

BrawlBall



A game about sport.

And combat.

But more about sport.

Just a little bit combat.

Really.

Content

Introduction	2
Game Components	2
Preparation	2
Reading The Tokens	5
Player Attributes	5
Setup	6
Kickoff	7
Game Start	7
Difficulty Check	8
Turnover	8
Move	8
Bash	9
Stunned	10
K.O.	11
Recover	12
Blitz	12
Pass	13
Catch	13
Intercept	14
Handover	14
Foul	15
Scatter	16
Half Time	16
Scoring	16

Introduction

In the grim past of the 2nd millenium there is only ...
Sports?

Yes, you're right.

There is sport similar enough to sport of our days yet savage enough for those days past.

They call it „BrawlBall“.

In „BrawlBall“ two teams face each other trying to get a piece of leather into the opposing team's end zone while trying to deny the opposing team the achievement of this very goal.

Game components

- 1 Board (provided)
- 7 race tokens as well as 40 player tokens per colour (provided)
- 10 tokens „stunned“ (provided)
- 1 token „ball“ (provided)
- 1 scatter template (provided)
- 12 six sided dice (not provided, required)
- 1 eight sided die (not provided, optional)

Preparation

At first, both players agree upon who plays which colour (red or blue) and then pick all tokens of the according colour.

Note: From this moment on, players (the two humans playing this game) will be referred to as „trainers“, since „players“ are the fellows on the field!

By placing the according token in front of him, each trainer selects the race of his team by choosing between the 7 available races:



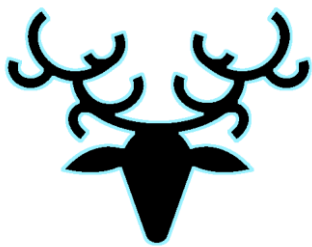
Humans

Humans are the average race. They don't have any weaknesses, but do not excel at anything either.



Avians

Fragile but fast, the Avians rely on their superior speed to outrun the opposing team.



Elves

With sharp eyes, elves rely on their skill to pass the ball from one end of the field to the other.



Goblins

Lacking the skill to handle the ball, Goblins rather go for an aggressive running game.



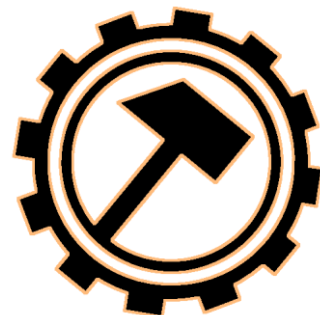
Devils

While moving slow, Devils are quite skilled ball handlers and able to take a few punches, too.



Orcs

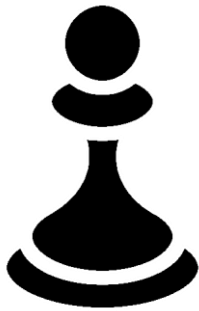
Being rather clumsy, what they lack in skill, the Orcs make up for with brute force.



Dwarves

Small and sturdy, the Dwarves lack speed. With no opponents standing, though, speed does not matter anymore.

After selecting a race, each trainer sets up his team. A team consists of 10 players, including up to 5 specialists and any number of linemen (any player that is not a lineman is considered a specialist).



Lineman

The lineman is the average player, not skilled at anything but not lacking any skill either.



Basher

Bashers wear heavy armour, so they can survive combat with other players.



Runner

Runners are fast players and get employed whenever it is necessary to get into certain positions quickly.



Ballhandlers

Those skilled players know how to grasp a ball and how to hurl it forwards to a teammate.

Reading the tokens

Each token has got three numbers on top of a symbol on it. Those symbols represent the attributes of a player. From left to right they are:



Force

The physical strength of a player. Force is used when players combat each other.



Accuracy

The accuracy determines the player's skill to handle the ball.



Speed

The player's ability to across the field.

Players' Attributes

To determine the value of a player's attribute, simply add the player's number in question to the according number on the race token.

