

THE SPIKY CLUB OPEN 2011



RULES PACK

Congratulations on being part of the 10th annual Spiky Club Open. We hope that you will have a great time at our event. 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 (Dave) at davewise_gamgie@yahoo.co.uk. or phone on **07830228975**

HOW TO PAY FOR THE EVENT

If you would like to attend this event then please email me at davewise_gamgie@yahoo.co.uk to check availability. Then either send a cheque made payable to the Spiky Club to Dave Palmer, 79 crossway point, Norwood road, reading. 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 new 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. Somewhere to sleep overnight
2. Spending money,
3. Transport to and from the event.

THE VENUE

THE POST OFFICE SPORTS AND SOCIAL CLUB.

6 RICHFIELD AVENUE

READING

BERKSHIRE

RG1 8EQ

THE SCHEDULE

SATURDAY

- **10.30 : REGISTRATION**
- **11:30: FIRST GAME**
- **13:30 :LUNCH**
- **14:30 : 2ND GAME**
- **16.45: 3RD GAME**
- **19:00: DINNER**
- **19:00- 0:00 Drinks and Socialising**

SUNDAY

- **9.30 MEET AT VENUE**
- **10.00: 4TH GAME**
- **12:00: LUNCH**
- **12:45: 5th GAME**
- **15:00: 6TH GAME**
- **17:30: AWARDS CEREMONY**



SCORING

We will play a total of 6 games of Blood Bowl over the weekend. Your first 4 games will be played in a league format, with your opponent being selected in swiss style (winners play winners, losers play losers..)

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 bonus points for touch downs and Casualties Equals 6 then you will receive another bonus Point.**

Game 5 will see the top 4 teams from the league go at it in a Playoff situation 1st

Place Playing 4th and 2nd place playing 3rd.

Game 6 will see the winners of the previous playoff games playing the final of the tournament and the losers playing for 3rd place!

In The event of a tie at the end of 16 turns in either of these matches will result in a Dice Off!

The Dice Off!

Each Player rolls 5 Dice. The objective is to obtain the highest score you can in five rolls of the dice, you may keep as many individual dice scores after each roll. In order to have a scoring roll one of dice must score a 2 and one must score a 4. The rest of the dice will be your final score.

The Dungeon Spoon!

The final game will also see the bottom 4 players from the league being forced into the dungeons of the spiky club to play for the spoon!



The League Trophy!

The rest of the players will continue to play games and the player with the best score at the end of the event, who is not in the finals will be named league champion!

Best Painted Award!

The Organisers will pick their top teams of the weekend; each of these teams will receive a certificate. Then it will be up to you to pick your favourite during lunch on the second day. The winner of that vote will receive the best painted Award.

THE AWARDS

This Year we will be giving away 7 Awards. They are as follows.

- Tournament Champion
- 3 Runners Up
- M.V.P (Most Touchdowns)
- Team Slaughterer (Most Casualties)
- League Champion!
- Dungeon Bowl 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 (and way cool!) 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...



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