

BLOOD BOWL

Bugman's Belter



2nd February 2020

WARHAMMER WORLD **EVENTS**

"Hello sports fans, I'm Jim Johnson"

"And I'm Bob Bifford, and boy do we have a treat for you"

"That's right Bob, it turns out the Goblins weren't up to their usual tricks, and the rumours of an overnight sports spectacular are true!"

"Frankly Jim, I can't wait. The coaches will be in for a real treat, fresh from their winter slumber, and ready for some fantastic Blood Bowl action and plenty of carnage!"

"Certainly Bob, so if it sounds like you're the coach to play all evening long and bring a team to victory, pick up your stadium pass and we'll see you on the pitch!"



Join us for the Bugman's Belter, a one evening event for Blood Bowl coaches to play a series of games against like minded opponents, before enjoying action from Super Bowl LIV live in Bugman's Bar!

Whether you're aiming to win the Bugman's Belter or here to relax and enjoy yourself under Josef Bugman's roof, the night promises to be great. Pull up your socks and bite down on your mouthguard, as it's time for the Bugman's Belter!

Event Essentials

Date: Sunday 2nd February 2020

System: Blood Bowl

Team Size: 1,000,000 gold pieces.

Team Selection: Blood Bowl The Official Rules, in addition to all current and in print supplements, such as Almanacs, Spike! Journals, plus Blood Bowl Teams of Legends.

What To Bring: Models, rosters, dice, templates, special play cards, rulebooks.

We Will Provide: Pitches and dug-outs.

Number Of Games: 3

Meals: An evening meal is provided.

Other Activities: Painting competition, plus the Super Bowl LIV



Creating Your Team

Teams are created as described on pg22 of the Blood Bowl Official Rule Book. Please use the following guidelines for creating your team for the event:

- Publications in use include: Blood Bowl The Official Rules, Death Zone Season 1 and 2, the Inaugural Blood Bowl Almanac, the 2018 Blood Bowl Almanac, Spike! Journal and Blood Bowl Teams Of Legend. In addition, any teams and/or Star Players released in the future are in use, unless their release date falls on the weekend of the event.
- Coaches have a Treasury of 1,000,000 gold pieces to spend for hiring their team of eleven or more players, plus any Inducements allowed (see 'Inducements' below).
- Any gold not spent is wasted. You will not be able to choose additional Inducements to make up any difference between your Team Value and your opponents. We strongly advise that small sums leftover be spent on Fan Factor, Assistant Coaches, or Cheerleaders to make your roster a round 1,000,000 value.
- All teams must be recorded on a Blood Bowl Roster Sheet. You will need two copies of your Roster Sheet for the day: One to hand in to the event referee at registration and one for you and your opponent for the game.

Inducements

All Inducements are allowed with the exception of Special Play Inducements (see below). Inducements must be purchased from your Treasury during team creation and are permanently added to your roster for the event. Please note the following:

- All Inducements, including Star Players, may be chosen from any of the publications listed above, or from the list of *Legacy Star Players* included at the end of this document.
- Star Players may be induced, but the team must contain a minimum of eleven players before adding any Stars. Coaches are reminded that Star Players cannot benefit from Apothecaries; if they are injured they refuse to play on and trust their care to their own trusted apothecaries!
- Please note, Grak & Crumbleberry are available for Inducement but **only** for Halfling and Ogre teams at this tournament. Their rules say Any Team, and this is because they are very willing mercenaries in most leagues. In tournaments such as this however, they are far less pragmatic and will only play for the teams they want to win!
- Note that the Swift Twins and Grak & Crumbleberry take up both Star Player slots (there are two of them).
- If both coaches have Induced the same Star Player or member of (In)Famous Coaching Staff, both coaches get to use that Inducement. Duplicates do not cancel each other out. Assume that the character appearing on the losing team was an imposter!
- Special Play Inducements are not allowed. Please use the Special Play Cards rules contained in this rulespack.



Additional Skills

All coaches may give some of their players additional skills when creating their team:

- No player may have more than 1 additional skill.
- No skill may be chosen more than twice as an additional skill (for example, you may add 2x Block, but not 3).
- Extra skills are free, coaches do not have to pay for them from their 1,000,000 treasury, just add them free of charge.

Skill Selection

How many additional skills a team may take will depend upon what tier the team belongs to. Top tier teams gain only a few additional skills, whereas tier three teams (the Stunty teams) gain quite a few!

