

Silly Season 1

Stunty-Squigball

Tillåtna lag: Ogres, Goblin, Halfling, Lizardmen utan Saurus och Underworld utan Skaven

Regler: Som existerande Squigball

Form: Liga

Genomförande:

1. Registrering mellan fredag den 17 april klockan 18.00 och söndag den 19 april klockan 18.00. (Det finns inga restriktioner på hur många lag av en och samma ras som kan anmäla sig)
2. Lag lottas mot varandra söndag den 19 april någon gång mellan 18.00 och 24.00.
3. Första omgången spelas mellan den 20 april och den 1 maj.
4. Andra och tredje omgången spelas under slutspelsdagen (2/5) tillsammans med de andra som spelar Squigball. Stunty Squig-spelarna lottas mot varandra av arrangörerna.

Pris:

Fin liten symbol och 100 000 guld till vinnaren. Är det flera vinnare så delar vinnarna på prispengarna, avrundat nedåt till närmaste jämna 10000-tal, och alla får samma fina symbol. Inga tiebreakers alltså.

Övriga får spela Openmatcher under Reserves Rumbleveckorna och vanlig Squigball under slutspelsdagen. Reserves Rumble utgår alltså.

Frågor och svar:

- Ingår detta i ligan, dvs kan man få SPP o dyl? *Ja*
- Om ja, kan man använda ett lag som spelar denna säsong? *Ja*
- Hur funkar det om jag gått till slutspel? Även *Coacher som gått till slutspel får vara med. Men inte med laget som gått till slutspel.*
- Det är ju då femtio procents chans att jag inte kan göra detta på slutspelslagen. *Precis, då får du helt enkelt hoppa av turneringen efter första omgången. Man får alltså inte bara ställa av spelarna.*
- Kan man använda ett Underworld- eller Lizardmanlag man har i ligan, fast utan att ha med de förbjudna spelarna? *Bara om du sparkar alla olagliga spelare.*
- Hur funkar det med lag som är med i nuvarande Opensäsong? *De får också vara med men får inte spela*

några Openmatcher efter att lottningen påbörjats, dvs söndag den 19 april klockan 18.00 t o m slutspelsdagen, efter att ligan är avslutad.

- Hur fungerar det med star players som inducements i Stunty Squig? Får man plocka med stjärnor som inte är stunty (Ripper, Fezglitch mfl)? *Ja*

Silly Season 2

DungeonBowl:

Tillåtna lag: Alla som är sanktionerade av NAF, dock max tre av samma ras enligt Stockbowls vanliga ligapincip.

Genomförande:

1. Registrering mellan fredag 31 juli klockan 18.00 och söndag 2 augusti klockan 18.00.
2. Lag lottas mot varandra söndag 2 augusti någon gång mellan 18.00 och 24.00.
3. DungeonBowl-planer som behövs finns att tillgå på Alphaspel.
4. Matchen spelas före slutspelsdagen (Den skall alltså spelas senast 15 augusti).

Pris:



Fin symbol till alla deltagare. Övriga får spela Openmatcher under Reserves Rumbleveckorna. Reserves Rumble utgår alltså.



DungeonBowl (StockBowl style)

Rules

DungeonBowl, as its name suggests, is played in a dungeon. The teams move about using teleporters, and must begin the game by searching for the ball hidden in one of the trapped chests scattered throughout the dungeon. Once the ball has been found, there's a furious battle for possession – the first team getting the ball to the opposing player's score zones scores a touchdown. After a touchdown is scored, both teams set up and start again. The match ends at the end of a drive when at least one of these conditions have been met:

*One team has made two more touchdowns than the other.

*At least six chests have been opened in search of the ball. (Chests opened after the ball has been found does not count. Keep track of the chests opened.)

