

# TOURNAMENT RULES PACK

StrangleBowl 2. Leicester, 26 October 2019



# WELCOME

We look forward to welcoming you to tropical\* Leicester and the second annual **StrangleBowl**. We could not have been more pleased with the tournament's success last year, and we're expecting this year's to be even better (by which we mean expect to see even more strangling).

\*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 the best atmosphere this side of Miami/Honolulu/Slough.

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](mailto:thechamp@stranglebowl.uk).

You can also follow and comment on the StrangleBowl 2 [Facebook event page](#), or visit [www.stranglebowl.uk](http://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, 26<sup>th</sup> October 2019

**Time:** 09.00 – 18.15

**Location:**

Ukrainian Church Hall, 2A Fosse Road South, Leicester, LE3 0QD ([Google Maps](#))

## 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, 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.
- Your best fancy dress outfit (from any decade or genre as long as it's the 1980s with strong Miami vibes) and a pair of black leather strangling gloves (optional).

## WHAT YOU WILL GET

- Some amazing and unique StrangleBowl 2 loot:
  - 2 x dice (D6)
  - 1 x dice cup
  - 1 x The Champ Star Player card
  - 1 x scatter, Throw-in and Passing templates.
- 3 games of Blood Bowl.
- Lunch & snacks – 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 complimentary, 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 & group photo (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 the current [NAF guidelines for all NAF tournaments](#) plus the additional rules as stated in the rest of this Tournament Rules Pack.

If there are any changes to the NAF guidelines before 1 October 2019 those changes will be added to this rules pack and notifications will be added to the [StrangleBowl 2 Facebook event page](#). Any changes made after 1 October 2019 will not be incorporated into this event.

This is a resurrection style tournament – 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 pieces 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 organiser if a game is running late – in this case coaches will be required to use timed turns, with time-outs resulting in an immediate turnover.

## TIERS & ROSTERS

Rosters can be created using an allowance of **1,100,000 gold crowns**. Both players and inducements from *CRP*, *DZ1*, *DZ2* and *Spike! Journals 1-6* are permitted except; Golden Age Star Players, Mercenaries, Special Play Cards and all Wizards.

If you include Star Player(s) in your roster you must first have at least 11 regular rostered players before including a Star Player. If two coaches are drawn against each other with the same Star Player on their rosters, both players are permitted to use them. A maximum of two Star Players may be rostered per team. No gold crowns are awarded to either team during the pre-match sequence. *Piling On* and *Stakes* as described in *CRP*.

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. For an easy way to create rosters visit [www.littlearmydesigner.com/bb/en](http://www.littlearmydesigner.com/bb/en).

The following restrictions apply to your additional skills selection:

- No player may be given more than one skill.
- No more than two 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, Lizardmen, Necromantic Horror, Norse, Orcs, Skaven, Shambling Undead, Wood Elves – **4 normal**

**Tier 2** (socially acceptable, but only just)  
Chaos Chosen, Chaos Renegades, Elves, High Elves, Humans, Khemri Tomb Kings, Daemons of Khorne, Nurgle, Underworld Denizens, Slaan (leap!).  
**4 normal + 1 double OR 6 normal**

**Tier 3** (bloodlust mode, for lovers of frustration)  
Vampire – **As per Tier 2, plus one Thrall gets Leader**

**Tier 4** (tier of the brave & valiant, and/or stupid)  
Halfling, Goblin, Ogre – **5 normal + 2 double**

**Tier 5** (like trying to be friends with an evil snail)  
Dwarf – **4 normal\***

*\*Tier 5 coaches must wear their complimentary badge, which will be handed out during morning registration. I feel like I'm dying inside.*



## THE CHAMP

Nobody knows who *The Champ* is. Some say he is the most dangerous man 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 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.

**DO NOT take this miniature away with you.**

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, 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 even 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 & DRAWING

Opponents will be selected at random for round one. 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 armour must be broken. For further details see The Champ Star Player special rules (opposite).



## 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, if this is less than or equal to the target's AV then the *Strangle* has no effect. If greater than the target's AV then make an Injury Roll. The Champ may add one to either the Armour Roll **OR** the Injury Roll.

If any victim of a *Strangle* would be placed in the Knocked Out or Casualty box, that player shall instead be placed in Reserves.

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 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 2 after buying a ticket, we will offer full refunds until October 12<sup>th</sup> – 2 weeks before the event.

After that we cannot guarantee a refund will be available.

## SPONSORS

\*A special thanks to the LBBL (The Leicester Blood Bowl League) for also sponsoring 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> 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<sup>i</sup>, silver and bronze – only one set each has been made for these so they are super-rare! <sup>†</sup>It's not real - sorry.

Visit the sponsors' websites/Facebook pages below:

Leicester Blood Bowl League: [lbb.co.uk](http://lbb.co.uk)

Akaro Dice: [akarodice.com](http://akarodice.com)

Sukubus Studio: [sukubusstudio.com](http://sukubusstudio.com)

Hungry Troll: [hungry-troll.com](http://hungry-troll.com)

Charlie Victor: [Facebook page](#)

FUMBBL podcast: [soundcloud.com/throweck](https://soundcloud.com/throweck)

Two Drunk Flings + Friends: [Facebook page](#)

The Champ: [Facebook page](#)

The Foul Appreciation Society: [Facebook page](#)

Rosemary & Co.: [rosemaryandco.com](http://rosemaryandco.com)

## AWARDS

There will be awards for the following:

- 1<sup>st</sup> Place\* (Sponsor: Leicester Blood Bowl League)
- 2<sup>nd</sup> Place\* (Sponsor: Sukubus Studio)
- 3<sup>rd</sup> Place\* (Sponsor: Hungry Troll)
- Most violent (Sponsor: Charlie Victor)
- Best offence (Sponsor: FUMBBL podcast)
- Best defence (Sponsor: TBC)
- Stunty Cup (Sponsor: Two Drunk Flings + Friends)
- Most stranglers (Sponsor: The Champ himself!)
- Dirtiest player – see The Foul Appreciation Society box below for details (Sponsor: The Foul Appreciation Society)
- Best painted team (Sponsor: Rosemary & Co.)
- Best outfit (Sponsor: DAVEtheIMPALER)
- The most 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 2 Wooden Spoon™ (Sponsor: Nuffle)

## THE FOUL APPRECIATION SOCIETY

The Foul Appreciation Society is proud to sponsor StrangleBowl 2. The FAS is an independent society that encourages and promotes one of Blood Bowls greatest features: Fouling! We promote the fouling of any player, no matter what the turn, or whether a league, tournament or 'friendly' match!

In our eyes turn 16 Fouls are the pinnacle of the sport and coaches are highly respected by the FAS for performing them.

The rules are simple, whoever performs the most fouls at this tournament will received a coveted FAS Patch. The fouls do NOT have to be successful, you just

count your total fouls committed each game and at the end of the day whoever performs the most fouls over their games will win the patch and be entered into the FAS Hall of Fame.

Remember, fouling is good for the game, good for you, and even good for your opponent. Fact.

*Sep Splatter*

President of the FAS

