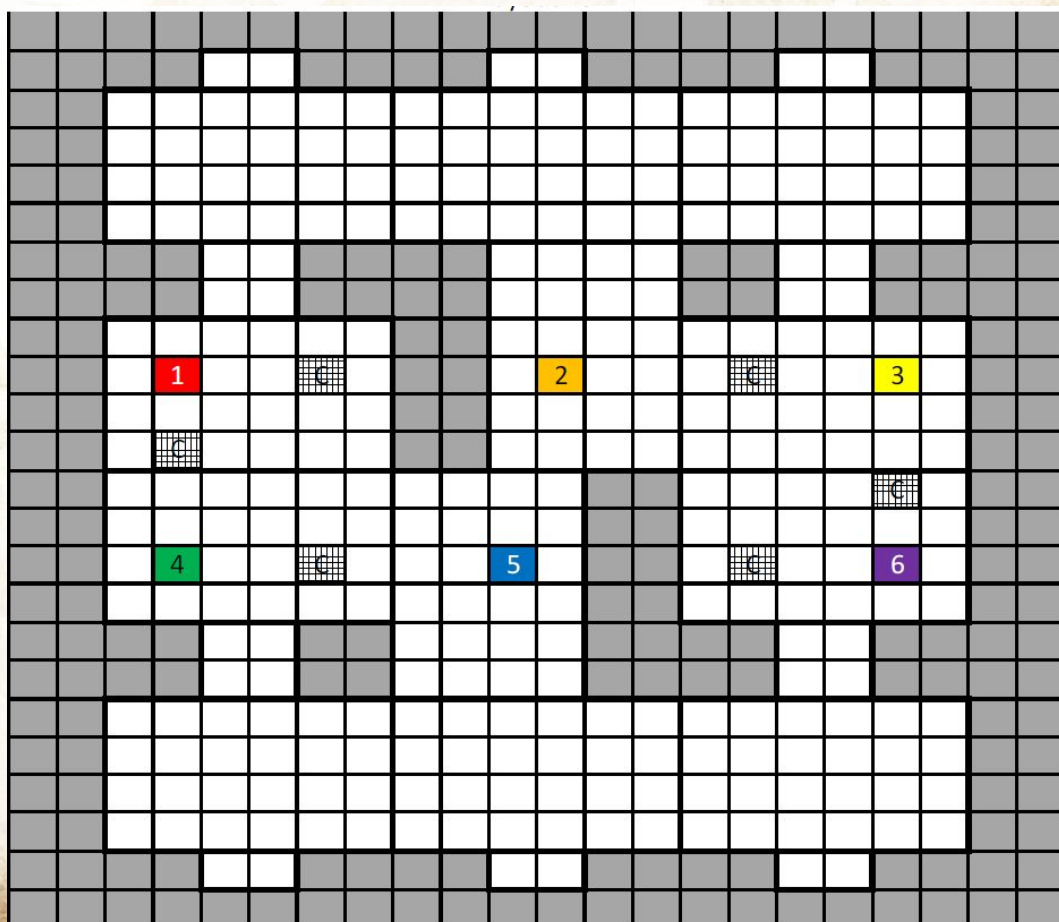
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★ LAYOUT 4 ★

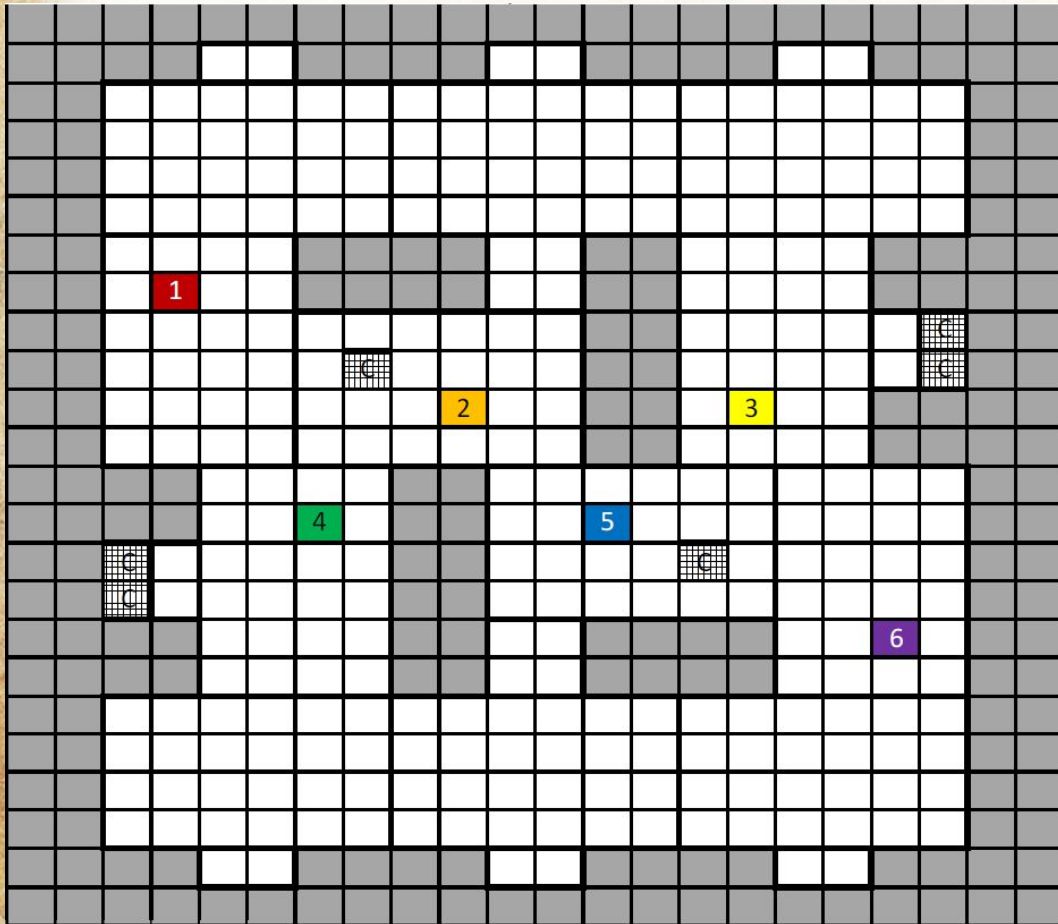


★ LAYOUT 5 ★

