



# 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, end zones, and balls. The origins of Deathbowl are shrouded in mystery, but Canadians Notorious\_JTB, jrock56, and twodiceblock 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 the opponent seated opposite that team.

## ★ RANKINGS & SCORING ★

After each match, the coaches at each table are ranked by the number of Touchdowns they scored:

- 1st place - 40 Points
- 2nd place - 30 Points
- 3rd place - 20 Points
- 4th place - 10 Points

The most violent team (most casualties from blocks, fouls, crowd surfs, and secret weapons) gets 6 bonus points.

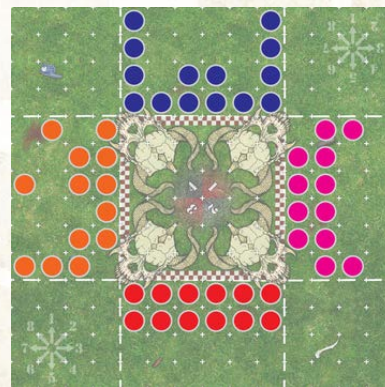
Tied coaches share the points for their places. For example, a four-way tie for first place resolves to 25 points each  $((40+30+20+10)/4)$ . A three-way tie for first place results in 30 points each  $((40+30+20)/3)$ , with 10 points for 4th place.

## ★ DEATHBOWL RULES ★

**THE PITCH:** Deathbowl is played on a specially designed pitch with four teams and two balls in play simultaneously.



**SET-UP:** 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.



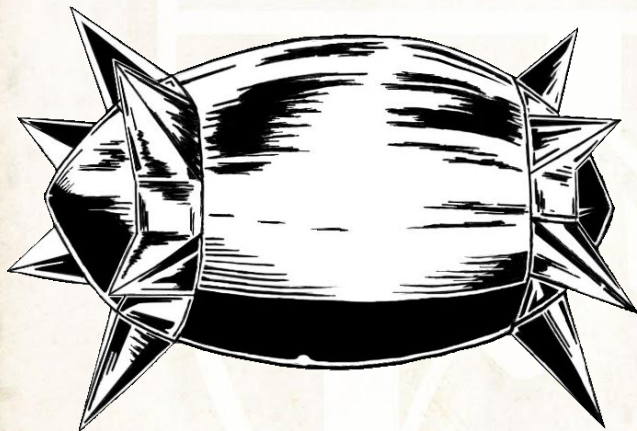
**CONTINUOUS PLAY:** Deathbowl is played over two, eight turn halves as usual, but after the initial set-up, play continues until half time regardless of any touchdowns scored. The second half proceeds in the same way until full time. After halftime, the player who took the last turn in the first half has the first turn and play progresses counter-clockwise around the table. If a time limit is reached, or about to be reached, each coach should be given an even number of turns.

**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. Fan Factor & Weather do not play a part in 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 center 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. On the Ball may not be used when a ball is teleported into play in this manner. 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.

