

## DUNGEONBOWL: ASTROGRANITE EDITION

Full compilation of expanded rules for Dungeonbowl, by www.senshichamber.com

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## Part 1 - Dungeonbowl Basic Rules

The essence around which Dungeonbowl as a Blood Bowl game variant revolves can be summed up relatively easily, since it is basically a method of setting up an alternative game board, and some very simple rules for how the players interact with the special features of this alternative board. These core rules are summarised below.

### Setting up the Game

The first thing to do is for the players (or a GM) to set up the dungeon in any mutually agreeable fashion. It must contain one end zone per team, placed an appropriate distance apart, and at least six chests and six teleporters. The teleporters should be numbered so that you can select a random teleporter by rolling a die. The chests should either use double-sided tokens that show one of the chests to have the ball and the rest to explode, or you should randomly roll each time a chest is opened to see if it contains the ball.

When starting the game, each coach may set up up to six players in their own end zone. Do not roll on the Kick-Off Table when starting the game. Once per turn, a coach may activate one of his reserve players from the dug-out and teleport them into the dungeon and onto a randomly chosen teleporter. Alternate player turns following the normal Blood Bowl rules, and continue playing until one player scores a touchdown and wins the game.

### Playing the Game

Chests: The aim of the game is to open the chests, find the one with the ball, and score by carrying the ball into an opposing team's end zone. Any adjacent player may open a chest at the cost of one square of movement. If the chest does not contain the ball, the chest explodes and all adjacent players are knocked down. After a chest is opened, it is removed (and the non-exploding chest is replaced with the ball). An unopened chest counts as a square containing a prone player, and can be leaped over.

Teleporters: Teleportation happens automatically as soon as a player steps (or is pushed) onto a teleporter, after which they are instantly moved to one of the other teleporters in the dungeon as indicated by a dice roll. If the player rolls the number of the teleporter they are already on, they are lost in space. Players that are lost in space are unharmed, but are removed from play for the rest of the game. If they teleport onto a teleporter that already contains another player, that player is instantly re-teleported, and this chain must continue until all teleporting players have either landed on an unoccupied teleporter or are lost in space. If a player tries to teleport more than once during the same action, the player is automatically injured. (Stunned results place him in his team's Reserves box.) Note that this can generally only ever happen if the coach forgets that the player has already teleported, since all movement during a player's own activation is voluntary.

Passing: The ball may not be thrown to more than short pass range in the dungeon. Instead of throwing at a specific square, a player may choose to throw the ball into a wall in order to get it to bounce back at an angle. To do this, the player nominates a square next to a wall and makes a pass as normal. If the pass is accurate, the ball hits the nominated wall square, if it is inaccurate, it either hits the square to the left or right (roll a D6). Once the hit square is found, treat the ball as if it was thrown in by the crowd, as it bounces back 2D6 squares in a direction as indicated by the throw-in template. If the ball hits another wall before it has run out of squares, it ricochets in a 45 degree angle off the wall in the opposite direction that it came from, or directly back if it was directly aligned at a 90 degree angle. Once it has run out of movement, it stops and bounces once. Any player in the direct path of a bouncing ball may roll to catch it as if it was an inaccurate pass, and if the roll is failed, the ball stops at that player's square and bounces once.

The Magic Sponge: Once per game, each team involved in a Dungeonbowl game may move one player from the KO'd box to the Reserves box of their dugout.

## Part 2 – Dungeonbowl Base Rule Modifications and Additions

The following section, as well as all the remaining sections of this rules guide, consists of additions and modifications to the core rules, which either are not required to play, or are suggestions for how to deal with various situations that may occur that the basic rules do not cover.

### Player Actions

#### Blocking

To represent that in Dungeonbowl, the playing area is surrounded by hard stone walls everywhere, when a player knocks down and pushes back another player, if the push movement is prevented by every eligible push square being a wall, the blocking player may add +1 to either the armour or the injury roll for the block, which is cumulative with the Mighty Blow skill. This can be considered a 'smashing into wall' bonus.

#### Pushing

As an optional rule that can be used in both Dungeonbowl and Blood Bowl, when a player being pushed (player 1) is pushed back into a square occupied by another player (player 2), roll a D6 to determine the outcome of the two players colliding.

- |     |   |
|-----|---|
| 1   | Player 1 is knocked down in the square he is in (if he wasn't already), player 2 is unharmed and unmoved. |
| 2   | Both players are unharmed and unmoved.  |
| 3-4 | Both players are pushed back, and player 1 is knocked down (if he wasn't already).                        |
| 5   | Both players are pushed back and knocked down (if they weren't already).                                  |
| 6   | Both players are pushed back, and player 2 is knocked down (if he wasn't already).                        |

Modify this roll by the ST difference between the two players, so if player 1 has two less ST than player 2, the roll is made with a -2 modifier. Note that chain reactions are possible, where the previous player 2 becomes player 1 for a new player 2, and so on.

#### Leaping

Leaping is a special type of movement that any player can make while moving once during their turn. When a player elects to leap, they must first choose what square they wish to leap to. The chosen square must be at least two squares away, and the leap uses up a number of points of movement equal to the number of squares moved in total, where the movement path is defined as any path that leads from the starting square to the target square moving through the least possible amount of squares. The path from the starting square to the chosen square may pass through both occupied and unoccupied squares, and over chasms or obstacles. So a player can effectively leap to any square, provided the player has sufficient movement points left to move the full distance. The only restriction is that a player cannot leap through walls, or up onto an elevated platform. Also note that the magical effect of teleporters is only activated when you step on one, so a player can leap over a teleporter square without getting teleported away mid-leap.

Once the target square has been chosen, the player must roll to see if the leap is successful. The basic Leap roll is an AG roll that is modified by -1 for every square being leapt over in excess of one. This roll is not modified by opposing tackle zones on either the starting square or the target square.

If the roll is successful, assuming the target square is unoccupied, the leaping player lands on his feet in the target square. If the target square is occupied, the player lands on that square, but is knocked down and has to roll for scatter to see which unoccupied square they eventually end up knocked down in. If the square they landed on was occupied by a player, as opposed to an obstacle, then that player may be knocked down – see the *Player Collisions* section below.

If the roll is not successful, the player doesn't make the distance. The unlucky player lands in one of the squares he was trying leap over – randomly determine which one if more than one – and is knocked down. If he lands on a square containing a player, see the *Player Collisions* section below for the possible consequences.

*The Leap Skill:* When using these rules, the Leap skill has to be modified slightly to take the new options into account, although the rules have been designed so the basic functionality of the Leap skill is exactly the same as when using it without using the expanded rules for leaping as explained above.

The Leap skill gives the player a +1 modifier when making a Leap roll. Additionally, if the roll is failed, a player with the Leap skill will always end up one square further along the path of the leap than a player without the skill before getting knocked down. This means that when a Leap player leaps two squares, they will always end up in the square they were jumping to before they are knocked down. If they are leaping three or more squares, they will end up in the target square if they roll the furthest distance when randomly determining their landing point (since the last square before the target is extended by one, which means it hits the target).

## **Dungeon Interactions**

### Teleporting

Because the result of a teleportation roll is not affected by any characteristics of the player being teleported, team re-rolls cannot be used to re-roll a teleportation roll. Since a player being lost in space through a teleporter isn't something that anyone else playing the game will notice, a player being lost in space through the use of a teleporter does not cause a turnover.

A standing or prone (not stunned) player may use his entire activation to teleport out of the dungeon and back into the Reserves box of his team's dug-out if he so wishes.

### Ball Placement

Exactly what happens to the ball under various circumstances in the game can be a bit tricky to keep track of, and sometimes how to handle the ball is not specified in the printed DB rules. This is a selection of suggestions of what to do when weird things happen related to the ball.

- The ball can never scatter into a wall. If it would do so, re-roll until an available square is located.
- Unopened chests and obstacles are occupied squares, which means they are treated like a prone player for the purpose of balls scattering onto them.
- When the ball carrier is lost in space, the ball simply bounces from the teleporter the player was on when he was lost.
- If the ball scatters onto an unoccupied teleporter, it immediately teleports to a random teleporter, and bounces when it is either dropped or lands in an unoccupied teleporter (which may be the one it started in). The ball can thus never be stationary on an unoccupied teleporter square.
- If the ball carrier falls into a pit, or the ball scatters into a pit, immediately scatter the ball from the pit square. The ball is magically protected and cannot fall into pits – it is just too messy otherwise.
- If the ball ends up on a lava square, roll a D6 at the start of each player's turn. On a 1-3, the ball stays in the lava square. On a 4-6, it teleports onto a random teleporter as described above.
- If the ball carrier falls into a chasm, or the ball scatters into a chasm, the ball teleports onto a random teleporter as described above.
- If the ball ever ends up in a location where it is not possible for any player on the board to reach it, for whatever reason, then teleport it onto a random teleporter as described above at the beginning of the next team turn.

### Moving Chests

Any player with a ST of 3 or higher may either push a chest directly in front of him or drag a chest directly behind him at a cost of one additional point of movement per square. For example, pushing or dragging a chest two squares would cost four squares of movement.

Big Guy players with the Throw Team-Mate ability may choose to throw a chest instead of a team-mate. Treat the chest exactly like a team-mate, with the exception that whenever it is dropped or lands after being picked up, it bounces once, and then opens by itself on a roll of 4+. If a chest (or team-mate) is thrown at another player, see the *Player Collisions* section below.

### Player Collisions

When playing Dungeonbowl using the rules found on these pages, there are various ways that a player (or chest) can land on another player, including leaping, throwing, and falling off ledges. For this reason, the following supplementary rules are required to explain how exactly to handle these situations.

A player who is thrown, leaps, or falls into a square containing another player will automatically be knocked down, and then has to roll for scatter to see where they end up. To determine the fate of the player being landed on, consult the guidelines below.

All models in a dungeon belong to a Weight Category based on their model size and special rules. The categories are, from smallest to largest:

- *Titchy* (models with the Titchy characteristic, e.g. Snotlings)
- *Stunty* (models with the Stunty characteristic, e.g. Goblins, Halflings)
- *Normal* (normal sized players, e.g. Orcs, Elves, Dwarfs, Humans, and chests)
- *Big Guy* (models with ST 5 or higher and with a negative characteristic trait, e.g. Minotaurs and Trolls – not Mummies, Werewolves or Centaurs)
- *Huge* (models that take up more than one square in the dungeon, e.g. particularly huge wandering monsters like Dragons and Manticores)

The results of a player landing on another player, as determined by their respective categories, are:

- If a model lands on someone of a lower Weight Category, they will automatically knock them down.
- If a model lands on someone of the same Weight Category as themselves, the impacted model will be knocked down on a D6 roll of 2+.
- If a model lands on someone of a higher Weight Category than themselves, the impacted model will be knocked down on a D6 roll of 4+.
- If a model lands on someone that is two or more Weight Categories bigger than themselves, the impacted model will never be knocked down.

