

## **Zlurpee Bowl V Official Rules Pack**

**When: July 11th, and 12th**

**Where:**

5125 Decatur Blvd # 46241

Indianapolis, IN 46241

(Detailed directions, nearby lodging etc will all be on ZlurpeeBowl.com very soon.)

**Cost: \$20**

Your \$20 will get you 6 games of Bloodbowl 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.

## **ZBV Schedule**

**Saturday 7/11**

Registration 8:00 8:45AM

Round One 9:00 11:15AM

Round Two 11:45 2:00PM

Lunch 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 9:30 11:45AM

Lunch Break (Voting for Painting) 11:45 12:45

Round Six (Championship Round) 12:45 3:00PM

Awards, and Closing Ceromny 3:15 4:15PM

**Things To Bring:**

-Your Painted Team

-2 copies of your team's roster

-If you have them Bloodbowl Board, dugouts, and templates. (We can't guarantee how many extra sets we will have.

-Copy of the LRB 5.0 (Available to download from Bloodbowl.com) Don't forget the rules for the three new races.

**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 5.0 will not be used, we will be using the ZBIV Kickoff table. You can find a copy of the kickoff table at the end of this document.

Any official team in the LRB 5.0 are welcome, as well as the three new races, Slann, Chaos Pact, and Underworld Creepers.

Rosters should 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 they earn will also be erased. The roster you start the tournament with will be the same for each round you play.

*Inducements:*

*Allowed Inducements:*

Bloodwieser  
Bribes  
Extra Team Training  
Master Chef  
Star Players  
Wandering Apothecaries

*Inducements **NOT** allowed:*

Babes Wizards  
Mercenaries  
Igors  
Journeymen  
Cards

Zlurpee Star players will also be allowed: Zlurpus Zembashski, Larry Da'Zonk, Zorg Znastiness Rules for these players can be found at the end of this document.

*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 ZBV 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 = 35 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 (nondoubles).

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.

Package D: (10 roll, and 3 normal)

You may treat one player on your team as if they rolled a 10 on their skill roll (+MV/+AV), as well as giving 3 other players skills they could obtain on a normal roll.

### **Tournament Matchups:**

Tournament pairing 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 6th round is a Championship/Grudge Match round. The players that are in 1st-4th place in the standings will play at the top two tables. The top table will determine 1st and 2nd place. While table two will determine, 3rd and 4th place, if either of the top tables end in ties the winner will be decided by total tournament points. Anyone who is not playing at one of the top two 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. If you can't find an opponent of a Grudge match you will be paired up with someone close to you in the current tournament standings. The Tournament organizer does reserve the right to deny any arranged grudge match.

### **Note on TieBreakers**

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 judgement 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! 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 opponets. 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 NAF member 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 it self on giving out a lot of awards to as many coaches as possible. With this in mind a coach will not receive more then 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 1st-3rd, Best Offense and Best Defense, Rookie of the Year, and Best Comeback.

### **Zlurpee Bowl V Team Contest**

This year at the Zlurpee Bowl there will also be a side Team Contest. 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. Your team must come up with a name for their squad. Each team will be asked 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 ZBV 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. As long as the team is together before the start time of the opening round.

#### **Team member Matchups:**

The tournament organizer will do everything in his power to avoid matching up two coaches from the same team, by moving the matchups up or down a spot. If two members of the same team happen to meet at one of the top two tables in the final round, they will not be moved up or down and will face off for the top spots. 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.

