

BLOOD BOWL BADLANDS LEAGUE

Creating a Team

The following Rules sets are available for creating a Badlands League team:

1. The Blood Bowl Living Rulebook (2.0)

2. Blood Bowl Mag

#1 : Snotling Teams, Bretonnian Teams

#3: Khemri Undead Teams

#5 : Secret Weapons

The only restriction on team creation is that no team may START the league with secret weapons. They may be purchased at any time after the first official League game you play.

After you have created a team, go to:

<http://www.torsononline.com/hobbies/BloodBowl/teams.htm>

Click on 'Register Team,' find your race and enter your team specifics into the available form. This information will be turned into an online page for your team.

Tournament Play Format

Weeks 1-3 Playoffs

During the Playoffs, there is no fixed list and each team may play any number of games with the following restriction: you may never play against the same opponent more than once. After the third week of playoffs has finished, the (8) teams with the highest scores will move into the Quarter-Finals.

Week 4 Quarter Finals

There will be (4) Quarter Final matches, the teams paired off at random. The winners of these games will advance to the Semi-Final round.

Week 5 Semi Finals

As in the Quarter Finals, the teams will be paired off randomly. The winners move on to the final round.

Week 6 Trophy Final

The Big Enchilada. The winning team wins a large amount of GP, an actual trophy and an in-store gift certificate.

All pre-game and post game rolls must be made in the presence of an official GW store employee.

During the game, you should keep track of game stats (SPP's, Injuries, gate, winnings and so on for both teams) on one of the in store record sheets. After the game is over, have the store official sign the sheet. Then go to:

<http://www.torsononline.com/hobbies/BloodBowl/teams.htm>

Click on 'Input results' and enter the results of your game there. Your Team Page will be updated with the appropriate information. This is important, because if the game isn't entered onto the website, it was never played as far as the League is concerned!

League Score

Your team's placement in the tournament will be determined by scoring its best three game results. Scoring is as follows:

- +15 points for each game won.
- +10 for each game tied.
- +5 for each loss.
- +1 for each touchdown scored.
- 1 for each touchdown scored against you.

Ex. Your best three games were a Win a Win and a Loss. You scored 6 touchdowns total during those games and had 3 scored against you. Your final League score is $(15+15+5+6-3)$ 38.

Rules of Conduct

We're all here to have fun but the fact that we are playing in a store environment and, therefore, acting as representatives of the store and our hobby means that there are a few rules concerning Conduct before, during, and after games. These rules are all meant to encourage the high practice of sportsmanship and to keep the atmosphere friendly and family oriented while allowing us to gleefully smash our opponents into the Astrogranite.

Models

Your team must represent the hobby in general while in the store league, so GW appropriate figures must be used for all team players and coaching staff. So no Goblins that are really halflings and if you have three cheerleaders, you need to have three figures that look like cheerleaders. All models must be painted to at least a three colour standard by the Quarter Finals.

The Handshake

Each Match will begin and end with a handshake. Compliments on gameplay are optional, but encouraged. If your opponent is such a sore loser that he refuses to shake your hand after a game, you get his MVP. The only exception is for this would be if he consistently sucked on his fingers or picked his nose during the game, in which case you have my sympathy...

Miniature Harrassment

Do not touch your opponents minis without his permission. If you score a knockdown result, tell him where you want to knock the player back and let him lay the figure down. Also, let him remove his players from the board during touchdown resets, and so on. This way, no one damages anyone else's minis and we avoid hard feelings.

Player Turn Tracking

When you are finished moving or taking action with a player, you must turn the figure around so that it is facing you to indicate that he is done for the turn. At the end of your turn, you may turn them all back to face your opponent again. There is currently no penalty for forgetting to do this, but if it gets to be a problem, Illegal Procedure calls may be put into effect later to 'encourage' this...

Rules Disputes

If there is a rules dispute, you have two courses of action:

1. Get a store official to make a call to GW HQ to get an official ruling.
2. If the store employees are busy, you can each roll a d6 and the ref will call in favour of the high roller. The rule will stand for this game and you can check it afterwards for future reference.

Language and Behaviour

No yelling, excessive arguing or swearing are permitted. GW officials can call illegal procedure on any players who persist in such unsportsman-like conduct.

The 4 Minute Rule

All team turns should take no longer than 4 minutes each. This can be waved at the beginning of a game should the two players agree and the local store official says it is permissible. Monday Night League nights, however, will always have the 4 minute rule in effect and timers will be available to enforce this rule.