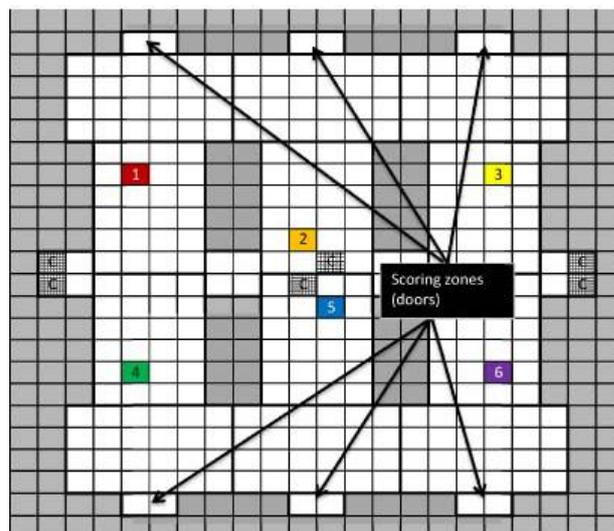
Dungeon layout

At the start of each game both coaches roll a D6, combine these rolls (2-12) to determine which dungeon layout is used. (See end of chapter)

Doors

The 1x2 squares on top and bottom of the dungeon are doors/scoring zones (see pictures). Players may set up in front of these doors (not diagonally) during setup or play. A player can only enter through the opposite door if the player is holding the ball (i.e. to score a touchdown) or through its own team's door without the ball *as part of the players move action* (i.e. to leave or enter play). The door automatically opens and closes itself if the player is eligible to exit. In other words, if a player has the ball he can move, or be pushed into the door as if it was an empty square. A player leaving without the ball may not enter play again during the current drive. The doors are considered solid walls for any other purposes.

If a player with the ball fails a dodge, GFI or leap when attempting to enter a score zone square, put the player in the square he or she originates from. (A thrown team mate that lands in a score zone automatically succeeds landing.) The magic door foresaw the failure and didn't open. The player may re-roll as normal to avoid this catastrophe. The ball bounces from the fallen players square.



LEGEND	
1	Red (#1) teleporter
2	Orange (#2) teleporter
3	Yellow (#3) teleporter
4	Green (#4) teleporter
5	Blue (#5) teleporter
6	Purple (#6) teleporter
	Chest

The Players

Each coach sets up 6 available players of their choice before the game starts. If there are less than 6 players available then all of them are set up before the game starts. Taking turns (randomize who goes first), each coach selects a player from their roster and then places them in an empty square in *front of their own scoring zone*. (See pictures above.)

During a game of DungeonBowl a coach may have any number of players in the dungeon at any one time. In practice, however, a coach may not be able to get all of his or her players into the dungeon before a touchdown is scored.

Standard rules of play

DungeonBowl uses all of *the Stockbowl Rules*, except those noted below:

- The object of the game is to find the ball and get it into one of the opposing scoring zones in order to score a touchdown. This is achieved when a standing player holding the ball is in an opposing score zone.
- Weather is not rolled, instead treat as 'Nice'.
- The Kick-Off table is not used as neither team starts with the ball.
- Team Wizards are not allowed.
- Special Play cards are not allowed.

Special DungeonBowl rules

Although DungeonBowl uses many of the standard Blood Bowl rules, there are a couple of amendments unique to playing in an enclosed space underground:

- If all other eligible squares are full, players may be pushed back into the wall in the same way as they could be pushed into the crowd in a normal game of Blood Bowl, the only difference being that they remain in the same square as they started. If they are pushed back but not knocked over then make an armour roll for them instead as they are slammed into the rather unforgiving dungeon wall. (No SPPs are awarded if this results in a casualty.) If a player, as a result of a defender stumbles or defender down, is Knocked Down and pushed back into the wall, treat the block as being made by a player with Mighty Blow. If the blocking player already has Mighty Blow add one to armour *and* one to injury rolls (and not armour *or* injury).

- Players may always move diagonally and around corners as well as assist, follow up etc. For simplicity of play this rule of thumb is recommended: "Diagonally Everything Is Allowed (DEIA)".

Starting a drive

When the players have been set up, the game begins with the starting player's first turn. The drive continues until a touchdown is scored, there is no limit to the number of turns a drive can last.

