

# Critter Bowl

## TOURNAMENT RULES PACK

January 19th at Wizards Asylum  
749 South Jenkins Avenue. Norman, OK 73069

Welcome to Critter Bowl! Critter Bowl, why Critter Bowl?

This is a Baby Shower/Blood Bowl Tournament for our buddy Sarge (Mike Tate). He and his wife currently are undecided on the baby's name so until then they are calling the baby "Critter". Thus Critter Bowl for the event otherwise it would be Jane Bowl, Dorothy Bowl or Emma Bowl.

If there is anyone out there that cannot make it or if the spots for the event are all taken yet you still want to pitch in for the Baby Shower side of this event please let us know. If you want to pitch in more money for the baby, please let us know.

**PLEASE NOTE:** All entry Fees for this tournament will go towards a gift card for the family to spend on the new baby. Due to only being able to reserve half the store for this event we will be limiting the event to the first 16 players that sign up, pay and turn in rosters.

**Everyone (limited to 16 palyers) who attends will get a pair of Both Down D6's and free pizza for lunch!**

### **Cost and Sign up!**

In order to Register for this tournament you must do the following:

- Send \$25 via Paypal to orlahomabowl at gmail dot com
- Send your team roster and your two favorite kinds of pizza to orlahomabowl at gmail dot com

Once the money clears and roster is approved, I will add your name to the list of attendee's.

Once all 16 slots are filled up, the registration is closed. Assuming all 16 slots are filled, there will be NO on-site registration.

## **Tournament Schedule**

- 9:00 – Check-In Starts
- 9:45 – Check-In Ends, going over the Special Ball rules begin!
- 10:00 – Round 1 (Random)
- 12:00 – 1:00 – Lunch (Free Pizza! - provided by Both Down Podcast)
- 1:00 – Round 2 (Swiss)
- 3:00 – Break
- 3:30 – Round 3 (Swiss)
- 5:30 – Break
- 6:00 – Round 4 (Swiss/Finals)
- 8:00 – Break
- 8:30 – Results/Awards

## **What you should bring**

- Your Painted Blood Bowl Team
- Five Copies (one for each round) of team roster
- Blood Bowl Field/Dugouts/Templates
- GW or NAF Block Dice & D8
- Printed Copy of Competition Rules (CRP)/LRB6 can be found here- [http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m780049a\\_Blood\\_Bowl\\_Competition\\_Rules.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf)
- Plus the three new teams list [http://www.orclahomabowl.com/documents/New\\_Teams.pdf](http://www.orclahomabowl.com/documents/New_Teams.pdf)

## **Things we will provide**

- Pen
- Nametag
- Match Sheet
- Custom Dice
- Awards

## **Team Building Rules**

You are given 1,200,000 gold pieces to build your team using CRP team lists or the three additional Team Lists. You may purchase players, rerolls, apothecary, fan factor, coaches, and cheerleaders as normal. You may also purchase skills and stat increases (see **Player Advancement** below). Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED. With that said, you may purchase any other inducements as part of your team built.

NOTE: A single *WIZARD* may be purchased for 100K but may *ONLY* use the *Fireball Spell*.

Apothecaries hired for Critter are Nanny like and they will work on any of the Star Players taken.

Each player is allowed up to 2 additional skills OR 1 Stat upgrade (AV or MA only at 30k) and 1 Skill upgrade:

- Each Single Skill available to that player is 20,000GP
- Each Double Skill available to that player is 30,000GP
- Each stat increase may only be taken twice by your team.
- Each skill may be replicated no more than 3 times.

## **CRP Star Players**

Note: If you are including a Star Player from the CRP Rule Book, you must still have 11 players on your team BEFORE being able to hire them. Having 10 plus a Star is not allowed.

## **Rule for Multiple of the Same Star Player**

This is a once in a lifetime event for most of the guys. As such, some players may pretend to be a Star Player or some of the smart ones will be cloned by Wizards to get double the pay. What does that that mean?

**Star Players may play for both teams.** There is no "Highlander Rule".

### **Player Advancements**

You may also choose to spend some of your 1,200,000 gold pieces to purchase advancements for players of your choice. Each player is allowed up to 2 additional skills OR 1 Stat upgrade (AV or MA only) and 1 Skill upgrade. This is for regular positions only, not star players.

- A normal skill upgrade costs 20,000
- A Doubles skill upgrade costs 30,000
- +1 Movement costs 30,000
- +1 Armor Value costs 30,000
- You MAY NOT purchase Strength or Agility upgrades
- You MAY NOT purchase the LEADER skill
- No player may have more than two Skills or one Skill and a Stat increase
- No skill or stat increase may be taken more than three times
- All Injuries will reset as this is a Resurrection Tournament

### **Special Balls**

Every game will be played with Special Balls (See last page of this document). In Tournament Rounds 1 thru 3 the kicking team will roll a D10 for the ball being used that drive. After each drive ends a new ball is randomized. Round 4 will not only be for the Critter Bowl Championship, but the remaining teams will be at their own Bowl game where the ball will not be randomized.

So for example your team might not make the Critter Bowl Championship but you did make the Nurgle King Bowl which only uses the Nurgling ball.

### **Special Weather**

The weather that everyone will use will be rolled by the expecting father Sarge. So if you don't like the weather blame him. The Special Weather chart can be seen on the last page of this Rule Pack.

