

THE **WPS**.COM

CLUB CHALLENGE

16th–17th May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

BLOOD BOWL CORE RULES

INTRODUCTION

The WPS rules promote a different style of play to that which you may be familiar with through playing at Games Workshop events and tournaments. The overriding objective when putting together this rules pack was that all players attending a WPS event should enjoy every game they play over the course of the event. To this end there are several mechanisms in place to restrict some of the more extreme armies that players may be tempted to bring. In addition many of the score reporting procedures have developed over the years to the point where we are pleased to say a WPS event more or less runs itself.

BEFORE THE EVENT

General Restrictions

Please read and familiarise yourself with the WPS Code of Conduct which should be used in conjunction with this rule set. It is available to download from www.the-wps.com

The tournament will be played using the rules from the Living Rule Book Version 5.0 which can be downloaded for free from the Specialist Games section of the Games Workshop website. Note that this does not include the three additional teams – Slann, Underworld and Chaos Pact).

Please read and refer to the **WPS Blood Bowl Rule Changes**.

Preparation

Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.

Remember, there is a sequence of play (and a chart is provided in the rulebook). Should you forget to do something - tough, it is your fault. Do not use the “puppy dog eyes” tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

Don't forget that you need to bring all the relevant materials to play i.e. dice, tape measures, templates, codices etc.

You should ensure you have at least two legible copies of any required documents as specified in the event specific rule set (e.g. team roster). One copy is for judging and the others are for your use during the event. If you do not bring these you will incur a penalty score.

Team Selection

Teams start with 1,100,000 gold.

Only teams from the Living Rule book 5 are allowed to be used (so no Slann, Underworld & Chaos Pact teams this year. Maybe next year!).

Players must provide a copy of the rules for their team if appropriate.

No Inducements are allowed except Halflings who may take a Halfling chef for 100k.

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Please refer to Skill Selection Section under Team Progression as your Team Starts the tournament with a skill package below.

Team Progression

Star Player Points (SPP's) will not be used in the tournament. The team will remain the same for all five matches

Before the start of the tournament you should select one of the following skill sets:

SKILL SET A

4x Normal skills
2x double skills

SKILL SET B

4x Normal skills
1x double skills
1x MV+1 or 1x AV+1

No players can receive more than 1 Upgrade.

Instead of a doubles skill you may select a normal skill, you may not select "extraordinary" skills

Teams will revert to their original composition for the next game. All deaths/injuries are cured for the next game. No extra players may be bought/acquired for your team.

Team List Submission

1Players can make mistakes putting team rosters together and as such we require that all team lists are submitted prior to the event in order for them to be checked over thoroughly. Team lists must be submitted prior to the event via email to the address given in the event specific rule set. In all instances, you will receive emailed confirmation of the legality (or any faults) of your list.

Penalties for late submission of lists are detailed in the event specific rule set.

Lists must be submitted in either .doc, .txt, .xls or html/htm formats only. If you send an army builder text file, please take the time to format it legibly, or else you will receive a penalty for an illegible list. Army Builder files will not be accepted and you will be asked to re-submit.

you do not have access to email then please post your army list to WPS Club Challenge Army List (BBOWL), The WPS, PO Box 1191, Frampton Cotterell, Bristol, BS36 9AD

The organiser may advise you to change the composition of your army to allow for a more fulfilling gaming experience for all gamers involved at the tournament.

Models in Your Team

Where at all possible all models in the army should be WYSIWYG - what you see is what you get. At the umpires discretion non-WYSIWYG models may be removed from a players team – the player will be required to continue with his team "as is" for the remainder of the tournament.

Teams must be fully painted and based.

Ensure you are using the correct miniatures to represent your players as far as you can.

Using non-Citadel miniatures is acceptable providing they fit into the Warhammer Universe and you can tell what they are supposed to be.

If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!

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ON THE DAY OF THE EVENT

Venue

The venue details are listed in the Event Specific Rules. This normally includes a map detailing the venue and its location.

Registering

When you arrive at the event you must register at the designated registration point. Please register as soon as possible as the event cannot begin until all players are registered.

You will be asked to confirm your name, team/race, and wargames club.

You must provide the organizers with one legible copy of any required documents as specified in the event specific rule set (e.g. army roster). Ensure your name is clearly marked on these documents. If it is not, or the umpires cannot decipher your writing, then this will result in a penalty score.

You must use the same team roster for all your games.

You will be allocated a table number where your first game will take place.

Odd Number of Players

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavour to even up the numbers. Sometimes however, this is not possible and if there are an uneven number of players then the following will apply:

We will ask for some one to drop out and help with the judging or what ever. That person (s) will receive a refund and get fed for free!

OR

The bottom ranked player in each round (game play scores only), or a random player for the first round, will be asked to sit out and will receive an averaged score for game play and sportsmanship for that round. You will only ever miss one game (dependent on numbers).