Example:



Here we can see a Dwarven Ballhandler. The values of his attributes are:

$$\text{Force: } 3+0 = 3$$

$$\text{Accuracy: } 2+2 = 4$$

$$\text{Speed: } 1+1 = 2$$

The higher an attribute, the better the player can perform.

Setup

First, trainers agree upon which team starts on which half. (It doesn't matter, actually. Either half is equally fine and there are no hidden traps.)

Then trainers determine via the toss of a coin, whose team will be the defender.

The defender places his team first obeying the following rules:

At least 3 players have to be placed at the centre line. If only 1 or 2 players can be placed, both of them have to be placed at the centre line.

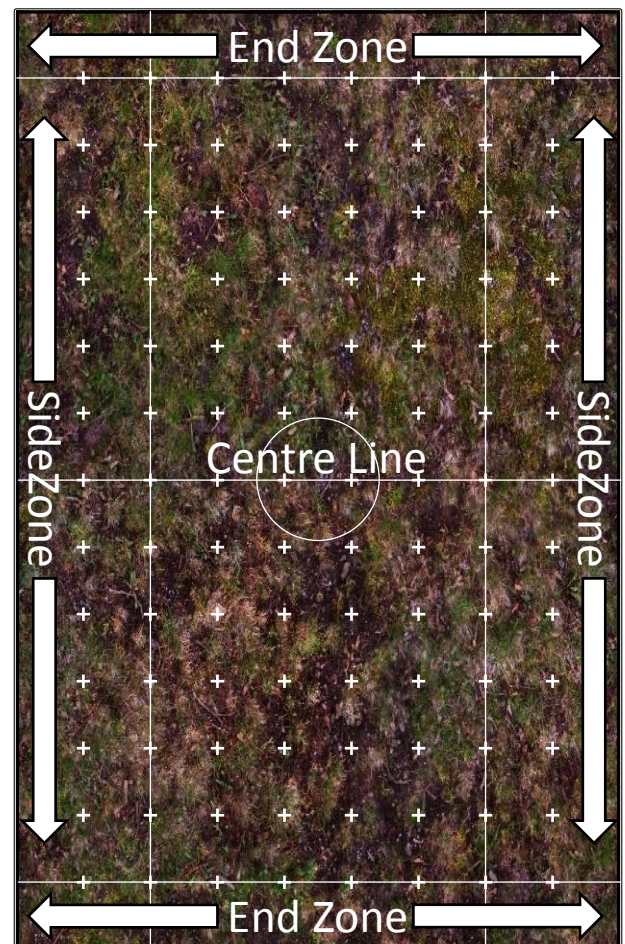
No more than 1 player may stand inside each of the side zones.

No player may stand in the end zone.

When the defending trainer has placed his 7th player and is satisfied with his setup, the attacking trainer places his pick of 7 players according to the same rules.

Each trainer places his remaining 3 players next to the field. This is his „replacement bank“.

When the attacking trainer is finished, the defending trainer begins the match by performing a „kickoff“.



At the start of a match each player is supposed to stand on his feet.

As long as a player is standing, the 8 squares surrounding him are called his *tackle zone*. Opposing players standing in or moving through tackle zones usually get disadvantages in one way or another.

Kickoff

One player of the defending team kicks the ball from his half of the field into the opposing half.

To do so, the trainer of the defending team places the ball on any field in the opponent's half. Now the trainer of the attacking team places the scatter template and the defending team's trainer rolls a D6 OR – if available – the D8 three times to determine the position where the ball actually comes down. (See *Scatter* below.)

If after the third die roll (and only then) the ball lands on an attacking player, that player may try to catch the ball.

If at any point during those three die rolls the ball ends up outside the field or in the attacking team's end zone or in the defending team's half, the attacking team's trainer may place the ball on any one of his players.

Game Start

The attacking trainer starts the game by placing one of the six sided dice next to the board with the 1-face up, indicating he is starting his first turn.

