



Saturday 29 June 2024

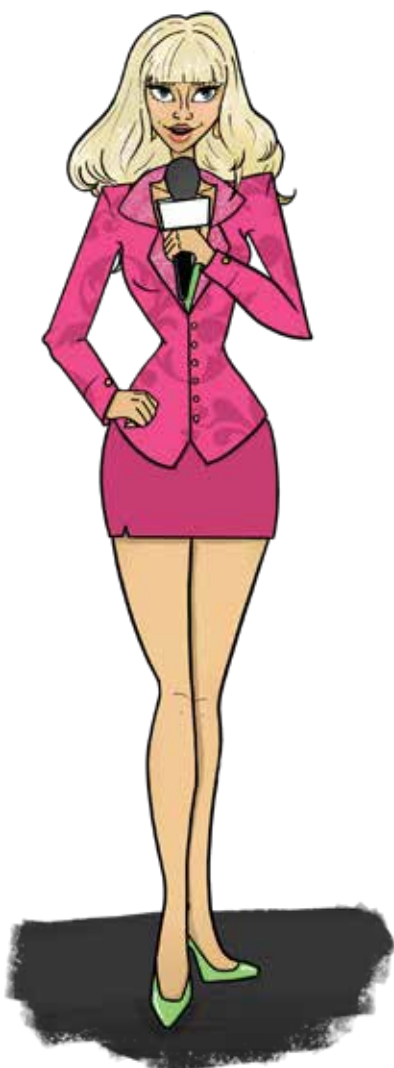
Langden Games, Ipswich

One day, three matches of Blood Bowl.



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**Langden
Games**



*"Hello Sports Fans! I'm **Daphne Dukes**. The Daily Planet has Lois Lane, Channel 6 has April O'Neil and Langden Games has... me!*

As the Langden Games roving pitch side reporter, I'm here to keep everyone informed about what is happening at Langden Bowl.

Anyway, I'll be back later with more updates, watch this space. In the interim may Nuffle smile on you and your blocks go the way you want!"

Langden Bowl III will be 3 matches of standard 11s Blood Bowl.

VENUE

Langden Games

12 Tacket St, Ipswich IP4 1AY

'We stock a wide range of products, so whether you're a wargamer, card player or board gamer come in and see us!'



TICKETS

Entry cost is £15. Tickets can be purchased directly from the Langden Games webstore:

www.langdengames.co.uk/product-category/events



<<<<<<<<
Scan QR code for tickets

TOURNAMENT SCHEDULE

- 09.30 - Registration & Draw
- 10.00 - Match 1
- 12.15 - Lunch Break
- 13.00 - Match 2
- 15.30 - Match 3
- 17.45 - Results & Prizes
- 18.15 - End



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TOURNAMENT FORMAT

Coaches will be paired randomly for the first match, with matches 2 & 3 being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible.

This is an exhibition format, so all teams will start each match as rostered (no SPPs or Casualties are applied).

Matches will be held to a 2 hour 15 minute time limit, with coaches being reminded at the halfway point and 15 minutes Remaining.

Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types (Teams do not have to be painted, but we think the game looks better if they are!) Three Block dice, two D6, one D8 and one D16 dice. Throw in, scatter and pass templates.

We have a limited number of pitches so would appreciate as many coaches bringing their own as possible.

Please provide two Copies of your Roster (one for opponent, one for you) - but we need your roster in by the deadline (23/6/2024).

AWARDS & PRIZES

There will be trophies for the following categories:

CHAMPION

Overall Winner (most Tournament Points).

STUNTY CUP*

Stunty** Team with most Tournament Points.

WOODEN SPOON

Last Place (least Tournament Points)

MOST TOUCHDOWNS

Most Touchdowns Scored

MOST CASUALTIES

Most Casualties*** Caused.

DAPH'S COACH OF THE DAY

The TO team's choice of a notable coach on the day.

There will be a certificate and consolation prize for the **OVERALL RUNNER-UP**.

* Minimum 3 stunty teams must take part for this to be contested.

