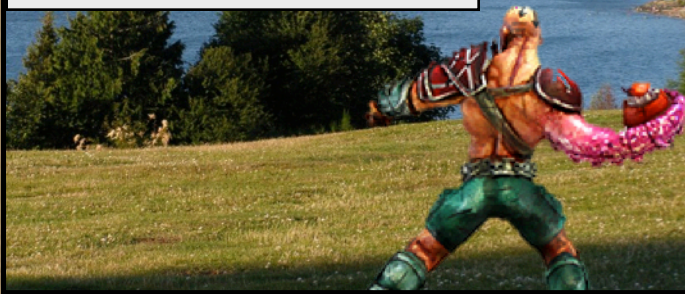


THE GOLDEN TENTACLE

FEELING SORRY FOR HIMSELF, LEWDGRIP WHIPARM COMES TO THE OVERCAST SHORES OF PUKET SOUND.

HE HOPES TO FEEL BETTER BY PLAYING A GAME OF "CATCH" WITH THE LOCALS.



I AM SICK OF THE FANS NOT LIKING ME AS MUCH AS THE OTHER CHAOS STARS!



THE OTHER STARS FOLLOWED HIM HERE, TO SCARE AWAY ANYONE WHO WOULD PLAY WITH HIM.

I MAY NOT HAVE THE **POWER OF GRASHNAK**, THE **BRUTALITY OF MAX**, OR THE **DIRTY PLAY OF BORAK**, BUT I HAVE LOTS TO OFFER.



NO ONE WANTS YOU TO THROW THE BALL TO THEM...

...YOU SPAGHETTI-ARM'D FREAK!

FORGET YOU GUYS!

I WILL DO **ANYTHING** TO BE MORE POPULAR THAN YOU!



KERANNGG!

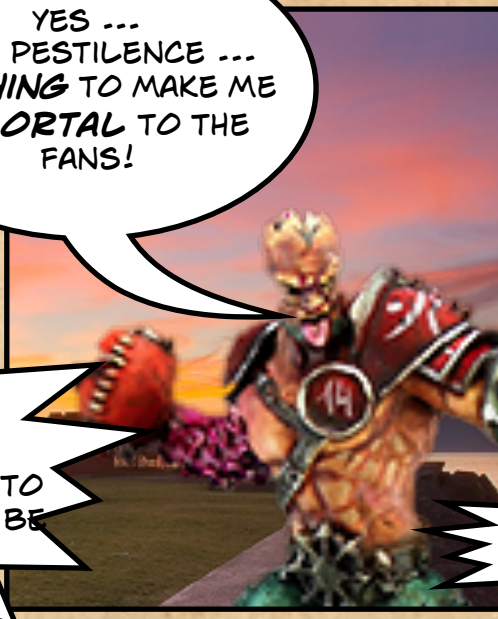
LORD NURGLE!

PERHAPS WE CAN MAKE A DEAL?





YES ...
YOUR PESTILENCE ...
ANYTHING TO MAKE ME
IMMORTAL TO THE
FANS!



THE FAME YOU
SEEK REQUIRES
SACRIFICE ...
ARE YOU TRULY WILLING TO
DO WHAT IS NECESSARY TO BE
IMMORTALIZED ON
THE PITCH?

SO BE IT.



NOOOO!

YOUR FAMOUS ARM
WILL BE CUT FROM
YOU AND TURNED INTO A
GOLDEN TROPHY FOR
AN ELITE COMPETITION
TO BE REMEMBERED
BY ALL

SO THAT MY TEAMS
CAN USE YOUR
SERVICES, I WILL
ALLOW YOUR ARM TO
GROW BACK UNTIL IT'S
TIME FOR THE NEXT
COMPETITION



FROM THIS POINT FORWARD, LEWDGRIP WOULD REGROW
HIS WHIPARM EVERY YEAR SO THAT A PEICE OF HIM WOULD
BE IMMORTALIZED AS THE GOLDEN TENTACLE
TROPHY ... HOSTED IN PUKET SOUND



YOU ARE
JUST JEALOUS THAT
I HAVE MY OWN
TROPHY NOW!

YOU ARE
STILL A
SPAGHETTI-ARM'D
FREAK!



SERVED!