When a player uses the Throw Team-mate skill to throw a player or chest into another player, the thrown player counts as being one Weight Category higher than they actually are. All knockdowns caused by falling or collision always require an armour roll to avoid injury.

### Precarious Positions

When using the various rules found in the following pages that allow players to fall down into something, which includes the sections on *Chasms*, *Elevated Platforms*, and *Traps*, the following rules for *precarious positions* apply.

While a player is standing in an adjacent square to a chasm, an edge of an elevated platform, or a pit trap, he is considered to be in a precarious position. While a player is in a precarious position, when he is about to throw a block at an opponent, or is about to pass, catch, intercept, or pick up the football (or a player in the case of passing), the opposing coach may choose to invoke the precarious position rule and force the player to make a balance roll. The balance roll is passed on a 2+ on a D6, but on a roll of a 1, the player slips and falls into the closest square of whatever dungeon feature it is he is standing next to, with the effects described in the appropriate sections.

### Re-rolls

Working out which types of rolls can be re-rolled using Team Re-rolls or the Pro skill is not always easy in Dungeonbowl.

As a general rule, all rolls where the player affected by the roll is actively engaged can be re-rolled. Examples include block rolls, dodge rolls, AG rolls, Go For It rolls, rolls to start or use secret weapons, acrobatics rolls, and balance rolls.

Rolls where the affected player does not play an active role, or where there is no affected player, cannot be re-rolled. Examples include armour rolls, injury rolls, scatter rolls, teleport rolls, collision rolls, indirect pushing rolls, chasm rolls, monster rolls, and so on.

The only exceptions to this are the skills that specifically allow such re-rolls, such as the Piling On skill.

### **Part 3 - Dungeon Features and Variables**

The most defining feature of Dungeonbowl is that it is played in a dungeon. Dungeons come in many different shapes and sizes, and can be set up using many different methods. This section is divided into three subsections - Dungeon Basics, Dungeon Features, and Dungeon Variables.

Normally all aspects of dungeon design and rules are mutually agreed upon by the coaches playing in advance of the game. However, the coaches may also wish to have a neutral league commissioner or GM set up the dungeon and determine the variables for them instead. Such a GM can also take direct control of NPC models like monsters and referees, and generally help the coaches out by taking on all the responsibilities of dungeon interactions and leaving the coaches to only take actions and make dice rolls for their own players.

#### **Dungeon Basics**

Before building your dungeon, it is important to remember that the primary function of the board is to provide the setting for an entertaining game between two or more coaches. As such, unless the dungeon is created and run by a GM, the coaches should work together to set up the dungeon in a mutually agreed fashion, and all features and variables must be agreed upon by all coaches in the game in order to be used.

##### Dungeon Building

Generally all dungeons are made up of a number of tiles, where each tile consists of a number of squares. One tile per team playing has to have an end zone section indicated, with each end zone being assigned to one team as their home end zone. The end zones will then be connected to each other by a number of dungeon tiles, and these tiles make up the body of the dungeon. Normally the tiles are separate so that you can combine them in different ways, but you can also play the game in a permanently fixed dungeon made up of a single large tile/board if you prefer. The only requirement for the dungeon is that it is divided into suitable sized squares for moving the miniatures around on, and that it has defined end zones where the teams start out.

*Chests and teleporters:* Before a game starts, the dungeon is furnished with a number of chests and a number of teleporters, where the standard is six of each, but this number can be increased in the case of larger dungeons. The teleporters need to be numbered in such a fashion that a random teleporter can be determined using a die, and the chests need to be devised in such a way that you can randomly determine when any chest is opened whether that chest was the one chest in the dungeon containing the ball.

##### Extra Coaches and Teams

Though the game is usually played between two teams, it is very possible to play with more, though four teams is probably about the practical limit unless you want a very long game. The only essential requirement for increasing the number of teams and thereby the number of coaches (unless you want each coach to control multiple teams) is that each team needs its own separate end zone, which is where the players from that team will set up at the beginning of the game.

#### **Dungeon Features**

Features are any of a number of permanent physical additions to the dungeon, which can be considered to be the dungeon's built-in terrain. No features are necessary, and all features used should be marked on the board by special models or painted tiles. Chests and teleporters can be considered the base dungeon features that are present in every game, and the rest of the ones presented here are optional.

##### Doors and Doorways

As seen in the original Dungeonbowl game, dungeons are obvious places to put lots of doors. There are essentially two types of possible door-related constructions - doors and doorways.

Both doors and doorways have in common that they come in two varieties. One type of door takes up a full square on the board, and the other acts like a barrier between two squares without taking up a square itself. Doors that take up a square count as a wall when closed and a normal square when open, whereas doors that act as barriers simply prevent all movement between the squares on either side of it while closed.

*Doorways* are either door frames with no actual door in them, doors with the door smashed off, or open doors. The only distinguishing characteristic of a doorway is that only models that can physically fit their head and shoulders through them (ignoring protruding arms) can pass through. This means that most big guys cannot pass through normal-sized doorways, though they can pass through large gates.

*Doors* are doorways with doors in them. All such doors start the game closed. During the game, any player adjacent to a door may try to open it. The first time any player tries to open a given door, roll a D6. On a roll of a 1, the door is locked and cannot be opened. Otherwise, the door can be opened at a cost of three points of movement (they are big and heavy doors). Doors may be closed again in the same manner, costing three points of movement.

If a door is locked, or the player simply doesn't want to open it normally, an adjacent player may block the door instead exactly as though it was a player. A door has a ST of 4, unless it is a reinforced iron gate (by GM or player agreement), in which case it has a ST of 5. Doors can never be pushed back, but any roll that would knock the door down instead smashes it open, making it permanently open for the rest of the game. Note that it is possible to knock yourself down trying to break down a door.

### Chasms

A chasm is the name given to any square that is considered to represent a deep deep hole, that once you fall into, you don't come back out. Whether the bottom is thought to be endless, filled with lava, covered in spikes, or simply hard stone floor, the effect is the same. Such features are usually found as crevices or fissures that run across a length of dungeon section.

Whenever a player moves or is pushed into a chasm square, roll a D6 and consult the following table:

1	The player is rescued magically and is placed in the Reserves box of his team's dugout, though he may not teleport back into the dungeon this turn.
2-5	The player is rescued magically, but is temporarily lost in space. The player is removed from the game, but may rejoin his team without injury after the game.
6	The player is not rescued magically and falls to his (permanent) death.

### Obstacles

Dungeon obstacles are things like statues and big rocks, which do not block passage completely, but do get in the way. To represent this, a player may not enter a square with such an obstacle, but LOS may be drawn through it. The ball may be thrown over such squares, but there is a chance it will hit the obstacle; roll a D6 for each obstacle square the ball passes through, starting with the square closest to the thrower. On a roll of 1 it hits the obstacle, halting its flight, scattering once from that square, and causing a turnover.

### Lava and Water

Lava squares and water squares are squares that replace a section of normal squares.

*Lava:* The floor is hot and burns! If a player either moves off or is pushed off a lava square, or ends his movement on one, he must make an armour roll with a -2 modifier to avoid injury. No roll needs to be made for either moving onto such a square or starting your movement on one. Any player who is Stunned while on a lava square is automatically KO'd instead.

*Water:* Water squares represent waist-deep areas of muddy water, which are difficult to move around in. Moving off a water square always counts as moving up one level of stairs (see the *Elevated Platforms* section). All AG rolls made while standing on or moving off a water square have a -1 penalty. Any player who is Stunned while on a water square is automatically KO'd instead, and players with the Titchy ability are automatically KO'd if they ever enter a water square. Other than the negative AG modifier, Leap movement distance is unaffected by water squares.

### Magical Inscriptions

Some squares in the dungeon may be inscribed with magical runes belonging to one of the colleges of magic, runes which are normally connected in a circle pattern representing the wheel of magic.

While a player is standing on a square that is fully or partially inscribed with the magical rune of his college, he gains the following bonuses and options.

- The player gains +1 ST and the Stand Firm ability.
- The player may spend one point of movement to instantly teleport to any other square that is fully or partially inscribed with the magical rune of his college in the dungeon.
- The player may release the bound spell *The Winds of Magic* in place of a block action. The spell requires a successful AG roll to release. Once released, the player may choose one of the following two effects.
  - All players in the dungeon without the Stand Firm ability are immediately placed prone.
  - All players in the dungeon with a MV of 2 or more that are stunned or prone immediately stand up.

The Winds of Magic spell is bound to a magical circle of connected inscriptions. Each such magical circle can only be used to release the spell once per game.

### Secret Passages

A secret passage is an invisible passageway which connects one area of the dungeon with another through a (possibly magical) portal, normally represented by a set of trap doors. Most commonly, these passages are used to link a two sections of dungeon that are not otherwise connected.

To add a secret passage to a dungeon, you first need a pair of "portal" tokens for each passage, which should both be marked by the same distinct symbol so you can tell that these two tokens belong together. When you have the tokens, you can place them on appropriate squares within the dungeon. A portal square counts as a normal, unoccupied square for the purposes of all interactions other than the special movement described below.

During the game, a player who is standing on a portal square can spend one point of movement to move into the secret passage. The passage is an abstract location that counts as a single square, but place the player off the board near the portal token. Once a player is inside the passage between two portals, he can spend two points of movement to move to the square of either portal. So moving all the way from one portal square to the corresponding other portal square costs three points of movement in total.

A player inside the passage can both block and be blocked by a player who is standing on either portal square. A player inside a passage cannot benefit from either offensive or defensive assists. A player blocking a player inside a passage also cannot use offensive assists, but a player being blocked by someone inside a passage can benefit from defensive assists as normal. If a player on a portal square pushes a player inside the passage, the only square they can be pushed to is the portal square on the other side. If a player inside the passage pushes a player on one of the portal squares, the target can be pushed in any direction.

Portal use is voluntary during a player's activation, and portal squares can be stepped on and moved over with no consequences. However, a player who pushes a target that is standing on a portal square can choose to push the target into the passage.

### Elevated Platforms

Another way to create multiple levels of a dungeon is to construct platforms that are raised above the rest of the dungeon, and connected by steps and ladders. Elevated platforms are treated just like normal squares for the purposes of movement. However, any square that is raised off the ground level (or any lower level) by more than the height of a human player counts as an elevated square. The following rules relate to how elevated squares interact with ground squares.