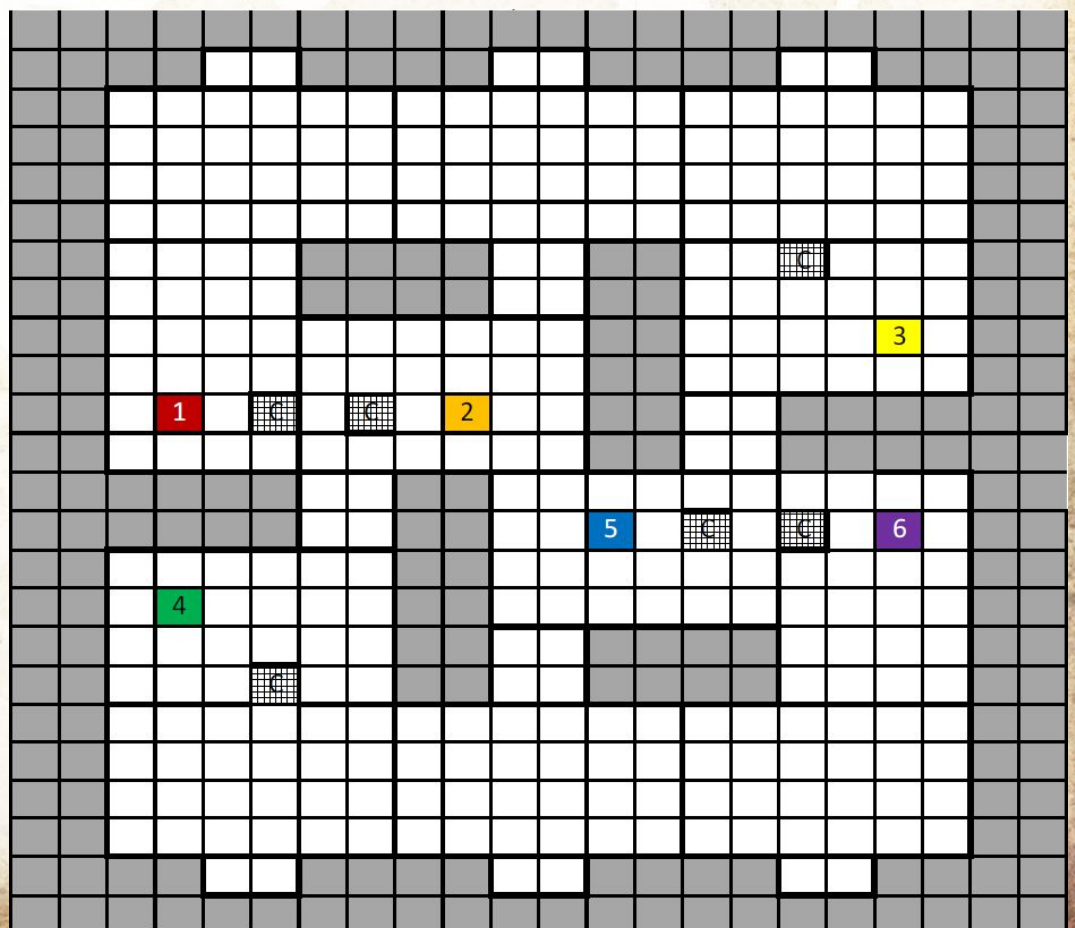




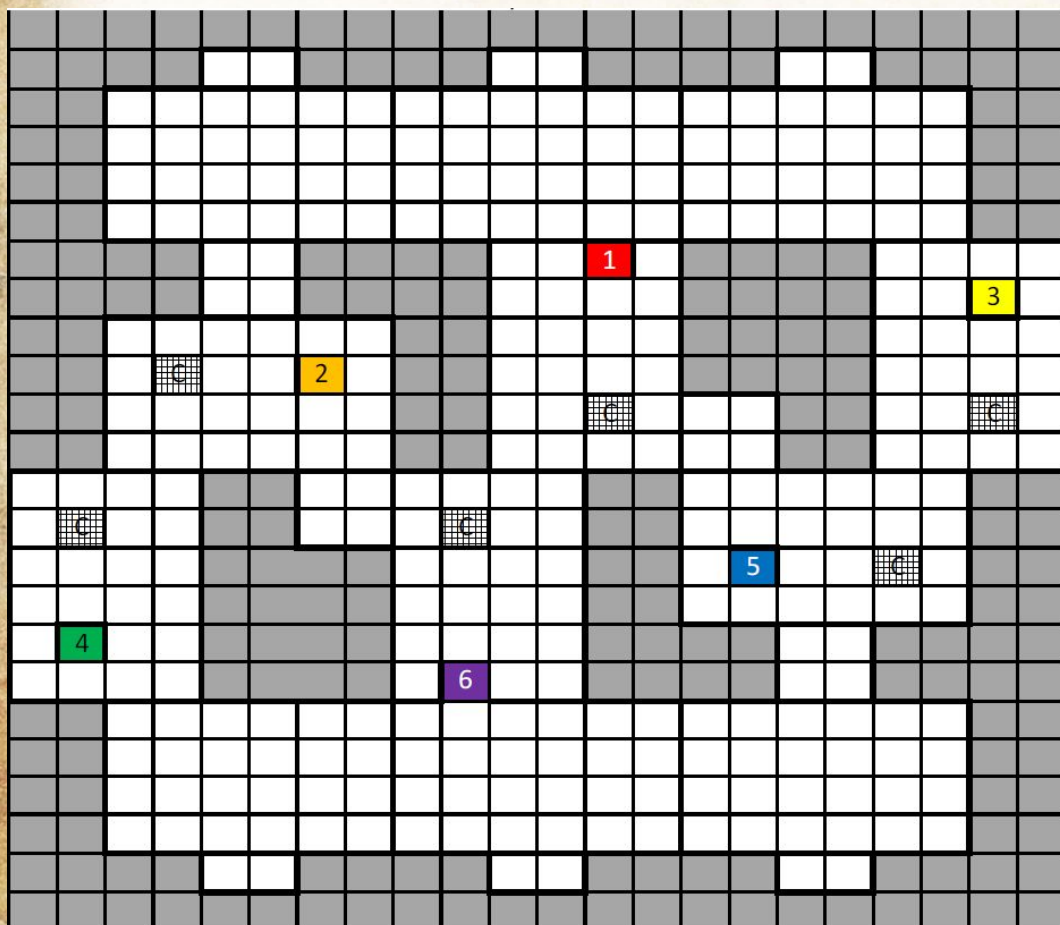