Team Selection

Players must provide a copy of the rules for their team i.e. Team List.

You must use the same list for all your games.

DURING THE GAME

Playing the Game

Players will compete in a number of games. These will vary from event to event. Please refer to the tournament specific Schedule of events

The first two games will be determined randomly in advance unless grudge games are allowed. See the event specific rules for whether or not Grudge Games are allowed

The final three rounds will be based on the Swiss system, in order to find a fitting winner.

Players from the same club should not get drawn against each other on the first day of a two-day event. If this does happen, please change with a player on the next table to solve the problem. This does not apply to the games on the

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second day of a two-day event. If you are drawn against an opponent that you have played before, change with a player on the next table to solve the problem. Please inform the umpire of any game swaps/changes.

Warm Up Period

Before the match commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. One person's line of sight is another's blocked fire arc. Due to this you should spend five minutes going through any thing you can think of that needs discussing.

Here are some of the things you may want to discuss:

- Templates.
- What figures represent what?
- Anything else you can think of!

Note we are assuming that players will use some common sense here!

The Game

All games will last the normal number of turns or two and a half hours. Note this time includes set up, discussing each other's team lists and any special rules.

Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.

Remember there is a sequence of play (see the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

AFTER EACH GAME End of Game Tasks

At the end of each game, swap team rosters with your opponent and check the following:

The team roster and the team you just played against are in fact the same and that there are no differences.

The team is legal to the best of your knowledge. If required you may look at the appropriate team list to check this.

If there is any problem with a team roster, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire. Illegal team rosters will have points deducted at the umpire's discretion.

At the end of each game, players must report their scores. Fill in your game result/score on the result form. This form will contain the Game Result as well as both players Sportsmanship scores.

It is you and your opponent's responsibility to complete the results forms correctly.

Make sure you hand your results forms in for both game play and sportsmanship.

GAMING SCORES Tournament Points (TP)

Scoring is a 20 point system. You can never score more than 20 pts in a game.

Fill in your game result/score on the result form provided as per the table below.

- 12 TPs for the winner
- 6 TPs for a draw
- 0 TPs for losing

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Bonuses

- +1 TP per Touchdown (up to a max of + 4).
- +1 TP per Casualty (up to a max of + 4)

Casualties only include the casualties that would result in spp's for a player. i.e. from blocks. Fouls, crowd pushes, thrown rocks, weapon related injuries, failed dodges, gfi's etc do not apply.

Example 1:

Paul beats Ian 3-1, with casualties 1-5.

Paul scores 12 + 3 (for scoring 3 TDs) + 1 (causing 1 casualty) = 16.

Ian scores 0, +1 (for scoring 1 TD) + 4 (causing 4+ casualties) = 5

Example 2:

Paul and Ian draw 0-0, with casualties 1-5.

Paul scores 6 + 1(causing a casualty). = 7.

Ian scores 6 + 4(for causing 4+ casualties). =10.

SOFT SCORES

Painting – Overview

To be eligible for the painting prize you must have painted the team yourself.

Please see Appendix 2 for the current WPS Blood Bowl Painting Scoring System. This is the actual form you will leave out on display with your army for the judges to use. It should be fairly self-explanatory and will result in a score from 0-30 points being generated for painting.

Should you bring a team which is either unpainted or in a very poor condition you may receive 0 tournament points for painting. You may also be unable to win some of the main prizes.

During the lunchtimes on both days, players will be requested to leave their team set-up and any associated display items e.g. terrain (without their team roster, but with their names clearly shown on a piece of paper etc) so that everyone can select their favourite painted team and to allow painting judges to view and mark the player's teams. Please ensure the painting scoring form in Appendix 2 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points and may be unable to win some of the main prizes.

Painting judges always strive to mark each army fairly, but in some instances it is difficult to tell where players have put extra effort into their army (for instance, small or subtle conversions can be missed). If your army contains details that you specifically want the judges to notice, please leave a note containing details next to your army.

Painting – Players Choice Voting

During the lunchtimes on both days, players will be requested to leave their team set-up with any associated display items (e.g. terrain) so that everyone can select their favourite painted team.

Please ensure your name is clearly visible when displaying your team, otherwise you will not get any votes.

Players will be provided with a slip to vote for their favourite painted team. View all the teams on display and make your choice before handing the slip in to the Umpires.

Players Choice voting slips must be handed in by the end of lunchtime on the second day.

Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, clubs voting for each other to the exclusion of all others, etc) will be investigated and may result in a penalty score.

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Please note that if you do not wish to put your team up for display (if you feel no-one will vote for it, for example) then you are not obliged to do so.

SPORTSMANSHIP SCORES

Sportsmanship has always been promoted strongly at all WPS events. Please note that under this Sportsmanship system it is expected that everybody should receive a maximum score.

