

# Percy the Troll in association with the Mayhem Blood Bowl League Presents...



## WEST MIDDENLAND OPEN 2024 RULES

**W**elcome to the West Middenland Open. The finest Blood Bowl Tournament from Middenheim to Marienburg!

### LOCATION

The West Middenland Open will be held at:

Acocks Green Baptist Church  
39 Yardley Rd  
Birmingham  
B27 6HG

**By Car:** Park at the Acocks Green Station Car Park (<https://goo.gl/maps/HiSF5OuCuBPvqnNKA>).

**By Train:** Take a train to Acocks Green Station and walk to the venue.

### CONTACT

Email: [percy.the.troll@gmail.com](mailto:percy.the.troll@gmail.com)

### PRICE

£20 payable in advance to [www.paypal.me/PercyTheTroll](http://www.paypal.me/PercyTheTroll)

### TIMING

09:30 – 10:00	Registration
10:00 – 12:15	Game 1
12:15 – 12:45	Lunch*
12:45 – 15:00	Game 2
15:15 – 17:30	Game 3
17:30 – 18:00	Awards

\* To be provided. Please let us know if you have any dietary requirements.

### THE RULES

The West Middenland Open will abide by the latest guidelines for all NAF tournaments, last published in January 2024. The event will follow Games Workshop's *Designer's Commentary* from May 2024 and current *Teams of Legend* documents. Any publications released by Games Workshop before October 31st, 2024 (such as a new *Spike!* magazine or rules in miniature packs) are also eligible for use.

### TEAM BUILDING

- Rosters are purchased with a treasury of 1,200,000 gold crowns.
- All teams currently approved for tournaments will be allowed to play. This includes the teams in the Blood Bowl 2020 Rule book, the *Teams of Legend* and the NAF-approved Slann roster.
- The only inducements allowed are:
  - 0–1 Halving Master Chef
  - 0–3 Bribes
  - 0–1 Biased Ref
  - 0–2 Bloodweiser Kegs
  - 0–2 Star Players
  - 0-1 Riotous Rookies
- Star players may only be added after 11 regular players have been purchased
- All Star Players with Games Workshop published rules for Blood Bowl 2020 will be accepted except:
  - Morg n Thorg
  - Griff Oberwald
  - Bomber Dribblesnot
  - Hackflem Skuttlespike
  - Cindy Piewhistle
  - Kreek Rustgouger

- Rosters must be submitted via TourPlay. For every part day the roster is late past midnight on Friday the 22nd November, 1 skill will be randomly deleted from your team.
- Tier 1 teams are:
  - Amazons
  - Chaos Dwarf
  - Dark Elf
  - Dwarf
  - Elven Union
  - High Elf
  - Human
  - Khorne
  - Lizardmen
  - Necromantic Horror
  - Norse
  - Orc
  - Shambling Undead
  - Skaven
  - Underworld
  - Wood Elf
- Tier 2 teams are:
  - Black Orc
  - Chaos Chosen
  - Chaos Renegades
  - Gnomes
  - Halfling
  - Imperial Nobility
  - Nurgle
  - Old World Alliance
  - Slann
  - Tomb Kings
  - Vampires
- Tier 3 teams are:
  - Goblin
  - Ogre
  - Snotling
- Tier 1 teams may add 6 primary skills
- Tier 2 teams may add 5 primary skills and 1 secondary skill
- Tier 3 teams may add 5 primary skills and 2 secondary skills
- Only 1 skill may be taken per player.
- Star Players cannot take extra skills.

## YOU WILL NEED

- A painted team (minimum 3 colours)
- Board and dugout
- Dice
- Templates
- At least ONE printed roster

## TOURNAMENT SCORING

Each match in the tournament will be scored as follows:

- 15 points for a win
- 7 points for a draw
- 0 points for a loss
- 1 point per touchdown (up to a maximum of 3)
- 1 point per CAS<sup>†</sup> caused (up to a maximum of 3)
- 1 point for a clean sheet

<sup>†</sup> Any and every action that causes a casualty counts – including fouls, surfs and bombs as well as good old-fashioned hitting people hard.

