

# The 2018 Carolina Bedlam Cup Rules Packet

## Gamer's Armory

683 Cary Towne Blvd F, Cary, NC 27511

Saturday, February 3<sup>rd</sup>, 2018

Ok, here are the rules for the Carolina Bedlam Cup, Blood Bowl Tourney:

Price is going to be \$25.00 at door or you can pre-register for \$20 by a posting that will be on the event site. If you have an NAF number make sure to provide it to me by email (wogcaochmonroe@gmail.com). If you are not a NAF member, you will be charged an additional \$5 for membership.

There will be a 2 hour time limit during matches. The schedule is as follows:

**3FEB18** 0900- 0930 check in and set up  
0930-1130 Game 1  
1200-1400 Game 2  
1430-1630 Game 3

### RULES

1. Before each game your opponent may ask to see your roster and you can do the same. You must use a clearly written roster sheet from either the Blood Bowl box game, or an easy to read spreadsheet.
2. 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 after every game. Apothecaries are still useful for bringing back injured players during games and **they will work based on LRB6.0 rules.**
3. The skills you have given your players before the tournament will stick with them once reset. You must bring your Blood Bowl Team, Blood Bowl game board, 4 copies of team list, printout of the LRB6.0 rulebook, a copy of these rules, all templates, 1 D8 and 3 Block dice. 2d6 will be provided to you (yours to keep!) It would be beneficial if you had a D12 or D16 as well for random player rolls on kickoff table.

### EVENT VARIABLES

#### Weather Table – Initial roll will come from head table.

**2 - Arid Heat** - Roll 1D6 for each player on the field after a touchdown or when the half ends, on a 1 the player is treated as if KO'ed last drive.

**3 - Sweltering Heat** - Roll 1D6 for each player on the field after a touchdown or when the half ends, on a 1 the player cannot participate in the next kick-off.

**4 to 9 > Nice**- There is Perfect Blood Bowl Weather.

**10 - Very Sunny** - -1 to pass the ball.

**11 – Gale Force Wind** - All kick offs are automatically touchbacks and no passes. ACT Of Chaos God.

**12 - Extreme Bedlam Weather** - roll on d6 and find results from Bedlam Chart.

**KICK-OFF TABLE**- posted below.

## EXTREME BEDLAM Weather Chart

**1 - Tornado** – A tornado comes down from a group of clouds you didn't see before, each coach rolls a d6, the lowest roll then rolls randomly for one of his players. That player is picked up by the tornado and scattered in d8 direction 2d6 squares...if lands in crowd then roll for injury as if knocked out of bounds. If lands on any square of the board then that's where he stays (Even if past the line of scrimmage!)

