

MEMORIAL RADEEO HEAD



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Il Memorial Radeeo Head è un torneo di Blood Bowl che si tiene, su invito, in quel di Salisburied, in Sylvania. Il Torneo è organizzato dalla contessa Nadia Kravchenko ed è considerato l'evento più importante che si tiene nel villaggio e dintorni. In questo Torneo, la squadra di casa (i Livid Leftovers) sfida sul campo altre squadre di Blood Bowl nelle più classiche delle condizioni sylvane.

RADEEO IL PERPETUO

Dumitru Radeeo, il perpetuo, è stata una delle figure più prominenti di Salisburied fino alla sua morte. Abile calcolatore ed eccellente allibratore, Radeeo è stato, soprattutto, il promotore indefesso di qualunque tipo di attività sportiva legata al Blood Bowl per decenni.

Da amante indiscusso della palla ovale chiodata, Radeeo ha introdotto il Blood Bowl nella zona di Salisburied e dintorni molto prima che la famiglia Kravchenko arrivasse ad ottenere il prestigio e il potere sull'area. La sua morte, paradossalmente, coincide però proprio con l'ascesa al potere locale della famiglia Kravchenko.

Ucciso per una questione di affari dal barone Milton Kravchenko, Dumitru Radeeo è stato riportato in vita per volere popolare, che ne ha chiesto a gran voce il ritorno.

La necromanzia però, si sa, non è una magia esatta e purtroppo l'unica cosa che è tornata dal mondo dei morti è stata la sua testa. Enorme. Parlante.

Da allora, la testa di Radeeo è conservata, sotto vetro, nell'antro dei trofei della famiglia Kravchenko quasi a ricordare quotidianamente alla baronessa, ormai vedova, il dispiacere per il triste destino subito dall'uomo per mano del suo defunto marito in un'impeto d'ira.

Per raddrizzare il torto nei confronti del più grande estimatore di Blood Bowl dei dintorni, la famiglia Kravchenko, ad intervalli regolari, organizza un Torneo di Blood Bowl, il rinomato Memorial Radeeo Head.

Il Torneo, ad invito, si svolge nella rinomata Piazza Del Sangue di Salisburied, il fulcro e cuore pulsante del villaggio di appartenenza dei Livid Leftovers.



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Per celebrare Radeeo nel migliore dei modi, la baronessa ha trasformato la teca con la sua testa in un vero e proprio trofeo, dato come premio al coach vincitore del torneo.

Il coach vincitore può così sfruttare tutti i consigli che Radeeo ha da offrire. In tutti gli ambiti possibili. Sempre. Giorno e notte.

REGOLAMENTO

Il regolamento di riferimento del Torneo è in tutto e per tutto il nuovo regolamento di BLOOD BOWL 2020, che considera:

- Regolamento
- Death Zone
- Spike! Magazines
- Eventuali uscite successive
- House Rules

RULESPACK

Il Rulespack adottato è allegato a questo regolamento, assieme alle regole per l'arbitro in campo e le altre tabelle.

HOUSE RULES

Tutte le partite del Torneo si giocano con le seguenti regole CHE DEVONO ESSERE SEGUITE PER TUTTA LA DURATA DEL TORNEO:

- Tipo: Exhibition Match (Resurrection)
- Regole Campo: Nightmare Blood Bowl Pitch
- Palla: Common
- Meteo: All Hallows Eve Weather Table
- Eventi Kick-Off: Sylvanian Kick-Off Table
- Incentivi: Tutti (compresi *End Zone Spirits*)
- Mercenari: Sì (Regole comuni e Death Zone)
- Star Players: No
- Extra Rules: Referee Rules

RESURRECTION TOURNAMENT

Non vengono guadagnati SPP e tutte le injuries vengono curate automaticamente tra un match e l'altro dai necromanti presenti a bordo campo e invitati al torneo dalla baronessa in persona.

REGOLE SPECIALI

I giocatori aggiunti con le regole speciali Masters of Undeath o Plague Ridden sono rimossi dal roster alla fine della partita stessa e non possono essere riportati nel roster per il torneo successivo.



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FORMULA

Il Memorial Radeeo Head segue la formula del torneo-evento, su serata unica. I team sono abbinati casualmente dall'organizzazione. Ogni team disputa un unico match.

