



Bashball

Everyone needs a little time off and this was no exception for the warbands of Mordheim. When not exploring the city, warbands would often make camp outside the ruined walls in order to get a little rest. During these down times it was easy to get bored, waiting for comrades to heal, or for the leader to decide what to do next. It wasn't long before the sport of bashball arose to fill the boredom.

It began as a friendly game played within individual warbands, but it soon became a way for rival warbands to prove their worth against one another – away from the rubble-strewn streets of the city. Violence was common, with many a warrior being either maimed or killed. This was perfectly acceptable for the madmen of Mordheim, but as the game began to spread and its popularity arose, rules were introduced to make the game more civilized -though not necessarily any less bloodthirsty.

Today, bashball is played all over the Warhammer world, from the grand arenas of Ulthuan and the Empire to the underground halls of the Dwarfs and the blood-soaked fields of Naggaroth. Most play it for sport – others play it for the sheer carnage it can bring.

Bashball is a scenario for Mordheim. You will need a copy of those rules to play, as well as some miniatures, dice, and a tape measure.

You can find a free copy of the rules in .pdf format from the following website:
<http://www.specialist-games.com/mordheim/default.asp>

You may use any warband in bashball if you and your opponent agree – there are no restrictions.

Terrain

The game should be setup in a 3' x 3' area. Traditionally, games of bashball are played on a flat area devoid of terrain; however, if you and your opponent agree, you may place terrain in the playing area.

Warbands

Both players roll a D6. Whoever rolls the highest chooses who sets up first. That player then chooses which table edge to set up on and places all of his models within 4" of that edge. The other player then sets up on his table edge.

Starting the Game

Both players roll a D6. The player who rolls highest chooses who starts; nominate one model from this team to start with the ball.

Object

The object of bashball is not necessarily to beat your opponent into a bloody pulp (although that is quite a big part of it); instead, it is to be the highest scoring team at the end of the game.

Teams score by moving a hard leather ball into their opponent's scoring zone. The scoring zone is the same area as your opponent's deployment zone. If one of your warriors ends your turn holding the ball in the scoring zone, your team scores a point.

The team with the most points at the end of the game wins.

After a team scores, re-deploy the warbands as if the game was just beginning. The team that scored sets-up first, and the other team gets the first turn and starts with the ball. Any models that have been sent off the field due to using an illegal item or manoeuvre is able to join in again at this point.

Ending the Game

When one of the warbands fails its Rout test, the game ends. However, the team that didn't rout is not necessarily the winner.

If the team that fails its Rout test has less points than the other team, then the other team wins. The losing side has had enough and, disgusted by their own mediocrity, have quit the field, conceding the game to the other team.

If the team that routs was currently in front on points then they have decided that enough is enough; they quit the field, having proved themselves superior to the other side. The umpire doesn't see it that way though, and penalizes them for unsportsmanlike conduct. Roll a D3 and add the result to the other side's score. Whoever now has the highest score wins the game.

(Note that this last result has seen many an umpire beaten to death by furious teams who have violently disagreed with the ruling!)

If the scores are even when a team routs, the other team earns a bonus point.

Experience

+1 Winning Leader: The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Score: If a Hero or Henchman group score a point, they gain +1 Experience.

Special Rules

There are quite a few special rules that make bashball a somewhat unique scenario. These are listed below.

- **The Ball.** The ball used in bashball is a hard leather ball about the size of a football. Treat this as a thrown weapon with a range of 8" and S2.
- **Passing the Ball.** Unlike a normal weapon, the ball can be thrown to a friendly model. Roll to hit as normal, but do not roll to wound. The receiving model must pass an Initiative test in order to catch the ball. If it passes, it now has the ball. If it fails, it drops the ball and the ball scatters D6" in a random direction (if this takes it off the playing area, place the ball instead on the edge of the playing area).

Although the range of the ball is 8", a model may attempt a 'long pass'. This pass extends the range out to 12", but incurs a -1 to hit penalty.