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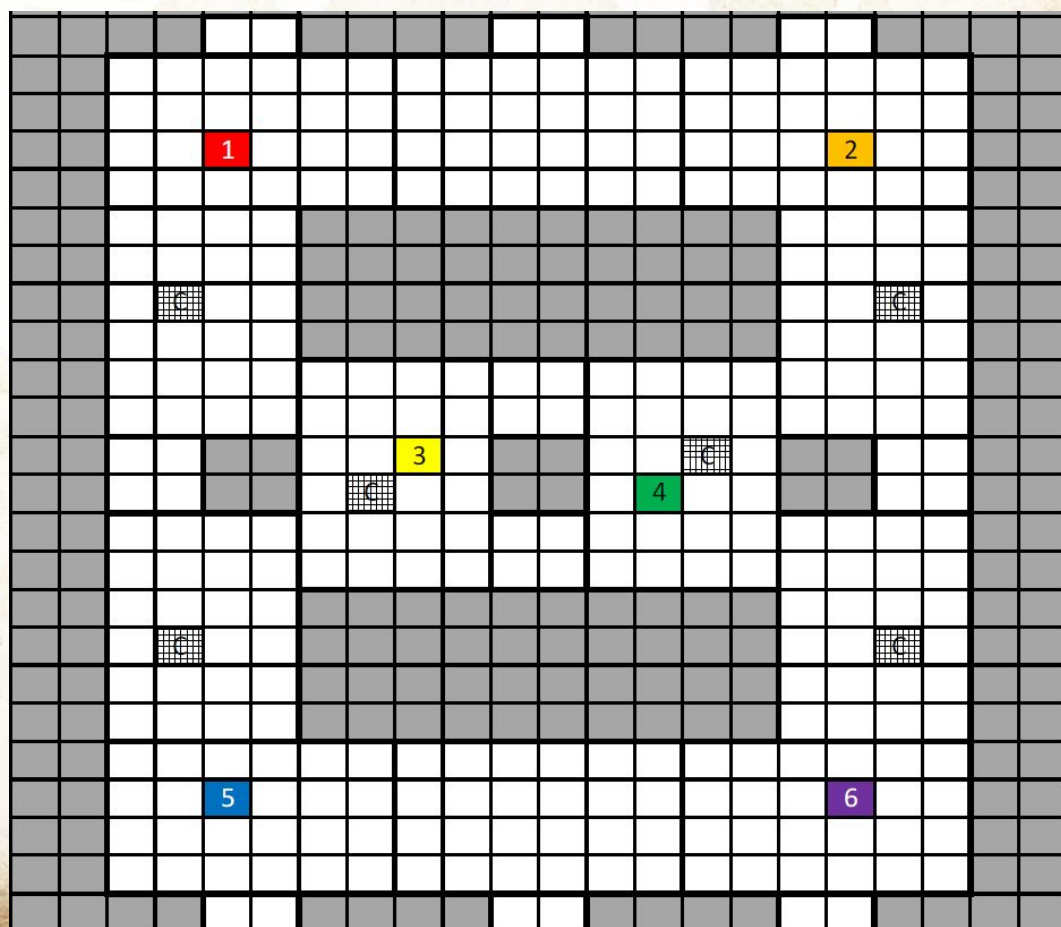