Note: The defending trainer does so likewise with his own die on his turn. On consecutive turns, trainers turn that die to raise the face by one. Those dice are called „turn marker“.

On his turn, a trainer must announce for each player which action he is going to perform.

Each player may perform one of the following standard actions:

- Move
- Bash

Instead of performing a standard action, a player may perform one of the following special actions:

- Blitz
- Pass (Catch, Intercept)
- Hand over
- Foul

The special actions may be performed each turn, but only by one player each.

Difficulty Check

Some actions require a player to perform a difficulty check.

The base difficulty for everything is

4

Some checks involve difficulty modifiers raising or lowering this difficulty, giving the trainer a final difficulty as a result.

Versus this result the trainer rolls a number of dice equal to the player's required attribute.

Each die rolled showing a result equal to the final difficulty or more counts as a success. The number of successes rolled determines the quality of the difficulty check's outcome.

If a trainer does not even roll one single success, the roll is botched and additionally to a turnover something bad happens.

Refer to the following pages for details.

If modifiers would alter the result beyond 6, the task becomes impossible to fulfill per default.

Turnover

Whenever a player botched a diceroll, a turnover happens.

Even though he might not have acted with each player, the turn for the trainer is over and the opposing trainer may act.

Move

A player may move horizontally, vertically or diagonally a number of squares equal to his movement value. If the player leaves a tackle zone, the trainer makes a difficulty check versus the player's speed attribute. Count the number of tacklezones (NOTs), the player moves into. This number might be 0, if the player moves into a square not inside an opposing player's tackle zone. If the trainer rolls more successes than there are NOTs, the player moves on normally. If the trainer rolls less successes, but still at least one, the player moves 1 more square and ends his move. If the trainer botches the dieroll, the player becomes *stunned* and a *turnover* takes place.

Bash

Additionally to regular movement a player may dash once trying to advance one or more squares. To do so, the trainer performs a difficulty check versus the player's speed. For each success rolled, the player may advance 1 more square. Even when dashing, the trainer has to check whether the player may leave tackle zones.

If the trainer botches the dice roll, the player trips in the square he is currently standing in and becomes *stunned*.

If the player moves at any time into a square with the ball lying in, he must try to pick up the ball. The trainer performs a difficulty check versus the player's accuracy. At least one success is needed to pick up the ball, more successes do not give any benefits. Just place the ball on top of the player token.

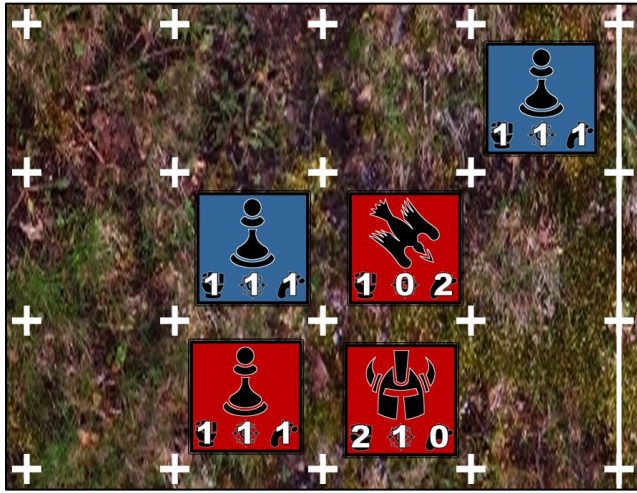
If the trainer botches the dice roll, the player fumbles, the ball *scatters* once and a turnover takes place.

Players may bash other players around. To do so, a player needs to stand in a square next to the player he intends to bash. The trainer performs a difficulty check versus the attacking player's force attribute and adds 1 die for each player of the own team also standing in a square next to the attacked player while not standing in a tackle zone of an opposing player that is not the attacked player. For each player of an opposing team standing in a square next to the attacking player while not standing in a tacklezone of a player from the attacker's team, the trainer removes 1 die.

