

## **Zlurpee Bowl VI Official Rules Pack**

**When: July 10th and 11th**

**Where:**

5125 Decatur Blvd # 46241

Indianapolis, IN 46241

(Detailed directions, nearby lodging, etc. will all be on Zlurpeebowl.com.)

**Cost: \$25**

Your \$25 will get you 6 games of Blood Bowl across 2 days, as well as several Zlurpee Bowl gifts. The money will also go towards prizes for the award winners, and there will be plenty of awards.

**Special deal:**

If you bring a coach with you that was not at Zlurpee Bowl V, you will be given a second tournament exclusive figure from a past event.

## **ZBVI Schedule**

**Saturday 7/11**

Registration 8:00 - 8:45AM

Round One 9:00 - 11:15AM

Round Two 11:45 - 2:00PM

Lunch (Voting for Painting) 2:00 - 3:00PM

Round Three 3:00 - 5:15PM

Break (RPS Tourney) 5:15 - 5:45PM

Round Four 5:45 - 8:00PM

**Sunday 7/12**

Round Five 9:00 - 11:15AM

Lunch Break 11:15 - 12:15

Round Six (Championship Round) 12:15 - 2:30PM

Awards and Closing Ceremony 3:00 - 4:00PM

**Things to Bring:**

-Your Painted Team

-2 copies of your team's roster

- Blood Bowl Board, dugouts, and templates – if you have them. (We can't guarantee how many extra sets we will have.)
- Copy of the LRB 6.0/C.R.A.P. (Available to download from this link: [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)) Note: Don't forget the rules for the three new races: Chaos Pact, Slann, and Underworld.

### Tournament Rules:

- 6 games over the course of two days, which will include 5 rounds of Swiss pairing followed by the final round as a Championship round/Grudge Match round.
- Weather will be rolled for by the top table at the beginning of each round. The weather result will apply to everyone's games.
- The Kickoff table in the LRB 6.0 will not be used. Instead, we will be using the ZBVI Kickoff table. (You can find a copy of the kickoff table at the end of this document.)
- Any official teams in the LRB 6.0 are welcome, as well as the three new races (Slann, Chaos Pact, and Underworld Creepers.)
- Rosters must be TV 100.
- Tournament will be a resurrection style tournament. So any injuries your team suffers will not carry over to the next game, and any SPPs earned will also be erased. The roster you start the tournament with will be the same for each round you play.

### Inducements:

#### *Allowed Inducements:*

Bloodweiser Babes

Bribes

Extra Team Training

Master Chef

Star Players

Wandering Apothecaries

Zlurpee Star players will also be allowed: Zlurpus Zembashski, Larry Da'Zonk, Zorg Znastiness

**The rules for the Zlurpee Bowl Star players can be found here:**

<b><i>Zlurpus Zembashski</i></b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	<b>Plays For:</b> Halfling, Undead, Necro
	4	2	3	6	<b>Cost:</b> 130,000
<b>Skills:</b>					Dodge, Stunty, Right Stuff, Block, Frenzy, Dauntless, Regenerate, Fan Favorite, Loner

<b><i>Larry Da'Zonk</i></b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	<b>Plays For:</b> Ogre, Halfling, Human, Norse, Amazon, Chaos, Goblin, Orc
	6	5	2	9	<b>Cost:</b> 220,000
<b>Skills:</b>					Bonehead, Mighty Blow, Thick Skull, Break Tackle, Surehands, Loner

<b><i>Zorg Znastiness</i></b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	<b>Plays For:</b> Nurgle, Halfling, Goblin, Human, Norse, Chaos, Ogre, Orc
	4	4	2	9	<b>Cost:</b> 180,000
<b>Skills:</b>					Disturbing Presence, Foul Appearance, Fend, Frenzy, Break Tackle, Juggernaut, Loner

***Inducements NOT allowed:***

Wizards  
Mercenaries  
Igor  
Journeymen  
Cards

**Illegal Procedure:**

In the spirit of good sportsmanship, Illegal Procedures will not be called. The 4-minute turn rule will not be strictly enforced. But if the Tournament Referee feels the game may not finish in the 2-hour time allotted, he may insist you use a timer and begin enforcing the 4-minute rule.

**Dice:**

Everyone that attends ZBVI will be given a set of Zlurpee Bowl dice. These should be the only D6's used throughout the tournament. Before each match you and your opponent should agree on one set of blocking dice to share throughout the match.

**Scoring:**

Tournament points

Win = 60 pts

Tie = 30 pts

Loss = 10 pts

Bonuses

***For the sake of bonuses, CAS will only count if caused by a block.***

Kept it close = (lost by 1) 2pts

Caused 1 more CAS than the opponent +2 pts

Caused 2 more CAS than the opponent +5pts

Won by 2 or more TDs +2pts

Won by 3 or more TDs +5pts

**Additional Skills:**

Players will not gain skills with SPPs. Before the tournament begins, you will choose one of the Skill packages and assign skills to your players. These will be the only additional skills your team will have for the tournament. Please make a note on your roster as to what package you choose. No player may be given more than one additional skill/upgrade.