★ LAYOUT 7 ★



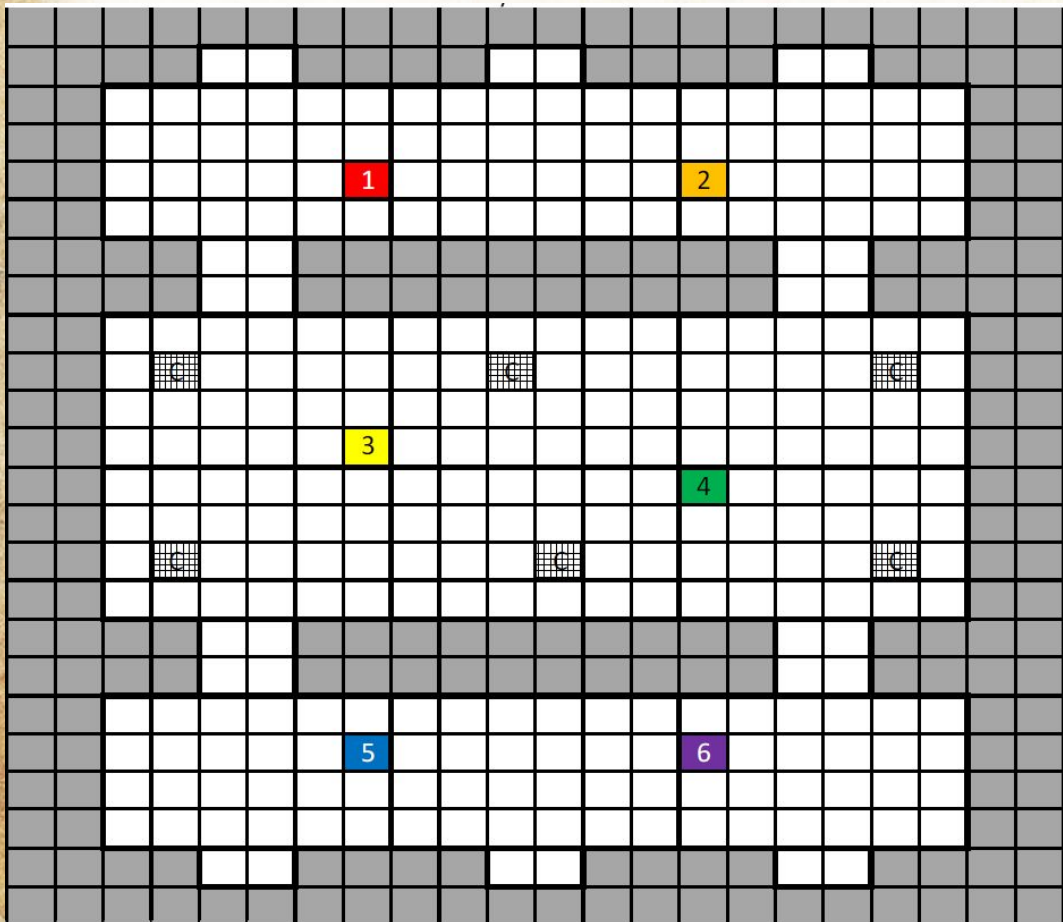
★ LAYOUT 8 ★



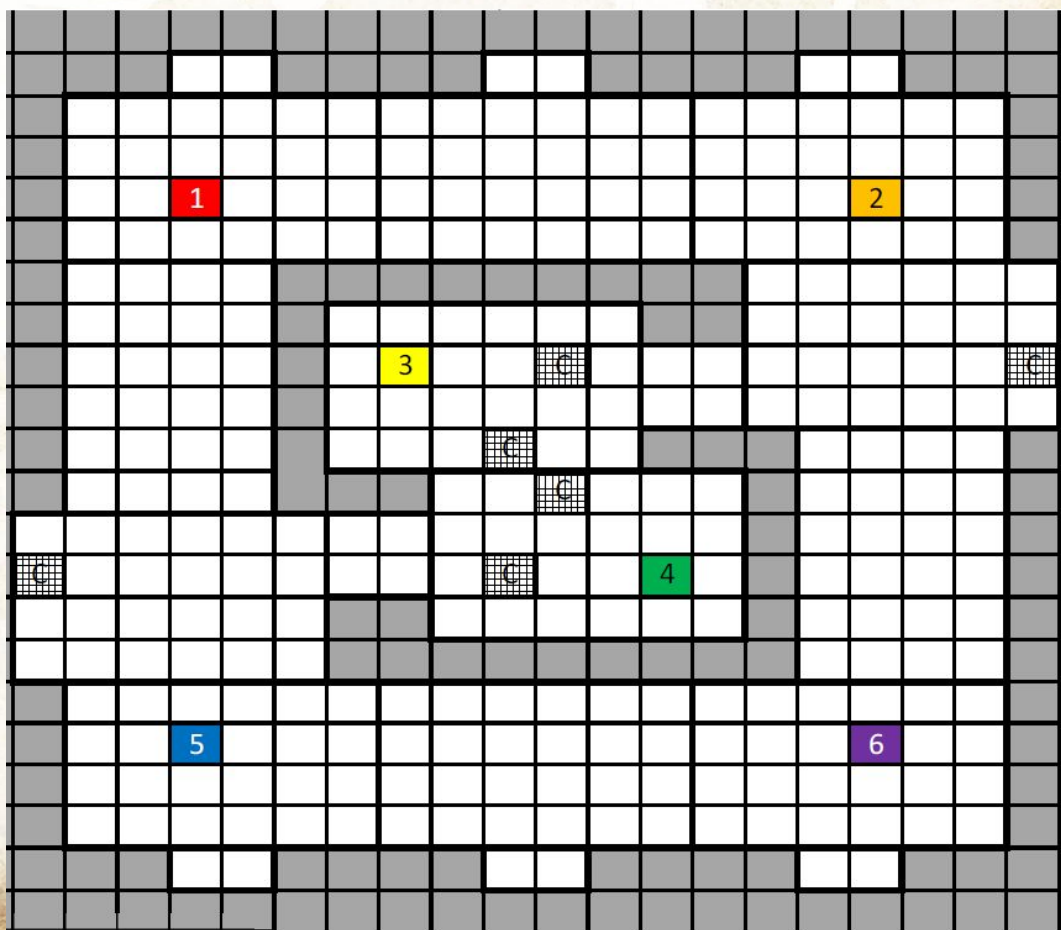