If this reduces the number of available dice to 0, the attacking player may still attack with 1 die, but the base difficulty for the attack is raised to 5.

If the number of available dice would be reduced below 0, the attacking player may still attack with 1 die, but the base difficulty for the attack is raised to 6.

Example:



The red basher wants to bash the lineman in front of him. The red lineman adds 1 more die, since he is not in the tacklezone of another opposing player. The red runner does not, since he is inside the tacklezone of another blue lineman.

Now let's assume, the blue lineman in the centre wanted to attack the red runner. The lineman in the upper right would add 1 die to the dicepool, since he does not stand in a tacklezone of another red player. The red basher as well as the lineman reduce the dicepool by one die each, since neither of them stands in the tacklezone of another blue player.

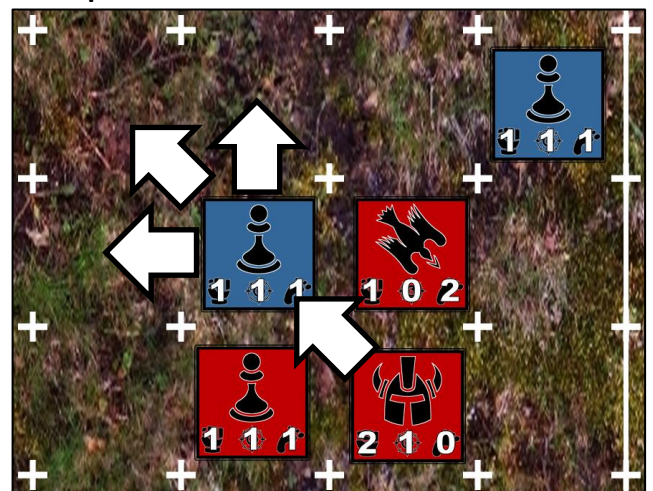
If the trainer botches the dice roll or rolls 1 success only, the attacking player trips in the square he is standing in, becomes *stunned* and a turnover takes place.

If the trainer rolls any number of successes between 2 and the value of the attacked player's force, the attacked player gets pushed back.

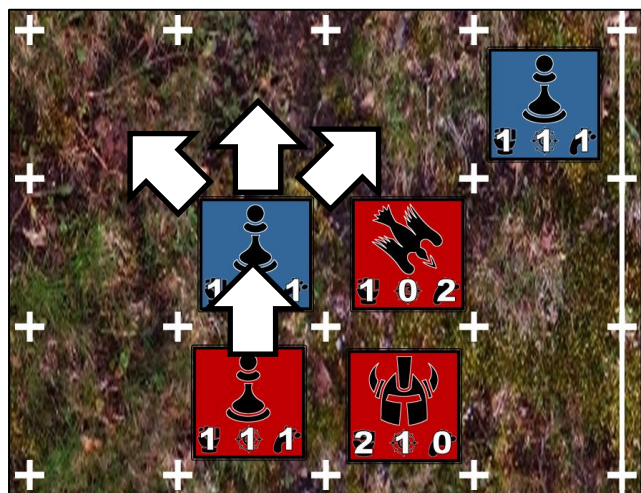
Pushing a player back the trainer moves the attacked player in one of the three squares opposing the attacking player. The attacking player may follow up and enter for free the square the attacked player previously has been in.

See the following graphics for examples. The arrows show the movement options during a push back.

Example 1: Red basher attacks



Example 2: Red lineman attacks



A player may only be pushed back into an empty square. If all three selectable squares are blocked by other players, one of those players becomes pushed back according to the rules as if the attacked player just attacked the player standing in the way. Then the attacked player is moved into the empty square and the attacking player may follow up.

Note: If the attacked player's force equals 1 and the trainer of the attacking player rolls only 1 success, it still counts as a botch! If the attacked player's force value equals 2, a result of 2 successes also is a push back.