Package A: (6 normal skill rolls)

You may give 6 different players on your team one skill they could normally obtain on a regular skill roll (non-doubles).

Package B: (1 double and 4 normal)

You may give 1 player on your team a skill they could obtain on a doubles roll as well as giving 4 other players skills they could obtain on normal skill rolls.

Package C: (2 double and 2 normal)

You may give 2 players on your team a skill they could obtain on a doubles roll as well as giving 2 other players skills they could obtain on normal skill rolls.

### **Tournament Matchups:**

Tournament pairings will be setup in a swiss style, so you will be paired up with coaches who have similar scores as yourself after each round. No Overtimes will be played!

### **The 6<sup>th</sup> Round**

The Top Tables: The players that are in 1<sup>st</sup>-4<sup>th</sup> place in the standings will play at the top two tables. The top two tables will be considered the final four, and they will decide places 1<sup>st</sup> through 4<sup>th</sup> based on tournament points after the final round.

The Stunty Championship: The top two Stunty teams will play at the Stunty Championship table. If the game ends in a tie, the stunty champion will be crowned based on tournament points.

The Grudge Match: Anyone who is not playing at one of these three tables will participate in the Grudge Match round. Any two coaches that haven't played each other yet that agree to play in the Grudge match round will be paired up. Don't worry if you can't find an opponent for a Grudge match; you will be paired up with someone close to you in the current tournament standings.

### **Note on Tie Breakers**

The Scoring system has been adjusted to hopefully get the most accurate representation of how everyone has performed. But no matter what is done, there will be ties in the standings. This will be the order ties are broken in:

1. Winning Percentage
2. Head to Head record
3. Net TDs plus Net CAS
4. 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 just encouraged from the coaches... it is required!

To make sure that everyone who attends will have fun, the Tournament official will issue a yellow card warning to anyone who is taking away from the fun environment we are looking for. If the behavior continues, a red card will be issued, and you will be asked to leave the tournament.

An important note on sportsmanship: 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. Remember, we are here to have a good time. After the final round of the tournament, each coach will be asked to pick two coaches they played that were the most sporting opponents. These votes will be used to determine the winner of the 'Most Sporting Coach' award.

**NAF:** (If you don't know what the NAF is go to [Bloodbowl.net](http://Bloodbowl.net) for more info)

The Zlurpee Bowl will be a NAF sponsored event. Anyone playing who isn't a member of the NAF yet and would like to join may sign up at the tournament, as there will be a NAF representative on site.

**Awards:**

The Zlurpee Bowl prides itself on giving out a lot of awards – to as many coaches as possible! With this in mind, a coach will not receive more than one performance award. Though they are eligible to win One performance award and as many Hobby awards / Situational Awards as they can. Performance Awards are 1<sup>st</sup>-3<sup>rd</sup>, Best Offense, Best Defense, Rookie of the Year, and Best Comeback.

**Zlurpee Bowl VI Team Contest:**

The Team Contest will take place again this year! It is important to note that the team contest is a side contest. The only goal of the team contest is to provide a fun competition for the different groups of coaches that will be traveling to the event together.

**Team Composition:**

Teams will consist of 3-5 coaches that have agreed to play as a team. If you have 6 or more coaches on your team, you will be asked to split into smaller teams. Each team must be named (be creative!). Each team will also need to choose a Team Captain. Any time there is a decision to be made for the team, the Tournament organizer will go to the Team Captain. If you attend ZBVI and haven't prearranged to be on a team, you may attempt to align yourself with some of the other coaches there to form a team. However, teams must be declared before the start time of the opening round.

**Team member Matchups:**

Members of the same team will not play each other in the first round. If the swiss pairing has team members playing each other in a later round, they will have to play each other. Team members are not allowed to challenge another member of their team in the Grudge Match round.

**Scoring for the Team Competition:**

The Base score for each team will be the average tournament score of the members of their team in addition to the following possible bonuses:

5 points – Team Unity / Theme

2 points – For each member from the team that plays at one of the top two tables in the final round.

2 points – For having the 'Most Sporting Coach' on your team

After adding in the bonuses, the teams will be ranked. The top team will receive a special Team Contest Award. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams will also be recognized. The team award will be separate from all of the Individual awards, so a coach may receive both.

***Note on Team Unity Theme:***

Every team is eligible to obtain the full 5 points for this. This doesn't have to be anything big, just something that shows the coaches that make up your team are together. Examples: matching team shirts/hats or a team banner or anything you can think of. These 5 points won't be too hard to get. (But claiming you are all going Commando will not work again this year!)