Spring RealmBowl

Each coach must choose a race to represent him in the Tournament

(Tier1): Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.

(Tier2): Amazons, Norse, Orcs, Skaven, Wood Elves

(Tier3): High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

(Tier4): Chaos Renegades, Khorne, Old World Alliance, Slann.

(Tier5): Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

(Tier6): Gnomes\*, Goblins, Ogres, Halflings, Snotlings.

*\*Gnomes will be included if released at least a week before the tournament (14th April) Their Tier might be subject to revision until that time.*

Starting Gold and Additional skills

Tier 1: 1150k & 06 SP, maximum 1 secondary skill

Tier 2: 1160k & 07 SP, maximum 1 secondary skill

Tier 3: 1170k & 08 SP, maximum 2 secondary skills

Tier 4: 1180k & 09 SP, maximum 2 secondary skills

Tier 5: 1190k & 10 SP, maximum 3 secondary skills

Tier 6: 1200k & 11 SP, unlimited secondary skills

Gold and SP can be spent as follows:

Each Team must hire a minimum of 11 Players

One skill per player at a cost of Primary Skill = 1 SP , Secondary Skill = 2 SP

The coach may spend 1 Skill Point more than their allotment above, as long as the usage of the Skill Points from the coach does not exceed in total 3 times that skill in the roster (including built-in skills). (**If an extra skill point is taken the coach cannot exchange skills for gold, stack skills, or induce Star players**)

*Example: A dark elf team with 4 blitzers, 2 witches and 5 Line Elves can have this extra skill as long as the Skill Points from the tier and the extra Skill Point do not add the Block skill because there are already more than 3 but not from the skill point usage, and can add maximum 1 more Dodge skill because there are already 2 in the roster and by spending 1 Skill Point the total number reaches 3*.

One or more Skill Points can be exchanged for gold at a ratio of 30k per 1SP. Gold earned this way MUST NOT take team value above 1200K before added skills. (**if skills are exchanged for Gold the coach cannot take an extra skill point, stack skills, or induce Star players**)

By sacrificing ONE Skill Point, the coach can add a second skill to players on their roster (**if skills are stacked the coach cannot exchange skills for gold, spend an extra skill point, or induce Star players**). The number of players with stacked skills is limited as follows:

* 1 Skill Stack Tier 1-2,
* 2 Skill Stacks Tier 3-4
* 3 Skill Stacks for Tier 5-6

A Primary Skill costs 1 SP, a Secondary Skill 2 SP

*Example: A High Elf team (Tier 3) would lose 1 skill point to put 2 skill stacks on the roster, and would now have 7 SP to spend on skills. If the coach gives two of their catchers both the block and dodge skill (both Primary skills costing 1 SP each), this would leave 3 SP to spend on the rest of the team*.

0-8 Re-Rolls, at cost depending on race.

0-6 Assistant coaches for 10k.

0-12 Cheerleaders for 10k.

0-1 Apothecary, depending on race.

0-6 Dedicated fans for 10k,

*be aware that every team begins with 0 in Dedicated fans*.

In addition, coaches may use gold to purchase

(Inducements):

0-1 Team Mascot for 30k, available to all teams.

0-1 Weather Mage for 30k, available to all teams.

0-2 Bloodweiser Kegs for 50k each, available to all teams.

0-3 Bribes for 100k each, or 50k each for "Bribery and Corruption" teams.

0-1 Josef Bugman for 100k, available to all teams.

0-1 Mortuary Assistant for 100k, available to teams with the "Sylvanian Spotlight" special rule.

0-1 Plague Doctor for 100k, available to teams with the "Favored of Nurgle" special rule.

0-2 Wandering Apothecaries for 100k each, available to teams that can include an apothecary.

0-1 Master Chef for 300k, or 100k for teams with the "Halfling Thimble Cup" special rule.

A coach cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill on the roster. Goblin and Snotling teams can induce bribes even if their roster contains players with the Secret Weapon skill (but NOT the Sneaky Git skill!).

0-2 Star Players can be rostered for teams at the respective cost for the Star Player/s chosen (**if 1 or more Star Players are induced the coach cannot stack skills, spend an extra skill point, or exchange skills for Gold**). The team must have 11 rostered players before inducing any Star players.

Star Players in couples count as two Star Players for the roster.

