

# BLOOD BOWL®



## SPIKE! MAGAZINE CHAMPIONSHIP

12<sup>th</sup> – 13<sup>th</sup> May

WARHAMMER  
FEST

## INTRO

Welcome to the Spike! Magazine Championship Cup - a Blood Bowl Event that brings all the thrills, spills and outright carnage you'd expect from any good Blood Bowl Tournament.

**At this tournament, players will be competing for a spot in Spike! Magazines top ten 'Pro' List for this season, as well as the regularly featured Stunty Cup and First Place Finisher.**

## SCHEDULE

### Saturday 12 May 2018

10-12 Registration  
12.00pm-2.30pm Game 1  
2.30pm-4.00pm Break  
4.00pm—6.30pm Game 2

### Sunday 13th May 2018

9.00-11.30 Game 3  
11.30-12.30 Break  
12.30-3.00pm Game 4

### 3.45 Award Ceremony

**4.00pm Warhammer Fest Closes**

## CREATING YOUR TEAM

Teams are created as described on pg22 of the Blood Bowl Official Rule Book. Please use the following guidelines for creating your team for the event:

- Coaches may use any team from the Blood Bowl Official Rule Book, Death Zone Season 1, Death Zone Season 2, the Inaugural Blood Bowl Almanac, or the Legacy Teams PDF ([BloodBowl.com](http://BloodBowl.com)).
- In addition, any teams and/or Star Players released in the future are in use, unless their release date falls on the weekend of the event.
- Coaches have a Treasury of 1,150,000 gold pieces to spend for hiring their team of eleven or more players, plus any Inducements allowed (see 'Inducements' below).
- Any gold not spent is wasted. You will not be able to choose additional Inducements to make up any difference between your Team Value and your opponents. We strongly advise that small sums leftover be spent on Fan Factor, Assistant Coaches, or Cheerleaders to make your roster a round 1,150,000 value.
- All teams must be recorded on a Blood Bowl Roster Sheet. You will need 2 copies of your Roster Sheet for the week-end: 1 to hand in to the event referee at registration and 1 for you and your opponent for the game.

## INDUCEMENTS

All Inducements are allowed with the exception of Special Play Inducements (see below). Inducements must be purchased from your Treasury during team creation and are permanently added to your roster for the event. Please note the following:

- All Inducements, including Star Players, may be chosen from any of the publications listed above, or from the list of *Legacy Star Players* included at the end of this document.
- If a team pays a reduced rate for an Inducement in league play, it pays that reduced rate at this event. For example, Halfling teams may Induce a Master Chef for 100,00 gold pieces rather than 300,000 gold pieces.
- Star Players may be induced, but the team must contain a minimum of eleven players before adding any Stars. Coaches are reminded that Star Players cannot benefit from Apothecaries; if they are injured they refuse to play on and trust their care to their own trusted apothecaries!
- Please note, Grak & Crumbleberry are available for Inducement but **only** for Halfling and Ogre teams at this tournament. Their rules say Any Team, and this is because they are very willing mercenaries in most leagues. In tournaments such as this however, they are far less pragmatic and will only play for the teams they want to win!
- Note that the Swift Twins and Grak & Crumbleberry take two Star Player slots (there are two of them). You may not take additional Star Players.
- If both coaches have Induced the same Star Player or member of (In)Famous Coaching Staff, both coaches get to use that Inducement. Duplicates do not cancel each other out. Assume that the character appearing on the losing team was an imposter!
- Special Play Inducements are not allowed. Please use the Special Play Cards rules contained in this rulespack.

## SKILLS

All coaches may give some of their players additional skills when creating their team. Additional skill advances are given to one player after each game throughout the course of the tournament. After each round, the winning team gains +1 Fan Factor.

### Starting Skills

At team creation, coaches may select:

2x Normal and 1x Double skill

or:

3x Normal skill

Please note that extra skills are free, they do not increase a player's cost and coaches do not have to pay for them from their 1,150,000 treasury. Simply add them free of charge to the chosen player.

## PLAYER AND TEAM ADVANCEMENTS

In the Post Game sequence, select one player to gain a skill advance and make a 2D6 Improvement Roll:

That player may take any advance they have access to, based on the outcome of this roll; a normal skill, a double skill, or a statistic increase. Make a note of this on your roster but you do not need to increase the value of that player.

Star Players may not gain any additional skills or statistic increases.

Players may be advanced in this way more than once, or advances may be distributed around the team.

The winning team then gains +1 Fan Factor.