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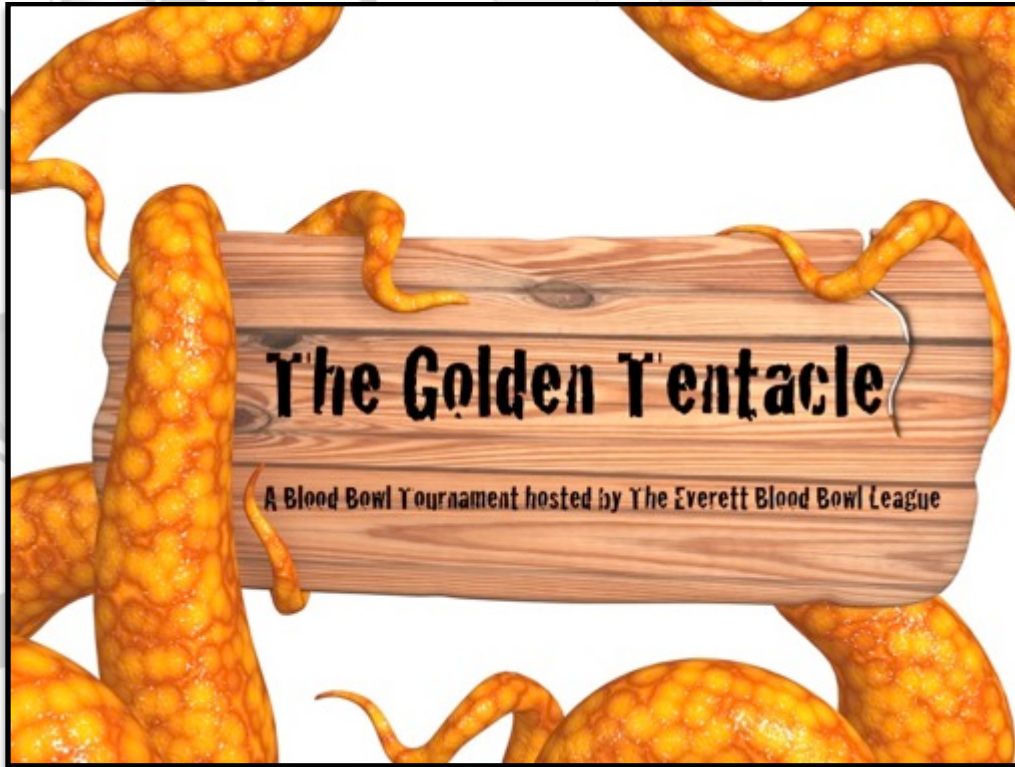
The #1 Blood Bowl Podcast... that doesn't have a 3 or a Z in the title!



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DID I
MENTION
MUGU
GAMES?



2014 TOURNAMENT RULES PACK

Rules Packet 2014.2 - Updated 2-24-2014



The Golden Tentacle

An Everett Blood Bowl League Tournament Production

Saturday April 19, 2014

Everett Blood Bowl League – www.everett-bbl.org

Hosted by: Mugu Games, 4610 Evergreen Way Suite #6, Everett, WA 98203
www.mugugames.com

Introduction

The Golden Tentacle 2014 is the first annual Blood Bowl Tournament Event hosted by the Everett Blood Bowl League.

It is inspired by and themed around the Chaos/Nurgle/Chaos Pact Star Player Lewdgrip Whiparm. He is very distinct, as he shares a tentacle arm very similar to the Puget Sound's Giant Octopus here in the Pacific Northwest. The illustrated back story is attached to this Rules Packet and sets the stage for the Golden Tentacle, a trophy created from Lewdgrip Whiparm's infamous tentacle.

The tournament roster builds, skill upgrade options, and match scoring mechanics are chosen to differentiate scoring among coaches with similar records, while also encouraging fast, furious, and brutal game play. Therefore, the Golden Tentacle will even reward kills, completions, interceptions, and injuries from fouling or feeding players to the crowd.

Cost

REGISTRATION – THIS TOURNAMENT WILL BE CAPPED AT A MAXIMUM OF 16 TEAMS!

