

Zlurpee Bowl XIII

August 24th, 25th

Greenwood Game Preserve

1551 E Stop 12 Rd, Indianapolis, IN 46227

Revision: 6-12-24 Final

Cost: \$40 You must PreRegister to hold your spot

ZBXIII Schedule

Saturday 8/24

Sign In: 8:00

Round One 9:00 11:15AM

Round Two 11:45 2:00PM

Lunch 2:00 3:00PM

Round Three 3:00 5:15PM

Break (RPS Tourney) 5:15 5:45PM

Round Four 5:45 8:00PM

Sunday 8/25

Check in 9:00AM

Round Five 9:15 11:30AM

Lunch Break (Voting for Painting) 11:30 12:15

Round Six (Championship Round) 12:15 2:30PM

Awards, and Closing Ceremony 3:00 4:00PM

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

6 rounds of great Blood bowl action over the course of 2 days.

Round 1 matchups will be arranged by a Zlurpee ranking system

Rounds 2-5 will be Swiss pairings based on your results

Round 6 will be the Bowl Game/Grudge Match Round

Weather is predetermined for each round.

Round 1: Perfect Blood Bowl Weather

Round 2: Pouring Rain

Round 3: Sweltering Heat

Round 4: Blizzard

Round 5: Very Sunny

Round 6: Perfect Blood Bowl Weather

If Changing weather is rolled it changes for your game.

Round 6 Bowl Games

Roze El Bowl (1st place vs 2nd Place)

Orca Cola Bowl (3rd place vs 4th Place)

The four teams participating in those two bowl games will be competing for the final 1st-4th awards of Zlurpee Bowl. **Based on tournament points. It is possible for the tournament champion to come from the Orca Cola Bowl game.**

Wacky Weak Sauce Bowl (bottom two teams) Winner is the Weak Sauce winner of Zlurpee Bowl

Lovers Lane Bowl (**Top two Tier 2 teams**) Winner is the FTLOTG winner of Zlurpee Bowl

(In the case of ties in the Wacky Weak Sauce Bowl and Lovers Lane Bowl Tournament points will be used to determine the award winner)

If you are not chosen to participate in one of the bowl games, Round 6 is a grudge match round. You may choose an opponent you think you will have a fun game with, or someone you have always wanted to play. Please be thinking about a few options throughout the weekend. If you don't find a grudge, the Zlurpee Corp will help to find a fun opponent for you. Zlurpee Corp retains the right to veto any grudge matches.

Grudge Match Special Rule!

All Grudge matches this year will be Zlurpus vs Chaz, at the beginning of the game a coin will be flipped to see who gets Zlurpus and who gets Chaz. See below for their stats. There will be a lot of Spot prizes built around things that happen in this 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:

The Zlurpee Bowl prides it self on giving out a lot of awards to as many coaches as possible. With this in mind a coach will not receive more then one performance award. Though they are eligible to win One performance award and as many Hobby awards / Situational Awards as they can.

Performance Awards are:

1st-4th place determined by the final four in the last round.

Zug's Brick Wall Award (Fewest Tds allowed)

FreshBreeze Scoring Award (Most Tds scored)

Borak Art of Blocking Award (**Most CAS inflicted, Blocks, Fouls, Weapons, Crowd Surfing, Lawn Darts, everything you cause to an opponent.**)

Best Comeback (Biggest improvement in the standings after round 2)

For the Love of the Game (Winner of the Lovers Lane Bowl)

Weak Sauce (Winner of the Weak Sauce table in the final round)

Hobby Awards are:

Best Appearance voted on by the coaches

Most Sporting Coach determined by the Tournament organizer

Countless other small awards, and situational awards will be given out as well.