At the end of each drive the coaches replenishes up to half (fractions rounded down) of their rerolls, up to the number they started with. The starting player in the next drive is the one who did not score in the previous drive.

Halfling Chef and Leader

The Halfling Chef works as usual at the start of the first drive. At the start of every drive after the first, the coach who has hired the chef only rolls one die to determine the effect of the chef.

The leader skill can be used once every drive.

Throwing

Passes work mostly as usual, except that Hail Mary Pass is disallowed. Passes, or thrown team-mates, are not permitted if a wall crosses the center of the range ruler at any point along the path of pass. (But remember DEIA.)

If the pass is inaccurate, roll the scatter dice normally, then line up the passing template with the ball's new position. If the red line in the passing template crosses a wall before it reaches the ball then the ball bounces one square from that wall (see below.)

A team-mate hitting the wall must take an armour roll for hitting the wall and another if he fails his landing (and he automatically fails his landing and his second armour roll if his armour was broken by the wall). If any or both armour roll fails only roll once on the injury table.

Bouncing balls off walls

If the ball (or team-mate) hits a wall due to a pass, bounce or scatter, it will bounce one square away from the wall using the sideline D3 template.

Chests

When a player (standing or not) enters a square with a chest, it will magically open. It will contain either the ball or a trap. Use a six sided dice in order to randomly determine if the ball is in the chest. There should be a 1 in 6 chance to find the ball in the first chest, 1 in 5 in the second, 1 in 4 in the third, etc. A square containing only a chest is considered empty when calculating push backs.

If a player *with a tackle zone* enters a chest that contains the ball (including being pushed into it) he or she must attempt to pick it up. The pickup roll is an AG roll with a +1 modifier. The player cannot use Catch to reroll snatching the ball, but may always use the skill Sure Hands, or a team reroll if it is the player's turn.

If the chest contained a trap, the player, *standing or not standing*, is treated exactly as if he or she was hit by a lightning bolt. Each adjacent player is treated the same way on a 4+. Failed pickup attempts or a player knocked down by an exploding chest causes a turnover as normal.

If a player is pushed back and Knocked Down to a square with a chest that explodes, *add 2 to the armour roll (before any other modification) and add 1 to the injury roll* instead of rolling for the above mentioned effect of the explosion (adjacent players are affected as normal).

Teleporting a player

A player can teleport as often as he or she wants in a turn, as long as they have movement points remaining and are standing next to a teleporter. The player

teleports by entering a teleporter. Roll a D6 and place the player on the teleporter marked with the number rolled. This roll cannot be rerolled. If the number rolled is the same as the teleporter of origin the player is lost for an unknown period of time. Place this player in the KO box (the player is actually lost in the ether until the wizards can recover him or her and put them back into the game). If one of your players is lost in the teleporter network during your turn, this causes a turnover. When a player is teleported, he or she is immediately scattered one square in a random direction (D8) from the destination teleporter (which can cause a push or series of pushes). Note that it is therefore impossible for any player to occupy the same square as a teleporter for more than an instant. Reroll scatter if there is no valid square for the player (a wall exists in the square indicated, or the square is occupied by a player who uses the Stand Firm skill and/or is Rooted etc.).

Knocked down into a teleporter

If a player is Knocked Down while being pushed into a teleporter, resolve the knockdown first, then, if the player is still in play, resolve the teleportation.

Teleporting a scattering ball

If a scattering ball enters a square with a teleporter it will teleport. If the number of the teleporter of origin is rolled the ball reappears from the same teleporter. This also occurs when a player loses the ball while entering a teleporter.

Passes lost into the teleporter

If a pass is made with the range ruler passing partially over a square with a teleporter, roll a D6 after the passing roll, but only if the pass is not fumbled, or intercepted between by a player positioned between the teleporter and the thrower. On a 1 the ball disappears into the teleporter and appears elsewhere exactly as described for a scattering ball. Safe throw skill does not guard against teleporters!

