

# Chaos Cup 2004 rules

## TAKE ROOT

A new version of Take Root will be used instead of the version in the LRB 3.0:

Before taking any action roll a D6. On a 2+, the player may take his action as normal. On a 1, the Player "takes root", and his MA is considered 0 until a touchdown is scored or the half ends, or he is knocked over (and no, players from his own team may not try and Block him in order to try to knock him over!). A player that has taken root may not Go For It, be pushed back for any reason, or use any skill/trait that would allow him to move out of his current square. The player may block adjacent players without follow-up.

## PRO

Pro will be a General skill

## MUMMIES

Mummies on the Undead team will cost 110k NOT 100k. IE this makes Mummies on BOTH the Khemri and Undead teams have the same price of 110k.

## EXPERIMENTAL TEAMS ALLOWED

The Chaos Cup will be allowing the current experimental Vampire and Ogre teams to play. The vampire team will not be allowed to have the Head Coach play (only purchase Count Luthor). So that all 18 official teams and the 2 experimental allowed for 20 total.

Rules for Ogre team:

0-12 Ogre 120,000 5 5 2 9

Mighty Blow Thick Skull, Throw Team-Mate, Bonehead --- Strength

0-6 Goblin 40,000 6 2 3 7 Dodge Right Stuff, Stunty --- Agility

Rerolls 70,000

Rules for Vampire team:

0-12 Thrall 40,000 6 3 3 7 --- General

0-6 Vampire 110,000 6 4 4 8

Hypnotic Gaze, Regenerate, Bloodthirst --- General, Agility, Strength

Rerolls 70,000

Apothecary can only be used on Thralls if purchased

New Racial Characteristic and Rules:

Bloodthirst:

Vampires must occasionally feed on the blood of the living. Because of this, roll a D6 whenever a Vampire takes an action. On a 2+ the Vampire may carry out the action as normal. On a '1', however, the Vampire is overcome by the desire to drink Human blood; the Vampire loses their declared action for the turn and must instead take a Move action. If the Vampire finishes the move standing adjacent to one or more Thralls, he attacks one of them. Immediately roll for injury on the Thrall who has been attacked without making an Armor roll. The injury will not cause a turnover unless the Thrall was holding the ball. If the Vampire is not able to attack a Thrall (for any reason), then he is removed from the field and placed in his team's Reserves box before his action is considered ended, and his team suffers a Turnover. If he was holding the ball it bounces from the square he occupied when he was removed. If the Vampire is Knocked Out or Injured before biting a Thrall, then he should be placed in the appropriate box of the Dug Out instead of being placed in the Reserves box. Note that the Vampire is allowed to pick up the football or do anything else they could normally do while taking a Move action, but must bite a Thrall to avoid the Turnover.

## NO GENERAL SKILL ACCESS

All players with starting Strength of 5 or more and Chaos Dwarf Bull Centaurs will be treated as having Strength only skill access (instead of their normal General/Strength access).

## GAINING SKILLS/RESETTING ROSTERS

The tournament will be 4 rounds of Swiss. Starting team will be 1,000,000. You will be allowed your choice of giving 2 players each a normal skill or one player a doubles roll skill or mutation after rounds 1 and 3. After round 2, you will be allowed to give one player a normal skill. A player may not be given more than one new skill/trait during the entire tournament. All casualties that have been inflicted on your team, including death, are wiped away at the end of the game. In other words the team resets to your starting roster after every game. Skills accrued through the tournament will not be lost, even if the player dies. Note: Apothecaries are still useful for bringing back injured players during the game.

## DICE

Before each game you and your opponent both agree to use ONLY ONE set of dice for the entire game ... the other player puts his dice away where they cannot be used. If you cannot agree on the dice to be used, a referee will decide by rolling for it. If you are superstitious about

people touching your lucky dice ... the tournament would like to suggest that you bring a different set of dice to the tournament that you don't care if other people touch as this rule will be enforced.

## **WIZARDS**

150k for a Wizard or a Dwarven Runesmith. Halflings get the Master Chef for free and can purchase additional Chef rolls for 60k each as a permanent increase to the Chef's abilities. Undead and Necromantic teams get their Necromancer for free, but may not purchase a normal wizard. Khemri and Vampire teams may not have a wizard. To use the Necromantic/Undead Raise Dead spell during a match, you must have an extra painted Zombie figure to represent this player during the game.

## **ILLEGAL PROCEDURE**

The Chaos Cup will NOT be using the Illegal Procedure rule. If BOTH coaches agree to play with the rule, they may use it. But if one or both do not wish to use the rule, then it will not be used for the match.

