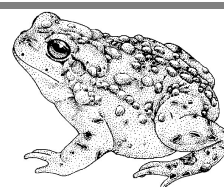


The Colleges of Magic Cup



Many moons ago the collected Colleges of Magic instituted the now-famous DungeonBowl as a means to resolve disputes between the different colleges without resulting in magicians dying. This worked well for many years until the disastrous DungeonBowl of 2499, between the Clandestine Claustrophobes and the Middenheim Myopians, a game which was finally abandoned after 3 weeks of dire inactivity during which 7 magicians died of boredom...

After that the decision was taken that the DungeonBowl would no longer be held in a dungeon and that it would instead take place in the middle of the Empire in the depths of winter, with few sane people attending and even fewer sane people organizing the event...

Therefore the Colleges of Magic required a new way to settle disputes, and are pleased to have come up with The Colleges of Magic Cup, played on a normal BloodBowl pitch in order to avoid possible fatal "lack of interest" incidents..

The Colleges of Magic Cup will be held in Amsterdam on June 11th and 12th using the normal Blood Bowl rules as published in the Living Rulebook 4.0, but with following (non-negotiable!) exceptions:

TEAM SELECTION

All teams have a treasury of 1,100,000 gold pieces. This money can be used to buy players, coaching staff, team re-rolls, and fan factor as specified by the rules below. All teams must have a fan factor of at least 1.

COLLEGE TEAMS

Each coach **MUST** chose a "college" team of mixed races to field based on the original DungeonBowl rules - the combined Colleges (in their infinite wisdom) do not recognize some of the newer teams which have been permitted to enter the leagues by the NAF (i.e. Ogres, Necromantics, Lizardmen etc) and so the **ONLY** teams permitted to enter the Cup are those specified below in the table at the bottom of this page.

TEAM RE-ROLLS

Team Re-rolls for each "team" are the same as the price of the main race team re-roll - this is a change

from original rules because otherwise sneaky Undead coaches could field a normal Undead team with cheaper re-rolls than normal!

RACES

Teams may not take more of the "Last Race" than they have of the "Other Race" and may not take more of the "Other Race" than they have of the "Main Race" - for instance an Amber team could NOT field 4 Dark Elves and 6 Orcs, a Golden team could NOT chose 2 Ogres if they only had 1 Chaos Dwarf etc.

Teams of a single (main) race may be legally fielded - it is perfectly allowable under the rules though hardly in the spirit of all things Magical..

Big Guys may only be chosen for a team where specified - so an Amethyst team can have 0-2 Minotaurs, but may not take any Rat Ogres or Trolls.

Wizards College	Main Race (0-16)	Other Race (0-6)	Last Race (0-2)	Re-rolls
Light	Dwarves	Halflings	Norse	40K
Golden	Orcs	Chaos Dwarves	Ogres	60K
Jade	Goblins	Orcs	Trolls	60K
Celestial	High Elves	Wood Elves	Treemen	50K
Grey	Humans	Chaos	Ogres	50K
Amethyst	Skaven	Goblins	Minotaurs	60K
Bright	Dwarves	Humans	Norse	40K
Amber	Dark Elves	Orcs	Skaven	50K
Rainbow	Wood Elves	Halflings	Humans	50K
Dark	Undead	Dark Elves	Trolls	70K

POSITIONS

No team may have more than: 12 Linemen, 4 Blitzers, 4 Blockers, 4 Catchers or 2 Throwers. Note that racial limitations are still in place, so a Rainbow team can only field 2 Wardancers!! though they could also field 2 Human Blitzers provided they had at least 2 Halflings and enough cash!, To find out which player falls into what category consult the table below --

COACHING STAFF

The coach can hire any number of cheerleaders and assistant coaches for the normal price of 10,000 gold pieces each. The coach cannot hire an apothecary as wizards think that normal medicine is below their standards. All teams can freely make use of the services of one Wizard each match.