Player with ball enters teleporter

When a player in possession of the ball enters a teleporter scatter the player as normal. Then roll a D6. On a 4+ the player keeps the ball, on a 1-3 the ball is teleported independently (see below). This roll cannot be rerolled. Losing the ball into a teleporter is a turnover.

Losing the ball while entering a teleporter

If a player in possession of the ball is knocked over into the teleporter's square or pushed into the teleporter's square by a player with strip ball skill the ball and player will teleport separately and independently. (Strip Ball is still countered by Sure Hands.)

Following up a block into a teleporter

As with all other scenarios when a player enters a teleportation square, he will teleport. If a player is teleported away after a push by a frenzy player the second block cannot be taken.

Teleportation movement cost

Teleporting does not cost any movement points, only those as normal for moving into the teleporter's square.

Reserves

Beginning with a player's second turn, reserves may be brought on. Choose one player from the reserves box. That player can make a move, blitz, pass, hand-off or foul action, starting from a random teleporter (roll a D6) or any of the entrances on his or her team's side of the dungeon. This can be done at any time in the coach's turn. Only one player can enter the game during each team's turn. Once a player has set foot on the field, roll for Bloodlust, Really Stupid, Wild Animal or Bonehead if the player has one of those skills. A player entering the dungeon is considered to have moved 1 square when they are placed next to a door or teleporter in this way.

Knocked Out

A coach may attempt to bring a Knocked Out player into the dungeon if he or she has not already brought a player into play that turn. Choose a KOed player, roll a D6, if a 6 is rolled the player can take an action, starting from a random teleporter (roll a D6) or one of his or her team's doorways. If the roll to return a player from KO is failed, the coach can continue to roll for his or her other KOed players until one is able to return, as long as any other players remain in the KO box. If no players are returned from the KO box, the coach can still have one reserve brought into the dungeon as described above. Only one player may enter the game for each team each turn either from reserves or the KO box. *This is the only way to come out from the KO box in DungeonBowl.* Each Bloodweiser babe a team has on staff adds 1 to each KO roll.

Magic Sponge

The local wizard's guild has provided each team with a magic sponge that offers possible healing magic to one lucky player.

Play after a drive or at game end.

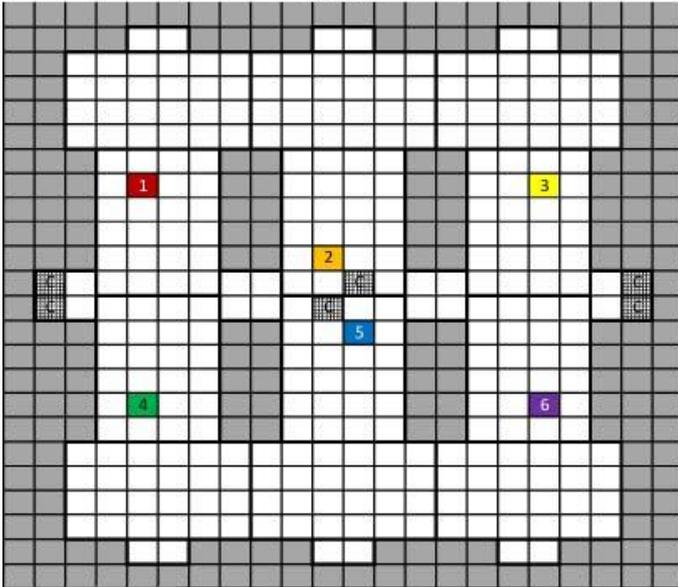
Roll a D6. On a 1, the sponge's magic fails. On a 2+, you may heal one player in the Dead and Injured box to move him or her to the Reserves box. All injuries that player has taken during the present game are null and void.

