

# SCGWL Presents:

---



Welcome to the SCGWL Gamex Blood Bowl Tournament. This will be a three round event.

## **The Teams:**

Teams must be constructed using the most current version of the Living Rulebook. This can be downloaded from our website ([www.scgwl.com/downloads/BB/LRB6.pdf](http://www.scgwl.com/downloads/BB/LRB6.pdf)) or from Games Workshop. A player may also use the Slaan, Chaos Pact, and Underworld rosters if they wish. These rosters are available for download on our website ([www.scgwl.com/downloads/BB/LRB6extra.pdf](http://www.scgwl.com/downloads/BB/LRB6extra.pdf)) as well. All Teams must have a Team Value of 1100k or less. Once the roster is designed, a player may then select one of the following skill packages.

- A) Pro-Team Package- Five different players on the team may select skills that are a normal part of their advancement (i.e. Agility/General for Human Catchers, etc.) and a single player may select one skill advancement of any category, other than mutation unless they have access to that skill category normally. No player on the team may have more than one additional skill.
- B) Super Star Package- Two players on the team may select any single skill they wish, other than mutation skills unless they have access to that skill category normally. The same player may not have two additional skills.
- C) Veteran Package- Three players on the team may select up to two skills that are a normal part of their advancement. No single player may possess more than two additional skills and no more than three players may possess these additional skills.

The team roster should note which skill package is in use, as well as which players gain which additional skills. Each player needs to have two copies of their roster, so that their opponent may reference it during game play.

## Schedule:

### *Sunday May 29th:*

<b>Signup</b>	9:30am to 10am
<b>Game One</b>	10am to 11:30am
<b>Game Two</b>	11:30am to 1pm
<b>Lunch Break</b>	1pm to 1:30pm
<b>Game Three</b>	1:30pm to 3pm
<b>Awards and Cleanup</b>	3pm to 3:30pm

The ninety minute rounds should allow plenty of time to complete games, however we understand that some casual players are slower paced. While timer clocks will not be used in this tournament, the judges reserve the right to adjust results should slow play prevent a game from reaching its completion.

## Scoring the Game:

After each game, both players will fill out their score sheets. The outcome of the game determines how many Tournament Points each player receives. Players score six Tournament Points for a win, three for a draw, and one for a loss. Along with this, players grade each other on their conduct during the game, in the form of Sportsmanship. A Thumbs Down grade will result in a one point deduction of Tournament Points, while a Thumbs Up will result in a one point bonus. Finally, there are three bonus Tournament points to be scored each round for completing the game, scoring touchdowns, and inflicting casualties.

Games in the later rounds will be paired according to total Tournament Points. The winner of the event will be the player who scores the most total tournament points. Tie Breakers will be done by Touchdowns scored, then casualties inflicted, and finally strength of opponents they bested, based on their opponent's total Tournament Points.

## Acknowledgements and References:

Mike Ulibarri ([mgu@earthlink.net](mailto:mgu@earthlink.net)) – SCGWL Blood Bowl Commissioner, SCGWL Treasurer

Scott Tiveron ([Scott.Tiveron@gmail.com](mailto:Scott.Tiveron@gmail.com))- SCGWL 40 Commissioner and Pitch Designer

Carol Tiveron- Logistics and Pitch Painter

Download a Quick Reference Guide at [www.scgwl.com/downloads/BB/LRB6QR.pdf](http://www.scgwl.com/downloads/BB/LRB6QR.pdf)

## Game 1

		TDs	Casualties
<b>My Name:</b>	_____	_____	_____
<b>Opponent:</b>	_____	_____	_____

### Sportsmanship:

- Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- Good Game:** This was a fair opponent, who I would willingly play again.
- Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Bonus Points:

- Game Played to Completion:** Score this if you complete your game on time.
- Casualties:** Score this if you inflict two or more Casualties during the game, including crowd caused.
- Scoring:** Score this if you manage to score two or more Touchdowns during the course of the game.

## Game 2

		TDs	Casualties
<b>My Name:</b>	_____	_____	_____
<b>Opponent:</b>	_____	_____	_____

### Sportsmanship:

- Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- Good Game:** This was a fair opponent, who I would willingly play again.
- Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Bonus Points:

- Game Played to Completion:** Score this if you complete your game on time.
- Casualties:** Score this if you inflict two or more Casualties during the game, including crowd caused.
- Scoring:** Score this if you manage to score two or more Touchdowns during the course of the game.

## Game 3

		TDs	Casualties
<b>My Name:</b>	_____	_____	_____
<b>Opponent:</b>	_____	_____	_____

### Sportsmanship:

- Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- Good Game:** This was a fair opponent, who I would willingly play again.
- Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Bonus Points:

- Game Played to Completion:** Score this if you complete your game on time.
- Casualties:** Score this if you inflict two or more Casualties during the game, including crowd caused.
- Scoring:** Score this if you manage to score two or more Touchdowns during the course of the game.