

TOURNAMENT RULES PACK

StrangleBowl: Leicester, Saturday 13th October 2018



WELCOME

We look forward to welcoming you to picturesque* Leicester and the inaugural **StrangleBowl**, an event we hope will become a mainstay on the Blood Bowl tournament calendar.

*May not be representative of attendees' individual experiences of Leicester.

We are using a tried and tested venue, home to the Leicester Blood Bowl League (LBBL). There will be plenty of tables and chairs set up when you arrive, and plenty of room to move about.

This pack should answer most of your questions, but if you have any other queries please don't hesitate to get in touch. You can send us a Facebook message, or email thechamp@stranglebowl.uk.

You can also follow and comment on the StrangleBowl 2018 Facebook Event Page, or visit www.stranglebowl.uk

We hope you can join us! It's going to be a great day... For everyone who doesn't get strangled.

DETAILS

Date: Saturday, 13th October 2018

Time: 09.00 – 18.15

Location:

Ukrainian Church Hall, 2A Fosse Road South, Leicester, LE3 0QD

WHAT YOU WILL NEED

- 3 printed **copies of your team roster sheet**; one to hand in during registration, one for you, and one for your opponent.

- **Dice:** 3 x block dice, 2 x D6, 1 x D8, 1 x D12.

- **Miniatures representing your team.**

There are no restrictions on which manufacturer's models you can use, but each model should clearly represent the player and position it stands for – if you're uncertain, please get in touch with us before the event with photographs of your models.

Please ensure each model displays a number corresponding to its position on your roster sheet,

and if possible, mark any skills with a loom band or similar – to make it easier for your opponent.

- **Pen/pencil** (not to be used for stabbing).

- **A pitch and dugouts** – we won't need everyone's but better to have too many than too few.

- A **range ruler / pass-chart** and **scatter templates**.

- A pair of black leather strangling gloves (optional).

WHAT YOU WILL GET

- 2 beautiful StrangleBowl custom D6 dice.

- 3 games of Blood Bowl.

- Lunch, full details to be confirmed (please let us know of any special dietary requirements in plenty of time before the event).

- Access to an on-site bar serving various alcoholic and non-alcoholic beverages. Access to tea and coffee.

- The chance to win one of the illustrious trophies and prizes, including spot prizes.

- For a lucky few, a complementary, non-fatal strangle from The Champ himself.

ITINERARY

09:00 – 10:00:

Registration, coffee/tea, doughnuts

10:00 – 12:15:

Round 1

12:15 – 13:00:

Lunch (no strangling permitted)

13:00 – 15:15:

Round 2

15:15 – 15:30:

Mini-break (occasional strangling permitted)

15:30 – 17:45:

Round 3

18:00 – 18:15:

Awards



TOURNAMENT RULES

The core tournament rules will follow current NAF guidelines for all NAF tournaments.

If there are any changes to the guidelines between the date this pack is released and October 1st 2018 those changes will be added to the rules pack and notifications will be added to the Strangle Bowl website and Facebook Event. Any changes made after October 1st 2018 will not be incorporated into this event.

This is a resurrection style tournament. All rosters will be reset after each round. No casualty results will be carried over, no SPPs will be accumulated, no improvement rolls will be made, and no gold crowns earned.

The *Illegal Procedure* rule will not be in effect, nor will turns be timed. An exception may be made at the discretion of a tournament organizer in the event that a game is running particularly late; in this case coaches will be advised to start using timed turns, with time-outs resulting in an immediate turnover. This will be discussed further during registration.

Rosters can be created using an allowance of **1,100,000 gold crowns**. Inducements are permitted except for Mercenaries, Special Play Cards and Team Wizards. If you include a Star Player in your roster you must first have at least 11 normal rostered players before including the Star. If two coaches are drawn against each other with the same Star on their rosters, both players are permitted to use them. A maximum of one Star Player may be rostered per team.

No gold crowns are awarded to either team during the pre-match sequence. No leftover gold crowns may be spent on Inducements during the pre-match sequence.

TIERS

This is a tiered tournament. Besides the starting skills on your roster, you are permitted to add additional skills to your players. The amount and type of additional skills available to you is determined by the tier your team falls into. These skills must be chosen before the tournament and recorded on your rosters, and will remain the same during each round of the event.

The following restrictions apply to your additional skills selection:

- No player may be given more than one skill
- No more than 3 players may be given the same skill
- No statistic increases may be taken
- Star players on your roster may not be given an additional skill

Tier 1 (easy mode, it's basically cheating):

Amazon, Bretonnian, Chaos Dwarf, Dark Elves, Dwarf, Lizardmen, Necromantic, Norse, Orc, Skaven, Undead, Wood Elves
4 Normal Skills

Tier 2 (socially acceptable, but only just):

Chaos, Chaos Pact, Elves, High Elves, Humans, Khemri, Khorne, Nurgle, Underworld, Slaan (leap!), Vampire
4 Normal Skills + 1 Double Skill
OR 6 Normal Skills

Tier 3 (tier of the brave and valiant, and/or stupid):

Halfling, Goblin, Ogre
5 Normal Skills + 2 Double Skills

THE CHAMP

Nobody knows who The Champ is. Some say he is the most dangerous man (or possibly dwarf) in Blood Bowl. Some think he's just a fat bloke who wears leather gloves. Mild mannered and gentle by day, it has long been suspected that he is a ruthless strangler by night, and so it is no surprise that many teams in the Old World, from Khemri to Albion, have sought the services of The Champ – if they can find him.