Completion SPP's

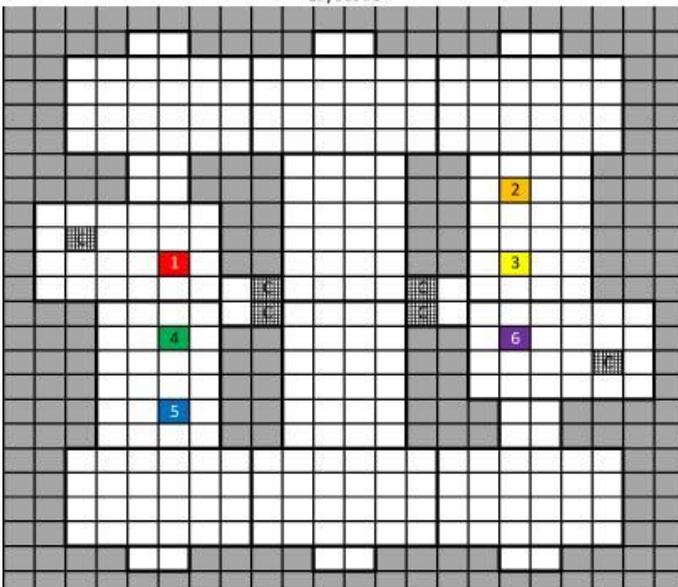
Only the first three completions a team accomplishes render star player points. Completions when there are no standing player from the opposite team in the dungeon does not render SPP.

