



Modified by the BRAWL League based on the AFOUL ADBC Tournament rules.

The BRAWL Dungeonbowl League is sponsored by the ten Colleges of Magic, and each College also supports the teams taking part in the tournament. Even though the idea was originally put forward to settle the matter of which College was the most powerful, and was to be a one-off event, Dungeonbowl has now been going for over 20 years and shows no sign of ending in the foreseeable future. The winning team receives a special contract from the College that supported them. This contract allows the team to induce a Wizard for 50,000 gold pieces instead of the normal 150,000 as long as the team holds the trophy.

To work out which College is the best look at the table below. At the end of the season all the results will be added up and divided by the number of teams from that college. This will determine which college wins, and which teams will have bragging rights until the next BRAWL Dungeonbowl.

COLLEGE OF MAGIC	RACE THAT IT SUPPORTS
Light Wizards	Dwarfs, Halflings
Golden Wizards	Chaos Dwarfs, Ogres
Jade Wizards	Orcs, Goblins
Celestial Wizards	High Elves, Pro Elves, Amazons
Grey Wizards	Chaos, Chaos Pact
Amethyst Wizards	Skaven, Underworld, Nurgle
Bright Wizards	Humans, Norse, Bretonians
Amber Wizards	Dark Elves, Khemri
Rainbow Wizards	Wood Elves, Lizardmen, Slann
Dark Wizards	Undead, Necromantic

## THE GAME

Dungeonbowl is a variant of the normal bloodbowl rules you know and love. Turns are quick and fluid and there is no need to keep track of the turn number. After a touchdown is scored both teams set up and start again, time permitting. Games run for 120 minutes (2 hours), with a maximum of 4 minutes per turn.

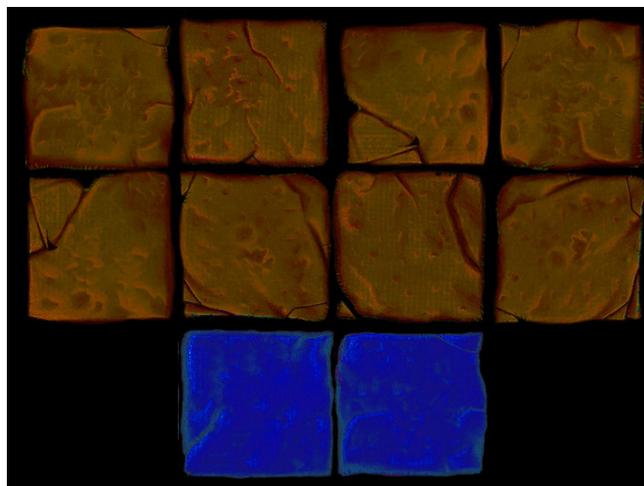
## SCORING

The normal BRAWL league scoring will apply, that is, 3 points for a win, 1 point for a draw, 0 points for a loss. There is no overtime, nor are there penalty shootouts. If the scores are tied at the end of time (even if that is 0-0), the game is a draw.

To score, a coach needs to move a player in possession of the ball off the board through any passageways on his opponents side of the dungeon (the opposite side to which he started). These are represented by 2x1 square tiles.



These may be coloured differently to distinguish them from the regular playing field.



A player scores when they enter one of these squares as if they had entered the end zone in a regular game of Bloodbowl.

Once a TD is scored the dungeon is reset, chest locations randomised, and the player that did not score takes the first turn.

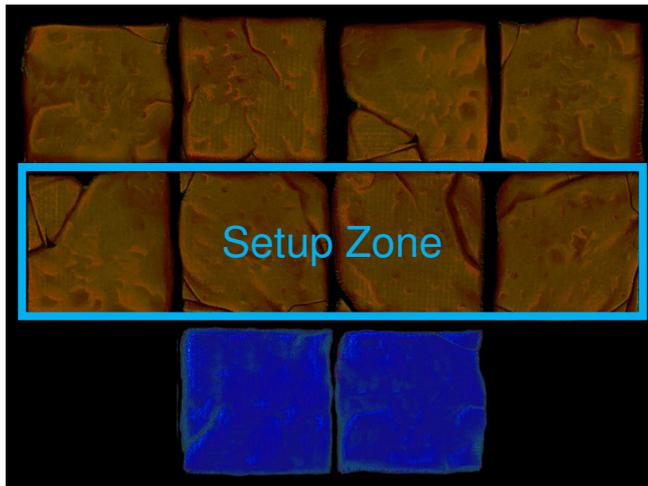
These squares are protected by Mage-netic™ Fields which prevent all players except the ball carrier from entering them. Treat these squares as walls for all players except the ball carrier.



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## SETUP

To start the game each team sets up 6 players on one of the four squares in front of the three end zone tiles on his or her side of the dungeon.



The kickoff and weather tables are not used. Fans are generated only for the purposes of determining fame for extra income.

Six chests tokens are distributed through the dungeon as per the season round maps (at end of this document). One of them contains the ball.

In addition six teleporters are placed in the dungeon as per the season round maps. They allow players to travel more freely, or access certain rooms.

Roll a D6, re-rolling ties. Highest roll takes the first turn.

## RESERVES

Beginning with the players second turn reserves may be brought on. Choose one player from the reserves box. The player can declare move, blitz, pass or foul action, starting from any of the entrances on his teams side of the dungeon, or a random teleporter (roll a D6). This is done at the start of the coaches turn.

If the coach has no players in Reserve, but has players in the Knocked Out box he may attempt to 'rush' them into the game. A player in the Knocked Out box may attempt to teleport into the playing field if he has not already made a reserves roll in that

turn. Roll a D6, if a 6 is rolled then the player can take a move, blitz, pass or foul action, starting from a random Teleporter (roll a D6). On a roll of 1-5 the player remains KO'd and they coach may select another KO'd player and repeat the process until all KO'd players have attempted to return to the game. Players rushed on to the pitch must use a teleporter.

**Only one player may enter the game for each team each turn, either from reserves or the KO Box.**

### Reserve Sequence

1. Select a player in reserve. If there are no players in reserve jump to Step 5
2. Declare player action
3. Place player in one of the 'Endzone' squares, or roll a D6 and teleport them into play
4. Commence player action as normal  
--- End of Reserves Step ---
5. Select a player in KO Box who has not yet attempted to return from reserves
6. Declare player action
7. Roll D6;
  - a. On a roll of 6, Roll another D6 and place player on that teleporter
  - b. On roll 1-5 return to step 5
8. Commence player action as normal

When a team has no players on the pitch, in reserves, or in the KO box that is, everyone is a casualty, it has lost the game, regardless of remaining time. If the annihilated team was winning at the time of annihilation, the opposing team (that did the annihilating) is awarded enough TD's to a "mercenary" position to put them in the lead.