★ LAYOUT 9 ★



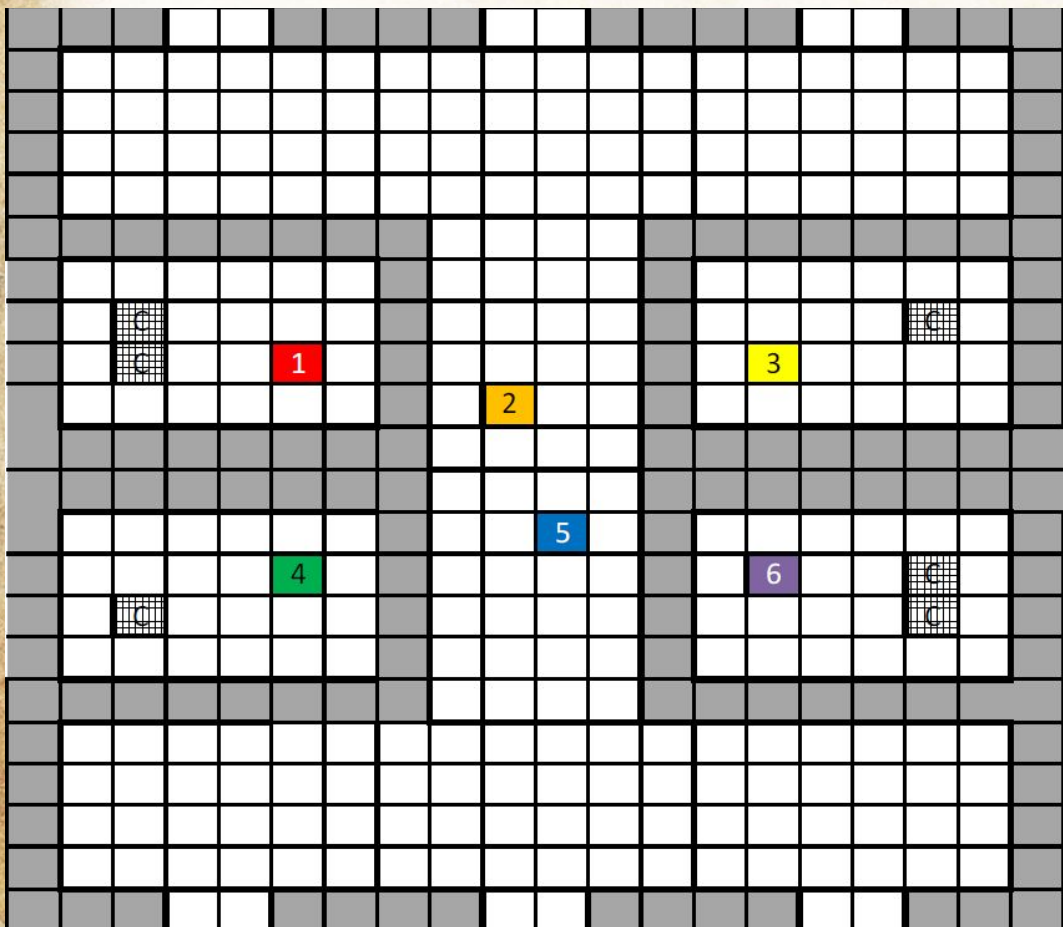
\* LAYOUT 10 \*