The tiers Blood Bowl teams are split into and how many additional skills they can take are as follows:

Tier 1 Chaos Dwarf, Dwarf, Wood Elf, Skaven, Norse, Lizardman, Orc, Shambling Undead, Amazon and Dark Elf Teams.	5x Normal Skill
Tier 2 Chaos Chosen, Human, Tomb Kings, Chaos Renegades, High Elf, Nurgle, Necromantic Horror, Elf Union, Vampire and Underworld Alliance teams.	5x Normal Skill and 1x Double Skill*
Tier 3 Halfling, Goblin and Ogre teams.	6x Normal Skill and 2x Double Skill*
*Coaches that do not wish to take a Double skill may instead take a Normal skill.	

Model Requirements

Playing exciting, atmospheric games with fully painted miniatures is a big part of our events at Warhammer World. Therefore all miniatures in your collection must be Games Workshop miniatures, be **fully assembled, and painted to a Battle Ready Standard**. Each model must fully represent what you have presented on your Roster Sheet. For example, there must be a clear distinction between Linemen, Throwers, Blitzers etc.

Furthermore, please contact us to let us know about any conversions or proxies you are planning on using, and provide us with photos of the models in question where possible. Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is super clear for your opponent and no confusion can arise during games.

We will politely ask you to remove any models that don't meet these standards to protect everyone's experience.



The Games

During the Bugman's Belter, coaches will play three games of Blood Bowl, each with 2 hours 30 minutes permitted. We expect all games to be played within this time schedule, so get some practice games in beforehand! At the end of each round you will need to submit your results as promptly as possible, as any delays in submitting results will delay the following round.

For your first game you will be drawn against a random opponent. For games 2 - 3, you will be placed against an opponent on a similar number of cup points to you, keeping things relative and a reasonable challenge each round.

Pre-Match Sequence

- ◇ Roll on the Weather Table
- ◇ Make your opponent aware of Inducements you may have.
- ◇ Draw Special Play Cards—See 'Special Play Cards' below.
- ◇ Determine FAME for both teams
- ◇ Flip for the Kick (or roll dice if preferred).
- ◇ Place the ball, scatter, and roll on the Kick-Off Table
- ◇ Let the carnage begin!

Post—Match Sequence

- ◇ The winner increases their Fan Factor by 1.
- ◇ Update your Team Roster.
- ◇ Hand your results in for the round.

Conceding

Sometimes the games just don't go your way! Your players are beaten, broken or worse, your apothecary is patching players up left, right and centre, and the crowd is turning against you for a poor performance. Nonetheless, you play on, determined to scrape something from the match! Even if you are losing, we would ask all players to play to the end of the game; real world sports teams don't quit the pitch when the game is going badly and nor should Blood Bowl teams. However if you do concede the following things happen:

- ◇ The game ends immediately.
- ◇ The Head Coach that conceded automatically scores 0 Cup Points for their result.
- ◇ The Head Coach that won counts as having scored the maximum number of Cup Points for that game (80).
- ◇ You should still record all your Touchdowns, Casualties etc.

Additional Rules

Please can all coaches also be aware of the following:

- The 'Illegal Procedure' rules are NOT in use at this event.
- The 'Time Limit' rules are also NOT in use. As each round is 2.5hrs, we feel this is plenty to play a game of Blood Bowl. However if you feel that an opponent is taking unreasonably long turns, please call a referee. As a good rule of thumb, try and get your turns to be no more than 4 mins each and try not to dawdle during the pre-match sequence!



Injuries

Because all the players are utterly psyched for this event and will let nothing short of death stop them (and even then, it won't stop everyone), all your players are pulled back from the brink by a liberal use of under-the-counter Goblin Mushrooms, Life Magic, Daemoniac Pacts, Pig-Headedness, Necromancy, a healthy dose of Bugmans XXXXX - you name it! This means that at the end of each round, your team fully recovers for the next game. This is to make sure no team gets heinously destroyed in the first match, and allows all the coaches in the cup to get some good games in without having to worry about their favourite player getting their head smashed in—beyond the normal boundaries of a Blood Bowl match, of course!

If you have an Apothecary on your roster he may be used as normal once per game to force your opponent to re-roll the Lasting Injury roll and may then return a Badly Hurt player (11-38 on the Lasting Injury roll) to your Reserves Box (see Death Zone 1, page 38). Please remember that you cannot use an Apothecary on a Star Player.

Masters Of Undeath: Shambling Undead and Necromantic Horror coaches may attempt to raise one Zombie per game should the Lasting Injury roll be 61-68 DEAD, if that player cannot be revived by an Apothecary, and assuming they are ST4 or less and do not have the Regeneration skill, the Undead coach may place a normal, rookie Zombie in the Reserves box of their dugout. This Zombie is kept for the remainder of that game and lost before the next.

