



Presents

SHO BOWL 2017

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 SHO BOWL 2017!

SHO Bowl is the featured event for Blood Bowl at the 2017 SHO. 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.

Venue

SHO Bowl is taking place at the 2017 SHO – being held at Ascot Race Course, 71 Grandstand Road, Perth, Western Australia. SHO Bowl takes place on day 2 on Sunday the 24th of September 2017.

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 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 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!

SUNDAY 24th September 2017

8 Am: SHO Doors Open

10 Am: Player registration

10:30 – 12:30 : Game 1

12:30 – 14:30 : Game 2

14:30 – 15:30 : Lunch – Best Painted judging.

15:30 – 17:30: Game 3

17:30 – 18:45: 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.

WEEKEND INFO

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.

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 & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks

TEAM ROSTER

ARMY LISTS SUBMITTED TO

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.

Roster Creation:

- Each coach has a treasury of 1,100,000 gold pieces to hire their initial starting line-up.
- Each team must contain at least 11 players hired from the treasury, so no journeymen are allowed.
- Teams may be created from the 23 "official" races as detailed in the above documents. These include the following:

Orc, Human, Skaven, Nurgle, Dwarf, Pro Elf, High Elf, Dark Elf, Wood Elf, Chaos Dwarf, Chaos Renegade, Chaos Chosen, Goblin (Death bowl Season 2), Halfling, Khemri, Lizardmen, Norse, Amazon, Necromantic Horror, Ogre, Shambling Undead, Underworld Denizens, & Vampire.

Notes:

1. Players can buy re-rolls, fan factor, apothecary, assistant coaches, and cheerleaders in the normal way as per roster creation. These are permanent part of your roster and will be reset after each game as per the team.

2. Inducement List

Bloodweiser Kegs (0-2) - 50,000 gold pieces

Bribes (0-3) - 100,000 gold pieces (Goblins will receive their usual benefits in regards to Bribes)

Halfling Master Chef (0-1) - 300,000 gold pieces

Igor (0-1) - 100,000 gold pieces

Star Players (0-2) - Various prices (Does not count towards starting line-up)

Wandering Apothecaries (0-2) - 100,000 gold pieces

Skills:

After the initial team creation coaches are allowed to select a skills package for their team and apply appropriately, these do not cost gold from you treasury and must be reflected on the team roster:

Skill Package A:

4 no. Normal skills. These will be selected from the sections available to the player type under the above documents.

Skill Package B:

2 no. Normal skills and 1 Doubles Skill. These will be selected from the sections available to the player type under the above documents.

Skill Package C:

1 no. Normal skill and 2 Doubles Skill. These will be selected from the sections available to the player type under the above documents.

Notes:

1. No player can be given more than one skill, either normal or double.

2. No more than 2 player can be given the same skill per team.

3. Star players may not be given skills.

4. No stat increases may be taken.

EVENT FORMAT

The tournament will consist of 3 games played over a single day. All 3 rounds will be randomly allocated match ups. The draw will be completed the day prior to the event and published for all players to see.

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.**

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.

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 referee's 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. Although no SPP are awarded per game keep record on your team roster the different categories that would normally award these points (so TDs, completions, casualty's etc. note not MVP). These will be calculated and awarded to your total for each match. Any casualties from fouls or other random events should not be included in the casualties.
5. Team roster sheet will be given to the referees after each round for points recording during the tournament.
6. In the event of equal points. The tiebreakers will be as follows: 1) TDs for and against percentage, 2) Casualty for and against percentage.

Players will be provided with a print out sheet at the beginning of the day to record all information on. We also ask you to vote for *One* of your opponents from the day to receive the Best Sportsman award. Also on the sheet is the spot to vote for best painted. These sheets are handed in after the third game.

TIME KEEPING

Players will have 2 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 20 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 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, relevant army book, 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 SHO Bowl

Final Standings:

We are able to present awards the following:

1. Best Sportsman
2. Top coach – Player finishing with the highest number of points at the end of the day
3. Best of the Rest – Runner up with second highest points total
4. Best Painted
5. Most Injuries
6. Most Completed Passes
7. 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.
2. There is 1 other award that is for something that happens away from the pitch. A special prize will be awarded for the best team pitch. These will be judged by the event organisers.

RESULTS

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