

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/OnePageAnon.

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 v1.1

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 throughout the game.

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. 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 count as solid walls 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 player sets up his team, and he will go second.

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.

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 the player's activation value. For each die that successfully scores his activation value 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 by up to 6", 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 on one die by that player. Note that if a player moves out of several overlapping control zones all players may attack.

Attacking

Players that are within the control zone of an opponent may attack it. Both players roll three dice, and each die that scores the player's attack value counts as a hit. Compare the amount of hits, and if one player has dealt more hits than the other, then the opposing player takes as many hits as the difference. For each hit the loser rolls one die, trying to score its defense value, and each success counts as a block. Subtract the number of blocks from the number of hits, and the result is how many wounds the player takes. For each wound 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 (the model moves 3" away)

A player that has been stunned immediately loses the ball, and has no control zone, nor may strike when attacked. A player that has been pushed and moves into contact with another player or piece of terrain (such as a wall) immediately rolls one die on the wound table.

Taking the Ball

If a player moves into contact with the ball when it is not controlled by any other player he may try to take it. Roll one die trying to score the player's skill value, and if successful the ball is in control of the player and stays with him as he moves. If the roll is unsuccessful however the ball scatters D6" in a random direction (use scatter die).

Tackling

If a player is within the control zone of an opposing player that has the ball, he may try to tackle him to take the ball for himself. Both players roll three dice trying to score their skill value, and the player that has more successes takes control of the ball. If both players have the same amount of successes (or both have none) then ball scatters D6".

Shooting the Ball

If a player is in control of the ball, he may try and shoot it at a target or point of the table up to 12" away. Roll three dice trying to score the player's skill value and consult the following table:

Successes	Effect
0	Ball scatters D6".
1	Ball scatters D6" from the target.
2	Ball lands on target.
3	Ball lands on target and the player may take another free action.

If the ball lands in one player's control zone, the player may immediately 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, one player from each team may try and take it (resolve this like tackling).

The ball may be shot through the control zones of opposing player (note that the control zones of adjacent players also count), however it makes the shot harder. For each opposing player in the way add one die to the shooting roll, and then remove as many of the highest results as players in the way. The ball may also be shot further than 12" at a penalty. For every block of extra 6" that the ball needs to travel you add one die to the shooting roll, and then remove as many of the highest results as blocks of extra 6" that the ball needs to travel.

Goals

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

Terrain

Terrain may be placed when preparing the playing field, and there are no restriction 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 one die 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 a die. Both coaches get as many coaching points as the result, which they can spend to re-roll one die of any kind. 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 get +1 to all Activation rolls.

Player Types

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

Type	Act.	Att.	Def.	Ski.
Lineman	4+	4+	4+	4+

Notes: n/e

Type	Act.	Att.	Def.	Ski.
Runner	3+	5+	5+	3+

Notes: n/e

Type	Act.	Att.	Def.	Ski.
Dodger	3+	5+	5+	4+

Notes: This player may move out of opposing control zones without being attacked on a 4+.

Type	Act.	Att.	Def.	Ski.
Heavy	4+	3+	3+	5+

Notes: This player only moves up to 3".

Type	Act.	Att.	Def.	Ski.
Blocker	4+	4+	4+	5+

Notes: This player only moves up to 3" and has a 2" control zone.