



LUSOBOWL

PORTUGUESE BLOOD BOWL NATIONAL

# INTRODUCTION

In the old times, the Portuguese were the first western civilization to explore the Seven Seas, thus building the Fifth Empire of human History. The adaptation of triangular sails on Portuguese caravels had a tremendous impact on this deed, allowing seafarers to sail against the wind.

Through many travels, failed attempts and well succeeded campaigns, the veils of the corners of the world were slowly being revealed to the “Old Continent”: meeting many different people and creatures, the establishment of trade routes opened also new roads of knowledge.

As proud people, the Portuguese tried not only to spread their language and religion, but also the noble art of football! But it seemed that others just couldn't get it right...: Playing with their hands, tackling unmercifully, hitting players on the ground, bribing referees, made this a much more violent game, in which was common that not every player that entered the pitch came out in one piece - or even alive! The unpredictability and immorality of each match made it's way through the hearts of common people, sailors and nobleman alike, becoming more and more common throughout the long and uncertain sea campaigns, being played not only on land, but also on the decks of the ships.

Rumours of explorers risking their lives on matches with uneven odds, against ruthless and deformed beasts, made way to the ears of the Portuguese, and although some saw them as charmed tales to impress the ladies, King D. Manuel gained a particular interest in them! So interested that he wanted to see it in person: not only the bloody game, but also the creatures that allegedly participated – the giants, the dwarves, the green and the blue skinned, the sleek and the obese, the honored and the dirty. Also, the King asked for the return of his champion, to participate in his name, as team captain of the Portuguese team: Luiz Vaz de Camões!

Ravens and ships with messengers were sent all over the world, inviting the best teams of this modality, for the first grand tournament in Portuguese soil. The matches will be held at the court, where the teams will sweat their gut for wealth, titles and glory, in the upcoming LUSOBOWL!



# SCHEDULE

This tournament will take place on the 26th and 27th of May.

## Saturday

Check in – 9h to 10h

1st round – 10h to 12h15

Lunch – 12h30 to 14h

2nd round – 14h15 to 16h30

3rd round – 16h45 to 19h

## Sunday

1st round – 10h to 12h15

Lunch – 12h30 to 14h

2nd round – 14h15 to 16h30

3rd round – 16h45 to 19h

Prize ceremony – 19h

# MAIN RULES

Lusobowl will be played with the Competition Rules Pack with the NAF tournament changes in line with Blood Bowl 2016, Death Zone 1 & 2. The organization reserves itself the right to update these rules, aligned with the NAFs decision, if there are a eventual change of Official Rules. No changes in the rulement of this tournament will take place after the deadline for registration.

This will be an individual tournament, on which each round team will play against team.

The first draw will be random. Swiss rounds will take place thereafter.

Each coach will choose one race to play, and will dispose of 1,100,000 gold pieces to build the team.

Resurrection: all coaches start each game with the same roster and skills they've registered in the beggining of the tournament.

No special play cards or inducements will be available, except:

- Goblins: 0-3 bribes;
- Halflings: 0-1 master chef.

All skills will be chosen before the tournament, when the roster is filled and delivered, and will stay the same for all matches throughout the event. Skill stacking or stat upgrades are not allowed.

## **Tier 1** - 6 normal skills

Amazon  
Bretonnian  
Chaos Dwarf  
Dark Elf  
Dwarf  
Lizardmen  
Norse  
Orc  
Skaven  
Undead  
Wood Elf

## **Tier 2** - 7 normal skills & 1 double skill

Chaos  
Chaos Pact  
Elf  
High Elf  
Human  
Khemri  
Khorne  
Necromantic  
Nurgle  
Slann  
Underworld  
Vampire

## **Tier 3** - 6 normal skills & 2 double skills

Goblin  
Halfling  
Ogre

## TIME AND CLOCK

Each round will have a maximum duration of 2h15. To chronometer the match is not mandatory, but recommended – 4m per turn.

At 1h45 of game, players will have to split the last 30m with a chess clock – app - and that will be the the time you will have for the rest of your turns combined. If a player runs out of time , he may not make any voluntary actions – for instance, you may not attempt interceptions, but you still roll armour and injury rolls if your opponent knocks a player.

Note that this can potentially allow you, or your opponent, to have several turns in a row!

If a coach arrives late to the table, the match will still take place. If the delay exceeds 15m, the waiting coach will start the match winning by 1-0, and can choose if he starts attacking or defending, without having to roll any dice.

## FAIR PLAY

Each coach must use the dice offered at the tournament, unless it's needed a different kind of dice.

Coaches must share the same dice, if one so requires.

In order to each player take the most fun of each match, small changes on the following rules can be made, if both coaches agree on it. If this happens, coherence must be maintained until the end, unless both coaches agree, again, to cancel it's effect, and follow the below house rules:

- Illegal procedure rule will not be used;
- If the game comes under the last 30m cronometred, players can mutually agree that who runs out of time isn't forced to abandon all voluntary actions. In that case both players share the same time pool and the game will end when the time runs out, and the current score at this time will count;
- Dice are cocked if they are not flat on the table.

## VICTORY POINTS

Win – 2 pts

Draw – 1 pt

Loss – 0 pt

Tie-Breaker in Swiss Draw:

- 1) Touchdown difference;
- 2) Casualty difference;
- 3) Most touchdowns;
- 4) Most casualties,

## PRIZES

1st Place

2nd Place

3rd Place

Most Touchdowns

Most Casualties

Best Painted (*voted by players on Sunday*)

Randomly sorted

# MINIATURES AND PAINT

Painted miniatures are not mandatory (though we urge you to do so).

The miniatures don't have to be original Games Workshop. However, the miniatures must have an approximate scale, representative for the roster's race and players (ie a Norse thrower must look like a Norse thrower) and be easily recognisable from other positionals.

We encourage you to use the following colour coded bases:

Grey / none: Lineman

Red: Blitzzer

Green: Blocker

White: Thrower

Yellow: Catcher, Runner

If your opponent can't easily recognise the different player types on your team, you must let him mark them somehow (without damaging the miniatures, of course). This could be with bottle caps or coloured rings etc.

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