



Presents

# SHO BOWL 2019

On the pages that follow you'll find details of how this tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

## Welcome to SHD BOWL 2019!

SHD Bowl is the featured event for Blood Bowl at the 2019 SHD. This event is a Single day event designed to allow the Perth Blood Bowl community to play Blood Bowl and show off the game to other tabletop enthusiasts.

SHD Bowl is also part of the Perth BB Super Series, so by finishing in the top 10 of the field, you will earn points toward the Super Series. For more info on the Super Series, head to the Super Series Facebook page. We will also discuss the Super Series during the Awards Presentation.

SHD Bowl is also a Qualifying Event for the Ausbowl! The Highest Ranking Western Australian Based Coach will be invited to join the WA Team to head to ASCV in 2020 in New Zealand. More information will be available at the Perth Blood Bowlers Facebook Group. We will Also discuss the ASCV during the Awards Presentation.

## Venue

SHD Bowl is taking place at the 2019 SHD – being held Claremont Show Grounds, Silver Jubilee Pavilion, on Saturday 1<sup>st</sup> June 2019.

## TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the most recently published Blood Bowl rules. You will have no more than **2.15 Hours per game**.

During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the tournament database.

## ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from Games Workshop official game publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. Any updates or clarifications to the event will be published on the Objective Secured Facebook page and Event page.

## CONTACTS

If you have any questions about the event, then either e-mail: [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au) or post your questions on the Facebook Event page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

Sat 1<sup>st</sup> June 2019

## WEEKEND INFO

8 AM: SHO Doors Open

8:15 AM: Player registration

8:30 – 10:45: Game 1

11:00 – 13:15: Game 2

13:15 – 14:00: Lunch – Best Painted judging.

14:00 – 16:15: Game 3

16:30 – 18:45 Game 4

19:00 – 19:30: Scoring, Results & Prizes

### **Best Painted**

During Lunch a space will be set aside for players wishing to enter the painting competition to display their work- attendees will then vote for their favourite- see the section on scoring later.

### **What to do in case of an emergency:**

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

### **EMERGENCY CONTACT:**

**0403 268 714**

## SPECTATORS

The event will be open for any spectators who have paid entry to the SHO to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

## MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

## The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest points (randomly in game 1). They will automatically receive a 2-0 point win for this round. No player will be asked to have more than 1 Bye Round.

Every effort will be taken to ensure that a Ringer will be made available in the situation where a Bye may be required. If a Ringer is made available, you will have to earn your win! This is Blood Bowl after all...

### **REMEMBER!**

Remember to bring any gaming material you require to play Blood Bowl including:

- **Your painted team**
- At least 3 copies of your roster
- This Player Guide
- Rulebooks as needed
- Relevant FAQ documents
- Pens and a notepad/paper
- Dice (Including special ones)
- Templates, Dugouts & Pitch
- Super glue (for emergency repairs)
- Spending money for food and drinks

# TEAM ROSTER

TEAM LISTS SUBMITTED TO

[obssec@optusnet.com.au](mailto:obssec@optusnet.com.au)

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of values

You will require a copy of the roster for each of your opponents and a copy for yourself that you should keep with you when you are playing. All copies of the roster must include all of the models in your team, their value, the value of any support staff, rerolls and so on. Please put your full name on all copies of the list.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the team you will be using.

### Players should provide the following:

- 3 no. copies of your team roster –at least two weeks prior to the event.
- Models to represent your team, correctly numbered and identified to your team roster.
- Block dice, D8, Team random player selection dice (D16/D20/etc.), and 2D6.
- Pen or Pencil.
- Range Ruler and Scatter templates.
- A copy of the rulebook.

# TEAM SELECTION

Games will be played utilising the rules within the following documents:

**2016 Edition Rulebook**

**Official Errata and FAQ as available from Games Workshop.**

**Death Zone Seasons 1 & 2 (plus any released prior to this event)**

**NAF Sanctioned Teams**

### Roster Creation:

Each Coach has a gold allowance with which to purchase a roster for the tournament using the rules from the publications above. This allowance may be spent on players, apothecaries, team re-rolls, assistant coaches, cheerleaders, fan factor, Star Players and all inducements with the exception of mercenaries and special play cards.

Star Players may be purchased for a team, and they do count towards the minimum of 11 players, but can not make use of Apothecaries or Wandering Apothecaries.

In addition, each coach receives a skill allowance in order to upgrade players on their roster. This allowance may only be used to add skills to rostered players, not Star Players. In addition, the following restrictions apply.

- No player may be assigned more than one skill
- Normal Skills refer to those that can be obtained as if the player had rolled a 3+4
- Double Skills refer to those that can be obtained as if the player had rolled a 4+4
- The SHO Off may take up to 70k of skills and stat upgrades as dictated by their usual access

This is a Resurrection style tournament, and your team will reset after each game.