## **MINIATURES/MUTATIONS**

You team must contain only Games Workshop (GW) miniatures either Blood Bowl or converted from another GW, Marauder, or Citadel range. All miniatures must be painted with a minimum of 2 colors and the bases must be decorated or painted (at least green) or you will not be allowed to play. Also mutations if you plan on having them on your team ... you MUST have a figure that clearly shows the mutation to take it. You cannot give Claw to a Skaven Storm Vermin if you don't have a football geared Skaven from some GW game system with a Claw for a hand.

## **SCORING**

### **GAMES:**

Win = 55 points

Tie = 35 points

Loss = 10 points

Blow out bonus (won by 2+ points) = +10 points

Keeping it close bonus (lost by 1 point) = +10 points

Smackdown bonus (Caused more casualties) = +10 points

Give and take (tied for casualties) = +5 points

## **PAINTING**

+3 Based: All the bases in the team (including coaching staff) are painted and textured in some manner. The baseline for texture is flock as a minimum. Just being painted green is not enough!

+3 Painted: The team is painted, all models have at least 3 colors on them. Different colors should be used for different areas. Undercoats must not be visible.

+3 Detailed: All models have had the details of the model painted in a variety of colors or with noticeable effects. This can be shading or highlighting, or 'black-lining' etc. This discriminates between the merely painted team and the team that has had attention paid to it.

+6 Representative: All models on the team are representative of the race and position that they are meant to portray. Extra weapons that are not part of a finished and painted figure should be removed. This does not mean that you must use official Blood Bowl miniatures. Only that an Ogre should look like an Ogre, a Dwarf should look like a Dwarf and so on.

Important: For all 4 of the above ... In order to get the full points for a category all the models in the team must fulfill the criteria. If even one fails, the points can't be scored.

The team voted best overall painted team by the coaches playing in the tournament over lunch will receive an extra 5 Painting points. The head referee and his assistants will choose the teams eligible for this voting during the morning. You must have painted your own team to be eligible for the best painted voting (however, teams painted by another person can still earn the full 15 normal painting points).

## **SPORTSMANSHIP**

At the end of the tournament, coaches will rank players from most to least sporting with a 1 being most sporting and a 4 being least ... points for each of these 4 votes will score points as follows:

1st 13 points

2nd 10 points

3rd 6 points

4th 3 points

If you have an opponent who drops out without voting you will receive 8 points from that coach.

## **STAR PLAYERS**

If two of the same stars show up for a game, neither star will play. Note STARS do not have positions at all, so a Human team can have 4 Blitzers and Griff, or a Halfling team could have 2 Treemen and Deeproot.

The Star Players have new costs and team assignments for that must be used for the Chaos Cup:

- Bomber Dribblesnot ... Orc or Goblin ... 80,000
- Count Luthor von Drakenborg ... Human, Necromantic, Undead, or Vampire ... 350,000
- Deathroller ... Dwarf ... 160,000
- Deeproot Strongbranch ... Halfling or Wood Elf ... 250,000
- Fungus the Loon ... Orc or Goblin ... 60,000
- Grashnak Blackhoof ... Chaos, Chaos Dwarf, or Norse ... 320,000
- Griff Oberwald ... Human ... 360,000
- Grim Ironjaw ... Dwarf ... 220,000
- Hakflem Skuttlespike ... Skaven ... 230,000
- Headsplitter ... Skaven ... 350,000
- Horkon Heartripper ... Dark Elf ... 120,000
- Hthark the Unstoppable ... Chaos Dwarf ... 340,000
- Jordell Freshbreeze ... Elf or Wood Elf ... 230,000
- Lord Borak the Despoiler ... Chaos ... 250,000
- Mighty Zug ... Human ... 180,000
- Morg `N` Thorg ... ANY team except Goblin and Halfling may take Morg `N` Thorg ... 420,000
- Nobbla Blackwort ... Orc, Goblin, or Chaos ... 80,000
- Prince Moranion ... Elf or High Elf ... 190,000
- Ramtut III ... Khemri, Necromantic, or Undead ... 360,000
- `Ripper` Bolgrot ... Orc, Goblin, or Chaos ... 200,000
- Scrappa Sorehead ... Orc, Goblin, or Chaos ... 60,000
- Silibili ... Lizardman ... 240,000
- Thrud the Barbarian ... Any team may take Thrud ... 200,000
- Varag Ghoul-Chewer ... Orc ... 250,000
- Zara the Slayer ... Amazon, Dwarf, Norse, or Human ... 270,000

Clarification: Zara's Stakes will effect ANY player on a Khemri, Necromantic, Undead, or Vampire team.

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Thank you for participating in the 2004 Chaos Cup.

### **IMPORTANT!**

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop staff regarding the fair adjudication of the Tournament rules, and all issues of health and safety, are final. No discussions will be entered into once a decision is taken. This applies to rules adjudications, the scores applied for any category of the Tournament, painting judging, and any issues that require the cooperation of the competitors. Once the Tournament results are published, we cannot alter them in any way. Any breach of this will be considered a Red Card offence at the Tournament.

