



# WANDERING MONSTERS

ADDITIONAL RULES FOR *ELVES, DWARFS AND DUNGEONBOWL*

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*Dungeonbowl* is a *Blood Bowl* variant that is played underground in a large Dungeon complex. The teams set up at opposite ends of the Dungeon, and must get to their opponent's End Zone and score a Touchdown to win. Unfortunately the ball is hidden in one of the trapped Treasure Chests that are scattered throughout the Dungeon. Only one of the Chests contains the ball - the others explode as soon as they are opened.

This article provides you with a dozen Wandering Monsters that may be guarding these Chests, just to make sure it isn't too easy to get the ball!

Wandering Monsters are an optional addition to *Dungeonbowl*, the new *Blood Bowl* variant. The Magicians Armorial *Dungeonbowl* Federation (known throughout the world as MAD) is a league of ten teams set up by the Colleges of Magic. Each of the Colleges specialises in using magic of a particular colour. Only wizards can see the coloured clouds of magic that bubble into the world from Chaos warp-space, but this doesn't stop them arguing about which colour of magic is the best. Normal folks wouldn't concern themselves with these esoteric debates were it not for the frequently explosive outcome of the more heated exchanges. After one such conclave of bickering magicians, an entire Middenheim street disappeared in an eruption of diabolical blue flames - the outcry that followed led to a temporary ban on all collegiate discussions in the Empire. So the Colleges set up MAD, hoping to settle their differences on the field of play - though many would argue that a game of *Dungeonbowl* is at least as dangerous as a wizards' conclave.

*Dungeonbowl* is played just like *Blood Bowl*, with a few extra twists: it's played underground, for example, so players teleport into the Dungeon and may even teleport around it once the game is in progress. Unfortunately, the wizards aren't too fussy about where the games are played - any large underground cavern will do, provided there's room to set up the End Zones and conceal a few Chests. Before a game begins, Federation officials are meant to check the Dungeon to make sure that it's empty. But that takes so much time, and far too much poking in dirty nooks and crannies, so as often as not there's no check made. Most of the Dungeons *are* empty, of course - no self-respecting monster is going to get caught up in the mayhem and destruction that these psychotic players call a game.

But there's always the chance of other monsters turning up once the Treasure Chests are in place. And there's nothing a monster likes more than a chest full of free treasure. So when the players start appearing in the Dungeon, the monsters are going to get mad - no-one, but no-one, is going to make off with their treasure. And it's no good trying to explain to a ravaging, flesh-tearing, man-eating monster that the chest only contains a ball - who could possibly believe that all those armour-clad intruders would fight so viciously over an empty bag of leather?

*A recent game between the Blood Axes and the Doom Forgers had to be abandoned because they couldn't get the ball. By a process of elimination - 3 Blood Axe players and 4 Doom Forgers killed by exploding chests - it was determined that the ball was being guarded by a particularly vicious Giant Scorpion. Even though the teams joined together and attacked it en masse, they were still unable to get the ball - the closest attempt failing when the ball was punctured by a lucky shot from the Scorpion's tail. As far as anyone knows, the Scorpion is still guarding the chest, though the caverns were closed off after the game was abandoned.*




## WANDERING MONSTER CARDS

Wandering Monsters are optional in games of Dungeonbowl and both coaches should agree on them before they are used.

It is recommended that Wandering Monsters are only used in an expanded Dungeon (these are explained in the *Elves, Dwarfs and Dungeonbowl* rulebook).

Before using these rules, you'll have to photocopy the twelve Wandering Monster cards. These should be stuck onto card and cut out ready for use.

**JABBERWOCK**



MA	SP	ST	AG	AV
4	+4	8	3	11

**ATTACKS:** A Jabberwock makes four slash attacks.

**SKILLS:** *Mighty Blow (3)* - subtract -3 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.

Each card contains the following information:

**Monster:** the type of Monster shown on the card.

**Characteristics:** the Monster's **MA**, **SP**, **ST**, **AG** and **AV**. Note that Monsters do not have **TS** or **CL** characteristics as they never throw or catch the ball.

**Attacks:** the number of *slash* attacks made by the Monster (slash attacks are explained later).

**Skills:** the Monster's skills - for example, *Mighty Blow (3)* indicates that the Monster has the skill of *Mighty Blow* at level 3.

### Setting Up

The Dungeon should be set up in the normal way. One of the coaches should take the deck of cards and sort out those for which models are available - there's no point in including cards for Monsters that you can't represent with models during the game. These are shuffled and placed face down to one side of the Dungeon; the rest are discarded for the current game.