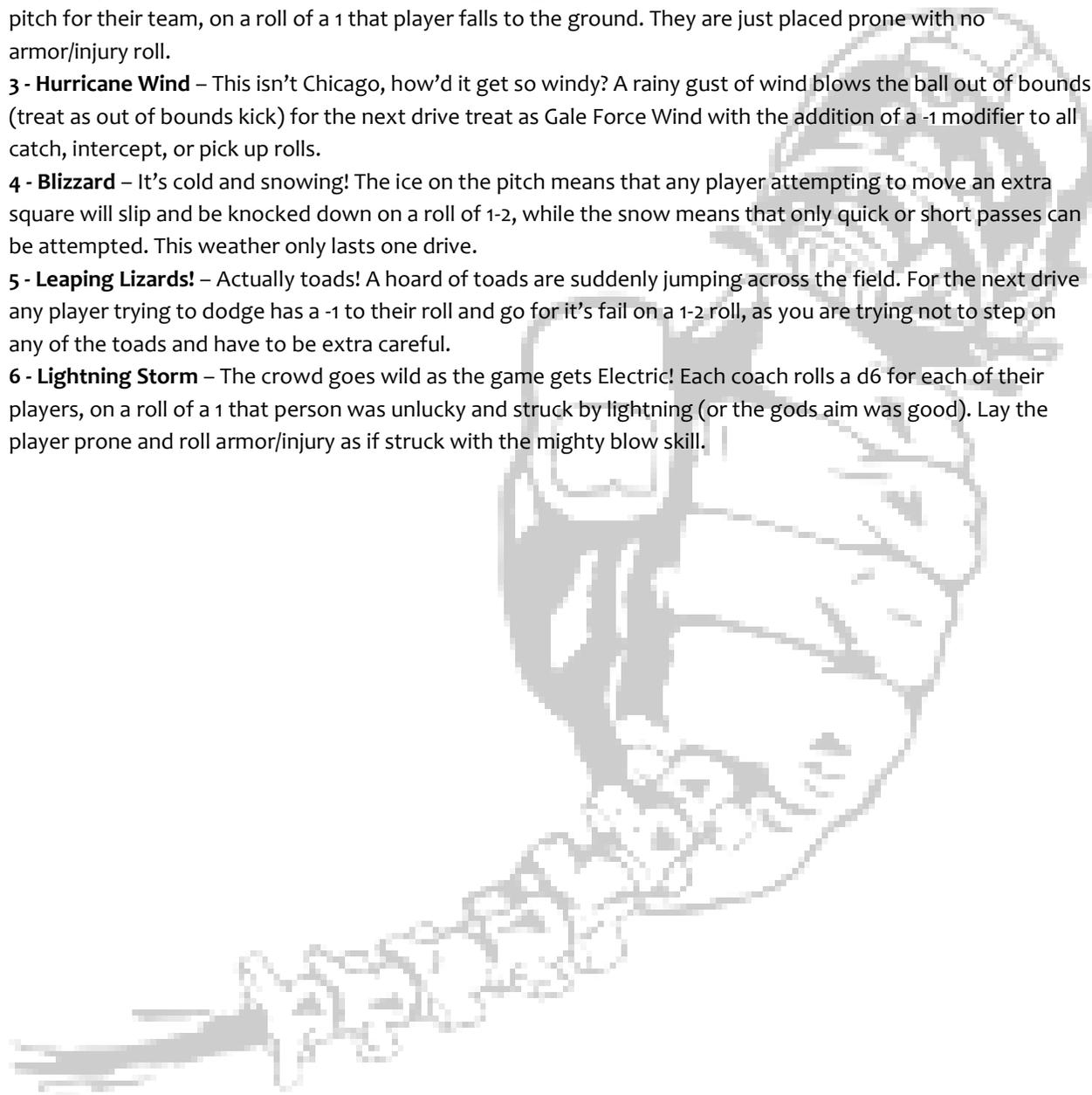
**2 - Earthquake** – Wow, the Gods wanted to shake things up a bit. Both coaches roll a d6 for every player on the pitch for their team, on a roll of a 1 that player falls to the ground. They are just placed prone with no armor/injury roll.

**3 - Hurricane Wind** – This isn't Chicago, how'd it get so windy? A rainy gust of wind blows the ball out of bounds (treat as out of bounds kick) for the next drive treat as Gale Force Wind with the addition of a -1 modifier to all catch, intercept, or pick up rolls.

**4 - Blizzard** – It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square will slip and be knocked down on a roll of 1-2, while the snow means that only quick or short passes can be attempted. This weather only lasts one drive.

**5 - Leaping Lizards!** – Actually toads! A hoard of toads are suddenly jumping across the field. For the next drive any player trying to dodge has a -1 to their roll and go for it's fail on a 1-2 roll, as you are trying not to step on any of the toads and have to be extra careful.

**6 - Lightning Storm** – The crowd goes wild as the game gets Electric! Each coach rolls a d6 for each of their players, on a roll of a 1 that person was unlucky and struck by lightning (or the gods aim was good). Lay the player prone and roll armor/injury as if struck with the mighty blow skill.