Adding in the following 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 2nd and 3rd place teams will also be recognized. The team award will be separate from all 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. A team banner, anything you can think of these 5 points won't be too hard to get. Claiming you are all going Commando will not work again this year. ;)

**Some other Rules References for you.**

**LRB 5.0 can be found here**

[http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m1310002\\_BB\\_Complete\\_Blood\\_Bowl\\_Rulebook.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1310002_BB_Complete_Blood_Bowl_Rulebook.pdf)

**The 3 new races can be found here,**

[http://www.blood-bowl.net/LRB\\_PBBL/2007NewTeams.pdf](http://www.blood-bowl.net/LRB_PBBL/2007NewTeams.pdf)

**And the rules for the Zlurpee Bowl Star players can be found here,**

<http://zlurpeebowl.com/Forums/viewtopic.php?t=2212>

# ZLURPEE\*BOWL

## Kickoff Table

**1. Zlurpee Time Out**-One sides sideline staff has decided their team could use a pick me up and goes off to get some Zlurpees for the injured boys. Coaches roll  $D6+FAME+Coaches+Cheerleaders$ . The team with the highest total immediately place all players currently in their KO box into their Reserves box. Reroll any ties.

**2. Roaring Fans**-The Fans have gone crazy, attempting to fire up there team. Coaches roll  $D3+Fame+Cheerleaders$ , Highest score gains a reroll for the half, tie gives each team a reroll.

**3. Brilliant Coaching**-Coaches roll  $D3+FAME+Assistant Coaches$ . The team with the highest total gets an extra Reroll for the half thanks to their coaching staff being BRILLIANT! In case of a tie both teams gain a reroll as they are both BRILLIANT!

**4. Get that Ref a Zlurpee!!!**-Rather then continues to slander the Ref's mother, they have decided it may be better to bribe him. With an ice cold Zlurpee in hand they go to make their deal. For the rest of the Half the Ref will be busy finishing his Zlurpee and will not notice any fouls committed by either team.

**5. Corner Blitz**-One player on the kicking team has a Zlurpee Buzz, he takes off as the ball is kicked. The kicking team may choose one player to take a blitz action.

**6. Turf Toe**-The player closest to the spot of the ball (if multiple players are equidistant, the kicking coach chooses) falls prey to the legendary turf monster while trying to get under the kick. Knock the player stunned immediately.

**7. Rain Maker**-The Ball is kicked incredibly high, allowing a player on the receiving team time to run under the ball. Any one player on the receiving team who is not in an opposing tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied, and in the receiving half.

**8. Nothing???**-Things were quiet, too quiet. All the fans must be enjoying a tasty Zlurpee.

**9. Chuck a Zlurpee**-A fan has finished another refreshing Zlurpee and rather then dispose of the cup properly has decided to drop a rock in it and throw it at a player on the other team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the fans that have thrown the cup. In the case of a tie both teams have a rock thrown at a player. Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of injury straight away. No armor roll is required.

**10. Jump the Snap**-The Receiving team jumps the snap count and catches the kicking team off guard. All the players on the Receiving team are allowed to move one square. This may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.

**11. Line Shift**-The kicking team has been practicing a new play in hopes of catching the receiving team flat-footed. Any players on the kicking team that are on the Line of Scrimmage may be re-positioned, but must remain on the Line of Scrimmage.

**12. Blitz!!!**-The kicking team start their drive early hoping to get the upper hand. The kicking team receives a free 'bonus' turn: however players that are in an enemy tackle zone at the beginning of this free turn may not perform an action, though they are free to talk trash to the opponent. The kicking team may use team rerolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.

**13. The Green Zlurpees?**-Someone has slipped one of the players a Green Zlurpee between drives. Each coach rolls  $D6 + Fame$  low roll is the targeted team. Randomly choose a player from that team that is currently on the pitch. The Player isn't thinking about playing bloodbowl right now, and runs off to pursue other activities. Place the player in the reserves box as he will be missing until the next kickoff.

**14. Piss Poor Coaching**-Though they are paid well the coaches on one side may not deserve their pay checks. Coaches roll  $D3+FAME+Coaches$ . Low score loses a reroll for the half, in the case of ties both teams lose a reroll.

**15. Heckling Fans**-The Boo Birds are out in force, and are letting their team hear it. Coaches roll  $D3+FAME+Cheerleaders$ . The lowest score loses a Reroll for the half.

**16. Out of Zlurpees ?!?!-**The game is held up by a Zlurpee Riot. Move the turn counter ahead one space, as the game is held up by the Zlurpee starved fans.