Finally, please note that:

No player may have more than 1 additional skill.  
No skill may be chosen more than twice as an additional skill (for example, you may add 2x Block, but not 3).

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## MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of many Games Workshop Events. Therefore all miniatures in your collection must be Games Workshop miniatures and be **fully assembled, painted and based**. Each model must fully represent what you have presented on your Roster Sheet. For example, there must be a clear distinction between Linemen, Throwers, Blitzers etc.

We will politely ask you to remove any models that don't meet these standards to protect everyone's experience.

Furthermore, please contact us to let us know about any conversions or proxies you are planning on using, and provide us with photos of the models in question where possible.

Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is super clear for your opponent and no confusion can arise during games.

## THE GAMES

During the Championship, coaches will play 4 games of Blood Bowl, each with 2 hours permitted. We expect all games to be played within this time schedule, so get some practice games in beforehand! At the end of each round you will need to submit your results as promptly as possible, as any delays in submitting results will delay the following round.

For your first game you will be drawn against a random opponent. For games 2-4, you will be placed against an opponent on a similar number of cup points to you, keeping things relative and a reasonable challenge each round.



## PRE-MATCH SEQUENCE

- Roll on the Weather Table
- Make your opponent aware of Inducements you may have.
- Draw Special Play Cards—See ‘Special Play Cards’ below.
- Determine FAME for both teams
- Flip for the Kick (or roll dice if preferred).
- Place the ball, scatter, and roll on the Kick-Off Table
- Let the carnage begin!

## POST-MATCH SEQUENCE

- Choose one of your players to gain a skill advance (see ‘Skills’ later on in this pack).
- The winner increases their Fan Factor by 1.
- Update your Team Roster.
- Hand your results in for the round.

## CONCEDING

Sometimes the games just don't go your way! Your players are beaten, broken or worse, your apothecary is patching players up left, right and centre, and the crowd is turning against you for a poor performance.

Nonetheless, you play on, determined to scrape something from the match! Even if you are losing, we would ask all players to play to the end of the game; real world sports teams don't quit the pitch when the game is going badly and nor should Blood Bowl teams.

However if you do concede the following things happen:

- The game ends immediately.
- The Head Coach that conceded automatically scores 0 Cup Points for their result.
- The Head Coach that won counts as having scored the maximum number of Cup Points for that game (80).
- You should still record all your Touchdowns, Casualties etc.

## INJURIES

Because all the players are utterly psyched for this event and will let nothing short of death stop them (and even then, it won't stop everyone), all your players are pulled back from the brink by a liberal use of under-the-counter Goblin Mushrooms, Life Magic, Daemonic Pacts, Pig-Headedness, Necromancy, a healthy dose of Bugmans XXXXX - you name it!

This means that at the end of each round, your team fully recovers for the next game. This is to make sure no team gets heinously destroyed in the first match, and allows all the coaches in the cup to get some good games in without having to worry about their favourite player getting their head smashed in—beyond the normal boundaries of a Blood Bowl match, of course!

If you have an Apothecary on your roster he may be used as normal once per game to force your opponent to re-roll the Lasting Injury roll and may then return a Badly Hurt player (11-38 on the Lasting Injury roll) to your Reserves Box (see Death Zone 1, page 38). Please remember that you cannot use an Apothecary on a Star Player.

**Masters Of Undeath:** Shambling Undead and Necromantic Horror coaches may attempt to raise one Zombie per game should the Lasting Injury roll be 61-68 DEAD, if that player cannot be revived by an Apothecary, and assuming they are ST4 or less and do not have the Regeneration skill, the Undead coach may place a normal, rookie Zombie in the Reserves box of their dugout. This Zombie is kept for the remainder of that game and lost before the next.

**Nurgl's Rot:** Nurgle team coaches may attempt to recruit one Rotter per game should the Lasting Injury roll be 61-68 DEAD as a result of a Block, Blitz or Foul action by a player with the Nurgle's Rot skill, if that player cannot be revived by an Apothecary, and assuming they are ST4 or less and do not have the Regeneration skill, the Nurgle coach may place a normal, rookie Rotter in the Reserves box of their dugout. This Rotter is kept for the remainder of that game and lost before the next.

Note that this is a change to the normal Nurgle's Rot skill rule, allowing Nurgle coaches to benefit from the free player during their current game.

## SPECIAL PLAY CARDS

We will be using Variant One – The Points System for Special Play Cards at this event. This system is the closest to the standard rules for choosing Special Play cards, but alters the value of the various decks based on their relative power levels to keep things balanced for the event.