SCORING SYSTEM

Lo scoring system dell'evento è pensato per incarnare la tematica dell'evento stesso ed è indicato sul Match Report.

SCHEDA DI SQUADRA E MATCH REPORT

E' importante avere a portata sempre una copia della scheda di squadra. Ogni allenatore dovrà compilare il Match Report ufficiale del Torneo, simile a quello della LIUT Blood Bowl Association in tutte le sue parti.

A fine partita lo stesso dovrà essere controllato e recapitato al Commissario del Torneo.

COMMISSARIO DEL TORNEO

Tutti i dati discordanti o non segnati, per cui non sarà possibile avere reale conferma, verranno decisi/modificati/annullati in ultima istanza e senza appello dal Commissario del Torneo.

TROFEO

Come già accennato, il Torneo offre in palio la rinomata Radeeo Head, ovvero la testa enorme e parlante di Dumitru Radeeo, il perpetuo, capace di parlare e di trasmettere a distanza consigli e buone parole.

Tale trofeo è consegnato al coach della squadra vincitrice dalla baronessa Kravchenko in persona. Il trofeo resterà, inoltre, nella stanza dei trofei personale del coach fino alla prossima edizione del Torneo, quando sarà nuovamente messo in palio.

Il trofeo Radeeo Head garantisce buon prestigio al coach vincitore del Torneo (sebbene solo a livello locale) ma, soprattutto, ottimi consigli in termini di strategia, economia di una squadra e tattica.

Radeeo era un profondo conoscitore del Blood Bowl e questo si traduce in una House Rule dedicata che aggiunge un bonus al detentore del Trofeo in base agli anni di detenzione continuativa del trofeo. Per sapere qual è il bonus ottenuto si consulti il paragrafo successivo.



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BONUS DEL TROFEO

In fase di creazione della squadra, il coach detentore del trofeo Radeeo Head può lanciare 2D6 e consultare la tabella dei consigli di Radeeo, facendo attenzione ad aggiungere al risultato ottenuto il numero di anni di possesso continuativo del trofeo.

La tabella è indicata qui a lato.

TABELLA DEI CONSIGLI DI RADEEO

2D6	RISULTATO
2-5	Lavoro di squadra: il coach riceve un re-roll bonus da assegnare alla sua squadra.
6-8	Grandi consigli: il coach riceve una primary skill bonus da assegnare alla sua squadra.
10-11	Ottimi consigli: il coach riceve una secondary skill bonus da assegnare alla sua squadra.
12	Radeeo The Great!: il coach riceve un reRoll, una primary skill e una secondary skill bonus da aggiungere alla sua squadra.



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Le pagine successive di questo regolamento includono tutte le tabelle necessarie per giocare il Memorial Radeeo Head di Salisburied.

LE TABELLE

Le tabelle che seguono sono riportate così come sono incluse nelle regole base, negli Spike! Magazine e nel Death Zone.

Nella fattispecie:

- Rulespack
- Nightmare Blood Bowl Pitch
- All Hallows Eve Weather Table
- Sylvanian Kick-Off Table
- Referee Rules

Sono inserite qui per comodità e per essere stampate, in caso di necessità o per comodità.

ATTENZIONE

Le tabelle e le regole sono da considerarsi sempre obbligatorie, anche quando la partita non si svolge su un Necromantic Horror Pitch.

ARBITRO IN CAMPO

Tutte le partite del Memorial Radeeo Head prevedono la presenza di un arbitro in campo, secondo le regole stabilite dallo Spike! Blood Bowl Almanac 2021.

L'arbitro deve sempre essere in campo e deve essere identificabile. Se non sarà possibile utilizzare una miniatura ad hoc per la partita, sarà necessario utilizzare un'altra miniatura come arbitro.





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RULESPACK

Budget

1200 golden coins

Players, additional staff, rerolls and inducements can be purchased from this budget.

Skills

Each team receives 9 cursed pumpkins and can use them to acquire additional skills as follows:

- Primary skills: 1 cursed pumpkin each
- Secondary skills: 2 cursed pumpkins each
- No player can have more than 2 additional skills
- No random skills allowed

SCORING SYSTEM

The scoring system is the following:

- Win: 3 points
- Tie: 1 points
- Loss: 0 points
- TD: 2 points
- CAS: 1 point
- CAS (Dead): 3 points

INDUCEMENTS

Halloween Candy

50,000 gold pieces, Available to any team

A bag filled with Halloween candy brings a joy like no other, especially when you've stolen it from a group of frightened Halflings!