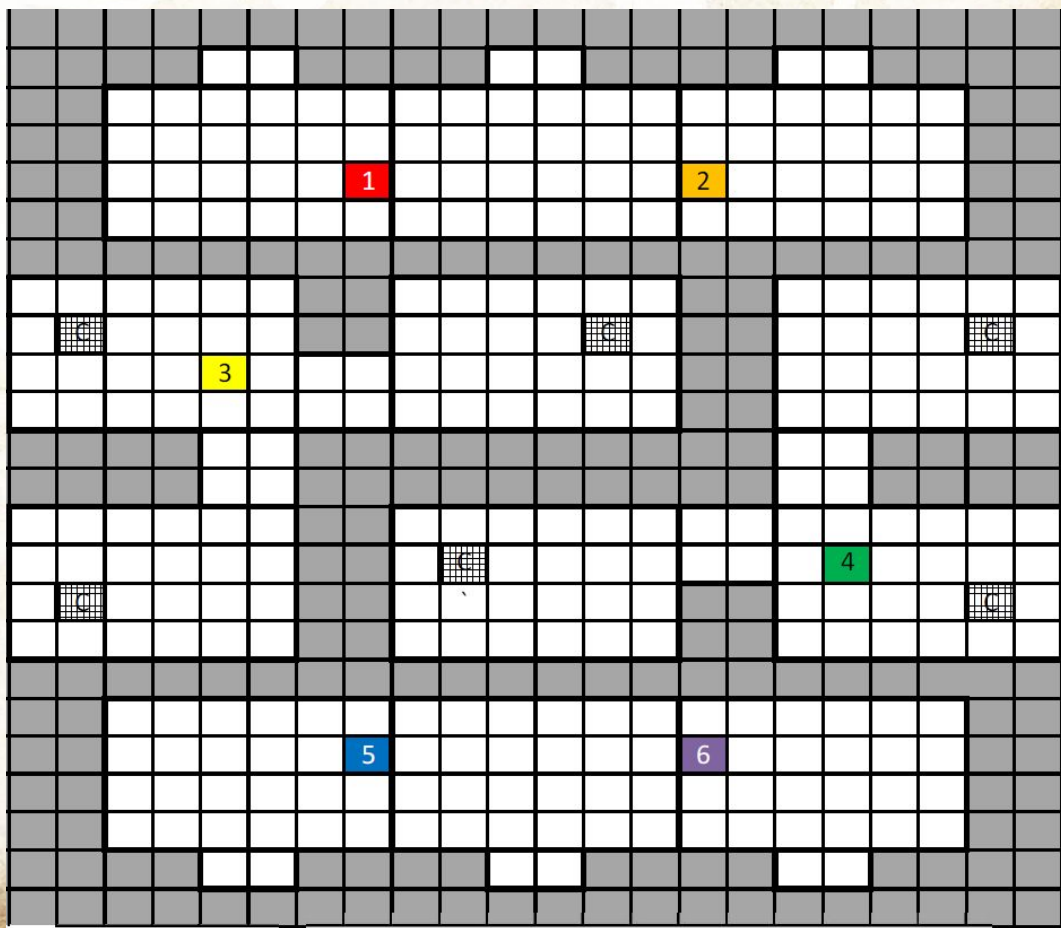
\* LAYOUT 11 \*



