

BLOOD BOWL

★ DUNGEONBOWL ★

By Jervis Johnson

Blood Bowl goes underground! With updated rules, teleporters and exploding chests, this classic variation of Blood Bowl has returned.



Almost ten years ago I designed a game called Dungeonbowl. The game was a supplement for a previous edition of Blood Bowl, and it proved highly popular – so much so that people still ask me about it at conventions and in letters to this day. What makes this especially surprising is that the game was designed over the course of about a week, when we decided at the very last minute

the opposing team's End Zone wins the match. Last, but by no means least, to allow more freedom of movement in the dungeon, half a dozen 'teleporter pads' are scattered about, which allow players to magically 'zap' from one place to another – the fact that the players occasionally got lost in the warp just adds to the fun!



to include a game with two new plastic Blood Bowl teams we were releasing at the time. In spite of the rather limited amount of time available to develop the game (or may be because of it!), the game played surprisingly well, so after I was asked for the umpteenth time if we had any plans to release the game, I thought, "What the hell, I'll update it for the new rules." And that's what makes up the rest of this article...

THE COLLEGES OF MAGIC

There are many variations of Blood Bowl played in the Old World, but possibly the strangest is Dungeonbowl. Deep beneath the surface, two teams of highly skilled psychopaths stalk around a dungeon in order to settle an argument that has kept wizards at loggerheads for years. For many decades spellcasters have disputed which of their magical colleges is the most powerful. Dungeonbowl is their attempt to settle the matter without involving the general population – who usually come off rather badly when wizards have a disagreement.

Anyway, a few wizards got tired of all-night arguments about which college was the most powerful, and being keen Blood Bowl fans, suggested that each college should set up a team and settle the matter amicably on the Blood Bowl field. Of course, being wizards they couldn't just play Blood Bowl normally, that would be far too mundane, no, they decided to play the game in a magically constructed underground labyrinth.

To make things even more interesting (and because this is a dungeon after all) the ball is hidden in one of six treasure chests – the other five chests being booby-trapped with a (usually) non-lethal explosive spell! The first team to find the ball and get it to

DUNGEONBOWL TEAMS

Dungeonbowl teams are rather different to normal Blood Bowl teams, in that the players which may join the team are determined by the college the team is affiliated to, rather than a race. The college whose team wins the most matches over the season is allowed the final say in any arguments arising between the colleges over the following year. This system has proved remarkably successful at keeping the peace between the rival colleges, and is therefore much appreciated by everyone in the Old World – but especially by those that are Blood Bowl fans!

Most Dungeonbowl teams can field more than one race, as shown on the Dungeonbowl College Team Chart. The main race is known as, erm, the Main Race (originality was never my strong point). Extra players are available from other races called the Other Race and the Last Race. You can have any number of players from the Main Race, up to six players from the Other Race, and up to two players from the Last Race.

So, to pick a team, first pick a college, and then pick the players. Dungeonbowl teams can have up to 16 players, and can include up to two blitzers, four blockers, four catchers, two throwers, one star player, and any number of linemen. If you can use players that don't fit into any of these categories (Dark Elf Witch Elves, for example), then you may have up to two of them. As in normal Blood Bowl, the total cost of a starting team may not exceed 1,000,000 gold pieces. Only star players belonging to one of the races listed on the Team chart may be used in the team. You can buy fan factors, cheerleaders, apothecaries, etc, as normal. All Dungeonbowl teams may buy team re-rolls for 50,000 gold pieces each.

DUNGEONBOWL COLLEGE TEAM CHART

College	Main Race (0-16)	Other Race (0-6)	Last Race (0-2)
Light Wizards	Dwarfs	Halflings	Norse
Golden Wizards	Orcs	Chaos Dwarfs	Ogres
Jade Wizards	Goblins	Orcs	Trolls
Celestial Wizards	High Elves	Wood Elves	Treemen
Grey Wizards	Humans	Chaos	Ogres
Amethyst Wizards	Skaven	Goblins	Minotaurs
Bright Wizards	Dwarfs	Humans	Norse
Amber Wizards	Dark Elves	Orcs	Skaven
Rainbow Wizards	Wood Elves	Halflings	Humans
Dark Wizards	Undead	Dark Elves	Trolls

DUNGEON SET-UP

In order to play a game of Dungeonbowl you first need a dungeon (doh!). There are two different ways to set up a dungeon; you can draw it out on paper (that's the hard way), or you can use Warhammer Quest floor plans (the easy way!). If you haven't got any Warhammer Quest floor plans then Mail Order have a number of floor plan sets available separately – give them a call! Dungeonbowl teams play in all kinds of different dungeons, so you can really set up a dungeon in any way you like, within the guidelines given below. We've included a couple of example dungeon set-ups which you can copy if you wish, but there is really no need to ever play two games in the same dungeon. When designing your own dungeon both players should build it as a joint effort. The aim is to make an interesting dungeon – remember that at this stage it is not a competition!