Dungeon Layouts

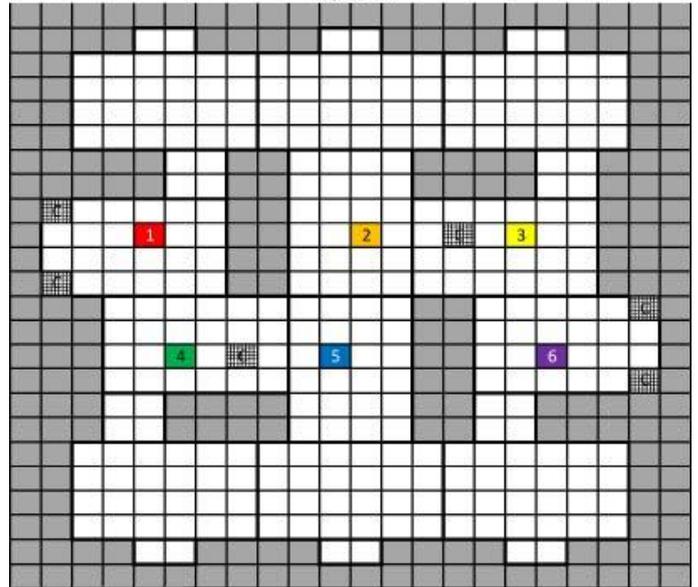
Layout #2



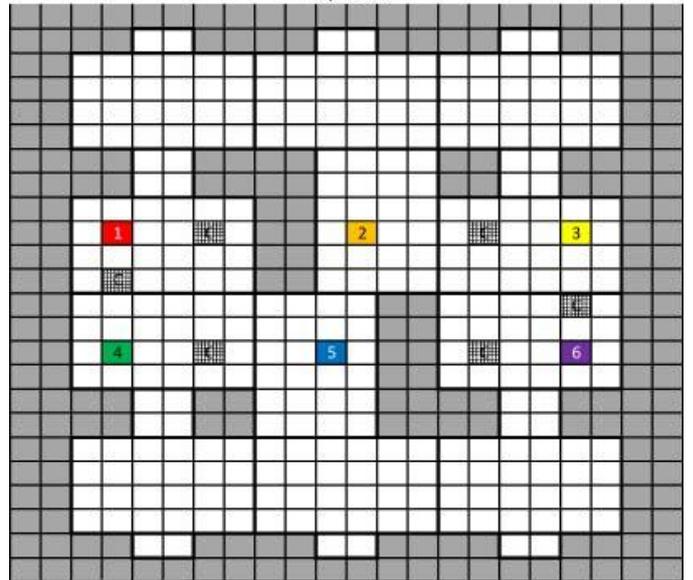
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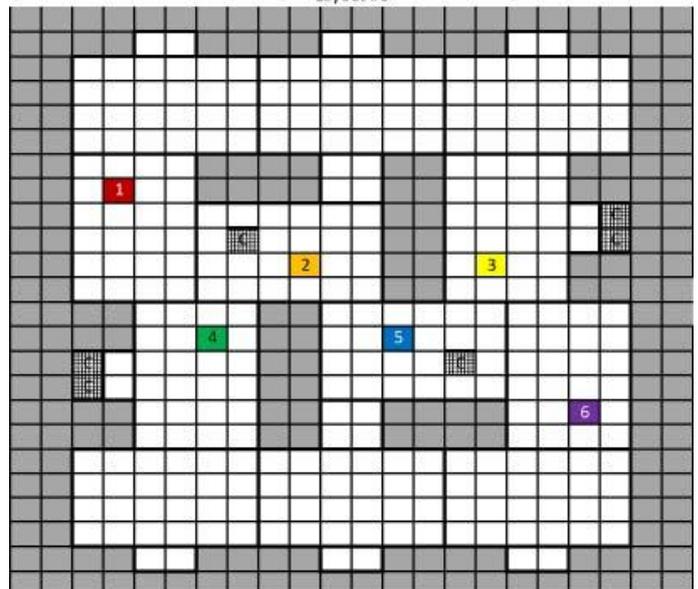
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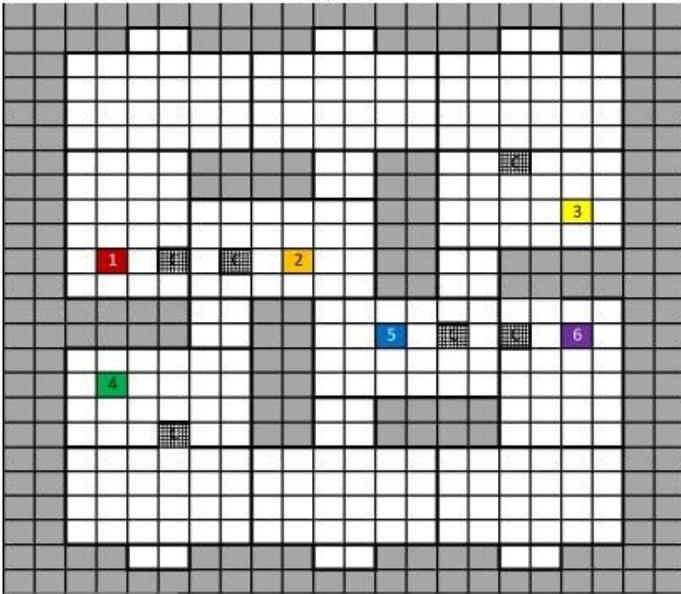
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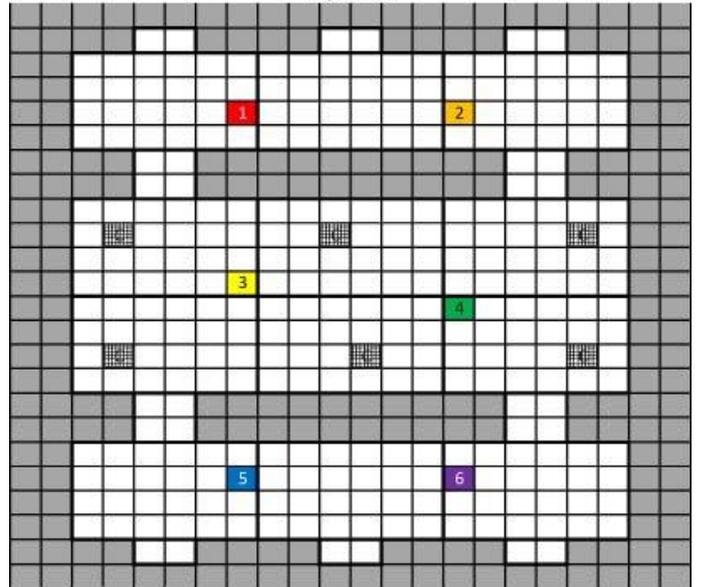