## FOULS

In a dungeon game officials have considerable difficulty keeping an eye on everyone; as such players are only sent off if they roll a double on the *injury* roll.

## CASUALTIES

Wizards keep a close track on each players vital signs during the game and are therefore able to remove players from the game (via teleportation spells) the moment a casualty occurs. All casualties caused by exploding chests, open pits, spiked pits,



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trapdoors, lava or bottomless pits are treated as Badly Hurt. **These are not recorded on the BRAWL match sheet.**

Injuries inflicted by blocks, secret and hidden weapons and fouls are treated as normal. Players that successfully regenerate are placed in the reserves box as normal.

## THE PITCH

Rather than being played on an open paddock of grass with field lines, dungeon bowl is played in a variety of interconnected rooms and corridors.

Different dungeon bowl pitches will offer different challenges, so coaches will need to be prepared to alter their tactics depending on the pitch.

Pitch layouts, including chest and teleporter locations are included at the end of this document, and vary each round of the dungeon bowl season.

**WALLS:** Players will generally be pushed along walls, rather than into them. However, if a player is blocked from a perpendicular position directly into a wall the follow takes place.

If a push result occurs, with a player blocked directly into a wall behind him, make an armour roll as his head is pushed into the wall. If the 2D6 does not exceed his armour value then he remains standing.

If a Defender Down or Defender Stumbles result occurs, with a player blocked directly into a wall behind him, treat the block as being made by a player with Mighty Blow. If the player already has Mighty Blow, add one to the armour and injury rolls.

If a player is blocked diagonally then they will only be pushed into the wall if this is the only available square (i.e. all the others are blocked by players)

**CORNERS:** Players may always move diagonally through doorways or around corners as well as assist, follow-up, etc around corners.

## TRAPS

**OPEN PIT:** When a player enters a pit for any reason he or she is knocked prone, make an armour roll. Any player in a pit can climb out if he rolls a 6 on a D6 during his turn. Players on the same team may assist the trapped player, providing they are not in an enemy tacklezone, and are either in, or adjacent to the pit. Each player assisting in this way adds +1 to the escape roll. This cost all the players movement and they are placed in any square adjacent to the pit.

There is no limit to the number of players that may be trapped in a pit. Only players on the same team may assist each other escaping

Players trapped in pits have no Tacklezone.

**If one of your players falls into an open pit in your turn this causes a turnover.**

**SPIKED PIT:** When a player enters a pit for any reason he or she is knocked prone, make an **injury** roll. Any player in a pit can climb out if he rolls a 6 on a D6 during his turn. Players on the same team may assist the trapped player, providing they are not in an enemy tacklezone, and are either in, or adjacent to the pit. Each player assisting in this way adds +1 to the escape roll. This cost all the players movement and they are placed in any square adjacent to the pit.

There is no limit to the number of players that may be trapped in a spiked pit. Only players on the same team may assist each other escaping

Players trapped in spiked pits have no Tacklezone.

**If one of your players falls into a spiked pit in your turn this causes a turnover.**

**TRAPDOOR:** A player who enters the same square as a trapdoor must roll a D6, if the result is equal to or higher than his or her strength the trapdoor remains closed, and is treated like a normal square. A D6 roll of 6 is always a success.

If the result is under the player's strength then trapdoor is triggered. The Dungeon description for



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the round will indicate what hazard is under the trapdoor. This can be a pit, spiked pit, or a deadly hazard (lava, pit vipers, bottomless pit, etc.)

Trapdoors that are 2x2 squares will all 'trip' together, dropping any and all players into the hazard below.

**If one of your players falls through a trapdoor in your turn this causes a turnover.**

## CHESTS

When a player enters a square that contains a chest it will magically open. It will contain either the ball, or an explosive trap. If the player voluntarily moves onto the chest that contains the ball he **must** attempt to pick it up, unless he is not standing as he enters the square such as the result of a block. A player pushing an opposing player on to a chest must decide to follow up before the chest is opened. If one of your players fails a pick up attempt in your turn this causes a turnover.

If the chest contains a trap the player is knocked prone, make an armour roll. Adjacent players are knocked over on a 4+, make armour rolls for players knocked down.

Chest squares have no impact on movement and are considered a normal square.

**If one of your players is knocked down by an exploding chest in your turn this causes a turnover.**

## TELEPORTING A PLAYER

A player that enters the same square as a teleporter for any reason will be randomly relocated. A player may teleport as often as he or she wishes in a single turn.

Roll a D6 and place the player on the teleporter marked with the corresponding number. If the number rolled is the same as the teleporter of origin the player is lost in the warp for an unknown period of time. Place the player in the KO box.

**If one of your players is lost in the teleporter network during your turn this causes a turnover.**

When a player is successfully teleported, he or she is immediately scattered in a random direction (roll D8) from the destination teleporter. This may result in a push or series of pushes if the square is already occupied. Note that it is impossible for a player to occupy the same square as a teleporter for more than an instant. Reroll the scatter if there is no valid square for the player. For example, a wall or stand firm player exists in the square indicated.

## TELEPORTING THE SCATTERING BALL

If a scattering ball enters a square with a teleporter it will teleport. Roll as D8 as per "Teleporting a Player". However, if the origin square is rolled the ball simply re-appears and scatters.

## PASSES LOST IN THE TELEPORTER

If a pass is made with any part of the range ruler passing over a teleporter, roll a D6. On a 1 the ball disappears into the teleporter and appears elsewhere as per "Teleporting the Scattering Ball". Note if the origin teleporter is rolled, the ball loses momentum scatters from the teleporter rather than continuing its course.

## PLAYER WITH THE BALL ENTERS A TELEPORTER

When a player in possession of the ball enters a teleporter scatter the player as "Teleporting a Player". Then roll a D6. On a 4+ the player keeps the ball. On a 1-3 the ball is teleported independent of the player (see "Teleporting the Scattering Ball" above). Sure Hands does not affect this roll.

**If the player loses the ball during teleportation during your turn this causes a turnover.**

## LOSING THE BALL ENTERING A TELEPORTER

A player in possession of the ball who is knocked over (or pushed into the teleporters square by a player with Strip Ball) will scatter as per "Teleporting a player" and the ball will teleport independently as per "Teleporting the Scattering Ball".

# BRAWL

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### FOLLOWING UP A BLOCK INTO A TELEPORTER

As with other scenarios when a player enters the teleportation square, he will teleport as described above. If a player is teleported away after a push by a frenzy player the second block cannot be taken.

### MOVEMENT COST

Teleporting does not cost any movement points, only those as normal for moving into the teleporters square.

