



TOURNAMENT SPECIAL RULES

SOUTH EAST TOURNAMENT SERIES

Langden Bowl V is proud to be part of the NAF South East Tournament Series!

UNCOVERED TRAPDOORS

Some stadium improvements were required to be part of the South East Tournament Series. Sadly they are unfinished. The trapdoors on the pitches have not been installed. We've decided to use the delay in the structural works to our advantage. It will now be a 'unique gameplay quirk' (thanks marketing).

If a player moves into a Trapdoor square (voluntarily or otherwise), they are counted as having been pushed into the crowd. If the ball bounces into a Trapdoor square, it scatters D6 in a random direction (thrown back out by lazy contracting goblins).

MAPLE HIGHGROVE

SPECIAL RULE CLARIFICATION

When using the 'Vicious Vines' special rule, use the table below to work out the possible direction of any push (when not, or being able to, use Grab).

This is particularly important if you need to work out chain pushes.

		MAPLE		

SPRING WEATHER TABLE

2D6 RESULT

2 Morning Dew: The pitch is dew-covered from the cold of night, making everything a little slippery. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, apply a -1 modifier every time a player makes an Agility test to pick up the ball.

3 Blossoming Flowers: The flowers are blooming, the tree sap is pumping and the pollen count is high, forcing the hay fever-afflicted referee to seek shelter indoors. Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.

4-10 Perfect Conditions: It's not quite warm but then again, it's not quite cold – ideal weather for a game of Blood Bowl!

11 Misty Morning: A haze of thick mist has descended upon the pitch, greatly reducing visibility. Players can move only a maximum of six squares, although they may still Rush as normal. Additionally, only Quick and Short pass actions can be performed.

12 High Winds: The winds are whistling through the stadium and the players can barely hear each other. Roll a D6 each time a player on your team wishes to use a team re-roll. On a roll of 2+, you may use a team re-roll as normal. On a 1, a team re-roll cannot be used.