



Saturday 23 March 2024

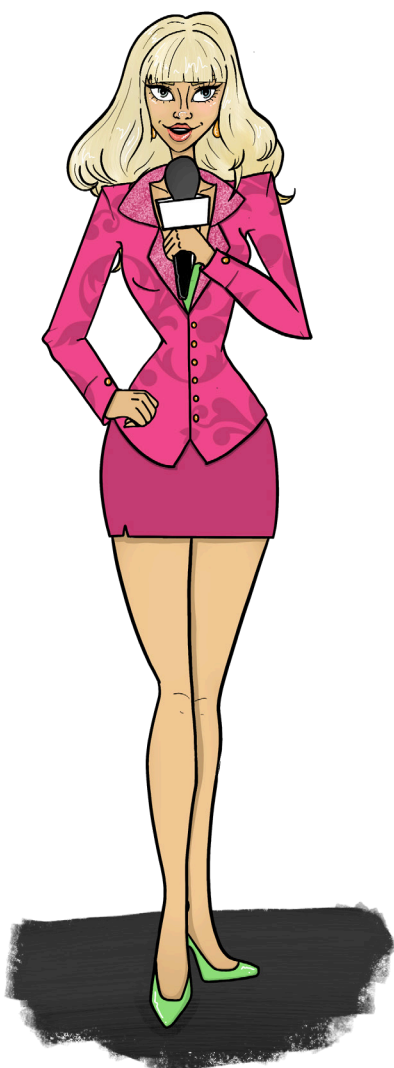
Langden Games, Ipswich

One day, three matches of Blood Bowl.



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**Langden
Games**



*"Hello Sports Fans! I'm **Daphne Dukes**. The Daily Planet has Lois Lane, Channel 6 has April O'Neil and Langden Games has... me!*

As the Langden Games roving pitch side reporter, I'm here to keep everyone informed about what is happening at Langden Bowl.

Anyway, I'll be back later with more updates, watch this space. In the interim may Nuffle smile on you and your blocks go the way you want!"

Langden Bowl II will be 3 matches of standard 11s Blood Bowl.

VENUE

Langden Games

12 Tacket St, Ipswich IP4 1AY

'We stock a wide range of products, so whether you're a wargamer, card player or board gamer come in and see us!'



TICKETS

Entry cost is £15. Tickets can be purchased directly from the Langden Games webstore:

www.langdengames.co.uk/product-category/events



<<<<<<<
Scan QR code for tickets

TOURNAMENT SCHEDULE

- 09.30 - Registration & Draw
- 10.00 - Match 1
- 12.15 - Lunch Break
- 13.00 - Match 2
- 15.30 - Match 3
- 17.45 - Results & Prizes
- 18.15 - End



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TOURNAMENT FORMAT

Coaches will be paired randomly for the first match, with matches 2 & 3 being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible.

This is an exhibition format, so all teams will start each match as rostered (no SPPs or Casualties are applied).

Matches will be held to a 2 hour 15 minute time limit, with coaches being reminded at the halfway point and 15 minutes Remaining.

Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types (Teams do not have to be painted, but we think the game looks better if they are!) Three Block dice, two D6, one D8 and one D16 dice. Throw in, scatter and pass templates.

We have a limited number of pitches so would appreciate as many coaches bringing their own as possible.

Please provide Two Copies of your Roster (one for opponent, one for you) - but we need your roster in by the deadline (16/3/2024).

AWARDS & PRIZES

There will be trophies for the following categories:

CHAMPION

Overall Winner (most Tournament Points).

STUNTY CUP*

Stunty** Team with most Tournament Points.

WOODEN SPOON

Last Place (least Tournament Points)

MOST TOUCHDOWNS

Most Touchdowns Scored

MOST CASUALTIES

Most Casualties*** Caused.

DAPH'S COACH OF THE DAY

The TO team's choice of a notable coach on the day.

There will be a certificate and consolation prize for the **OVERALL RUNNER-UP**.

* Minimum 3 stunty teams must take part for this to be contested.

** Tier 3 Stunty teams Only.

*** See tournament scoring on Pg 4



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TOURNAMENT FORMAT (continued)

A single player will only be allowed to win one prize. If they win in more than one category, they will have the choice of prize to claim, then the second place coach will receive the unchosen award. In this way it will maximise the number of coaches that will walk away with something from the day.