- \$30 – *EARLY BIRD SPECIAL* Pre-register by February 1, 2014
- \$35 – *REGULAR* Pre-register by March 1, 2014
- \$40 – *AFTER MARCH 1 OR AT THE DOOR* (if any spots remain)

Contact EBBL Commissioner to register (tournaments@everett-bbl.org)

Tournament Schedule

11:00 – Registration Starts
11:30 – Registration Ends
12:00 – 2:15 Round 1 ([Semi-Random](#))
2:15 – 2:30 – Break
2:30 – 4:45 Round 2 (Swiss)
4:45 – 5:00 – Break
5:00 – 7:15 Round 3 (Swiss)
7:30 – Results/Awards

What you should bring

- Your Painted Blood Bowl Team
- Five Copies (one for you, one to turn in, one to give to opposing coaches in each round) of team roster
- GW or NAF Block Dice
- Printed Copy of Competition Rules (CRP)/LRB6 can be found here- http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf
- Plus the three new teams list- http://www.thenaf.net/files/NewTeams_LRB6.pdf

Things we will provide

- Pen
- Match Sheet
- Sponsored Dice, Re-Roll Tokens, End Zones, Range Rulers
- Awards
- Fields, Pitches, Dugouts, Timers

Golden Tentacle Special Rules and Team Building

Special Weather Table (Top Table will roll for initial weather for all tables.)

- 2-3 Pouring Rain
- 4-10 Perfect Day
- 11-12 Pouring Rain

Team Building Rules

You are given 1,100,000 gold pieces to build your team roster using CRP team lists or the three additional Team Lists. You may purchase players, rerolls, fan factor, coaches, and cheerleaders as normal. In addition, you are allotted an additional 150,000 gold pieces to purchase skills and stat increases (see **Player Advancements** at the bottom of page).

Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED. All other inducements are available.

CRP Star Players

Note: If you are including a Star Player from the CRP Rule Book, then the total number of players (including Star Players) that you have on your roster must be at least 11 players. Therefore, having 10 plus 1 Star or 9 plus 2 Stars is allowed.

Additional Golden Tentacle Star Players Rule

Note: ANY team may purchase *Lewdgrip Whiparm* as a Star Player without counting toward the 0-2 Star Player limit.

Lewdgrip Whiparm receives the FAN FAVORITE skill for free.

Lewdgrip Whiparm



Cost	MA	ST	AG	AV	Skills
150,000	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles, FAN FAVORITE

Rule for Multiple of the Same Star Player

Star Players, like Lewdgrip Whiparm, are very popular at this event. As such, some players may pretend to be others, or some wanna-be's will be cloned by Wizards to get double the pay. What does that mean? The same Star Player may play for both teams during the match. The prohibition on multiple Star Players on CRP Page 69 does not apply.

Otherwise, Star Players follow the same rules that are in the CRP Rule Book. 0-2 Star Players may be purchased per team. However, since Lewdgrip Whiparm is special, a team may purchase him plus up to 2 other Star Players.

Player Advancements

You may also choose to spend up to 150,000 gold pieces to purchase advancements for players of your choice. This is for regular positions only, not star players.

A Normal skill upgrade costs 20,000

A Doubles skill upgrade costs 30,000

+1 Movement costs 30,000

+1 Armour Value costs 30,000

You MAY NOT purchase Strength or Agility upgrades

Players may have more than one Skill as long as a single player does not have more than 40,000 in increases

No skill or stat increase may be taken more than twice by a single coach

All Injuries will reset as this is a Resurrection Tournament

Coaches may NOT use "Raise the Dead" or "Nurgle's Rot"

Example from above: An Human Lineman may be given (i) Block (Normal Skill), (ii) Mighty Blow (Doubles Skill), (iii) Block and Wrestle (2 Normal Skills), or (iv) +1 to Movement (Stat Increase) as any of these combinations all total between 20,000 – 40,000 Gold Pieces. The same Human Lineman may NOT be given both Block and Mighty Blow (Normal Skill + Doubles Skill) or both Mighty Blow and Jump Up (2 Doubles Skills) because each combination exceeds the 40,000 limit.

Said differently, a given player may be given 1 Normal Skill, 2 Normal Skills, 1 Double's Skill, or 1 Stat Increase

NAF Tournament Info

This is a NAF approved US tournament. NAF membership enables a community of Blood Bowl players to come together with tracked progress, tournament sanctioning, and special edition dice. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked for the cost of \$10/year. Check out www.TheNAF.net for more.

Illegal Procedure

Illegal Procedure will not be called. Please let the opposing coach know if they have forgotten to move their turn marker.