- **Charging the Ball Carrier.** If the model carrying the ball is charged, he may, as a charge reaction, quickly pass the ball off to a team mate. This is a desperation move, and the model suffers a -1 to hit penalty for this throw.
- **Picking Up the Ball.** If the ball is on the ground and not held by anyone, any model can pick it up simply by moving over it. If the model is running, it must pass an Initiative test to pick up the ball. If it fails, its movement ends immediately, and the ball scatters D6".
- **Illegal Items.** Every game of bashball has an umpire who enforces the rules and who tries not to get his head beaten in when one of the teams doesn't like a decision he makes. One of the umpire's jobs is to make sure no illegal items are used. This includes weapons, magical items, and spells. If a model uses any of these items during the scenario, roll a D6. On a 4, 5 or 6, the model has been caught and is sent off the field. Remove the model from the game. For all intents and purposes, the model is *out of action*, although it does not need to roll for injuries after the game.
- **Kick 'em While Their Down!** The umpire must not only watch out for illegal items, but also illegal manoeuvrers. These include attacking a model when it is *knocked down* or *stunned*. If a model performs either of these actions, roll a D6. On a 4, 5 or 6 it has been caught and sent from the field in the same manner as above.

Special Gear

Warbands can purchase special gear for their warriors before a game of bashball. This gear is listed here.

Assassin. These killers are hired to hurt, maim or kill members of the opposing warband. For each assassin you hire before a game, pick an enemy Hero. Roll a D6; on a roll of 5-6, that model may not be used for this game, due to hiding from the assassin. Once an assassin has been used he may not be used again.

Cost: 50+3D6gc. Availability: Rare 8.

Assistant Coach. A bashball coach gives your team the upper hand as he works out the best way to beat an opposing warband. For each assistant coach you hire, you may add +1 to the dice roll to see who goes first. Once an assistant coach has been used he may not be used again.

Cost: 25gc. Availability: Common.

Bribes. You may bribe the umpire before the game. For each bribe you purchase, you may re-roll the D6 roll when using an illegal item or manoeuvre. You may only use bribes you purchase for that game; any unused bribes are wasted.

Cost: 15+2D6gc. Availability: Common.

Cheerleaders. Waving pom-poms around and making up inane rhymes, cheerleaders boost the morale of your warband during a game of bashball. A warband that purchases cheerleaders gains a +1 bonus to Leadership (to a maximum of Ld 10) for that game.

Cost: 25gc. Availability: Common.

Exploding Ball. This highly illegal item is hard to find but, when used, is devastating. If you purchase an exploding ball, at any stage during the game, you may have an accomplice on the sidelines detonate it. The model currently holding the ball suffers D3 S6 hits with no armour saves allowed. The umpire will automatically catch the use of an exploding ball (after all it is very hard to miss!); he will then randomly send off one of your warriors. A warband may not have more than one exploding ball at a time.

Cost: 75+2D6gc. Availability: Rare 9.

Pit Trap. You bribe the groundskeeper to rig a pit trap in the playing area. At the start of the game, after deployment, randomly select one opposing model. That model has triggered the trap and must roll on the injury table immediately.

Cost: 25gc. Availability: Common.

Power Play. Power plays are very valuable things. They represent special training rather than a physical item. You may use one (and only one) 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.

You may then take another action with that model, but at a -1 penalty to their Leadership. You can continue to perform actions with the same model as many times as you like, but each concurrent Leadership check is at a -1 penalty. Once you have finished with one model, you may move on to the next. You cannot return to that model again, so be careful with what you choose to do.

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, or have performed actions with each of your models. As soon as you do, your power Play is over.

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

Cost: Warband leader's Ld score x 5gc. Availability: Common.

Tricks and Tactics. You have spent time training your warband in the art of bashball. For each Tricks and Tactics purchased, you may add +1 to any dice roll. Once used, a Trick and Tactic cannot be used again.

Cost: 25gc. Availability: Common.

Variant: Hardcore Bashball – Deathball!

This variant, known as deathball, is more common amongst savage civilizations and barbaric people. The rules are the same as standard bashball, except the use of weapons, magic items and spells is legal, as is attacking an enemy while *stunned* or *knocked down*.

Due to the higher lethality of deathball, surviving Heroes or Henchmen groups should be awarded +1 Experience.