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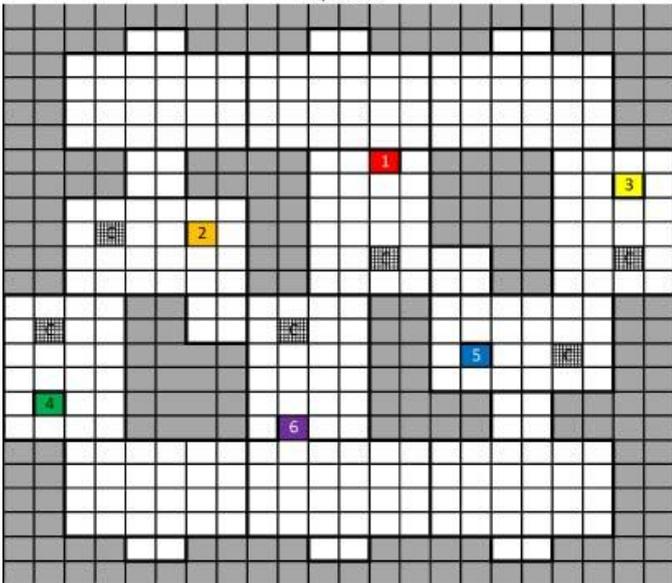
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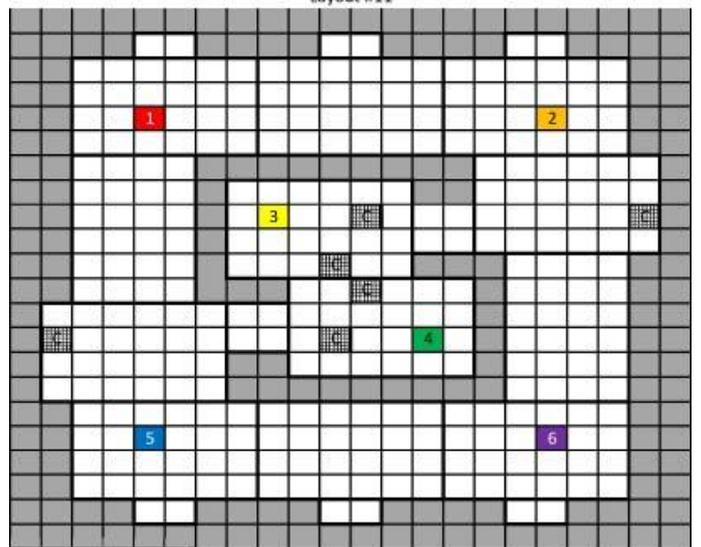
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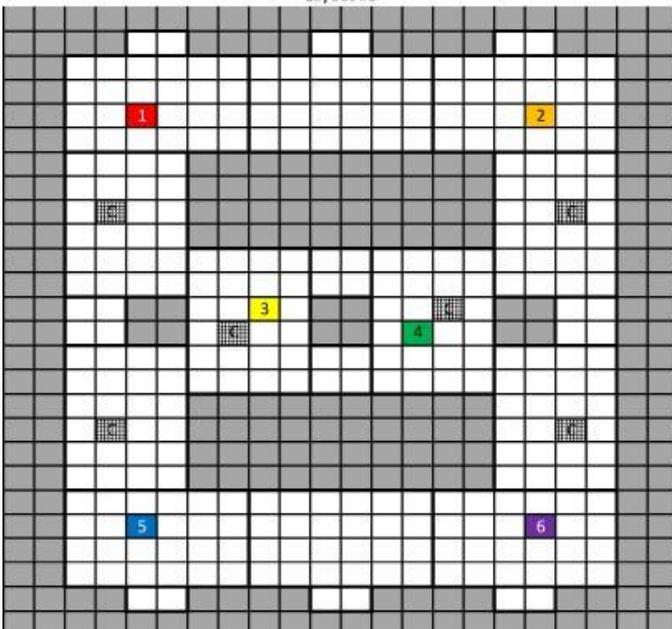
Layout #8



Layout #11



Layout #9



Layout #12