*Platform Interaction:* Players on an elevated platform may not interact with players on the ground by blocking, handing off the ball, attacking with a secret weapon or anything similar - only passing the ball (or a bomb, or a player) up and down levels is allowed, provided there is line of sight. In the case of steps in between levels (see below), the first level of step separated from any surface counts as being on the same level as that surface in all respects. Second and additional levels counts as separate platforms and follows the rules above. If the presence of platforms creates passages underneath them on lower levels, only players that can physically fit into those spaces may move into them.



*Falling:* Any player that moves off an elevated square and onto the ground, either voluntarily or not, is knocked down in the square they move into. If the square they land on is occupied by a player, consult the *Player Collisions* section. Whenever the ball scatters off an elevated square and onto the ground, and doesn't land on a player, it bounces three times before coming to a rest, just like a missed pass.

*Passing:* Passing the ball up a level subtracts -1 from the passing roll, and passing it down a level adds +1 to the roll.

*Leaping:* A player making a leap may ignore one level of steps when leaping up or down them. Additional levels of steps may only be leapt over when moving downwards, and each extra step beyond the first subtracts a -1 from the AG roll. So if a player with the Leap skill wants to leap for three squares, that would normally be a -1 AG roll, but if two of those squares are steps leading down from a platform, it would be a -2 roll instead.

A player may also leap down an entire floor from an elevated platform to the ground. However, the distance from the platform to the ground counts as one square of movement in itself, and the falling danger subtracts an additional -1 from the AG roll.

*Climbing Steps:* Stairs connecting a platform with the ground always take the form of a number of stepped squares on the board that must be moved up and down to get to the platforms. A step requires two squares of movement to move onto or down from. A player may also try and rush the stairs, in which case a step may be traversed using just one point of movement. However, that player must make a Go For It roll after each step moved onto or from in this way, falling over on a roll of 1. If the player was trying to move up the stairs, he falls over in the square he was moving from, and if he was moving down, he falls in the square he was moving to.

*Climbing Ladders:* Ladders may be used to climb up and down walls and onto (or down from) an elevated platform. Ladders are divided into squares by their rungs, and each square should be approximately the same size as a board square. To climb up a ladder, a player must use a number of movement points equal to the number of rungs on the ladder. For example, if a player wishes to move up from a ground square to an elevated square using a ladder with three rungs, it would use up four squares of movement in total to do so - three squares for the ladder itself, and a fourth square to get off the ladder and onto the platform. Ladders cannot be partially climbed - if a player is not able or willing to use all the movement required, the ladder cannot be used.

## **Dungeon Variables**

Variables is the term for various "settings" for the dungeon that aren't represented by permanent architectural additions to the dungeon terrain, but rather modifications and additions to the rules with which the dungeon behaves when being played in. If dungeon features are the terrain of the dungeon, the combination of dungeon variables are its scenario. Both players should agree on what variables to use or not use before each game.

### Ball Variants

One simple variant is to say that the ball used in the game is not necessarily going to be a normal ball. The rules below describe a range of different ball types and their effect, and the players can either simply agree on the type of ball they want to use before the game, or roll a D6 when the ball is found to decide its type.

*Roll and type:* 1-2: Normal ball. 3: Spiked ball. 4: Enchanted ball. 5: Living ball. 6: Iron ball.

*Spiked balls:* Spiked balls are made of wood instead of pigskin, and are covered in cruel metal spikes. When passing a spiked ball, the range is increased by one band. Any player who is occupying the square in which a ball lands after being passed, or who makes a successful interception, must immediately make an AG roll. If the ball was thrown by a friendly player, the AG roll has a +1 modifier, and if it was thrown by an opposing player, the roll has a -1 modifier. If the AG roll fails, the player must make an armour roll to avoid injury. If the AG or armour roll is passed, the player may roll to catch the ball normally.

Furthermore, when a player carrying a spiked ball knocks down an opposing player with a block, the player may add +1 to either the armour or injury roll for the knocked down player (which is cumulative with both Mighty Blow and the smashing into walls bonus).

*Enchanted Balls:* These balls are attracted to the touch of players, but are also mischievous and unpredictable. All AG rolls to pick up or catch an enchanted ball gain +1 to the roll. However, whenever a player picks up or catches an enchanted ball, roll a D6. On a roll of a 1, immediately teleport that player onto a random teleporter.

*Living Balls:* These balls have legs, and tend to run around when they're not being held. When a living ball is in an empty square at the end of any team's turn, move it D6 squares in a direction indicated by the scatter dice, stopping if it would contact an occupied square, trap, lava/water square, or fall off a ledge.

*Iron Balls:* These balls are made of solid iron. Iron balls cannot be thrown, and a player carrying one suffers -1 to all AG rolls and cannot Go For It. Players with a ST of 1 cannot pick up an iron ball. If an iron ball falls off an elevated platform and onto a player's head, the impacted player is automatically knocked down.

### Multiball Games

If the coaches agree before the game, the game may feature more than a single ball hidden in the chests. Make the appropriate changes to the tokens or dice rolls used to indicate the right number of balls. A good increased number is three, since an uneven number reduces the risk of a tie. A player can hold up to two balls at a time, unless they have the physical characteristics of Extra Arms or Tentacles, in which case they can hold up to three. Only a single ball can be passed as part of a pass action.

*Standard Multiball:* The default mode of multiball is that the game continues until all the balls have been used to score a touchdown, and the team that scored the most touchdowns wins. Once a ball has been used to score a touchdown, it vanishes, and the team that scored suffers a turnover. However, if you wish for a shorter game, you could also agree that the first team to score a touchdown with any of the balls wins.

*Illusionary Multiball:* In this multiball game variant, only one of the multiple balls is real, and the rest are indistinguishable illusionary copies. Whenever a ball is used to score a touchdown, randomly determine if it was the real ball or an illusion (so if there are three balls in the game, the first ball used to score will have a 1/3 chance of being the real ball, for example). If a ball turns out to be an illusion, it vanishes as normal, but a touchdown is not scored. Play continues until the real ball has been used to score a touchdown.

### Traps

Traps are a traditional feature of most dungeons, and a favourite of fans of all ages. What proper dungeon doesn't house a collection of deadly traps, and a dragon or two?

To use traps in games of Dungeonbowl, you first need to make a collection of trap tokens. Trap tokens should be blank or otherwise identical on one side, and have an illustration of the type of trap it represents on the other side, just like how the chest counters have a chest icon on one side and either a ball or an explosion on the other side. There is no fixed number or specific types of traps needed for these rules, the users can make up the composition of their trap collection any way they like.

Once you have the tokens, at the beginning of a game, the players should agree on whether to use traps or not. If they choose to use traps in the game, they should then agree how many traps the game should feature – about 12 will give you enough for them to be a general nuisance without disrupting the game too much. Choose the traps with the blank side up, and distribute them in the dungeon in the same way as chest counters, with the players taking turns choosing where to place each trap. As with the chest counters, the nature of each trap should be unknown to both players until it is revealed.

Trap counters should be considered to represent special dungeon tiles that are primed to trigger a trap when stepped on. When the first model moves or is pushed onto a trap square during the game, the trap counter is revealed, and the trap effects are triggered. Some traps remain in play after being revealed, while others are a one-time only effect. The following list provides a selection of trap types that can be used, but players are encouraged to modify these or make up their own.

*Pit Traps:* The simplest kind of trap is just a trap door leading to a pit. Pit traps stay in place after being revealed. Any player moved onto a pit square falls in, which counts as being pushed off a ledge (i.e. the player is knocked down and must make an armour roll to avoid injury). Once a player is in a pit, he then has to climb out again. Climbing out takes up a full movement activation, and requires a successful AG roll. This roll gets +1 for each friendly player that is adjacent to the pit and not in an opponent's tackle zone. If the roll fails, the player has to stay in the pit for another turn. Balls can never fall into pits, and simply scatter over them.

*Spiked Pit Traps:* Spiked pit traps are just like the pit traps described above, except that the armour roll caused by falling into the pit is made with a +3 modifier.

*Exploding Traps:* This trap type is identical to the traps built into exploding chests. A player moving onto an exploding trap square is knocked down, as are all players in adjacent squares. An exploding trap is removed after being revealed.

*Gas Traps:* Similar to the exploding trap, the gas trap instead releases a cloud of noxious gas. The triggering player and all players in adjacent squares are automatically stunned. Players with a ST of 5 or more have some natural resistance, and are only stunned on a roll of 4+ on a D6. On a 1-3, the player is unaffected. Like the exploding trap, gas traps are removed after being revealed.

*Teleporter Traps:* A teleporter trap will teleport away any player that moves onto it, moving the player onto one of the numbered teleporters in the dungeon as randomly determined by a dice roll. Teleporter traps remain in play after being revealed.

## **Wandering Monsters**

Monsters are a special type of dungeon variable, which is a bit more involved than most variables and which therefore has its own rules section. If both players agree, and have a collection of suitable models to hand, you may wish to introduce wandering monsters to the dungeon as a new type of hazard that can actively harass the players in their desperate attempts to play a sports match without being eaten.

A number of sub-variables need to be decided upon before including monsters in games, which are described in detail below. Firstly, monsters are grouped into two different categories depending on how they are triggered to appear within the dungeon, and the coaches need to decide whether the dungeon may contain lurking monsters, morphing monsters, or both.

### Lurking Monsters

Lurking Monsters are monstrous beasts that have made the dungeon their home, and who feel very protective of the chests they find there. When using this rule, the first time a specific chest has a player end his movement within four squares of it, roll a D6. A Wandering Monster appears in a random square adjacent to the chest being approached on a roll of 5+. For how to select the type of monster and how the monster behaves, see *Monster Activations* and *Monster Options* below.

### Morphing Monsters

A Morphing Monster is what happens when the wizards who furnish the dungeon decide that instead of putting in an exploding chest, they are going to cast a spell on a nasty monster of some kind to make transform into a chest. This makes the monster very angry, but fortunately the spell is broken when someone tries to open it.

When using this rule, whenever a chest would normally explode, you roll a D6. On a roll of 5+, instead of the chest exploding, it is replaced by a magical monster. The newly placed monster will interrupt the current activation and make a single block attack against the player that opened the chest, but after that, it reverts to normal activations (see *Monster Activations* below).

### Monster Options

When a new monster appears in the dungeon, the exact nature of the beast should be randomly generated, based on mutual agreement of the players and whatever monster models they have available. The most straightforward way of introducing a monster is to use a spare big guy player, like a Minotaur, Ogre or Troll, or Undead Mummy. These monsters will then have the characteristics of a player of that type.

Alternatively, you may wish to use so-called "exotic" monsters as your NPC critters, like Manticores, Wyverns or Hydras. If you want to use such monsters in Dungeonbowl, you should examine the models you have available and assign them stats as appropriate to their size and character. A selection of suggested profiles are given at the end of this section.

