



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 8" of that edge. The other player then sets up on his table edge. This leaves a 16" gap between the two warbands at the start of the game.

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.

Note that each team begins the game with three Power Plays (see Special Gear); additional Power Plays can be purchased as normal.

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 a touchdown by moving a hard leather ball into their opponent's scoring zone. The scoring zone is a 4" area measured from your opponent's table edge. If one of your warriors ends your turn holding the ball in the scoring zone, your team scores a point. (Note that a Warrior must have hands in order to score – dogs, giant rats and other such beasts cannot score!)

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 are able to join in again at this point.

Ending the Game

When one of the warbands fails its Rout test, the game ends. (If your warband is in front on points, you gain a +1 Leadership bonus for the purpose of Rout tests). However, the team that didn't rout is not necessarily the winner.

The winner is determined by the number of points scored. Points are scored in a number of basic ways:

- 1 point per touchdown scored
- D3 points if your opponent routs
- D3+1 points if your opponent voluntarily routs.

Note that if you voluntarily rout, your fans boo and jeer you; to represent the bitterness of your fans, you roll one less die when rolling for exploration.

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. If it hits, the throw is on target. 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 D3" in a random direction (if this takes it off the playing area, place the ball instead on the edge of the playing area).

Note that models must have at least one hand free to be able to catch the ball. If the model is holding two weapons, or a weapon and shield, it cannot catch the ball. In addition, if a model only has one hand free, there is a -1 penalty on the roll to catch the ball.

If the roll to hit misses, the ball scatters D6" in a random direction from the receiver.

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.

- **Handing the Ball.** Instead of throwing the ball, a Warrior can instead simply hand the ball to a friendly model. To do this, the model with the ball and the model he wishes to hand it to must be in base contact. The model with the ball may give up half his Movement to hand the ball to his partner.
- **Throwing to Space.** As well as passing to another model, you can also throw the ball into space. This is done in the same way as passing the ball, except there is no model to catch it. If the pass succeeds, the ball lands where you wanted. If it fails, it scatters as above.
- **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.

Any injury to the ball carrier will cause the ball to scatter D3" in a random direction.

- **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, or has moved more than its normal Movement rate this turn, it must pass an Initiative test to pick up the ball. If it fails, its movement ends immediately, and the ball scatters D3".
- **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. **The model is not out of action, and returns once a side has scored.**

Because they are easily concealed, a model using a dagger to attack is only caught on the roll of a 5 or 6.

- **Kick 'em While They're 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.

Sidebar: Escaping from Combat

It is highly recommended that the optional rule from the Mordheim rulebook, 'Escaping from Combat', be used for all games of Bashball. This rule stops the game from getting bogged down in a series of fist-fights and allows for greater freedom of scoring.

Special Gear

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

Anti-magic Ward. You purchase the services of a local Sigmarite priest, who casts an enchantment that dampens the effects of magic on the field. All magic Difficulty rolls for the duration of the next game are increased by 1.

Cost: 25gc. Availability: Rare 7.

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. This model must make an immediate roll on the Serious Injury table. 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: 10gc. Availability: Common.

Bribes. You may bribe the umpire before the game. For each bribe you purchase, you may re-roll the dice roll when using an illegal item or manoeuvre. The bribe is then used up. You may only re-roll each use of an illegal item or manoeuvre once.

In addition, your opponent can use his bribes to force you to re-roll as well!

You may only use bribes you purchase for that game; any unused bribes are wasted.

Cost: 10+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: 50+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 3gc. Availability: Common.

Team Mascot. Some teams like to employ a mascot; basically, a person who dresses up in a silly costume and makes fun of the other team. A team that purchases a Mascot for the next game cancels out the benefits of any Cheerleaders the opposing team has for that game.

Cost: 15gc. 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: 20gc. 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.

Bashball Leagues

Although bashball can be used with standard Mordheim gangs, it is much more fun to make warbands whose primary focus is on bashball. You can run a whole campaign this way – this is called a league.

League games are played in exactly the same way as normal Mordheim campaigns. After the game, you roll for serious injuries, exploration, etc. In the latter case, this represents prize money and wagers that your team had on the game.

There are two ways to do a bashball league. The first is just to play it as a normal campaign, earning money, gold and experience. The second is to set up a tournament style game. In this method, you write up a draw so that everyone plays each other once or twice, with the winners earning points for their team. Once everyone has played all of their games, the two teams with the highest points earned through victories play off in a 'final', with the winner getting a spiffy trophy and the title of bashball champions.

It is suggested that the following scoring methods be used:

- **Team Wins.** This earns your team 5 points.
- **Team Draws.** This earns your team 2 points.
- **Team Loses.** This earns your team 1 point.

Bashball Skills

If you are playing in a bashball league you might like to choose bashball-specific skills for your Heroes. Any warband can pick from the following skills instead of their normal lists. Note that these skills can only be chosen for warbands that are created solely for the purpose of bashball – if the warband is going to be playing in normal games of Mordheim, they may not choose these skills.

Accurate. The model gains a +1 bonus to dice rolls when passing the ball.

Blitz. A model with this skill can run even if it is within 8" of an enemy model.

Block. If a model with this skill is charged by a man-sized opponent, he may elect to forgo his attack for that round in order to make a block instead. This involves the charged model dipping his shoulder and attempting to knock down his opponent. Make a Strength test for the blocking model. If it is successful, the charging model is automatically *knocked down* before it gets to attack. If he rolls a 1 on the Strength test, the charging model is *stunned* instead. If the Strength test fails, nothing happens.

Brawler. A model with this skill does not suffer the -1 Strength penalty for fighting unarmed.

Bully. A model with this skill can try and intimidate an umpire in order to get him to reverse his decision. If it passes a Leadership test, then the dice roll for using illegal items or manoeuvres must be re-rolled; regardless of the result, the second roll stands. Only the team leader may have this skill.

Catch. The model may re-roll the Initiative test when attempting to catch the ball. It must take the second result.

Dirty Player. The model is an expert at playing dirty without getting caught. If it uses a weapon or illegal manoeuvre, the umpire only sends him off on a roll of 5 or 6 instead of 4-6.

Diving Catch. This skill may be used by a model that has had the ball thrown to him, but when the throw has missed. As long as the ball lands within 3" of him, the player may make an Initiative test to try to catch it. If he passes, move the model to the location of the ball; the model now has the ball.

Hail Mary. A model with this skill can extend the range of a 'long pass' to 15" rather than 12".

Hit and Run. If a model with this skill charges an opponent and either *knocks down*, *stuns*, or takes it *out of action*, he may immediately make a follow-up move equal to his normal Movement. This extra move cannot be used to charge again, though it may be used to pick up the ball, in which case the model counts as running.

Professional. Pro players are hardened veterans of bashball. Once per game, they may re-roll any one dice roll that they make.

Slippery. This warrior is hard to catch. If escaping from combat, the model automatically passes it's Leadership test.

Sure Feet. A model with this skill has a special 4+ save against being *knocked down*.