

# MEOWHAMMER DEATHBOWL 7

## VARIANT TO BLOOD BOWL

Meowhammer is the largest gaming charity event in Northern Indiana supporting special needs animals in the area.

This year Fluff Monster, Inc, 501(c)(3) will be the sponsored charity. They are a foster based nonprofit animal rescue whose mission is to find the perfect forever home for the animals that they take in and lovingly care for them in the meantime.

### **Tournament Format**

Welcome coaches! This event will be a team event (2v2) of the four player variant style called Deathbowl 7s ([DeathBowl NAF 2024](#)) with rules heavily inspired by Brian Tew's RMR lighting round. If you review the document link it is (DeathBowl 7s rules but using normal DeathBowl pitch)

*Blood bowl team:* Clearly defined models for each position, copies of your roster, skill advancements markers, and number indicators. No paint requirements or model restrictions.

*Blood bowl dice:* Block set (3), 2d6, d8, d16

*Partner:* Bring a friend or ask to see if we can find someone here in the community.

Entry is \$20 which may be purchased at the [Event Page of Slice and Dice](#) or at the store along with your generous donations.

Join us on Sunday November 9, 2025 for 5 rounds

Slice & Dice Game Cafe, 20950 W Ireland Rd, South Bend, IN 46614

|              |                     |
|--------------|---------------------|
| Registration | 10:30 AM - 11:00 AM |
| Round 1      | 11:00 AM - 12:15 PM |
| Round 2      | 12:30 PM - 1:45 PM  |
| Lunch        | 1:45 PM - 2:45 PM   |
| Round 3      | 2:45 PM - 4:00 PM   |
| Round 4      | 4:15 PM - 5:30 PM   |

Each round will be limited to 1 hour and 15 minutes with a 4 minute rule “encouraged” in order for each coach to finish as many turns as possible. Other than the time clock, there is no official end of a Deathbowl match so Tournament scoring will be strictly based on points, which can be gained through various means (see Tournament Points at end page). In the event that TO is playing a separate clock will be used for their table.

All questions may be directed the Tournament Organizer, Edgar Zambrano

Email: [otheremail098@gmail.com](mailto:otheremail098@gmail.com) or Discord otherusername098

### **Team Creation**

With entry Coaches will be given 700,000 gold pieces plus their charity contribution bonus to build a roster of at least 8 players using accepted BB rosters from BB2020, Teams of Legend and Slann/Kislev are also allowed.

- You may purchase players, star-players, and rerolls, as normal.
- Star Players from the NAF Rules for Tournaments 2025 will be allowed. Star players shall be included after the 8 player minimum requirement. Mega star players may be purchased but cannot be on a team roster with any other star players. [The May 2025 FAQ](#) has a list of Mega Stars.
- Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED.
- With that said, you may purchase any other inducements as part of your team build.

Additional Stunty teams allowed:

Black Orc (Troll and goblins only), Lizardmen (skinks, chameleon, and Kroxigor), and Underworld stunty ( Goblins, Snotling, Troll, and Rat Ogre)

### **Charity Contribution Bonuses**

Coaches can choose to purchase bonus packs to improve their team or as in game bonuses. A coach may purchase as many bonus packs as desired and may stack

skills from duplicated packs. **The cost of each pack will be an additional \$10 donation.**

- Charity Contribution Bonuses 1: Additional 50,000 gold pieces and 2 primary or secondary skills from the Agility Skill Category. The Dodge skill may only be taken once per purchase of a pack.
- Charity Contribution Bonuses 2: Additional 50,000 gold pieces and 2 primary or secondary skills from the General Skill Category. The Block skill may only be taken once per purchase of a pack.
- Charity Contribution Bonuses 3: Additional 50,000 gold pieces and 2 primary or secondary skills from the Mutation Skill Category. The Horns skill may only be taken once per purchase of a pack.
- Charity Contribution Bonuses 4: Additional 50,000 gold pieces and 2 primary or secondary skills from the Passing Skill Category. The Pass skill may only be taken once per purchase of a pack.
- Charity Contribution Bonuses 5: Additional 50,000 gold pieces and 2 primary or secondary skills from the Strength Skill Category. The Guard Skill may only be taken once per purchase of pack.
- Charity Contribution Bonuses 6: Additional 100,000 gold pieces.