### How it Works

During step 3 of the Pre-Match Sequence, **each coach gains 2 points to spend** on cards from the various Special Play card decks. Each coach rolls a D6 and whoever scores the highest spends their points first. To spend points, a coach can buy cards from any of the available Special Play card decks, in any combination. Each deck has its own cost per card, and the decks available are as follows:

Deck	Points per card
Benefits of Training	2
Heroic Feats	2
Magical Memorabilia	2
Dirty Tricks	1
Random Events	1

Card decks should contain a minimum of 10 cards. Once a coach has finished drawing their cards, they may return any **one** of them to the bottom of its deck, and draw a replacement from the top of the same deck.



## SCORING

The Championship uses a system of Cup Points to determine who will be the winner of the event. You earn cup points from your games in the following way:

**Win a game:** 60 points

**Draw a game:** 30 points

**Lose a game:** 10 points

Then there are bonus points available for the following:

**Lose by 1 touchdown:** 5 points

**Win by 2 touchdowns:** 5 points

**Win by 3 or more touchdowns:** 10 points

**Concede 0 touchdowns:** 10 points

For example, the Dodgy Blighters defeat the Rustbeard Razors 2-0. The Dodgy Blighters earn Cup Points for winning the game (60 points), winning by 2 touchdowns (5 points) and conceding 0 touchdowns (10 points) for a grand total of 75 Cup Points. The Rustbeard Razors earn points for losing a game for a grand total of 10 Cup Points.

## HOW TO WIN THE CHAMPIONSHIP

At the end of the event, the coach who has earned the most Cup Points overall will lift the Championship Cup and be named the 2018 Champion!

If any players are on the same number of Cup Points, we will use the highest touchdown difference (touchdowns scored minus touchdowns conceded) as a secondary sorter, followed by casualties caused as a third sorter.

## FAVOURITE GAME VOTE

At the end of the event, we ask you to vote for the opponent who gave you the most enjoyable game over the weekend. This might be because they were really fun to play against, tested your Blood Bowl skills fully, or it was a super close game with exciting highlights. The player with the most Favourite Game Votes will be awarded a sporting award at the end ceremony.

## THE GLITTERING PRIZES

At the end of the Championship we will conduct an Award Ceremony to celebrate players' prowess for 2018! The following awards will be on offer:

**Da Stunty Cup** for the coach of a Halfling, Ogre or Goblin team with the most number of cup points.

**The Top Ten - for the Head Coaches who place in the top Ten of the Spike! Magazine Championship Cup.**

**The Blood Bowl Pro** for the coach who finishes 1st overall.



**Bilerot Vomitflesh**

Champion of Nurgle.

Cost	MA	ST	AG	AV
180k	4	5	2	9

**Skills:** Dirty Player, Disturbing Presence, Foul Appearance, Loner**Plays For:** Chaos Chosen, Nurgle**Bomber Dribblesnot**

Goblin bombardier extraordinaire.

Cost	MA	ST	AG	AV
60k	6	2	3	7

**Skills:** Accurate, Bombardier, Dodge, Loner, Stunty, Right Stuff, Secret Weapon, Stunty**Plays For:** Goblin, Ogre, Orc, Chaos Renegade, Underworld Alliance**Boomer**

Dwarf bombardier.

Cost	MA	ST	AG	AV
60k	4	3	2	9

**Skills:** Accurate, Bombardier, Block, Loner, Secret Weapon, Thick Skull**Plays For:** Dwarf, Norse**Count Luthor Von Drakenborg**

The vampire lord of Sylvania.

Cost	MA	ST	AG	AV
390k	6	5	4	9

**Skills:** Block, Hypnotic Gaze, Loner, Regeneration, Side Step,**Plays For:** Necromantic, Undead, Vampire**Deeproot Strongbranch**

The mightiest treeman in the Moot.

Cost	MA	ST	AG	AV
300k	2	7	1	10

**Skills:** Block, Loner, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team Mate, Timmm-ber!**Plays For:** Halfling**Frank N Stein**

The original Flesh Golem.

Cost	MA	ST	AG	AV
210k	4	5	1	9

**Skills:** Break Tackle, Loner, Mighty Blow, Regeneration, Stand Firm, Thick Skull**Plays For:** Human, Necromantic, Undead**Flint Churnblade**

Dwarf chainsaw wielding loony.

Cost	MA	ST	AG	AV
130k	5	3	2	8

**Skills:** Block, Chainsaw, Loner, Secret Weapon, Thick Skull**Plays For:** Dwarf**Fungus The Loon**

Night Goblin fanatic.