** Tier 3 Stunty teams Only.

*** See tournament scoring on Pg 4



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TOURNAMENT FORMAT (continued)

A single player will only be allowed to win one prize. If they win in more than one category, they will have the choice of prize to claim, then the second place coach will receive the unchosen award. In this way it will maximise the number of coaches that will walk away with something from the day.

NAF SANCTIONING

We will be seeking approval from the NAF, so we would prefer all of the coaches attending to be registered.



If you have any concerns or require support in registering with the NAF before the event please don't hesitate to get in touch with us.

For more information on the NAF please visit the website:
<https://www.thenaf.net>

ROSTERS DUE 23/6/2024

We would like your rosters in advance. This will give us time to check it over and make sure everything is as it should be.

studio@kenreynolds.co.uk

Please submit your rosters (including NAF Name & Number) to us at the above email address.



We request that you bring one roster sheet, plus an additional copy for you to share with your opponents on the day. This makes it as clear as possible to all coaches what the teams are.

TOURNAMENT SCORING

At the start of each round you will receive 1x Match Result form per pitch. Please complete these during the Match and hand them in after you have finished.

- Per Win: +30 Points
- Per Draw: +10 Points
- Per Loss: +0 Points
- Per TD: +1 Points (max 5 per Match)
- Per CAS: +1 Points (max 5 per Match)
- Shutout: +3 Points (No TDs Allowed)

CASUALTIES

All Casualties caused to the opposing team during **YOUR** turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.





TOURNAMENT FORMAT

(continued)

RANKING TIEBREAKERS

- 1 - Total TDs Scored
- 2 - Total CAS Scored
- 3 - TD Differential
- 4 - CAS Differential
- 5 - Lowest Team Value
- 6 - Lowest Tier
- 7 - Roll-Off

FINAL DECISIONS

Friendly play is our priority. Coaches should endeavour to allow the other coach to re-do any action or movement prior to rolling a dice. As soon as a dice is rolled, decisions are locked in.

When it comes to rules and tie-breakers, please support us in making great decisions, but please accept that the Tournament Organiser's decision is final.

BREAKTIME SHOWCASE

We ask all coaches to leave their team on display during the break so everyone can have a look if they wish!



DAPH'S COACH OF THE DAY

Daph will decide on her 'Coach of the Day' award. It might be that a stunning paint job catches her eye, or perhaps a coach was particularly sporting, or just plain fun and helped make the day for all involved.

ELIGIBLE TEAMS

All Standard Blood Bowl teams eligible. This includes:

- All teams in the Blood Bowl rulebook
- Teams included in a Spike! Magazine
- Teams from the Teams of Legend PDF

We will also be allowing the Slann roster available from the NAF.

NEW RELEASES

If new Team(s) are released by Games Workshop up to 4 weeks before the tournament we will update the rules pack, but we intend to allow all new Games Workshop rules updates into the event.





TOURNAMENT FORMAT (continued)

TEAM VALUE - 1,150,000GP

All teams will be allowed to spend 1.15 million gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number of additional skills as listed below...

These skills do not affect Team Value.

- **Tier 1: 5 Primary Skills**
- **Tier 2: 4 Primary & 2 Secondary**
May take 1 Star Player after rostering 11 players.
- **Tier 3: 5 Primary & 2 Secondary**
May take up to 2 Star Players after rostering 11 players.

Notes:

- 1 player per team can receive more than 1 skill (Maximum of 2 additional skills).
- A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- Star players cannot be given skills.

STAR PLAYERS

Your team must consist of 11 players before rostering Star Player(s).

In line with the NAF Championship ruleset the following stars are banned:

Bomber Dribblesnot
Cindy Piewhistle
Deeproot Strongbranch
Dribl and Drull
Estelle La Veneaux
Griff Oberwald
Hakflem Skuttlespike
Ivan 'the Animal' Deathshroud
Kreek 'the Verminator' Rustgouger
Morg 'n' Thorg
Skitter Stab Stab
Varag Ghoulchewer

Tier 1 teams cannot take Star Players.

Tier 2 teams can take 1 star player.

Tier 3 teams can take 2 star players.