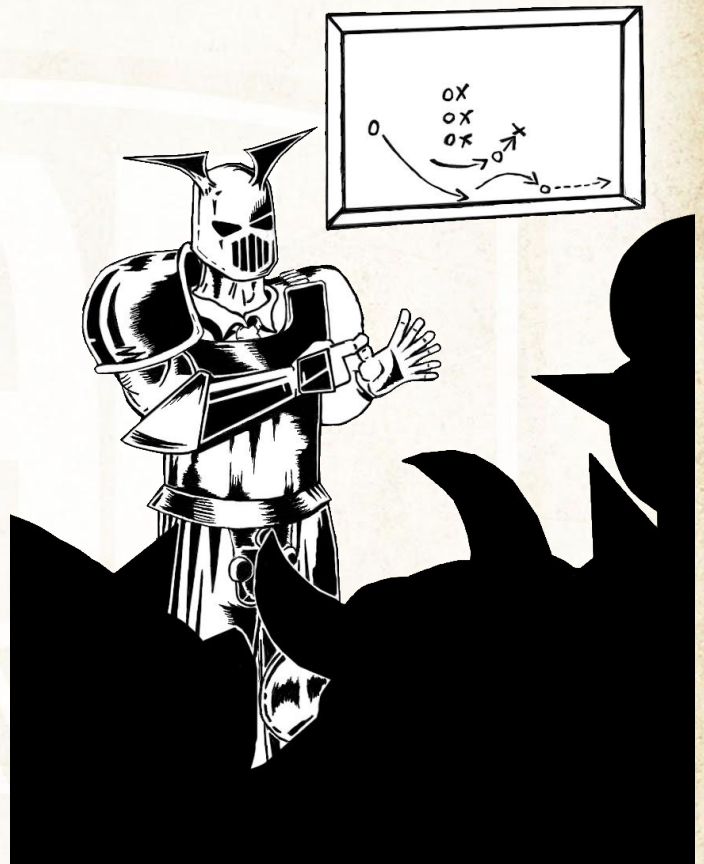


**ACTIONS:** Each team may take a Blitz action against each of the opposing teams. Each team may make a Pass action with each ball, but not twice with one ball. Therefore, a team could instead pass two players with the Right Stuff skill, or one player and one ball. However, no player or ball can be thrown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

Stupid, roll after declaring a Blitz on an opponent, you cannot then declare a Blitz against the same opponent until your next team turn. 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 unless Defensive counters it. 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).

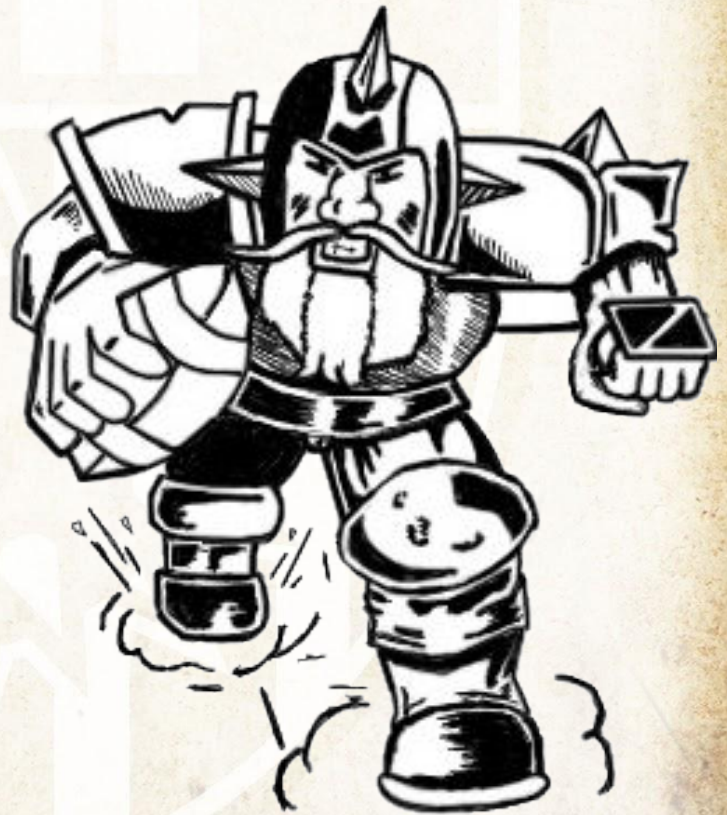


**BALL HANDLING:** No player may at any time be in possession of more than one ball. Any time a player with a ball interacts with the other ball, resolve the if he/she/it had the No Hands trait. A player may not drop the ball he has in order to attempt to pick up the other. A team may pass and hand-off 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.

**PASSING INTERFERENCE:** If players from different teams are eligible to interfere with a pass, 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 deflect or intercept the next player gets a chance, if the second player fails then a player from the third team gets a chance. However, each team may only make one passing interference attempt. The Cloud Burster skill may be utilized against all three opponents.

**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.



## ★ 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, this updated version of the document was developed by Melifaxis and Megamind with art by Garion in 2024.

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# DEATHBOWL SEVENS

Deathbowl Sevens is a set of variant rules for Games Workshop's Blood Bowl, the game of fantasy football.