If the trainer rolls a number of successes that is larger than the attacked player's force value, the attacked player is pushed back and becomes *stunned*.

If the trainer rolls a number of successes equal to or larger than twice the attacked player's force value, the attacked player is k.o.

Stunned

Place a *stunned* token on the player to show this condition.

A *stunned* player loses his tackle zones and may not act until he *recovers*.

K.O.

A player going k.o. gets removed from the game entirely. He will not return to the field for this match. However, after another player scores or after the half time is over, a ko'ed player may be replaced.

Recover

Recovering is part of an action and does not need to be announced. If a player is *stunned*, he may recover. To do so, the trainer first removes the *stunned* token. Then he performs a move, blitz or pass action with the player but treats the player as if he already had moved half his movement allowance (rounded up).

Blitz

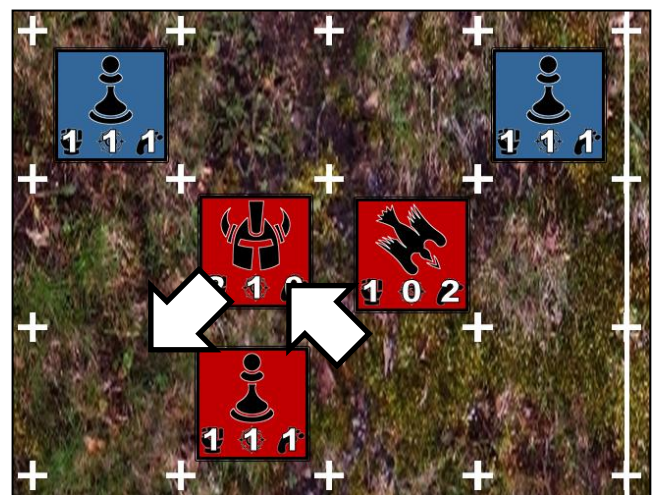
A Blitz is a combination of a movement action and a bash action. The blitzing player's movement is reduced by 1. In turn during any time of the movement action the player may bash an opposing player according to the rules above. If there is movement left afterwards, the player may continue moving.

Example:

The red basher moved in with a blitz and blocks the blue lineman.



He pushed the lineman back and followed up for free. Now he continues his movement.



He moves out of an opposing tackle zone, so: yes, he has to check, whether he actually succeeds in moving on.

Pass

Similar to a blitz, a pass is a combined action: At any time during his movement action, a player may try to pass the ball to another player.

To do so, once the player stopped moving to throw the ball, the trainer announces the target intended to catch the ball.

Then he counts the shortest path of squares the ball would move horizontally and / or vertically.

Then the trainer performs a difficulty check versus the throwing player's accuracy.

If the throwing player does not stand in any opposing's player tackle zone, the trainer gets a difficulty modifier of -1.

For each opposing player's tackle zone the throwing player stands in, the trainer receives a difficulty modifier of +1.

If the thrower fumbles, the ball *scatters* once from where he is standing and he causes a *turnover*.

If the trainer rolls at least 1 success, for each success the ball moves 2 squares horizontally or vertically towards the player intended to catch the ball.

Catch

As soon as the ball arrives at the square the player intended to catch is standing in, that player may try to catch the ball.

The trainer performs a difficulty check versus the catching player's accuracy.

For each square the ball could still have moved, the trainer receives a difficulty modifier of -1.

For each opposing player's tacklezone the catcher stands in, the trainer receives a difficulty modifier of +1.

Only 1 success is needed to catch the ball. Any more successes do not give extra benefits.

If the trainer botches the dice roll, the ball *scatters* from the square the catcher is in and causes a *turnover*.

If the ball does not arrive at the intended player, it *scatters* from the field it ends its movement.

This might cause the ball to end up in the hands of another player.

That player may try to catch the ball according to the rules above, but the trainer gets an additional difficulty modifier of +1.