If you have several models of the same type, you may choose to make more than one copy of certain cards to include in the deck. For example, if your collection includes six *Daemonettes*, you might decide to make two or three copies of the *Daemonette* card, giving you the chance of having more than one *Daemonette* in play at once. This is especially useful if you don't have a lot of Monster models at the moment.

## USING THE CARDS

The first time a player moves within 10 squares of a Treasure Chest, roll a D6. If any players start the game within 10 squares of a Chest, roll before the first turn begins. On a roll of 1 or 2 the Chest is guarded by a Wandering Monster.

If the Chest is guarded, take the top Wandering Monster card from the deck. The model of the creature on the card is now placed on the board adjacent to the Chest. Roll a D8 and use the Scatter Template to work out where the Monster is - re-roll if it appears inside a wall! Only one roll per game is made for each Chest.

Once a Monster is killed, the model is removed from play and the card put to one side. If you've only got a few models, you can shuffle the card back into the deck, so that it can be used again.

## MOVING

Wandering Monsters move between each Team Turn. They always move towards the nearest player. If there is more than one player an equal distance from a Monster, then the coach who has just finished his Team Turn may decide which player the Monster moves towards.

A Monster can move a number of squares equal to its **MA** plus its **SP**. It will stop moving as soon as it is next to a player. If the Monster doesn't reach a player within its **MA** and has to sprint, it *can* finish its move in a Tackle Zone - however, a Monster that has sprinted cannot attack or foul a player.

### Large Monsters

Wandering Monsters on 40mm x 40mm or 25mm x 50mm bases are *Large Monsters*.

Large Monsters occupy four squares on the pitch. Monsters on 25mm x 50mm bases should be placed in the middle of the four squares, with their base over the line between the squares.

Unlike other players, Large Monsters have a *facing*, dictated by the direction the model is facing. Their Tackle Zones only extend to the front and sides of their base, not to their rear.

Large Monsters may only move straight ahead. They must change their facing to move in a different direction. This does not use up any of a Monster's move, and it may change facing as often as it wishes during a move. A Large Monster's facing cannot be changed unless it is moving, although it may be faced in any direction when it stands up.

A Large Monster may move through squares containing *prone* players, although it may not finish its move in such a square. However, a Large Monster may not move through a square containing a *prone* Large Monster.

### Flying

Although some Wandering Monsters have wings (eg *Hippogriffs*, *Manticores* and *Wyverns*), there is not enough room in the Dungeon for them to get airborne and they are not allowed to fly during the game.

## SLASH ATTACKS

If a Monster is adjacent to an upright player it will attack that player. If there are two or more players next to the Monster, the coach who has just finished his Team Turn chooses which player the Monster attacks.

Instead of blocking, Wandering Monsters make one or more *slash* attacks - the number of attacks allowed is listed on the appropriate Wandering Monster card. To score a hit a Monster must roll over its opponent's *Agility* on a D6. Slash attacks can be made by Wandering Monsters that are prone, but the *Agility* of the target is doubled.

When rolling to make a slash attack, a roll of 1 is always a miss, a roll of 6 is always a hit.

Targets that are hit must make an *Armour* roll to avoid injury, modified by the Wandering Monster's *Mighty Blow* skill level (these are listed on the Wandering Monster Cards). The target is *not* knocked over by a slash attack.

### Fouls

If the Monster is adjacent to a prone player it will foul the player (see the *Elves, Dwarfs and Dungeonbowl* rulebook for details of fouls). A Monster will always make a *blatant foul*, and counts a *Sent Off* result as an *Ooooooph!* result.

## MONSTERS AND THE BALL

Wandering Monsters are not interested in the ball. A Wandering Monster will not catch the ball or accept a ball that is handed off. As they never have possession of the ball, they obviously can't throw it.

If the ball ends up in the same square as a Wandering Monster, roll for scatter.

Spiked balls may still be thrown at Wandering Monsters and will injure them as they would any other player (spiked balls are covered in *Elves, Dwarfs and Dungeonbowl*).

## KNOCKING DOWN MONSTERS

You may find it difficult to lay some of the Wandering Monsters models down when they have been knocked over. We have therefore provided you with some counters, which should be used to show which way the Monster is lying. Before the game, photocopy these counters, stick them to card and cut them out ready for use.

When a Wandering Monster is knocked over you should place a *Face Down* counter on its base. The Monster is considered to be prone, and all the rules for prone players now apply.

Instead of turning the Wandering Monster over at the beginning of its next Turn, you should replace the *Face Down* counter with a *Face Up* counter.

At the beginning of the Monster's next Turn, when you would normally stand the figure up, remove any counters from its base to show that it is no longer prone.



