

## **Bashball**

*Blood Bowl is not the only game played in the Warhammer world.*

*When explorers to the South Lands first encountered the natives there, they discovered them playing a game called head-toss. Two teams lined up in an arena, tossing around the head of an unfortunate victim. The object was to get the head into a set of goals; after a pre-determined time, the team with the most goals won. The losing team would then be torn apart by the winning team as part of the spoils of winning.*

*Far from thinking the sport was barbaric, the explorers thought it had great potential. Once they got back to the Old World, they started playing the game amongst themselves. The practice was quickly outlawed, however, due to the excessive violence.*

*This did not stop lovers of the game. They toned down the bloodshed, keeping it violent enough to satiate their blood-lust, but not too violent to invoke the wrath of the law. The game thrived. Over the centuries it became more and more widespread, and other races started taking it up. The game became known as Bashball (the decapitated head having been replaced with a leather ball), and is currently at the height of its popularity.*

*Several wealthy individuals have gotten together to sponsor the first ever Bashball World Tournament, to be held at a to-be-announced time and venue. The rules have been written down and formalized, and everything is readiness for the greatest spectacle the world of Warhammer has ever seen!*

### **How to Play Bashball**

Bashball is kind of a cross between Warhammer Skirmish and Blood Bowl. You will need a copy of the Skirmish rules to play.

There are some changes to the rules, as described below.

#### **Forces**

Each player chooses a force (called a team) worth 100 points. These teams are not chosen from the standard Warhammer Armies lists; see below for the Bashball lists. Players can also buy special extras for their team; these are detailed with the team lists below.

Each team must include a minimum of 8 models. There is no maximum, although only 13 models may be on the arena at any one time. The rest become substitute players (see later).

#### **Battlefield**

In Bashball, the battlefield is called an arena. The arena is a 3' x 2' gaming area with no terrain placed on it, except for the goals. Place the goals on each of the narrow ends of the arena, 12" from either side.

#### **Objectives**

Each team must score as many points as possible within 15 turns. Teams score points by throwing the ball into their goals. 1 goal = 1 point. The team with the most points at the end is the winner.

#### **Deployment**

Both players roll a D6. If you have purchased any Assistant Coaches for your side (see later), add +1 to this roll for every Assistant Coach you have. Whoever rolls highest may choose who sets up first.

Players set their teams up at least 24" from their own goals. A player sets up his entire team at once.

### **Who Goes First?**

Toss a coin; the player who set up first may choose either heads or tails. The winner of the coin toss gets to decide which team goes first. The team that goes first starts with the ball; nominate one model, which then begins with the ball.

### **Special Rules**

To reflect the special nature of this scenario, several changes are necessary to the rules. Unless otherwise noted, the rules remain the same as a standard Skirmish battle.

#### *Movement*

The following changes are made to the movement rules:

- The following rules are not used in Bashball: hiding, climbing, jumping down, diving charge, jumping over gaps and falling.
- Models may run even if they are within close proximity of a model on the opposite team.
- *Picking up the ball:* If the ball is not being carried by a model, it is considered 'loose'. To pick up a loose ball, simply move a model into it. This requires no dice rolls unless that model is running, in which case it must make a successful Initiative test to do so. If it fails, roll the scatter dice and a D3 – the ball is fumbled by the model and scatters that far. The model must also stop its movement immediately.
- *Tackles:* During an opponent's Movement Phase, your models can attempt to tackle other models that move to close. If an opposing team model moves within 2" of one of your models, you can make a tackle attempt. Roll to hit as if you were fighting in close combat. If you hit the moving model is tackled; it must end its movement immediately and can do nothing else for the turn. If the model you tackled is running, then roll the to hit roll as normal. If he is not running, roll the to hit roll, but with a -1 penalty.

#### *Shooting*

In Bashball, the shooting phase is renamed the passing phase. In this phase you may pass the ball to a team mate, or throw the ball at your goal. The ball has a range of 12", divided into three ranges: Short (0"-4"); Medium (4"-8"); and Long (8"-12").

- *Passing to a Team Mate:* If one of your models has the ball, he may pass it to another one of your models, unless it is engaged in close combat. Pick a model you wish to pass to and measure the distance. Then, roll to hit as normal, as if you were shooting at a target. Apply the following modifiers:

Receiving model is at short range: +1

Receiving model is at long range: -1

Passing model has enemy models within 2": -1 per enemy model

If the roll is successful, the ball sails straight and true; the receiving model now has to catch it (see below). If the roll is a 6 (before modifiers), the pass is considered 'Accurate'. If the roll fails, the ball has gone astray. Roll the scatter dice and a D6; place the ball that many inches away from the receiving model, in the direction shown on the scatter dice.