Team Race	Gold Allowance	Skill Allowance
Wood Elf		
Shambling Undead		
Dark Elf		
Lizardmen		
Orc		
Norse		6 normal skills
Dwarf3	1,050,000 gp	and a SHO Off
Chaos Dwarf		
Skaven		
Necromantic Horror		
Elven Union		
Brettonia		
Amazons		
Human		
High Elf		
Tomb Kings		5 normal skills
Chaos Renegades	1,100,000 gp	1 double skill
Chaos Chosen		and a SHO Off
Khorne		
Slaan		
Underworld		
Denizens		4 normal skills
Nurgle	1,150,000 gp	2 double skill
Vampires		and a SHO Off
Halfling		3 normal skills
Goblin	1,200,000 gp	3 double skill
Ogres		and a SHO Off

## EVENT FORMAT

The tournament will consist of 4 games played over a single day. The first round will be random draw, followed by Seeding as per results.

## RECOMMENDED READING

The following rules will be used this year and are recommended reading for all competitors:

- **2016 Edition Rulebook**
- **Official Errata and FAQ as available from Games Workshop.**
- **All Death Zone Seasons**

The following optional rules will be excluded for the tournament: Illegal Procedure, Random event, Mayhem and all special play cards.

This is a regeneration tournament so all rosters etc. will reset after each match, No SPP are accumulated, no improvement rolls made, and no gold is earned.

Turns will not be timed unless both Coaches agree to do so before the match, or the TD sees continuous slow play. Chess Clocks will be available.

All documents will be available on the day at the referee's table but we strongly suggest players have their own copies with them for quick reference.

Any dispute of rules should be presented to Referees for final and binding decision.

Any further disagreement with the official may result in the coach being sent to the stands! (This will be enforced as loss of re roll for the game or other sanctions the referees see fit to enforce.)

The referees will be introduced on the day, they may be taking part in the tournament but please feel free to approach them with any issues.

Non GW Models – the SHD Bowl is open to all model collections and manufacturers. As long as it is immediately obvious what a miniature is representing all models are allowed: if in doubt contact us to discuss.

## PITCHES

It's always great to see custom pitches for teams and this part of the Blood Bowl hobby is one that is a great way to engage the imagination of spectators and opponents alike.

**Players should bring their own Pitches as part of their required kit on the day. We will be supplying as many as possible but seeing what players can come up with is always preferable!**

### A Note on Pitch size:

With the change in pitch size from previous editions of the game, it's important that players use the correct templates (throwing especially) for the pitch in use. If you are using an older pitch, please ensure you have the correct templates available to use and allow your opponents access to them as necessary

## SCORING

Points for the tournament will be awarded as follows:

1. 20 points for a win
2. 10 points for a draw
3. 0 points for a loss
4. Bonus Points will be awarded for TD and CAS at one per TD or Cas to a max of 4, or a combine max of 7.
5. In the event of Countback Requirements, our first Countback will be Net TD (TD for – TD against), followed by Net CAS (CAS for – CAS against)

During the Lunch Break, players will be asked to vote for their favourite painted team. Voting Slips and Pens will be made available for you during this time. We ask that you refrain from voting for your own team.

The "Marr" Rule will also be in effect, in that if you are using a team that was not painted by yourself (most notably painted by local legend Steve "Onyx" Marr), your team will not be eligible for the Best Presented Award – Unless you happen to be Steve Marr... (and we'll try to get him at the event).

At the end of the day, you will also be asked to vote on the MVP, the Most Valuable Player, aka Best Sports. Please vote for your two favourite games by voting +2 for your favourite game, and +1 for your second favourite.

## TIME KEEPING

Players will have 2.15 hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

## SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events.

If you have concerns about a player during or after a game – please notify a referee.

## REFEREES

During each round, the event referees will be doing the rounds (assuming they are not required as a ringer) so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, Death Zone Season, Q&A / errata document or this pack.

If you really need 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 brewing.

The referee's decision will be final and no discussion will be entered into during the event.

# WINNING SHD Bowl

## **Final Standings:**

We are able to present the following awards:

Tournament Champion – Player finishing with the highest number of points at the end of the day

Runner Up – Player with the second highest points total

SHD MVP – Player with the highest Sports Score

Most Touchdowns

Most Casualties (Caused by fouls or blocks only)

Best Presented – Player with the highest votes for Team Painting

Wooden Spoon

## **Note:**

**1. Award rank as list above. Only one award per coach. If you are in the running for multiple awards then you will receive the highest ranked one on the list above.**

## RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page shortly afterwards with the event coverage.