Nurgle's Rot: Nurgle team coaches may attempt to recruit one Rotter per game should the Lasting Injury roll be 61-68 DEAD as a result of a Block, Blitz or Foul action by a player with the Nurgle's Rot skill, if that player cannot be revived by an Apothecary, and assuming they are ST4 or less and do not have the Regeneration skill, the Nurgle coach may place a normal, rookie Rotter in the Reserves box of their dugout. This Rotter is kept for the remainder of that game and lost before the next.

Note that this is a change to the normal Nurgle's Rot skill rule, allowing Nurgle coaches to benefit from the free player during their current game.

Special Play Cards

We will be using Variant One – The Points System for Special Play Cards at this event. This system is the closest to the standard rules for choosing Special Play cards, but alters the value of the various decks based on their relative power levels to keep things balanced for the event.

How it Works

During step 3 of the Pre-Match Sequence, **each coach gains 2 points to spend** on cards from the various Special Play card decks. Each coach rolls a D6 and whoever scores the highest spends their points first. To spend points, a coach can buy cards from any of the available Special Play card decks, in any combination. Each deck has its own cost per card, and the decks available are as follows:

Deck	Points per card
Benefits of Training	2
Heroic Feats	2
Magical Memorabilia	2
Dirty Tricks	1
Random Events	1



Card decks should contain a minimum of 10 cards. Once a coach has finished drawing their cards, they may return any **one** of them to the bottom of its deck, and draw a replacement from the top of the same deck.

In addition, Limited Edition cards are allowed. Simply add the card to the appropriate decks.

Scoring

This event uses a system of Cup Points to determine who will be the winner. You earn cup points from your games in the following way:

- Win a game:** 60 points
- Draw a game:** 30 points
- Lose a game:** 10 points

Then there are bonus points available for the following:

- Lose by 1 touchdown:** 5 points
- Win by 2 touchdowns:** 5 points
- Win by 3 or more touchdowns:** 10 points
- Concede 0 touchdowns:** 10 points



For example, the Dodgy Blighters defeat the Rustbeard Razors 2-0. The Dodgy Blighters earn Cup Points for winning the game (60 points), winning by 2 touchdowns (5 points) and conceding 0 touchdowns (10 points) for a grand total of 75 Cup Points. The Rustbeard Razors earn points for losing a game for a grand total of 10 Cup Points.

How to win the Bugman's Belter

At the end of the event, the coach who has earned the most Cup Points overall will take home the gold, and be named the Bugman's Belter Champion!

If any players are on the same number of Cup Points, we will use the highest touchdown difference (touchdowns scored minus touchdowns conceded) as a secondary sorter, followed by casualties caused as a third sorter.

Favourite Game Vote

At the end of the event, we ask you to vote for the opponent who gave you the most enjoyable game over the course of the day. This might be because they were really fun to play against, tested your Blood Bowl skills fully, or it was a super close game with exciting highlights. The player with the most Favourite Game Votes will be awarded a sporting award at the end ceremony.

PAINTING COMPETITIONS

During the event we will celebrate hobby and painting skills by holding various Painting Competitions for the seamsters and kit designers amongst you - the **Legends Painting Competition**. This is perfect for any particular models in your team you are most proud of. It's open entry, so enter a model of your choice from the team you've been using into any of the categories for peer judging. The winning model from each category will win a Legend award. The categories are as follows:

- **Player of Legend**—any player or Star Player that has a strength statistic of 4 or lower.
- **Big Guy of Legend**—any player or Star Player that has a strength statistic of 5 or higher.
- **Staff of Legend**— any single model representing coaching staff—coaches, cheerleaders, chefs etc!

The Events Team also reserves the right to specify additional requirements on the day if needed.

Please note that in order to win a Painting Competition, you must have done the building and painting yourself.

The Glittering Prizes

At the end of the Bugman's Belter we will conduct an Award Ceremony to celebrate coaches' achievements! The following awards will be on offer:

- **Best Team** as voted by you, for the winner of the Best Team painting competition.
- **Mighty Zug's Wall Of Steel** for the coach who concedes the least touchdowns.
- **Eldril Sidewinder's Golden Gloves** for the coach who scored the most touchdowns.
- **Max Spleenripper's Gut Wrencher** for the coach who caused the most casualties as a result of Blocking, Blitzing, or injuries caused by the fans after a Crowd Surfing incident (Crowd Surfing is the name given to successfully pushing an opponent off the pitch and into the crowd). Casualties caused by Secret Weapons, Foul actions, or Thrown Rocks do not count. Nor do self-inflicted casualties caused by failed Dodges or Go For It's.
- **Dirty Dan's Filthy Git** for the coach who has the most players sent off as a result of Foul Actions. Do not count Secret Weapon players sent off at the end of a drive.
- **Da Stunty Award** for the coach of a Halfling, Ogre or Goblin team with the most number of cup points.
- **The McMurty's Fair Play Award** for the coach who received the most Favourite Game Votes.
- **Third Place** for the coach who finishes 3rd overall.
- **Second Place** for the coach who finishes 2nd overall.
- **The Bugman's Belter Champion** for the coach who finishes 1st overall.