## AWARDS

The following prizes will be awarded:

- First Place – Winner of the coveted Wolf's-head trophy
- Second Place
- Third Place
- Most Brutal
- Best Defence
- Best Offense
- Stunty cup
- Best Painted

It is only possible to win one prize per team (except Best Painted). If the overall winner also scores most touchdowns, the latter will cascade down to the next best.

## MATCH RULES

If either coach would usually roll on the Prayers to Nuffle table, they must instead roll on the Percy the Troll table.

# PERCY THE TROLL TABLE

## D8 Result

1. **Percy's Pointy Stick:** Percy lends your team his very important pointy stick. 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 **Stab** skill.
2. **ZOG OFF AN' LEAVE ME ALONE!:** Percy teaches his secret technique for getting some quiet time (the secret is shouting). 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.
3. **Percy's Perfect Tactics:** Percy huddles with one of your players, explaining a little of his tactical genius. 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 **Pro** skill.
4. **Percy's Troll Moonshine:** Percy has been handing out shots of his homebrew to the opposition. Randomly select 3 players on the opposition team, without the Loner (X+) trait, that are on the pitch. Until the end of this drive they gain the **Drunkard** trait.
5. **Twist it, don't pull it off:** Percy explains how to deal with referees that get ideas above their station. Until the next kick off you may add +1 to all Argue the Call rolls.
6. **Many! Lots! Hut hut hut!:** Percy calls a new play and your team springs into action. D3+3 open players on your team may be moved to a new legal setup.
7. **You'd better run!:** Percy has taken a dislike to one of your players and they've wisely decided to scarper. 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 **Sprint** skill.
8. **Percy's Powerful Potion:** Percy hands you a tiny vial of his highly exclusive Eau do Troll for one of your players. 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 **Mighty Blow (+1)** skill and the **Really Stupid** trait.
9. **Brummie Kung-fu:** Percy teaches your team the ancient West Middenland martial art of the Gambol. You may use the Gambol once during this drive. When an opposition player is Knocked Down as the result of a Block action performed by a player on your team you may choose to place your player prone in order to re-roll the armour on the opposition player. This roll may not be modified by the Claw or Mighty Blow (+X) skills.
10. **Overly Keen:** One of your players is keen to get noticed by showing off in front of his or her favourite troll! 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 **+1 Movement** up to a maximum of Mv 9 and the **Drunkard** trait.
11. **Keepy Offy:** In a shocking display of dexterity and agility, Percy shows your team how best to roll with the punches. 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 **Sidestep** skill.
12. **GET ON WIV IT!:** Percy is bored and disappointed with how long the drive is taking to get going, so he's decided to shout at your team. D3+3 open players on your team are so startled that they may immediately move one square in any direction.
13. **Shouting At The Clouds:** Percy has started shouting and ranting at the sky. It's not clear why but it seems to be having an effect on the weather. If the weather is not Perfect Conditions then the weather becomes Perfect Conditions. If the weather is Perfect Conditions then you may choose any weather result from the weather table to be the conditions going forward. The ball scatters normally.
14. **Stick the Boot In!:** Percy demonstrates the ancient art of kicking them when they're down. In one turn this drive your team may commit two foul actions.
15. **Twinkle Toes:** Percy demonstrates his balletic skills to a team-mate. Randomly select a team-mate without the Loner (X+) skill. If they have the Right Stuff skill, they gain +1 to any attempt to landing, after being thrown or kicked until the end of the drive. Otherwise, they gain **Sure Feet** until the end of the drive.
16. **Percy's Pyromaniac Pals:** Percy has been sweet-talked by wandering goblins into spicing up the trapdoors. For the remainder of this drive, anyone moving onto a trapdoor is thrown D3 squares in direction D8, and will land according to the TTM rules. A turnover only occurs if the thrown player is on the active team and carrying the ball and fails to land.



## SPONSORS