Cost	MA	ST	AG	AV
80k	4	7	3	7

**Skills:** Ball & Chain, Mighty Blow, Loner, No Hands, Secret Weapon, Stunty

### **Grashnak Blackhoof**

The Great Black Bull, Minotaur Bloodkine.

Cost	MA	ST	AG	AV
310k	6	6	2	8

**Skills:** Frenzy, Horns, Loner, Mighty Blow, Thick Skull

**Plays For:** Chaos Chosen, Chaos Dwarf, Nurgle

### **Headsplitter**

Mutant Rat-Ogre of uncharacteristic cunning.

Cost	MA	ST	AG	AV
340k	6	6	3	8

**Skills:** Frenzy, Loner, Mighty Blow, Prehensile Tail

**Plays For:** Skaven

### **Hthark The Unstopable**

Favoured of Hashut, champion Bull Centaur of Zharr Nagrond.

Cost	MA	ST	AG	AV
330k	6	5	2	9

**Skills:** Block, Break Tackle, Juggernaut, Loner, Sprint, Sure Feet, Thick Skull

**Plays For:** Chaos Dwarf

### **Lewdgrip Whiparm**

Favoured of Slaanesh.

Cost	MA	ST	AG	AV
150k	6	3	3	9

**Skills:** Loner, Pass, Strong Arm, Tentacles

**Plays For:** Chaos Chosem Chaos Renegades, Nurgle

### **Lord Borak the Destroyer**

The agony uncle.

Cost	MA	ST	AG	AV
300k	5	5	3	9

**Skills:** Block, Dirty Player, Loner, Mighty Blow

**Plays For:** Chaos Chosen, Nurgle

### **Max Spleenripper**

Chaotic chainsaw wielding loony.

Cost	MA	ST	AG	AV
130k	5	4	3	8

**Skills:** Chainsaw, Loner, Secret Weapon

**Plays For:** Chaos Chosen, Nurgle

### **Nobbla Blackwart**

Goblin chainsaw wielding loony.

Cost	MA	ST	AG	AV
130k	6	2	3	7

**Skills:** Block, Dodge, Chainsaw, Loner, Secret Weapon, Stunty

**Plays For:** Chaos Dwarf, Goblin, Ogre, Underworld Alliance

### **Puggy Baconbreath**

The mighty Halfling.

Cost	MA	ST	AG	AV
140k	5	3	3	6

**Skills:** Block, Dodge, Loner, Nerves Of Steel, Right Stuff, Stunty

**Plays For:** Halfling, Human

### **Rasta Tailspike**

Skaven Skaven catcher.

Cost	MA	ST	AG	AV
120k	8	3	3	7

**Skills:** Catch, Extra Arms, Loner

**Plays For:** Skaven

### **Ramtut III**

The world's oldest Star Player.

Cost	MA	ST	AG	AV
380k	5	6	1	9

**Skills:** Break Tackle, Loner, Mighty Blow, Regeneration, Wrestle

**Plays For:** Khemri, Necromantic, Undead

### **Rashnak Backstabber**

Hobgoblin assassin.

Cost	MA	ST	AG	AV
200k	7	3	3	7

**Skills:** Dodge, Loner, Side Step, Sneaky Git, Stab

**Plays For:** Chaos Dwarf

### **Skitter Stab Stab**

Skaven master assassin.

And who knows? Maybe sometimes they did glimpse him...

Cost	MA	ST	AG	AV
160k	9	2	4	7

**Skills:** Dodge, Loner, Prehensile Tail, Shadowing, Stab

**Plays For:** Skaven, Underworld Alliance

### **Ugroth Bolgrot**

The other 'Ripper', Orc chainsaw wielding loony.

Cost	MA	ST	AG	AV
100k	5	3	3	9

**Skills:** Chainsaw, Loner, Secret Weapon

**Plays For:** Orc, Chaos Renegade

### **Wilhelm "The Wolf-Man" Chaney**

The infamous werewolf.

Cost	MA	ST	AG	AV
240k	8	4	3	8

**Skills:** Catch, Claws, Frenzy, Regeneration, Loner, Wrestle

**Plays For:** Necromantic, Norse, Vampire

### **Zzharg Madeye**

Chaos Dwarf munitioneer.

Cost	MA	ST	AG	AV
90k	4	4	3	9

**Skills:** Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull

**Plays For:** Chaos Dwarf, Chaos Renegade