

# ORCLAHOMA BOWL IV



**TOURNAMENT RULES PACK 1.2**





# ORCLAHOMA BOWL IV

March 14th at Wizards Asylum  
749 South Jenkins Avenue. Norman, OK 73069

## Cost

*EARLY BIRD SPECIAL* Pre-register by January 31, 2015

- \$20 - Orclahoma Bowl (Only)
- \$30 - Orclahoma Bowl & Spiky Cup (Both Events)

*REGULAR* Pre-register by March 2, 2015

- \$25 - Orclahoma Bowl (Only)
- \$40 - Orclahoma Bowl & Spiky Cup (Both Events)

*AT THE DOOR*

- \$30 - At the door the day of the event

**All Events can be signed up and paid for at the [Orclahomabowl.com](http://Orclahomabowl.com)**

## Pre-Registration Bonus

If you pre-register by March 2, 2015 you get 2 additional Limited Edition Orclahoma Bowl D6's, extra prize ticket and discounted tournament entry fee.

***Pre-Registered Players should turn in Rosters by email for Approval by March 2, 2015 or before.***

## Tournament Schedule

8:00 – Registration Starts

8:15 – Registration Ends

8:30 – Round 1 (Random)

10:30 – Break

10:45 – Round 2 (Swiss)

12:45 – 1:45 – Lunch

2:00 – Round 3 (Swiss)

4:00 – Break

4:15 – Round 4 (Swiss/Finals)

6:15 – Break

6:45 – Results/Awards (including Drawing for painted team for whoever signed up both days)

## What you should bring

- Your Painted Blood Bowl Team
- Five Copies of your Team Roster (one for each round) and one for you
- 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

## **Orclahoma Bowl Special Rules and Team Building**

### ***Special Weather table (Top Table will roll for initial weather for all tables.)***

- 1 Dustbowl (Combine effects of 2 and 3)
- 2 Drought (Sweltering Heat)
- 3 Windy (Very Sunny)
- 4-5 Perfect Day
- 6 Downpour (Pouring Rain)
- 7 Muddy Mess (Blizzard)
- 8 Tornado (Combine effects of 6, 7)

### ***Team Building Rules***

You are given 1,150,000 gold pieces to build your team using CRP team lists or the three additional Team Lists. You may purchase players, rerolls, fan factor, coaches, and cheerleaders as normal. You may also purchase skills and stat increases (see **Player Advancement** next page) by using up to 150,000 of your team build.

Example: If you choose to use all 150,000 to buy skills (or Stat advancements) then you will only have 1,000,000 left to build your team. If you use only 120,000 to buy skills, then you have 1,030,000 to build your team.

Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED. With that said, you may purchase any other inducements as part of your team built.

### ***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. (See exception below)

### ***Orclahoma Bowl Greenskin Special Star Players Rules***

Note: You can purchase any Orc/Troll/Hobgoblin superstar listed in CRP Rules pack or Harry Badsaw. The following Greenskin players can be used on ANY team.

- Ripper- Troll
- Rashnak Backstabber- Hobgoblin
- UgrothBolgrot- Orc
- Varag Ghoul-Chewer- Orc
- Harry Badsaw- Orc\* (See Stats and Fluff at the end of this Section)

**Each of these Greenskin Star Players will have the FAN FAVORITE skill for free. The FAN FAVORITE skill will not stack for this tournament.**

You will NOT have to have 11 players in order to purchase a Greenskin star player. If you purchase one CRP Star Player and one Greenskin Star Player, you must have 11 regular team players first. Example: Having a Chaos Team with 10 players plus two of these GreenskinStar Players is allowed. Any questions about this please email us at orclahomabowl@gmail.com

### ***Harry Badsaw\****

Cost	MA	ST	AG	AV	Skills
110,000	5	3	3	8	Loner, Dump Off, Nerves of Steel, Pass, Surehands, Thick Skull

Harry Badsaw was a black orc who was renowned for his skills at the pub game known as "Snotlin Tossin". One day he was approached by the coach of the Ironcrag Decimators who offered him a try out as the thrower on their Blood Bowl team. The rest became history as the player everyone thought wasn't big enough to be a blocker became one of the most famous Orc Throwers in the history of the game.

***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".

Star Players follow the same rules that are in the CRP Rule Book. 0-2 Star Players may be purchased per team.

### ***Player Advancements***

You may also choose to spend up to 150,000 gold pieces (of the starting 1,150,000) to purchase advancements for players of your choice. 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**

**Two players maximum may have two skills added to them if desired**

**No player may have a stat increase and a skill**

**No player may have two stat increases**

**No skill or stat increase may be taken more than three times**

All Injuries will reset as this is a Resurrection Tournament

### **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, We will be accepting registration 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 game round time limit 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 time limit. 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 if requested. Only GW or NAF Block Dice may be used and only the Orclahoma Bowl D6's received at registration may be used.

### **Scoring**

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

- A WIN is worth 60pts
- A DRAW is worth 30pts
- A LOSS is worth 10pts
- If you lost by 1 Touchdown, you earn +2 bonus pts
- If you caused 1 more CAS from Blocking than opp you earn +2 bonus pts
- If you caused 2 or more CAS from Blocking than opp you earn +5 bonus pts
- If you clear the pitch you earn +5 bonus pts (max once per game)
- If you won by 2 Touchdowns you earn +2 bonus pts
- If you won by 3 or more Touchdowns you earn +5 bonus pts
- If you finished the game by using all turns +3 bonus pts

**There is a no championship game the standings will solely be determined by total points**

### Overtime

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

### 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
- 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.

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

### Awards

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

- **Orclahoma Bowl Champion** - Most points scored
- **2nd Place** – 2<sup>nd</sup> most points scored
- **Del Zine Cup** (3<sup>rd</sup> Place)- 3<sup>rd</sup> most points scored
- **Best Offense** - Team that scored the most TDs
- **Best Defense** - Team that allowed the fewest TDs
- **Most Brutal** - Team that inflicted the most Casualties from Blocking
- **Stunty Champion** - Highest rated Stunty Team (Halflings, Goblins, Ogre) in standings
- **Fan Favorite** - Best fan favorite team as decided by the participants of the event. It could be based on anything, your vote for the best team at the event.
- **Best Sportsman** - Best Sportsman as decided by player vote. Tournament Organizer will have final say and break any ties.
- **Back of the Pack** - 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!