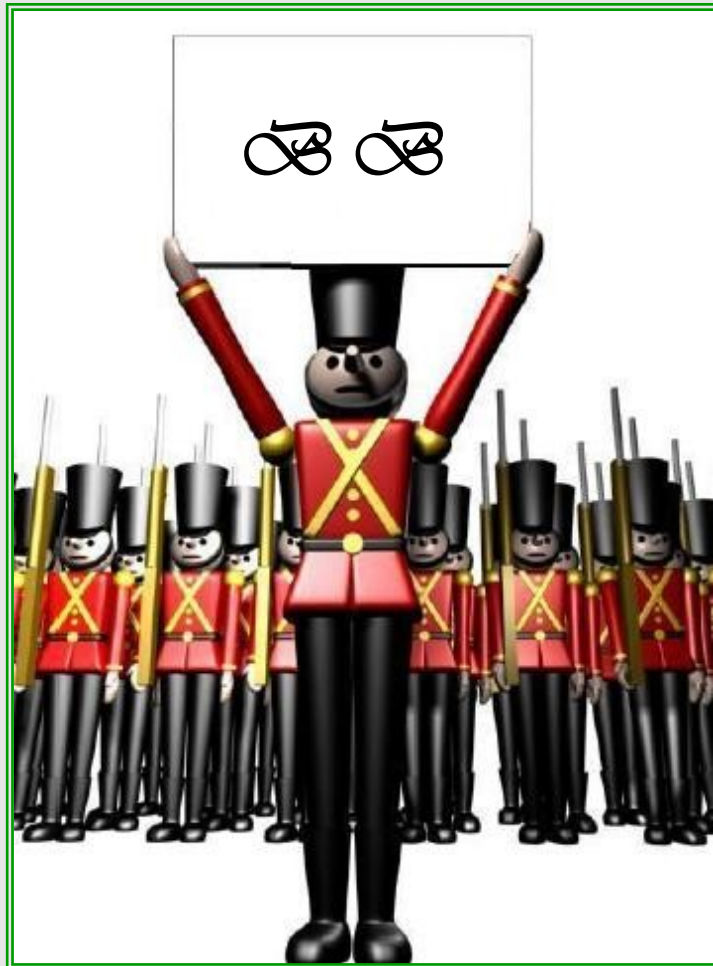


# *Toy Soldier 2011*



*Blood Bowl*

# You Will Need To Bring

- Pitch & Dug Out
- Team Rosters
- Dice
- Your Team
- Rulebook and Documentation

## Event Times

### *Saturday*

09:00-09:30	Registration
09:30-12:00	Game 1
12:00-13:00	Lunch
13:00-15:30	Game 2
16:00-18:30	Game 3

### *Sunday*

09:30-12:00	Game 4
12:00-13:00	Lunch
13:00-15:30	Game 5
16:00	Prize Giving

# *The Rules*

The rules from the GW Official (C.R.A.P.) Rulebook will be used unless stated below. These are available free from:

[http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m780049a\\_Blood\\_Bowl\\_Competition\\_Rules.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf)

## *Tournament Format*

The tournament is played over the course of two days and uses the Swiss format. You will participate in a series of six games. After each game you will play against a different opponent. In the first round, players will be matched randomly against an opponent. After that, in each round the two players in 1st & 2nd place will play each other, the players in 3rd & 4th place will play each other, and so on. The only exception to this rule is that you can never play the same opponent twice; should this happen both players will be found new opponents of the same calibre.

Once your opponent has been determined you will be assigned a table. All players are expected to supply their own equipment. You must bring along a copy of the Blood Bowl rules, as well as copies of any material you will be using so that your opponent can check any special rules and characteristics that apply to your team.

To keep on schedule, we would ask that you play at a brisk pace with as little time wasting as possible.

If you think that your opponent is taking too long remind them of the 4-minute turn rule.

Each table will have a special results card. Once you've finished your game, you must fill in the card and hand it in at the information table. It is important that you fill all the information in, as this will decide your ranking and ultimately the winner of the tournament.

## *Star Players, Wizards & Secret Weapons*

Star players and Wizards are allowed in this tournament. All other inducements listed in the C.R.A.P. Rulebook (Bloodweiser Babes, Bribes, Extra Team Training, Igor, Unlimited Mercenaries and Wandering Apothecaries) will not be allowed.

A Halfling Master Chef may be hired by Halfling teams only

Bribes may be taken by Goblin teams only

Special play cards will not be used in this tournament.

Necromancers can resurrect a single killed opponent (as per the C.R.A.P. Rulebook) to use as a zombie who will play for the team for that game only. After the game, the team loses any bonus player gained during the game.

# Team Design

TV:115

Before the start of game 1, you need to select a skill set from those listed below and allocate the skills to your players. These skills will be used for the whole tournament, unless vetoed of course (see below for veto rules).

- Skillset 1: 5 x skill, 1 x double
- Skillset 2: 4 x skill, 1 x double, 1 x MV +1  
or 1 x AV +1
- Skillset 3: 3 x skill, 1 x double, 1 x AG +1
- Skillset 4: 4 x skill, 1 x ST +1

- \* No players can receive more than 1 upgrade
- \* Star Players cannot receive an upgrade
- \* Instead of a double you may select a skill that could only be selected on a doubles roll or a normal skill. You may not use this to pick a stat increase
- \* Any stat increase included in the Upgrade set MUST be taken
- \* You cannot change skill set or skills during the tournament

## Veto

To give some of the weaker teams a leg up, it is possible to Veto skills. All teams are organised into Tiers (see below).

If you play against a team which is one tier higher than you, then you may select one skill or stat increase and veto it - the skill/increase cannot be used for that match.

Only skills added during the course of the tournament can be vetoed; skills a player starts with cannot be vetoed.

If you play against a team which is two tiers higher than you then you may select two skills or stat increases and veto both!!

Note that any vetoed skill or increase will return to your roster at the end of the game.

## Tiers

### *Tier One:*

Undead, Wood Elves, Amazons, Dwarves, Lizardmen, Chaos Dwarfs, Dark Elves, Norse, Skaven, Orc.

### *Tier Two:*

Elves, Chaos Pact, Slann, Chaos, Nurgle's Rotters, Khemri  
Humans, High Elves, Necros, Vampires & Underworld

### *Tier Three:*

Halfling, Goblin, Ogre

# Points

Each team will score a base number of points, which is then modified by the outcome of the game:

- Win: 28TP's.
- Draw: 16TP's.
- Loss: 4TP's.

This score will be adjusted as follows:

- Win by 2 TD's difference = +1TP.
- Win by 3 TD's difference or more = +2TP's (not cumulative with win by 2 TD's).
- Lose by 2 TD's difference = -1TP.
- Lose by 3 TD's difference or more = -2TP's (not cumulative with win by 2 TD's)
- Cause more casualties than opponent = +1TP per CAS (up to a maximum of +2)
- Cause less casualties than opponent = -1TP per CAS (up to a maximum of -2)  
(NB only casualties that would generate SPPs count. Failed GFI's, failed dodge attempts, fouls, off-pitch casualties, etc do not count).  
E.g. The Elfhelm Eagles beat the Dwarf Giants 3-1, but lose 3 elves and do not injure any of the dwarves. The end score is 27-5 to the Eagles (29-3 for the score, -2 / +2 for the casualties).