Timing

The 2 hour 15 minute rounds WILL be strictly enforced. You will receive tournament timers to use and will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace. If your game is running significantly behind, the Tournament Organizer may enforce stricter time restrictions.

Dice

Coaches will decide between themselves whether they will or will not share dice. Regardless of the agreement between the coaches, ANY coach at ANY time may request that both coaches share the same set of dice and both are required to do so. Only GW or NAF Block Dice may be used and only the Event D6's received at registration may be used.

Scoring

After each round you will fill out both (i) a Match Sheet and (ii) an etiquette sheet based on the game just completed. **Tournament scoring is determined by Match Points + Player Points = Total Points. This means that Player Points are not used as a tie breaker, but instead are used to determine Total Points.**

Match Sheet

Match Points

- A WIN is worth 60pts
- A DRAW is worth 30pts
- A LOSS is worth 10pts

Player Points

- **Touchdowns** - Every Touchdown that you score earns +3 bonus pts
- **Normal Casualties** - Every CAS against an opponent that would normally earn +2SPPs, earns +2 bonus pts
- **Kills** – For every Normal or Illegal Casualty that results in a Kill, additional +1 bonus pts are awarded
- **Completions** – Every passing completion that would otherwise earn +1SPP earns +1 bonus pt
- **Interceptions** – Every passing interception that would otherwise earn +2SPPs earns +2 bonus pts
- **Illegal Casualties** - Every CAS from either fouling, **special weapons**, or crowd pushes earns +1 bonus pt

Etiquette Sheet

After each game you will be required to filling out a simple YES or NO questionnaire based on your opponent's Gameplay and Painting. There are 13 total on Gameplay and Painting. These are traits the best sportsmen display in every game.

For calculating the Sportsmanship Award, a Coach will receive a -1 penalty for "NO's" given for the below questions

Game Play – best practices that provide a pleasant playing experience for the other coaches at the tournament

- Turning models that have completed their action
- Consistency with Cocked Dice rulings (recommend setting a standard with the opponent before the match)
- Provided copy of roster to opponent
- Moving players into each square when they move, including moving around a square instead of dodging through
- Completing your turns in a Satisfactory pace
- The MOST fun opponent that you played (*Will be asked at the end of the tournament*)

Painting and Presentation – a courtesy to your opponents for aesthetics and easy identification of positionals

- Having your entire team painted to a three color minimum
- Painting or Flocking or Texturing all of your model's bases
- **Each position on your team easily identifiable to your opponent**
- **Skill/stat upgrades on your team easily identifiable to your opponent**
- **Each model on your team clearly numbered and matching your roster**
- Provided marker for any failed negative skills (if applicable)
- The MOST impressively painted team out of all of your opponents (*Will be asked at the end of the tournament*)

Overtime

There will be no overtime played. If your game ends in a draw, it's a draw.

Bowl Games

Regardless whether or not a coach makes it to the Top Table, every team in the final round has something more than just pride to play for. Every Round 3 match is a Bowl Game to which the winner of the match receives the Golden Tentacle Range Ruler used in that match as bonus prize and the loser of the Bowl Game does not. The Range Rulers are bonuses and not considered part of Spread the Wealth (described later). In the event that this match ends in a tie-game, then the Range Ruler will be awarded to the player who scores the most *Player Points* scored in the match. If the *Player Points* are also tied then the "Tiebreakers" below will be used to determine the winner of the Range Ruler.

Table #1 – **The Golden Tentacle Championship:** Tournament championship to honor Lewdgrip Whiparm

Table #2 – **The Del Zine Bowl:** Honors Both Down Podcast's Scott Prime, who is always a bridesmaid ...

Table #3 – **The Mugu Games Bowl:** Honors Mugu's leading selection collectable card games supplies

Table #4 – **The Willy Miniatures Bowl:** Honors the best fantasy football miniatures on the planet.

Table #5 – **The FF-Fields.com Bowl:** Honors the Australian pitch maker who supplied the end zones and markers

Table #6 – **The Rogues Gallery Productions Bowl:** Honors the official miniature painting service of the EBBL

Table #7 – **The Nuffle Amorical Football Bowl:** Honors the NAF, the organizing body of international Blood Bowl

Table #8 – **The Both Down Podcast Bowl:** Special appreciation to the guys for providing tournament advice

Every Bowl Winner will receive the custom made 40mm Range Ruler used during the match as bonus prize.