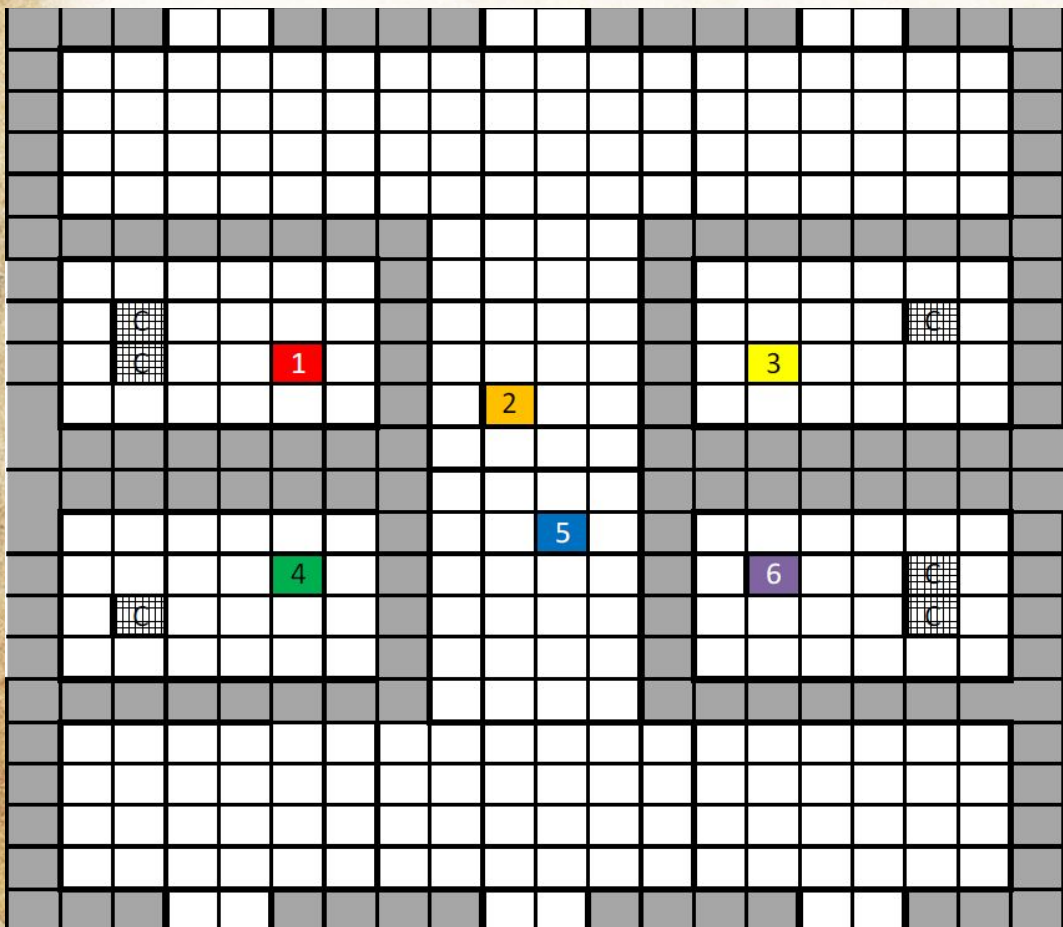
\* LAYOUT 12 \*



\* LAYOUT X \*



★ LAYOUT Y ★



★ LAYOUT Z ★

