

MMCCXLIX

BLOODBALL

THE OFFICIAL HOME OF COMBAT FOOTBALL

INTRO

THE YEAR IS 2249.

THE EARTH - STILL RAVAGED BY THE DESTRUCTION AND DEVESTATION OF WORLD WAR 3 - HAS FINALLY BEEN BROUGHT UNDER THE CONTROL OF THE UNITED WORLD GOVERNMENT. RUN BY AN ELITE GROUP OF CORPORATIONS AND CORRUPT POLITICANS, THE WORLD GOVERNMENT RULES WITH AN IRON FIST. HOWEVER THEY HAVEN'T FORGOTTEN THE IMPORTANCE OF BREAD AND CIRCUSES...

ONCE A SEASON THE QUARTERLY **BLOODBALL GAMES BEGIN. THE POPULATION OF EARTH IS BRIEFLY DISTRACTED FROM THEIR DREARY LIVES AND FORGET ABOUT THE DAY-TO-DAY DYSTOPIAN DICTATORSHIP. KIDS FROM THE AROUND THE WORLD DREAM OF GROWING UP AND ONE DAY PLAYING FOR THEIR BLOC BLOODBALL TEAM IN THE CHAMPAIONSHPIS. IF ONLY MOM AND DAD WOULD LET THEM.**

A LETHAL COMBINATION OF MULTIPLE CONTACT SPORTS SUCH AS AMERICAN FOOTBALL, RUGBY FOOTBALL AND MMA, BLOODBALL IS AN EXTREMELY DANGEROUS ACTIVITY. IT IS NOT UNCOMMON FOR A GAME TO END IN A FATALITY. BUT LIFE IS CHEAP IN THE NEW WORLD AND WITH GREAT RISK COMES GREAT REWARD - BLOODBALL PLAYERS ARE SOME OF THE MOST FAMOUS, INFLUENCIAL AND WEALTHY INDIVIDUALS ON EARTH.

LET THE GAMES BEGIN!