### THROWING UNDERGROUND

Throwing the football in a dungeon creates a number of unique problems, which are covered by the following special rules.

### THROWING RESTRICTIONS

Only quick and short passes are allowed when playing underground unless otherwise specified by the dungeon layout – the ceiling is too low to attempt longer passes. Obviously the ball cannot be thrown to a player if it has to pass through a wall in order to reach him. In addition the ball can't scatter into a wall; roll for scatter again if this happens.

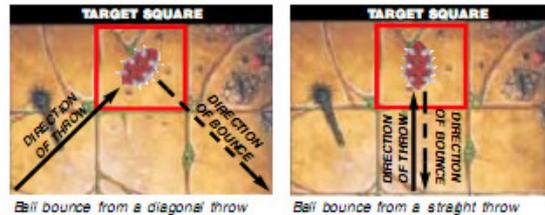
### BOUNCING BALLS OFF WALLS

No, this is not a particularly vicious sort of tackle used on the tender bits of an opposing player's anatomy, it is a special tactic used by throwers in Dungeonbowl games. Basically the thrower hurls the ball at a wall and hopes it will ricochet into a match-winning position.

In order to use the tactic, declare a "Bounce Pass" action. That is, the ball is going to be bounced off a wall instead of being thrown normally. Declare which wall square the ball is being thrown at and roll to see if the ball is on target normally (this throw may be intercepted normally). If the throw misses, roll a D6; on a roll of 1-3 it hits the wall square to the right of the target square, and on a roll of 4-6 it hits the wall square to the left.

The ball then bounces off the wall as shown in the diagrams. It will travel 2D6 squares in the direction indicated, bouncing off intervening walls, and if not caught will scatter once from the square where it

ends up. Note the ball only moves the 2D6 squares rolled regardless of how many walls it hits. Do not roll 2D6 each time the ball hits a wall!



Any and all players that the "Bounce Pass" ball passes over may attempt to catch the ball, starting with the player closest to the wall, counting it as an inaccurate pass. **Note that, unless the ball is caught by a player on the team whose turn it is, there is turnover.**

### SCATTERING INTO WALLS

If the ball scatters into a wall space or space that would remove it from play (lava, pit, etc) reroll the scatter. Mage-netic™ Fields prevent the ball from leaving play.

### INDUCEMENTS

All inducements normally used in the BRAWL league (including special play cards) are available except Wizards.

**Wizards:** All the wizards in the region are engaged as staff manning the many dungeons. As such this inducement will not be available for this season.

**Bloodweiser Babes:** The bonus granted by these lovely ladies applies only to the normal recovery between drives and not when rushing reserves in from the KO bin.

### ODDBALL STUFF

**BALL & CHAIN:** If a Ball & Chain player moves into a wall they immediately suffer a Badly Hurt injury, and a turnover results.

**RIGHT STUFF:** A player with Right Stuff or Leap cannot "bounce" 2D6 off walls like a ball.

Right Stuff players are scattered after passing 3 times as normal. If the final position is in a wall,



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move the player directly back towards the thrower to the first valid square, place them prone and roll for **injury**.

If the Right Stuff player appears over open air (i.e. Castle of Aaauuggghhh) or lava (i.e. Dukes of Hashut) they are rescued by wizards and placed in the Badly Hurt box.

**PUSHES AND WALLS:** Like regular Bloodbowl, pushes involving walls are like pushes on the edge of the Bloodbowl pitch. A player may only be pushed into a wall if it is the only available square to move a player to.

**PUSHES, STUMBLES AND THE ENDZONE:** If a player is pushed into the endzone, they score out of sequence as normal (refer CRP page 15 "Scoring in your opponents turn"). If the player falls in the endzone, the ball scatters as normal, and the player remains in the square they fell in. This is the only way a player can be present in the endzone without the ball.

**ANNIHILATION VICTORY:** While the awarding of additional touchdowns is not intuitive, and can potentially result in a team receiving more TD's than they would have ordinarily scored, this is a "reward" offered by the League Commission for a brutal game.

**PIT FIGHTS:** Players stuck in pits of any kind cannot attack each other. Treeman, Bone Head and Really Stupid players will still have to test to stand up before they can attempt to escape.

**GET THIS BALL OUTTA HERE:** Players may, in desperate times, deliberately pass or "handoff" the ball into a teleporter square. This will result in a turnover if the ball is not caught by a member at the other end of the teleportation.

**REROLLS DON'T RESET:** There is no half time and so rerolls can only be used once per game. Use them wisely!

**BRIBES AND SECRET WEAPONS:** Secret weapons are spotted as soon as they enter the dungeon, but no wizard in his right mind would enter a dungeon to confiscate them. As such Secret weapons are sent off as soon as the player is returned to the dugout (rather than the end of the

drive). It is at this point a player must attempt to use a bribe.

## TURNOVERS

This list replaces the one found in the Competition Rules pack page 7

1. A player on the moving team is Knocked Down (being injured by the dungeon, or being placed prone is not a turnover unless it is a player from the active team holding the ball; e.g. skills like Diving Tackle, Piling On and Wrestle count as being placed prone) or
2. A passed ball, or hand-off, is not caught by any member of the Moving teams before the ball comes to rest or
3. A Player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or
4. A touchdown is scored or
5. The four minute time limit for the turn runs out or
6. A pass attempted is fumbled even if a player from that team catches the fumbled ball or
7. A player with the ball is thrown or is attempted to be thrown using Throw Team Mate and fails to land successfully (including being eaten or squirming free from Always Hungry roll) or
8. A player is ejected by the referee for a foul or
9. If a player on the active team is knocked down by an exploding chest or
10. If a player on the active team is lost in the teleporter network or
11. If the player on the active team loses the ball during teleportation or
12. If a player on the active team falls into an Open Pit, Spiked Pit or through a Trapdoor.



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### DUNGEON CONSTRUCTION

Dungeons can be constructed from the simplest printed pieces of paper, to MDF tiles, to plaster cast three dimensional master pieces. As long as the tile sets are consistent players can put in as much or little effort as they like to create their dungeons.

### PDF DUNGEON TILES

Printable Dungeon Tiles are available from The BRAWL website. If you are unable to access facilities to print these get in contact with one of the commissioners and we will make some arrangement to get some printed for you.