In addition, coaches may receive a roll on the Charity Contribution Bonuses table for each \$10 contribution of pet food, litter, toys, medicine, and cash made to Fluffy Monster ([Amazon wish list](#)) that was not included in their roster creation. Each round you get new random in-game effects to use once and may even be purchased during the event, as long as it does not interrupt the game.

|             |                                              |
|-------------|----------------------------------------------|
| Random Roll | Charity Contribution Bonuses in Game Effects |
|-------------|----------------------------------------------|

|   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <p>Ummm Mulligan:</p> <p>At any time you may choose to re-roll any one dice roll. This dice may have been rolled either as a single dice roll, as part of a multiple dice roll or part of a dice pool. But the chosen dice cannot have been re-rolled by any other source.</p> <p><i>This effect may be used anytime and for any roll not normally allowed.</i></p>                                                                                                                                                                                            |
| 2 | <p>Pre- Match ritual:</p> <p>Declare after teams have set up before the kick off. Whether it is Dark side Cowboy “ Rain of Blood” routine or the Gouged Eye “Merrhaka” dance, your pre-matched team ritual performance in front of all the fans has a demoralizing effect on your opponent and they lose a team re-roll.</p> <p><i>Do your teams dance in front of your opponents and get this effect on both opponents!</i></p> <p><i>If the effect cannot be used it may be saved for the next round or re-rolled on the table to gain a new effect.</i></p> |
| 3 | <p>Sabotage:</p> <p>Temporary cancel another Coach’s inducement until their next turn.</p> <p><i>This can be used on Halfling Master Chef but would only affect your team.</i></p>                                                                                                                                                                                                                                                                                                                                                                             |
| 4 | <p>Fake Play:</p> <p>Use when one of your players takes a pass action. They look one way and then pass the other. The player temporarily gains nerves of steel during the action, and may not be intercepted.</p>                                                                                                                                                                                                                                                                                                                                              |
| 5 | <p>Woof Woof!</p> <p>Play at the start of your opponent's turn if the ball is laying on the ground. A dog runs off with it and you move it to a new empty square within 2D6 squares of where it started.</p>                                                                                                                                                                                                                                                                                                                                                   |
| 6 | <p>Grudge match:</p> <p>Declare this immediately now! You may make any number of fouls.</p> <p><i>Each foul sequence will be checked individually before the next. A turnover will end this effect.</i></p>                                                                                                                                                                                                                                                                                                                                                    |

|    |                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7  | <p>The old one two:<br/> Use at the start of your turns. It allows an extra player to take a pass action this turn.<br/> <i>Each pass sequence will be checked individually before the next. A turnover will end this effect.</i></p>                       |
| 8  | <p>Blitzkrieg:<br/> Use at the start of your turn. It allows an extra player to take a Blitz action this turn.<br/> <i>A turnover will end this effect.</i></p>                                                                                             |
| 9  | <p>Onside kick:<br/> After teams have set up during kick off . One player of your choice may move up D6 squares.<br/> <i>A player must move within its allotted movement and ignore traits. Players may move under the ball to attempt to catch it.</i></p> |
| 10 | <p>SNACK BREAK<br/> Use at the start of any of your opponent's turns. Pick an opposing player within 6 squares of the endzones and who isn't holding the ball. He grabs a snack and may not take an action this turn.</p>                                   |

### **The Pitch and Setup**

Deathbowl is played on a specially designed pitch (see above) with four teams and two balls. The teams line up on or behind the “line of scrimmage” in their own set up section. Each coach must have at least three players on the line, with no more than two players in each wide zone as in regular blood bowl. Each coach lines up directly opposite their opponent for the round. There is no kick-off.

The four coaches will be split into two alliances with their teams working together throughout the event. Coaches not in an alliance are considered opposing and coaches in an alliance will be considered cooperating.

The endzones of the pitch are treated as adjacent to the crowd just like in regular Blood Bowl. However, in Deathbowl the dugouts are elevated on cliffs and are looking down at the pitch, thus whenever a player is pushed into a cliff wall, the player is automatically knocked down with a +1 to the armor roll.

The balls are placed in one of the four center squares, randomly chosen (D4). Roll a D6 using the highest roll to determine which coach sets up first, that coach also gets to choose where they sit at the table. The opposing coach who got the highest roll then chooses their spot and sets up. This continues until all coaches have set up their teams and the coaches are set up so at the start of the game they are directly across from an opposing coach and not their cooperating coach. Afterwards a 2nd D6 roll is made with the highest roll going first in gameplay. Their opposing coach opposite them will go second, the ally of the highest roll will go third, last the remaining coach will go, and play will continue in the respective order until the timer has ended.