ARENA

GRASS / ASTROTURF



SAND

SAND

SAND

SAND

SAND

GRASS / ASTROTURF



GOAL

ENDZONE

ENDZONE

**SAFEZONE/
POCKET**

MIDZONE

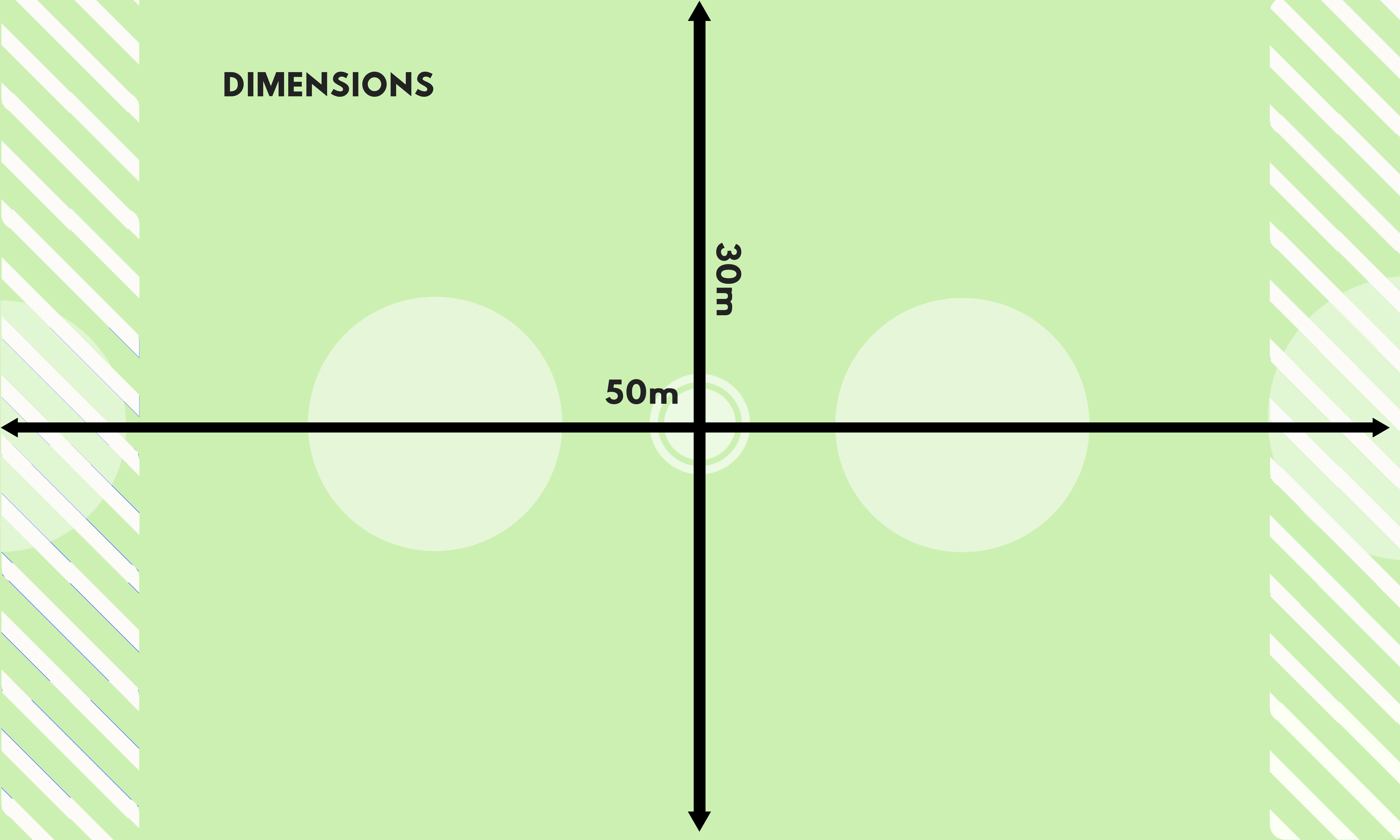
**SAFEZONE/
POCKET**

ENDZONE

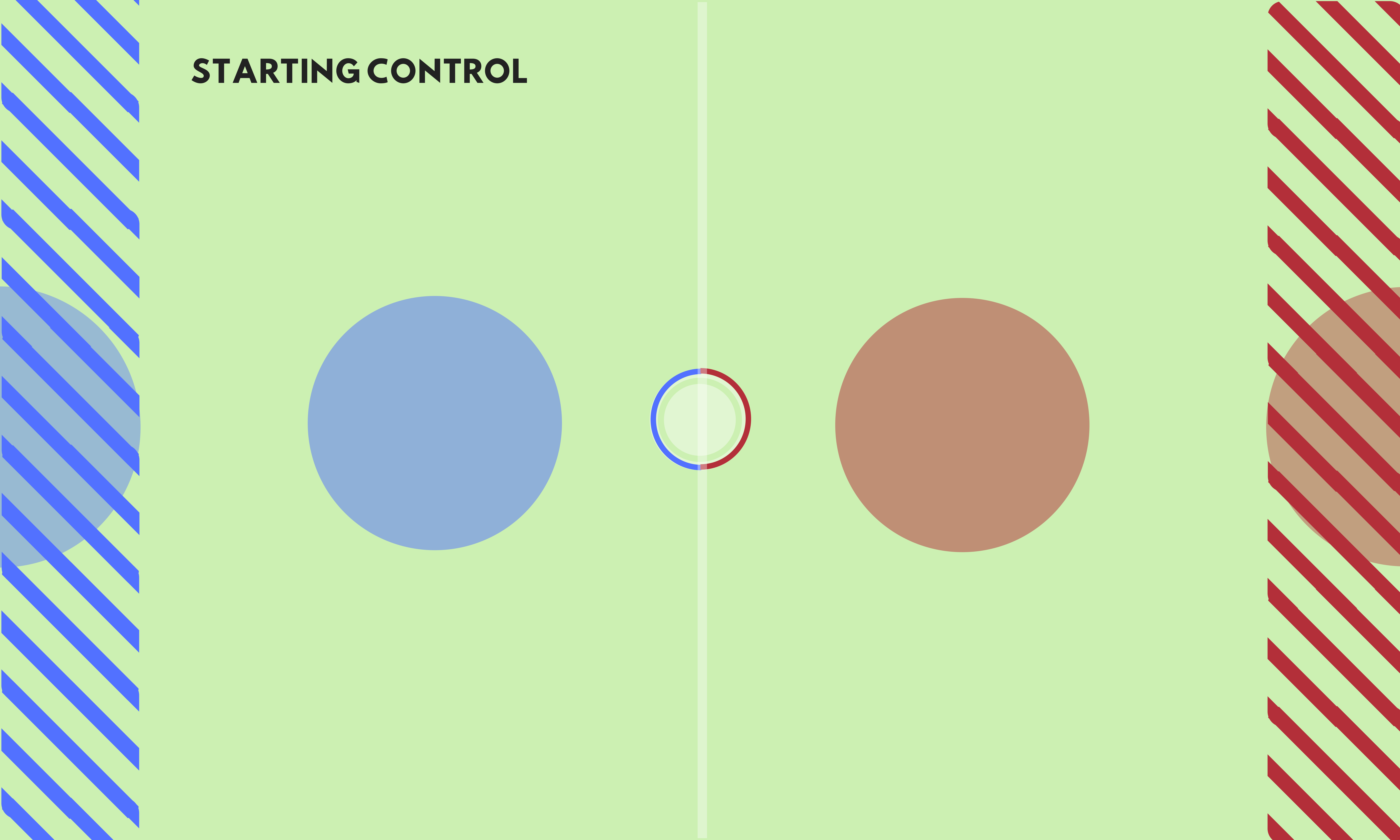
ENDZONE

GOAL

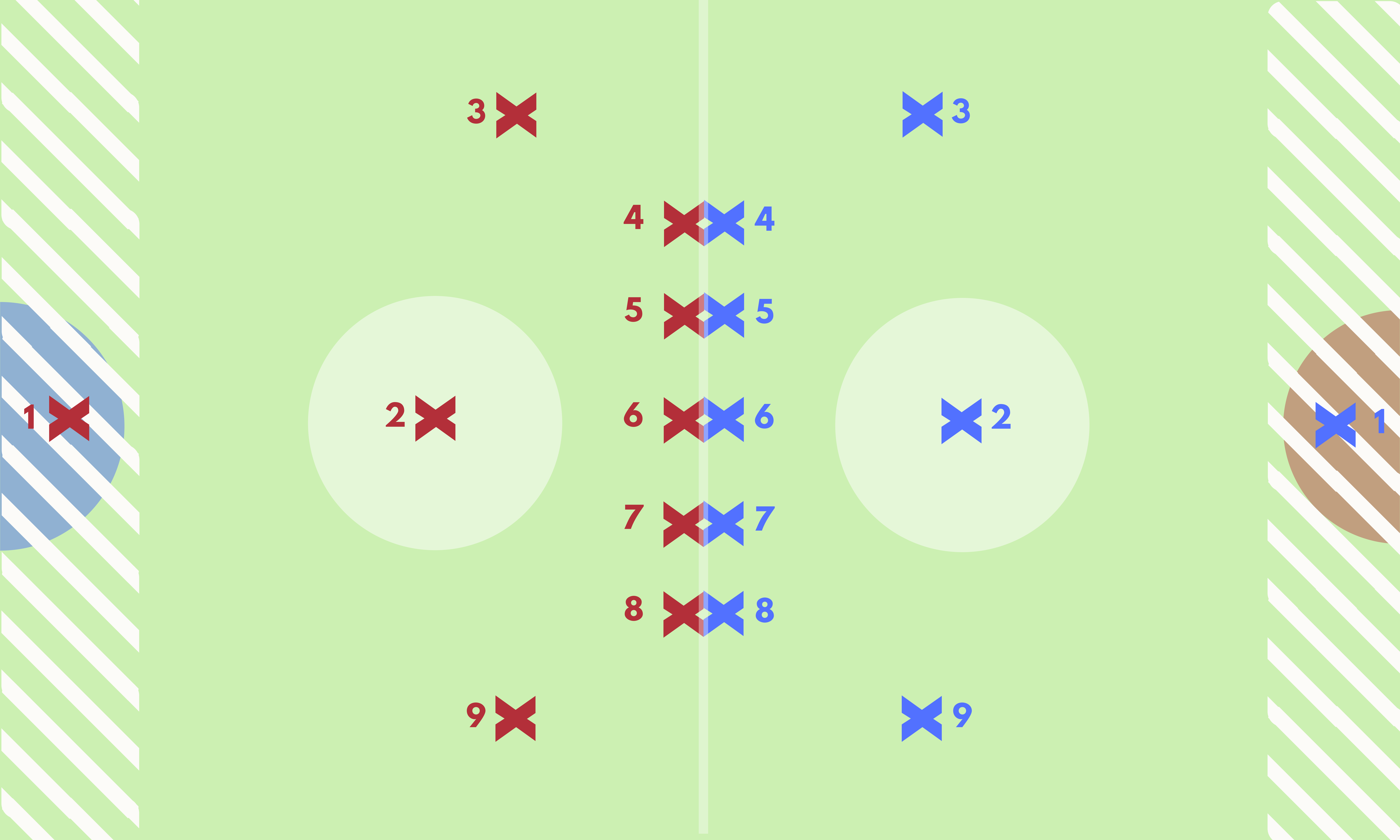
DIMENSIONS

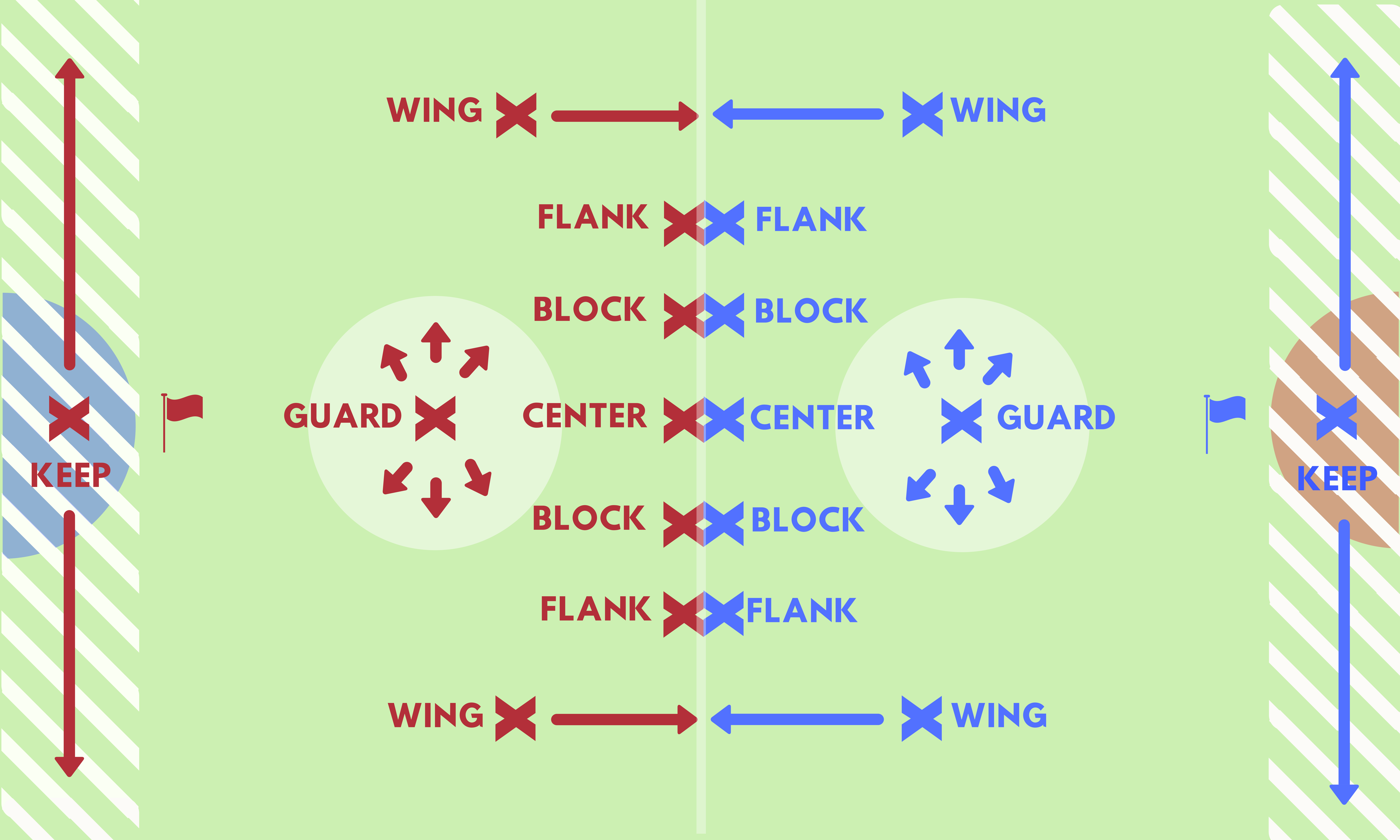


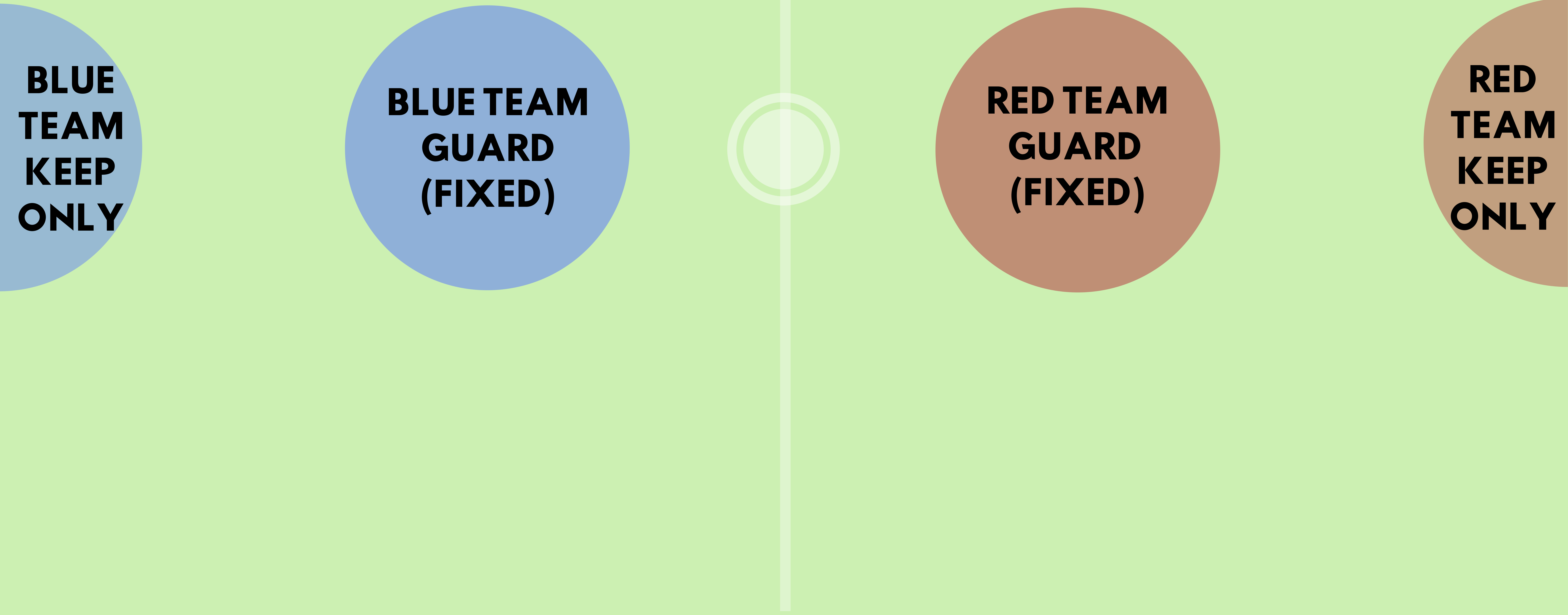
STARTING CONTROL



THE PLAYERS







THE RULES

BLOODBALL GAMES TYPICALLY LAST 1 HOUR CONSISTING OF 4 FIFTEEN MINUTE QUARTERS OR **QUARTS**. GAMES ARE PLAYED ON A FIELD COVERED IN