

# BLOOD BOWL

## INTRODUCTION

We are running a three-round single-player tournament for Blood Bowl during the day.

## SCORING

There are 48 points available throughout the day. These are split across Game Results and Army Painting.

### Game Results (0-36 points, 75%)

A total of 36 points are available, 12 from each game, as detailed below.

Score	Winner	Loser
Draw	5	5
Win	10	0

### Bonus Points

- 3 or more Casualties = +1 point
- 3 or more Touchdowns = +1 point
- No touchdowns against = +1 point

**Casualties** - casualties caused by *Block*, *Blitz* and/or *Foul* actions and as a result of the use of Secret Weapons count towards your final Casualty score.

Game Results are the main bulk of your scores over the day and are calculated based upon the outcome of each battle. You will need to keep track of your **Touchdowns** scored and **Casualties** that you have inflicted during each game and record them on your Results Card.

### Team Painting (0-12 points, 25%)

The painting score will be an all or nothing score in the sense that a fully painted army will score **12 points** and an army with any unpainted models will receive zero.

The criteria for qualifying as a fully painted army are three colours and based. Please be aware that by painted we mean that it should at some point have involved the use of a paintbrush; armies painted solely with spray paint or undercoated and dunked will not receive the 12 points for a painted army.

Being based means that the base should either be flocked, or have painted basing materials, such as sand. Unpainted sand, or paint-only bases don't count! We have decided not to ban unpainted models, but if you want the 12 points for painting please ensure the whole team is painted and based. 'The whole team' includes any Coaching Staff you choose to bring.

## Model Representation

Please also note that although the models don't have to be Citadel, they models should be 'what you see is what you get' (WYSIWYG) wherever possible. In the case of "counts as" conversions, please make sure that your opponent is clear as to what the conversion counts as prior to the game beginning.

## Awards

1st, 2nd and 3rd Place: the players who performed the best overall in terms of gaming. Ties will be decided on Touchdown difference, then Casualty difference.

## Sportsmanship

We won't be asking players to award each other any sportsmanship points as we are presuming that we can all play our games fairly and in the spirit of enjoyment for without the need for additional motivation. If any situation should arise that can't be resolved by the players themselves by referencing the books, then the tournament organisers will be 'rolling a dice for it'.

In the unlikely event that a player is being obstructive or unreasonable and is affecting the enjoyment of other players taking part in the tournament, then judges will deduct points from that players score using their own judgement.

We certainly don't anticipate any situation needing such serious action as we hope that all participants will be taking part in a friendly yet competitive manner.

## TEAM ROSTER

These should be printed or neatly hand written and should clearly show all options and costs. A copy of your list must be handed to the judges upon registration on Saturday morning. A random selection of lists will be checked through by the tournament organisers during the course of the day.



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# BLOOD BOWL TOURNAMENT

## TEAM SELECTION

This is a 1,100,000 gold pieces tournament using the *Blood Bowl Competition Rules*. Please refer to that pack. This can be found at:

Games Workshop > Specialist Games > Blood Bowl > Blood Bowl Resources

*Blood Bowl Competition Rules* rule set and the teams therein will be used. **The Illegal Procedure rule will not be enforced.**

## Restrictions

- No Star Players or Inducements are allowed. (Except for Ogres, Halflings, and Goblins.)
- All official teams are allowed including Slann, Chaos Pact and Underworld Creepers. These teams can be found at:

[www.sci-fi-city.com/bloodbowl/NewTeams2008.pdf](http://www.sci-fi-city.com/bloodbowl/NewTeams2008.pdf)

## Skill Selection

- Four 'normal' and two 'double' skills that may be allocated to players in their team.
- No more than one additional skill on any player.
- No more than two of the same additional skill on a team.

## GAMES

The tournament consists of **three games**. The time limit for each game is **two hours**.

*Please note that, at the end of the time limit, "dice down" will be called; so don't begin a turn that you cannot finish.*

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 will not be lost, even if the player dies. Note: Apothecaries are still useful for bringing back injured players during the game.

## SCHEDULE

### Blood Bowl (Single Player)

0830-0930	Registration
<b>0930-1130</b>	<b>GAME 1</b>
1130-1300	Lunch
<b>1300-1500</b>	<b>GAME 2</b>
1500-1600	Break
<b>1600-1800</b>	<b>GAME 3</b>
1800-1830	Break
<b>1830-1900</b>	<b>AWARDS</b>

This is subject to change on the day



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