### Monster Activations and Injuries

A monster's action phase comes at the end of the team's turn whose player opened the chest. Whatever the results of the monster's action, the action always counts as a Blitz. A prone monster will stand up and end its activation. A standing monster will move its full movement towards the nearest player, moving into special squares like lava, traps or teleporters and suffering the effects when applicable. If it reaches a player, it will start attacking them, rolling randomly to select a target when more than one is available. If a monster has a negative trait such as Bone-Head, roll for this normally at the start of the monster's activation, and skip its activation completely if it fails the roll.

In order to attack, a monster must spend one point of movement, and spending a single point of movement will enable the monster to make all of its attacks. Monsters make their attacks in the order listed on their profile. If an attack knocks down or injures a player, the monster will continue attacking the next adjacent standing player with any remaining attacks. Monsters always follow up after pushbacks, if applicable. Prone players are ignored by activating monsters, unless a prone player is in the way of a monster moving directly towards the nearest standing player. In this case the monster will foul the prone player once for each attack on its profile, adding its Piercing value (see below) to the AV roll for the foul in addition to the normal +1 for fouling. Monsters are never sent off by the referee.

Note that other monsters count as players for the purposes of monster activations, and it is entirely possible for two or more monsters to start battling each other if they become each others' closest enemies.

Since monsters do not actually play Dungeonbowl and have no interest in stopping anyone from scoring, monsters do not have a tackle zone, and being on nobody's side, monsters never receive either offensive or defensive assists.

Monsters can be Stunned normally, but if a monster is ever KO'd or worse, remove it permanently from the dungeon, as monsters have no dug-out. In a league game, removing a monster from the dungeon by injuring it earns the responsible player 2 SPPs. If the monster had ST 6 or higher, give the player +1D6 extra SPP as a heroic bonus. Note that a monster being removed from the dungeon does not mean it is slain - just bothered or stymied enough that it either chooses to retreat, or is teleported out by the attending wizards.

### Monster Profiles and Attacks

A Dungeonbowl exotic (ie. not player-based) monster will have an attribute line in the same way as a player. In addition, it will indicate how many and what kind of attacks it can make.

Most monsters make block attacks which are worked out normally. Some monsters also have "slash" attacks. These attacks simply make an armour roll for the player being attacked, with the player suffering an injury roll if they fail and being unharmed if they pass.

Two special types of slash attacks have different effects - *poisoned slash attacks* automatically KO a player if they would normally be stunned, and *petrifying slash attacks* turn the player into stone for the rest of the game, which turns them into an obstacle. Roll a D6 after the game - on a 1-5, the player is unpetrified and rejoins his team without injury, and on a 6 the player is permanently petrified and removed from the team roster.

Monsters never have the Mighty Blow skill, they have a *Piercing* value instead. Piercing applies to both block and slash attacks as well as fouls, and adds +1 per point of Piercing to the armour roll for all players that the monster attacks. Piercing is not added to injury rolls.

If a monster's base size is too big for one square, the monster may be designated as Huge, which means that it takes up 2x2 squares on the board instead of one, or Humongous, taking up 3x3 squares. Simply treat such monsters as four or nine players moving in unison around the dungeon. Such large monsters cannot pass through corridors too small for them, and will never move onto teleporters, traps, lava squares, etc.

### Monsters and Neutral Players

If when playing a game, you have an additional person to hand who enjoys Dungeonbowl but isn't interested in playing a full team at this particular time, you may wish to have this neutral third party function as a monster GM, and take control of any monsters in the game rather than having them behave in a regulated fashion. With a player controlling them, the monsters can actually make decisions for themselves and you have someone to roll dice for them. The goal of a monster should always be to keep players away from the chests, stalk solitary players for prey, and to keep themselves out of harm's way.

To make sure that the neutral player has something to do from the start, you could say that instead of rolling randomly for a monster to make an appearance, a monster appears mysteriously from a teleporter on turn one. It will then stalk around the dungeon, and if it should be defeated by the players, a new and different (harder?) monster will teleport in again the turn after.

### Monsterbowl!

The intention of this game variant is to have wandering monsters play a role that is closer to an additional team than just a wandering player hazard. The monsters can either be run on autopilot as per the normal rules or controlled by a neutral player.

At the start of the game, teleport in a monster to a random teleporter and scatter it once. However, unlike a normal monster, this monster (and any monsters that follow it) has a ravenous taste for Dungeonbowl balls. The monster can move around the dungeon and open chests in the same way as a player, and try to pick up any balls it finds. If it manages to successfully pick up a ball, it eats it, and a new ball is teleported onto a random teleporter and scatters once. Keep a track of the number of balls the monster eats, and if it manages to eat a total of three balls, the game ends in a monster victory and a loss for both Dungeonbowl teams. 😊

### Dragonbowl!

In this variant, instead of having a series of random monsters wandering the dungeon, place a large and impressive dragon in the approximate centre of the dungeon, making sure that it has enough space to move around.

### Example Monsters

Hellhound	MA 6	ST 4	AG 3	AV 8	1 Block attack, Piercing 1
Skills/Traits:	Dodge, Bone-head				
Tentacle Beast	MA 3	ST 4	AG 1	AV 9	2 Block attacks
Skills/Traits:	Tentacles, Foul Appearance, Bone-head				
Gorgon	MA 5	ST 3	AG 3	AV 7	1 Petrifying Slash attack, Piercing 2
Skills/Traits:	Dodge, Foul Appearance				
Hippogriff	MA 6	ST 5	AG 2	AV 9	2 Block attacks
Skills/Traits:	Bone-head				
Earth Golem	MA 3	ST 5	AG 1	AV 10	2 Block attacks, Piercing 1
Skills/Traits:	Stand Firm, Bone-head				
Cocatrice	MA 5	ST 5	AG 2	AV 8	2 Poisoned Slash attacks, 1 Petrifying Slash attack
Skills/Traits:	Huge				
Cave Hydra	MA 4	ST 6	AG 1	AV 8	X Block attacks, Piercing 2
Skills/Traits:	Stand Firm, Bone-head, Huge				
X equals the number of heads on the model (normally starts with 3). Each successful injury against the hydra knocks out one head. All heads must be knocked out to remove the model from play.					
Manticore	MA 4	ST 6	AG 1	AV 9	2 Block attacks, 1 Poisoned Slash attack, Piercing 1
Skills/Traits:	Foul Appearance, Huge				
Cave Dragon	MA 5	ST 7	AG 2	AV 9	3 Block attacks, Piercing 3
Skills/Traits:	Mighty Blow, Stand Firm, Bone-head, Humongous				
If the Dragon is not within 4 squares of any players when its activation begins, but there are players within Short Pass range and in LOS of the Dragon, roll a D6. On a 4+, make a Flame Burst attack against the nearest player in LOS and within Short Pass range instead of moving the Dragon. Place the scatter template over the player. All players under the template must either go voluntarily prone (no AV rolls needed) or must make an AV roll or suffer an injury.					

## Part 4 – Referees and Rules Infractions

Referees and the illegal actions they deal with can either play a large part in the game or a small part in the game, depending on the preferences of the coaches. This section describes how to open up the rules for refereeing, from only being relevant for fouling, to accommodate a series of house rules for on-site referees, secret weapon players, and magic items.

### Referees

The following sections relate to the rules for how referees function, how they send players off with penalties and how they can interact with the game board in general.

#### "I Got My Eye On You"

In order to use the rules presented here, the referee system known as "I Got My Eye On You" must be used. This system revolves around a concept known as the "eye of the ref". The eye is represented by a token, normally a referee model, which can either be placed at the center of the table, or next to the dug-out of one of the teams. At the beginning of the game, the eye token is at the center of the table and is not focused on either team. The first time a player commits a rules infraction, after the infraction has been resolved, the eye token is moved to that team's dug-out. For the remainder of the game, whenever a player commits an infraction, the eye is moved away from its current location and over to the offending team's dug-out (if it wasn't there already) after the infraction has been resolved. The location of the eye of the ref influences the infraction rolls made when players commit rules infractions - see below for details.

#### Infractions and Infraction Levels

There are several ways that a player can break the rules and risk getting sent off by the referee. The most basic of these ways is to commit a foul, i.e. to kick a player while he is down. Other ways are using secret weapons, magic items or sorcery, all of which are explained in detail later on.

From a referee's perspective, these different rules infractions belong to different levels of severity. The most severe infractions are called *major infractions*, and less offensive infractions are called *minor infractions*. All infractions attract the eye of the ref as described above, and may also include a penalty roll. If the penalty roll successfully rolls the number indicated below, the player who committed the infraction will be teleported out of the dungeon and sent off for the rest of the game. (When this happens, the coach of the player may "argue the call" with the referee. When doing this, roll a D6. On a 6, the ref changes his mind and the penalty is cancelled. On a 1, the coach is barred from further interference and can no longer argue the call for the rest of the game.)

*Major infractions* include fouling and the use of secret weapons. When a player commits a major infraction while the eye of the ref is not on his team, he attracts the eye of the ref, and is sent off on a D6 roll of a 6. When a player commits a major infraction while the eye of the ref is already on his team, he is sent off the field on a D6 roll of a 4+.

*Minor infractions* include most magic items and the use of sorcery. When a player commits a minor infraction while the eye of the ref is not on his team, there is no penalty roll, and the only consequence is that the eye of the ref is transferred onto his team. When a player commits a minor infraction while the eye of the ref is already on his team, he is sent off the field on a D6 roll of a 6.

#### On-Site Referees

The premise of the referee rules normally used in the game is that the referee is watching the game along with the fans on magical monitors, and therefore interacts with the game and sends players off from a remote location. However, it is also possible to have the referee be physically present in the dungeon with the players if you wish, which adds some new complications and new options to the gameplay.

If all coaches agree, you may choose to have one or more on-site referees present during a game. To do this, you must place a number of referee models in the dungeon before the game starts. The players can either mutually agree on the number of refs present, or you can roll a D6 to determine a number: 1-3 = one ref, 4-5 = two refs, 6 = three refs.

The players can either mutually agree on where in the dungeon the referees should start, or you can randomly place them by rolling to pick a teleporter, then rolling for scatter three times to find a final location for each ref.

*On-Site Ref Activations:* Once the game starts, referees have an activation phase after each player has finished their turn. This phase comes before the monster activation phase, if any monsters are present (see the *Wandering Monsters* section). The ref models are moved by the player whose turn just ended, and the movement is voluntary, not mandatory. If players forget to move the ref models, they simply stay where they are.

Ref models may move a number of squares each activation equal to half the MA characteristic of a normal lineman of his race (rounding down), and will never move into a square with a ball, a teleporter, a trap, or into a player's tackle zone (including monsters, even though they don't have a TZ). Refs do not have a tackle zone themselves and neither block nor tackle players. While the ball is not yet revealed, the refs may be moved in any direction, but once one or more balls have been revealed from chests, any ref movement must be made so that the ref ends up closer to a ball than when he started moving – moving away from the ball is not allowed.