GRASS AND SAND. A BLOODBALL FIELD IS NEARLY TWICE AS LONG AS IT IS WIDE (APPROXIMATELY 30 X 50 METERS). A SANDY MIDZONE LINE DIVIDES THE FIELD INTO TWO IDENTICAL HALVES AND TWO BALLS OR '**FLAGS**' ARE POSITIONED ON THE FIELD, ONE AT THE GOAL IN EACH END.

THE TWO TEAMS PLAY OFFENSE AND DEFENCE SIMULTANEOUSLY, EACH TEAM HAS **10 PLAYERS** AND **NO SUBSTITUTIONS** ARE ALLOWED FOR INJURED OR EXPELLED PLAYERS WITH THE EXCEPTION OF THE CAPTAIN WHO CAN ENTER THE ARENA - AND EVEN PLAY - UNDER CERTAIN SPECIFIC CIRCUMSTANCES.

TEAMS ARE MADE UP OF 5 **FOWARDS** (1 CENTRE, 2 BLOCKS AND 2 FLANKS), 3 **HALFBACKS** (2 WINGERS AND 1 GUARD) AND 1 **FULLBACK** (KNOWN AS THE **KEEP**). THE **CAPTAIN** (NO.10) SITS IN A DUGOUT BEHIND THE CENTER OF THEIR TEAM GOAL ZONE. THE CAPTAIN DOES NOT ACTIVELY PARTICIPATE IN THE GAME TO BEGIN WITH, BUT CAN ORGANIZE THE TEAMS AND OCCASIONALLY ARGUE WITH REFEREES. THE CAPTAIN MAY ENTER THE PITCH IN THE CAPACITY OF A PLAYER ONLY WHEN THREE OR MORE OF HIS MEN HAVE BEEN INCAPACITATED OR EXPELLED FROM THE FIELD.

THE REFEREE AND THE TWO LINESMEN OFFICIATE THE MATCH IN COLLABORATION WITH A JUDGE COMMISSIONER, WHO REMAINS AS FINAL UMPIRE OFF-FIELD. THE REFEREE, ABOVE EVERYONE ELSE, IS THE MASTER ON THE FIELD, AND IS RESPONSIBLE FOR MAKING SURE THE GAME RUNS SMOOTHLY, STEPPING INTO PLAY ONLY TO MAINTAIN DISCIPLINE AND REESTABLISH ORDER WHEN FIGHTS OCCUR.

PLAY

A STARTING PISTOL ANNOUNCES THE BEGINNING OF A GAME AND THE TWO CENTERS ENGAGE IN COMBAT IN THE MIDZONE. OTHER PLAYERS ARE THEN FREE TO ENGAGE. THEY BEGIN FIGHTING IN A WILD MIXED MARTIAL ARTS MATCH - PUNCHING, KICKING, TRIPPING AND HACKING AT EACH OTHER IN AN EFFORT DESIGNED TO TIRE OPPONENTS' DEFENSES. THIS OFTEN DESCENDS INTO AN ALL-OUT BRAWL.

