

DEATHBALL v2.0

General Principles

The most important rule: Whenever the rules are unclear use common sense and personal preference. Have fun!

Control Zones: Each model has a 1" control zone extending out from its base.

Preparation

The Playfield: The game is played on a flat 3'x3' surface, with a goal marker placed at the center of two opposing table edges, and the ball at the center of the table. The edges of the table are impassable for both the models and the ball.

The Teams: The players must put together two teams of 5 models each.

Deployment: Players roll-off and the winner picks one of the table edges with a goal marker as his own with his opponent taking the opposite. The winning player places all of his models within 18" of his goal and at least 3" away from the ball first, and then his opponent does the same.

Objective: After 60 turns the game is over, and the player with most points wins.

Playing the Game

The game is played in alternating player turns in which they try to activate their models, starting with the player that deployed first. Once a player has activated all of his models or fails an activation play passes to his opponent.

Activation

The player picks one model that hasn't activated yet and rolls 1, 2 or 3 dice, trying to score 4+. For each success the model may take one action, however if two or more rolls fail then the player's turn is over after any remaining actions are taken.

- **Move:** Move 6".
- **Tackle:** Take ball from opponent.
- **Attack:** Attack one opponent.
- **Shoot:** Shoot the ball at a target.
- **Recover:** Recover from stun.

Movement

Models may freely move into the control zone of opponents, however when moving out of enemy control zones those models get a free attack action against them. If a model moves out of several control zones each model gets a free attack.

Attacking

Models that are within 1" of opponents may attack them. Roll one die and compare the brawl values of attacker and defender to see what score you need to hit:

- **Attacker 2 higher:** 2+ to hit
- **Attacker 1 higher:** 3+ to hit
- **Both equal:** 4+ to hit
- **Defender 1 higher:** 5+ to hit
- **Defender 2 higher:** 6+ to hit

If the attacker manages to hit the target roll one die and see what happens:

- **1:** Knocked Out
- **2-3:** Stunned
- **4-6:** Pushed

Knocked Out: Remove from play.

Stunned: Count as having brawl 0, lose the ball and have no control zone (place model on its side to show this). Treat further stun results as knock out results instead.

Pushed: The attacker moves the model by up to 3" and it loses the ball. This ends the model's activation immediately.

Taking the Ball

Once per action, if a model moves into the ball whilst it's not controlled by another model, then it may try to take it. Roll one die and check the model's skill value:

- **Skill 1:** Take ball on 4+
- **Skill 2:** Take ball on 3+
- **Skill 3:** Take ball on 2+

If the model takes the ball it's in his control and stay with him as he moves. Else the ball is moved D6" directly away from him.

Tackling

Models that move within 1" of opponents that have the ball may try to tackle them to take the ball. Roll one die and compare the skill values of attacker and defender to see what score you need to take it:

- **Attacker 2 higher:** 2+ to take
- **Attacker 1 higher:** 3+ to take
- **Both equal:** 4+ to take
- **Defender 1 higher:** 5+ to take
- **Defender 2 higher:** 6+ to take

If the attacker manages to take the ball it comes under his control. Else the ball stays in control of the original model.

Shooting the Ball

Models controlling the ball may try to shoot it at the goal, to other models, or to any point on the table. Roll one die and add the model's skill value to the result, applying the following modifiers:

- -1 for every full 9" to the target
- -1 for every enemy control zone between shooter and target

If the model scores a total of 6 or higher, then the ball lands on target. Else the ball is moved D6" directly away from him.

Receiving the Ball: If the ball lands in one model's control zone, then he may try to take it like he normally would if he had moved into it. If the ball lands in the zones of two or more opposing models, then one model from each team may try to take it, which is resolved like tackling, with the active player's team being the attacker.

Scoring Goals / Team K.O.

If the ball lands on a player's goal or all of his models are knocked out the opponent scores a point, the ball is placed in the center of the table again, and all models within 3" are pushed directly away until they are at least 3" away. Knocked out models are then placed within 6" of their own goal, at least 3" away from opponents.

Team Creation

This section of the rules provides you with guidelines on how to create balanced teams to play the game.

Model Types

Lineman - Brawl 2 / Skill 2

- **Special:** n/a

Shooter - Brawl 1 / Skill 3

- **Special:** n/a

Dodger - Brawl 1 / Skill 2

- **Special:** Roll one die when moving out of enemy control zones, on a 3+ you may ignore all attacks.

Brawler - Brawl 3 / Skill 1

- **Special:** n/a

Defender - Brawl 2 / Skill 1

- **Special:** Has a 2" control zone.

Note that whilst the rules were written with 25mm bases in mind, you can use 40mm bases for Defenders without by keeping a 1" control zone.

Team Traits

When creating your team you may pick one of these traits that apply to all models.

Fast as Lightning

- **Pros:** Move +1.5" faster.
- **Cons:** Get -1 to result when hit.

Heavy Hitters

- **Pros:** Attack models within 1.5".
- **Cons:** -1 when shooting over 9".

Slow but Sturdy

- **Pros:** Get +1 to results when hit.
- **Cons:** Move -1.5" slower.

Lucky Gamblers

- **Pros:** Roll +1 activation die
- **Cons:** Model knocked out on 3 fails.

Advanced Rules

This section of the rules provides you with optional advanced rules to make games more interesting.

Terrain

When setting up the table you may place as many of the following terrain pieces on the table as you want.

Obstacles (barrels, rocks, trees, etc.): Each obstacle has a 1" control zone and counts as an opponent in the way when shooting.

Difficult Terrain (mud, water, bushes, etc.): Models halve their move when crossing difficult terrain.

Dangerous Terrain: (lava, spikes, etc.)

Models must roll one die when crossing dangerous terrain, on a 1 they take an automatic hit as if they were attacked. When the ball crosses dangerous terrain roll one die, on a 1 it is destroyed and a new one is placed at the center of the table as if a goal was scored.

Coach Points

After deployment roll one die, and all players get as many coach points as the result. Players may spend coach points to re-roll one die of any kind, even those of their opponent. Once a goal is scored all coach points are lost and a new die is rolled to determine coach points.

Random Events

At the beginning of the game and every time a goal is scored roll one die to get a random event. These effects only last until a new goal is scored and don't carry over.

- **1 - Clear Weather:** No changes.
- **2 - Rock Throw:** One random model is immediately stunned.
- **3 - Changing Weather:** The entire field counts as difficult terrain.
- **4 - Perfect Recovery:** Place knocked out players within 12" of their goal.
- **5 - Cheering Fans:** All models that were stunned immediately get up.
- **6 - Blitz:** One random model only needs 3+ next time it activates.