NAF SANCTIONING

We will be seeking NAF approval for this tournament, so would prefer all of the coaches attending to be registered.



If you have any concerns or require support in registering with the NAF before the event please don't hesitate to get in touch with us.

For more information on the NAF please visit the website:
<https://www.thenaf.net>

ROSTERS DUE 16/3/2024

We would like your rosters one week in advance. This will give us time to check it over and make sure everything is as it should be.

studio@kenreynolds.co.uk

Please submit your rosters (including NAF Name & Number) to us at the above email address.



We request that you bring one roster sheet, plus an additional copy for you to share with your opponents on the day. This makes it as clear as possible to all coaches what the teams are.

TOURNAMENT SCORING

At the start of each Round you will receive 1x Match Result form per Pitch. Please complete these during the Match and hand them in after you have finished.

- Per Win: +30 Points
- Per Draw: +10 Points
- Per Loss: +0 Points
- Per TD: +1 Points (max 5 per Match)
- Per CAS: +1 Points (max 5 per Match)
- Shutout: +3 Points (No TDs Allowed)

CASUALTIES

All Casualties caused to the opposing team during **YOUR** turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.



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TOURNAMENT FORMAT

(continued)

RANKING TIEBREAKERS

- 1 - Total TDs Scored
- 2 - Total CAS Scored
- 3 - TD Differential
- 4 - CAS Differential
- 5 - Lowest Team Value
- 6 - Lowest Tier
- 7 - Roll-Off

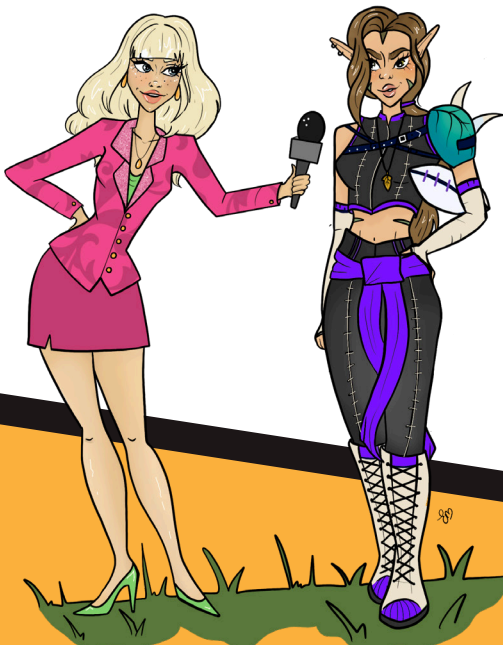
FINAL DECISIONS

Friendly play is our priority. Coaches should endeavour to allow the other coach to re-do any action or movement prior to rolling a dice. As soon as a dice is rolled, decisions are locked in.

When it comes to rules and tie-breakers, please support us in making great decisions, but please accept that the Tournament Organiser's decision is final.

BREAKTIME SHOWCASE

We ask all coaches to leave their team on display during the break so everyone can have a look if they wish!



DAPH'S COACH OF THE DAY

Daph will decide on her 'Coach of the Day' award. It might be that a stunning paint job catches her eye, or perhaps a coach was particularly sporting, or just plain fun and helped make the day for all involved.

ELIGIBLE TEAMS

All Standard Blood Bowl teams eligible. This includes:

- All teams in the Blood Bowl rulebook
- Teams included in a Spike! Magazine
- Teams from the Teams of Legend PDF

We will also be allowing the Slann roster available from the NAF.

NEW RELEASES

If new Team(s) are released by Games Workshop up to 4 weeks before the tournament we will update the rules pack, but we intend to allow all new Games Workshop rules updates into the event.



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TOURNAMENT FORMAT (continued)

TEAM VALUE - 1,150,000GP

All teams will be allowed to spend 1.15 million gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number of additional skills as listed below...

These skills do not affect Team Value.

- **Tier 1: 5 Primary Skills**
- **Tier 2: 4 Primary & 2 Secondary**
May take 1 Star Player after rostering 11 players.
- **Tier 3: 5 Primary & 2 Secondary**
May take up to 2 Star Players after rostering 11 players.

Notes:

- 1 player per team can receive more than 1 skill (Maximum of 2 additional skills).
- A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- Star players cannot be given skills.