DOWNED PLAYERS ARE MARKED BY THE REFEREE OR LINESMEN SIGNALLING EXPULSION FROM THE FIELD. ONLY THE GUARD - WHO IS LIMITED BY HIS POSITION TO THE MIDZONE - CAN TACKLE OR WRESTLE AN OPPOSING PLAYER TO THE GROUND AT ANY TIME. THE GUARD MAY ATTEMPT TO FORCE A SUBMISSION IF POSSIBLE AND PLAYER DOWNED IN THE MIDZONE WILL NOT BE EXPELLED FROM THE FIELD. IF A TEAM'S GUARD LEAVES THE DESIGNATED MIDZONE POCKET AT ANY TIME THE OFFENDING TEAM WILL HAVE POINTS DEDUCTED (-2 POINTS)

FOR THE DURATION OF THE QUART THE PLAYERS ATTEMPT BY ANY MEANS NECESSARY TO RETURN THEIR FLAG TO THE OPPONENTS' GOAL. THE FLAG CAN BE THROWN OR RUN IN FOR THE SAME POINT SCORE. THE TEAMS CHANGE SIDES WITH EVERY QUART OR GOAL SCORED. PLAYERS MUST NOT ENGAGE IN COMBAT WITH MORE THAN ONE OPPONENT AT ANY TIME. ONCE THERE ARE ENOUGH INCAPACITATED / FIGHTING PLAYERS, THE OTHER TEAMMATES ARE FREE TO SWOOP UP THEIR FLAG FROM THEIR ENDZONE (+1 POINT) AND RUN OR THROW THE FLAG TO:

- THE MIDZONE (+2 POINTS)**
- THEIR OWN ENDZONE (+5 POINTS)**
- THEIR OWN GOAL (+10 POINTS)**

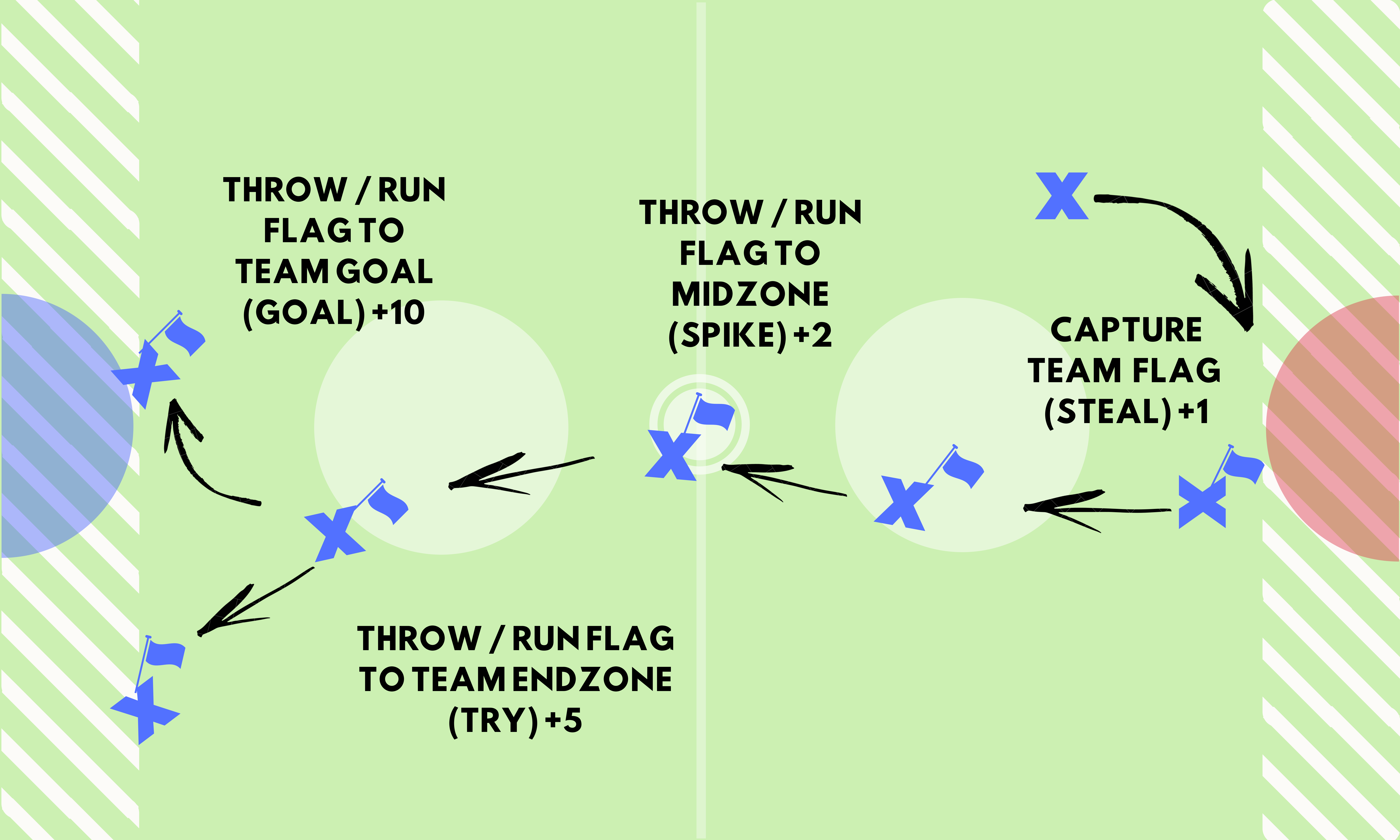
BOTH FLAGS REMAIN IN PLAY UNTIL EITHER A GOAL IS SCORED, A QUART IS FINISHED OR ALL PLAYERS ARE INCAPACITATED.