The first rule of Deathbowl Sevens is that we don't talk about Deathbowl Eights. This variant is actually played with **eight** players per team on the pitch, but for some unknown reason, we gloss over that mathematical fact, and refer to this exciting variant as Death Bowl Sevens. Clearly someone in the NAF hierarchy has accepted quite a bribe.

While chaotic, exciting and otherwise fabulous, Deathbowl matches can take quite a while to complete with four full teams on the pitch. 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 Blood Bowl Sevens.

As with other Blood Bowl events, organizers can choose to customize their Deathbowl Sevens tournaments, but alterations should be kept within reason. Such judgements will be made by the NAF Tournament Director when an event is submitted for sanctioning. Unless noted below, D7s follows the same rules as Deathbowl.

## ★ BLOOD BOWL RULES ★

Outside of those modifications specifically described below, games will be played using the most current rules for Blood Bowl. Randomly determine seating positions and who will play first, and then continue clockwise.

## ★ TEAM CREATION ★

These Team Creation rules are highly recommended, as they have been play tested at length and changes may unbalance this version of the game. That said, modifications are allowed unless they are thought to be too transformative or unbalancing.

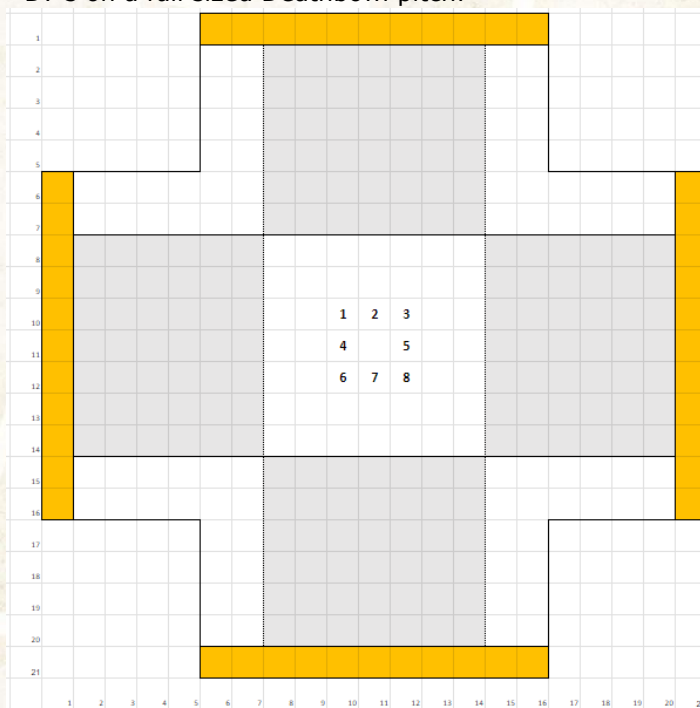
- ★ Teams may be purchased using 700,000 gold pieces.
- ★ Teams may be selected from any of the NAF approved rosters including Slann.
- ★ In Deathbowl Sevens, a team may not have fewer than 8 or more than 11 players on their roster. Each team will field **eight** players at a time.
- ★ Unlike other Sevens variants, there is no limit of 4 "specialist" players during team creation.
- ★ Team re-rolls are purchased at the normal price, however because the match is a continuous play format and does not feature "halves" or "drives," each re-roll may only be used once per match. The Leader skill is also limited in this manner.

- ★ As there are no kick-off events, Sideline Staff are not available for purchase aside from the Apothecary.
- ★ Wizards, Journeymen, Special Plays, Temp Agency Cheerleaders, Part-time Assistant Coaches, Desperate Measures, and Mercenaries are prohibited from play. All other standard inducements are available for purchase.
- ★ Unlike in regular Deathbowl, at the start of a Deathbowl Sevens match, teams with a Halfling Master Chef will be able to force **all three** of their opponents to lose re-rolls.
- ★ It is strongly recommended that no Star Players be allowed to participate as much as Lord Borak would love to have three times the number of opponents to maim.

## ★ DEATHBOWL SEVENS PITCHES ★

The D7s pitch is similar in design to the Deathbowl pitch (two pitches crossing in a '+' shape), except the pitch from the Sevens variant ruleset is used.