You will need the following quantities of dungeon tiles;

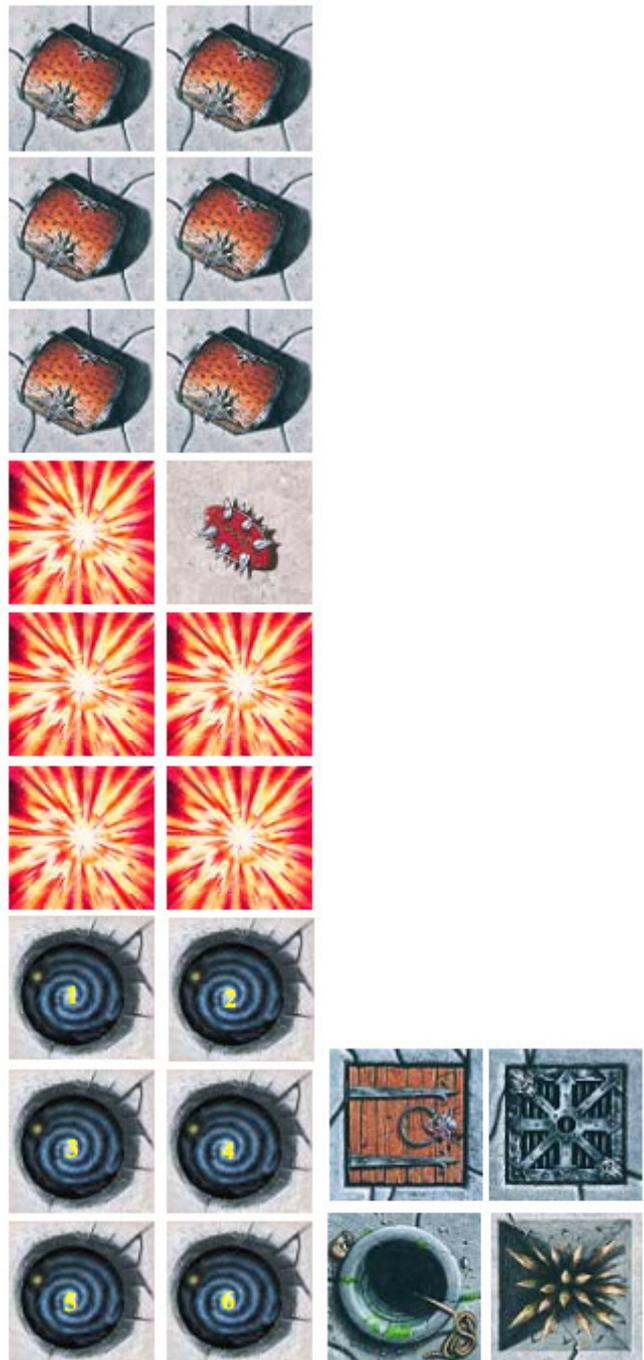
Number of Squares	Number of tiles
2x1 'Dungeon Entries'	1
2x2	6
2x3	4
2x6	2
4x6	12
6x6 'T' Section	1

### CHEST TOKENS

Chest locations are indicated by tokens, five of which have an explosion on the flip side, one of which has a ball on the flip side.

As an alternative mechanism players may choose the D6 method. Each time a player reaches a chest roll a D6. If the result is a 6 the chest contains the ball, otherwise it explodes. The last remaining chest always contains the ball if it has not yet been discovered.

### CHEST, TELEPORTER, PIT AND TRAPDOOR TILES





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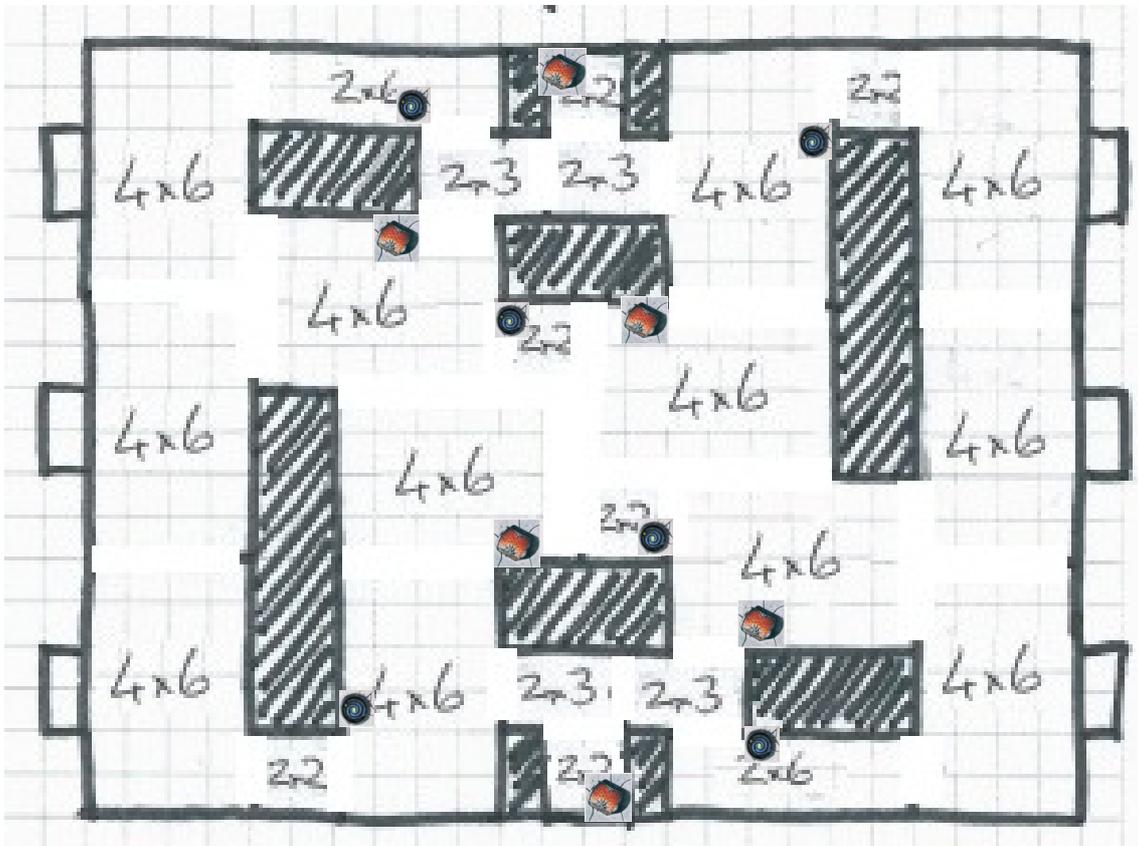
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# Dungeon Layouts

### Round 1 – The Classic

*This Dungeon has nothing special of note, and is used on the off-season by the Collage of Light team the Doom Forgers as a training camp.*

This Dungeon contains only Chests and Teleporters. Black Space marked on the maps are walls.





