

OKLAHOMA BOWL



12

SPIKY CUP



Orclahoma Bowl Weekend is made up of 2 separate tournaments: **Orclahoma Bowl** and **Spiky Cup**. In the following pages we will provide the overall rules and expectations as well as the individual rules and timeline for the 2 events.

Team Creation

The following is the BASE team building rules for both Orclahoma Bowl and Spiky Cup.

Any special rules for each event will be found later in the document.

- Each team has 1,200,000 GP to spend on roster creation(See each event) and must hire a minimum of 11 players. Any unspent cash at roster creation will be lost and all teams will be considered having the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.
- Gold may also be used to buy rerolls, assistant coaches, cheerleaders, apothecary and other approved inducements as specified in each event.
- These are resurrection tournaments, so no SPP are gained, and injuries, casualties or deaths do not carry on from one game to other.
- Undead, Necromantic and Nurgle teams may apply the Masters of Undeath and Plague Ridden special rules. Players added to a team roster as a result of those special rules are removed from the roster at the end of that game.
- Teams will consist of a minimum of 11 players and a maximum of 16 players, including star players.
- Star players can only be induced after 11 regular players have already been rostered. See further information regarding star player restrictions
- Star players can not be given extra skills from the team's skill budget.
- If both opposing teams are fielding the same star player in a game, neither are allowed to play. Highlander rule is in effect.

Any team taking a Mega Star is not eligible for Stunty Cup.





TIERS AND SKILLS

Teams are separated into 3 tiers and offered different SPPs amounts to use.

Primary Skills are 6 SPP / Secondary Skills are 12 SPP. No Stat increases.

Orclahoma Bowl:

Maximum four (4) of any skill type.

You may put a second Primary skill on a player,
but it counts as a Selected Primary Skill.

(may not put a Secondary Skill and Primary on one player)

A single player with TWO Primary Skills will cost 14 SPP.

Spiky Cup:

Do whatever you want. Go crazy. No penalty for stacking, no limit on skills.

You may stack Primary and Secondary skills.

TIER 1

**Amazon, Dark Elves, Dwarves, Humans,
Lizardmen, Necromantic Horror, Norse, Orcs,
Shambling Undead, Skaven, Underworld
Denizens, Wood Elves**

Tier One teams get 42 SPPs to spend

TIER 2

**Black Orc, Chaos Chosen, Chaos
Renegade, Elven Union, Imperial
Nobility, Khorne, Nurgle, Old World
Alliance, Snotlings, Vampires**

Tier Two teams get 54 SPPs to spend

TIER 3

Halflings, Goblins, Ogres

Tier Three teams get 66 SPPs to spend





ALLOWED INDUCEMENTS

You can buy certain inducements with the cash you get to create your team. Some inducements are restricted to specific teams, as per Blood Bowl rulebook. No Death Zone inducements are allowed, except stars (more on that below):

- Star Players (See further about restrictions) - 0-2
- Halfling Master Chef - 300k (100k for Halfling Team)
- Assistant Coaches - 10k each - up to 6
- Cheerleaders - 10k each - up to 12
- Wandering Apothecaries - 100k each - 0-1
- Bribes - 100k each (50k for Bribery and Corruption) - 0-3
- Morgue Assistant - 100k - 0-1
- Plague Doctor - 100k each - 0-2
- Riotous Rookies - 100k each - 0-2
- Bloodweiser Kegs - 50k each - 0-2

Star Players

In order to take a star player on your team, you will be required to spend part of your SPPs for their fees. Star players are subject to the Highlander rule.

Regular star players will cost you 12 SPPs.

Mega-Star players will cost you 18 SPPs

Anyone taking a Mega-Star is not eligible for Stunty Cup.

Current list of Mega-Stars

Bomber Dribblesnot

Deeproot Strongbranch

Griff Oberwald

Hakflem Skuttlespike

Kreek "The Verminator" Rustgouger

Morg 'n' Throg





Register

Register and more info: OrclahomaBowl.com

You can send payment, NAF ID and email to
Paypal: OrclahomaBowl@gmail.com

Send Rosters to BDRosters@gmail.com

Early Bird Price - Register by March 01, 2024
Either event- \$35
Orclahoma Bowl AND Spiky Cup - \$60

Regular Pricing - Register by April 1, 2024
Either event - \$40
Orclahoma Bowl AND Spiky Cup - \$70

At the door -
Either event - \$45
Both Events - \$80



Things you need to Bring

- Your painted Blood Bowl Team
- 5(OB)/4(SC) Copies of your roster
- Blood Bowl Pitch
- GW or NAF Block Dice





Tournament Schedule

8am - Registration Starts
815 - Registration Ends
830 - Round 1 (Random Pairings)
1030 - Break
1045 - Round 2 (Swiss Pairings)
1245 - Lunch (One hour, please check with organizer for return time) 2 -
Round 3 (Swiss Pairings)
4 - Break
415 - Round 4 (Swiss Pairings)
615 - Break
645 -Results/Awards



Orclahoma Bowl

Orclahoma Bowl is celebrating the glory and grandeur of the Orcs!