### **NAF Tournament Info**

This is a NAF approved tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked, there will be an NAF registration onsite for the cost of \$10/year. More information can be found at [TheNAF.net](http://TheNAF.net)

### **Illegal Procedure**

In the spirit of good sportsmanship, Illegal Procedures will not be called

### **Timing**

The two hour rounds WILL be strictly enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace.

The 4 Minute turn rule will not be used unless the Tournament organizer feels your game is in danger of not completing in the two hour timelimit. He may insist on a timer being used and enforcing the 4 minute turn rule.

### **Dice**

You are encouraged to share dice with your opponent. Only GW or NAF Block Dice may be used and only the Both Down D6's received at registration may be used. You and your opponent should decide whose set of dice will be used.

### **Scoring**

After each round you will fill out the game sheet based on the game just completed.

- A WIN is worth 3pts
- A DRAW is worth 1pts
- A LOSS is worth 0pts

### **Overtime**

There will be no overtime played. If your game ends in a draw, it's a draw.

### **Top Table**

At the beginning of Round 4 the #1 and #2 ranked coaches will be playing for the title of Critter Bowl Champion and 2nd place. Regard-less of any bonus points, the winner of this Top Table game is the Critter Bowl Champion. If the game ends in draw, then Total Tournament points will be used to decide the Champion.

### **Tiebreakers**

The Scoring system has been setup to hopefully get the most accurate representation of how everyone has performed. If, by chance there is a tie in Tournament points, the ties will be broken in this order:

- Winning Percentage
- Strength of Schedule
- Head to Head record
- Net TDs plus Net CAS
- Total TDs plus Total CAS

If it is still a tie at that point, the tournament organizer will use his best judgment in finding a way to break the tie.

### **Painting**

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some attempt at making them appear finished.

### **Sportsmanship**

We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required!

Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

Sportsmanship Awards will be determined based on answers given in the Etiquette Sheet.

Tournament Organizer will strictly enforce the "Don't be a Douche" policy. Basically, it consists of not performing any acts of Douchebaggery.

### **Awards (NOTE: ALL AWARDS WILL BE CERTIFICATES)**

The following awards will be given out after the last round:

- Critter Bowl Champion - Winner of Top Table in Round 4
- 2nd Place - Loser of the Top table round 4
- Del Zine Cup (3<sup>rd</sup> Place)- The Coach that finishes with the highest overall tournament points that wasn't at the top table.
- Best Offense Certificate - Team that scored the most TDs
- Best Defense Certificate - Team that allowed the fewest TDs
- Most Brutal Certificate - Team that inflicted the most Casualties from Blocking
- Stunty Cup – Highest rated Stunty Team (Halflings, Goblins, Ogre) in standings
- Best Appearance - Best looking team as decided by player vote. Tournament Organizer will have final say and break any ties.
- Best Sportsman - Best Sportsman as decided by player vote. Tournament Organizer will have final say and break any ties.
- Poopy Diaper Award - Coach that finished with lowest number of Tournament pts

### **Spread The Wealth**

A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards, i.e. Back of the Pack has to have played in all 4 rounds.

**QUESTIONS?** Email us at **[OrclahomaBowl@gmail.com](mailto:OrclahomaBowl@gmail.com)** for Answers!

# Critter Bowl

## Special Ball Table

1	<b>Scarab Ball</b> – The ball is replaced by a Scarab. Any time the ball lands in an empty square. It will move in a random direction decided by the scatter template (D8) and will move a D6 worth of squares. It will move its full movement before a bouncing ball pick-up attempt can be used. The ball will never move out of bounds on its own. It could be kicked out of bounds on a kick off.
2	<b>Honey Badger Ball</b> – This ball is super sticky. Anytime someone tries to hand off or pass the ball they must roll a D6, on a results of a 1 the Ball is stuck to the player and the action for that player is over.
3	<b>Baby Orcipine Ball</b> – Any failed pick up or catch roll (but not interception roll) is treated as the player being attacked with the Stab skill by an opponent.
4	<b>Baby Griffin Ball</b> – A baby Griffin can soar thru the air with ease. +1 to all Pass attempts.
5	<b>Dead Pig Ball</b> – It's a dead pig used as the ball... nothing special here, except we can eat him after or during the game.
6	<b>Baby Troll Ball</b> – Yes they will be playing the game with a baby Troll as the ball. The Baby Troll Ball gives the holder Stupidity and loner.
7	<b>Nurgling Ball</b> – Ohoooo gross it's a Nurgling ball! This ball gives the holder Foul Appearance and Disturbing Presence, for players that already have one or more of these skills they get a +1 to picking up, throwing, catching, or intercept attempts.
8	<b>Morg Plush Doll Ball</b> – It's a stuffed doll of the greatest Blocker Ogre ever Morg N'thorg... so nothing special here.
9	<b>Dragon Egg Ball</b> – When this ball hits the ground it emits a fireball. The location of the ball is always the center of the fireball, to see who is hit by the fireball use the Fireball rules found with the Wizard Rules in the CRP or LRB6 (Rulebook).
10	<b>Squig Ball</b> – This fellow... er ball is rather heavy. For any picking up, throwing, catching, or intercept attempts the player uses their ST, instead of their AG.

<b>Special Weather table</b> (Sarge's will roll for initial weather for all tables.)	
1	Combine effects of 2 and 3
2	Sweltering Heat
3	Very Sunny
4 - 7	Perfect Weather!
8	Pouring Rain
9	Blizzard
10	Combine effects of 8 and 9