

TOURNAMENT RULES PACK

StrangleBowl 3 - The Last Gasp
22nd October 2022, Tropical Leicester



WELCOME

We look forward to welcoming you to tropical* Leicester, often hailed as the UK's answer to Miami and to the third annual StrangleBowl – *The Last Gasp*.

*May not be representative of attendees' individual experiences of Leicester.

Our dazzling venue is in the West End of tropical Leicester, often hailed as the UK's answer to Miami, with excellent transport links from all over the world. There will be plenty of tables, chairs and inflatable flamingos set up when you arrive.

This pack should answer most of your questions, but if you have any other queries please don't hesitate to get in touch. You can send us a [Facebook message](#), or email thechamp@stranglebowl.uk. You can also follow and comment on the StrangleBowl 3 [Facebook event page](#), or visit stranglebowl.uk

We hope you can join us! It's going to be a great day... For everyone who doesn't get strangled.

DETAILS

Date:

Saturday, 22nd October 2022

Time:

09:30 – 18:30

(see itinerary oppose for details)

Location:

Ukrainian Church Hall,
2A Fosse Road South,
Leicester, LE3 0QD
([View on Google Maps](#))

WHAT YOU WILL NEED

- **Dice:** 3 x block dice, 1 x D8, 1 x D12.
- **Miniatures representing your team.**

There are no restrictions on which manufacturer's models you can use, but each model should clearly represent the player and position it stands for. Models should not be sexually explicit or of a nature that may make other coaches feel uncomfortable. If you're uncertain, please get in touch with us before the event with photographs of your models.

Ensure each model displays a number corresponding to its position on your roster sheet and, if possible, mark any skills with a loom band or similar to make them easier for your opponent to identify.

- **Pen/pencil** (not to be used for stabbing).
- **A pitch and dugouts** – we won't need everyone's but better to have too many than too few.
- Your best fancy dress outfit (from any decade or genre as long as it's the 1980s with strong Miami vibes) and a pair of black leather strangling gloves (optional).

WHAT YOU WILL GET

- Some amazing and unique StrangleBowl 3 loot:
 - 2 x dice (D6)
 - 1 x The Champ Star Player card
 - 1 x Kick-off, weather, Prayers to Nuffle reference card
- 3 x games of Blood Bowl.
- Lunch & snacks – please let us know of any special dietary requirements in plenty of time before the event.
- Access to an on-site bar serving various alcoholic and non-alcoholic beverages. Access to tea and coffee.
- The chance to win one of the illustrious trophies and prizes, including spot prizes.
- For a lucky few, a complimentary, non-fatal strangle from The Champ himself.

ITINERARY

- 09:30 – 10:00** Registration, NAF membership sign-ups & renewals, doughnuts and tea & coffee
- 10:00 – 10:15** Event briefing and motivational group breathing exercises
- 10:15 – 12:30** Round 1
- 12:30 – 13:15** Lunch, group photo and Best Painted team judging (no strangling permitted)
- 13:15 – 15:30** Round 2
- 15:30 – 15:45** Mini-break (occasional strangling permitted)
- 15:45 – 18:00** Round 3
- 18:15 – 18:30** Awards ceremony and prizes

TOURNAMENT RULES

The NAF [Rules for Tournaments 2021](#) form the core rules for StrangleBowl 3, with the following additional rules:

- This is a resurrection style tournament – rosters will be reset after each round, no casualty results will be carried over, no Star Player Points will be accumulated, no improvement rolls will be made, and no gold pieces earned or awarded to either team during the pre-match sequence.
- Turns will not be timed. An exception may be made at the discretion of a tournament organiser if a game is running late. In this case coaches will be required to use timed turns, with time-outs resulting in an immediate turnover and a brief but firm strangle.
- Rosters must be no more than **1,150,000 gold pieces**.
- **What can be included in your roster:**
Players and inducements from: *Blood Bowl: Second Season - The Official Rules*, *Spike! Presents: 2021 Almanac!*, *Teams of Legend*, and the [NAF Rules for Tournaments 2021](#).
- You may purchase a Weather Mage, Bloodweiser Kegs, Bribes, Wandering Apothecaries, a Mortuary Assistant, Plague Doctor, Riotous Rookies, a Halfling Master Chef and Biased Referee for their normal cost. Any other inducements may not be purchased.
- Unlike league games, resurrection tournaments do not have an inducement phase per se, but you can still use your favourite inducements! After adding players to your roster, if you have any gold pieces left, these can be spent on inducements, following the usual rules as to pricing and availability. **For example:** if your killer Halfling build comes to a total of 750,000 gold pieces, you would then have 400,000 gold pieces available to spend on inducements such as a Master Chef, a Star Player, or whatever else helps you delude yourself into thinking that all your Hopefuls won't die. These inducements must be chosen before the tournament and recorded on your roster, and will remain the same during each round of the event.
- Only Tier 3 teams may include one Star Player, after rostering at least 11 regular players. If two coaches are drawn against each other with the same Star Player or [In]famous Coaching Staff on their rosters, both players are permitted to use them.
- This is a tiered tournament. Besides the starting skills on your roster, you are permitted to add additional skills to your players. **These skills are free** and do not come out of the initial 1,150,000 gold pieces. The amount and type of additional skills available to you is determined by the tier your chosen team falls into (see panel above). These skills must be chosen before

