

Tournament Rules KingConBowl 2024

Format

6 rounds Swiss, 3/1/0

Tiebreakers are SOS (Bucholz), net TD, net Cas, random

Roster rules

Team rosters are to be built in as follows (thanks to Superleague Season 3!):

Basic Team Building

- Minimum of 11 players
- TV1100
- No skill stacking

Inducements

- **Tier 1 to Tier 4:** Bloodweiser Kegs 0-2
- **Tier 5 Extra Inducements:** Chef, Riotous Rookies, Bribes 0-3 (Not paired with Sneaky Git)

Tiers

- **Tier 1 (5 Primary Skills):** Amazon, Dark Elf, Dwarf, Orc, Shambling Undead, Skaven, Underworld Denizens;
- **Tier 2 (5 Primary Skills + 50k Treasury):** Chaos Dwarf, Lizardmen, Norse, Wood Elf;
- **Tier 3 (6 Primary Skills + 50k Treasury):** Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings; Vampire
- **Tier 4 (7 Primary Skills + 50k Treasury):** Black Orc, Chaos Chosen, Chaos Renegade, Imperial Nobility, Nurgle, Old World Alliance, Khorne
- **Tier 5 (6 Primary Skills + 1 Secondary Skill + 50k Treasury + extra Inducements):** Goblin, Halfling, Ogre, Snotling

Inexperienced coaches and/or beginners are free to contact the Tournament Organiser for assistance and advice.

Weather and Kickoff-Tables

Further to this, because the Tournament is held on Skull Island – the home of King Kong! – special Weather and Kick-off Tables will be used, and King Kong and Son of King Kong will join some games. See below.

SKULL ISLAND WEATHER TABLE

2D6	RESULT
2	Tropical Storm: A typhoon has made its way into the area, bending trees and disrupting the match with a powerful gale. While this weather condition is in effect, ignore Step 2 of the Start of Drive sequence - it is not possible for a kick-off to be resolved and a touchback is automatically caused instead. Additionally, while this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.
3	Heat Wave: A glorious day but the temperature begins to rise! It becomes harder for players to push themselves. A -1 modifier applies to all Rush attempts. Players also find it harder to get motivated and get back on the pitch - apply a -1 modifier to all dice rolls when rolling to see if KO'd players recover.
4–10	Cool Breeze: A gentle wind has stifled the humidity for the time being, it's perfect weather for Blood Bowl!
11	Sunny Spell: The sun is shining and it's playing havoc on the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.
12	Tropical Monsoon: Sheets of rain pour through the tree canopy. creating a wall of water. The ground becomes boggy and visibility is severely reduced. While the monsoon persists, only Quick or Short Passes can be attempted and the amount of Rush attempts a player can make is reduced by 1 (to a minimum of 1).

SKULL ISLAND KICKOFF TABLE

2D6	RESULT
2	Earthquake!: This natural phenomenon is quite common on Skull Island, and can really cause problems for anyone unable to find shelter! The kicking team's coach rolls a D3. Both coaches then randomly select that many players on their team from among those on the pitch. All of the randomly selected players are Knocked Down.
3	Native Raid: Many dangers lurk on Skull Island. Here, a band of natives has infiltrated the stadium. Each coach rolls a D6 and adds their Fan Factor. The team with the highest score gains the favour of the natives, who will fire poison darts at one randomly determined player on the opposing team (only players on the pitch are eligible). Roll a D6 for the hit player immediately. On a roll of 1-5, the player becomes sluggish from the poison and their MA is reduced by 1 until the end of this drive. On the roll of a 6, the player is KO'd by the poison dart.
4	Solid Defense: Apply the Solid Defense result as normal.
5	High Kick: Apply the High Kick result as normal.
6	Cheering Fans: Apply the Cheering Fans result as normal.
7	Brilliant Coaching: Apply the Brilliant Coaching result as normal.
8	Changing Weather: Make a new roll on the Skull Island Weather table and apply that result. If the result is 'Cool Breeze', the ball will scatter before landing.
9	Quick Snap: Apply the Quick Snap result as normal.
10	Blitz!: Apply the Blitz! result as normal.
11	Terror from the Skies: A Pteranodon swoops overhead, and drops a large rock onto the field! Both coaches roll a D3 and add their Fan Factor to the result. The winning coach gets to make one Ancient Boulder attack, and picks a square on the pitch for the boulder to fall on. Next, roll for Scatter three times. If the boulder lands on any player from either team, make an unmodified Armour roll against that player's armour and resolve any injuries as normal. The player scatters to another square regardless of the outcome of the armour roll, pushing any player it scatters into in the same direction. For players in squares adjacent to the boulder, roll an unmodified AG roll, and make an unmodified armour roll against any players who fail. Once the boulder has been dropped, the Pteranodon flies off and play continues as normal. The boulder remains in place until the end of the drive, making that square impassable. Any player pushed into the boulder must make an armour roll, but does not move as a result of the push.

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Tyrannosaur Invasion: The unmistakable roar of an ancient Tyrannosaur can be heard above the cheers of the crowd. Celebrations soon go quiet and panic sets in as the terrifying scaled beast bursts through the stands. Both coaches roll a D6 for each opposing player on the pitch (these rolls are not modified by FAME, the Tyrannosaur isn't really fussy as to who is the most popular team). On a roll of 5 or more, the player becomes Stunned. Players with the **Stunty** or **Titchy** traits are able to get away from the Tyrannosaur due to their size (or are considered not substantial enough to eat) - do not roll for **Stunty** or **Titchy** players.

KING KONG RULES

Starting in round 2, on the last table of the tournament, KING KONG and SON OF KING KONG will each join a team to settle a dispute on the pitch. Each Team at this table will add a free **Giant** (see the rules from DZ p. 52–55 - these rules will be available at the tournament) with a special Trait (**Secret Ape**) to their roster for the current round (this player leaves the team after being captured by the zoologists or wandering off at the end of the game).

Secret Ape

Secret Ape functions exactly like Secret Weapon, with one difference: as the Ape is captured by an expedition of zoologists rather than sent off by the ref, no Bribe or Argue the Call can prevent the Secret Ape from being “sent off” in accordance with the rules of Secret Weapon. A Secret Ape can also be sent off for fouling.