## TEAM DEVELOPMENT

1,200,000 Team Value, in addition to that ... For skill selection each team will have a gold budget (150k) for skills and inducements.

- 20k for normal,
- 30k for doubles
- NO STAT ADJUSTMENTS
- Limited - 2 skills per player.

In addition to your skills and players, you may also do the following:

- May hire Star-Players as part of your team for the tourney
- May hire extra apothecaries at the Inducement Price to team
- May hire Bloodweiser babes, bribes and Halfling master chefs at inducement price also \*if however you are a Halfling team you get 1 master chef for free for tourney and if you are a goblin team you get a free bribe for the tourney

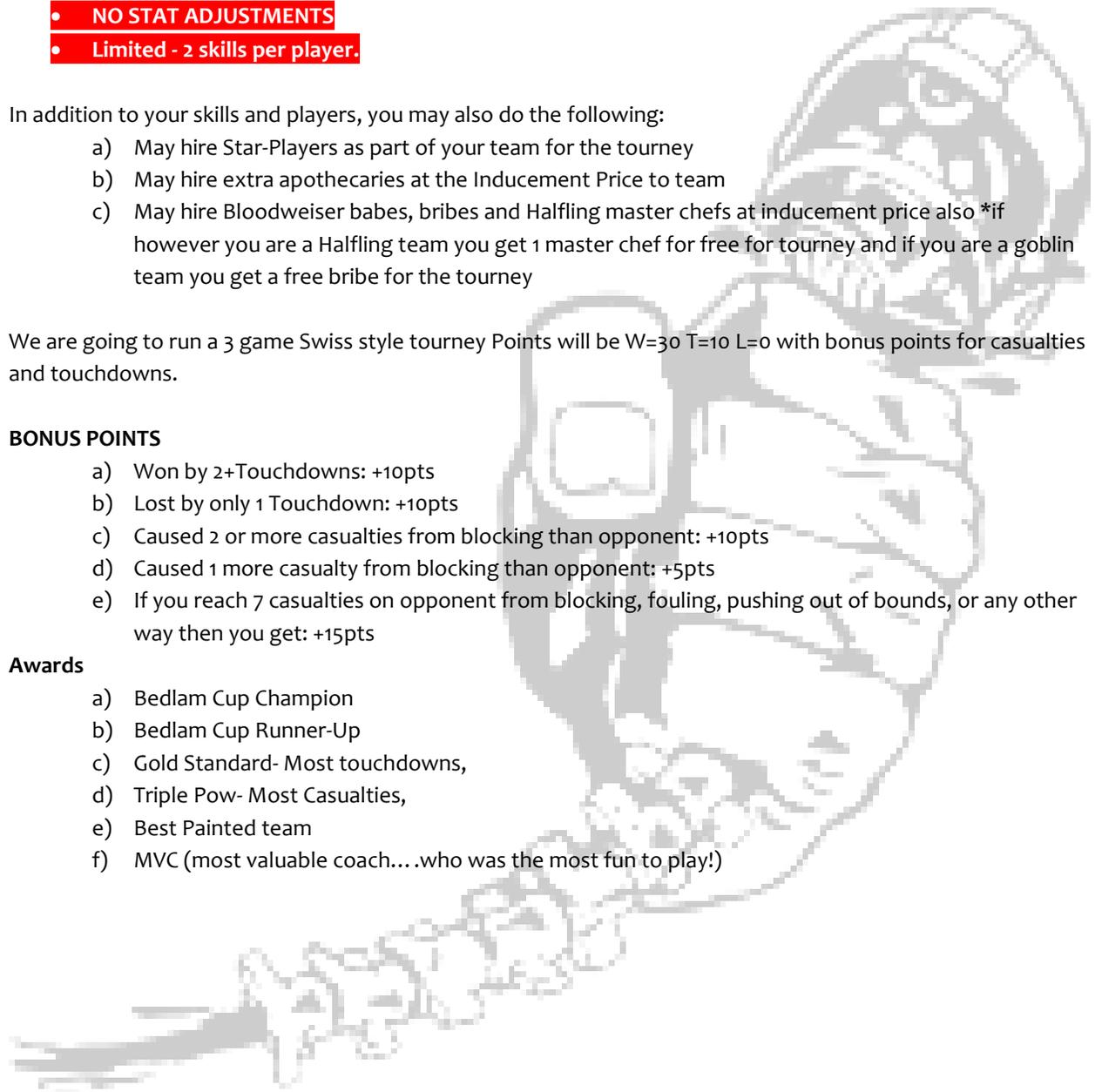
We are going to run a 3 game Swiss style tourney Points will be W=30 T=10 L=0 with bonus points for casualties and touchdowns.