One place he can always be seen is at his favourite tournament, StrangleBowl, annually held in the provincial Empire city of Lesterheim. He is so fond of the tournament, in fact, that he attends every game, and not just watching; he insists on taking part, and who would say no?

On the pitch his preference is for grabbing throats rather than the ball, though he has so far been careful never to cause any long-lasting injuries, perhaps because the matches are played during daylight hours. Renowned in some circles for motivational speaking, he has been known on a number of occasions to stop suddenly during a match for minutes at a time, recounting particularly memorable past strangles, or lecturing on glove maintenance, while the game plays on around him. Off the pitch his booming voice can be heard berating opposing players and threatening referees.

When you and your opponent sit down at your table you should find a miniature on the board waiting for you.



This miniature represents The Champ, the enigmatic Star Player of dubious repute, after whose extra-curricular activities this tournament has derived its name.

The Champ is an unusual Star Player in that he will act for both teams during the match. The side the Champ is on is determined at the start of each half: whoever **loses** the toss at the start of the match will get to decide which team The Champ plays on during the first half, and he will then swap to the other team for the second half. This decision is made immediately after the player who won the toss decides which team will kick/receive.

Importantly, the Champ will **always** recover and be available at the start of the second half to join the other team, even if he was sent off or suffered a casualty during the first half. His will to strangle allows him to shrug off even the most dire of injuries, and the sight of his strangling gloves is sufficient to undermine the most ardent of referees.

The Champ has two modes of play; he can be set up as an additional Star Player on the pitch, with the stats and special rules opposite, or he can join the coaching staff, again, with the special rules for this opposite.

The controlling player will need to decide how to use him at the beginning of each **drive**, meaning it is possible for the Champ to start the match as an assistant coach, but then join the team on the pitch after the first touchdown, etc.

SCORING AND DRAWING

Opponents will be selected at random for round one. We will aim to draw the first round match-ups beforehand so if you know that other members of your gaming group or league will be in attendance please let us know before the day and we will try to ensure you are matched against someone else. For rounds two and three we will be using the Swiss pairing system, with coaches being awarded points based on the following:

- Win = 15 points
- Draw = 7 points
- Loss = 0 points

Bonus Points

- Each Touchdown after the first = 1 point (max. 2 per match)
- Each Casualty* after the second = 1 point (max. 3 per match)
- Each Strangle[†] = 1 point (max. 3 per match)

*Points for Casualties are only awarded as a result of successful blocks, including defensive blocks.

[†] In order for a Strangle to generate a bonus point the target must be Knocked Out. For further details see The Champ Star Player special rules (below).

THE CHAMP STAR PLAYER

MA	ST	AG	AV
5	3	2	8

Loner, Bonehead, Block, Thick Skull, Dirty Player, Stand Firm, Strangle

Strangle (new skill)

The Champ may attempt to Strangle any adjacent opposing player instead of throwing a block, as part of a *Block* or *Blitz* action.

Make an Armour roll, adding 1 to the result. If this fails, the Strangle has no effect. If this beats the victim's AV make a roll on the Injury table adding 1 to the result, but treating a Casualty result as a KO instead.

If a Strangle is used during a Blitz, the Champ cannot continue moving afterwards.

THE CHAMP ASSISTANT COACH

The Champ spends the drive staring malevolently back and forth between the referee and the opposing team's coaching staff, all the while making unnerving strangling gestures with his darkly gloved hands.

For this drive the Champ counts as 3 assistant coaches for the controlling player's team.

In addition the controlling player may re-roll any failed bribe rolls, and may Argue The Call on a 5+.

If the roll for Argue The Call is a '1', the head coach is sent off as normal, but The Champ remains where he is; there can be no more Arguing, but the team still benefits from the Champ's other rules, and he is still available to join the pitch at the start of the next drive.

REFUNDS

If your non-gaming life gets nuffled and it turns out you are unable to attend StrangleBowl after buying a ticket, we will offer full refunds until September 30th – 2 weeks before the event.

After that we cannot guarantee a refund will be available unless we are able to find a replacement coach at that stage.

SPONSORS

A special thanks to the LBBL (The Leicester Blood Bowl League) for sponsoring 1st, 2nd and 3rd places, enabling us to get some amazing custom-engraved trophies, and also to Akaro dice for providing some gorgeous sets of bespoke dice in gold, silver and bronze – only one set each has been made for these so they are super-rare!

Visit the sponsors websites/Facebook pages below:

lbbl.co.uk

hungry-troll.com

akarodice.com

facebook.com/TwoDrunkFlings

facebook.com/justinforchamp

facebook.com/CharlieVictorProducts

facebook.com/groups/eaviermetal

AWARDS

There will be awards for the following:

- 1st Place* (*Sponsor: Hungry Troll*)
- 2nd Place*
- 3rd Place*
- Most violent
- Best offence
- Best defence
- Stunty Cup (*Sponsor: Two Drunk Flings*)
- Most strangles (*Sponsor: The Champ himself!*)
- Dirtiest player (*Sponsor: Foul Appreciation Society*)
- Best painted team (*Sponsor: 'Eavier Metal*)
- The illustrious and supremely coveted of all the prizes, the award of all awards, the loot of all loot, the one that a 'fling coach normally gets because, let's face it, 'flings might be cute and they taste nice with paprika but they are awful at Blood Bowl, the... sorry, The StrangleBowl Wooden Spoon™ (*Sponsor: Nuffle*)