Note that the dungeon must include a two square by four square 'end zone' for each team. We've provided two of these for you to use with this article (check out the card insert!). These are placed in the dungeon last of all, and must be placed as far apart as possible. In addition, all of the corridors in the dungeon must be at least two squares wide, and doorways are always assumed to have had the doors removed (i.e. they are simply openings). Apart from that there are no restrictions on how you build the dungeon.

TREASURE CHESTS & TELEPORT PADS

Included on the card insert are six Chest counters and six Teleport Pad counters. The Chest counters are double-sided; all six have a picture of a chest on one side, and on the reverse side five have a picture of an explosion and one has a picture of a ball. The Teleport counters are single-sided and numbered from one to six.

Place the Chest counters so that the chest side is showing and shuffle them up. Then take it in turn to place

them in the dungeon. A Chest counter can be placed in any square that is at least eight squares from an end zone and at least four squares from another chest. Next place the Teleport Pad counters. These may be placed in any empty square you like (you can even place them in an end zone if you like).

THE PLAYERS

Finally you can set up your players. Each coach places six players (not eleven as in the normal game) in his end zone board section. Players can only be placed in the end zones at the start of the game. Further players will get to teleport into the dungeon once the game is under way...

★★★ Did you know...

A simple misunderstanding of the rules marred the exchange matches between the Dungeonbowl team the Blood Axes and the Marauders Blood Bowl team. The first match was a classic game of Blood Bowl, ending with a huge sixteen-nil defeat for the Blood Axes. The Blood Axe team captain complained that the Marauders had cheated by starting with the ball and, by the way, where were all the teleporters?

When the return match took place underground the Marauders lost. Their team captain complained there was no kick-off, no ball and on finding a treasure chest, guarding it against the Blood Axes and finally getting the chest to the surface, it exploded when opened.

DUNGEON SET-UPS**THE END ZONES****THE COUNTERS**

Six teleporters numbered one to six.



Six chests



Five explosions on the reverse of five Chest counters.



One ball on the reverse of one Chest counter.

RULES OF PLAY

Dungeonbowl uses the standard Blood Bowl rules, except where they are modified below. The object of the game is to find the ball and get it into the opposing end zone in order to score a touchdown. The first team to get a standing player who is holding the ball into the opposing end zone is the winner. Note that the turn marker is not used, and that the game is not split into two halves. Play is continuous until a team scores, and that team is the winner!

The following rules are not used in Dungeonbowl: Kick-Offs, Illegal Procedure Calls and Team Wizards (lets face it, with all the fans being wizards things would quickly get out of hand if they started casting spells!).

TELEPORTING

The Teleport Pad counters represent special teleport gates set up by the magicians at the start of the game. You can use them to move players around the dungeon very quickly. Unfortunately you can't be sure where (or even if) a player will re-appear.

When a player moves onto a pad, roll a D6. The player is immediately teleported to the pad with the same number. It 'costs' the player one square of movement (if they have any left) to gather their senses once they materialise, and they may then carry on with their move as normal. However, if the player ends up being teleported again in the same turn, the huge strain on his body causes dreadful internal injuries; roll on the injury table immediately to see what happens to the player, without making an armour roll.

CHAIN REACTIONS

If a player is teleported to a square already occupied by another player, the player who was originally there is teleported away in a chain reaction. Roll a D6 to see where the victim is teleported to (which may, in turn, cause another chain reaction). Remember that if a player is teleported twice in the same turn he suffers an injury.

LOST IN SPACE

Teleportation is not an exact science, and there is always a chance that something will go wrong. To represent this, if you roll the number of the pad the player is on, then he is lost in space! For example, if a player was on pad number three and you rolled '3' on the D6, then he would be lost in space. Remove the player from the board and keep him to one side. He can take no further part in the game, although he will be located by the team's wizards in time for the next game. The ball cannot be lost in space (it is magically protected), and will instead drop to the ground and then scatter from the pad the player was on. Dropping the ball in this way will cause a turn-over.