If a ref ever begins his activation in the tackle zone of one or more players, the ref will consider that player to be obstructing his work and slap the player with a minor infraction (roll to pick a random target if ref is in more than one TZ). This will take up the entire activation of that ref.

*On-Site Refs and Infractions:* The primary reason that refs are present in the dungeon is so they can spot rules infractions easier. This means that whenever a player commits an infraction within six squares and in line of sight of a standing ref model, a minor infraction counts as a major infraction, and a major infraction gets +2 to the roll to see if the player is sent off (so a 4+ without the eye and a 2+ with the eye). Models and obstacles do not block line of sight for this purpose, only walls.

Note that the normal rules still apply for infractions committed anywhere in the dungeon, even if there is no ref within six squares.

*Attacking the On-Site Ref:* Having refs around in the dungeon is obviously a bad deal for players who like to break the rules. However, the upside to the presence of the ref in the dungeon is that the ref becomes much more accessible for players with aggressive tendencies to do something about him.

Players who are sent off with a penalty are teleported out of the dungeon immediately, so they don't get a chance to vent their frustrations in person. However, any player may attack the ref by any means available while they are still in play. Attacking a ref works just like attacking an opposing player. If the ref remains standing after the attack, the attacking player is sent off automatically. If the ref is knocked down, he will use his next activation to stand up, and will then automatically send off the nearest player within three squares (roll off if multiple eligible targets). If the ref is knocked down and fails his armour roll (or fails his armour roll from some other kind of attack), the ref is automatically removed from play for the rest of the game. Removing a ref from the game with an attack earns the attacking player 2 SPPs, in the same way as taking out a monster (the similarities are not a coincidence).

If the ref ever has to make some kind of choice connected with an attack, such as if a Snotling referee has Side Step, then the choice must be made by the opposing coach of the player making the attack.

If the game ends up with all on-site referees removed from play, then referee interference has effectively been removed from the game. The eye of the ref token is removed, and no player will be sent off for the rest of the game for any reason.

*On-Site Ref Characteristics:* Because refs are neutral parties in games of Dungeonbowl, just like monsters, their characteristics can be determined any way you like. However, it makes sense to choose an appropriate referee model, and then giving the model the appropriate characteristics of a lineman of the race the model belongs to, possibly taking off a point of AV to represent that the ref does not wear body armour. Note that AG is normally irrelevant for refs, since they never dodge or handle the ball. It is however relevant to keep track of skills like Block and Dodge for situations where player vs. ref combat occurs.



## Rules Infractions

The most basic rule infraction that a player can commit is performing a foul by attacking a prone player. Such an action is a major infraction, with consequences as described above. In addition to this infraction, there are a variety of creative ways that players can break the rules of the game and risk getting sent off. Two of the more interesting ones are secret weapons and magic items.

### Secret Weapons and Sorcery

The following set of rules gives Dungeonbowl teams a way to hire and field secret weapon players.

All Dungeonbowl teams have the option to field a single secret weapon player. Specific weapons are restricted to specific races, so that only players of the indicated race may use that specific weapon.

All secret weapon players have the same characteristics and skills as a lineman player of that race, with the addition of a secret weapon. The cost of a secret weapon player is equal to the cost of the player type wielding the weapon plus a variable number of gold pieces as indicated below.

*Availability and Cost:* Many of the more exotic types of secret weapon are too impractical to use in a dungeon, so generally the secret weapons used in Dungeonbowl are limited to the following list.

<u>Chainsaw</u>	Cost: 30,000 gold, or 20,000 for races indicated with an asterisk below. Races: Chaos Beastmen, Chaos Dwarfs*, Chaos Humans, Dwarfs*, Goblins, Humans, Norse, Orcs, Skeletons*, Zombies*
<u>Bombs</u>	Cost: 30,000 gold, or 20,000 for races indicated with an asterisk below. Races: Chaos Dwarfs*, Chaos Humans, Dwarfs*, Goblins*, Humans, Orcs, Skaven, Skeletons*, Zombies*
<u>Poisoned Dagger</u>	Cost: 30,000 gold. Races: Amazons, Common Elves, Dark Elves, Goblins, Hobgoblins, Lizardmen, Skaven
<u>Sorcery</u>	Cost: 40,000 gold, or 20,000 for races indicated with an asterisk below. Races: Amazons, Chaos Dwarfs*, Chaos Humans, Dark Elves, Fimir*, Goblins, Grey Elves, Humans, Light Elves, Lizardmen, Norse, Orcs, Skaven, Slann

The first three weapons have their full in-game rules presented in the Blood Bowl rulebook, and the rules for Sorcery are given at the end of this section.

*Penalty Rolls:* Obviously, all secret weapons are illegal to carry into the dungeon. Nonetheless, lots of players do it, and most refs turn a partial blind eye due to the fact that they are popular with the fans. Refs primarily take action only when secret weapon players draw an inordinate amount of attention to themselves, since the refs then cannot get away with claiming that they did not notice the weapon that the player was dragging around.

To represent this, all conventional secret weapon players count as having committed a major infraction when one of two things happens during the player's activation:

- The player inflicts a casualty.
- The player causes a turnover for his team.

This rule applies to all secret weapon players. As an example, a secret weapon player failing a Go For It roll will count as a major infraction, as the fall will draw the attention of the ref who therefore is likely to spot the weapon and penalise the offending player appropriately.

*Confiscation:* In campaign play, when a secret weapon player is sent off for the rest of the game because of a successful penalty roll, make an additional "confiscation" roll. On a confiscation roll of 5+, the weapon is confiscated by the referee. While the weapon is confiscated, the secret weapon player may not be set up on

the field – these shady individuals will never take to the pitch without the tools of their trade. Write a permanent 'C' in their injury box to represent this. The only way to get the player back on the pitch is to buy the weapon back from the referee, which can be done in the 'Hire new players' phase after any game for a cost equal to extra cost that the secret weapon adds to a normal lineman of the team. Once the gold pieces have been deducted from the treasury, the 'C' may be deleted and the player may be used normally from then on.

*Secret Weapons and Star Player Points:* Secret weapon players earn 2 SPP when they successfully cause a casualty on a standing opposing player using their weapon, just as if they had caused the casualty by making a block.

*Sorcery:* Sorcerers can be considered a type of secret weapon player, but their secret weapon is the arcane and mysterious art of magic. Sorcerers are not archmages, but simply Dungeonbowl players that have been taught a few simple tricks by their wizardly employers. Because magic is illegal to use during a game, but is not a physical weapon like a normal secret weapon, the rules for magic and the referee are slightly different than for other secret weapons.

A Sorcerer may cast a spell in place of making a Block by picking one of the spells below and then making an unmodified AG roll. If successful, the spell is activated.

- *Flash:* The Sorcerer is removed from the board and placed in any free square within Quick Pass range of his previous square.
- *Flying Fist:* The Sorcerer may roll a single block dice against any player in LOS and within Short Pass range. Attacker Down and Both Down results mean that the attack has no effect. The Sorcerer may not follow up on such a block, but otherwise all results are applied normally. Pushes are resolved as if the Sorcerer was standing in the closest adjacent square to the blocked player. Skills may not be used to modify the result of this block.
- *Phantom Hands:* The Sorcerer may make a roll to try and pick up a loose ball from any square within Quick Pass range, ignoring tackle zone modifiers. If the pick-up roll is successful, move the ball into the Sorcerer's possession. The spell may also be used to open a closed chest within Quick Pass range.
- *Phantom Pass:* The Sorcerer may immediately pass the ball up to Short Pass range. The passing roll ignores tackle zone modifiers, the pass cannot be intercepted, and the pass may go through walls.

Unlike normal secret weapon players, Sorcerers are not considered to have committed a major infraction after they inflict a casualty or cause a turnover. Instead, sorcerers are considered to have committed a minor infraction after every time they successfully cast a spell. Sorcery is not a physical weapon and therefore can never be confiscated.

### Magic Items

Introducing magic items to Dungeonbowl serves two purposes. The first purpose is to give coaches a new option to spend money on once their team roster is full. The second purpose is to add an alternate mechanic to SPP for improving the players on the team roster.

After a game, a coach may choose to buy a single magic item. Only one item may be bought after each game, and the cost of an item is always 50,000 gold. Once the money has been paid, the coach must roll to determine which item he has been landed with (roll either a D12 or a D66 and consult the table below). The indicated item may be given to any player of the coach's choice, and it increases the player's cost by 50,000.

A player may only carry a single item, and once an item has been given to a player, it cannot be reassigned, although it may be discarded to make space for a new item. A team may have up to one magic item per player, and the same magic item may be acquired multiple times as long as they are given to different players. An item may only ever be used once per turn, and with the exception of items that grant re-rolls, the item must be activated before the relevant dice rolls are made.

Unless otherwise noted in the table of items below, each use of a magic item counts as a minor infraction.

Magic Item Table

Roll either a D12 or a D66 and consult the table below to randomly determine a magic item.

**1 / 11-13: Armbands of Blocking**

This item may be activated to allow the wearer to re-roll all block dice rolled in a block during his activation.

**2 / 14-16: Gauntlets of Catching**

This item may be activated after the ball is passed and the ball ends up in the wearer's square. The wearer catches the ball on an unmodified D6 roll of 2+.

**3 / 21-23: Helm of Distraction**

This item may be activated to let the wearer use the Hypnotic Gaze ability, or gain +1 to the roll if he already has the ability.

**4 / 24-26: Boots of Dashing**

This item may be activated to let the wearer automatically pass all his Go For it rolls this activation.

**5 / 31-33: Amulet of Interception**

This item may be activated when the wearer is in a position to intercept the ball. The wearer intercepts the ball on an unmodified D6 roll of a 2+.

**6 / 34-36: Sandals of Leaping**

This item may be activated to let the wearer gain the Leap skill for one activation. If he already has the skill, he gains +1 to the roll to successfully leap.

**7 / 41-43: Lucky Rabbit's Foot**

A player with this item may re-roll any single dice roll once per game without using up a team re-roll. This effect is so subtle that it does not count as an infraction and has no associated penalty.

**8 / 44-46: Bracers of Smashing**

This item may be activated after the wearer knocks down an opponent with a block, and adds +2 to either the armour roll or the injury roll. This effect is so brutal that it counts as a major infraction instead of a minor infraction.

**9 / 51-53: Shoes of Speed**

This item may be activated to give the wearer +2 MA this turn.

**10 / 54-56: Gloves of Tackling**

This item may be activated when an opponent tries to dodge out of the wearer's tackle zone. The opponent only succeeds in dodging on an unmodified D6 roll of a 6.