This year, **every team** will be able to induce star players from the Badlands Brawler AND each team will get a free Waagh Drummer! How's that work when both have it? Receiving team does it first, then kicking team.

Orclahoma Bowl 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)

Orclahoma Bowl Scoring

A Win is 60 points
A Draw is 30 points
A Loss is 10
Loss by 1 TD is worth 2 points
Causing 1 more CAS (per above) than your opponent is worth 2 points
Causing 2 or more CAS (per above) than your opp is worth 5 points
Clearing the pitch (once only) is worth 5 points
Winning by 2 TDs exactly is worth 2 points
Winning by 3 TDs or more is worth 5 points
Finishing the game by using all your turns is worth 3 points



Spiky Cup

Additional Team Building Rules for **Spiky Cup ONLY**

Each Non-Goblin team will be given 1 free bribe
(this is in addition to the 3 you can normally buy)

Each Goblin team will be given 2 free bribes
(Maximum of 4 bribes may be received: 2 bought and 2 free)

Spiky Cup Scoring

ALL KNOCK OUTS from Blocking, Fouling, Crowd Surfing, Weapons,
Etc will provide 2 points (not failing rushes or dodges)

ALL CASUALTIES from Blocking, Fouling, Crowd Surfing, Weapons,
Etc will provide 4 points (not failing rushes or dodges)

A Win is 60 points

A Draw is 30 points

A Loss is 10

Loss by 1 TD is worth 2 points

Causing 1 more CAS (per above) than your opponent is worth 2 points

Causing 2 or more CAS (per above) than your opp is worth 5 points

Clearing the pitch (once only) is worth 5 points

Winning by 2 TDs exactly is worth 2 points

Winning by 3 TDs or more is worth 5 points

Finishing the game by using all your turns is worth 3 points



Tournament Schedule

8am - Registration Starts

815 - Registration Ends

830 - Round 1 (Random Pairings)

1030 - Break

1045 - Round 2 (Swiss Pairings)

1245 - Lunch (One hour, please
check with organizer for return
time) 2 -

Round 3 (Swiss Pairings)

4 - Break

415 - Results/Awards





The Legend of
**The Big
 12th Man!**

Spiky Cup

Rumors have been heard around Southern Amorical of a group of Colleges of Magic that used to do events together. Each College had a mascot that was known as their Big 12th Man! Through some arcane magic and ill-gotten gold, these long lost mascots have been brought to play! Or have they?

Creation	MA	ST	AG	PA	AV	Skills
Soona da Booma	5	2	3+	2+	7+	Loner 3+, Bombadier, Hail Mary Pass, Nerves of Steel
Pissed Pete	6	3	3+	3+	8+	Loner 3+, Dump Off, Leader, On the Ball, Running Pass, Nerves of Steel, Pick Me Up
L'il Red	5	1	2+	2+	6+	Loner 3+, Dirty Player, Pile Driver, Stab
True Man-Tiger	6	4	3+	-	8+	Loner 3+, Brawler, Claws, Grab, Mighty Blow (+1)
Ralphalo	4	5	4+	-	11+	Loner 3+, Defensive, Frenzy, Stand Firm
J Hawk	5	2	3+	3+	7+	Loner 3+, Secret Weapon, Sneaky Git, Stab
Wiley E Cat	8	1	1+	-	8+	Loner 3+, Jump Up, Leap, Side Step, Sprint, Very Long Legs
Cy The Card	7	3	3+	3+	8+	Loner 3+, Monstrous Mouth, Sprint, Sure Feet
Bearlor	4	4	4+	-	9+	Loner 3+, Claws, Frenzy, Juggernaut
Bevo	4	6	5+	-	10+	Loner 3+, Animal Savagery, Horns, Juggernaut
Revvie	6	1	2+	-	7+	Loner 3+, Cute (Foul Appearance), Defensive, Disturbing Presence, Guard
The Red Rider	8	2	2+	6+	8+	Loner 3+, Hit and Run, Pogo Stick, Sure Feet

Each coach will roll on a D12 each half. Based on the role, they get to field the Mascot they've rolled. It must be played and is allowed to be the 12th "man".

