

BLOOD BOWL

The Waterbowl Weekender

Blood Bowl Tournament report.

By Paul Wake

Travelling home from the inaugural 2005 Waterbowl One Dayer, the idea of a fully-fledged six-game two-day tournament seemed like a great idea - for a start there was the satisfying alliteration of 'Waterbowl Weekender', and, as if that wasn't enough, it was over a year away.

Fast forward ten months and the two of the three of us had got new jobs that actually demanded we did some work, and Michael, well, he'd been busy the first time around. So what did we do, did we throw in the towel? Oh no -- we gave the towel to someone else.

Enter the Orlando Bloom of British Blood Bowl, Geoff Porritt, the NAF #1, all round good guy and now, organiser (with helpers) of the Manchester's newest, best, and only, Blood Bowl tournament, the Waterbowl Weekender. He did what all good

tournament organisers must do, he organised a trip to the pub (with a pen and some paper), sorted out all of the big stuff, and somehow managed to get the rest of us to do some work...

THE RULES PACK

Anyone who has paid any attention to the tournament scene will have noticed that the tournament calendar is pretty packed so, having found a date somewhere between the Dutch Open and the Warhammer GT, we thought it'd be fun to come up with our own variation on 'one skill after each round' format that is the norm. We couldn't. Instead we borrowed an idea from the Italian Open which we imported with a couple of modifications. So, for the first time on English soil (probably) we had a tournament that saw teams start with a pre-selected set of skills that they'd keep for the entire six games with each coach selecting one of the following 'skill paths' for their teams:

Upgrade 1	Upgrade 2	Upgrade 3	Upgrade 4
4 x skill	3 x skill	5 x skill	4 x skill
2 x trait	1 x trait	1 x AG+1	1 x ST+1
	1 x MV+1		

Chaos Spawn take to the field.



IF YOU BUILD IT THEY WILL COME...

Well, only if you tell them about it. So we got details onto talkbloodbowl.com and the NAF website, stuck an auction up on ebay™ giving details (which got pulled by the powers that be before Hoomin erra could buy it!) and generally did our best to tell people about the event. And, in the end, they did come – from as far as Amsterdam (good job we had a 'most travelled' award). Only one problem. An odd number came. Not a lot you can do about that one and so Geoff very gallantly stepped out only to step back in on day two when we lost a player...

As the players revealed their teams it became obvious that the rules pack had had the desired effect – encouraging a real variety of teams and some new line-ups that really helped move the

tournament on from the bash-fest that was seen at the Waterbowl One Dayer with everything from Halfings to Khemri with a roughly 50/50 mix of bash and finesse and some really interesting line-ups even within single races.

Games got underway and while details are a little hazy a couple of the more unlikely moments stand out – like Sproutman's calls of 'FEED THE BEAST' being answered by Nurgle's least-likely quarterback actually catching the ball from the kick-off and scoring... Ratman's Skaven (who had a terrific day 1 – which included handing my Vanilla Mice their Asses in game one) failing to pick the ball up at all for a whole game on the second day (including using 3 rerolls in 3 turns trying to pick the thing up...needing only a 2)... the fearsome sight of 12" of Mr Whippy icecream... the massive amount of spot prizes causing players to forget to score in their attempts to crowd-surf their opponents, kill them with fouling, and pull off unlikely (and unnecessary) long bomb passes... Rob's Halfings having a storming tournament despite forgetting to bring any ingredients for their master chef (definitely fear their return next year)... Next year... oh bugger. I guess we'll be doing it all again then!

When it was all over the scores were tallied and the prizes given out. It was tremendously close but Max's unbeaten Khemri took the trophy, with Lowsman's Norse taking a close second place and Dwarven Madam picked up her third successive Waterbowl wooden spoon. Odium Khan's beautifully painted Khemri took a well deserved best painted, and Gorbad who'd flown in from Amsterdam took the 'Most Travelled' award, narrowly beating Evil Git who'd travelled up from Newquay.

FINAL STANDINGS

Rank	Coach	Race	W/D/L	TD for	TD against	CAS for	CAS against
1	Max Horseman	Khemri	4/2/0	7	2	18	15
2	Lowsman	Norse	4/1/1	8	4	16	9
3	Oidium Khan	Khemri	3/2/1	10	6	13	8
4	Gorbad	Orc	4/0/2	8	4	12	10
5	Ratman	Skaven	3/2/1	11	6	10	8
6	Levinas	Skaven	3/2/1	13	10	4	16
7	Stick with poo on end	Orc	2/3/1	7	5	12	1
8	Tritex	Amazon	3/1/2	15	8	8	10
9	Sproutman	Nurgle	2/3/1	6	6	8	9
10	Ambush3	Human	3/0/3	9	10	13	9
11	Andrew Grant	Wood Elf	2/2/2	14	11	7	12
12	Hoomin Erra	Skaven	3*/0/3	8	9	10	12
13	SuperNashwanDan	Dark Elf	2/2/2	12	11	8	14
14	Polar Bear	Halflings	2/2/2	13	15	10	23
15	Pigstar	Wood Elf	2/2/2	13	13	6	21
16	Magic Dave	Norse	2/2/2	8	12	27	8
17	Bunny Girl	Amazon	2*/2/2	7	9	12	11
18	Ranger	Dwarf	1/2/3	4	8	18	13
19	Leipzigger	Necro	1/2/3	8	11	13	18
20	Evil Git	Dwarf	1/1/4	5	11	9	7
21	Dwarven Madam	Orc	1*/0/5	3	9	8	5

Max Horseman, the winner!



Oidium's Khan's Khemri team won the Best Painted award.



Lowsman's Norse



BIG THANKS

It just remains to say a big thanks to FanBoy3 for the excellent venue and for the prize support, Fanatic, Black Library, and Shadowforge for supplying the excellent prizes, and all the players who turned up and played with such good spirit. Until next year.