### Invulnerability

Daemons (such as Daemonettes and Bloodletters) are usually invulnerable to ordinary attacks, and can only be harmed by magic weapons or creatures. However, one of the useful side-effects of teleportation is that it attunes the player's body and armour with the magical plane, thus allowing him to attack Daemons normally.



**HIPPOGRIFF**



MA	SP	ST	AG	AV
4	+6	8	3	11

**ATTACKS:** A Hippogriff makes four slash attacks.

**SKILLS:** *Mighty Blow (3)* - subtract -3 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll

**JABBERWOCK**



MA	SP	ST	AG	AV
4	+4	8	3	11

**ATTACKS:** A Jabberwock makes four slash attacks.

**SKILLS:** *Mighty Blow (3)* - subtract -3 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.

**MANTICORE**



MA	SP	ST	AG	AV
4	+4	8	3	11

**ATTACKS:** A Manticore makes four slash attacks. One of the four slash attacks, the tail, is poisonous - say which attack is the tail before rolling the dice. If a player fails his *Armour* roll against the tail attack, roll a D6 instead of rolling on the *Injury* table; on a result of 1-2 there is no effect, on a 3-4 the victim is *Injured* and on a 5-6 the victim is *Killed*. The result of the dice roll is not modified by the Manticore's *Mighty Blow* skill.

**SKILLS:** *Mighty Blow (3)* - subtract -3 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.

**WYVERN**



MA	SP	ST	AG	AV
4	+4	7	3	11

**ATTACKS:** A Wyvern makes three slash attacks.

**SKILLS:** *Mighty Blow (3)* - subtract -3 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.

**HYDRA**



**ATTACKS:** A Hydra makes one slash attack with each head. Each successful block made against the Hydra will kill one head if the Hydra fails its *Armour* roll. Remove the Hydra from play if all of its heads are killed.

**SKILLS:** *Mighty Blow (1)* - subtract -1 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll.

MA	SP	ST	AG	AV
4	+1	9	2	8

**DRAGON OGRE**



MA	SP	ST	AG	AV
4	+2	7	3	11

**ATTACKS:** A Dragon Ogre makes two slash attacks.

**SKILLS:** *Mighty Blow (3)* - subtract -3 from the opponent's AV after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.

**DAEMONETTE**



**ATTACKS:** A Daemonette makes three slash attacks.

**SKILLS:** *Mighty Blow (1)* - subtract -1 from the opponent's **AV** after a successful slash attack. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll.



MA	SP	ST	AG	AV
4	+3	4	3	8

**BLOODLETTER**



**ATTACKS:** A Bloodletter makes two slash attacks; one with its *Hellblade* and one with its claws.

**SKILLS:** Claw attack: *Mighty Blow (1)* - subtract -1 from the opponent's **AV** after a successful slash attack. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll. Hellblade attack: *Mighty Blow (5)* - subtract -5 from the opponent's **AV** after a successful Hellblade attack. If the opponent fails his *Armour* roll, add +3 to his *Injury* roll.

MA	SP	ST	AG	AV
4	+3	4	3	9

**AMBULL**



**ATTACKS:** An Ambull makes two slash attacks.

**SKILLS:** *Mighty Blow (4)* - subtract -4 from the opponent's **AV** after a successful slash attack. If the opponent fails his *Armour* roll, add +2 to his *Injury* roll.



MA	SP	ST	AG	AV
4	+3	9	2	11

**ZOAT**



**ATTACKS:** A ZoaT makes two slash attacks.

**SKILLS:** *Mighty Blow (2)* - subtract -2 from the opponent's **AV** after a successful slash attack. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll.



MA	SP	ST	AG	AV
4	+6	7	3	11

**GIANT SCORPION**



MA	SP	ST	AG	AV
4	+1	6	2	10

**ATTACKS:** A Scorpion makes three slash attacks. One of the three slash attacks, the tail, is poisonous - say which attack is the tail before rolling the dice. If a player fails his *Armour* roll against the tail attack, roll a D6 instead of rolling on the *Injury* table; on a result of 1-2 there is no effect, on a 3-4 the victim is *Injured* and on a 5-6 the victim is *Killed*. The result of the dice roll is not modified by the Scorpion's *Mighty Blow* skill.

**SKILLS:** *Mighty Blow (1)* - subtract -1 from the opponent's **AV** after a successful slash attack. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll.

**RAT OGRE**



**ATTACKS:** A Rat Ogre makes one slash attack.

**SKILLS:** *Mighty Blow (2)* - subtract -2 from the opponent's **AV** after a successful slash attack. If the opponent fails his *Armour* roll, add +1 to his *Injury* roll.



MA	SP	ST	AG	AV
4	+3	6	4	10