DUG-OUT TELEPORTERS

Each team's dug-out contains a special teleporter that can be used to move players from the reserves box to the dungeon. A coach may teleport one player from the reserves box to the dungeon each turn. In Dungeonbowl a coach may have any number of players in the dungeon at any one time. In practice, however, it is rare for a coach to be able to get all of his players into the dungeon before a touchdown is scored. Note that you can't teleport players from the dungeon back to the dug-out.

★★★ Did you know...

Early games of Dungeonbowl didn't have teleporter pads. This meant there was a tendency for the action to concentrate around doorways, which was entertainingly violent but meant that games often ended in draws after all the doors got blocked with dead and maimed players – something had to be done! Without any other solution springing to mind, the Wizards fell back on the thing they knew best – magic. "Wouldn't it be a good idea," they reasoned, "if the players could teleport around the dungeon. Just think of the tactics they could use." Their knowledge of teleportation, however, was, and still is, severely limited, with a real risk of losing the odd player somewhere in the warp. "Still," they said, "the players won't know if we don't tell them." And, in a remarkable tribute to the bone-headed stupidity of your average Blood Bowl player, they still have not twigged to this day!

OPENING TREASURE CHESTS

At the start of the game the ball is hidden in a treasure chest, and the players will obviously have to find it in order to score a touchdown. Unfortunately the chests that don't hold the ball are fitted with a spectacular – though not usually lethal – explosive spell, that goes off when the chest is opened.

A player may open a chest that is in an adjacent square (you can't move onto a square with a chest, by the way) at the cost of one square of movement. Opening the chest is a free action and can be combined with a blitz, etc. Flip the counter over. If it shows the ball, replace the chest with the ball. Once revealed, the ball can be picked up normally, including by the player that discovered it if he has any movement left.

If the chest is trapped it explodes (remove it), and the player who opened it and any other players adjacent to the square it was in are knocked over and must make armour rolls to avoid injury. Note that this will cause a turnover, as the player that opened the chest has been knocked down.

THROWING UNDERGROUND

Throwing the football in a dungeon creates a number of unique problems, which are covered by the following special rules.

THROWING RESTRICTIONS

Only quick and short passes are allowed when playing underground – the ceiling is too low to attempt longer passes. Obviously the ball cannot be thrown to a player if it has to pass through a wall in order to reach him. In addition the ball can't scatter into a wall; roll for scatter again if this happens.

BOUNCING BALLS OFF WALLS

No, this is not a particularly vicious sort of tackle used on the tender bits of an opposing player's anatomy, it is a special tactic used by throwers in Dungeonbowl games. Basically the thrower hurls the ball at a wall and hopes it will ricochet into a match-winning position.

In order to use the tactic, declare that the ball is going to be bounced off a wall instead of being thrown normally. Declare which wall square the ball is being thrown at and roll to see if the ball is on target normally (this throw may be intercepted normally). If the throw misses, roll a D6; on a roll of 1-3 it hits the wall square to the right of the target square, and on a roll of 4-6 it hits the wall square to the left.

The ball then bounces off the wall as shown in the diagrams. It will travel 2D6 squares in the direction indicated, and if not caught will scatter once from the square where it ends up. Any and all players



Ball bounce from a diagonal throw



Ball bounce from a straight throw

that the ball passes over on this bounce may attempt to catch the ball, starting with the player closest to the wall, counting it as an inaccurate pass. Note that, unless the ball is caught by a player on the team whose turn it is, there is turnover.

INJURED PLAYERS

Injured players are placed in the appropriate box in the dug-out, as in normal Blood Bowl. However, as Dungeonbowl is only played to a single touchdown, in early matches many coaches complained that their best players didn't get a chance to return to the dungeon after being injured. What is the point, cried the dismayed wizards, of paying 200,000 gold pieces for a star player if he's only out there for a couple of minutes?

In response to this the magical colleges pooled their resources and came up with a magic item called Ed'e Warrings Magic Sponge, named after its inventor. All Dungeonbowl teams are issued with this extraordinary item. A coach may use the sponge to treat an injured player instead of teleporting a player into the dungeon. If the player was in the KO'd or Stunned box, he is moved into the Reserves box. The sponge has no effect on players that have been seriously injured or killed.

OPTIONAL DUNGEON TERRAIN

Dungeons are often filled with special types of terrain or obstacle, be it rivers of boiling lava, pits filled with spikes, rickety rope bridges stretching over bottomless chasms, or whatever! If you include such features in your Dungeonbowl dungeon, the following guidelines should help you adjudicate the effect the terrain has on the players...

