



The spiky club

CHALLENGE CUP

19th june 2011

RULES PACK

Congratulations on being part of the first Spiky Club Challenge Cup. The Club Challenge is a one-day team event for groups of four players that will be running on Sunday 19th June 2011. This pack should tell you everything you need to know about the weekend but if there is anything you want to know about and isn't included here, just mail me (Simon) at rs_booth@hotmail.co.uk.

HOW TO PAY FOR THE EVENT

If you would like to attend this event then please email me at rs_booth@hotmail.co.uk to check availability. Then either send a cheque to The Spiky Club Challenge Cup, 21 Tope Crescent, Arborfield, Reading, RG2 9NA or you can pay with paypal using the above email address.

RULES

The tournament will be played using the competition rules available to download at.

http://www.games_workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf

With the additional New Teams which can be found at

http://www.thenaf.net/files/NewTeams_LRB6.pdf

PLEASE ENSURE THAT YOU READ THESE RULES.

TEAM SELECTION

Teams should be selected from the Teams section of the Rulebook. A **MAXIMUM** of 1,200,000 Gold Coins are available to field your team

INDUCEMENTS

The Match Wizards have banned the use of team wizards at the event, but all other inducements may be used as part of your team roster.



TEAM ROSTERS

When selecting your team you may buy existing star players, or create your own stars for your team. To do this you will need to either pay the price for the star player you want from the list in the living rulebook or Purchase your players skills at +20,000 per new skill. You may only purchase skills that may normally be taken by that player type (with a none doubles skill roll) and you may not purchase the same combination of skills on more than one player (this includes players with just one skill, so you may not have two players with just Block, but you may have one with just Block, one with Block & Dodge and one with Block & Tackle). You may only create experienced and veteran players (up to two skills per player). The amount of skilled players you can buy depends on the team you are using...

Team	Team Maximum Number of Star Players
Undead	3
Dwarf	3
Amazon	3
Wood elf	3
Skaven	4
Lizard men	4
Orc	4
Norse	4
Dark Elf	4
Chaos Dwarf	4

Necromantic	4
Human	4
Slaan	5
High Elf	5
Pro Elf	5
Under world	5
Chaos Pact	5
Khemri	5
Chaos	6
Nurgle	6
Halflings	6
Goblins	6
Ogres	6
Vampires	6

DEAD AND SERIOUS INJURIES

Due to some unscrupulous wizards the normal life of a blood bowl player has been prolonged for this event. If a player dies or is seriously injured during the match a wizard appears in the dugout and whisks him away to his tower for full healing/re-animation.

In other words.

Players, which die during a match, are healed to full health for the next match with all skills and fundamentals intact.

TIME LIMIT

There will be a time limit of two hours on each game so play fast. Nobody likes a time waster. If the game has not finished by the 5 minute warning you will be told to even up turns and then the score at that time will be taken as the final score.



THINGS YOU NEED TO REMEMBER

- 1.) Your Painted Team
- 2.) Rule Books
- 3.) Team Roster (two copies)
- 4.) Dice (including block dice)
- 5.) Range ruler, scatter templates
- 6.) This Tournament Pack
- 7.) A Ball

THINGS YOU WILL NEED TO SORT OUT FOR YOURSELF

1. Spending money,
2. Transport to and from the event.
3. Three Teammates.

THE VENUE

THE POST OFFICE SPORTS AND SOCIAL CLUB.

6 RICHFIELD AVENUE

READING

BERKSHIRE

RG1 8EQ

THE SCHEDULE

- 09.30 : REGISTRATION
- 10:00 : 1ST GAME
- 12:00 : LUNCH
- 12:15 : 2ND GAME
- 14:30 : 3RD GAME
- 16:45 : 4TH GAME
- 19:00 : AWARDS CEREMONY

SCORING

Each player will compete as a member of a four man team. We will play a total of 4 games of Blood Bowl during the event and attendance will dictate the format. Although the aspiration is to run the event as a team Swiss pairing tournament, pairing up teams based on their performance and then players within those teams. Teams will not face the same team twice. If this is impractical due to numbers the fall back position will be standard Swiss pairing.

Games will be scored as follows:

- **20 points for a win**
- **5 points for a draw**
- **1 points for a loss**
- **0 points if you concede the match.**
- **One bonus point for each Touch Down scored up to a maximum of 3**
- **One bonus point for each Casualty caused by match play(not the crowd or fouling) up to a maximum of 3**
- **If the Total Amount of touch downs and Casualties Equals 6 or more then you will receive a bonus Point.**

The Challenge Cup!

At the end of four games the team with highest overall score will win the Challenge Cup. In the event of a tie the winner will be decided on most TDs scored, largest goal difference, highest casualties and largest casualty difference in that order.

THE AWARDS

This Year we will be giving away at least 8 Awards. They are as follows.

- Club Challenge Cup (Highest Scoring Team)
- Match Ball (Highest Score)
- M.V.P (Most Touchdowns)
- Slayer Award (Most Casualties)
- Best Painted
- Stunty Cup
- Master Chefs Spoon

THE N.A.F



The N.A.F is a worldwide independent (but Games Workshop supported) coaches society.

It's aimed at helping to organise, supervise and run BB tournaments all over the world.

Sign up for membership and you'll get a welcome letter, a personalised (name and number) membership card and a set of 3 NAF exclusive Block dice. You'll get access to areas of the NAF website which will be members only, and best of all you'll get to be part of the world ranking system.

WWW.THENAF.NET

A FINAL NOTE

Please remember that Blood Bowl is a fun game and play within the spirit of the game. If you don't win who cares but just make the most of playing

Cheers guys and good luck. See you there...