

Deathbowl

Death Bowl is played on a specially designed pitch ([see below](#)) with four teams. The teams line up on or behind the four heavy black lines, in their own randomly determined side. They must have at least three players on the line. **There is no kick-off, but the ball is placed in one of the four centre squares, randomly chosen (D4).** The last line of squares in each side-section is the End Zone.

The game is carried out following the normal bloodbowl rules except for the following:

Assisting a Block

Once a coach declares a block, and only after he has declared it, any opposing players may declare an assist, for either side. Consistency of choice is not required.

Other Assisting and Modifiers

The above is valid also for every other assistance and modifier in the game so to say throwing, catching, intercepting and so on.

Compulsory modifiers (such as Foul Appearance) are always used).

Scoring

There are two different options to get to victory that must be chosen before the game.

1. First team to score a touchdown wins.
2. 12 straight turns per team are played
 - a. Scoring in ANY End Zone is worth 1 point
 - b. Scoring in the End Zone opposite to one's own is worth 2 points

Gate

In order to work out how many fans attend the match add the fan factors of all four teams taking part together , and the roll a number of dice equal to the total. Add the scores of the dice together, and then multiply the score by 1000 - the result is the number of fans that attend the match.

Healing

No Apothecaries are allowed in the Death Bowl.

Wizards

Wizards, including Halfling Master Chefs and Dwarven Alchemists, are allowed.

Referees

There are no referees in the world crazy enough to come onto the pitch in a Death Bowl. No penalties are ever called, except Illegal Procedures.

Winning

The winning team gets a 50,000gp bonus to their normal receipts.

Follow the [Post-Game Sequence](#) as outlined for league play. Teams may receive bonuses to their Treasury roll based on Gate. No team gets any bonus MVPs for handicaps. All teams receive a +1 Fan Factor, no rolling is required.

A 20x20 grid with a central 10x10 green square, surrounded by a 10x10 gray square, and a 10x10 red square at the bottom. The grid is composed of 400 cells. The central 10x10 area is green. The surrounding 10x10 area is gray. The bottom 10x10 area is red. The top 10x10 area is white. The grid is symmetric about the horizontal center line. The grid is composed of 400 cells. The central 10x10 area is green. The surrounding 10x10 area is gray. The bottom 10x10 area is red. The top 10x10 area is white. The grid is symmetric about the horizontal center line.