If you roll a 1 on the to hit roll (before modifiers), you have fumbled the ball. The ball goes sailing straight towards the receiving model, hitting it square in the head or right between the legs. Roll on the injury table for that model immediately.

- *Shooting at the goals:* Throwing the ball at the goals is done in the same way as passing it to a team mate; roll to hit and, if it is successful, you score a goal. The same penalties apply as above, but the goals are also considered a small target, and so another -1 penalty applies to the roll. If the ball misses the goals, then the closest enemy model is awarded a 'penalty' – your turn ends immediately and that enemy model is given the ball.

If a goal is scored, the turn ends immediately. Re-deploy the teams on the arena; the team who did not score the goal starts with the ball.

- *Catching the Ball:* If the ball has been thrown to a receiver successfully, that model must now attempt to catch it. Make an Initiative test for the receiving model (a roll of 6 always fails, but a roll of 1 always succeeds). Apply the following modifiers:

Pass was 'Accurate': +1

Receiving model has enemy models within 2": -1 per enemy model

If the Initiative test is successful, the model has caught the ball. If the test was failed, the ball is dropped and scatters D3 inches in the direction indicated on the scatter dice. The passing phase immediately ends in this case.

Assuming the ball was caught, that model may now pass the ball or shoot at goals, as long as he has not ran this turn or already passed the ball.

- *Intercepting a thrown ball:* When you pass the ball you draw an imaginary line between the thrower and the receiver. If this line passes close to another model, this model may attempt to intercept the ball.

If the ball passes within 1" of a model, that model may attempt to make an intercept. They must make an Initiative test (with a -1 modifier; the ball is not being thrown to them and it is harder to catch). All of the modifiers for catching the ball above apply to this as well. If they are successful, they intercept the ball and now have it in their possession; if they fail, the ball keeps going towards its intended target.

- *Ball moving out of the arena:* Due to random scatter, it is possible that the ball will move out of the arena. If this happens, the turn ends, and a penalty is awarded to the opposing team. The closest model from the opposing team begins the next turn with the ball.

### Bashing Phase

In this phase, models in base contact with each other can fight. Fighting is exactly the same as in Warhammer Skirmish, with the exception that weapons in Bashball are illegal. This means a model has a +1 bonus to their armour saves, or a 6+ save if they are not wearing armour.

### Substitute Players

Not every model on your team must begin play in the arena. You may keep some in reserve as substitutions – though you must begin with at least 8 models on the playing area.

You may make one substitution at the beginning of each of your turns. Take one of your models off the arena, and place a model you have in reserve on to the arena. This reserve must be placed within 4" of your opponent's goals. He may act as normal this turn.

You are allowed to take a model from the arena even if he has been knocked down or stunned – the medics rush out and drag him from the field.

Although you must always have at least 8 models in the arena, circumstances (such as injury) could mean that you do not have enough models left. In this case, you must have as many models on the arena as possible.

## Bashball Teams

### Picking Your Team

To play Bashball, you must hire a team. This is represented by paying a points cost for team members (plus other items); points represent money spent hiring and training players. Each team begins with 100 points to spend and can hire a team from **one** of the following team lists.

Remember, you must have a minimum of 8 players on your team.

<i>Humans</i>										
	M	WS	BS	S	T	W	I	A	Ld	Cost
Champion	4	4	4	3	3	1	3	2	7	15pts
Thrower	4	3	4	3	3	1	3	1	7	7pts
Tough	4	4	3	3	3	1	3	1	7	7pts
Runner	4	3	3	3	3	1	3	1	7	5pts
Rookie	4	2	2	3	3	1	3	1	6	3pts
Power Play cost: 5 points each.										

<i>Orcs</i>										
	M	WS	BS	S	T	W	I	A	Ld	Cost

Boss Orc	4	4	4	3	4	1	2	2	7	15pts
Black Orc Boyz	4	4	3	4	4	1	2	1	8	10pts
Savage*	4	3	3	3	4	1	2	1	7	6pts
Orc Boyz	4	3	3	3	4	1	2	1	7	5pts
Runt	4	3	2	3	3	1	2	1	6	3pts
<p>Power Play cost: 5 points each.                  *Savage Orcs are subject to <i>frenzy</i>. They also begin with a 6+ ward save due to their warpaint.</p>										

An example Human team might include:

4 x Runners = 20 points  
 2x Throwers = 14 points  
 3 x Toughs = 21 points  
 1 x Champion = 15 points  
 2 x Rookies = 6 points  
 Total = 76 points.