**11 / 61-63: Headband of Throwing**

This item may be activated when the wearer is about to pass the ball. The pass is accurate on an unmodified D6 roll of 2+.

**12 / 64-66: Ring of Invulnerability**

This item may be activated to make the opposing coach re-roll a successful armour roll against the wearer.

### Dirty Tactics and Special Arrangements

Even though Dungeonbowl is won or lost by the players down in the mud, coaches can get involved in all kinds of activity behind the scenes that can significantly alter the odds in their team's favour in either the long term or the short term.

Behind the scenes activity can be divided into two rough categories. Dirty tactics are factors that have a direct effect on gameplay, and special arrangements are factors that reward a team after the game.

*Dirty Tactics:* Any coach may choose to invoke up to three dirty tactics of their choice before the start of a game. Each tactic invoked costs 30,000 gold, and a tactic may be invoked multiple times.

- *Assassination:* An assassin is sent to take out a key player from the opposition. The invoking player may choose a player on the opposing team and roll a D6. On a 4+, the selected player is affected, but on a 1-3, the assassin gets confused and a randomly chosen player on the team is affected instead (which may end up being the selected player after all). Once an affected player has been found, roll a D6. On a roll of 1, nothing happens, on a 2-5, the affected player must miss the game, and on the roll of a 6, the player must both miss the game, and the invoking coach gets to make a roll on the Casualty table and apply the result to the affected player.
- *Bribing the Press:* The invoking coach has bribed the commentators to talk up his team during the game. After the game, the invoking team is awarded one additional MVP award, and also gains a +1 modifier to its Fan Factor roll.
- *Experimental Drugs:* The invoking coach is slipped some illegal drugs under the table that make their players highly resilient to injury. When any player on the invoking team is KO'd or becomes a casualty during the game, roll a D6. On a roll of 4+, a KO'd result is changed to Stunned, and a Casualty result is changed to KO'd. Invoking this tactic multiple times adds +1 to the roll each time.

*Special Arrangements:* When a team is matched up to play against a team that is richer and more experienced, coaches are often inspired to go the extra mile behind the scenes to work for the team's survival. In a two-player game, for each 15 points of team rating that one team has more than the other team, the lower ranking ("underdog") team may invoke one special arrangement as described below, up to a maximum of three arrangements in total. The same arrangement may be chosen more than once.

- *Extra Training:* Having worked extra hard to prepare, the underdog team gains a free Team Re-roll to use for this game. Also, during the post-game resolution, the underdog coach may purchase a new permanent Team Re-roll for half price, i.e. the normal price for a starting team. This cost reduction is not cumulative.
- *Medical Insurance:* The underdog coach manages to temporarily procure the services of a team of superstar apothecaries pro bono. After the game, any player on the underdog team that is scheduled to miss the next game due to an injury is fully recovered, and may play in the next game as normal. Additionally, the underdog coach may pick any player on their team and cure a single permanent injury that player suffers from (i.e. one niggling injury or attribute loss - death does not count as an injury).
- *Sponsorship Deal:* The underdog coach has struck a special one-time sponsorship deal, and will be paid an additional D6 x 10,000 gold crowns after the game.

## Part 5 – Dungeonbowl Team Creation and Advancement

Though Dungeonbowl can easily be played with normal Blood Bowl teams, part of the game's flavour is that it is traditionally played by special mixed race teams sponsored by the Colleges of Magic. The following system allows coaches to create mixed race Dungeonbowl teams, with a great flexibility of choice combined with sufficient restrictions to give each College its own special character.

### Dungeonbowl Team Creation

#### Basic Composition

Each college has a list of five races from which it can draw when hiring players for a Dungeonbowl team. A team can field up to three different races on a team at the same time. However, the races must be distributed so that one of the races is allowed 0-16 players, one is allowed 0-6 players, and another is allowed 0-2 players. We call these distribution groups the Primary Race, Secondary Race, and Tertiary Race.

These groups are not fixed, and what race belongs to what group may be changed at any time, as long as the races on the team end up conforming to the restrictions given. For example, if a team of 12 players can be divided by racial grouping into 8-2-2, then the Secondary and Tertiary Races both have two players to represent them and thus can be swapped around at will. What this means in practice is that the coach of the team does not have to decide which of the races he wants to be able to field six players from until he hires more than two such players, at which point that race automatically fills up the Secondary Race slot. Similarly, if a team of 12 players can be divided into 6-6, then all three slots are up in the air – either of the two races already on the team can be Primary and Secondary Race as preferred, and the Tertiary Race slot is unoccupied and can be filled with any race available to that college.

The only exception to the rules above is that the last race listed in the list of races and colleges below, marked in *cursive*, is considered to be a “special race”, and this race can only be fielded as a Tertiary Race, i.e. no more than two such players per team. The only exception is the Rainbow College, which does not have a special race.

Each race that a team can field normally has one or more lineman positions and one or more specialist player positions on their specific race player roster as given below. A Dungeonbowl team may consist of any number of lineman players of any race, but no more than two specialist players of the same combination of race and position. So a Celestial College team would be allowed to field two Light Elf Throwers, two Grey Elf Throwers and two Common Elf Throwers all on the same team, but it wouldn't be allowed to field six Light Elf Throwers. Note that many races, including all the special races like Ogres and Trolls, only have lineman positions available.

Team Re-rolls cost 50,000 gold each for all starting teams, and Fan Factor costs 1,000 gold per point as normal, with a starting maximum of 9. The minimum number of players on a starting team is six.

#### Player Trading

To make it easier for coaches to take advantage of the flexibility in the college system, it is recommended to allow player trading to be used when hiring new players. The idea with this system is that when hiring a new player, instead of simply adding them to the team, you can choose to trade away one or more existing players on the team at the same time. When doing so, this reduces the paid cost of the new player by half of the cost of the old player, rounded up. For the purposes of trading, the old player's cost is increased by 10,000 after halving for each SP roll the player has, and is reduced by 10,000 for each permanent injury the player has suffered.

The trading in of old players happens before the new player is recruited to the team, with the intent that if a player wishes to change out the races on their team, they can get a discount on this by trading in the players that they need to remove from the team to make space for the new races.

## The Teams of the Colleges of Magic

The Light College: Dwarfs, Halflings, Norse, Humans, *Werewolves*

The Grey College: Humans, Snotlings, Chaos Humans, Beastmen, *Ogres*

The Bright College: Dwarfs, Humans, Norse, Lizardmen, *Kroxigor*

The Dark College: Skeletons, Zombies, Dark Elves, Chaos Humans, *Trolls*

The Celestial College: Light Elves, Grey Elves, Common Elves, Dryads, *Treemen*

The Amethyst College: Skaven, Goblins, Snotlings, Fimir, *Minotaurs*

The Gold College: Orcs, Snotlings, Chaos Dwarfs, Hobgoblins, *Ogres*

The Jade College: Orcs, Goblins, Snotlings, Hobgoblins, *Trolls*

The Amber College: Dark Elves, Orcs, Skaven, Beastmen, *Minotaurs*

The Rainbow College: Light Elves, Halflings, Humans, Amazons, *Slann*

## The Great Wheel of Magic

The concept of Dungeonbowl was spawned from disagreements among the different Colleges of Magic about which of the colours was the most powerful. Although the debate will never be settled, as no colour has the final upper hand, the cyclical flow of the Great Wheel of Magic does have an effect on Dungeonbowl play that can be auspicious or detrimental depending on the teams playing.

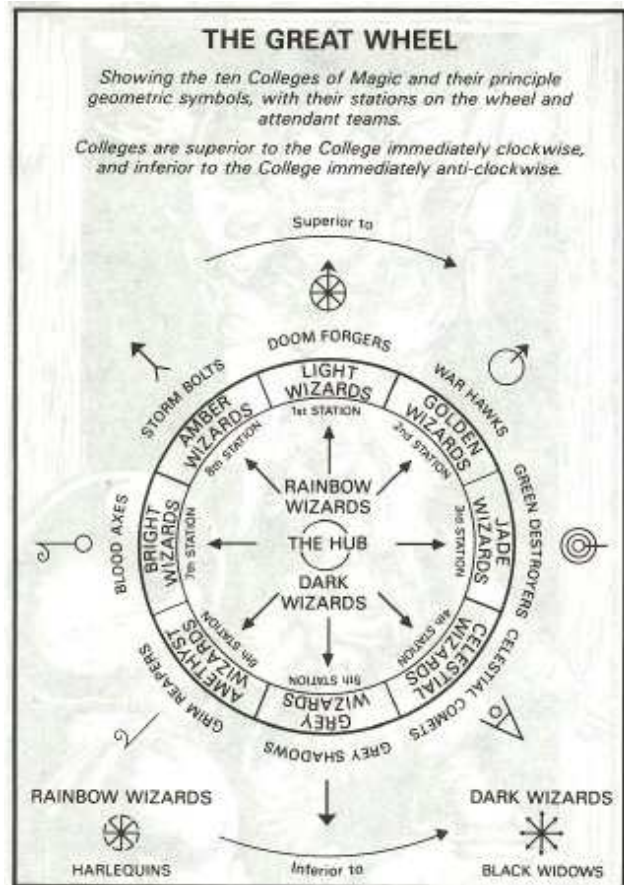
The Great Wheel of Magic is based on the idea that each college is associated with a magical colour, and each colour is both inferior and superior to two other colours. This is illustrated in the Great Wheel, as illustrated here. When playing a game of Dungeonbowl, simply consult the Great Wheel (or the college descriptions on the following pages) to see if the teams playing against each other are adjacent to each other in the Wheel of Magic. If they are, the superior team gains one additional Team Re-roll for the match.

The only teams that fall outside of this system are the two colleges at the hub of the Wheel, the Dark Wizards and the Rainbow Wizards. When a Rainbow College team plays a Dark College team, both teams gain two additional Team Re-rolls for the match.

If two teams of the same college play against each other, both teams lose one Team Re-roll for the match.

All Team Re-roll modifications based on the Great Wheel of Magic are non-cumulative, so if a Bright team plays against two Amber teams, they only gain a single Re-roll, not two.

*College Team Lists:* The lists below give the full details needed to field teams of a given College, including the profiles of all the races and their player types that can be combined on a given team based on the rules presented above.



## The Light College

The college of Light Wizards is occupied with properties of illumination and optics, and display a culture influenced by the ancient Khemrians, who were wise in the arts of science and magic. The college has an inexplicable fondness for Halfling players, and is the only college to field the wild and irascible werewolves on their team.

The Light College is superior to the Golden College and inferior to the Amber College.

