

DEATHBALL



Introduction

Deathball is a fast paced and brutal miniatures sports game inspired by Blood Bowl. The game is a parody of American football, where a well-placed pass is just as important as a well-placed punch.

All you need to play the game are some 28mm miniatures, a flat 3'x3' playing area, a measuring tape in inches and a couple of six-sided dice. The game can be played with all sports miniatures, from fantasy to sci-fi.

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Thank you for playing and happy wargaming!
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Index

1. *Cover*
2. *Introduction & Index*
3. *Rules*

Deathball – Core Rules v1.6.0

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General Principles

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

Coaches & Players: For the purpose of clarity the people 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 extending out from its base.

Before we begin...

Preparation: The game is played on a flat 3'x3' surface. Place a goal marker (a pole, tree, etc.) at the center of two opposing table edges, and the ball at the center of the table. The edge of the table is impassable and may not be moved through by the players 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 picks one goal and places all of his players within 18" of it, at least 3" away from the ball. Then the other coach sets up his team the same way on the opposite side of the table.

Objective: The first team to score 3 goals wins.

Playing the Game

The game is played in alternating player turns in which coaches try to 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 then play immediately passes to the other coach after any remaining actions are taken. 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 2 points higher: 6+ to hit
- Defender 1 point higher: 5+ to hit
- Defender equal: 4+ to hit
- Defender 1 point lower: 3+ to hit
- Defender 2 points lower: 2+ to hit

If the player manages to hit, then you may roll one die on the following 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 0, loses the ball and has no control zone whilst being 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 is pushed D6" directly away from the player.

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 2 points higher: 6+ to tackle
- Defender 1 point higher: 5+ to tackle
- Defender equal: 4+ to tackle
- Defender 1 point lower: 3+ to tackle
- Defender 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 adds 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 placed D6" directly away from the shooting player.

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 placed in the center of the playing field, and all models within 3" of the ball are pushed directly away until they are at least 3" away from it. 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 table, 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 take one automatic hit. When passing or shooting through difficult terrain roll one die. On a 1 the ball is destroyed and a new one is placed in the center of the playing field the same way as if a goal was scored.

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 (even the opponent's dice). 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 one 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	Clear Weather – Nothing of note happens.
2	Rock Thrown – One randomly selected player is immediately stunned.
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 – One player from each team activates on 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.