

# Lil' Zlurp '24

May 25th

Greenwood Game Preserve

1551 E Stop 12 Rd, Indianapolis, IN 46227

***Cost: \$10***

## **Lil' Zlurp Schedule**

*Saturday 5/25*

Sign In: 10:00

Round One 10:30 12:45PM

Lunch 12:45M-1:30PM

Round Two 1:30- 3:45PM

Round Three 3:45 6:00PM

Awards

## **Things to Bring**

Your Painted team

Blood Bowl 2020 Rule book, and any other rules that apply to your team

A good attitude, Lets have some fun

## **Tournament Rules**

3 rounds of great Blood bowl action

Round 1 matchups will be random

Rounds 2-3 will be Swiss pairings based on your results

## ***Weather is Perfet to begin each round***

If Changing weather is rolled it changes for your game.

## **NAF:**

(If you don't know what the NAF is go to <http://thenaf.net/index.php> for more info)

The Zlurpee Bowl will be a NAF sponsored event. Anyone playing who isn't a NAF member yet and would like to join may sign up at the tournament, as there will be a NAF representative on site. You can also renew your membership at the tournament and get your dice handed to you.

## **Awards:**

*Awards are:*

1st-3rd place

Best Tier 2 team

***Zlurpee Kickoff Table will be used, it is at the end of this document, please read it, this may change how you build your team.***

### **Team Building Rules**

Teams are to be made using 1.1 million

Use that money to purchase, players, coaches, cheerleaders, fans, inducements, star players apothecaries.

Allowed Inducements: Bribes, Kegs, Master Chef, Righteous Rookies, Halfling Hot Pot, Star Players

**Tier 1 Teams:** Amazon, Black Orc, Chaos Choosen, Chaos Dwarf, Chaos Renegade, Dark Elf, Dwarf, Elven union, High Elf, Human, Nobility, Khorne, Lizardmen, Necromantic, Norse, Nurgle, Old World, Orc, Undead, Skaven, Slann, Tomb Kings, Underworld, Vampire, Woodelf

**Tier 2 Teams:** FTLOTG rosters, Halfling, Snotlings, Ogres, Goblins,

#### **Tier 1 Teams:**

Receive 6 Skill points

Primary Skills cost 1

Secondary Skills cost 2

No player may receive more than 1 additional skill

May pay a 5 Skill point tax to take a star player (No Mega Stars allowed)

#### **Tier 2 Teams:**

Receive 6 Skill points

Primary Skills cost 1

Secondary Skills cost 2

No player may receive more than 1 additional skill

May pay a 1 Skill point tax to take a Star Player that is not a Mega Star

May pay a 3 Skill point tax to take 2 Star Players that are both not Mega Stars

May pay a 4 Skill point tax to take a Mega Star Player (If you have a Mega Star on your roster, you can not have any other Star Players.)

After paying the Skill point tax for a Star player you still must pay their starting fee. You must have 11 players on your roster before hiring a Star Player. The Zlurpee Bowl Star Players may NOT be hired. The Highlander rule will be used.

### ***FTLOTG Teams***

**Thriller**-----0-16 Zombies 0-1 Werewolf (Use Necro Team list)

**Skinks**-----0-16 Skinks 0-1 Krox (Use Lizardmen Team list)

**Bones**-----Khemri no Tomb Guardians (Use Tomb Kings Team list)

**Mutants**-----Underworld no rats (Use Underworld Team list)

**Hobgoblins**-----0-16 Hobos 0-1 Mino (Use Chaos Dwarf Team list)

**Thralls to the Wall**----0-16 Thralls 0-1 Vargheist (Use Vampire Team list)

#### **Mega Stars are:**

Griff Oberwald, Hakflem Skuttlespike, Morg n'Thorg, Skitter Stab-Stab

# ZLURPEE BOWL

## Kickoff Table

2. Get the Ref—Both Teams get a free Bribe for the rest of the game
3. Clock Malfunction—Both teams move their turn markers ahead one space
4. I'm Fine—Any player that is currently Knocked out may roll again to see if they can recover. If they recover they can be setup in any square in your own endzone as long as this doesn't take you over 11 players, and doesn't take you over the limit in a widezone. If you have 11 players on the pitch the recovered player is moved to the bench.
5. High Kick—One Open Player on the receiving team may be moved underneath the ball.
6. Jeering Fans—The team with the fewest Cheerleaders loses a reroll, if both teams have the same number of cheerleaders they both lose a reroll
7. Advanced Scouting—The team with the fewest Assitant Coaches loses a reroll, if both teams have the same number of coaches both teams lose a reroll
8. Changing weather—Make a new roll on the weather table if weather is perfect the ball will scatter
9. What's that Smell?--Someone went to Wight Castle last night, both teams are so distracted that they both lose a reroll. If a team doesn't have a reroll to lose, randomly select a player who falls over with stomach cramps and is now stunned.
10. Corner Blitz!--3 Open players on the receiving team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Foul action. If a player Falls over or is Knocked Down, no further players can be activated and the Blitz ends immediately.
11. Kill the Ref!--Someone is not happy with the official, he is no longer with us. No players will be sent off for the rest of the match for fouling or using a Secret Weapon
12. Zlurpee Shower!--The fans are unhappy, or bored and decide to start throwing Zlurpee cups onto the pitch. Every player on both teams that is setup in the widezone must make a Zlurpee Dodge roll, on a 3+ they are fine and dodge the cups. On a 1, or 2 they are hit and stunned.