
Bridge Bowl

A Blood Bowl Variant

If you venture deep into the southern end of the Worlds Edge Mountains, past the Dwarven hold of Karak Azul you will find yourself in a range of volcanoes. Those few brave souls that venture further in will find a most remarkable sight. Deep within an ancient abandoned Dwarven hold lies a bridge over flowing lava. You might be forgiven for thinking that adventurers would use this bridge to escape orcish hordes, or terror inducing demons and fiends but no... This bridge is used for something much more dangerous...
BLOOD BOWL!

THE AIM OF THE GAME

To either wipe out your opponent or score a touchdown! Each team has a ball and must attempt to get it to the opponent's endzone. The game continues until either a touchdown has been scored or one team has been wiped out.

THE PITCH

The bridge is clearly marked along with six pillars to which players often (attempt to) leap (pillar leaping is explained later). Players may NOT step into the lava on purpose, though they can be pushed or fall into it (see later on for rules on falling into the lava). At either end of the bridge is an endzone (marked whiter).

SETTING UP

Each coach sets up seven players in their own endzone and gives a ball to a chosen player on their team. Flip a coin to see who goes first and play the game.

PILLAR LEAPING

Once a turn you may choose a player to "pillar leap" from either the bridge to a pillar, pillar to pillar, or pillar to bridge, NOT bridge to bridge. This leap is worked out as you would for a normal leap. However if the leap is failed, roll a d6: on a roll of a 1-2, the player falls into the lava (see falling into the lava), on a roll of 3+ the player lands prone on the square he was leaping to and must make an armour roll. Please note however, pillar leaping counts as a Leap action and cannot be combined with the Leap skill to leap twice in one move. You can however use the Leap skill to re-roll a failed pillar leap.

PUSHBACKS

You may only push a player into the lava on a block if there are no valid unoccupied squares to push him into. Bridge Bowl players are very aware of their surroundings and will fling themselves to any free spot they can, rather than fall into the lava. The tiles directly behind the endzones are considered blocked off and players cannot be pushed into them.

FALLING INTO THE LAVA

Surprisingly, falling into the lava does not mean instant death. The players are all equipped with the infamous Dwarven armoured Hanse Bestos' fire proof armour, protecting them from the worst of the heat... allegedly. A player that falls into the lava must make a roll on the injury table applying results as usual, though any players stunned by the fall must be placed in the

dugout.

SUBSTITUTIONS

If you have less than 7 players on the pitch during your turn, you may bring one player from the Reserves box and place them in your endzone. This counts as the player's action for the turn and he cannot do anything else. You may never have more than 7 players on the pitch at any one time.

KO'D PLAYERS

You may move one KO'd player to the reserves box at the start of your turn, you may NOT then use this player as substitute, you will have to wait till next turn to bring him onto the pitch (assuming you can).

GREAT BALLS OF FIRE!

(aka, when balls fall into the lava)

If a ball is dropped into the lava, it is destroyed and a replacement ball is placed on an empty square in the endzone of the team that dropped the ball. If there are no free squares then the ball is placed on a random tile next to one of the endzone tiles.

RE-ROLLS

Because there is no halftime in Bridge Bowl re-rolls, once used, may never be restored.

KICKOFFS, FANS AND THE WEATHER

Played underground, the weather has no effect on Bridge Bowl - do not roll for any weather effects at

the start of the match. Since there is no kickoff, do not roll on the kickoff table at the start of the game. In addition, since the crowds that turn up to watch Bridge Bowl are generally that bit smarter than the players, they tend to keep well back from the pitch and fiery lava. Fans will never have an effect on a Bridge Bowl game unless you want to specially design house rules for them.

TEAMS THAT CAN PLAY

Only the following teams can play Bridge Bowl: Chaos, Chaos Dwarf, Dwarf, Goblin, Human, Norse, Orc, Skaven and Undead. Elven teams are notorious for refusing to play underground on bridges surrounded by molten lava where the agility and speed of these teams is all but nullified. Halflings are just as bad, also refusing to play unless they come equipped with rings of invisibility. Amazon and Lizardmen are just to darn far away to even know about Bridge Bowl, let alone travel the seas just to play it.

HOUSE RULES FOR BRIDGE BOWL

There are many ways to modify the Bridge Bowl game. Some examples include increasing the likelihood of a fatal fall into the lava by changing the injury roll to a casualty roll

One note however, be wary of allowing Elves teams to play Bridge Bowl, the high movement, agility and access to agility skills can unbalance the game, especially with Wood Elf teams including a War Dancer.