Tournament Scoring and Top Table

The tournament will use a semi-random schedule for the first round, and swiss pairings for the second and third rounds. The semi-random schedule for the first round will attempt to pair up coaches from different gaming clubs to ensure playing variety. Though the third round game on Table #1 should result in the winner being crowned tournament champion, the scoring system presents the possibility that another coach could surpass the coach to become tournament champion.

Tiebreakers

The Scoring system includes sufficient bonus points to get the most accurate representation of how everyone has performed and differentiate coaches. If, by chance there is a tie in Tournament points, the ties will be broken in this order:

- Winning Percentage
- Head to Head record
- Strength of Schedule (Average finishing order of all opponents played)
- Net TDs plus Net CAS
- Total TDs plus Total CAS

If it is still a tie at that point, the tournament organizer will use his best judgment in finding a way to break the tie.

Painting

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some reasonable attempt to make them appear finished. While there is no Best Painted Award, elements of Best Painting have been included in the Etiquette Sheet and are therefore part of the Sportsmanship award.

Sportsmanship

We are here for the fun of the game. Sportsmanship is not only encouraged from the coaches it is required!

Fouling 16 turns in a row and running up the score is not poor sportsmanship, in fact that behavior is incentivized in the point scoring rules. However, gloating and ridiculing your opponent while doing so is. Let's do our part for the community.

Sportsmanship Awards will be determined based on answers given in the Etiquette Sheet.

Tournament Organizer will strictly enforce the "Don't be a Douche" policy. Basically, it consists of not performing any acts of Douchebaggery.

The Namless Goblin Tentacle (Stunty)

“The Nameless Goblin Tentacle” is a tournament within a tournament occurring simultaneously with the Golden Tentacle. This tournament commemorates a similar arrangement that Nurgle made with a unknown Goblin Renegade on a Chaos Pact team to immortalize his tentacle mutation amongst the cheering fans. Unfortunately, the Goblin Renegade failed to rise to Star Player prominence, as the tentacle mutation on a Strength 2 Stunty Player really does not have any effectiveness to note. In fact, his performance on the pitch was so mediocre that even his own teammates failed to ever learn his name. As a result, only this anonymous Goblin’s deal with Nurgle is celebrated, without praising the actual nameless Goblin himself.

All teams considered “Stunty” will play in the same tournament as everyone else, and their opponents will be determined in the same manner as everyone else (Random and Swiss Pairing). However, at the conclusion of the Golden Tentacle, the highest-ranked team that meets the “Stunty” criteria will be awarded The Namless Goblin Tentacle.

Therefore the following teams are eligible to also compete for the The Nameless Goblin Tentacle (Stunty) award:

- Halfings
- Goblins
- Ogres
- Lizardmen (rosters without Saurus players)
- Underworld (rosters without Skaven players)

Note: Star Players for Stunty Teams – Since Star Players are not part of the regular roster of a Stunty Team, they may be hired by any Stunty team as allowed. Therefore, an Underworld Team may have Fezglitch, Skitter Stab-Stab, or even Glart Smashrip Jr. on their team, even though Skaven Linemen, Skaven Throwers, and Skaven Blitzers may not be used.

Note: Playing for Both Trophys – Of course we are including this to encourage team diversity at the event, and not so that Stunty coaches only vie for the Nameless Goblin Tentacle. We assume that no-one is going to play only for the Nameless Goblin Tentacle, therefore all Stunty teams are also eligible to win the Golden Tentacle.

Awards

The following awards will be given out after the last round:

- Golden Tentacle Champion - [Winner Determined by Most Swiss Pairing Tournament Points](#)
- Silver Tentacle (2nd Place) – [Second-Most Swiss Pairing Tournament Points](#)
- Bronze Tentacle (3rd Place) – [Third-Most Swiss Pairing Tournament Points](#)
- Best Offense - Team that scored the most TDs
- Best Defense - Team that allowed the fewest TDs
- Most Brutal - Team that inflicted the most Casualties from Blocking (not fouling or crowd pushes)
- Nameless Goblin Tentacle – Highest rated Stunty Team
- Best Sportsman - Best Sportsman as decided by player vote. Tournament Organizer will have final say and break any ties.

Spread The Wealth

A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards.

QUESTIONS? Email us at Tournaments@Everett-BBL.Org for answers!