## DWARFS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Longbeard	70,000	4	3	2	9	Block, Tackle, Thick Skull	G, S
Specialist	Runner	80,000	6	3	3	8	Sure Hands, Thick Skull	G, P
Specialist	Blitzer	80,000	5	3	3	9	Block, Thick Skull	G, S
Specialist	Slayer	90,000	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull	G, S

## HALFLINGS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	30,000	5	2	3	6	Dodge, Stunty, Right Stuff	A

## NORSE

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	5	3	3	8	Block	G
Specialist	Thrower	70,000	5	3	3	8	Block, Pass	G, P
Specialist	Catcher	70,000	5	3	3	8	Block, Catch	G, A
Specialist	Blitzer	90,000	6	3	3	8	Block, Frenzy, Jump Up	G, S

## HUMANS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	6	3	3	8		G
Specialist	Thrower	70,000	6	3	3	8	Pass, Sure Hands	G, P
Specialist	Catcher	80,000	7	3	3	7	Catch, Dodge	G, A
Specialist	Blitzer	80,000	7	3	3	8	Block	G, S

## WEREWOLVES

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	110,000	7	4	3	8	Frenzy, Catch, Regenerate, Wild Animal	G, S

## The Grey College

The Grey College is one of shadow and mystery, associated with inscrutability and stoic determination in the face of all odds. Its images are those of the mist, the wind, the raven and withered trees at dusk. As a symbol of duality between light and dark, the college employs humans aligned with both order and chaos, as well as creatures of the savage wastes and dark corners of the earth.

The Grey College is superior to the Amethyst College and inferior to the Celestial College.

## HUMANS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	6	3	3	8		G
Specialist	Thrower	70,000	6	3	3	8	Pass, Sure Hands	G, P
Specialist	Catcher	80,000	7	3	3	7	Catch, Dodge	G, A
Specialist	Blitzer	80,000	7	3	3	8	Block	G, S

## SNOTLINGS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	30,000	5	1	3	5	Dodge, Titchy, Side Step, Right Stuff	A

## CHAOS HUMANS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	60,000	6	3	3	9		G, S, PH
Specialist	Thrower	90,000	6	3	3	9	Pass, Sure Hands	G, P, PH
Specialist	Warrior	100,000	5	4	3	9		G, S, PH

## CHAOS BEASTMEN

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	60,000	6	3	3	8	Horns	G, S, PH
Specialist	Runner	70,000	7	3	3	7	Dodge	G, A, PH
Specialist	Ravager	100,000	6	4	2	8	Horns	G, S, PH

## OGRES

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	120,000	5	5	2	9	Mighty Blow, Thick Skull, Bonehead, Throw Team-mate	G, S



## The Bright College

Dressed In flaming reds, yellows and oranges, the Bright College is the college of heat and fire. Their personality is both blazing and fiery and of a violent determination. Perhaps because of this, the college is drawn to Dungeonbowl players that are tough, hard, and savage. Traditionally their favoured races have been dwarves and humans, but in recent years the Bright Wizards have also begun recruiting the primal lizardmen, likened to fire-spewing salamanders and great red dragons.

The Bright College is superior to the Amber College and inferior to the Amethyst College.

## DWARFS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Longbeard	70,000	4	3	2	9	Block, Tackle, Thick Skull	G, S
Specialist	Runner	80,000	6	3	3	8	Sure Hands, Thick Skull	G, P
Specialist	Blitzer	80,000	5	3	3	9	Block, Thick Skull	G, S
Specialist	Slayer	90,000	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull	G, S

## HUMANS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	6	3	3	8		G
Specialist	Thrower	70,000	6	3	3	8	Pass, Sure Hands	G, P
Specialist	Catcher	80,000	7	3	3	7	Catch, Dodge	G, A
Specialist	Blitzer	80,000	7	3	3	8	Block	G, S

## NORSE

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	5	3	3	8	Block	G
Specialist	Thrower	70,000	5	3	3	8	Block, Pass	G, P
Specialist	Catcher	80,000	6	3	3	8	Block, Catch	G, A
Specialist	Blitzer	90,000	6	3	3	8	Block, Frenzy, Jump Up	G, S

## LIZARDMEN

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Skink	60,000	8	2	3	7	Dodge, Stunty, Right Stuff	A
Specialist	Saurus	80,000	6	4	1	9		G, S

## KROXIGOR

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	130,000	6	5	1	9	Mighty Blow, Thick Skull, Prehensile Tail, Bonehead, Throw Team-mate	G, S

## The Dark College

The black sheep of the Colleges of Magic chooses to not study any of the colours, but rather the lack of colour, which means the dark, primordial magic of Chaos. Their attitude towards science and technology is one of nihilism, that absence of all is the only true reality, and their choice of Dungeonbowl players to hire reflects this. All their players suffer, or benefit, from a lack of mercy, a lack of hope, a lack of intelligence, or a lack of souls and free will.

The Dark College is both superior to and inferior to the Rainbow College.

## **SKELETONS**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Skeleton	30,000	5	3	2	7	Regenerate	G
Specialist	Guardian	90,000	5	3	2	8	Block, Sure Hands, Regenerate	G, S
Specialist	Mummy	110,000	3	5	1	9	Mighty Blow, Regenerate	G, S

## **ZOMBIES**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Zombie	30,000	4	3	2	8	Regenerate	G
Specialist	Ghoul	70,000	7	3	3	7	Dodge	G, A
Specialist	Wight	90,000	6	3	3	8	Block, Regenerate	G
Specialist	Flesh Golem	110,000	4	4	2	9	Stand Firm, Thick Skull, Regenerate	G, S

## **DARK ELVES**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	6	3	4	8		G, A
Specialist	Thrower	90,000	6	3	4	8	Pass	G, A, P
Specialist	Runner	100,000	8	3	4	7	Dodge	G, A
Specialist	Blitzer	100,000	7	3	4	8	Block	G, A

## **CHAOS HUMANS**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	60,000	6	3	3	9		G, S, PH
Specialist	Thrower	90,000	6	3	3	9	Pass, Sure Hands	G, P, PH
Specialist	Warrior	100,000	5	4	3	9		G, S, PH

## **TROLLS**

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	100,000	4	5	1	9	Mighty Blow, Really Stupid, Always Hungry, Regenerate, Throw Team-mate	G,S,PH

## The Celestial College

The Celestial Wizards specialise in studying the movements of the celestial bodies in the sky, predicting the future from the paths of planets, stars and comets. This being a very passive and intellectual kind of wizardry, they naturally gravitate towards the sophisticated and equally passive and intellectual elves for employment on their Dungeonbowl teams.

The Celestial College is superior to the Grey College and inferior to the Jade College.

### LIGHT ELVES

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	7	3	4	7		G, A
Specialist	Thrower	90,000	7	3	4	7	Pass	G, A, P
Specialist	Catcher	90,000	9	2	4	7	Catch, Dodge	G, A
Specialist	Blitzer	110,000	8	3	4	7	Block, Side Step	G, A

### GREY ELVES

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	5	3	4	9		G, A
Specialist	Thrower	90,000	5	3	4	9	Pass	G, A, P
Specialist	Catcher	90,000	6	3	4	8	Catch	G, A
Specialist	Blitzer	100,000	6	3	4	9	Block	G, A

### COMMON ELVES

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	60,000	6	3	4	7		G, A
Specialist	Thrower	70,000	6	3	4	7	Pass	G, A, P
Specialist	Blitzer	90,000	6	3	4	8	Block	G, A

### DRYADS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	6	3	4	7	Regenerate	G, A
Specialist	Runner	100,000	7	3	4	7	Dodge, Regenerate	G, A
Specialist	Blitzer	110,000	6	3	4	8	Block, Regenerate	G, A

### TREEMEN

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	110,000	2	6	1	10	Mighty Blow, Stand Firm, Thick Skull, Take Root, Throw Team-mate	G, S

### The Amethyst College

The College of Amethyst Wizards studies the Lore of Death, and is surprisingly relaxed and non-evil for a death cult, being more sombre and authoritarian than anything else. Concerned with many aspects of physiology and health, it is a college of undertakers and surgeons. Bizarrely, they choose to employ only savage and brutish races on their Dungeonbowl teams.

The Amethyst College is superior to the Bright College and inferior to the Grey College.

### **SKAVEN**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	7	3	3	7		G, PH
Specialist	Thrower	70,000	7	3	3	7	Pass, Sure Hands	G, P, PH
Specialist	Runner	80,000	9	2	4	7	Dodge	G, A, PH
Specialist	Blitzer	90,000	7	3	3	8	Block	G, S, PH

### **GOBLINS**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	40,000	6	2	3	7	Dodge, Stunty, Right Stuff	A

### **SNOTLINGS**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	30,000	5	1	3	5	Dodge, Titchy, Side Step, Right Stuff	A

### **FIMIR**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	5	4	2	8	Thick Skull, Dense	G, S
Specialist	Runner	90,000	6	4	2	8	Sure Hands, Thick Skull, Dense	G, S, P
Specialist	Blocker	100,000	5	4	2	9	Grab, Tackle, Thick Skull, Dense	G, S

### **MINOTAURS**

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	110,000	5	5	2	8	Mighty Blow, Thick Skull, Frenzy, Horns, Always Hungry, Wild Animal, Throw Team-mate	G,S,PH

## The Gold College

The Gold Wizards are experts in the Lore of Metal, and have a deep fascination with shiny things. Always trying to perfect the alchemical process to turn lead into gold, but failing, this ironically costs them a lot of money in materials. Being relatively impoverished leads the college to hire mainly cheap greenskin players, with the exception of the Chaos Dwarfs that share the college's love of metal and are usually willing to play for a discount in exchange for (sometimes imaginary) alchemical secrets.

The Gold College is superior to the Jade College and inferior to the Light College.

## ORCS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	5	3	3	9		G
Specialist	Thrower	70,000	5	3	3	8	Pass, Sure Hands	G, P
Specialist	Blocker	80,000	4	4	2	9		G, S
Specialist	Blitzer	80,000	6	3	3	9	Block	G, S

## SNOTLINGS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	30,000	5	1	3	5	Dodge, Titchy, Side Step, Right Stuff	A

## HOBGOBLINS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	40,000	6	3	3	7	Dense	G
Specialist	Thrower	60,000	6	3	3	7	Pass, Sure Hands, Dense	G, P
Specialist	Blitzer	70,000	6	3	3	8	Block, Sneaky, Dense	G, A

## CHAOS DWARFS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Bonebreaker	70,000	4	3	2	9	Block, Tackle, Thick Skull	G, S, PH
Specialist	Blitzer	90,000	5	3	3	9	Block, Dirty Player, Thick Skull	G, S, PH
Specialist	Boar Centaur	110,000	5	4	2	9	Sprint, Sure Feet, Thick Skull	G, S, PH

## OGRES

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	120,000	5	5	2	9	Mighty Blow, Thick Skull, Bonehead, Throw Team-mate	G, S

### The Jade College

The Jade College is the college of the Lore of Life, which draws on the power of nature, growth and creation. Their wizards traditionally spend their time walking barefoot in the woods, harvesting herbs for potions and medicine. Based on of their affiliation with the colour green, and possibly their fondness for recreational mushrooms, the college has signed an exclusive contract with the Orc & Gobbo Prosperity Foundation stating that they will only field players of the greenskin races on their Dungeonbowl teams.

