

HIVE BALL

1 HIVE BALL

Hive Ball is a sport played by the underhivers of many an Industrial Worlds' Towering Hives. Off-world traders also participate on occasion in Ad-Hoc games with Docking-Bay Crews in the massive Spaceport cargo storage areas.

2 WHAT YOU NEED

2.1 Scenery.

Get your Necromunda/ Imperial Firebase scenery and set it up on a 4x4 table just as you would for a normal game of Necromunda. If you don't play Necromunda, then get your friend (who does) round, ask him to set-up the scenery and then pull Hive Ball on him.

2.2 Bits

All the normal gubbins from the Blood Bowl box - except the pitch. Oh, and those Necromunda range rulers are good. You'll also need the 3" diameter burst template from Necromunda (for Tackle Zones!).

3 RULES

3.1 General

Rules as normal except where noted below.

3.2 Movement

As long as a player is more than 8" from an opposing player, they can move at DOUBLE their MA. 'Go For Its' are not allowed. Moving up and down levels costs no extra movement

if the model uses a ladder/ visible handholds.

Within 8" movement is carried out as normal, with no dodges required for moving past an opposing player if greater than 1" away.

3.3 Blocking

A player can block any model in their Tackle Zone (use the burst template).

Blocking within 1" of the edge of scenery forces an AG roll if anything happens to the player. If failed, the player will fall and a roll on the Injury table is made for every level fallen - No Armour roll necessary. eg Bloke A blocks Bloke B, B is within 1" of the edge. Bloke A gets a 'both down' - if Bloke B had block, he would be safe, but as he is knocked down he has to make an AG roll or fall...

Assists are allowed.

3.4 Passing

Same as normal except that if passing UP to a player, the range ruler must be used for range POINT TO POINT - just as passing on the level. If passing DOWN levels, then the ruler is lain horizontally and the pass is made.

Interceptions are allowed if ball passes no more than 1" above the player.

3.5 Fouling

If on an upper level, you may opt to PUSH a standing - or prone - player off the edge (if

HIVE BALL

within 1" of the edge). Roll the blocking dice and on the PUSH BACK, STARBURST/EXCLAMATION or STARBURST the victim is forced to make an AG roll (no modifiers) or will fall as above.

4 TEAMS

4.1 Hive Inhabitants

This covers gangers, dock-crews and other occupants of the Hive as well as human off-world traders and visitors.

- * 0-12 Bloke (Human Lineman)

- * 0-2 Throwing Bloke (Human Thrower)

- * 0-2 Scrawny Bloke (Human Catcher)

- * 0-4 Handy [in a fight] Bloke (Human Blitzzer)

4.2 Eldar Traders

Traders, Scouts and Exodites visit Hives for various reasons and sometimes let off tension by playing Hive Ball

- * Eldar Bloke (Dark Elf Lineman)

- * Eldar Throwing Bloke (Dark Elf Thrower)

- * Scary Female Eldar (Witch Elf)

- * Handy [in most situations] Eldar Bloke (Dark Elf Blitzzer)

4.3 Squat Traders

Engineers, Guilders and Traders - and their sons. And their sons' sons. And their sons' sons' sons...

- * Dwarf Bloke (Dwarf Lineman)

- * I think you have the idea by now...

4.4 Orc Captives

4.5 Ogryn Bodyguard