### BONUS POINTS

- Won by 2+Touchdowns: +10pts
- Lost by only 1 Touchdown: +10pts
- Caused 2 or more casualties from blocking than opponent: +10pts
- Caused 1 more casualty from blocking than opponent: +5pts
- If you reach 7 casualties on opponent from blocking, fouling, pushing out of bounds, or any other way then you get: +15pts

### Awards

- Bedlam Cup Champion
- Bedlam Cup Runner-Up
- Gold Standard- Most touchdowns,
- Triple Pow- Most Casualties,
- Best Painted team
- MVC (most valuable coach...who was the most fun to play!)



## PROPOSED Kickoff Table

**2 - Riot:** The game is held up by a riot. Roll a dice, and each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends.

**3 - I Need a Wee:** Each coach rolls two dice; the low scorer's team are the ones affected by the unavoidable call of nature. A tie means that both teams are affected. Decide randomly which player in the team effected. That player must leave the field immediately to make his call of nature and will be unavailable for the remainder of the drive.

**4 - Perfect Defense:** The kicking team's coach may reorganize his players – in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.

**5 - Booing Fans:** Each coach rolls a d6 and adds their team's Fame and number of casualties for this game to the rolls. The side with the lowest score loses a re-roll, having felt the disgruntled effects of their supporters. A tie effects both sides with both losing a re-roll each. If no side has a re-roll left then it has no effect on them.

**6 - Bad Kick:** The ball scatters a number of squares equal to the roll of two dice on the kick-off, instead of only one dice.

**7 - Weather:** Roll weather on weather chart. If weather was nice and you roll nice again, roll on the Act of God weather chart.

**8 - Jump-Start! :** One Player from the kicking team gets one free line of scrimmage block against the opposition. Unfortunately this is under the watchful eye of the referee and is construed by the referee exactly the same as a foul action. So if you roll doubles on either the armor or injury roll if you knock opponent down, then you are ejected from game.

**9 - Victory Wave:** The Crowds enjoyment of the game encourages them to contribute to the atmosphere. Both coaches roll 2 dice and add their Fame and number of casualties for this game to the rolls. The winning coach receives a free team re-roll. Re-Roll any ties.

**10 - Blitz!** The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the Turn marker along a space, and he cannot be called for illegal procedure for failing to move the Turn marker

**11 - Lost his watch! :** Each coach rolls 2 dice with no modifiers. The highest scoring coach rolls a d6 and moves each team Turn counter in either direction he would like,  $\frac{1}{2}$  of the total rounded down, spaces along the Turn track. If this takes the number of turns to 8 or more for both teams, then the half ends. (IE 5 Counts as Two Turns, 6 Counts as 3 Turns etc) (The counters must both be moved back or forward not a mixture of one forward and one back). As the referee has lost his watch, and the winning coach has convinced him of the correct time.

**12 - Field Invasion:** Each coach rolls two dice and adds Fame and number of casualties for this game to the roll. A tie means that both teams are affected. High score wins, injuring a number of randomly selected players on the losing team and on the pitch equal to the roll of one dice halved down. Roll for the effects of the injuries straight away. No Armor roll is required.