The Jade College is superior to the Celestial College and inferior to the Gold College.

### ORCS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	5	3	3	9		G
Specialist	Thrower	70,000	5	3	3	8	Pass, Sure Hands	G, P
Specialist	Blocker	80,000	4	4	2	9		G, S
Specialist	Blitzer	80,000	6	3	3	9	Block	G, S

### GOBLINS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	40,000	6	2	3	7	Dodge, Stunty, Right Stuff	A

### SNOTLINGS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	30,000	5	1	3	5	Dodge, Titchy, Side Step, Right Stuff	A

### HOBGOBLINS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	40,000	6	3	3	7	Dense	G
Specialist	Thrower	60,000	6	3	3	7	Pass, Sure Hands, Dense	G, P
Specialist	Blitzer	70,000	6	3	3	8	Block, Sneaky, Dense	G, A

### TROLLS

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	100,000	4	5	1	9	Mighty Blow, Really Stupid, Always Hungry, Regenerate, Throw Team-mate	G,S,PH

## The Amber College

Amber wizards are creatures of the wild, born in caves and mountains and raised by bears and wolves. Shamanistic and feral, they are the most primitive and primally aggressive of the colleges of magic. In a classic Dungeonbowl paradox, their teams tend to be some of the most disciplined and efficient ones around. The most favoured race of the college is the arrogant Dark Elves, with their lesser lackeys and minions being scruffy and savage races like Orcs and Skaven.

The Amber College is superior to the Light College and inferior to the Bright College.

### **DARK ELVES**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	6	3	4	8		G, A
Specialist	Thrower	90,000	6	3	4	8	Pass	G, A, P
Specialist	Runner	100,000	8	3	4	7	Dodge	G, A
Specialist	Blitzer	100,000	7	3	4	8	Block	G, A

### **ORCS**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	5	3	3	9		G
Specialist	Thrower	70,000	5	3	3	8	Pass, Sure Hands	G, P
Specialist	Blocker	80,000	4	4	2	9		G, S
Specialist	Blitzer	80,000	6	3	3	9	Block	G, S

### **SKAVEN**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	7	3	3	7		G, PH
Specialist	Thrower	70,000	7	3	3	7	Pass, Sure Hands	G, P, PH
Specialist	Runner	80,000	9	2	4	7	Dodge	G, A, PH
Specialist	Blitzer	90,000	7	3	3	8	Block	G, S, PH

### **CHAOS BEASTMEN**

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	60,000	6	3	3	8	Horns	G, S, PH
Specialist	Runner	70,000	7	3	3	7	Dodge	G, A, PH
Specialist	Ravager	100,000	6	4	2	8	Horns	G, S, PH

### **MINOTAURS**

Type/Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	110,000	5	5	2	8	Mighty Blow, Thick Skull, Frenzy, Horns, Always Hungry, Wild Animal, Throw Team-mate	G,S,PH

## The Rainbow College

Enigmatic and ephemeral, the Rainbow Wizards study all colours of magic equally, and are the rarest of all wizard types. With no permanent campus or organisational structure, they come and go as they please in the wizarding world without leaving a mark or shadow. Dedicated to balance and flexibility, their Dungeonbowl teams are an unusual mix of races of many shapes and sizes, favouring those who guard ancient wisdom and having an alliance with the elusive Lustrian-based players of the Amazons and the Slann.

The Rainbow College is both superior and inferior to the Dark College.

### LIGHT ELVES

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	70,000	7	3	4	7		G, A
Specialist	Thrower	90,000	7	3	4	7	Pass	G, A, P
Specialist	Catcher	90,000	9	2	4	7	Catch, Dodge	G, A
Specialist	Blitzer	110,000	8	3	4	7	Block, Side Step	G, A

### HALFLINGS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	30,000	5	2	3	6	Dodge, Stunty, Right Stuff	A

### HUMANS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	50,000	6	3	3	8		G
Specialist	Thrower	70,000	6	3	3	8	Pass, Sure Hands	G, P
Specialist	Catcher	80,000	7	3	3	7	Catch, Dodge	G, A
Specialist	Blitzer	80,000	7	3	3	8	Block	G, S

### AMAZONS

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Linewoman	50,000	6	3	3	7	Dodge	G
Specialist	Thrower	70,000	6	3	3	7	Dodge, Pass	G, P
Specialist	Catcher	80,000	8	2	3	7	Catch, Dodge, Leap	G, A
Specialist	Blitzer	90,000	7	3	3	7	Block, Dodge	G, S

### SLANN

Type	Position	Cost	MA	ST	AG	AV	Skills & Traits	Chs
Lineman	Lineman	60,000	6	3	3	8	Leap, Very Strong Legs	G, A
Specialist	Catcher	80,000	7	2	4	7	Catch, Leap, Very Strong Legs	G, A
Specialist	Blitzer	100,000	7	3	3	8	Block, Leap, Very Strong Legs	G, A, S



## Skills, Traits and Star Player Points

### New Skills

*Sneaky* (Agility Skill)

When this player commits a rules infraction, the eye of the ref always counts as being on the other team. Additionally, the player is never sent off after fouling if the fouled player was not injured by the foul.

*Grab* (Strength Skill)

This player may choose to push back a player that is being blocked into any empty square adjacent to that player. When a player with Grab blocks a player with Side Step, the two skills cancel each other out. A player with Grab may never be given the skill Frenzy and vice versa.

*Brace* (General Skill)

When this player would be knocked down by an explosion, he is placed prone instead of being knocked down, which does not require an armour roll and does not cause a turnover.

*Sixth Sense* (General Skill)

When this player steps onto a teleporter during his activation, or teleports into the dungeon from his dug-out, he may roll two dice and choose which result will be used for the teleportation.

*Acrobatics* (Agility Skill)

When this player would be knocked down by either falling, being pushed, or moving off an elevated platform, by colliding with another player, or by both combined, the player may make an unmodified AG roll. If the roll is successful, his action still ends if he was activating, but the player is not knocked down or injured.

*Lightning Reflexes* (Agility Skill)

When this player opens a chest or activates a trap square during his activation, he may move one square in any direction before the chest token or trap token is revealed and the effects activated, if he has enough movement to do so.

### Racial Characteristics and Physical Traits

*Dense* (Racial Characteristic)

A player with this ability must roll a D6 before taking a Blitz, Pass or Hand-Off action. On a roll of a 1, the player loses both their action and their tackle zone until the beginning of their next action.

*Take Root* (Racial Characteristic)

A player with this ability must roll a D6 before taking any action. On the roll of a 1, the player is rooted. A rooted player that tries to move one or more squares will be knocked down automatically in the first square they move into. A player remains rooted until he is knocked down for any reason or the drive ends.

*Titchy* (Racial Characteristic)

A player with this ability adds +2 to all Dodge rolls and ignores modifiers for moving into opponents' tackle zones when making Dodge rolls. Titchy players must increase the range band by two categories whenever they attempt a Pass action. If a Titchy player is injured, the opposing coach may add +2 to the injury roll in addition to any other modifiers. There is no -1 modifier for dodging into a Titchy player's tackle zone. If a coach sets up at least two Titchy players for a Kick-Off and has more Titchy players in reserve, he may set up an additional D3 Titchy players on the field after both coaches have completed their setup.

*Wild Animal* (Racial Characteristic)

A player with this ability must roll a D6 before taking any action. On a roll of 1-3, the player loses his action this turn (but does not lose his tackle zone). Add +2 to this roll if the action declared is a Block or Blitz action.

*Very Strong Legs* (Physical Trait)

A player with this ability gets +1 to all leap rolls and intercept rolls.

### Dungeonbowl Star Player Point Awards

Add the following SPP awards to the normal list.

*Opening a chest which contains a ball: 2 SPPs*

*Pushing an opposing model into a trap, lava square, teleporter, or off a ledge: 1 SPP*

### Fast-Track Skill Progression Table

The following table provides an alternative set of break points for the acquisition of new skills through SPPs.

0-5 SPP: 0 skills	6-10 SPP: 1 skill
11-20 SPP: 2 skills	21-30 SPP: 3 skills
31-45 SPP: 4 skills	46-60 SPP: 5 skills
61-80 SPP: 6 skills	81+ SPP: 7 skills

### Dungeonbowl Common Skill Reference

(Traits cannot be taken from another category on a double)

#### *General Skills*

Block - Immunity to Both Down block dice results.

Sure Hands - Re-roll for picking up the ball.

Pro - Roll D6 after making a roll. On a 4+, may re-roll the roll. On a 1-3, no re-roll, not even a team re-roll.

Strip Ball - Pushing back a player causes them to drop the ball.

Brace - Only placed prone instead of knocked down by explosions.

Sixth Sense - May roll 2 dice and pick result when teleporting.

Dirty Player - +2 to either AV or injury roll when fouling.

Leader (Trait) - Additional team re-roll, may only be used if player is on the board.

Dauntless (Trait) - May roll 2D6 and roll higher than target's ST to gain the same ST.

Frenzy (Trait) - Must block again if first block fails to knock down.

Nerves of Steel (Trait) - Ignores tackle zones when passing or catching ball.

#### *Strength Skills*

Mighty Blow - +1 to either AV or injury roll when blocking.

Guard - Player's assists cannot be cancelled.

Piling On - May go prone to be allowed to re-roll either armour or injury roll after blocking.

Grab - May push opponent to any square of your choice when blocking.

Stand Firm (Trait) - Cannot be pushed and is not knocked down by failing a dodge roll.

#### *Agility Skills*

Dodge - Affects block dice results and allows one re-roll per turn for a failed dodge roll.

Catch - Allows one re-roll for a failed catch roll per turn.

Leap - Gives +1 to leap rolls and failed leaps move one extra square.

Sure Feet - Allows one re-roll for a failed Go For It or landing roll per turn.

Side Step - May choose any square to be pushed to when pushed back by opponent.

Sneaky - Eye of the ref counts as being on other team when player commits infractions.

Acrobatics - Allows a landing roll to stay on feet after a player collision or drop from ledge.

Lightning Reflexes - Allows one square of movement before a chest or trap is set off.

Jump Up (Trait) - May stand up for free without using 3 movement.

#### *Passing Skills*

Pass - Allows one re-roll for a failed passing roll per turn.

Accurate - +1 to passing rolls.

Strong Arm (Trait) - Reduce the range band by one when passing.