Drafting Bowl: Little Leagues Prospects

Team Building

\*\*Tourplay will be used for the tournament, so you can create your team on the website once you are registered\*\*

Based on the Eurobowl ruleset with some **changes**:

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

(Tier2): Amazons, Norse, 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): Ogres, Halflings, Snotlings.

**(Tier7): Goblins**

Here are the amounts of Gold and skills for each tier

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 & **09 SP**, maximum 3 secondary skills

Tier 6: 1200k & **10 SP**, **maximum 4 secondary skills**

**Tier 7: 1200k & 11 SP**, **maximum 5 secondary skills**

The gold and SPP can be spent as follows:

**Maximum of two skills per players at the cost of 1 SP each. Secondary skills also cost 1 SP, but you cannot stack a secondary and a primary skill, or 2 secondary skills on a player unless you play a Tier 5-6-7 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

"Favoured 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.

Coaches should note:

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 have pleased the God and received special permission to induce bribes even if their roster contains players with the Secret Weapon skill (**they can even include players with the Sneaky Git skill!**).

**The Draft:**

**After creating their team with a full roster (11 players minimum), and spending ALL OF THEIR STARTING GOLD to create their team rosters, coaches will be allowed to draft a single player that exists within the roster of any team. The player does not count towards the limitation of the instance of a player within a team. Teams will receive a new amount of Gold to draft these players according to the following tiers:**

**Tier 1: 60k**

**Tier 2: 70k**

**Tier 3: 80k**

**Tier 4: 90k**

**Tier 5: 100k**

**Tier 6-7: 110k**

**\*\*This gold cannot be used to buy anything outside of this single drafted player\*\***

**Drafted players will have Loner (5+) and Animosity (4+, all teammates) in addition to their basic starting skills.**

**Vampire Players drafted this way can bite any players that have “lineman”, “linewoman”, or “marauder” in their name instead of a Thrall.**

**At the beginning of the tournament, a skill drafting board will be created; each coach will have the chance to add 1 skill to their drafted player from the board. Secondary skills will not be allowed for selection. Coaches that select the skill Shadowing will have the chance to add this Special Rule to their player: “Once per drive, this player can make an agility test instead of doing the usual test with the difference of movement in order to use the shadowing skill”.**

Star Players

One (1) Star Player can be rostered for Tier 1-4 teams, up to two (2) Star Players can be rostered for Tier 5-6 teams.

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 2 Skill point and 1 access to a secondary skill**.

Star player cost: 100-199k, **lose 3 Skill points and 1 access to a secondary skill**.

Star player cost: 200-299k, **lose 4 Skill points and 2 access to a secondary skill**.

Star player cost: 300k-399k, lose 4 skill points **and 3 access to a secondary skill**.

(Banned Star Players)

Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Estelle La Veneaux, Dribl & Drull, **Skitter Stab-Stab**.

The same Star Player **can** play in a game where both coaches have rostered them.

Scoring

Individual Scoring:

Win - 2 Points

Draw - 1 Point

Loss - 0 Points

Individual Tiebreakers:

Head to Head

Opponent Score

Net TDs

Net CAS

Coin Toss

Prizes

Champion

2nd Place

Most TDs

Most CAS

**Best Rookie (Most CAS, FOULS, TDs, and PASSES performed by the drafted player)**

Wooden Spoon