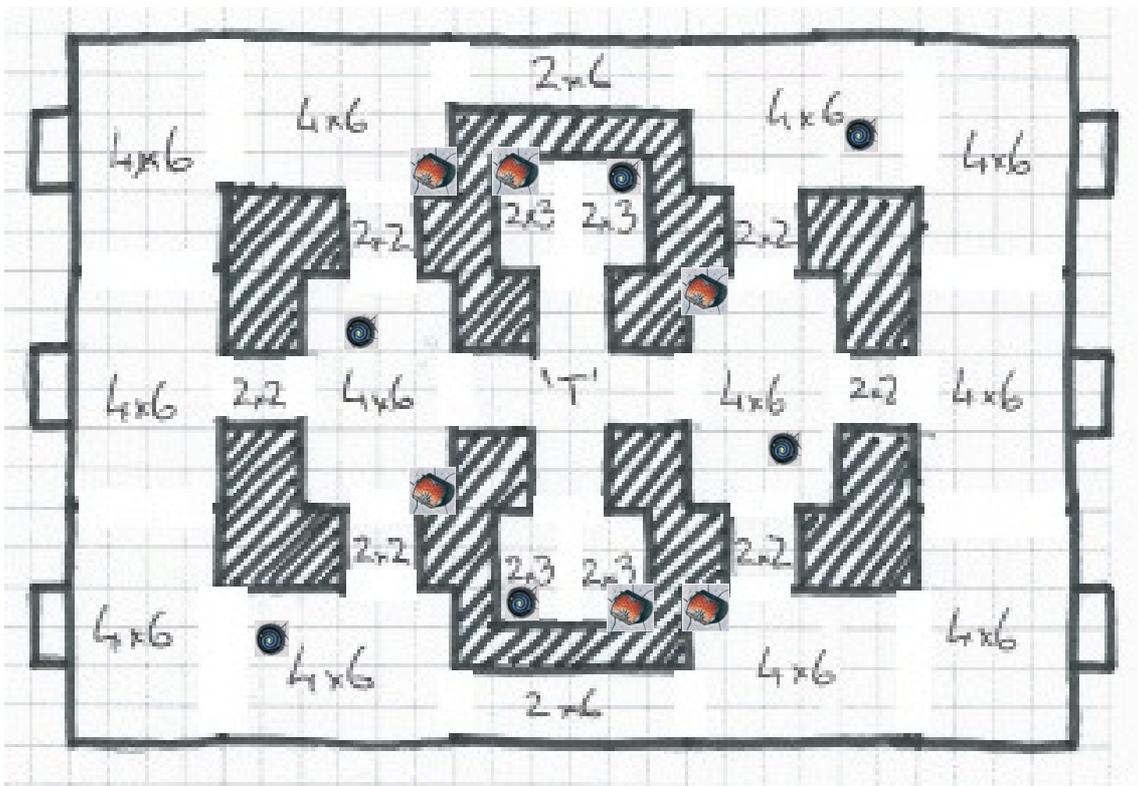
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## Round 2 – The Catacombs

*This Dungeon has nothing special of note, and is used on the off-season by the Collage of Light team the Doom Forgers as a training camp.*

This Dungeon contains only Chests and Teleporters. Black Space marked on the maps are walls.





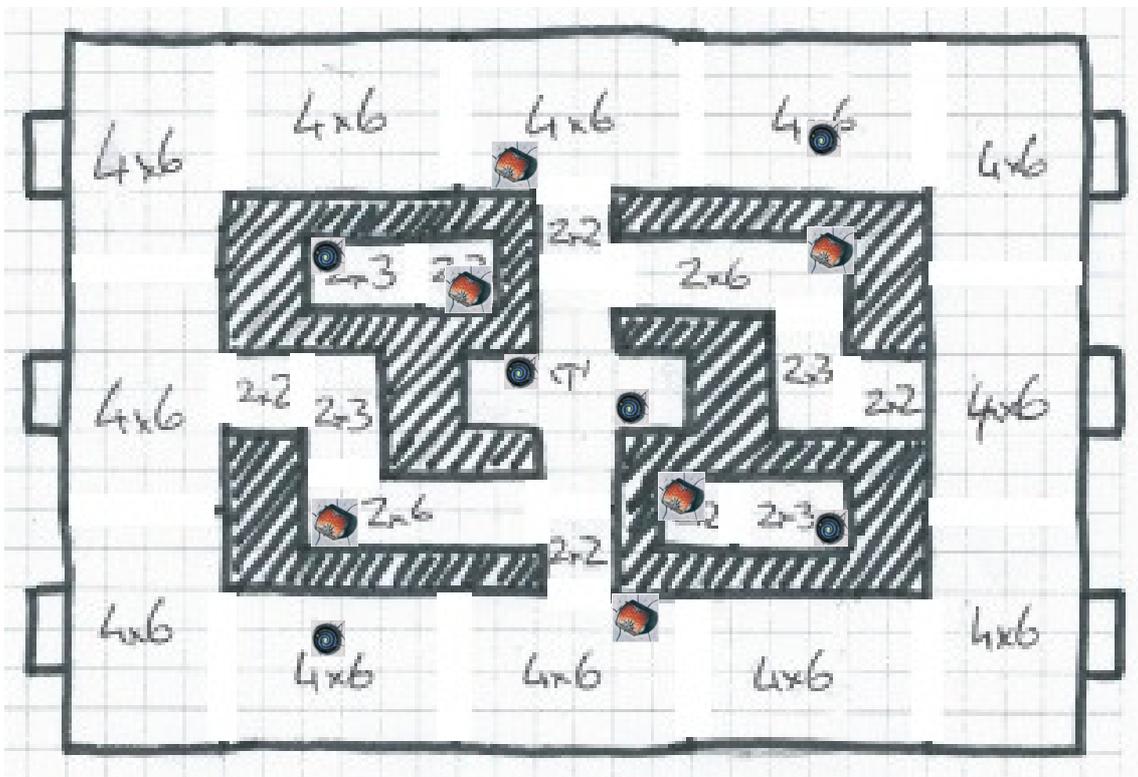
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### Round 3 – Wormholes

*This dungeon is characterised by wide outer corridors crafted by the finest dwarven stonemasons, and narrow rough cut tunnels bored out by massive stone burrowers. Two rooms in this dungeon are only accessible by magic, and you can be sure the dwarves have hidden some loot in those rooms!*

This Dungeon contains only Chests and Teleporters. Black Space marked on the maps are walls.



Having Fun?

Well practice time is over!

