

# THE XXXXII BLOOD BOWL



TOURNAMENT PACK

**T**hank you for participating in the 2503 Blood Bowl. You are playing for the honour of your team being named the 42nd Blood Bowl Champion and holding aloft the Bloodweiser Blood Bowl Championship Winners' Trophy.

*With this rules pack you will have received your entry ticket. Please look after your ticket!*

*In addition, please return the attached registration card as soon as you can. Once we have received this registration, your place in the tournament will be secure.*

*Due to the nature of this show, no replacements can be offered to any competitor who arrives at the show without a ticket. Your ticket is your only means of access to the event. Do not lose it!*

#### **ABOUT THIS RULES PACK**

This pack contains the full Tournament rules. All of the rules and conventions and White Dwarf references are from UK publications. All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues.

All Tournament material will be published or presented in English, and unfortunately no translators or translations can be provided due to the variety of nationalities who now attend our events. The Chief Referee's decision will be final and any updates or clarifications will be published on our website: [www.games-workshop.com/events](http://www.games-workshop.com/events)

Finally, the rules pack contains a provisional schedule for the two days. See you there!

#### **IMPORTANT!**

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop staff regarding the fair adjudication of the Tournament rules, and all issues of health and safety, are final. No discussions will be entered into once a decision is taken. This applies to rules adjudications, the scores applied for any category of the Tournament, painting judging, and any issues that require the

cooperation of the competitors. Once the Tournament results are published, we cannot alter them in any way. Any breach of this will be considered a Red Card offence at the Tournament.

If you have any questions regarding the event then please email:

[specgt@games-workshop.co.uk](mailto:specgt@games-workshop.co.uk)  
with Blood Bowl Tournament in the subject heading or you can write to:  
**Blood Bowl  
Tournament,  
UK Events Team  
Games Workshop  
Willow Road, Lenton  
Nottingham  
NG7 2WS  
United Kingdom**

#### **ENTRY TICKET**

Your ticket will have arrived with this pack. The ticket is your pass into the event and your ID throughout the tournament so you must bring it to the event – *do not lose your ticket!*

The ticket has several parts and it is worth explaining how it all works: We retain the left hand part when you enter the building. The next part is your name badge, you will need to fill in your name. The other three parts are your lunch vouchers, they fold behind the badge so you don't lose them. We will give you a plastic badge holder when you register. Please note the number on your ticket is your entry number. Please use it if you have any enquiries.

#### **THINGS YOU NEED TO BRING**

- Your entry ticket & this rules pack
- Your painted team
- Two copies of your team roster
- Blocking dice, D6 and D8 dice
- Throw-in, Scatter and Pass templates
- BB Handbook and any reference sheets you think you may need

### ★ SCHEDULE ★

#### Saturday

8.00am-10.00am	Entry and Registration
10.00am-12.00am	Game 1
12.00pm-1.00pm	Lunch/team painting judging
1.00pm-3.00pm	Game 2
3.00pm-3.30pm	Break
3.30pm-5.30pm	Game 3
6.00pm	Evening meal
6.30pm	Boisterous mirth begins!
11.00pm	Bar Closes

#### Sunday

9.00am-11.00am	Game 4
11.00am-11.30am	Break
11.30am-1.30pm	Game 5
1.30pm-2.30pm	Lunch
2.30pm-4.30pm	Game 6 & The Blood Bowl Final
4-30pm-5.00pm	Break & results worked out
5.00pm	Awards ceremony
5.30pm	End of Tournament

*Please be on time for registration you should be ready to begin by 10am, no later! As you can see the timetable is quite tight so I would ask that you play at a brisk pace. If your opponent is taking along time for his turn then remind him that the four minute rule is in play. The schedule is subject to change if the event organisers need to.*

- Pen & paper
- Super Glue (just in case!)

#### **THINGS YOU NEED TO SORT OUT**

- Accommodation for the night(s) (for help contact the Nottingham Information centre on 0115 915 5330 or visit [www.touchnottingham.com](http://www.touchnottingham.com))
- Some spending money, for the bar!
- Transport to and from the event.

#### **THE VENUE**

The event will be held at Warhammer World, Games Workshop HQ, Nottingham. For more detailed directions go to [www.games-workshop.com/events](http://www.games-workshop.com/events)

#### **SATURDAY NIGHT**

After the first day's gaming there will be an evening meal (included in your ticket price) and a nights entertainment in Bugman's bar. This will be a chance for coaches to wind down, chat, drink lots and even play more Blood Bowl if they wish! Don't forget the all important pub quiz!

## FORMAT

The Tournament is played over one weekend. You will participate in a series of six games. After each game you will play against a different opponent.

In the first round, players will be matched randomly against an opponent. After that, in each round the two players in 1st and 2nd place (based on their points for coaching) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on. The only exception is that you can never play the same opponent twice; should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable calibre. This usually means moving you either up or down the tables to swap you around - it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opponent.

Once your opponent has been determined you will be assigned a table. The event organisers will provide no other games equipment and the players must provide all other materials. You must bring along a copy of the Blood Bowl rules, as well as copies of any material you will be using so that your opponent can check any special rules and characteristics that apply to your team.

To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time wasting please!

Each player has a special results card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. It is important you fill all the information in as this will decide your ranking and ultimately the winner of the Tournament. Your results will then be entered into the tournament database.

## THE FINAL

After round five the two top teams will be announced to play in the final, the winner of which will be deemed the Blood Bowl Champions of 2503. The remaining coaches will play the final round. After six games the coach with the most tournament points (this can include the two teams in the final) will be awarded the Warhammer World League Cup.