**THROW / RUN
FLAG TO
TEAM GOAL
(GOAL) +10**

**THROW / RUN
FLAG TO
MIDZONE
(SPIKE) +2**

**CAPTURE
TEAM FLAG
(STEAL) +1**

**THROW / RUN FLAG
TO TEAM ENDZONE
(TRY) +5**



TEAMS



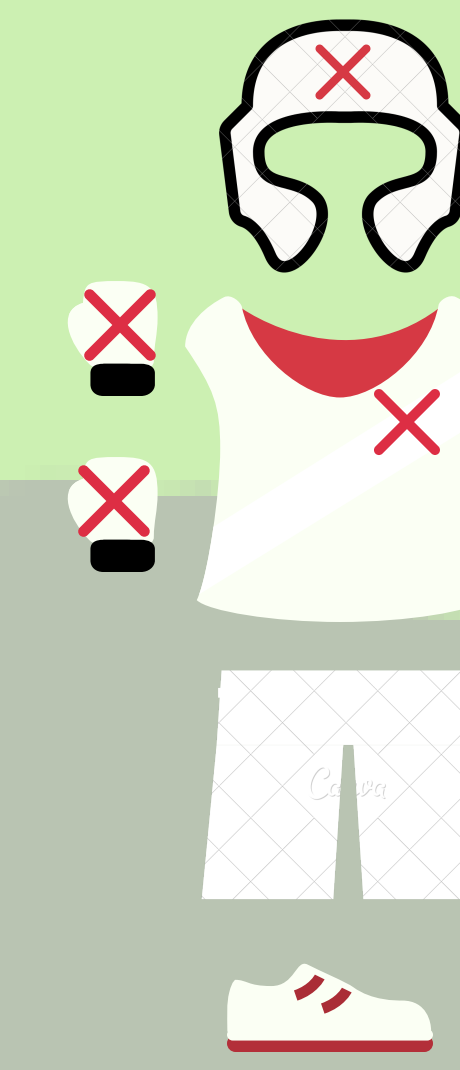
**Western Alliance
'Wings'**



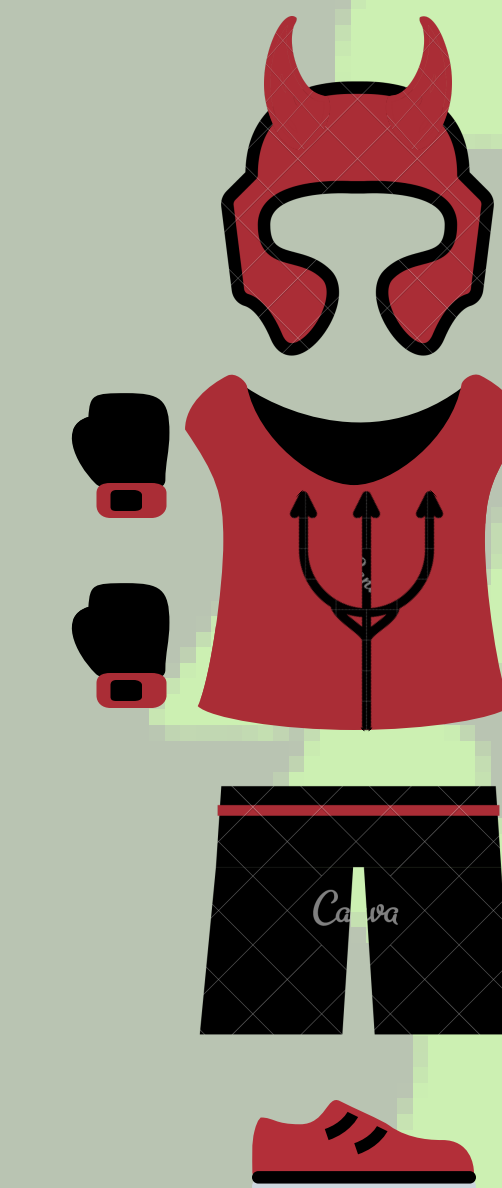
**Evropa
'Imperia'**



**Arabia
'Sultans'**



**Siberia
'Plague'**



**New China
'Devils'**



**Latin Federation
'Wasps'**



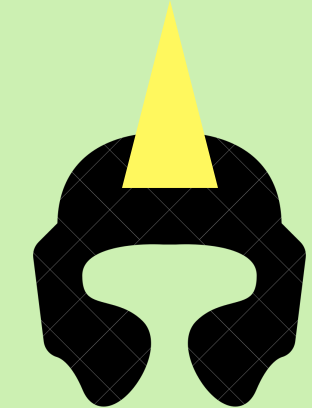
**Oceania
'Royals'**



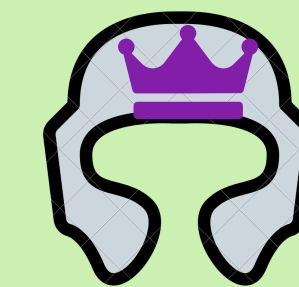
NAME: **WESTERN WINGS**
BLOC: **WESTERN ALLIANCE**
NICKNAME (S): **THE WINGS**
TEAM COLOURS: **BLUE, WHITE, RED**
OWNER: **BERT STORM JR.**
HOME CITY: **LOS ANGELES, LONDON**
HOME STADIUM: **HOPE STADIUM**
NOTABLE PLAYERS: **H. BRAUN, S. COOPER**
SPONSOR: **LIFECORP**
BLOODBOWL WINS: **10**



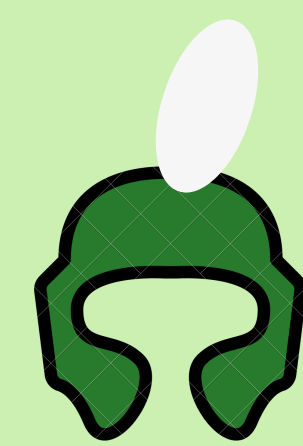
NAME: **NEW CHINA DEVILS**
BLOC: **THE UNION OF NEW CHINA**
NICKNAME (S): **THE DEVILS, THE TRIDENTS**
TEAM COLOURS: **BLACK, RED**
OWNER: **THE NEW CHINESE GOVERNMENT**
HOME CITY: **BEJING**
HOME STADIUM: **NATIONAL STADIUM**
NOTABLE PLAYERS: **X. CHEN, Z. LI**
SPONSOR: **NCR TECH**
BLOODBOWL WINS: **3**



NAME: **LATIN FEDERATION WASPS**
BLOC: **LATIN FEDERATION**
NICKNAME (S): **THE WASPS, THE STINGERS**
TEAM COLOURS: **YELLOW, BLACK**
OWNER: **JUAN PABLO ESTRADA**
HOME CITY: **SAO PAULO**