Intersecting two 11x20 pitches results in a 21x21 design to create equal Lines of Scrimmage (LoS) for all four squads. Because of the odd number of squares on the LoS for each team, a D8 is utilized to teleport the balls onto the field of play. Of course, you can also play D7's on a full sized Deathbowl pitch!



## ★ SECRET WEAPONS ★

Secret Weapons are a special breed in Deathbowl and will stay on the pitch until their own team scores a touchdown before being Sent-Off. If their team never scores, they could stay in play for the entire game! Upon scoring and being Sent-Off, coaches may Argue the Call or utilize any purchased Bribes in an attempt to have the Secret Weapon player rejoin the game.



## ★ TOUCHDOWNS★

You may only score a Touchdown in the endzone directly across from your Line of Scrimmage. If a touchdown is scored the game continues and the ball that was scored once again drops randomly into one of the center squares. The player that scored the TD can continue their movement to get back into the action, but then that coach's turn ends. If that team also had possession of the second ball, the ball is "magically stripped" and also randomly enters the center of the pitch. Each coach gets to roll for KOs and all reserves can be teleported to the Line of Scrimmage, or the row immediately behind it if the LoS is full, not to exceed the normal limit of 8 players (with the exception of swarming - which may only be rerolled if the swarming team scored). The game will continue in this manner until time is called, at which point each coach gets to finish their turn and the match ends; so an even number of turns are played.

## ★ BLOCKS, BLITZES, & FOULS ★

Players may assist on a block even if they are not on the same team as the player making or receiving the block, provided they are adjacent to the said player making or receiving that block. The coach can "agree" to assist on the block if they are not in the tackle zone of any other players from a different team outside of the tackle zones of the players making or receiving the block. After a block is declared the other coaches declare any assists in turn, clockwise around the table. This applies to fouls in the same fashion as stated above. The Guard and Defensive skills work as normal and Guard players may always assist on blocks if they choose as long as not negated by Defensive. You may blitz and/or foul each opposing team once on your turn. Yes, that means you can make three blitzes and three fouls in a single team turn.

## ★ 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 situation as if he had the "No Hands" skill. A team may pass and hand-off each ball once per 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 the game. 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. In addition, you may not throw or hand off the ball directly to the opposition if you want to work with them, though you may throw next to an opposition player with Diving Catch.

## ★ PASSING INTERFERENCE ★

If players from different teams are eligible to make an interference roll, the player closest to the throwing player may make the attempt first. If two or more players are equally close then the coaches roll off to determine which player may make the first attempt. If the first player fails to interfere the next player gets a chance, if the second player fails to interfere a player from the third team gets a chance. However, each team may only make one interference attempt.

If an interference attempt is successful but then fails the re-roll due to the "Cloud Burster" skill, a team who has not yet attempted to intercept can still try with one of their players. Cloud Burster may be used on all successful interference attempts in any given turn. For example a pass may be interfered or intercepted 3 times, each time by a player from a different team; the thrower gets to force all opponents to re-roll the attempted interference.

## ★ SCORING POINTS SYSTEM ★

It is recommended to use a points system for scoring instead of a straight TD scoring system vs the opposite opponent.

Ball Handling Events:

- ❖ Touchdown is Scored - 10 Points
- ❖ Successful Pickup - 1 Point
- ❖ Successful Hand-off - 1 Point
- ❖ Successful Pass - 2 Points
- ❖ Successful Deflection - 1 Point
- ❖ Successful Interception - 5 Points

Blocking, Fouling, Secret Weapon and Special Action Events:

- ❖ Casualty Inflicted - 5 Points
- ❖ Knockout Inflicted - 2 Points
- ❖ Stun Inflicted (re-stun also counts) - 1 Point
- ❖ Crowd Surf Inflicted to Reserves - 2 Points

The coach with the most points at the end of the round wins 2-1 vs the coach with the fewest points. The two coaches in the middle get a 1-1 draw.

Special thanks to CyberHare who introduced so many of us to Deathbowl in the early 2000's in Canada and to Grither for this faster-paced rule set for this event based off his Rocky Mountain Rampage. This version of the document was updated by Grither, Melifaxis, and Megamind in 2024.

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