

TOURNAMENT RULES PACK

StrangleBowl 5 - *Miami Vice Grip*

26 October 2024, Tropical Leicester



WELCOME

We look forward to welcoming you to tropical* Leicester, often hailed as the UK's answer to Miami, and to the fifth annual StrangleBowl – *Miami Vice Grip*.

This pack should answer most of your questions, but if you have any other queries please don't hesitate to get in touch. You can email thechamp@stranglebowl.uk or leave a message in the [StrangleBowl Discord Server](#).

DETAILS

When: Saturday, 26 October 2024, 09:15 – 18:30
(see schedule opposite for details)

Where: 315 London Road, Leicester, LE2 3ND
([View on Google Maps](#))

WHAT YOU WILL NEED

- **Dice:** 1 x D8, 1 x D16.
- **Painted miniatures representing your team.**

There are no restrictions on which manufacturer's models you can use, but each model should clearly represent the race, player and position it stands for. Note: models like Pokémon, Lego, Disney, My Little Pony and other toys do not represent Blood Bowl races.

Models should not be sexually explicit or of a nature that may make other coaches feel uncomfortable. If you're uncertain, please get in touch with us before the event with photographs of your models.

Additional skills must be marked – ideally using [Charlie Victor skill bands](#), loom bands or similar to make them easy and quick for your opponent to identify.

- **Your best fancy dress outfit** (from any decade or genre as long as it's the 1980s with strong Miami vibes) and a pair of black leather strangling gloves (optional).

WHAT YOU WILL GET

- Some amazing and unique StrangleBowl loot:
 - 2 x Dice (D6)
 - 3 x Block Dice
 - 1 x The Champ Star Player card
 - 1 x Set of Blood Bowl reference cards
- 3 x games of Blood Bowl.
- Lunch & snacks – please let us know of any special dietary requirements in plenty of time before the event.
- Access to tea, coffee and soft drinks throughout the day.

- The chance to win one of the illustrious trophies and prizes, including spot prizes.
- For a lucky few, a complimentary, non-fatal strangle from The Champ himself.

CODE OF CONDUCT

All coaches are expected to adhere to our code of conduct, in a nutshell this is: be kind, be inclusive, consider how your actions might affect others, and always treat other coaches as you'd like to be treated. Firstly, play to have fun, for both yourself and your opponent and then, secondly, play to win.

At the Tournament Organiser's discretion coaches exhibiting inappropriate behaviour may be asked to leave the tournament. Inappropriate behaviour includes, but is not limited to: aggressive, sexually explicit, racist, misogynistic, misandristic, transphobic, homophobic or other offensive speech, actions or imagery; violence, intimidation or harassment of any coach; cheating or repeated displays of poor sportsmanship.

Any coach with concerns or who feels unsafe on the day should notify one of the Tournament Organisers.

Coaches should also check out and read the [NAF's Code of Conduct](#), which all NAF coaches are expected to be familiar with and adhere to.

SCHEDULE

09:15 – 09:45	Registration, NAF membership sign-ups & renewals, doughnuts and tea & coffee.
09:45 – 10:00	Event briefing and motivational group breathing exercises.
10:00 – 12:15	Round 1.
12:15 – 13:15	Lunch, group photo and Best Painted team judging (no strangling permitted).
13:15 – 15:30	Round 2.
15:30 – 15:45	Mini-break (occasional strangling permitted).
15:45 – 18:00	Round 3.
18:15 – 18:30	Awards ceremony and prizes.

*May not be representative of attendees' individual experiences of Leicester.

TOURNAMENT RULES

The [NAF Rules for Tournaments 2024](#) form the core rules for StrangleBowl, with the following additional rules:

- This is a resurrection style tournament – rosters will be reset after each round, no injuries will be carried over, no Star Player Points will be accumulated, no improvement rolls will be made, and no gold pieces earned or awarded to either team during the pre-match sequence.
- Turns will not be timed. An exception may be made at the discretion of a tournament organiser if a game is running late. In this case coaches will be required to use timed turns, with time-outs resulting in an immediate turnover and a brief but firm strangle.
- Rosters must be no more than 1,150,000 gold pieces.
- **What can be included in your roster:**
Players and inducements from: *Blood Bowl: Second Season - The Official Rules*, *Blood Bowl: Spike! Journal issues 11 through 17*, [GW Teams of Legend](#), and the [NAF Rules for Tournaments 2024](#).
- You may purchase a Weather Mage, Bloodweiser Kegs, Bribes, Wandering Apothecaries, a Mortuary Assistant, Plague Doctor, Riotous Rookies, a Halfling Master Chef and Biased Referee for their normal costs. Any other inducements may not be purchased.
- Unlike league games, resurrection tournaments do not have an inducement phase per se, but you can still use your favourite inducements! After adding players to your roster, if you have any gold pieces left, these can be spent on inducements, following the usual rules as to pricing and availability. **For example:** if your killer Halfling build comes to a total of 750,000 gold pieces, you would then have 400,000 gold pieces available to spend on inducements such as a Master Chef, a Star Player, or whatever else helps you delude yourself into thinking that all your Hopefuls won't die. These inducements must be chosen before the tournament and recorded on your roster, and will remain the same during each round of the event.
- Only Tier 3 teams may include up to one Star Player, after rostering at least 11 regular players. If two coaches are drawn against each other with the same Star Player or [In]famous Coaching Staff on their rosters, both players are permitted to use them. It turns out that Bomber Dribblesnot, Cindy Piewhistle, Griff Oberwald, Hakflem Shuttlespike and Morg 'n' Thorg are all too terrified of The Champ to play (aka, they're banned).
- This is a tiered tournament. Besides the starting skills on your roster, you are permitted to add additional skills to your players. These skills are free and do not come out of the initial 1,150,000 gold pieces. The

Tier 1 (easy mode, it's basically cheating)
Amazon, Chaos Dwarf, Dark Elf, Lizardmen, Norse, Orc, Skaven, Shambling Undead, Underworld Denizens, Wood Elf
– 5 Primary

Tier 2 (socially acceptable, but only just)
Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Slann, Tomb Kings, Vampire
– 6 Primary or 5 Primary and 1 Secondary

Tier 3 (tier of the brave and valiant, and/or stupid)
Gnome, Goblin, Halfling, Ogre, Snotling
– 7 Primary or 6 Primary and 1 Secondary

Tier 4 (just, why?)
Dwarf
– 5 Primary*

*Tier 4 coaches must wear their complimentary badge throughout the day, which will be handed out during round 1.



amount and type of additional skills available to you is determined by the tier your chosen team falls into (see panel above). These skills must be chosen before the tournament and recorded on your roster, and will remain the same during each round of the event.

- The following restrictions apply to your additional skills selection:
 - No player may be given more than one skill
 - No more than two players may be given the same skill (sorry guard-spam Dwarfs 🙄)
 - No statistic increases may be taken
 - Star Players may not be given additional skills

Rosters must be submitted by Saturday, 19 October, and can only be submitted online using the "My roster" section of your Coach area.

A link to your personalised Coach area will be emailed to you after you have signed-up. If you do not receive this, first check your spam/junk folder, and then email thechamp@stranglebowl.uk.

You may wish to print off your roster, but do not need to, as rosters for all teams will be available to view online. Please do not hand in a printed copy of your roster at registration. If you do, you will be strangled.

THE CHAMP

Nobody knows who The Champ is. Some say he is the most dangerous man in Blood Bowl. Some think he's just a fat bloke who wears leather gloves. Mild mannered and gentle by day, it has long been suspected that he is a ruthless strangler by night, and so it is no surprise that many teams in the Old World, from Khemri to Albion, have sought the services of The Champ – if they can find him.

One place he can always be seen is at his favourite tournament, StrangleBowl, annually held in the provincial Empire city of Lesterheim. He is so fond of the tournament in fact, that he attends every game, and not just watching – he insists on taking part, and who would say no?

On the pitch his preference is for grabbing throats rather than the ball, though he has so far been careful never to cause any long-lasting injuries, perhaps because the matches are played during daylight hours. Renowned in some circles for motivational speaking, he has been known on a number of occasions to stop suddenly during a match for minutes at a time, recounting particularly memorable past strangles, or lecturing on glove maintenance, while the game plays on around him. Off the pitch his booming voice can be heard berating players and threatening referees.