This leaves 24 points left over for other purchases, and gives us 12 players for our team. Once the players are purchased, it is time to purchase other goodies.

An Orc team might instead be:

2 x Boss Orcs = 30 points  
 5 x Orc Boyz = 25 points  
 5 x Runts = 15 points  
 Total = 70 points.

### Other Purchases

To round out our team, there are other things you may purchase. Below is a list and a description of what each of them do.

- *Assassin (10 points)*: Assassins are hired to hurt, main or kill opposing players. Before the battle, choose either a player on the opposing side or an Assistant Coach, Healer, or Wizard. Roll a D6. On a 4+, that model may not be used for this game.

If you are playing in a league, you may only hire an Assassin for one match; if you wish to hire him for additional matches, you must pay the points cost again.

- *Assistant Coach (7 points per Assistant Coach)*: Assistant Coaches give a team an advantage during the deployment phase of a match. See Deployment for details.

In league matches, Assistant Coaches stay with your team from match to match.

- *Bribes (3 points per bribe)*: You may bribe the referee before the game. For each bribe your purchase, you may re-roll a single dice roll. You may even re-roll a re-roll if you wish. However, the final roll counts, no matter if it is worse than the original roll. These re-rolls are usable only for this match.

- *Cheerleaders (8 points):* Every good team has the support of cheerleaders. Not only do they boost morale, but they give the players something to look at when they are bored. At the start of your turn you may have your cheerleaders do one of the following:

*Distract:* The cheerleaders taunt and boo your opponent. Until your next turn, your opponent has a -1 penalty to his models Leadership.

*Inspire:* The cheerleaders start a chant and do a dance to inspire your team. You may add 1 to the Leadership of your models until the beginning of your next turn.

In league matches, Cheerleaders stay with your team from match to match.

- *Healer (10 points):* Having a healer on the sidelines can be invaluable. If one of your team is taken out of action, you may roll a D6 at the start of your turn. On a 6, that model is able to return to the game.

In a league match, Healers stay with your team from match to match.

- *Heavy Armour (3 points per model):* You may equip a model with heavy armour, giving him a 5+ armour save. However, their Movement score is also reduced by 1.
- *Helmet (2 points per model):* You may equip a model with a helmet. That model gains a special 4+ saving throw against stun injuries.
- *Illegal Drugs (5 points):* One of your players has taken performance-enhancing drugs. Choose one of your players and roll a D6. Then increase the following characteristic by 1 for this match: 1-2: Strength; 3-4: Toughness; 5-6 Initiative. This increase lasts for this match only.
- *Light Armour (2 points per model):* You may equip a model with light armour, giving him a 6+ armour save.
- *Pit Trap (8 points):* Before the game, you bribed the groundskeeper to rig a trap in the arena. Before the game begins, but after the teams are deployed, randomly choose a model on the opposing team; that model has fallen into the trap. Roll on the injury table immediately.
- *Potion of Healing (8 points):* This may be given to any model that is stunned or out of action at the start of your turn. That model regains all wounds and is back to full health.

In league matches, you may store Healing Potions from match to match; once they are used, you must cross them off.

- *Power Play:* A Power Play is a valuable thing. You may use a Power Play at the end of any of your turns. First, nominate one of your models and the action you wish to take with it, then make a Leadership test for that model. If you pass, that model may immediately take that action. Then you may nominate another model and an action, and then make a Leadership test for that model. You may keep doing this until you fail a Leadership test. As soon as you do, your power Play is over. The cost of Power Plays depends on your team; see team lists for details.

Power Plays do not carry over from match to match; you must purchase new Power Plays each match.

- *Tricks and Tactics (5 points):* You have spent some time training your team and studying new tactics. You may add +1 to any one dice roll during this match.
- *Weapon (2 points per model):* Although the use of weapons is illegal in Bashball, some players still carry them. If you are in close combat, you may elect to use your weapon. This negates the +1 armour save bonus for fighting unarmed. However, every time you use a weapon, there is a chance the referee will catch you. Roll a D6. On a 5+ you have been caught and are sent off the ground for the remainder of the match.
- *Wizard (12 points):* You hire a wizard to cast spells for your team. This Wizard counts as a Level 1 Wizard and has one spell, rolled randomly from any Lore that your race can use. The Wizard does not stand on the playing field; nominate a spot on the side of the arena – this is where your wizard casts his spell from. The Wizard may not move at all, and may only attempt to cast his spell once per turn.

If you are playing in a league, you may only hire a Wizard for one match; if you wish to hire him for additional matches, you must pay the points cost again.