STAR PLAYERS

Your team must consist of 11 players before rostering Star Player(s).

In line with the NAF Championship ruleset the following stars are banned:

Bomber Dribblesnot
Cindy Piewhistle
Deeproot Strongbranch
Dribl and Drull
Estelle La Veneaux
Griff Oberwald
Hakflem Skuttlespike
Ivan 'the Animal' Deathshroud
Kreek 'the Verminator' Rustgouger
Morg 'n' Thorg
Skitter Stab Stab
Varag Ghoulchewer
Any star player released by Games Workshop after January 1st 2024

Tier 1 teams cannot take Star Players.

Tier 2 teams can take 1 star player.

Tier 3 teams can take 2 star players.



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TOURNAMENT FORMAT (continued)

ALLOWED INDUCEMENTS

Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game.

- Star players can be taken using the rules outlined previously.
- (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.
- No rules from Death Zone 2021 will be in effect except for those outlined in the tournament 'special rules'.

TEAM TIERS

Each Team has been given a Tier:

Tier 1:

Amazons (2022), Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Undead, Skaven, Underworld, Wood Elf

Tier 2:

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Orc, Old World Alliance, Vampire (2023), Tomb Kings*, Slann**

Tier 3:

Goblins, Halflings, Ogres, Snotlings

*Team of Legend

**NAF Team

TOURNAMENT SPECIAL RULES

DAPH'S 'SPECIAL' BRIBE

Langden Bowl's own pitchside reporter is a well know for getting up close and personal with players, coaches and officials. She always seems to get the big scoops and digs up the best dirt.

A timely name drop will most likely result in a ref going red in the face and suddenly seeing things your way.

It will only work once as the officials will soon recall their extensive training and risk the worst of scandals leaking to enforce the integrity of the game. However, they will still accept cold hard cash if you have other bribes.

Each player will receive a special 'DAPH BRIBE' to use in each match.



TOURNAMENT SPECIAL RULES

TEAM MASCOTS

All coaches may choose to take a FREE Team Mascot. You must have a model to represent your mascot to claim this inducement.

You will be able to use the Team Mascot rules on Pg39 of the Death Zone book.

All Mascots should be displayed during the lunch break. A favourite will be chosen by the TO's and spot prize will be awarded.

This is an opportunity to kitbash and/or paint a fun thematic mini to complement your team!

BALL SPONSOR

We are proud to have a sponsor on board for Langden Bowl II...

Squigley's Gum

'Making sure your Squig has something to chew on so it's doesn't chew on you!'

This means all games will be played using special 'Limpin' Squig balls'.

We will be using the Limpin' Squig rules from P74 of the Death Zone book.

Each coach will also receive a special 'Limpin' Squig' ball token.



LIMPIN' SQUIG BALL RULES

At the start of each team's turn, the Limpin' Squig Ball will make a break for freedom. If the ball is in possession of a player, roll a D6:

- On a 2+, the player proves to be an adept squig handler and keeps a tight hold on the beast.
- On the roll of a 1, the squig breaks free and bounces once. THIS DOES NOT CAUSE A TURNOVER.

If the Limpin' Squig ball is not in the possession of a player at the start of a team turn, it will try to hop away, bouncing D3 times. If it bounces into a square occupied by a standing player that has not lost their tackle zone and they fail to catch it, the ball bounces normally, disregarding the D3 roll.

Should any player score a TD with the Limpin' Squig ball, roll a D6. On a roll of 1, the squig bites the player's hand. For the remainder of the game, the bitten player must reduce their Agility by 1.

Team re-rolls can be used to modify related Squig Ball rolls (not bounces).



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UPDATES & FAQs

This section is where we will include changes, updates, and FAQs as required.

Is there good parking space for tournament day?

There is no dedicated venue parking.

Opposite Langden games there is a large NPC car park. If paying via the app, you can park for 24 hours at a cost of £4.95

A range of council run car parks are within walking distance of the venue, costs vary. You can find full details here - www.ipswich.gov.uk/carparks

There is also a park and ride bus service into the town centre. Full details here - www.firstbus.co.uk/norfolk-suffolk/plan-journey/ipswich-park-ride

What are you using for tournament administration?

We are using the SCORE system to track and compile the tournament results.

