



Kick'em far and High

House rules for penalties.

By Harold van Veenendaal

Blood Bowl, we all know what the object of this game is. No, it is not how many players you can beat up during a rough game although it is a great feeling when a star player has to be carried off the field. The object of a game of Blood Bowl is to score more TD's than your opponent. That is the only way you can win. It doesn't matter how you do, just that you do it before the game ends.

Sometimes it can take hours for a game of Blood Bowl to resolve. Who can't think of a close game that will take you into overtime. Overtime is so tense, both teams are without re-rolls, your best players are knocked out and the end is near. Then the final whistle blows and you have a tie! A tie in Blood Bowl? No, this can't be the end you think. So you get the rules out and find out what happens next. WHAAAAAT, you roll a D6 to determine who is the winner. YEAH RIGHT! playing for hours giving all your energy, the whistle blows, roll a D6 and you lose. This is not funny.

After too many ties we decided to make a rule that will bring more enjoyment and fairness to the last sequence. After play testing we came up with the penalty shootout. After the final whistle you gather all your players including the ones being in the reserve box. The ones in the knock out box can join the penalty shoot out if they beat the D6 role as usual. After you gathered all your players you pick 5 players who will start the shootout

The object of the players is to kick the ball over the end zone in between the lines. Pick the first player. Roll a D6 for distance and add the player's ST to the score. If the result is a 6 or higher then the kick is far enough. The next thing to do is find out if the ball is in between the lines. Roll a D6 and add the player's AG to the score. If the result is a 6 or higher then the kick is in between the lines. Remember a roll of 1 always fails and a roll of 6 always succeeds. When the player comes up with a 6 or more in distance and accuracy than the kick is good and you add one point to the score.

The first 5 players start of each team start the shootout. One player of your team kicks first and then one player of the opponent's team. After all 10 players have kicked then the team who scored the most wins the game. In case of a tie you



Players sometimes confuse 'opponents' and 'ball' when kicking.

continue the shootout with 1 player at a time. All players can only kick once. When all players of one team have kicked and there is still no winner they can all be picked again. (This works the same as in normal Football when taking a penalty shootout in the world cup.)

When a player has the kick skill he is an exceptional kicker. This means that he adds +1 to each dice roll. You will see that the kick skill will be picked more often. It is fun to watch an ogre kick the ball over the end zone and beyond but has trouble to kick the ball in between the lines. For an elf it is difficult to reach the distance but has a high agility so when he reaches the distance the chance is high that the kick is accurate too. We hope this rule can become an official one in the future. Just letting one D6 roll decide the entire outcome of the game after a tie is just too much to handle.

Hopefully this article can help building Blood Bowl in the future.

ABOUT THE AUTHORS

Harold van Veenendaal runs BloodBowl.pagina.nl a great links website.