

DEATHBALL



Joe Corble

Introduction

Hello, and welcome to Deathball!

Deathball is a single-page ruleset played with Warhammer 40,000 and Warhammer Fantasy miniatures that was designed to be fast to learn and simple to play.

Inspired by blood bowl and other sports games the system pits you and your friends in a fast paced competition of violently hilarious ball play.

You can find various supplements to this ruleset and other one page rules at onepagerules.wordpress.com. You can find more awesome art at rosscarlisle.tumblr.com.

If you'd like to get news & updates you can follow us at facebook.com/onepagerules, reddit.com/r/onepagerules or twitter.com/OnePageRules.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules) and Ross Carlisle (Cover)

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Deathball – Core Rules v1.5

by OnePageAnon (<http://onepagerules.wordpress.com/>)

General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Coaches & Players: For the purpose of clarity the players playing the game are referred to as coaches, whereas the models that are being used in the game are referred to as players.

Control Zones: Each player has a 1" control zone around himself which is used for various things.

Before we begin...

Preparation: The game is played on a flat 2'x3' surface. Place a goal marker (use a pole or tree) on the opposing short sides of the field at the centre of table edge. Then draw a line in the middle of the table (from one long side to the other) and place the ball marker at the centre of that line. The borders of the playing field is impassable and may not be moved through by any player or the ball.

Setup: The game is played between two coaches with teams of 5 players each (select any 5 players from the player types section). The coaches roll-off and the winner places all of his players on one side of the field, at least 3" away from the ball. Then the other coach sets up his team the same way on the opposite side of the field.

Objective: The first team to score 3 goals wins.

Playing the Game

The game is played in turns, where during each turn the coaches activate their players. Once a coach has finished activating all of his players once or has failed an activation play passes to the other coach. The coach that won deployment goes first.

Activation

Each player may be activated only once per turn. When activating a player you may roll 1, 2 or 3 dice trying to score 4+. For each successful die the player may use one action, however if two or more dice fail on this activation then play passes to the other coach after any remaining actions instead. Players may use the following actions:

Action	Notes
Move	Move up to 6".
Tackle	Take the ball from an opponent.
Attack	Attack one opponent within reach.
Shoot	Shoot the ball at a target or point.
Get Up	Recover from being stunned.

Moving

Players may move and turn in any direction, and they may move into the control zone of opposing players without any penalty. If a player moves out of an opposing player's control zone he receives an attack by that player on the spot. Note that if a player moves out of several overlapping control zones all players may attack.

Attacking

Players that are in base contact with an opponent may attack it. The attacking player rolls one die and compares his Brawl value to that of the defender:

- Defender is 2 points higher: 6+ to hit
- Defender is 1 point higher: 5+ to hit
- Defender is equal: 4+ to hit
- Defender is 1 point lower: 3+ to hit
- Defender is 2 points lower: 2+ to hit

If the player manages to hit, then roll one die on the following wound table:

Result	Effect
1	Knocked Out (remove the model)
2-3	Stunned (place the model on its side)
4-6	Pushed (attacker moves model 3")

Stunned: A player that has been stunned counts as having Brawl 1, loses the ball and has no control zone whilst stunned.

Pushed: A player that has been pushed is moved by up to 3" by the attacker and loses the ball. If this moves the model out of any control zones the model is attacked as normal.

Taking the Ball

If at any point of a player's movement it comes into contact with the ball whilst it is not controlled by another player, then he may try to take it. Roll one die and check the player's Skill:

- Skill 1: player takes the ball on 4+
- Skill 2: player takes the ball on 3+
- Skill 3: player takes the ball on 2+

If the player manages to take the ball it is in control of the player and stays with him as he moves. If the roll is unsuccessful however, then the ball scatters D6" in a random direction (use scatter die).

Tackling

If a player moves into base contact with a player that has the ball, he may try to tackle him to take the ball for himself. The tackling player rolls one die and compares his Skill value to that of the defender:

- Defender is 2 points higher: 6+ to tackle
- Defender is 1 point higher: 5+ to tackle
- Defender is equal: 4+ to tackle
- Defender is 1 point lower: 3+ to tackle
- Defender is 2 points lower: 2+ to tackle

If the player manages to tackle, then the ball comes under his control. Else the ball remains in control of the defending player.

Shooting the Ball

If a player is in control of the ball, he may try and shoot it at a target or point anywhere on the table. Roll one die and add the player's Skill value to the result, and then subtract any of the following modifiers from the result:

- 1 for every full 6" the ball has to travel
- 1 for every enemy control zone the ball has to travel through

If the player manages to have a final result of 6 or more, then the ball lands on target. Else the ball is scattered D6" from the middle point between the shooting player and its target.

Receiving the Ball: If the ball lands in one player's control zone, then the player may try and take the ball like he would if he had moved into it. If the ball lands in the control zone of two or more opposing players, then one player from each team may try and take it, which is resolved like tackling (with the active coach's team counting as tackling).

Goals

If a player shoots the ball targeting the goal and the ball lands on target, then the player's team scores one goal and a new ball is scattered D6" from the centre of the playing field. All players that had been knocked out are then placed within 6" of their own goal, outside of enemy control zones.

Terrain

Terrain may be placed when preparing the playing field, and there are no restrictions as to the amount of terrain you may place on the field, however terrain must be placed on both sides of the field as to create a mirror image of it.

Obstacles (barrels, rocks, trees, etc.): Obstacles have a 1" control zone just like players and count as opponents in the way when shooting.

Difficult Terrain (mud, water, vegetation, etc.): Players moving through difficult terrain halve their movement. When shooting through difficult terrain it counts as an opponent in the way.

Dangerous Terrain (mines, acid pools, spikes, etc.): Players moving through dangerous terrain roll one die. On a 1 they must immediately roll on the wound table. When passing or shooting through difficult terrain roll one die. On a 1 the ball is destroyed and a new one is scattered D6" from the centre of the table.

Advanced Rules

In order to spice up the game the players can agree on using the following advanced rules.

Coaching Points: At the beginning of the game and every time a goal is scored, roll one die. Both coaches get as many coaching points as the result, which they can spend to re-roll one die of any kind from either coach. Any coaching points that have not been spent by the time a new goal is scored are immediately lost.

Random Events: At the beginning of the game and every time a goal is scored, roll a die on this table to get a random event. These effects only last until a new goal is scored, and do not carry over.

Result	Effect
1	Rock Thrown – One randomly selected player is immediately stunned.
2	Tremors – The ball always moves +D3" when scattering.
3	Changing Weather – The entire field counts as difficult terrain.
4	Perfect Recovery – Place knocked out players within 12" of their own goal.
5	Cheering Fans – All stunned players immediately get up.
6	Blitz – Players move +1" and activate on rolls of 3+.

Player Types

Coaches must agree upon what type each player is before the game begins.

Type	Brawl	Skill
Lineman	2	2

Notes: n/e

Type	Brawl	Skill
Shooter	1	3

Notes: n/e

Type	Brawl	Skill
Dodger	1	2

Notes: This player may move out of enemy control zones without being attacked on a 3+.

Type	Brawl	Skill
Heavy	3	1

Notes: n/e

Type	Brawl	Skill
Blocker	2	1

Notes: This player has a 2" control zone.