* Every Star Player acquired costs additional Skill Points as follows:
  + Star player cost: 000-099k, lose 1 Skill point.
  + Star player cost: 100-199k, lose 2 Skill points.
  + Star player cost: 200-299k, lose 3 Skill points.
  + Star player cost: 300k-399k, lose 4 skill points.

Banned Star Players: Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghoul-Chewer, Skitter Stab-Stab.

The same Star Player cannot play in a game where both coaches have rostered them.

The Tournament uses the Bloodbowl 2020 edition Exhibition play rules. The English version will be used to settle any discrepancies in the rules or rulespack between versions in different languages.

This is a resurrection tournament, no SPP are gained, and injuries, casualties or deaths do not carry on from one game to the next.

Players added to a Team roster mid game as a result of the Masters of Undeath or Plague Ridden special rule are removed from the roster at the end of the game and do not carry on to the next.

**Miniatures**

Different Player types for the race being played by the Coach need to be identifiable. It is suggested that Players are additionally identified by use of colour coded bases, and the following colour coded bases are suggested:

• Grey/none: Lineman

• Red: Blitzer

• Green: Blocker

• White: Thrower

• Yellow: Catcher, Runner

Additional skills must be clearly identified on the respective miniature.

We encourage the following colour codes for skill markers

• Blue: Block

• Yellow: Dodge

• Green: Guard

• White: Wrestle

• Red/Orange: Mighty Blow (+1) / Tackle

Skills not in the above list must still be clearly identified with a different colour of your choice.

**Schedule:**

08:30 - 09:00 registration

09:00 - 11:15 Game 1

11:15 - 11:30 Short Break

11:30 - 13:45 Game 2

13:45 - 14:15 Main Break

14:15 - 16:30 Game 3

16:30 - 16:45 Short Break

16:45 - 19:00 Game 4

19:00 - 19:15 Announcement of Results.

**Fee**:   
€20

Along with Participation in the Tournament this will entitle participants to a light breakfast provided at Registration and a €5 voucher from The Realm Shop, as well as €2 tokens for drinks

Lunch will be provided for anyone who wishes at an additional cost of €10 (Menu will be provided to participants closer to date of the tournament.

**Score**

Win = 3

Draw = 1

Loss = 0

Concession = -1

**Tiebreakers**

1st – Score

2nd – (Net TDs x 3) + (Net CAS x 2) {only casualties which would award SPP will be counted}

3rd – Least TDs taken

4th – Opponent score

5th – Random

**Rules of Conduct**

**Timekeeping**

All games will have a 2hour 15minute time limit. On Time-up all Coaches are required to put down dice and submit the results.

If one of the two Coaches facing off requests that a chess clock is implemented this must be implemented immediately dividing the remaining minutes (rounding down) by 2.

We strongly recommend that a chess clock is implemented immediately if 60 minutes or less are left and at least one Coach is not in the 2nd turn of the 2nd half.

Once implemented chess clocks can only be paused by a referee.

Should a Coach’s time run out on the chess clock, during their turn, that Coach can only stand-up Players and turn stunned Players to the prone position.

If a Coach suspects that their opponent is wasting time, they are to call a referee immediately.

Should the above not be adhered to referees and organisers will implement the penalty system below immediately.

**Personal Conduct**

We understand that Blood Bowl is a particularly emotional game and that Nuffle is a fickle master, however at no point should this be an excuse to abuse your opponent (verbally or otherwise), or to interrupt or impact other games.

We must all understand that attendees all come from different backgrounds, cultures, and ways of seeing things. Words and actions need to be more measured in such an environment. While swearing and a flying dice cup is acceptable in certain areas, it isn’t in others. We will not expect abuse from or to anyone especially referees and organising team. There will be a zero-tolerance policy and penalties below will be enforced.

Dice cups, trays and towers are not only permitted but encouraged.

If one of the two Coaches facing off requests that one dice pool is used this must be done.

At the start of game Coaches facing off are encouraged to define for their game how to handle cocked dice and dice which escape from dice cups.

If a Coach suspects their opponent of misconduct, they are to call a referee immediately.

Should the above not be adhered to referees and organisers will implement the penalty system below immediately.

**Penalty Points**

1st Offence: Warning

2nd Offence: 2 points will be deducted from the offending Coach.

3rd Offence: Offending Coach is sent-off. (Bribes or argue the call are not allowed)

This is a guideline, and the organising Team and referees may apply more severe penalties in earlier offences