Intercept

As long as the ball moves, it has got a tackle zone around itself. Whenever a player of the opposing team is either inside the square the ball is in or is inside the ball's tackle zone, he may try to intercept the ball.

The process is basically the same as trying to catch the ball. However, additionally to all existing modifiers, a trainer receives an additional difficulty modifier of +1. For each full 2 squares the ball has already moved, the trainer of the intercepting player has to roll at least 1 success in order to intercept the ball. If the trainer does not succeed, the ball moves on.

Example:

The red lineman wants to pass the ball to the red runner. The straight line shows the direct path, the dashed line shows the actual path the ball moves.



The trainer needs at least 3 successes to have his runner catch the ball, since the ball moves 6 squares. However, the difficulty level is 3, since the thrower does not stand in any tackle zone.

The blue lineman could intercept. He would need 1 success on a difficulty level of 6: 4 base difficulty +1 for trying, +1 for 1 tacklezone.

Handover

A handover is similar to a pass. It lacks, however, the throwing part:

At any time during his movement, a player may hand over the ball to another player. To do so, the player handing the ball over has to be in a square inside the tackle zone of his teammate he intends to hand the ball to.

Due to the close range, a ball handed over can never be intercepted.

The trainer performs a difficulty check versus the receiving player's accuracy. The receiving player basically *catches* the ball, so he follows the same rules as described above under „catch“. Due to the close range, the trainer of the receiving player gets a difficulty modifier of -1 additionally to all other modifiers that could apply.

Only 1 success is needed for the receiving player to catch the ball and further successes do not grant any more bonus.

If the trainer botches the dice roll, though, the ball *scatters* from the square the receiving player is in and causes a *turnover*.

Foul

Basically, a *foul* is a different kind of a *blitz* requiring a *stunned* player as target: The fouling player may move first and then attacks the targeted player with players of the fouling player's team standing next to the targeted player while not standing in an opposing player's tackle zone add 1 dice to the pool each.

The main difference, however, is, the already *stunned* player does not get *pushed back* any further. A result of pushed back gets ignored. If the accumulated successes lead to the targeted player being *stunned* again (or even k.o.), the player is k.o. and removed from the game.

If the trainer botches the attack roll, the fouling player is sent off the field by the ref and thus removed from the game.

Also, after fouling, the trainer rolls 1 six sided die, adding 1 to the result for each player that contributed a die to the attack roll.

If the final result is 6 or more, the fouling player is sent off the field by the ref and thus removed from the game.

Scatter

Some occurrences cause the ball to *scatter*. The trainer whose turn it is places the scatter template next to the board and either rolls an eight sided die (if available) or a regular six sided die and compares the result to the according number on the table.

The star in the centre of the scatter template represents the square from where the ball scatters away, the square on the template showing the number rolled shows the square the ball scatters into.

The trainer moves the ball into the according square on the field.

Half Time

Once the defending trainer's turn marker shows the 6-face, the final turn of a half begins. The trainer of the team performs actions with his players either until each player has performed an action or until a turnover is caused.

When this happens for the first time, the first half of the match is played and the second half begins.

Stunned players wake up and trainers may replace losses with players from the replacement bench.

Players are positioned as described under Setup but trainers switch positions now: The trainer's team that attacked during the first half is now the defending team and vice versa.

Scoring

As soon as a player carrying the ball enters the opposing team's end zone, the ball carrier's team scores a point and immediately causes a turnover.

Additionally each trainer may replace losses with players from the replacement bench. *Stunned* players wake up automatically, ready to play. Also, the teams' roles are switched: The team that just attacked now becomes the defending team and vice versa. The trainer having scored more points at the end of the second half wins the match.

Credits:

Cover Art:

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Credits go out as well to all those gals and guys creating games for the love of it and releasing them for free. You folks are an incredible source of inspiration!

CatZeyeS



Entertainment

CatZeyeS Entertainment

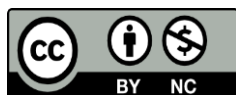
Kai Bettzieche

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