

BLOOD BOWL

Vendetta

Just when you thought Blood Bowl couldn't get any more vicious.

By Robert Horton

INTRODUCTION

From time to time a competitive rivalry between two Blood Bowl teams will develop into a feud so nasty and vicious, even by Blood Bowl standards, that a vendetta is created. So great is the hatred between the two teams that neither will tolerate the continued existence of the other. On these rare occasions, the two teams agree that the only solution is to play a Blood Bowl match to the death – this is Vendetta Blood Bowl.

SET-UP

Each bloodthirsty team fields their entire roster for the match, right from the start, even if this is greater than the usual eleven allowed onto the pitch. All of the players start the match lined up in their Touchdown zone at the end of the pitch, and a coin is tossed as usual to decide which team starts.

The match is played with two spiked balls, rather than the one usual ball. The two spiked balls are both kicked in before the first turn, one each from the fans at either end of the pitch immediately behind the centre square. The kick has random direction, 2D6 distance, and will scatter and bounce as usual. If either ball leaves the pitch at any time, including the starting kick in, it is kicked back in by the fans as usual. Do not roll on the standard kick-off table at any time.

There is no turn counter used in a game of Vendetta Blood Bowl. The game continues until an entire team has been killed, leaving only the victorious team on the pitch.

STAR PLAYERS AND REFEREES

In spite of repeated offers of vast sums of money, no Star Player will ever risk their career by agreeing to play a game of Vendetta Blood Bowl. Referees are also opposed to participating in the game, and so there are no referee calls on fouling.

SPIKED BALLS

The spikes make the balls easier to catch – add a +1 modifier to all attempts to catch the ball. This does not apply to hand-offs. However, failing to catch a spiked ball is very dangerous and must be treated as if the ball has thrown a block at the receiving player with the following Strength:

Quick Pass: 2; Short Pass: 3; Long Pass: 4; Long Bomb: 5

Whether the block results in the player falling over or not, the ball then scatters from the player in the usual way. Balls may be thrown at opposing players, who may attempt to catch it. Players may only carry one ball at a time, and so a player already carrying a ball may not attempt a catch. In this instance the throw automatically counts as a block. An incomplete pass, to a team-mate or an opposing player, results in a turnover.

The spiked balls may also be used as a hand-to-hand weapon. Any player holding a spiked ball adds +1 to their strength when blocking or being blocked.

STAR PLAYER POINTS

Players earn SPPs in the usual way during a game of Vendetta Blood Bowl. However, the game is truly a learning experience for all the players involved and so they gain new skills and traits during the game. Whenever a player earns the required amount of SPPs to gain a new skill or trait, make rolls on the Star Player Roll Table and for the results of Ageing. The results of these rolls are immediate.

TOUCHDOWNS

In spite of the score having no bearing on who wins the match, there are still advantages to scoring. A Touchdown does not result in a Turnover, but the scoring player gains the usual 3 SPPs and a roll is made on the Touchdown Table to see the results of scoring. The ball is then snatched by the crowd and kicked back in from behind the scoring player. The scoring team then continue their turn.



Varag and Griff, two guys with a real vendetta.

TOUCHDOWN TABLE (2D6)

- 2 He's a Gonna!: All players that are Stunned or Prone on the pitch finally succumb to their injuries and die. Remove them from the pitch immediately.
- 3 Exploding Ball: An anti-Blood Bowl activist has hidden explosives in the ball which now explode. Make an Injury roll for the scoring player, and all players in adjacent squares are knocked down – make the usual Armour roll for each of them. A new ball is then kicked in from behind the scorer in the usual way.
- 4 Stand in Wonder: The non-scoring team are temporarily mesmerised by the skill of the scoring player. All players on the non-scoring team lose their tackle-zones for the remainder of the turn.
- 5 Cheering Fans: Each coach rolls a D6 and adds their team's fan factor and their number of cheerleaders to the score. The scoring team may also add +1 to the dice roll. Re-roll any ties. The side with the highest score is inspired by their fans cheering and gets an extra re-roll.
- 6 Strong Throw: The ball scatters a number of squares equal to the roll of three dice on the throw-in, instead of two D6.
- 7 Changing Weather: Make a new roll on the Weather table.
- 8 Moment of Glory: Whilst the scoring team bask in their moment of glory as they score a Touchdown, the opposing team use the distraction to their advantage. All players on the non-scoring team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. The scoring team then continue their turn as normal.
- 9 Brilliant Coaching: Each coach rolls a D6 and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll thanks to the brilliant training provided by the coaching staff.
- 10 Blitz!: One of the players on the scoring team is so enthused by the Touchdown that they may make a free blitz. This is a free action and does not count as that player's turn, nor as the team's usual blitz for the turn.
- 11 Throw a Rock: Each coach rolls two dice and adds their team's fan factor to the score; the high scorer's fans are the ones that threw the rock. A tie means that both teams are affected. Decide randomly which player in the other team was hit (only players on the field are eligible) and roll for the effects of the injury straight away. No Armour roll is required.
- 12 Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch. If one team has a higher Fan Factor then they may add +1 to each dice roll. If a roll is 6 or more after modification the player is Stunned.

KNOCK-OUTS, CASUALTIES, AND DEATH

Players who suffer a knock-out or casualty are not removed from the pitch (unless the casualty is death), but are left face down in their square and treated as stunned. However, a record of such instances should be kept on the team sheet for each player as a player will be killed on the third such

occurrence. In addition, Badly Hurt players lose 1AV, 1MA, or 1AG (chosen randomly) and Seriously Hurt players lose 1ST. If any stat reduction lowers one of the player's stats to nil, then the player dies.

Any player pushed into the crowd is ripped apart by the bloodthirsty fans and dies.

ABOUT THE AUTHORS

Robert Horton is a big fan of Blood Bowl.