Whenever a player on your team uses a team re-roll, roll a D6. On a 5+, the team re-roll is free.

SPECIAL RULES

TRICK OR TREAT

Whenever a player moves into, or is pushed into, a square containing a trap door, roll a D6.

- On a roll of 1-3, the player has been tricked! The tricked player is immediately Knocked Down. When a player is Knocked Down by a trick, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.
- On a roll of 4-6, the player has been treated! The treated player may improve their MA, ST or AG by 1 until the end of their next Activation.



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NIGHTMARE BLOOD BOWL PITCH

FADING LIGHT

At the start of the game it is dusk; the sun is setting and the shadows grow long in the fading light. This makes it slightly trickier to pass the ball long distances accurately, and so all players suffer an additional -1 penalty when making a Long Pass or Long bomb. **At the end of the first half, follow the Dead of Night side rule.**

DEAD OF NIGHT

Night-time has fully descended upon Sylvania, making it all but impossible for players to see more than a few feet in the gloom. Players may not attempt to make Long pass or Long bomb. Additionally, it is during the dead of night that the pitch really come 'alive'. During the second half of a game, the following rule is in play: **GRASPING HANDS AND VINES:** From beneath the surface of the pitch, possessed pumpkin vines and the clawing hands of the Undead reach out and grasp at the feet of the players. Any players that attempts to Dodge, Rush, or Leap suffers a -1 penalty to their roll.

ALL HALLOWS EVE WEATHER TABLE

2

Ravenous Spectators: Those who populate the bleachers of the Sylvanian stadiums are never ones to shy away from a treat! Whenever a player is pushed into, or lands in, the crowd, apply a +1 modifier to the Injury roll.

3

Spooky Mist: A not-so-cosy blanket of fog covers the pitch, playing havoc with both passing and viewership! Players making a Pass action may not perform a Long pass or a Long bomb.

4-10

Danse Macabre: Ancient necromantic power flows across the field, infusing all in attendance with life-like exuberance. Whenever a player uses the Regeneration Trait, they receive a +1 modifier to the roll.

11

Sudden Downpour: An autumnal shower soaks the players and makes the carpet of fallen leaves lying upon the pitch treacherously slippery! Players must apply a -1 modifier to the roll when attempting to Rush

12

Lightning: Forks of lightning streak across the sky, occasionally striking the ground to the detriment of those in their path. At the end of every turn, roll a D6. On a roll of 1, a single randomly selected player in the active team is struck by lightning and immediately Knocked Down. When a player is Knocked Down by lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

SYLVANIAN KICK-OFF TABLE

2

Hungry Fans: The fans in the crowd have begun to get a bit peckish, and the players in the dugout look particularly tasty! Both coaches roll a D6 and add their Dedicated Fans characteristic. The team that scored the lowest (or both team in the case of a tie) randomly selects one player in their dugout. immediately make an Injury roll for that player.

3

Chilling Howl: The terrifying sound of baying Werewolves can be heard throughout the stadium. Both coaches roll a D6. The team that scored the lowest (or both team in the case of a tie) randomly selects one of their player on the pitch. During each player's next turn, that player is frozen by fear and may not move, perform any action and does not have a Tackle Zone.

4

Thrown Pumpkins: Pumpkins are often handed out at games in Sylvania, and usually end up being thrown at the players! Each coach may randomly select two players from the opposing team and make an Armour roll for them. If the Armour roll is successful, do not make an Injury roll; instead that player is automatically stunned.

5

High Kick: common rule

6

Cheering Fans: common rule

7

Brilliant Coaching: common rule

8

Changing Weather: Make a new roll on the Dark of Night Weather table and apply that result. If the result is 'Danse Macabre' as a result of the roll, the ball will scatter before landing.

9

Quick Snap: common rule

10

Zombified Hand: Sometimes, even parts of the Undead can keep moving when separated from their original body! Both coaches roll a D6. The team that scored the lowest (or both team in the case of a tie) randomly selects one of their players on the pitch. That player has been grabbed by a zombified hand; until the end of the drive reduce that player's MA by 1.

