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Game: **Battleball**
Pub: **Milton Bradley (2003)**

Page 1: **Rules summary**

v1

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For best results, print on card, laminate and trim to size.



SETUP

Players ('Coaches') choose to play either the **Iron Wolves** team or the **Black Harts** team.

Assemble the board and place the **football** on the marked square at the center. Place the brown D6 **Football Passing die** to the side of the board.

Each coach takes their team of 11 **players**, 1 blue **D10**, 1 green **D12**, 2 yellow **D6**, 1 red **D20**, 1 black **D8**, and their matching **Locker Room card**.

Both coaches position their 11 players behind their **20-yard line**, facing the opposing team. No 2 players can share a square, but **Heavy Tackles** take up 2 squares. Half squares along the board edge may be used.

3 Running Backs	red D20
1 Tackle	yellow D6
1 Heavy Tackle	2 yellow D6
2 Linebackers	blue D10
2 Safeties	green D12
2 Linemen	black D8

Each coach selects one of their **Team Rules** before starting each half and places a token to mark it. Coaches may choose a new rule for the start of the next half (or overtime).

Each coach rolls a red D20 and higher roller goes first.

1. MOVEMENT

Select **any player**, announce it to your opponent and roll the die/dice that matches the base color.

The player *must* move at least one square, and may move a number of spaces up to the number rolled, in any direction.

Half squares along the board edge may be moved through.

The player cannot finish his move on the same square he started on, or on a square occupied by another player or **Carnage token**.

The player **must stop** if he enters a square next to an opposing player (though may move away if he started next to an opposing player).

When moving **Heavy Tackles**, roll both D6 and choose which die to use. If he rolls doubles, he cannot move this turn (and *fumbles* the ball if he was carrying it).

Heavy Tackles must remain parallel to the end zone. Choose a foot and count off single spaces like a normal player.

If the ball is loose on the field, a player may pick it up during his move; place it on the player's base and continue moving if you have movement left.

2. TACKLING

If **any of your players are next to any opposing players**, a tackle *must* be attempted. Only one tackle attempt is allowed per turn, after which your turn ends.

Each coach rolls the dice matching the base of the players involved in the tackle. The **lower** number wins.

The loser is **injured** and placed on the player's Locker Room card. He will re-enter play in the next half (unless he is **seriously injured**). If he was carrying the ball, the ball is picked up by the player who won the tackle.

If the tackle rolls are tied, both players are injured. If one of them was carrying the ball, it is now *fumbled*.

If a **Heavy Tackle** is involved in the tackle, roll both of the D6 and decide which to use.

If a coach rolls a 1 during a tackle roll, the tackled player is **seriously injured** and cannot re-enter the game. If both players roll 1, both players are seriously injured.

Carnage tokens are placed on squares that were occupied by removed players. Place 2 tokens (one on each space) if the injured player was a Heavy Tackle. Players cannot move onto or through these squares, nor can the football be placed there.

HAND-OFFS

If **none of your players can tackle, but one is next to your ball carrier**, a player *may* attempt to hand-off the ball. After the attempt your turn ends.

Two players must be next to each other to hand-off the ball. Roll the matching colored dice for each player; if the 2 rolls result in different numbers, the hand-off is **successful**; move the ball onto the new player's base.

If the 2 rolls are the same, the ball is *fumbled*.

In a hand-off involving a **Heavy Tackle** the ball is *fumbled* if any of the dice rolled are the same.

PASSING THE BALL

After moving a player, if **none of your players can tackle**, a player *may* pass the ball. You may not *hand-off* this turn if you pass the ball. After the attempt your turn ends.

Choose a **receiver on the field** (neither the passer or receiver needs to be the player just moved), who must be within **throwing distance**: the number of squares from the passer to the receiver (including squares with other players and Carnage tokens).

Roll the receiving player's die and the D6 **Football Passing die**.

If the 2 rolls result in the same number, the pass is *fumbled*. If the total of the 2 dice is equal to or greater than the throwing distance, the pass is *successful*.

If the total of the 2 dice is less than the throwing distance, the pass is *unsuccessful*. The coach not in possession places the ball on any square the exact distance rolled on the Football Passing die from the intended receiving player. If the ball is placed in one of his players' squares, the ball is **intercepted**. If placed on an empty square, it is a loose ball. If there are no valid squares, the ball is **recovered** and placed in a square with a player from the passing side.

If the only available squares contain Carnage tokens, play is *halted*.

FUMBLES

When the ball is **fumbled**, the coach whose team is not in possession of the ball at the time places it onto any empty space within 2 spaces of the player who fumbled.

If there is no available empty square, the ball is given to a player within 2 spaces of the fumbling player (if none are eligible, the ball must be given to an opposing player).

If there are no eligible squares or players, play is *halted*.

HALTING PLAY

The game may need to be **halted** without a touchdown being scored if there is no way any team can reach the opposing end zone.

Clear all the Carnage tokens and players from the field. Both coaches then reposition their teams behind their 20-yard line. *Injured* or *seriously injured* players may not return to play. The team in possession of the ball before play was halted goes first, and play continues.

If both teams are down to one player each and a tied tackle roll eliminates them both, the half or overtime must be restarted.

If all players from both teams are *seriously injured*, the game ends and the player with the most touchdowns wins; otherwise it is a tie.

SCORING

A **touchdown** is scored when a player moves into the opposing **end zone** from the last square of the field. **The first team to score 2 touchdowns wins**. A touchdown is also awarded if a team tackles and defeat all of its opponents.

After a touchdown, clear all the Carnage tokens and players from the field, then reposition teams behind their 20-yard lines. *Seriously injured* players may not return to play. The team that lost the 1st half goes first in the 2nd half.

If the score is tied after the 2nd half, the game goes into **overtime**. Line up the teams again, then roll the red D20 to see who goes first.