### **Scoring**

If a touchdown is scored the game continues as prior the score and the ball that was scored once again drops randomly into one of the four center squares. The player that scored the TD can continue their movement to get back into the action, but then their turn ends. If that team also has possession of the second ball, the ball is "stripped" and also randomly enters the center of the pitch. Each coach gets to roll for KOs and all reserves can enter the pitch by being placed on that coaches' line of scrimmage, not to exceed the normal limit of 8 players. The game will continue in this manner until time is called, at which point each coach gets to finish their turn and the match ends.

### **Secret Weapons**

Secret weapons are a special breed in Deathbowl and will stay on the pitch until their coach's team or ally scores a touchdown. If their team or ally never scores, they could stay in the entire game! Upon scoring, any purchased bribes may be used for the secret weapon player to rejoin the game.

### **Halfling Master Chefs**

During the Death Bowl match teams with Halfling Master Chef will be able to force all of their opponents to lose rerolls but will only gain max of one per dice roll.

### **On The Ball**

The OTB skill will work when any opposition player declares a pass action, a

turnover is still caused if the player falls while moving. However, since there is no kickoff, the OTB player will not be able to use the free move ability on kickoffs.

### **Animosity**

The animosity trait will not impact cooperating coaches unless the player already states having the animosity trait towards all teammates or the specific race on both cooperating teams.

### **Re-rolls**

Re-rolls may be purchased in Lightning Deathbowl for their normal cost, however, because the match is a continuous play format and does not feature "halves" or "drives," each re-roll may only be used once per match.

### **Blocks, Blitzes and Fouls**

Players may assist on a block even if they are not on the same team as the player making or receiving the block, provided the assisting player is part of an cooperating team to the player making or receiving that block. This applies to fouls in the same fashion as stated above. The guard skill works as normal.

You may blitz and/or foul each opposing team once on your turn. Yes, that means you may make two blitzes and two fouls in a single turn!

### **Ball Handling**

No player may at any time be in possession of more than one ball. Any time a player with a ball interacts with the other ball resolves the situation as if he had the "No Hands" skill. A team may pass and hand-off each ball once per turn. A team may not, however, pass or hand-off the same ball more than once in the same turn, as in the standard rules of the game. The ball may at no time be passed across any of the four corner squares (unless the coach is making a pass to BigFoot in his cave, in which case a new ball will enter the center of the pitch. This is not a turnover unless the pass was fumbled). To determine this when passing a ball, the entire range ruler must be on the playable Pitch area.

### **Interference/Interceptions**

If players from different teams are eligible to make an interference roll, the player closest to the throwing player may make the attempt first. If two or more players

are equally close then the coaches roll off to determine which player may make the first attempt. If the first player fails to interfere the next player gets a chance, if the second player fails to interfere a player from the third team gets a chance. However, each team may only make one interference attempt.

If an interference attempt is successful but then fails the re-roll due to the “Cloud Burster” skill, a team who has not yet attempted to intercept can still try with one of their players. Cloud Burster may be used on all successful interceptions in any given turn. For example a pass may be interfered or intercepted 2 times, each time by a player from a different team; the thrower gets to force all opponents to re-roll the attempted interference.

### **Collusion**

In the spirit of fun and sportsmanship, coaches are allowed and encouraged to talk, collaborate and collude during a Deathbowl match. However, coaches should be conscientious of keeping the banter friendly and respectful at all times. If word gets to the TO that coaches are crossing this line, he may impose "arbitrary" penalties of his choosing to coaches breaking this rule.



## **Tournament Points**

There are two ways to earn points at RMR Deathbowl. The first way is through scoring ball handling activities and the second is through blocking and fouling actions.

Points from game play are as follows:

| <b>Ball Handling Events</b>                                                                  | <b>Tournament Points</b> |
|----------------------------------------------------------------------------------------------|--------------------------|
| Touchdown is scored                                                                          | 10                       |
| Successful pickup                                                                            | 1                        |
| Successful handoff                                                                           | 1                        |
| Successful pass                                                                              | 2                        |
| Successfully throwing the ball at the VIP Box (New ball will then drop into center of pitch) | 2                        |
| Successful Deflection                                                                        | 1                        |
| Successful Interception                                                                      | 5                        |

| <b>Blocking and Fouling Events</b>    | <b>Tournament Points</b> |
|---------------------------------------|--------------------------|
| Successful Casualty                   | 7                        |
| Successful Knockout                   | 4                        |
| Successful Stun                       | 2                        |
| Successful Crowd Surf (non KO or CAS) | 2                        |

The cooperating coaches with the most combined points at the end of the round wins 2-1 vs the coaches with fewer points.