Race	Player	Position	Number
Chaos	Beastman	Lineman	0-12
	Chaos Warrior	Blocker	0-4
Chaos Dwarves	Hobgoblin	Lineman	0-12
	Chaos Dwarf Blocker	Lineman	0-6
	Bull Centaur	Blocker	0-2
Dark Elves	Lineman	Lineman	0-12
	Thrower	Thrower	0-2
	Blitzer	Blitzer	0-4
	Witch Elf	Blocker	0-2
Dwarves	Longbeard	Lineman	0-12
	Runner	Thrower	0-2
	Blitzer	Blitzer	0-2
	Trollslayer	Blocker	0-2
Goblins	Goblin	Lineman	0-12
Halflings	Halfling	Lineman	0-12
High Elves	Lineman	Lineman	0-12
	Phoenix Warrior	Thrower	0-2
	Lion Warrior	Catcher	0-4
	Dragon Warrior	Blitzer	0-2
Humans	Lineman	Lineman	0-12
	Thrower	Thrower	0-2
	Catcher	Catcher	0-4
	Blitzer	Blitzer	0-4
Minotaurs	Minotaur	Blocker	0-2
Norse	Lineman	Lineman	0-12
	Thrower	Thrower	0-2
	Catcher	Catcher	0-2
	Blitzer	Blitzer	0-4
Ogres	Ogre	Blocker	0-2
Orcs	Lineman	Lineman	0-12
	Thrower	Thrower	0-2
	Blitzer	Blitzer	0-4
	Black Orc Blocker	Blocker	0-4
Skaven	Lineman	Lineman	0-12
	Thrower	Thrower	0-2
	Gutter Runner	Catcher	0-4
	Storm Vermin	Blitzer	0-2
Treemen	Treeman	Blocker	0-2
Trolls	Troll	Blocker	0-2
Undead	Skeleton	Lineman	0-12
	Zombie	Lineman	0-12
	Ghoul	Catcher	0-4
	Wight	Blitzer	0-2
	Mummy	Blocker	0-2
Wood Elves	Lineman	Lineman	0-12
	Thrower	Thrower	0-2
	Catcher	Catcher	0-4
	Wardancer	Blitzer	0-2

A CROWD OF WIZARDS

The games played for the Colleges of Magic Cup are not attended by normal Blood Bowl fans. The teams play for a crowd of wizards. This rather unusual public does have its effect on the game. This effect is represented by the following rules --

KICK-OFF TABLE

Replace the normal Kick-Off Table with the one below --

- 2 **Metaphysical Discussion!** A heated debate erupts in the audience about whether or not that was actually a touchdown, how one is to know, and if the ball 'as such' really exists. It takes so long for everyone to settle down that both teams lose one turn. Move the turn counter 1 space along the turn track. If this makes the number of turns to 8, or more for both teams the half ends.
- 3 **Zap the Ref!** The referee is turned into a toad by a wizard in the audience. He will not send players from either team off for making a foul for the rest of the drive. The kicking player places a toad token or model on any square on the line of scrimmage in either half to represent the referee. Both players can block and foul the toad as normal. If the referee is knocked out the referee returns the next drive and has his eye on the offending team, unless the half ended. If the toad is injured his replacement is so intimidated that he will not send any player from the offending team off for fouling or using a secret weapon for the rest of the half.
- 4 **Perfect Defence:** The kicking team's coach may reorganise his players - in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.
- 5 **Polite Applause:** each coach rolls a dice and adds their team's fan factor *but not* the number of cheerleaders to the score. Re-roll any ties. The side with the lowest score is so much unnerved by the dry sound of a thousand old hands clapping rhythmically that it loses a re-roll, if it has any left.
- 6 **Bad Kick:** The ball scatters a number of squares equal to the roll of two dice on the kick-off instead of only one die.
- 7 **Changing Atmosphere:** The wizards all get excited about something. Each coach rolls two dice and adds their team's fan factor, and the number of cheerleaders multiplied by two, to the score. Re-roll any ties. The coach of the winning side can choose the new atmosphere effect as specified in the Atmosphere section below. The new atmosphere has to be different than the current one.
- 8 **Quicksnap!** The offence start their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.
- 9 **Brilliant Coaching:** Each coach rolls a dice and adds the number of assistant coaches in their team to the score. Re-roll any ties. The side with the highest score gets an extra re-roll this half thanks to the brilliant training provided by the coaching staff.
- 10 **Blitz!** The defence start their drive a fraction before the offence are ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn where any player not in an enemy tackle zone may take a Move action. One eligible player on the Kicking team may take a Blitz action rather than a Move. Players in an enemy tackle zone at the beginning of this free turn may not perform an action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover than the bonus turn ends immediately.
- 11 **Fireball:** Each coach rolls two dice and adds their team's fan factor to the score. Re-roll any ties. A wizard in the side with the highest score casts a fire ball at a random player of the opposing team who is on the pitch. That player is knocked out immediately. All players of both teams in squares adjacent to the target player's square are immediately stunned.
- 12 **Toad Invasion:** Another metaphysical rules discussion erupts in the audience. This time the wizards start using spells instead of arguments. When the dust finally settles a number of players on both sides have been turned into toads for the rest of the drive. Roll a single D3: that many random players of *both* teams have been zapped. Refer to the Toads section for the profile and rules used to represent players turned into a toad.