We are settling on a Q&A approach to this aspect of the tournament event. Suffice to say that whoever lifts the Best Sportsman Trophy can feel very proud of themselves. This category is very important so please take it seriously when awarding your marks. Please see Appendix 3 for the current WPS Blood Bowl Sportsmanship Scoring System.

A total of 30 points is available for Sportsmanship.

After each game you and your opponent will score each other for the Sportsmanship. This is done on a simple checklist which can be seen in Appendix 3. Please refer to the questions and answer them as honestly and as sportsmanlike as you are able by completing the Sportsmanship results form. Circle the result for each question on the form.

Each question is worth 2 points to your opponent's score. Each round you can therefore score a maximum of 10 points or a minimum of 0.

Discuss the scores with your opponent in a mature manner as required.

Note that players should not mark their opponents down just because they had umpire calls against them or they lost their game!

At the end of the event your highest and lowest scores will be discarded with the remaining scores totaled, then divided by the total number of points available and

multiplied by 30. This will give every player a score from 0-30 over the course of the tournament.

Additionally, at the end of the last game you will be asked to nominate one of your opponents as being the Most Sporting. The player with the highest sportsmanship score will win the Best Sportsman award. The Most Sporting votes will be used to determine any tie breaks (as all players should get 30 pts any way so expect a tie break). Note that these votes are worth no points to anyone's score – they simply determine who gets the Sportsmanship trophy in the case of a tie on Sportsmanship points.

WINNING THE EVENT

Scores of 100 for Gaming and of 30 each for Painting and Sportsmanship add up to a grand total of 160 points available.

The overall winner will be the player with the highest grand total. In the event of a tie, the player with the highest Gaming score will be the winner. If this is a tie, the number of Touch Downs Scored, NET Touchdowns, Sportsmanship and Painting scores will also be considered, in that order.

All marks for aspects, other than game results, will be added in after the last game has commenced. This will ensure the best coaches are always competing against one another.

SEEN ANY GLARING MISTAKES?

If you feel you have discovered a loophole in these rules which gives you an unfair advantage, don't do it i.e. don't use it to your advantage, tell us instead so we can amend the rules accordingly for future events. Hopefully we have not missed anything too obvious, but should you see any glaring errors, please email bloodbowl@the-wps.com

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APPENDIX 1 – SPORTSMANSHIP

A set of sportsmanship forms (like the one below) will be handed out at the beginning of the tournament. These will be used to mark your opponent at the end of each game.

In general sportsmanship has nothing to do with your opponent's Army Selection, instead relating to things like how friendly and helpful your opponent is, whether it was a good game and whether you would wish to play your opponent again, and we ask that questions 1-4 are marked with this in mind.

Each YES earns your opponent 2 points, making for a score of between 0 and 10 points in each round.

The best sportsman will receive a prize at the end of the tournament.

WPS SPORTSMANSHIP QUESTIONNAIRE		
Discuss the scores with your opponent as required.		
This is a straightforward questionnaire with YES or NO answers only. Please circle the appropriate answer.		
1.	Would you be happy to play this opponent again if drawn together at a future tournament?	YES NO
2.	Did your opponent work with you to settle any rule disputes in a reasonable and amicable way?	YES NO
3.	Did your opponent play the game at a satisfactory pace for you? e.g. wasn't playing too fast or too slow.	YES NO
4.	In your opinion as a player did your opponent play a fair game adhering to the rules and therefore no rules were abused by your opponent? (This includes the like of fast dice rolling, elastic tape measures and only remembering advantageous rules while conveniently forgetting disadvantageous ones)	YES NO
5.	Did you enjoy playing against the army selected by your opponent?	YES NO

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APPENDIX 2 – PAINTING

After filling out Part A (only!), please leave this Painting Checklist out with your army when requested to do so and Judges will mark your army.

PART A - to be filled out by YOU

Q1. What is your name (VERY IMPORTANT)?

Q2. Is every single model in the army painted?

YES

NO

(If you answer NO then you will score 0 for painting.)

Q3. Did you paint all of the army yourself?

YES

NO

(If you answer NO you can score a maximum of 2000 for paint-)

PART B - to be filled out by the the JUDGES

Points given for	Judge 1	Judge 2
Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.	+20 <input type="checkbox"/>	+20 <input type="checkbox"/>
Cohesiveness. Is there a unified scheme across the whole team i.e. does it look like a team. Note for some teams it is perfectly acceptable to have a hodgepodge appearance and yet still look like a team.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
Markings. Appropriate team markings have been applied (numbers and/or markings). Where this is not appropriate, effort has been made to distinguish between player types.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
Details. A consistent attempt has been made to detail the models in the army e.g. claws, teeth, eyes painted.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
High Quality. The team is excellently painted and is an excellent example of its type. Attention to detail is evident in the painting and modelling. Advanced painting techniques like blending, layering or freehand (for example) are evident.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
WOW! The team has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of teams at the tournament should get this mark.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
Judge's Signature:		
Sub-totals:		
GRAND TOTAL:		