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TOURNAMENT FORMAT

(continued)

ALLOWED INDUCEMENTS

Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game.

- Star players can be taken using the rules outlined previously.
- (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.
- No rules from Death Zone 2021 will be in effect except for those outlined in the tournament 'special rules'.

TEAM TIERS

Each Team has been given a Tier:

Tier 1:

Amazons (2022), Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Undead, Skaven, Underworld, Wood Elf

Tier 2:

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Orc, Old World Alliance, Vampire (2023), Tomb Kings*, Slann**

Tier 3:

Gnomes, Goblins, Halflings, Ogres, Snotlings

*Team of Legend

**NAF Team



TOURNAMENT SPECIAL RULES

BLOODWEISER ENDORSEMENT

Bloodweiser are on board as an official event sponsor. Each dugout will be given a keg for the players to enjoy during the match. It's especially useful for helping your dazed players keep it together and get back into the game.

Each player will receive a free BLOODWEISER KEG inducement. This is in addition to the team building rules, you do not have to include it in your submitted roster sheet.



TOURNAMENT SPECIAL RULES

WEATHER MAGE SPONSOR

A local Weather Mage has passed us a bag of gold to let us show off their talents. It would seem that the life of a wandering weather mage is a bit tough, as teams don't tend to hire them with petty cash as much as they used to. They promise to be able to change the weather at the drop of a big floppy hat.

At the start of every drive the kicking team will roll for weather using our special tournament weather table.

Each player will also receive a free WEATHER MAGE inducement. This is in addition to the team building rules, you do not have to include it in your submitted roster sheet.



VIEW OUR SPECIAL
TOURNAMENT
WEATHER TABLE
ON PAGE 9 >>>





TOURNAMENT 'WEATHER MAGE' TABLE

2D6 RESULT

- 2 Tremors:** The ground is constantly shaking and shuddering. At the end of every team turn, roll a D6 for each Standing player on the active team that is currently on the pitch. On a roll of 1, that player loses their balance and is Placed Prone.
- 3 Fog:** A real pea-souper has descended, reducing visibility to almost nothing! While fog persists, only Quick or Short pass actions can be attempted and the number of squares a player can attempt to Rush (GFI) is reduced by one (to a minimum of 1). Additionally, the referee is far less likely to spot any foul play that occurs. Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.
- 4 Heat Wave:** A glorious day, but as the heat begins to rise, it becomes harder for players to push themselves. Apply a -1 modifier every time a player attempts to Rush an extra square. Players also find it harder to get motivated and get back on the pitch. Additionally, during Step 2 of the End of Drive sequence, apply a -1 modifier when rolling to see if any player in the Knocked Out box recovers.
- 5-9 Perfect Conditions:** Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions to Blood Bowl.
- 10 Pouring Rain:** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
- 11 Lightning:** Thunder rumbles and the night sky is lit up by regular lightning strikes. At the end of every team turn, roll a D6. On a roll of 1, a single randomly selected player on the active team is struck by lightning and immediately Knocked Down. When a player is Knocked Down by lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.
- 12 Ice Storm:** It is extremely cold, so cold in fact that it is raining literal lumps of ice! The ice on the pitch is so treacherous that none of the players are willing to hurry, no matter how much their coach shouts! Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, all players on the pitch subtract 1 from their MA.



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UPDATES & FAQs

This section is where we will include changes, updates, and FAQs as required.

Is there good parking space for tournament day?

There is no dedicated venue parking.

Opposite Langden games there is a large NPC car park. If paying via the app, you can park for 24 hours at a cost of £4.95

A range of council run car parks are within walking distance of the venue, costs vary. You can find full details here - www.ipswich.gov.uk/carparks

There is also a park and ride bus service into the town centre. Full details here - www.firstbus.co.uk/norfolk-suffolk/plan-journey/ipswich-park-ride

What are you using for tournament administration?

We are using the SCORE system to track and compile the tournament results.

Why aren't you using TourPlay?

We love TourPlay, it is great for our league games, but the signal in the venue can be a little inconsistent, and it is better for the smooth running of the day to rely on match sheets and SCORE.