**FROM HERE ON THE DUNGEONS GET DEADLY!**

# BRAWL

## DUNGEONBOWL 2013 v1.0

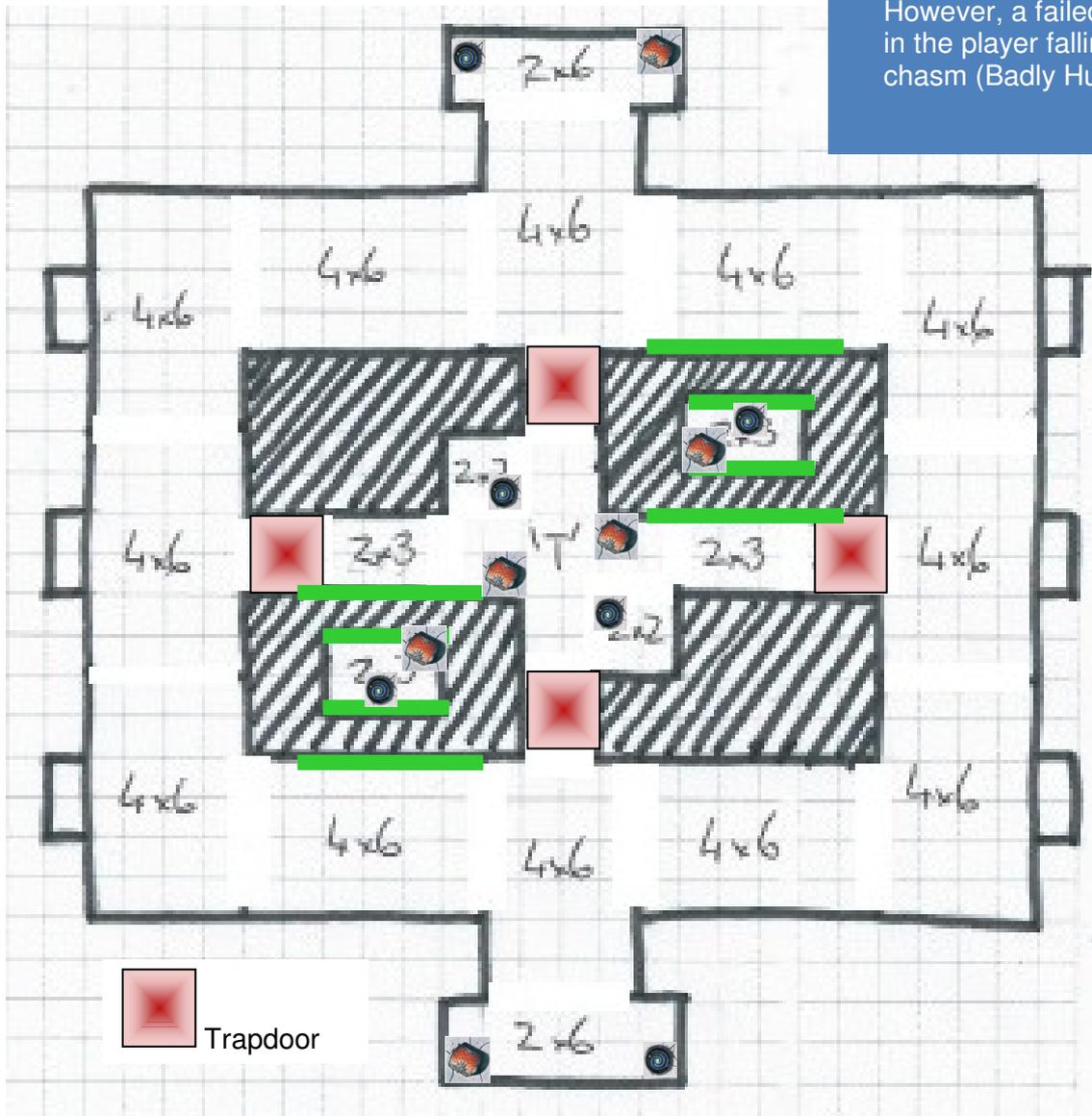
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### Round 4 – Castle of Aaauuggghhh

*As described on the deathbed of Joseph of Aramathia, he who is valiant and a drinker of pure spirits may find the holy grail of Dungeonbowl pitches under the Castle of Aaauuggghhh, near Cornwall in the lands of Bretonnia. This devious dungeon contains two floating platforms over seemingly bottomless pits and plenty of amusing pit traps.*

The entire centre section of the dungeon is built over a massive hole, and there are no hand rails! Being pushed into the black space tosses the player into a seemingly bottomless pit, and they are removed from play (Badly Hurt). In addition, Trap doors cover the 2x2 entrances to the narrow corridors leading to the centre of the dungeon. Once these are tripped (remove the 2x2 dungeon section or cover it over), the only way in will be by teleporting, or leaping.

Players with the Leap skill may attempt to jump on to the platforms from the areas marked with green lines. However, a failed Leap will result in the player falling into the chasm (Badly Hurt)





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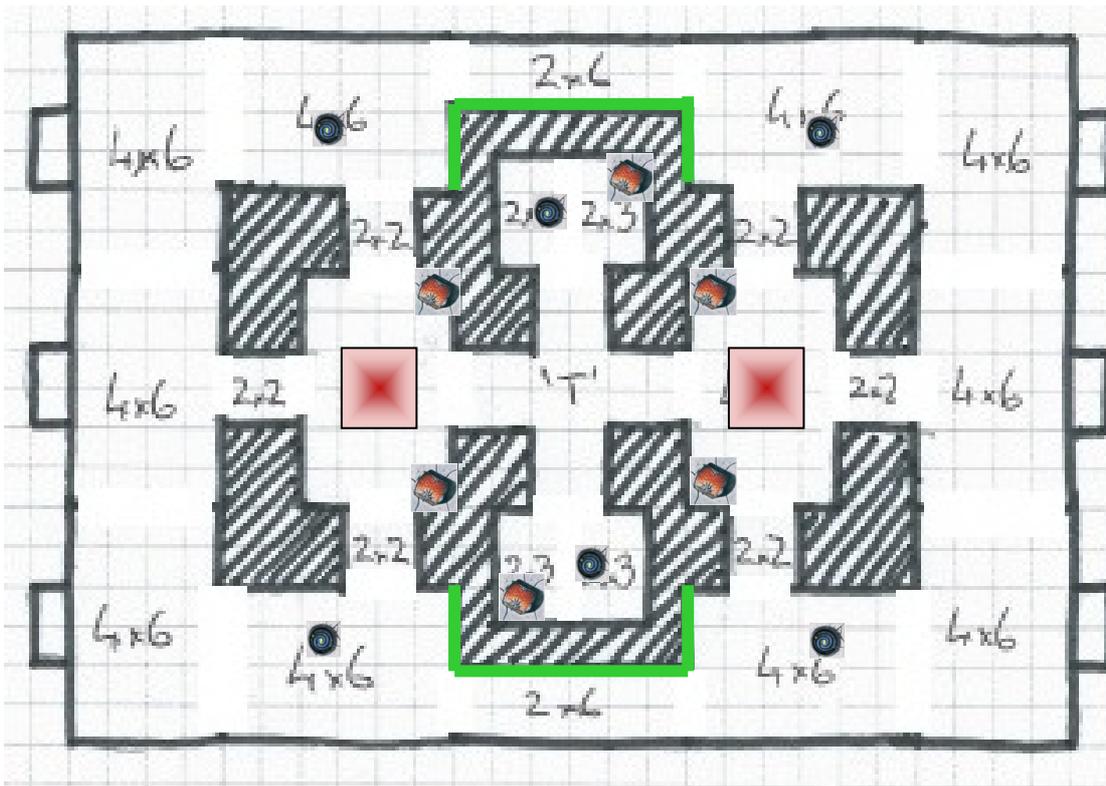
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### Round 5 – Dukes of Hashut