Each Mascot will vanish after the end of the half and another one will appear.

YOU CAN NEVER HAVE THE SAME MASCOT MORE THAN ONCE.





Awards

Champion - Most points after all rounds

2nd Place - Second most points after all rounds

Del Zine Cup - Third most points after all rounds

Best Offense - Most TDs scored

Best Defense - Least TDs allowed

Most Brutal - Most CAS caused (Tournament Specific)

Stunty Champion - Highest placed Stunty team

WITHOUT MEGA STARS (Stunty teams are Goblins, Halflings, Ogre and Snotling)

Fan Favorite - Fan voted favorite team based on no specific criteria. Any reason is fair game.

Best Sport - Voted by coaches. TO has final ruling.

Back of the Pack - Lowest points by coach who has finished all rounds as required.

Tiebreakers

Orclahoma Bowl -

Winning Percentage > Strength of Schedule > Head to Head > Net TDs plus Net CAS > Ttl TDs plus Total CAS

Spiky Cup -

Goblin teams > Most CAS > Most CAS + KO >

Whoever pays the Organizer the most (Cash preferred)

> Goblin Knife Fight (3 wounds per coach)

Goblin Knife Fight - Each coach rolls 3 dice

Coach with highest # of Pows delivers wound

Triple Skulls would be a self wound





MISC

Rules and Guidelines

NAF Tournament Info

This is a NAF approved tournament. You may register onsite for \$5.
More information can be found at TheNAF.net

Illegal Procedure

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

Timing

The time limits 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.
When time is called, you will play until each coach has had equal number of turns.

Dice

You are required to use the dice provided by the event. Sharing dice is not required due to ongoing health considerations.

Overtime

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

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. If this is an issue, please advise us. Some discretion will be provided for new players or especially thematic teams.

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.

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

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 based on previously explained reasons or extenuating circumstances.





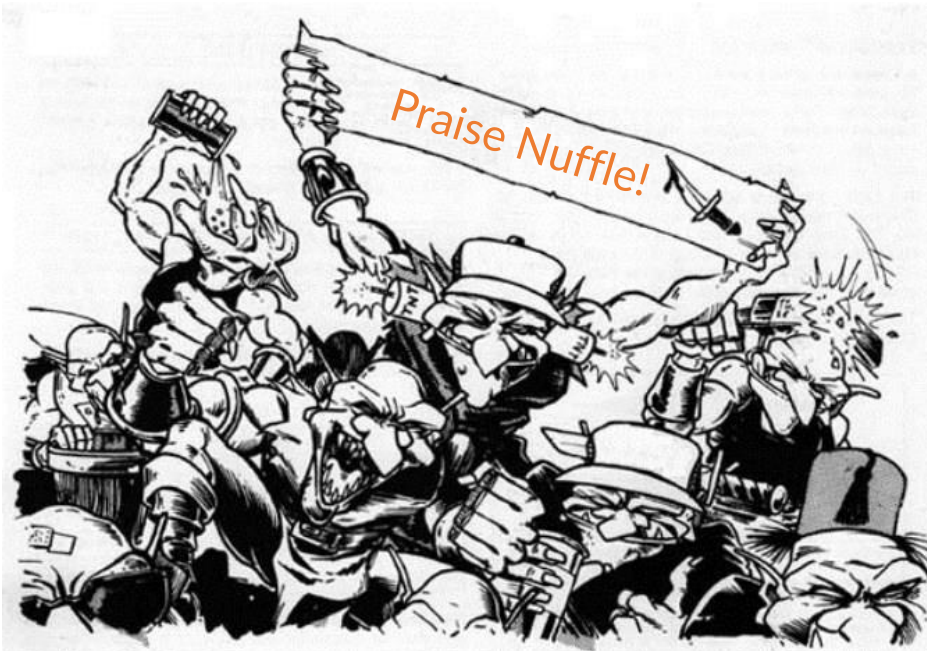
LOCATION



Wizard's Asylum
3717 W Main St
Norman OK 73072
405-292-4263

Contact Us

Email - Orclahomabowl@gmail.com
Website - Orclahomabowl.com



Organizers

Scott Delsigne



Steve Campbell