If you have any questions regarding the event then please email: [joe.krone@games-workshop.com](mailto:joe.krone@games-workshop.com) with Chaos Cup Tournament in the subject heading.

### **ENTRY TICKET**

Tickets will be available for purchase the day of the tournament. The tournament will cost \$10 and unless players bring extra boards we will only have space for 40 players so make sure you arrive early.

### **THINGS YOU NEED TO BRING**

- Your Chaos Cup rules pack (these pages)
- Your PAINTED team
- Two copies of your team roster (one of these must be given to the Chaos Cup organizers when you register)
- Blocking dice, D6 and D8 dice
- Throw-in, Scatter and Pass templates
- Turn Markers, Reroll Counters, and a game ball (painted).
- A Blood Bowl pitch (if you want). We have 20 boards so unless some players bring boards we will sell out the tournament at 40 players.
- Pen & paper
- Your NAF number (if you have one). This tournament is NAF sanctioned. If you want to join the NAF BEFORE the tournament, go to <http://www.bloodbowl.net>
- If possible as well, a Living Rule Book (LRB) 3.0 print-out or Blood Bowl Handbook

## **THE VENUE**

The tournament will be held at Chicago Battle Bunker in 1524A Butterfield Rd, Downer's Grove, Illinois, 60515 on November 6<sup>th</sup>.

Phone Number: 630-426-0120

For more detailed information, go to <http://www.adeptuswindycity.com> for the event or email Joe Krone, GW Midwest Promotions Manager at [joe.krone@games-workshop.com](mailto:joe.krone@games-workshop.com)

## **SCHEDULE**

9.00am-10.00am	Entry and Registration	5:30pm-6:30pm	Supper Break
10.00am-Noon	Game 1	6:30pm-8:30pm	Game 4
Noon-1.00pm	Lunch Break	8:30pm-9:15pm	Break/Calculate Final Standings
1.00pm-3.00pm	Game 2	9:15pm-9:45pm	Awards/Wrap-Up
3.00pm-3.30pm	Break		
3.30pm-5.30pm	Game 3		

Please be on time for registration, you HAVE to be ready to begin by 10am, NO LATER! As you can see the timetable is quite tight so I would ask that you play at a brisk pace. If your opponent is taking along time for his turn then remind him that the four minute rule is in play. The schedule is subject to change if the event organisers need to.

## **FORMAT**

The Tournament is played over just Saturday. You will participate in a series of four 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 and 2nd place (based on their points for coaching) will play each other, the players in 3<sup>rd</sup> and 4th place will play each other, the players in 5th and 6th place will play each other, and so on. The only exception is that you can never play the same opponent twice; should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable calibre. This usually means moving you either up or down the tables to swap you around - it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opponent. Once your opponent has been determined you will be assigned a table. The event organisers will provide no other games equipment and the players must provide all other materials. 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 appreciate it if you could play at quite a brisk pace with no time wasting please!

Each player has a special results card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. It is important you fill all the information in as this will decide your ranking and ultimately the winner of the Tournament. Your results will then be entered into the tournament database.

## **THE AWARDS**

As well as the Blood Bowl winner, 2<sup>nd</sup> and 3<sup>rd</sup> place, other prizes will be awarded for Best Sportsman, Best Painted Team, Most Touchdowns, Fewest Touchdowns Allowed, and Most Casualties Caused.

## **THE TOURNAMENT RULES**

The rules from the latest edition of the Living Rulebook (available free from [www.BloodBowl.com](http://www.BloodBowl.com)) are to be used unless specifically stated below.

Only the official teams as of the 2003 rules review AND the Ogre and Vampire teams may be entered. To clarify so there is no doubt these are: Human, Orc, Dwarf, High Elf, Skaven, Dark Elf, Chaos, Undead, Chaos Dwarf, Goblin, Halfling, Wood Elf, Norse, Lizardman, Khemri, Nurgle, Elf and Amazon. With Ogres and Vampires allowed as well.

No other teams are allowed. Teams must be written out on the official Blood Bowl team roster pad or through any of the numerous software programs available for team sheet creation.

You must bring two copies, give one to the officials at registration and keep the other for your own reference.

Make sure your team is correct as team rosters will be checked. Any mistakes found after registration (even if not deliberate) will result in that player getting a yellow card.

## **REFEREES**

The primary purpose of our Tournament is to get together for the day, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most

games of Blood Bowl, both because the huge number of variables involved in the game make it just about impossible for the rulebook to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to sort out a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.
2. To roll a D6 to sort out any rules problems not solved by the above. You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

**YELLOW:** A Yellow Card will be shown to the player(s) and their player number and name logged. In addition, 50 points will be taken from a booked player's Tournament totals.

**RED:** A Red Card will be shown to the player(s) and their player number and name logged. In addition, 100 points will be taken from a booked player's Tournament totals.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offence