HOME STADIUM: **THE GUAPABOWL**
NOTABLE PLAYERS: **G. GOMEZ, L. ROJA**
SPONSOR: **THE PAPA JIM RUM CO.**
BLOODBOWL WINS: **6**



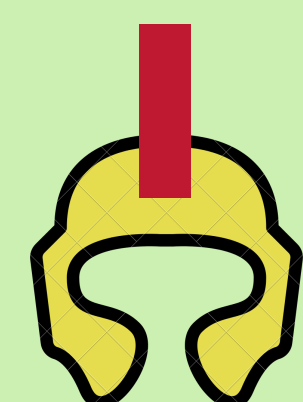
NAME: **THE OCEANIA ROYALS**
BLOC: **OCEANIA**
NICKNAME (S): **THE ROYALS, THE KINGS**
TEAM COLOURS: **SILVER, PURPLE**
OWNER: **RUDY MCMILLAN**
HOME CITY: **BRISBANE**
HOME STADIUM: **THE GABBA**
NOTABLE PLAYERS: **T. STEVENSON, J. PAINE**
SPONSOR: **AUSBANK**
BLOODBOWL WINS: **6**



NAME: **ARABIA SULTANS**
BLOC: **THE ISLAMIC TRADE UNION**
NICKNAME (S): **THE SULTANS**
TEAM COLOURS: **GREEN, WHITE**
OWNER: **IMAM KHALID ALI**
HOME CITY: **RIYADH**
HOME STADIUM: **THE AL MASMAK DOME**
NOTABLE PLAYERS: **R. HUSSIAN**
SPONSOR: **NONE**
BLOODBOWL WINS: **2**



NAME: **SIBERIA PLAGUE**
BLOC: **THE RUSSIAN BLOC**
NICKNAME (S): **THE PLAGUE**
TEAM COLOURS: **WHITE, RED**
OWNER: **VICTOR VALENFALL**
HOME CITY: **MOSCOW, PRAGUE**
HOME STADIUM: **TRANSIBERIAN STADIUM**
NOTABLE PLAYERS: **E. KRAKOV**
SPONSOR: **VALENFALL INDUSTRIES**
BLOODBOWL WINS: **7**



NAME: **EVROPA IMPERIA**
BLOC: **THE BLOC OF EUROPA**
NICKNAME (S): **IMPERIA, ROMANS, LEGION**
TEAM COLOURS: **GOLD, RED**
OWNER: **T. CASTILLE**
HOME CITY: **ROME, PARIS, BERLIN**
HOME STADIUM: **ROMA STADIUM**
NOTABLE PLAYERS: **D. BASTA**
SPONSOR: **FUEGO ENERGY DRINK**
BLOODBOWL WINS: **11**

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