11

Boo! Ghosts and spectres enjoy nothing more than giving players a good old fright in the middle of a game. Both coaches roll a D6. The team that scored the lowest (or both team in the case of a tie) randomly selects one of their players on the pitch. That player has been spooked by the sudden appearance of a ghost and is immediately Placed Prone.

12

The Restless Dead: Even the dead enjoy Blood Bowl, and some will climb from their grave mid-game to have one last chance at glory! Both coaches immediately gain a Zombie Lineman for the duration of the drive. This Zombie Lineman can mean that teams have more than 11 players on the pitch for this drive, and can be placed anywhere in it's team's half, but not in either of the Wide Zones. At the end of the drive, remove the Zombie Lineman from play.



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MEMORIAL REFEREE RULES

Characteristic	MA	ST	AG	PA	AV	Skills & Traits	Foul Appearance, Dodge
	5	3	3+	-	9+	Special Rules: Radeeo's Aficionado - After a Casualty roll has been made against this Referee, roll a D6. On a roll of 3+, the Casualty roll is discarded without effect and the Referee returns on the pitch for the next drive.	
Square to the Referee	1	2-3	4-5	6-7	8-9		
Score to be Sent Off	2+	3+	4+	5+	6+		

DEPLOYING THE REF

When setting up for a Drive, the Referee is always deployed after both teams have set up but before the kickoff. The Referee is deployed in the kicking team's half and must be placed adjacent to a Sideline and as close to the Line of Scrimmage as possible. The coach of the kicking team may decide which Sideline the Referee is deployed adjacent to

MOVING THE REF

The Referee will always move after both teams have taken a turn – for example, initially, the Referee would move after the receiving team and the kicking team have both had their turn 1, and then again after the receiving team and the kicking team have had their turn 2, and so on.

When the Referee has their turn, they will try to move towards where the action is thickest. To move the Referee, place the Throw-in template over the Referee, pointing towards either Sideline or End Zone, in a direction towards the ball. Then, roll a D6 and move the Referee one square in that direction.

Repeat this process a number of times equal to the Referee's MA. If a Referee would move into a square containing a player or the ball, then they do not move into that square and their turn will immediately end. The Referee will ignore all Tackle Zones when they move, and they do not have a Tackle Zone themselves.

Referees never provide assists of any kind, and if the ball would land in the square they occupy, then it will automatically scatter from that square.

BEING SENT-OFF

Whenever a player makes a Foul action, they will not be Sent-off if they roll a double for the Armour roll or a double for the Injury roll. Instead, after the Foul action has been made, count the number of squares between the player committing the Foul action and the Referee, and roll a D6.. Then check the chart above.

If the Foul action was committed 10 or more squares away from the Referee, then the player will not be Sent-off at all – the Referee is clearly too preoccupied with what is going on around them!

Players that are Sent-off in this manner may still Argue the Call as normal.

BLOCKING THE REF

Players from either team may declare a Block action on the Referee in the same manner as they would against an opposition player, which may result in the Referee being Stunned, KO'd or even killed! Openly blocking a Referee isn't without risk, however; a player that does so may find that the Referee hits back. Regardless, brazenly breaking the rules and putting the boot in on the Referee will undoubtedly result in a red card – if the Referee is still standing to show one, of course!

Any player that makes a Block action, Foul action, Stab Special action or Chainsaw Attack Special action against a Referee will automatically be Sent-off if the action does not result in a Stunned, KO'd or Casualty! result on the Referee. Players Sent-off in this way may never Argue the Call.

If a Referee is pushed into the crowd, then they do not risk Injury by the Crowd like a normal player – though you should still make an Armour roll to see if the Referee is affected by the initial Block action, if required. Instead, if the Referee has not been Stunned, KO'd or removed as a Casualty, then they will re-enter the pitch from a Sideline as close to the Line of Scrimmage as possible, in a place chosen by the coach whose team did not push the Referee off the pitch. If the Referee's armour was not broken when they were pushed off the pitch, then the player that pushed them off will be Sent-off as normal. This does not apply if the Referee was pushed off the pitch as the result of a Chain Push.

Whilst a Referee is off the pitch, Stunned, KO'd or removed as a Casualty, players cannot be Sent-off for any reason until the Referee is back on the pitch. This may even mean that players with the Secret Weapon trait are not Sent-off at the end of a drive!