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, **Gnomes**

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. **Star player Duos, Brick and Grotty etc count as 1 Star player you pay the penalty one time, but they take up two roster spots.**

Mega Stars are:

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

FTLOTG Teams

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

Skinks-----0-12 Skinks, 0-2 Chameleon, 0-1 Krox (Use Lizardmen Team list)

Bones-----0-16 Skeletons, 0-2 Anointed Thrower, 0-2 Anointed Blitzter (Use Tomb Kings Team list)

Mutants-0-12 Underworld Goblin, 0-6 Snotlings, 0-1 Troll or 0-1 Rat Ogre (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)

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 team reroll, if both teams have the same number of cheerleaders they both lose a team reroll
7. Advanced Scouting—The team with the fewest Assitant Coaches loses a team reroll, if both teams have the same number of coaches both teams lose a team 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. 3 Open Players on the kicking team may activate. You may move or perform one blitz, one foul, one Throw Teammate action. This is not a team turn, if a turnover happens the Blitz ends.
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 just bored and start throwing Zlurpees onto the pitch. Every player on both teams that is setup in a widezone must make a Zlurpee Evasion test. Roll a D6 for each of them on a 3+ they evade the cups and are fine. On a 1 or 2 they are placed prone and become stunned.

Zlurpee Bowl Chaz

MA 5

ST 2

AG 3+

PA 5+

AV 7+



SKILLS & TRAITS

Block, Dodge, Sprint, Sure Feet, Sneaky Git, Dirty Player, Stunty, Loner 3+

PLAYS FOR

Anyone that will help him find his Dad

SPECIAL RULES

Is that you Dad? Once per game Before declaring an action, Roll a D6 gain the mutation 1. Disturbing Presence 2. Foul Appearance 3. Big Hand 4. Claws 5. Extra Arms 6. Prehinsile Tail Results last for the rest of the half.

Zlurpee Bowl Zlurpus Zembashski

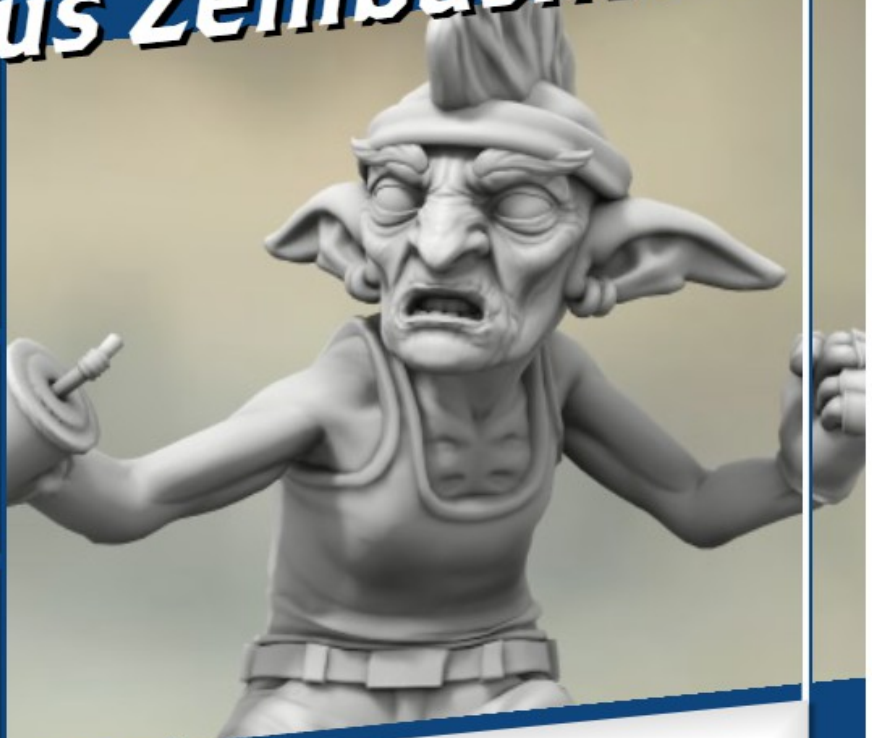
MA 5

ST 2

AG 3+

PA 3+

AV 8+



SKILLS & TRAITS

Block, Dodge, Sidestep, Fend, Defensive, Dauntless, Stunty Loner 3+

PLAYS FOR

Anyone that likes Zlurpees

SPECIAL RULES

Chug a Zlurpee! Once per Game, Before declaring a block or blitz, Zlurpus gains Brawler, Mighty Blow, Pile Driver, and Dirty Player for this action.