Schedule

Sunday 2nd February 2020

2.30pm **Registration in Bugman's Bar**

2.55pm **Event Brief**

3.00pm - 5.30pm **Game 1**

5.30pm - 6pm **Break with evening meal**

6.00pm - 8.30pm **Game 2**

8.30pm - 9.00pm **Break and the Best Team painting competition**

9.00pm - 11.30pm **Game 3**

11.30pm - 12.00am **Break**

12.00am **Award Ceremony**

Super Bowl coverage to begin at a time as specified by Television Broadcasters.




CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

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Legacy Star Players

The following section is an addendum to the Teams Of Legend pdf. It provides a comprehensive list of classic Blood Bowl Star Players who have graced the gridiron in days gone by.

Classic Citadel miniatures exist for all of the players listed here which are of course welcome at the event. They do however also provide some wonderful conversion possibilities to create your own take on these classics to match your own teams.

Equally as important, these players give a good selection of Star Players for the teams listed in the Teams Of Legend pdf, some of which might otherwise find themselves lacking for mercenary clout!

Bomber Dribblesnot

Goblin bombardier extraordinaire.

Cost	MA	ST	AG	AV
60k	6	2	3	7

Skills: Accurate, Bombardier, Dodge, Loner, Stunty, Right Stuff, Secret Weapon, Stunty

Plays For: Goblin, Ogre, Orc, Chaos Renegade, Underworld Alliance

Boomer

Dwarf bombardier.

Cost	MA	ST	AG	AV
60k	4	3	2	9

Skills: Accurate, Bombardier, Block, Loner, Secret Weapon, Thick Skull

Plays For: Dwarf, Norse

Flint Churnblade

Dwarf chainsaw wielding loony.

Cost	MA	ST	AG	AV
130k	5	3	2	8

Skills: Block, Chainsaw, Loner, Secret Weapon, Thick Skull

Plays For: Dwarf

Fungus The Loon

Night Goblin fanatic.

Cost	MA	ST	AG	AV
80k	4	7	3	7

Skills: Ball & Chain, Mighty Blow, Loner, No Hands, Secret Weapon, Stunty

Plays For: Goblin

Headsplitter

Mutant Rat-Ogre of uncharacteristic cunning.

Cost	MA	ST	AG	AV
340k	6	6	3	8

Skills: Frenzy, Loner, Mighty Blow, Prehensile Tail

Plays For: Skaven



Hthark The Unstoppable

Favoured of Hashut, champion Bull Centaur of Zharr Nagrond.

Cost	MA	ST	AG	AV
330k	6	5	2	9

Skills: Block, Break Tackle, Juggernaut, Loner, Sprint, Sure Feet, Thick Skull

Plays For: Chaos Dwarf

Nobbla Blackwart

Goblin chainsaw wielding loony.

Cost	MA	ST	AG	AV
130k	6	2	3	7

Skills: Block, Dodge, Chainsaw, Loner, Secret Weapon, Stunt

Plays For: Chaos Dwarf, Goblin, Ogre, Underworld Alliance

Rasta Tailspike

Skaven catcher.

Cost	MA	ST	AG	AV
120k	8	3	3	7

Skills: Catch, Extra Arms, Loner

Plays For: Skaven

Rashnak Backstabber

Hobgoblin assassin.

Cost	MA	ST	AG	AV
200k	7	3	3	7

Skills: Dodge, Loner, Side Step, Sneaky Git, Stab

Plays For: Chaos Dwarf

Skitter Stab Stab

Skaven master assassin.

And who knows? Maybe sometimes they did glimpse him...

Cost	MA	ST	AG	AV
160k	9	2	4	7

Skills: Dodge, Loner, Prehensile Tail, Shadowing, Stab

Plays For: Skaven, Underworld Alliance

Ugroth Bolgrot

The other 'Ripper', Orc chainsaw wielding loony.

Cost	MA	ST	AG	AV
100k	5	3	3	9

Skills: Chainsaw, Loner, Secret Weapon

Plays For: Orc, Chaos Renegade