- When you and your opponent sit down at your table you should find a miniature on the board waiting for you (do not take this away with you). This miniature represents The Champ, the enigmatic Star Player of dubious repute, after whose extra-curricular activities this tournament has derived its name.
- The Champ is an unusual Star Player in that he will act for both teams during the same match. **Immediately after the Determine Kicking Team step at the start of the game, whoever lost that coin toss then decides which team The Champ will act for in the first half. The Champ will then swap to the other team for the second half.**
- The Champ will always recover and be available at the start of the second half to join the other team, even if he was sent off or suffered a casualty during the first half. His will to strangle allows him to shrug off even the most dire of injuries, and the sight of his strangling gloves is sufficient to undermine even the most ardent of referees.

THE CHAMP STAR PLAYER

MA	ST	AG	PA	AV
5	3	4+	5+	9+



Arm Bar, Brawler, Dirty Player (+1), Loner (3+), Strangle, Thick Skull

Strangle (new skill)

Instead of performing a Block action (on its own or as part of a Blitz action), The Champ may perform a Strangle Special action.

To perform a Strangle, make an Armour roll against the victim (target). The Champ may add one to either the Armour roll or the Injury roll.

If the Armour of the victim is not broken, the Strangle has no effect.

If the Armour of the victim is broken, they become Prone and an Injury roll is made against them.

If any victim of a Strangle would be placed in the Knocked-out box or the Casualty box, instead place them in the Reserves box.

If a Strangle is used during a Blitz action, The Champ must pause to catch his breath, and cannot continue moving afterwards.

tl;dr - it's Stab with Mighty Blow, with Knock-outs and Casualties going to the Reserves box.

DID YOU KNOW?

In 2024 this box was put here because there was too much space on this page, and we couldn't think of anything else to put here. It was later adjudged to be a rubbish solution by everyone that saw it.

LORD STRANGLEHANDS

Many years ago, deep in the Lustrian tropics, a deific child was born to the mortal plane with hands that seemed to have a life of their own. Even as a baby he would strangle unwary nursemaids, and soon everyone in the village was terrified of him. Noticing this, he quickly learned to use his hands to his advantage.

As a young man he enjoyed the game of Blood Bowl, and he was widely renowned for his skill and ruthless competitiveness. He was also renowned for his ability to strangle his victims with his bare hands, earning him the moniker: Lord Stranglehands. His on-field exploits quickly garnered a loyal following, one that would later evolve into a passionate cult - the Holy Order - who to this day worship both on and off the field with mass ritual chokings.

It was at a provincial game on a portentous, still day, that he was first seen alongside a mortal known locally as The Champ, and it is said the two forged that day an unbreakable bond. Many have theorised in later years that it was Lord Stranglehands himself who had fathered The Champ, though none still living can say for certain.

Time went inexorably on, the seasons passing by, and after many decades the great game of Blood Bowl finally started to lose its shine for Lord Stranglehands. The eventful final of the 2482 Chaos Cup was the last time the world would ever see Lord Stranglehands. At half time, after already scoring eight touchdowns, he did not return to the field alongside his teammates. He was nowhere to be found.

It is widely held by Blood Bowl mystics and theologians that, disillusioned by the limitations of a mortal life, he stalked into the northern wastes, strangling beasts and daemons alike as he passed, eventually transcending to his rightful seat amongst the pantheon. Perhaps he schemes to surpass Nuffle himself one day, the Holy Order seem to believe so. It is whispered that his gaze remains fixed on his old favourite game, proudly watching over The Champ and the matches played each year in Lesterheim.

Whilst Lord Stranglehands does not like to participate as actively as The Champ, he does enjoy meddling in the affairs of the mortal players he watches over, whilst they play his favourite game.

If either coach would usually roll on the Prayers to Nuffle table, they must instead roll on the Prayers to Lord Stranglehands table, which can be seen below.