*Located atop an active volcano deep in the Ash Ridge mountains, this Chaos Dwarf sponsored “dungeon” is bound to appeal to the pyromaniacs of the Blood Bowl world, bridges and platforms cross over a sea of lava promising a red hot game. Of course, you could always stick to the edges, but you’d never get the ball then.*

The Black Space represents lava pits, and are not surrounded by walls or handrails. Being pushed into the black space tosses the player into a pit of lava, and they are removed from play (Badly Hurt). Trap doors (2x2) opening to the pit of lava below are located in the middle of two 4x6 rooms over the lava. Players with the Leap skill may attempt to jump on to the platforms from the areas marked with green lines at a -1 penalty (due to updrafts and the occasional lava plume). A failed Leap will result in the player falling into the lava. (Badly Hurt).

Due to the constant thermal updrafts and open spaces, long passes may be attempted in this dungeon.





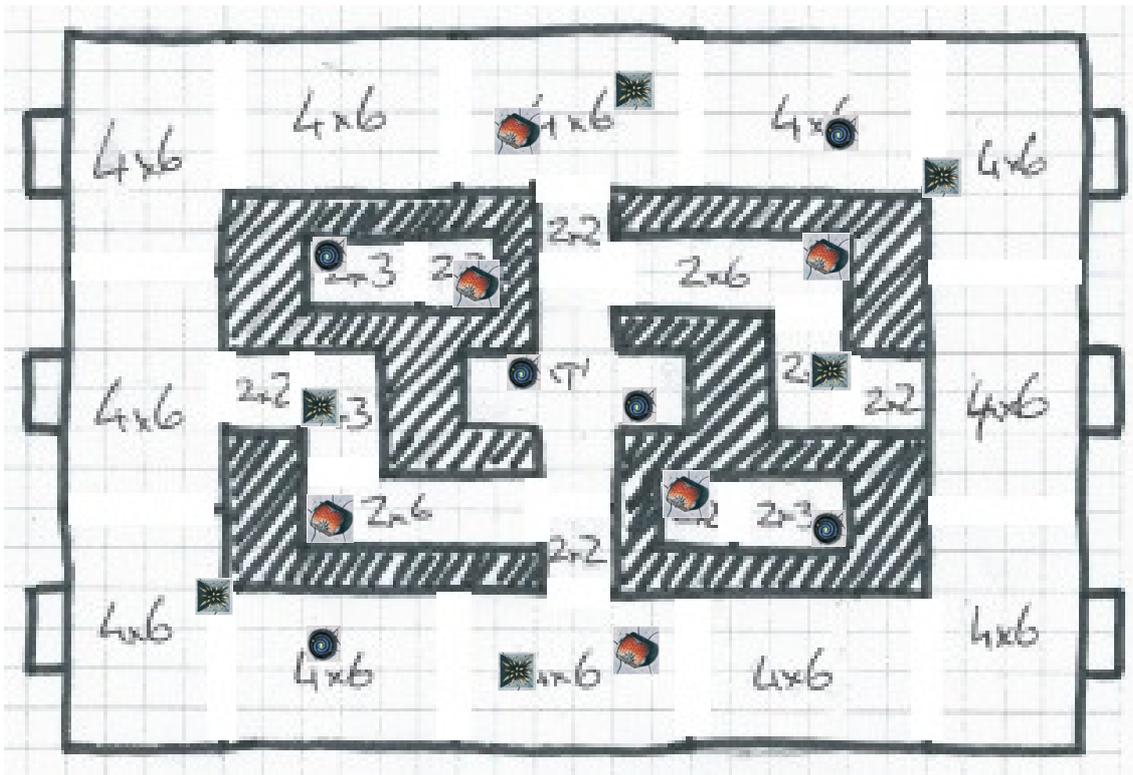
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## Round 6 – Bloody Wormholes

Welcome BRAWL fans to round six of the Dungeonbowl season! Has your patience really been pushed 'over the edge'? Well this round sees us back at Wormholes. However, this time the Dwarves have added spiked pit traps! Who said Dwarves were nice?

Black Space marked on the maps are walls. Otherwise this dungeon is the same as round 3, with spikes! Note these are open pits, they are not covered with trap doors.



Spiked Pit Trap



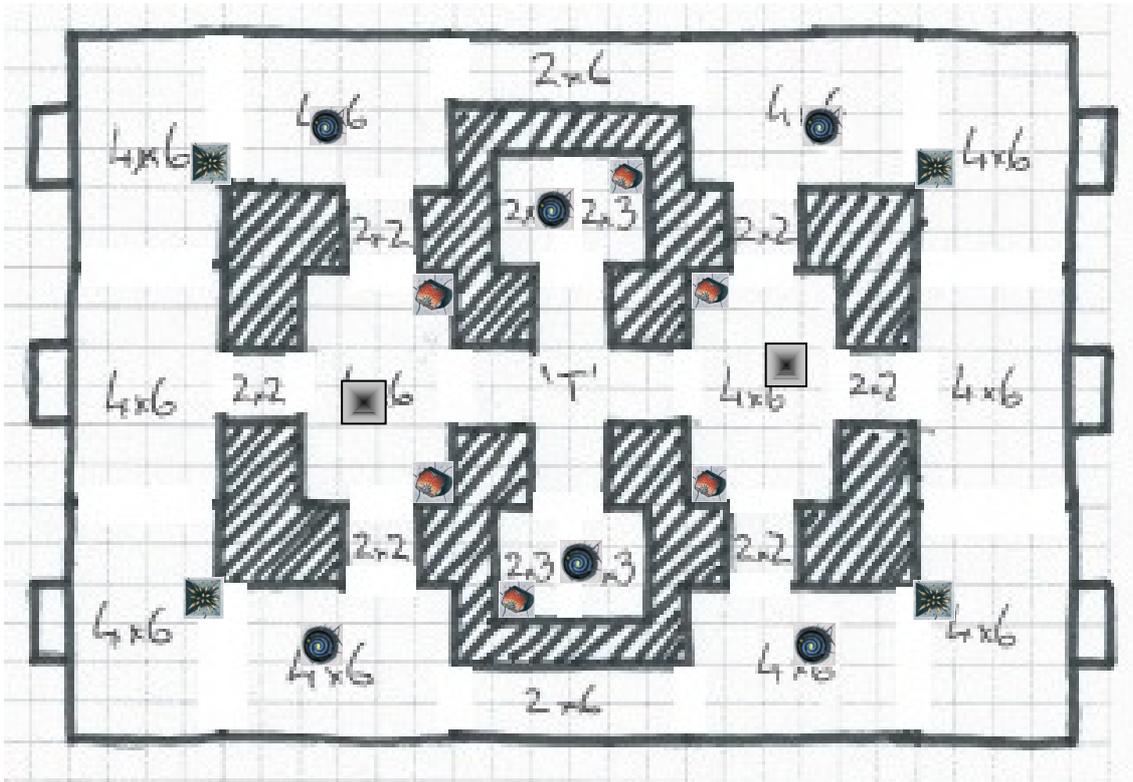
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## QUARTER FINAL – Challenge Stadium

