

BashBall

The game is played on a Blood Bowl board (26 squares long by 15 squares wide, where the last row of 15 squares at each end of the board represents a player's end zone). The edges of the table are impassable for both the models and the ball. Models carry the ball into their opponent's end zone, or knock out all their opponents, to score a point. After 60 turns the game is over, and the player with most points wins.

Whenever the rules are unclear, use common sense and personal preference.

Setup

The players must each put together a team of 6 models. Players roll-off, and the winner places all of their models in their half of the pitch. The loser then does the same, and finally the winner places the ball anywhere in their half of the pitch, including in the possession of one of their models.

Playing the Game

The game is played in alternating turns in which a player tries to activate their models, starting with the winner of the initial roll-off. Once a player has activated all of their models or fails an activation, play passes to their opponent. To keep track of the 60-turn limit, players should pass a turn counter back and forth, with the first player taking odd numbered turns and their opponent taking even numbered turns.

Tackle Zones

Each standing model exerts a tackle zone on each of its (cardinally and diagonally) adjacent squares.

Tests

For a Test, roll a D6. On a result of 4 or more after any modifiers, the Test succeeds. Otherwise the Test fails.

Activation

The player picks one model that hasn't activated yet on this turn, and rolls 1-3 Tests. For each success, the model may take 1 action, but if 2 or more failures are rolled, the player's turn is over after any actions are taken.

Actions

A model may take the same action more than once a turn.

Move Action

A standing model may move up to 4 squares. Each move may be cardinal or diagonal. Models may freely move into opponents' tackle zones, but when moving out of tackle zones the opponent may make a free attack action against them (before they leave the square). If an opponent's attack hits, this model's activation ends immediately, but the player may continue with their turn. If a model moves out of several opponents' tackle zones at once, each model gets a free attack until one hits. If a model moves into a square with the ball, the player rolls a Test, adding 1 to the score, and subtracting 1 if there are any opposing Tackle Zones on the square. On success, the model takes possession of the ball; the ball now stays with it as it moves. On failure, the ball Bounces; see below.

Attack Action

If a standing model is adjacent to a standing opponent, it may attack. Roll a Test, adding 1 if any of the attacker's teammates are standing adjacent to the defender to assist the attack. On a success, the attacker hits the defender. If the defender had possession of the ball, it Bounces from the defender's square. After resolving the bounce, the attacker must roll another D6 to resolve the attack:

- If the result is 5 or 6, the defender is Knocked Out. Remove the model from play. If a player is left without any models on the pitch, their opponent immediately scores (see Scoring below).

- If the result is 3 or 4, the defender is Stunned. Place the model on its side.
- If the result is 1 or 2, the defender is Pushed. Move the model directly away from the attacker by one square, if there is space. The attacker may freely move into the vacated square, ignoring Tackle Zones.

Stomp Action

If a standing model is adjacent to a Stunned opponent, it may stomp. Roll as if for an Attack, adding an additional 1 to the Test, and adding 1 to the resolution roll if the Stomp hits.

Throw Action

If a model is holding the ball, it may try to throw the ball to another model or other square on the pitch. Count the squares from the model to the target as if a Move action was being made; the Difficulty of the throw is this distance divided by 4, rounding down.

Roll a Test, subtracting the Difficulty, and subtracting 1 if there are any opposing Tackle Zones on the throwing model's square. On success, the ball lands on target. On failure, the ball deviates from the target, in a direction determined as if the ball was Bouncing, by a number of squares equal to the Difficulty + D3. If there is a model standing in the square where the ball lands, the player makes a Test as though the model were Moving into a square with the ball. If it succeeds, the model has caught the ball and takes possession of it. If not, the ball Bounces.

Recover Action

A Stunned model may stand up. Place the model upright.

Bouncing

If the ball bounces, it lands 1 square away in a direction determined by D8. If there is no square for the ball to land in, choose the next available direction clockwise. If there is a standing model in the square where the ball lands, the player makes a Test as though the model were Moving into a square with the ball. On success, the

model has caught the ball and takes possession of it. On failure, or if the ball bounces onto a Stunned model, the ball Bounces again.

Scoring

If a model has possession of the ball in the opponent's end zone, or if the opponent is left without any models on the pitch, the player scores a point. This ends the current player's turn immediately. No models on the pitch are moved from their present positions. All knocked out models are placed back on the pitch, in their own half, but not adjacent to any other model. The opponent may place the ball anywhere in their half of the pitch, including in the possession of one of their models, and then takes their next turn.

Advanced Rules

Team Creation

While building a team, a player may give each of their models a skill from the following list:

Skill	Description
Dasher	This model may move up to 6 squares instead of 4.
Basher	When attacking or stomping another model, this model adds 1 to the Test.
Thrower	When throwing the ball, this model adds 2 to the Test.
Heavy	If an attack hits this model, the attacker subtracts 1 from the resolution roll.
Gambler	This model may roll up to 4 activation Tests instead of 3, but if 3 failures are rolled, the model is Knocked Out.

Re-rolls

Optionally, after deployment roll a D6, and each player gets that many re-roll tokens. Players may spend a token to re-roll any single die that they rolled. The new result must be used, even if it is worse, and no die may be re-rolled more than once. Once a point is scored, all unused tokens are discarded and a new D6 is rolled to allocate new tokens.