

# GOLDEN SKULL

# I



# TOURNAMENT RULEBOOK <sup>®</sup>

# THE GOLDEN SKULL I TOURNAMENT RULES

**When:** May 22 2004

**Where:**

Misty Mountain Games

4526 Monona Drive

Madison WI 53716

United States

The rules from the latest edition of the Living Rulebook + the new BBRC rules (available free from [www.BloodBowl.com](http://www.BloodBowl.com)) are to be used unless specifically stated below. All Teams must be rookie teams with a starting value of 1,000,000 gold pieces.

All models in your team must be appropriate or converted Citadel miniatures. All models must be painted – this means more than an undercoat!

Only the Official Teams as of the 2003 rules review maybe entered.

Human	Orc
Dwarf	High Elf
Wood Elf	Dark Elf
<b>Elf*</b>	Chaos
<b>Nurgles Rotters*</b>	Skaven
Undead	Chaos Dwarf
Goblin	Halfling
Norse	Amazon
Lizardmen	<b>Necromantic Undead*</b>
<b>Khemri Undead*</b>	

\*Teams added during the BBRC Rules Review 2003

No other teams are allowed. Teams must be written out on the official Blood Bowl team roster pad or the excel team roster available from the resources section of [www.BloodBowl.com](http://www.BloodBowl.com).

## THINGS TO BRING

You must bring two copies of your team, give one to the officials at registration and keep the other for your own reference.

Make sure your team is correct as team rosters will be checked and any mistakes will need to be fixed immediately.

Blood Bowl pitch, it is possible that we might not have enough pitches for everyone. Better to have more than needed.

## TOURNAMENT POINTS

This is how we will rank you throughout the tournament and will be the largest deciding factor of who will be the overall champion. Teams will be ranked after each game using the following criteria in the order given:

Tournament points
Touchdowns scored
Casualties caused

Scores are recorded after each game on the provided results card using the list that below:

<b>Win</b>	<b>4 points</b>
<b>Draw</b>	<b>3 points</b>
<b>Lost by 1 TD</b>	<b>2 points</b>
<b>Lost by 2+ TDs</b>	<b>1 point</b>
<b>Concede</b>	<b>0 points</b>

## SCHEDULE

### SATURDAY

9:30 a.m. – 10 a.m.	Registration
10 p.m. – 12:00 p.m.	Game 1
12:00 p.m. – 12:30 p.m.	Lunch Break
12:30 p.m. – 2:30 p.m.	Game 2
2:30 p.m. - 2:45 p.m.	Small Break
2:45 p.m. – 4:45 p.m.	Game 3
4:45 p.m. – 5:00 p.m.	Small Break
5:00 p.m. – 7:00 p.m.	Game 4
7:00 p.m. – 8:00 p.m.	Awards

*Please be on time for registration on Saturday - you should be ready to begin by 10 AM, no later!*

*As you can see the timetable is quite tight so we ask that you play at a brisk pace. Timers can be supplied, but it is recommended that you bring your own.*

*Timers are not enforced **BUT, if you find that your opponent is taking to much time per team turn, you can request a timer to be used.** We ask everyone to be their own timer.*

*The schedule is subject to change, if the event organizers need to change it.*

### TEAM BUILDING

After every game you may pick a skill and give it to one of your players. You may not stack additional skills on players so only one new skill per player. Players may only take skills from their available skill categories. Note: you can only gain skills, *not traits*. This system replaces the League and Star Player Points system in the Blood Bowl handbook.

### CASUALTIES

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. Skills accrued through the tournament will not be lost, even if the player dies. Note: Apothecaries are still useful for bringing back injured players during the game.

### STAR PLAYERS

Star players are not allowed.

### WIZARDS

Team Wizards other than the head coach (Halfling Chef, Necromancer) are not allowed.

### SPORTSMANSHIP

Up to three Tournament Points are awarded for Sportsmanship. At the end of the last game you will be asked to nominate the most sporting coach that you have played. If you are nominated 0-2 times you will receive 1 Point, if you are nominated 3-4 times you will receive 2 Points, if you are nominated 5 times you will receive a well deserved 3 Points.

### BEST PAINTED TEAM AWARD

We will be giving out an award for the Best Painted Team. This is awarded to the team that, in the opinion of the Judges, is the best in terms of painting. In addition, we award a portion of the Tournament points based upon team painting. We do this because our hobby is not just about playing games, but also modeling and painting.