Tier 1 (easy mode, it's basically cheating)
Amazon, Chaos Dwarf, Dark Elf, High Elf, Lizardmen, Norse, Skaven, Shambling Undead, Underworld Denizens, Wood Elf
– 4 Primary

Tier 2 (socially acceptable, but only just)
Black Orc, Chaos Chosen, Chaos Renegade, Khorne, Elven Union, Human, Imperial Nobility, Necromantic Horror, Nurgle, Old World Alliance, Orc, Tomb Kings, Slann, Vampire
– 5 Primary or 4 Primary and 1 Secondary

Tier 3 (tier of the brave & valiant, and/or stupid)
Halfling, Goblin, Ogre, Snotling
– 6 Primary or 5 Primary and 1 Secondary

Tier 4 (just, why?)
Dwarf
– 4 Primary*

*Tier 4 coaches must wear their complimentary badge throughout the day, which will be handed out during morning registration.



the tournament and recorded on your roster, and will remain the same during each round of the event.

- The following restrictions apply to your additional skills selection:
 - No player may be given more than one skill
 - No more than two players may be given the same skill (sorry guard-spam Dwarfs 🙄)
 - No statistic increases may be taken
 - Star Players may not be given additional skills.

Rosters must be submitted by Saturday, 15th October, and can only be submitted online using the roster submission tool found on your Coach Profile page.

A link to your personalised Coach Profile page will be emailed to you after you have signed-up.

You may wish to print out and bring two copies of your final roster as reference for both you and your opponent. Alternatively, rosters for all players will be available to view online.

Please do not hand in a printed copy of your roster at registration. If you do, you will be strangled.

THE CHAMP:

Nobody knows who The Champ is. Some say he is the most dangerous man in Blood Bowl. Some think he's just a fat bloke who wears leather gloves. Mild mannered and gentle by day, it has long been suspected that he is a ruthless strangler by night, and so it is no surprise that many teams in the Old World, from Khemri to Albion, have sought the services of The Champ – if they can find him.

One place he can always be seen is at his favourite tournament, StrangleBowl, annually held in the provincial Empire city of Lesterheim. He is so fond of the tournament in fact, that he attends every game, and not just watching – he insists on taking part, and who would say no?

On the pitch his preference is for grabbing throats rather than the ball, though he has so far been careful never to cause any long-lasting injuries, perhaps because the matches are played during daylight hours. Renowned in some circles for motivational speaking, he has been known on a number of occasions to stop suddenly during a match for minutes at a time, recounting particularly memorable past strangles, or lecturing on glove maintenance, while the game plays on around him. Off the pitch his booming voice can be heard berating players and threatening referees.

When you and your opponent sit down at your table you should find a miniature on the board waiting for you. This miniature represents The Champ, the enigmatic Star Player of dubious repute, after whose extra-curricular activities this tournament has derived its name.

DO NOT take this miniature away with you.

The Champ is an unusual Star Player in that he will act for both teams during the match. The side The Champ is on is determined at the start of each half: **whoever loses the toss at the start of the match will get to decide which team The Champ plays on during the first half**, he will then swap to the other team for the second half. This decision is made immediately after the player who won the toss decides which team will kick/receive.

Importantly, **The Champ will always recover and be available at the start of the second half to join the other team**, even if he was sent off or suffered a casualty during the first half. His will to strangle allows him to shrug off even the most dire of injuries, and the sight of his strangling gloves is sufficient to undermine even the most ardent of referees.

The Champ has two modes of play; he can be set up as an additional Star Player on the pitch, with the stats and special rules opposite, or he can join the coaching staff, again, with the special rules for this opposite.

The controlling player will need to decide how to use him at the beginning of each drive, meaning it is possible for the Champ to start the match as an assistant coach, but then join the team on the pitch after the first touchdown, etc.

