



# Underhive Slaughterball

*A Blood Bowl flavoured Necromunda Scenario*

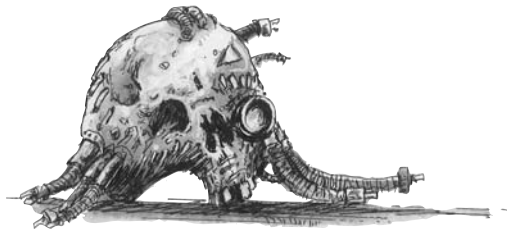
By Ben Isaacs

## WHAT YOU WILL NEED

The passing template from Blood Bowl will be of some aid. You will need one ball for every two players (the balls from Blood Bowl will be useful here), anything to represent a ball that fits on the base of a mini will work. You will need a token to mark your Leader re-roll. Some way to keep track of the number of touchdowns scored.

## TERRAIN

One ball per 2 players (or tokens representing balls) are placed in the center of the table at the start of the game, second half and after every touch down. I recommend the table be a bit smaller than your normal table, maybe 3' by 2', and keep in mind fire traps aren't really an issue.



## GANGS

This scenario is restricted to house gangs only. Outlanders are not trusted (besides they play their own games like "STOMP IT! EAT IT!" by the scavvies). Each player may only have 7 fighters on the table at a time. Fighters are not allowed to take weapons or armour. Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on and places his fighters within 8" of that table edge. His opponent then sets up within 8" of the opposite table edge.

## STARTING GAME

Both players roll a D6 and the highest scoring player takes the first turn.

## PLAYING SLAUGHTERBALL

The game will last as long as it takes for each player to have 16 turns. The objective is to get a ball into one of your opponents' set up zone (which should be permanently marked). The game is divided into two halves consisting of 8 turns for each player.

The aim of the game is to get the ball into the hands of one of your fighters and within 4" of your opponent's table edge, also called the end zone for this game (these should be permanently marked out). If you do so you have scored a touchdown.

At the end of the half and after any touchdown you take all your fighters off the board, on a 4+ players that were down are available to use, otherwise set them aside as 'knocked-out' and roll again after the next touch down (or if the first half ends).

If a fighter goes down he drops the ball and it scatters. Down fighters that manage to crawl to their own end-zone are taken off the field and a new fighter may make enter from their end-zone's table edge at the start of the next turn. The down fighter is treated as being knocked out.

The ball may be used as a weapon (this is the only time a weapon can be used). In a rumble it is basically treated as a club (Str as user +1).

**Catching** A fighter may make an initiative test to catch a ball that bounces within 1" of him or is accurately thrown to him. If the fighter fails the test the ball scatters. There is a +1 modifier for trying to catch an accurate pass.

**Dodging** You may make an initiative test to escape from a rumble without taking a hit. You may not leave a rumble otherwise. If you fail to dodge any opponents get a free hit.

**Foul** Any fighter may attempt to foul a fighter that's down and in base contact with them. They get a number of hits equal to their attacks, but at Str +1.

**Interception** If an opposing fighter is under the path of the pass he may make an initiative test to intercept the ball suffering a modifier of +2 to the dice roll.

**Leader Re-roll** While your leader is on the board and still standing once per half you may use up your Leader re-roll to re-roll any one roll one of your fighters has just made (a dice roll may only be re-rolled once so no re-rolling a dodge roll that has already been re-rolled using a skill). This re-roll may only be used if your leader is on the board and isn't down or broken.

**Scatter** The ball bounces D6" in a random direction (use the direction scatter dice).

**Passing** You may make one pass action per turn. Use all the normal shooting rules; no running and passing, and 'to hit' rules, including cover. Place the template over the passer and add or subtract the appropriate modifier:

Quick Pass: +1  
Short Pass: +0  
Long Pass: -1  
Long Bomb: -2

If you roll a 1 the passer has fumbled the ball and it scatters from his spot.

If you miss then the pass has deviated, you must roll the scatter dice (it can only deviate a maximum of half the distance travelled). If a misfire is rolled then it hit something and scatters from a random point in the flight path.