ATMOSPHERE

The college wizards use a heated indoor arena for The Colleges of Magic Cup as they are all too old and frail to risk catching a chill or risking sun-burn... Therefore all games are played under perfect Blood Bowl conditions. There is no need to determine the

weather at the start of the game. Treat it as being perfect Blood Bowl weather through-out.

However, having so many Wizards sitting in such close proximity can result in very strange magical phenomenon!! The different atmospheres below reflect this. Note that the atmosphere only changes when a 7 is rolled on the kick-off table.

- **Swirling Winds of Power** interfere with all passing. No passes may be attempted except for Hail Mary passes. All players, even those without the Hail Mary Pass skill, can attempt such a pass.
- A **Static Storm** makes the ball difficult to control. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.
- **Glimmering Energy** blinds all those that to pass the ball. This causes a -1 modifier on all attempts to pass the ball.
- **Slowed Time** makes it very difficult to move, any player attempting to move an extra square will slip and fall on a roll of 1-2.
- **Lowered Gravity** makes the ball bounce twice before coming to rest each time it hits the ground.
- **Magic Tremors** shake the field. When this atmosphere is selected all players on the pitch are scattered one square in a random direction. Use the scatter template and a D8 to determine the direction. If the square is blocked by another player he remains in his original location. If the player shaken off the field roll for a crowd injury as described below.

THROW-INS

The wizards cannot be expected to throw the ball

back in to the field when it scatters out. Instead they propel it back in using magic. However having no clue how heavy a ball is in reality the effects are a little unpredictable. To reflect this multiply the results of two dice, instead of adding the results, to determine how far a ball is magicked back in the field.

CROWD INJURIES

The wizards do not like it when players get too close for comfort. Although they would not dream of beating up players themselves, players who find themselves to be pushed in the crowd become the target of a flurry of spells. Roll two dice and consult the table below to determine the effects--

- 2-7 Stunned!** the player escapes miraculously unscratched. Place him in the Reserves Box.
- 8 Fireball!** the player is knocked unconscious by a fiery blast.
- 9 Zap!** the player is turned into a toad for the rest of the half. Place the toad in the Reserves Box. For the rules used to represent toads refer to the 'Toads' section below.
- 10 Turn Undead!** The player is killed, stripped of all of his flesh and raised as a skeleton. The player now has the following profile: MA 5 ST 3 AG 2 AV 7. He retains all his original skills and gains Regenerate. Place his remains in the Reserves Box. Coaches complaining that this is not the normal effect of a 'turn undead' spell are taught a brief lesson in linguistics before suffering the same fate.
- 11 Lightning!** The player is badly wounded by a lightning ball and must miss the rest of the match.
- 12 Disintegrate!** The player is reduced to dust. He cannot be regenerated or resurrected.

SPELLS

All teams can make use of the services of one wizard each match. These wizards are provided for by the colleges of magic and the coach does not need to pay for this service. Once a game, at the beginning of the turn of the controlling team, the wizard can cast a magic spell. In addition to the spells described in the living rule book, a wizard can use one of the following spells during a College of Magic Cup match --

TELEPORT

The wizard casts a sophisticated but highly inaccurate mass teleporting spell. D3 players of each team that are standing or lying on the field

switch places. The coach that controls the wizard can choose one player of his side, the rest of the players are determined randomly. A player of one side has to switch place with with a player of the other side. If one player was holding the ball then the ball is also teleported to his new location. A player can be teleported more than once this way.

TELEKINESIS

This spell can only be used when the ball is lying on the ground. The wizard can move the ball D6 squares, although it can only move to and through unoccupied squares.

Alternatively this spell can be used to move one

player of either side one square if the wizard rolls equal to or greater than the player's strength on a single dice-roll. The player must be moved to an empty square on the field, or he can be pushed out of bounds. This is a free move and the player does not need to dodge and can still move or blitz later during the turn.

CHANGE ATMOSPHERE

The wizard channels the magic energy into a desirable effect. The atmosphere immediately changes to one of the choice of the controlling coach.

FIREBALL

Choose a target square anywhere on the field. Any model (from either team) that is in that square or any adjacent square may be hit by the fireball. Roll one dice for each model. If the dice roll beats the player's Agility then they are knocked over in the same square, if it is equal to or under his Agility he manages to dodge the fireball's blast.

Make an Armour roll for any player that is knocked over as if they had been hit by a player with Mighty Blow. If a player of the moving team is knocked over by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

ZAP!

