

EUROVISION DEATH CONTEST

TOURNAMENT FORMAT

The Eurovision Death Contest is a Swiss-style Deathbowl tournament using a specially designed pitch that allows four coaches to play at one table with two balls. As in regular Blood Bowl, the aim is to score touchdowns by reaching the endzone on the other side of the pitch (not one of the two closer, adjacent ones!). At the same time, every coach aims to deny his direct opponent and the other two coaches at the table any touchdowns, to score the most tournament points. Before the first game, each coach will be randomly paired with an opponent, and then each pair of coaches will be randomly drawn with a second pair of coaches to make up the four players required for a Deathbowl game. After the first round, game match-ups are determined by tournament points. Coaches may play with the same opponent at the same table multiple times but may only face a fellow coach as a direct opponent once.



Deathbowl pitch layout.

TEAM BUILD

Depending on their tier, each team receives a certain budget, of which **at least 1100K** gold crowns have to be used to hire players, a master chef, rerolls, apothecaries, igors, riotous rookies, bribes and up to one star player. No other inducements are available, and **at least 12 players** have to be fielded. Be aware that dedicated fans, assistant coaches and cheerleaders **have no effect** in Deathbowl, as there is no kick-off event!

Due to astronomically high health insurance rates, no sane star player dares to partake in a Deathbowl match. The organizers usually hire more desperate and thus cheaper performers that are available to all teams:

Mort 'n' Snort (320K): MA6, ST6, AG3+, PA4+, AV11+ with Loner (4+), Brawler, Mighty Blow (+1), Thick Skull, Throw Team-Mate

Steeptoot Mildbranch (260K): MA2, ST7, AG5+, PA4+, AV11+ with Loner (4+), Block, Mighty Blow (+1), Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate, Timmm-ber!

Rapper Bolgrock (230K): MA4, ST6, AG5+, PA4+, AV10+ with Loner (4+), Grab, Mighty Blow (+1), Regeneration, Throw Team-Mate

As there is no shortage of unemployed actors, the same star can be fielded multiple times in one match.

The remaining budget can be used to acquire skills. No player can receive more than one skill, and no stat upgrades may be purchased. Normal skills cost 20K, double skills 40K.

Tier 1 teams receive 1210K: Amazons, Chaos Dwarves, Norse, Orcs, Skaven, Undead

Tier 2 teams receive 1250K: Dark Elves, Dwarves, Humans, Lizardmen

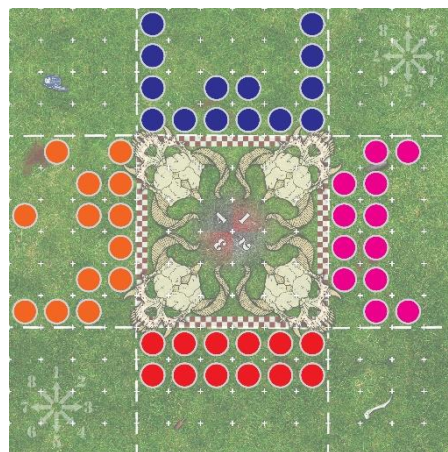
Tier 3 teams receive 1290K: Chaos Renegades, Elven Union, High Elves, Imperial Nobility, Necromantic, Slann, Snotlings, Tomb Kings, Underworld, Wood Elves

Tier 4 teams receive 1330K: Black Orcs, Chaos Chosen, Halflings, Khorne, Nurgle, Old World Alliance, Vampires

Tier 5 teams receive 1360K: Goblins, Ogres

THE PITCH AND SETUP

After announcing tables and match-ups, flip a coin (or roll a D2) to determine the seating order and see which of your neighboring opponents is sitting on the left and right. All four coaches then **simultaneously** line up their complete teams on or behind the line of scrimmage in their own setup section – no player remains in the reserve. Each team must have at least three players on the line, with no players in the wide zones. There is no kickoff. The footballs are placed in one of the four center squares, randomly chosen by rolling a D4 (first ball) and a D3 (second ball, for the remaining three empty squares). To determine who goes first, each coach rolls two D6s. The highest rolling coach starts, and gameplay continues **clockwise** from then on until halftime.



Examples of legal setups.

FANS AND WEATHER

Do not roll dice for Fan Factor or weather. Since the games are played in a sheltered (and coincidentally unescapable) dome and the viewers are simply out for carnage, they have no effect in Deathbowl.

CONTINUOUS PLAY AND HALFTIME

After initial setup, play continues for eight turns and stops for no reason, including touchdowns! At halftime, play is interrupted and all KO'd players return to action **without rolling** any dice. Any players who were able to regenerate, healed by an apothecary or survived being crowd-surfed without injuries can also return at this moment. The teams are then set up again as described above. In the second half, the player who played last in the first half has now the first turn, and play progresses **counter-clockwise** around the table for another eight turns.

TIME LIMIT

The schedule is tight, and games are limited to 4 hours, after which the match will end by finishing the active round. To stay on time, each table will receive a timer, and turns will be strictly limited to **3 min and 30 sec**. Should a coach run out of time during his turn, he is only allowed to stand up all eligible players before handing off the timer to the next coach.

TOUCHDOWNS

An **active turn ends** if a player enters the endzone and scores a touchdown. If a player carrying a ball enters the endzone on a square containing a ball on the ground, the bounce is resolved before the turn ends with a touchdown. Once a touchdown is scored, the ball is removed from the field and, with friendly aid of a sideline wizard, re-enters play on one of the four centre squares determined by a D4 roll. The **ball does not bounce**, unless the square is occupied by a prone or stunned player or the other ball. If the square is occupied by a standing player, the player may attempt to catch the ball. After the ball placing has been resolved, the coach following the scoring coach starts his turn, and play continues.

BLITZ ACTION

The active coach may take a Blitz action against each of the opposing teams. The targeted team has to be announced **before rolling any D6s**. If a Blitz is declared and no block dice are thrown (willingly or because of a failed D6 roll, e.g. for Bonehead), no further Blitz action can be taken against that team this turn. To declare a Blitz against an opposing team, the player must be within range of the intended target.

FOULING AND SECRET WEAPONS

A team may take a Foul action against each of the opposing teams. If a fouling player gets caught (and after a potential bribe is used), the guilty player will not argue the call, but "*threaten the ref*". **On a 1**, the ref is unimpressed, the **active turn ends** and the fouling player is sent off the pitch. **On a 2 to 5**, the ref - unsettled by the menacing crowds - puts his own safety first and the foul will not result in a turnover. The player is still permanently banished from the game, though. **On a 6**, the fouling player may remain on the field and no turnover is caused. Follow the same procedure for players with a "Secret Weapon" at halftime.