REFERENCE TABLE

PRAYERS TO LORD STRANGLEHANDS



D8 Result

- 1 Tropical Lesterheim:** Lord Stranglehands answers your prayers by parting the very clouds themselves – the weather changes to *Very Sunny*. If the weather was already *Very Sunny*, Lord Stranglehands changes his mind and puts the clouds back again – the weather changes to *Pouring Rain*.
- 2 Stranglehold:** One player on your team just doesn't know how to let go. Randomly select one player on your team, without the *Loner (X+)* trait, that is available to play during this drive. Until the end of this drive they gain the *Shadowing* skill.
- 3 Forearm exercises:** One player on your team has been practicing their strangling technique so much, their hands can tear through armour! Randomly select one player on your team, without the *Loner (X+)* trait, that is available to play during this drive. Until the end of this drive they gain the *Claws* skill.
- 4 Nah, that's just not Blood Bowl!** Some players on your opponent's team have had enough of all this strangling nonsense. Randomly select D3 opposition players, without the *Loner (X+)* trait, that are available to play during this drive. Until the end of this drive, those players gain the *Loner (2+)* trait.

D8 Result

- 5 Foul Appreciation Society:** One of your players has decided to embrace the dark arts of fouling. Fully embrace them. Choose one player on your team, without the *Loner (X+)* trait, that is available to play during this drive. Until the end of this drive, that player gains the *Dirty Player* skill.
- 6 Stop looking at my neck!** As enjoyable as a quick strangle is, one player decides to prioritise perpetual breathing instead. Choose one player on your team, without the *Loner (X+)* trait, that is available to play during this drive. Until the end of this drive, that player gains the *Fend* skill.
- 7 Choked:** Feeling slightly left out of all the fun, Lord Stranglehands reaches out through the ether and grabs the throat of a nearby player. Randomly select one player on your opponent's team that is available to play during this drive. Until the end of this drive, that player is so short of breath, they reduce their MA by 1.
- 8 Inspired!** One of your players realises the best way to play Blood Bowl is to start strangling! Randomly select one player on your team, without the *Loner (X+)* trait, that is available to play during this drive. Until the end of this drive, that player gains the *Strangle* skill.

SCORING & DRAWING

Opponents will be selected at random for round one. For rounds two and three opponents will be selected using the Swiss pairing system, with coaches being awarded points based on the following:

Win = 15 points

Draw = 7 points

Loss = 0 points

Bonus Points

- Each Touchdown after the first = 1 point (maximum of 2 per match)
- Each Casualty* after the second = 1 point (maximum of 3 per match)
- Each Strangle[†] = 1 point (maximum of 3 per match)

* Points for Casualties are only awarded as a result of successful blocks, including defensive blocks.

[†] In order for a Strangle to generate a bonus point armour must be broken. For further details see *The Champ Star Player special rules (page 4)*.

Tie breakers for all awards will be, in this order:

- Roster submitted on time
- Total Strangles
- Net Touchdowns
- Net Casualties
- Strangle-off (gloved or ungloved)

SPONSORS

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AWARDS

There will be awards for the following:

- 1st place
- 2nd place
- 3rd place
- Most violent (most Casualties inflicted)
- Best offence (most Touchdowns scored)
- Best defence (least Touchdowns conceded)
- Stunty Cup (highest placed Tier 3 team)
- Most Strangles (most Strangles[†] inflicted)
- Dirtiest player
We're talking fouls here – see The Foul Appreciation Society box, below. No players should actually be dirty, always shower before attending. Also, Ed Thurlow is banned from winning this again. Just stop it, Ed.
- Best painted team (independent judges' decision)
- Best outfit
- The most illustrious and supremely coveted of all the prizes, the award of all awards, the loot of all loot, The StrangleBowl Wooden Spoon™

THE FOUL APPRECIATION SOCIETY

The FAS (Foul Appreciation Society) is proud to sponsor StrangleBowl.

The FAS is an independent society that encourages and promotes one of Blood Bowl's greatest features: Fouling! We promote the fouling of any player, no matter what the turn, or whether a league, tournament or 'friendly' match!

In our eyes turn 16 fouls are the pinnacle of the sport and coaches are highly respected by the FAS for performing them.

The rules are simple, whoever performs the most fouls at this tournament will receive a coveted FAS Patch.

The fouls do NOT have to be successful, you just count your total fouls committed each game and at the end of the day whoever performs the most fouls over their games will win the patch and be entered into the FAS Hall of Fame.

Remember, fouling is good for the game, good for you, and even good for your opponent. Fact.

Sep Splatter

President of the FAS