THE CHAMP STAR PLAYER

MA	ST	AG	PA	AV
5	3	4+	5+	9+

Arm Bar, Brawler, Dirty Player (+1),
Loner (3+), Strangle, Thick Skull



Strangle (new skill)

Instead of performing a Block action (on its own or as part of a Blitz action), The Champ may perform a Strangle special action.

To perform a Strangle, make an Armour roll against the victim (target). The Champ may add one to either the Armour Roll OR the Injury Roll.

If the Armour of the victim is not broken, the Strangle has no effect.

If the Armour of the victim is broken, they become Prone and an Injury roll is made against them.

If any victim of a Strangle would be placed in the Knocked Out or Casualty box, instead place them in Reserves.

If a Strangle is used during a Blitz, The Champ must pause to catch his breath, and cannot continue moving afterwards.

THE CHAMP ASSISTANT COACH

The Champ spends the drive staring malevolently back and forth between the referee and the opposing team's coaching staff, all the while making unnerving gestures with his darkly gloved hands.

For this drive The Champ counts as 3 assistant coaches for the controlling player's team.

Once per half, the controlling player may re-roll the D6 when attempting to see if a bribe is effective. Also, when rolling on the Argue the Call table, a 5 or 6 is "Well, when you put it like that".

If a roll on the Argue The Call table is a 1, the head coach is sent off as normal, but The Champ remains where he is; there can be no more Arguing the Call or re-rolling failed bribe rolls, but The Champ is still available to join the pitch at the start of the next drive.

SCORING & DRAWING

Opponents will be selected at random for round one. For rounds two and three we will be using the Swiss pairing system, with coaches being awarded points based on the following:

Win = 15 points, Draw = 7 points, Loss = 0 points

Bonus Points

- Each Touchdown after the first = 1 point (maximum of 2 per match)
- Each Casualty* after the second = 1 point (maximum of 3 per match)
- Each Strangle† = 1 point (maximum of 3 per match)

*Points for Casualties are only awarded as a result of successful blocks, including defensive blocks.

† In order for a Strangle to generate a bonus point armour must be broken. For further details see The Champ Star Player special rules (page 4).

THE FOUL APPRECIATION SOCIETY

The Foul Appreciation Society is proud to sponsor StrangleBowl. The FAS is an independent society that encourages and promotes one of Blood Bowl's greatest features: Fouling! We promote the fouling of any player, no matter what the turn, or whether a league, tournament or 'friendly' match!

In our eyes turn 16 fouls are the pinnacle of the sport and coaches are highly respected by the FAS for performing them.

The rules are simple, whoever performs the most fouls at this tournament will receive a coveted FAS Patch. The fouls do NOT have to be successful, you just count your total fouls committed each game and at the end of the day whoever performs the most fouls over their games will win the patch and be entered into the FAS Hall of Fame.

Remember, fouling is good for the game, good for you, and even good for your opponent. Fact.

Sep Splatter

President of the FAS



REFUNDS

If your non-gaming life gets nuffled and it turns out you are unable to attend StrangleBowl 3 after buying a ticket, we will offer full refunds until Saturday, 1st October 2022 – 3 weeks before the event.

After that a refund will not be available.

SPONSORS

A special thanks to our sponsors, please do visit their websites/Facebook Pages below:

- Akaro Dice: akarodice.com
- Black Orc Down: [Facebook page](#)
- Charlie Victor: [Facebook page](#)
- Leicester Blood Bowl League: lubl.co.uk
- Sukubus Studio: sukubusstudio.com
- Little Git Painting: littlegitpainting.co.uk

AWARDS

There will be awards for the following:

- 1st Place* (Sponsor: Leicester Blood Bowl League)
- 2nd Place* (Sponsor: Sukubus Studio)
- 3rd Place* (Sponsor: Akaro Dice)
- Most violent (Sponsor: Charlie Victor)
- Best offence (Sponsor: The Crying Towel Committee)
- Best defence (Sponsor: TBC)
- Stunty Cup (Sponsor: Little Git Painting)
- Most strangles (Sponsor: The Champ himself!)
- Dirtiest player – see The Foul Appreciation Society box below for details (Sponsor: The Foul Appreciation Society)
- Best painted team (Sponsor: Black Orc Down)
- Best outfit (Sponsor: TBC)
- The most illustrious and supremely coveted of all the prizes, the award of all awards, the loot of all loot, the one that a 'fling coach normally gets because, let's face it, 'flings might be cute and they taste nice with paprika but they are awful at Blood Bowl, the... sorry, The StrangleBowl 3 Wooden Spoon™ (Sponsor: Nuffle)