You may throw the ball as a weapon it uses the same rules as passing except your target may not try to catch it if it is successfully thrown. It hits with the Strength of the passer with the following modifiers:

Quick Pass: +1  
Short Pass: +0  
Long Pass: -1  
Long Bomb: -2

If it hits an enemy they are pinned (in addition to taking a hit) and the ball scatters. Overwatch may be used in conjunction with passing either as a weapon or to a friend.

Alternatively if you do not have a Blood Bowl passing template the ranges are as such:

Quick Pass: 0-4"

Short Pass: 4-8"

Long Pass: 8-12"

Long Bomb: 12-15"

**Rumble** Replaces hand-to-hand combat. Rumbling is treated like hand-to-hand with the following exception: Fighters are not automatically taken out of action when they go down (remember, no experience is awarded for wounding down opponents). Fighters that are down cannot be rumbled. If you are in base to base contact with a down opponent you get a free hit in the rumble phase. You may be pinned in a rumble by either being hit by a thrown ball or a successful tackle. This does not affect your combat score in the rumble but it does stop you dodging away.

**Tackle** If you successfully charge an opponent you may make a Str test to tackle them, if you succeed they are pinned. If you fail you are pinned. Either way no combat is fought this turn if you choose to tackle.

## SKILLS

The following skills provide special bonuses during this scenario (in addition to what they usually do):

### *Agility*

**Dodge** The fighter may re-roll one failed dodge attempt per turn.

**Leap** If the fighter is leaping while tackling he gains -1 to the attempt.

### *Combat*

**Step Aside** If he is tackled on a 4+ turn a successful tackle into a failed tackle.

**Disarm** At the start of a rumble you may attempt to strip the ball from the opponent. If he has the ball on a 4+ on a D6 he drops it and it scatters.

### *Muscle*

**Body Slam** The fighter may re-roll one failed tackle roll per turn.

**Strong Man** The fighter may not be strip balled.

### *Shooting*

**Crackshot** The fighter has an additional +1 modifier to any passing attempt.

**Hip Shooting** The fighter may run and pass with an additional -1 modifier to the passing attempt.

**Marksman** The fighter may re-roll one failed pass attempt per turn.

**Rapid Fire** The fighter is able to make a quick pass in response to being charged, all the normal rules for passing otherwise apply. Additionally the modifiers for overwatch will apply. This does allow him to throw the ball as a weapon at the charger. After he throws the ball the charge is then worked out.

### *Stealth*

**Ambush** Anyone tackled by this fighter may not use Step Aside to nullify it.

**Evade** Anyone attempting to tackle this fighter suffers a +1 modifier to the attempt.

**Infiltration** You are not allowed to infiltrate normally during this scenario instead the fighter may set up 4" outside of your set-up zone.

**Sneak Up** The fighter may set up 4" outside of your set-up zone.

### *Heavy*

**Accuracy** Any inaccurate passes deviate D6" instead of using the distance scatter dice.

**Bulging Biceps** Reduce the range on any pass by one 'band' (but never lower than quick pass).

**Long Shot** The fighter has an additional +1 modifier to any passing attempt.

**Monkey Grip** The fighter may not be strip balled.

### *Leader*

**Inspirational** You start with two Leader re-roll tokens instead of one.

## ENDING THE GAME

The game ends once 16 turns have been played. The winner is the player that has scored the most touchdowns. If an equal amount of touchdowns have been scored then neither player has won for the purposes of determining experience (both players are considered to have won for giant killer bonuses).

## EXPERIENCE

- +2 per wound
- +1 per successful pass
- +2 per successful interception
- +3 per touchdown scored
- +5 most valuable player award (awarded to one random fighter on each team that participated and survived)
- +D6 for playing
- +10 for the winning leader

## SPECIAL

The winner gains D6x10 creds for income. The loser gains D6x5 creds for income.

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## ABOUT THE AUTHOR

Ben Isaacs is a big fan of Necromunda and is known as Caelwyn on the forums.