It's not uncommon for players to use teams that include miniatures which

they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Team award goes to the player who painted their models themselves - the reward for the extra personal effort required to create and win with gorgeous miniatures. For this reason you'll be asked to indicate on the form that comes with this pack whether you painted your team yourself, or if you got someone else to do it for you. The way in which we have decided to address this is to instruct the Painting Judges that they may not select the player's team for Best Team voting if a player has declared that they did not personally paint all the models. It has no affect on your Tournament scores. This means that we can issue the accolade to the people who actually painted their miniatures. We ask all of the contestants to remain honest in their declaration. The way the Best Team award will be given works in three steps:

1. The judges mark each player's team for Tournament points as listed above.
2. Each judge picks three teams for the Best Team vote. These forces are chosen for purely aesthetic and subjective reasons.
3. You will all be invited to vote for the Best Team on the second day of the Tournament. The most votes will win that player the award.

Up to three Tournament Points are awarded for team painting. You get one point for each of the below criteria achieved. The judges will award points, not on aesthetics, but on the strict guidelines given below. This means any painter of any standard can gain the maximum three points if he puts the effort in and follows the guidelines. (The judges' decision is final.)

**+1 Based:** All the bases in the team (including coaching staff) are painted and textured in some manner. The baseline for texture is flock as a minimum. Just being painted green is not enough!

**+1 Painted:** The team is painted, all models have at least 3 colors on them. Different colors should be used for different areas. Undercoats must *not* be visible.

**+1 Detailed:** All models have had the details of the model painted in a variety of colors or with noticeable effects. This can be shading or highlighting, or 'black-lining', etc. This discriminates between the merely painted team and the team that has had attention paid to it. **Important:** In order to get the point all the models in the team must fulfill the criteria. If even one fails, the points can't be scored.

## REFEREES

Rules questions arise in most games of Blood Bowl, both because the huge number of variables involved in the game make it just about impossible for the rulebook to cover every situation that might occur, and because different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

## AWARDS:

the awards to be given on sunday are the following

**Best Overall Player** - This is the person that wins the tournament.

**Best Sportsman** - This is given to the player that has the most votes for sportsmanship.

**Best Painted Team** - This is given to the team that is voted by everyone as the best during lunch.

**Best Coach** - This is the award given to the coach who has

the most points in every category: (tourney placing, Sportsman, and Painting).  
+ A few more awards to be announced at the Award Ceremony!!!!

**AND THE FINAL RULE.....HAVE FUN!!!!!!!!!!!!!!!!!!!!!!**



*THIS SHEET MUST BE TURNED IN AFTER EACH ROUND!!!*

TEAM NAME: \_\_\_\_\_ TOURNAMENT NUMBER: \_\_\_\_\_

**GAME 1**

OPPONENTS NAME: \_\_\_\_\_ OPPONENTS TOURNAMENT NUMBER: \_\_\_\_\_

TDS FOR: \_\_\_\_\_ TDS AGAINST: \_\_\_\_\_ CAS FOR: \_\_\_\_\_ CAS AGAINST: \_\_\_\_\_

YOUR TOURNAMENT POINTS EARNED: \_\_\_\_\_ OPPONENTS TOURNAMENT POINTS \_\_\_\_\_

**GAME 2**

OPPONENTS NAME: \_\_\_\_\_ OPPONENTS TOURNAMENT NUMBER: \_\_\_\_\_

TDS FOR: \_\_\_\_\_ TDS AGAINST: \_\_\_\_\_ CAS FOR: \_\_\_\_\_ CAS AGAINST: \_\_\_\_\_

YOUR TOURNAMENT POINTS EARNED: \_\_\_\_\_ OPPONENTS TOURNAMENT POINTS \_\_\_\_\_

**GAME 3**

OPPONENTS NAME: \_\_\_\_\_ OPPONENTS TOURNAMENT NUMBER: \_\_\_\_\_

TDS FOR: \_\_\_\_\_ TDS AGAINST: \_\_\_\_\_ CAS FOR: \_\_\_\_\_ CAS AGAINST: \_\_\_\_\_

YOUR TOURNAMENT POINTS EARNED: \_\_\_\_\_ OPPONENTS TOURNAMENT POINTS \_\_\_\_\_

**GAME 4**

OPPONENTS NAME: \_\_\_\_\_ OPPONENTS TOURNAMENT NUMBER: \_\_\_\_\_

TDS FOR: \_\_\_\_\_ TDS AGAINST: \_\_\_\_\_ CAS FOR: \_\_\_\_\_ CAS AGAINST: \_\_\_\_\_

YOUR TOURNAMENT POINTS EARNED: \_\_\_\_\_ OPPONENTS TOURNAMENT POINTS \_\_\_\_\_

**Which player did you have the most fun playing against?** \_\_\_\_\_