FALLING INTO THINGS

As noted above, dungeons often have things that can really spoil your day if you happen to fall into them. These most commonly include boiling lava, bottomless chasms and pit traps. Now obviously a player won't deliberately fall into such a place, but they can get pushed into them, or fall in by accident (see Jumping Over Things, below). If this happens then roll a D6. On a roll of 2-6 the player has been seriously injured, and on a roll of 1 he has been killed. Note that no armour roll is required, and that I have deliberately made the chance of death very low (just assume the player is rescued magically). If he was carrying the ball, it will magically reappear at a randomly selected teleporter pad. Loosing a player in this way causes a turnover.

Note: In some namby-pamby dungeons, players can fall into non-lethal things, like a pit with no spikes, or a river of water rather than lava (I ask you, what are dungeons coming too these days!?!). If you are unfortunate enough to have such things in your dungeon, then players that fall in are simply removed from play rather than being

hurt, rather as if they had been lost in space. The ball will magically re-appear as described above if the player was holding it, and you still suffer a turnover.

JUMPING OVER THINGS

What with all these nasty obstacles getting in the way, players will often be tempted to leap over an obstacle. This is just fine, but occasionally they will blow it big time and fall in, with the effects described above. A player can jump over an obstacle as part as his move, each square of the jump costing a square of movement. Roll a D6 after making the jump, subtracting -1 from the score 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). If the score is less than the number of squares jumped over, the player falls in. If the score is equal to or greater than the number of squares jumped over, then he makes it safely.

PRECARIOUS POSITIONS

Sometimes a player will find himself in a precarious position, which basically means he is in a square next to something he can fall into. For example, a player crossing a rickety rope bridge is in a precarious position as long as he's on the bridge, and a player standing in a square next to a river of lava is in a similar position. Players in precarious positions must roll D6 before they make a block, or have a block thrown at them, and before they attempt to throw, catch, intercept or pick-up the football. On a roll of '1' the player slips and falls into whatever it is he was standing next to, with the effects described above. On a roll of 2-6 the player can carry on with their action as normal.

STATUES, IDOLS, THRONES AND FOUNTAINS

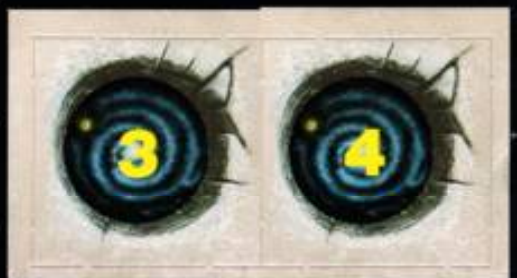
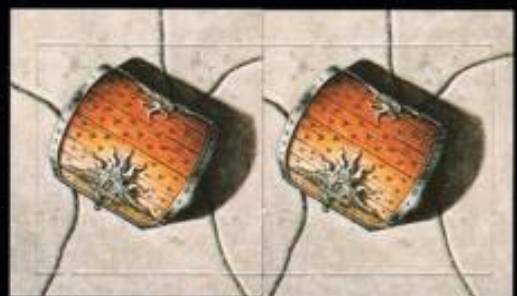
For some reason or another people are always putting things like massive idols (generally with jewelled eyes), fountains, massive thrones and such like in dungeons. These have no real effect on the game other than getting in the way. To represent this a player may not enter a square with such an obstacle. The football may be thrown over such squares, but there is a chance it will hit the obstacle; roll a D6 for each such square the ball passes through, starting with the closest to the thrower. On a roll of '1' it hits the obstacle, halting its flight, scattering once from that square, and causing a turnover.

OTHER SPECIAL RULES

These rules only cover the tip of a rather large iceberg in dungeon design. If you're playing as part of a league I highly recommend that you each design dungeons, and come up with your own special rules for devious traps, lurking monsters (I've included some Blood Bowl stats for a few of these below), multi-level dungeons and such like. You can then, dare I say it, DM the dungeon while two other players try to play a game of Dungeonbowl in it. Ahh, it quite takes me back to my old D&D days (what, drunk and disorderly? – Paul Sawyer)... Have fun!

LURKING MONSTER TABLE

NAME	MA	ST	AG	AV	SKILLS
Giant Spider	7	3	4	8	Foul appearance, Jump up
Giant Scorpion	5	4	3	9	Claws
Hydra	4	4	3	8	Regeneration, Stand firm
Manticore	6	5	3	8	Razor sharp claws
Dragon	6	7	3	9	Mighty blow, Razor sharp claws, Stand firm, Prehensile tail, Multiple block
Daemons	See 'He plays like a Daemon' in the Blood Bowl Compendium				





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