The Zap! spell may be cast at any player on the field. The coach simply nominates the player he wants to be hit and rolls a dice. On a roll of 4+ the nominated player is hit. On a roll of 1 to 3 the spells scatters a number of times equal to the dice roll (eq, if you rolled a 3 it would scatter three times). If the Zap! spell ends in *or passes through* an occupied square then the player in that square is hit.

A player who is hit by the Zap! spell is turned into a toad. The rules and profile for toads are described in the next section. If the player was holding the ball then they drop it and it will scatter (this counts as a turnover if it happens to a player from the moving team). The player will remain in toad form until a touchdown is scored or the half ends, whichever comes first.

LIGHTNING BOLT

The Lightning Bolt can be shot from location on the sidelines or from one of the endzones. The controlling coach determines the area of effect which is two squares wide and stretches out 5 squares in a straight angle from the edge. Any player that stands in this area maybe hit. Starting with the model closest to the edge, roll two dice for each model in the zone, and add the scores together. If the dice roll beats the target's Agility, then they have been hit by hit the bolt. If the dice roll is less than or equal to the target's Agility then the bolt misses, and a new roll must be made for the next model in 'line of fire'. If you have two models at equal distance from the edge of the field then randomise between the two to determine who is hit first. The first player to be hit absorbs the full brunt of the lightning bolt, any other players are not affected. Note that players lying in the area cannot be hit by a lightning bolt, unless the controlling coach wants them too, in which case they are hit automatically.

A player hit by a lightning bolt is knocked over in the same square. Make an Armour roll for them as if they had been hit by a player with Mighty Blow. If a player of the moving team is knocked over by a lightning bolt, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

TOADS

During a College of Magic Cup match players and referees run a high risk of being turned into a toad. Use the following profile and rules to represent toads (note these are not changed from the rules from the living rule book, with exception of the addition for zapped referees, and the ruling that they are no longer part of the team)--

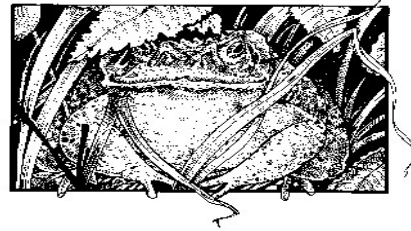
Title	MA	ST	AG	AV	Skills
toad	3	1	4	4	Dodge, Leap, Stunty

A toad may never pick up the ball, and if they enter the square that the ball is in it will immediately scatter one square. A toad may not lend assists of

any kind, nor may it prevent opposing players from lending assists. Any injuries the player suffers while he is a toad do apply when the player reverts to normal at the end of the drive.

Players that are turned into a toad are no longer considered to be really part of the team. They can no longer use team re-rolls. But toads that fall down because of a dodge, leap, block, etc. during their (former) team's turn do not cause a turn-over, either. They are still controlled by their (former) coach. A toad can use blitz or block action, although he will never receive any friendly assists on such actions and blitzing with a toad uses up the teams blitz action for that turn.

Referees that have been turned into a toad are not controlled by any player, and do not move on their own accord. They can be pushed as a result of a block or blitz. Should a toad / referee be pushed off the field he reverts back to his normal form at the end of the drive. Toads/ referees that are stunned unstun at the end of the next player's turn. Prone toads / referees get up at the end of any turn unless they were knocked over during the same turn. This should give both teams ample opportunity to get the ref.



TOURNAMENT RULES

During the Colleges of Magic Cup the teams compete for tournament points. The teams are awarded 3 tournament points for a win, 1 for a draw and 0 for a loss. A team that has scored 2 or more touchdowns in a single match gains 1 extra tournament point. A team that has scored 2 or more blocking casualties in a single match also gains 1 extra tournament point (and this includes blocking casualties scored on toads and zapped referees). The team that has collected the most tournament points after all matches wins the Colleges of Magic Cup!

When two or more teams have the same number of tournament points the following tie-breakers are used: net touchdowns, net blocking casualties, touchdowns scored and blocking casualties Scored. If this still results in two teams being tied for the same place a random method will be used to determine the ranking.

At the end of the tournament all competing teams can expect to receive a special prize that reflects their final place on the ranking.

MATCH-UPS

The first round the match-ups are determined randomly, but cannot draw a team of the same college during this round. After the first round teams are paired using the Swiss method.

SKILLS AND PROGRESSION

Injuries are not carried over and the team is restored after each match. No star player points are awarded either. Instead two random players gain a normal skill before each match. A single player cannot gain two skills before a single match, but can accumulate multiple skills over more successive games. Before game 3, only 1 player gains a skill, but this player can pick a skill as if he has rolled a double on the skill table.