



DRAGON SLAYERS

present a Blood Bowl league

summer blood bowl 2003

to be held at the Gas Club in Mansfield
throughout the months of July to December 2003

league rules



www.dragon-slayers.org.uk

summer blood bowl 2003

Welcome to the Summer Blood Bowl 2003 League Rules!

why a blood bowl league?

The Summer Blood Bowl 2003 league is hopefully the first of a few specialist games campaigns for the Dragon Slayers, although it's debatable whether we'll hold more than one a year - after all, we're Warhammer players at heart and I doubt more than one game system a year can fit into our deluded psyches!

The league will be played through August to December of 2003, with the end of December set aside for the finals.

All games must be played at the regular club meet at the Gas Club and the league's really being run to ensure Dragon Slayer members have a crack at a different, and yet very enjoyable, game. It'll maybe entice a few other die-hard Warhammer-only members to join in too!

To play a league game simply declare your next game to the commissioner and all scores will be recorded over the length of the league until everybody has played each other twice or the finals come around (whichever is earliest). The coaches with the eight highest scores go on to the finals.

How simple is that?

the management

Needless to say, every league needs a bit of management and this one is no different. Who would bash heads if there weren't?

The Summer Blood Bowl 2003 is run by the following people:

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left: the Gas Club crowd going for it

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league rules

The Summer Blood Bowl 2003 league will be held in the months of August through to December, with the finals at the end of December. All games will be played at the regular club meet at the Gas Club. Coaches will simply declare they wish their next game to be a league one and scores will be recorded over the length of the league. The coaches with the eight highest scores go through to the finals, which will be resolved on a knockout basis.

teams

Feel free to use any team you wish, as long as you follow these guidelines:

- Coaches have 1,000,000 gold pieces for their starting team.
- Any official teams may be used; these are listed in the Living Rulebook, which you can download for free from Games Workshop's Blood Bowl website, www.bloodbowl.com. Unofficial teams need the commissioner's permission.
- Star Players will not join teams, but may be hired on a match by match basis at half the cost of buying them.
- Ageing rolls will be made when players progress.

games

The league will run for three to four months, leading up to the finals day at the very end.

- You can only play each team twice during the league. Before a league game, you **must** tell the League Organiser that you are doing so. You can't play, win and then say you want your score entered!
- If you play a team more than twice, the third or subsequent matches are friendlies and neither team can generate Star Player points, money or fan factor. You can have fun playing though!

- You may only play against other league teams. If you play against non-league teams it is considered to be a friendly match.
- Before each game both players must hand in their League Subscription Fee (a quid) to the League Organiser. This will go towards the prizes awarded at the end of the campaign!
- Needless to say, you have to hand in your scores to the League Organiser after each game, but please make sure these scores are correct!

scoring

Scoring your matches is straightforward but please ensure these are correct before you hand them in to the League Organiser.

- You score 15 points for a win, 10 points for a draw and 5 points for a defeat.
- There is a bonus of +2 for each touchdown scored and a penalty of -2 for each touchdown conceded.
- There is a bonus of +1 for each casualty caused and a penalty of -1 for each casualty suffered.

league table

The League Table will be the only place to check your position within the league every week!

- The league table will list each coach, his team, the amount of games he has played as well as those he has won, drawn or lost and his total score.
- The crowd, winnings, fan factor and team ratings will also be recorded.



left: Greg and Rob get things going on the pitch!

the finals

Once all league games have been played—or the end of the season comes around, whichever is sooner—the top eight teams will go through to the finals themselves!.

finals day

The finals day will be held at the end of the season at the Gas Club, and will basically take the form of quarter-finals, semi-finals and the final itself.

However, to ensure everybody keeps interested and is rewarded in some way, each team competes in a plate / cup / shield system, with the losers of the quarter-final games playing for the plate and the losers of the semi-final playing for the bowl.

Hopefully this means everybody will get some wins in!

finals rules

The following rules must be adhered to for all finals day games.

- The quarter-finals will be seeded, with the top four teams in the league playing the next four teams.
- Rules for semi-finals apply to both quarter- and semi-finals, with final rules applying to the final itself.
- Teams in the finals must be fully painted or face disqualification—and possibly a slap!
- Wizards, Star Players and so on may be hired during the finals, in the same manner as for during the league.



above: Andrew Chesney pushes some toy soldiers about on a pretend football field

prizes

The League Subscription Fee will of course be used to provide the prizes at the end of finals day, which means the more games you play the better the prizes will be—so get playing!

There will be trophies for:

- Summer Blood Bowl Shield, upon which you can have your team name inscribed
- Summer Blood Bowl Cup
- Summer Blood Bowl Plate
- plus a few blister packs and so forth if there's any money left!

All the above trophies must be returned for next year's event of course.