## THE AWARDS

As well as the Blood Bowl and the League Cup other prizes will be awarded for Best Sportsman, Best Painted Team, Most Touchdowns and Most Casualties Caused.

## ★ THE TOURNAMENT RULES ★

The rules from the latest edition of the Living Rulebook (available free from [www.BloodBowl.com](http://www.BloodBowl.com)) are to be used unless specifically stated below. All Teams must be rookie teams with a starting value of 1,000,000 gold pieces. All models in your team must be appropriate or converted Citadel miniatures. All models must be painted – this means more than an undercoat!

Only the official teams as of the 2002 rules review maybe entered. To clarify so there is no doubt these are: Human, Orc, Dwarf, High Elf, Skaven, Dark Elf, Chaos, Chaos Dwarf, Undead, Goblin, Halfling, Wood Elf, Norse, Lizardman and Amazon.

No other teams are allowed. Teams must be written out on the official Blood Bowl team roster pad or the excel team roster available from the resources section of [www.BloodBowl.com](http://www.BloodBowl.com)

You must bring two copies, give one to the officials at registration and keep the other for your own reference.

Make sure your team is correct as team rosters will be checked and any mistakes (even if not deliberate) will result in that player getting a yellow card.

## TOURNAMENT POINTS

This is how we will rank you throughout the tournament and will be the largest deciding factor of who will be the overall champion. Teams will be ranked after each game using the following criteria in the order given: Tournament points, touchdowns scored, casualties caused. Scores are recorded after each game on the provided results card using the list below.

<b>Win</b>	<b>4 points</b>
<b>Draw</b>	<b>2 points</b>
<b>Lost by one TD</b>	<b>2 points</b>
<b>Lost by two or more TDs</b>	<b>1 point</b>
<b>Concede</b>	<b>0 points</b>

## TEAM BUILDING

After every game you may pick a skill and give it to one of your players. You may not stack additional skills on players so only one new skill per player. Players may only take skills from their available skill categories. Note: you can only gain skills not traits. This system replaces the League and Star Player Points system in the Blood Bowl handbook.

## CASUALTIES

All casualties that have been inflicted on your team, including death, are wiped away at the end of the game. In other words the team resets after every game. Skills accrued through the tournament will not be lost, even if the player dies. Note: Apothecaries are still useful for bringing back injured players during the game.

## STAR PLAYERS

You may buy a Star Player if you wish, they cost the full price on the card and are not freebooted as this is not a league. They may not be given any extra skills in the Tournament. You may only use the official Star Players from the list on the back of the Blood Bowl Handbook.

## SPORTSMANSHIP

Up to three Tournament Points are awarded for Sportsmanship. At the end of the last game you will be asked to nominate the most sporting coach that you have played. If you



are nominated 0-2 times you will receive 1 Point, if you are nominated 3-5 times you will receive 2 Points, if you are nominated 6 times you will receive a well deserved 3 Points.

### **BEST PAINTED TEAM AWARD**

We will be giving out an award for the Best painted Team. This is awarded to the team that, in the opinion of the Judges, are the best in terms of painting. In addition, we award a portion of the Tournament points based upon team painting. We do this because our hobby is not just about playing games, but also modelling and painting.

It's not uncommon for players to use teams that include miniatures which they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Team award goes to the player who painted their models themselves - the reward for the extra personal effort required to create and win with gorgeous miniatures. For this reason you'll be asked to indicate on the form that comes with this pack whether you painted your team yourself, or if you got someone else to do it for you.

The way in which we have decided to address this is to instruct the Painting Judges that they may not select the player's team for Best Team voting if a player has declared that they did not personally paint all the models. It has no affect on your Tournament scores. This means that we can issue the accolade to the people who actually painted their miniatures. We ask all of the contestants to remain honest in their declaration.

The way the Best Team award will be given works in three steps:

1. The judges mark each player's team for Tournament points as listed above.
2. Each judge picks three teams for the Best Team vote. These forces are chosen for purely aesthetic and subjective reasons.
3. You will all be invited to vote for the Best Team on the second day of the Tournament. The most votes will win the player the award.

Up to three Tournament Points are awarded for team painting. You get one point for each of the below criteria achieved. The judges will

award points not on aesthetics but on the strict guidelines given below, this means any painter of any standard can gain the maximum three points if he puts the effort in and follows the guidelines. (The judges' decision is final).

**+1 Based:** All the bases in the team (including coaching staff) are painted and textured in some manner. The baseline for texture is flock as a minimum. Just being painted green is not enough!

**+1 Painted:** The team is painted, all models have at least 3 colours on them. Different colours should be used for different areas. Undercoats must *not* be visible.

**+1 Detailed:** All models have had the details of the model painted in a variety of colours or with noticeable effects. This can be shading or highlighting, or 'black-lining' etc. This discriminates between the merely painted team and the team that has had attention paid to it.

**Important:** In order to get the point all the models in the team must fulfil the criteria. If even one fails, the points can't be scored.

### **REFEREES**

The primary purpose of our Tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games of Blood Bowl, both because the huge number of variables involved in the game make it just about impossible for the rulebook to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the

appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to sort out a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.

2. To roll a D6 to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

**YELLOW:** A Yellow Card will be shown to the player(s) and their player number and name logged. In addition, five points will be taken from a booked player's Tournament totals.

**Red:** A Red Card will be shown to the player(s) and their player number and name logged. In addition, ten points will be taken from a booked player's Generalship totals.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offence.