*It's the seventh round and we all know what that means... Challenge round! What?? Someone changed the challenge round? It's the quarter final play-off's?! Well, go shove the opposing players in a pit trap, or their heads into a nice solid granite wall anyway!*

Black Space marked on the maps are walls. Traps are marked on the map.



Spiked Pit Trap



Open Pit Trap



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## SEMI FINAL – Hogwurts

*If the Colleges of Magic get to run the whole affair, then they should surely have their own dungeon right? The semi-final round is sponsored by the Collage of Grey Order. These Shadowy mages of Illusion have created a dungeon where nothing is as it's seems and... didn't I run down this corridor a minute ago?*

At the start of each player turn Roll 1D6. On a 1 nothing happens, on a 2-5 rotate the centre room 90 degrees to the left, on a 6 rotate the room 180 degrees! This is really going to mess with your game plan but it might also give you some "free" movement if you get lucky. It might also mean your preferred exit out of the room inconveniently disappears for a turn.

Black Space marked on the maps are walls.





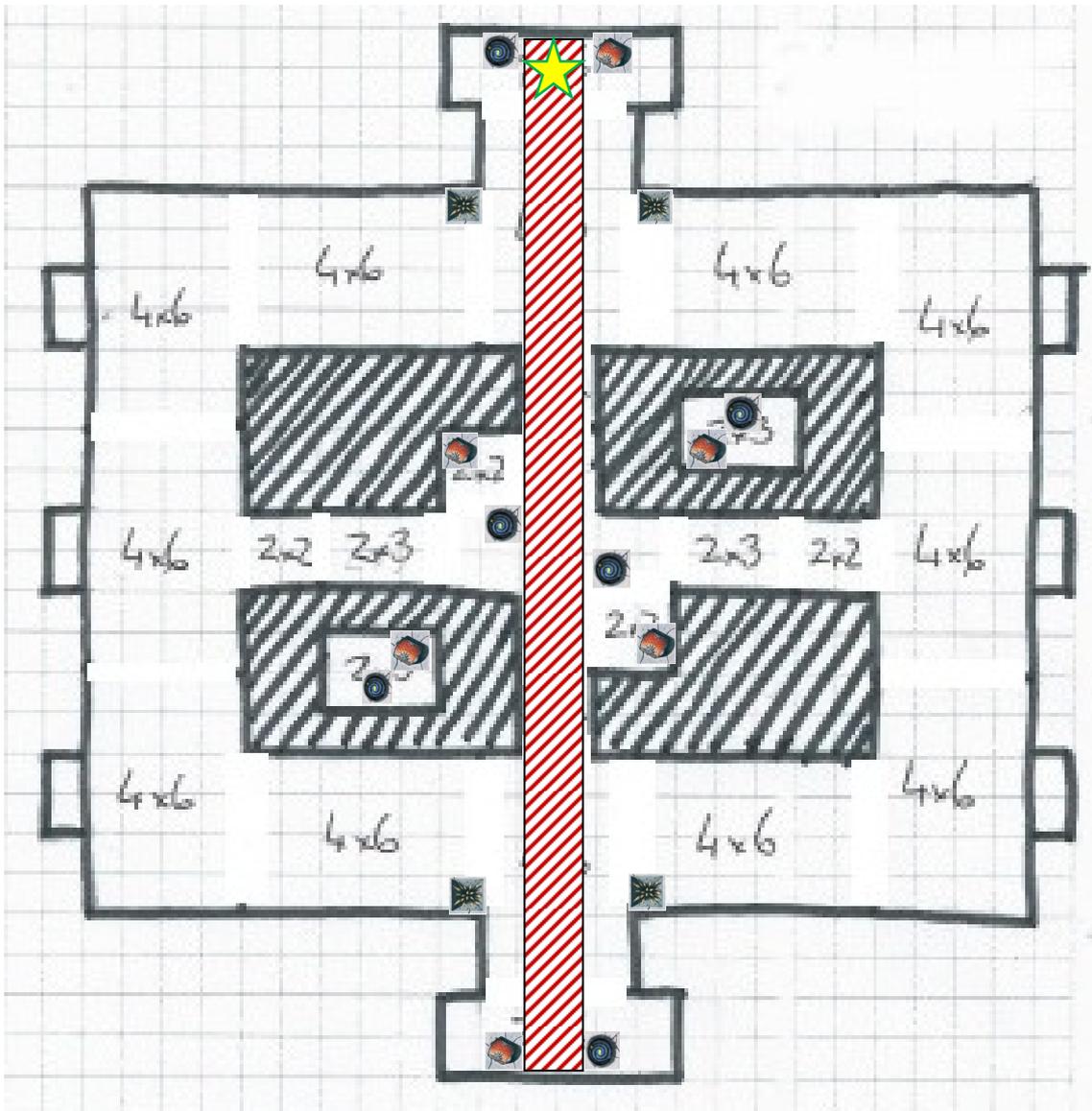
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## FINALS – The Temple of Doom

*Located in the Jungles of Lustria this temple to Nuffle comes with its own, deity sized ball... don't trip when you go for it, your career may end up flat!*

A massive 4x4 stone ball propelled by magic rolls erratically across the centre of the dungeon. The Stone ball starts at the north end of the corridor (star). At the start of each player turn move the ball 2D6 squares along the centre north/south corridor (red hashed area). If the ball touched the end of the corridor it instantly changes direction and begins moving the other way. If a player is touched by the stone ball, they are removed from play (Badly Hurt). Black Space marked on the maps are walls.



Spiked Pit Trap