

# TOURNAMENT RULES PACK

The Biscuit Factory, Edinburgh

Saturday & Sunday 1<sup>st</sup> & 2<sup>nd</sup> March 2025



## WELCOME

**Murder King Blood Bowl League**, currently in it's 13<sup>th</sup> season, is proud to present and welcome you to the fourth instalment of the **Mulligan's Open** tournament.

**Mulligan's Open 2025** is the Scottish **NAF National** tournament! This means all of your games will be worth **double points** towards your NAF coefficient.

Hopefully this rules pack will answer most of your questions regarding the event. However if, we have missed anything out or you would like additional information on anything at all you can send us a **Facebook message**, or email at [mulligansopen@outlook.com](mailto:mulligansopen@outlook.com).

## DETAILS

**Date:** Saturday 1<sup>st</sup> & Sunday 2<sup>nd</sup> March 2025

**Time:** 9.30 – 19.00

**Location:** The Biscuit Factory, Edinburgh

**Ruleset:** Blood Bowl 2020

**TO:** Chris Rafferty

## WHAT YOU WILL NEED

- A copy of your roster.
- **Dice:** 3 x block dice, 2 x D6, 1 x D8, 1 x D12, 1 x D16.
- Painted miniatures representing your team\*.

\*There are no manufacturers restrictions for your models, however you need to ensure that your models are clearly marked/numbered so that your opponent can easily identify which model is what positional etc.

- Loom/skill bands to mark player skills.
- Pen/pencil.
- A pitch and dugouts.
- A suitable range ruler, throw in and scatter template for your board size.

## HOW MUCH AND WHAT DO I GET?

- £50 for NAF members
- £55 for non-NAF members (price includes NAF membership)
- 6 games of Blood Bowl over 2 days.
- Hot Lunch both days.
- Participation gifts
- The chance to win some lovely prizes...

## ITINERARY

### Saturday

**9:30 - 10:00:**

Registration

**10:00 - 12:20:**

Round 1

**12:20 - 13:20:**

Lunch

**13:20 - 15:40:**

Round 2

**15:40 - 16:10:**

Break

**16:10 - 18:30:**

Round 3

**18:30 - 19:00:**

Clean up

**19:00 - onwards:**

Beer time! If you are around and what to join the larger group for a beer let us know.

### Sunday

**9:30 - 11:50:**

Round 4

**11:50 - 12:50:**

Lunch

**12:50 - 15:10:**

Round 5

**15:10 - 15:30:**

Break

**15:30 - 17:50:**

Round 6

**17:50 - 18:00:**

Extra Time for result calculation

**18:00 - 18:30:**

Awards & Pictures



## TOURNAMENT RULES

At its core the tournament rules will follow current **NAF guidelines for all NAF tournaments**. Any changes made to these guidelines between the date this pack is released and **1st January 2025** will be incorporated into the rules pack and notifications will be added to the **Mulligan's Open** Facebook **event page** and **website**. Any changes made after **1st January** will not be in effect within this tournament.

## WHAT KIND OF TOURNAMENT IS THIS?

The tournament is a resurrection style tournament. This means that all rosters will be reset after each round. Your players will not gain any SPP throughout the matches, no casualties will continue into the next match and you will earn no additional income after matches.

## ROUND TIMES

Rounds will have a 2 hour and 20 minutes time limit. Chess clocks and timing apps may be used at the request of the player, however you will need to organise these yourselves.

This time limit will be strictly enforced with a 30 minute and 10 minute warning given by one of the TOs. At the end of the time limit the call **"time"** will be given. At this point you will be allowed to resolve your current move/block and then you are expected to stop playing.

## ROSTER CREATION

All tiers will be given a gold value of as indicated in the tier list with which to create an initial roster. Some star players are permitted and you may include these within your roster, however you must first have a roster of 11 standard players (non stars).

You may also spend a portion of your roster gold on inducements. More information on which inducements are permitted can be found in the inducement section of this document.

No gold crowns are awarded to either team during the pre-match sequence. No leftover gold crowns may be spent on

Inducements during the pre-match sequence. No gold crowns left over from the roster allowance can be used for skills.

## INDUCEMENTS

Permitted inducements are as follows:

No.	INDUCEMENT
0-2	Bloodweiser Kegs
0-3	Bribes
0-1	Wandering Apothecaries
0-1	Mortuary Assistant
0-1	Plague Doctor
0-1	Riotous Rookies
0-1	Biased Referee
0-1	Halfling Master Chef

## STAR PLAYERS

**Tiers 4 to 6** (see next page for tiers) may roster **one** star player after they have rostered 11 standard players.

If two coaches are drawn against each other with the same Star on their rosters, both players are permitted to use them.

**Mega star** players are banned at Mulligan's Open. These **mega stars** are outlined below.

BANNED STARS
Bomber Driblesnot
Cindy Piewhistle
Deeproot Strongbranch
Dribl & Drull
Estelle La Veneaux
Griff Oberwald
Hakflem Skuttlespike
Ivan the Animal Deathsroud
Kreek Rustgouger
Skitter Stab-Stab
Morg 'n' Thorg
Varag Ghoulcwewer
Willhelm Chaney

## TIERS

This tournament is a tiered tournament. This places all of the races into tiers based on how competitive they are. The top tiers will gain less additional bonuses with the bottom tiers gaining more. This helps to try and level the playing field, allowing all races to be competitive within the tournament.

Each team has been assigned a tier as shown below:

TIER	TEAMS
1 TV 1150	Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Shambling Undead, Underworld Denizens.
2 TV 1160	Amazon, Norse, Orc, Skaven, Wood Elf, Vampires.
3 TV 1170	High Elf, Human, Elven Union, Khemri Tomb Kings, Khorne, Necromantic Horror.
4 TV 1180	Chaos Renegades, Imperial Nobility, Old World Alliance, Slann.
5 TV 1190	Black Orc, Chaos Chosen, Gnomes, Nurgle. Snotling.
6 TV 1200	Halfling, Goblin, Ogre.

Aside from the starting base skills you will receive for each player on your roster, you will gain additional skill points to spend on player advances/skills and star players. The

number and type (primary/secondary) of additional skills available to you is determined by the tier that your team is within. These skills must be chosen prior to the tournament and recorded within your roster. The additional skills must remain the same for every match within the tournament and cannot be altered at any time. In addition they cannot be altered after the roster submission date.

The following restrictions apply to your additional skills selection:

- **Tiers 3 to 6** may sacrifice **1 point** to stack skills on players within their team. For example a Black Orc team would sacrifice one of their 10 points to stack two skills on two different players. This would cost a total of 5 points, one for the sacrifice to allow stacking then 2 points for each player with 2 skills. Likewise Goblins in tier 6 can sacrifice 1 point to stack two primary skills on three players This would total 7 points used from their 11.
- **Tiers 4 to 6** may increase a players statistic (points cost and number of instances shown in the chart below)
- **No** player with a stat increase may take an additional skill
- Star players on your roster may **not** be given an additional skill or statistic increase
- **No** team may take a **Mega Star**. See previous page on star players for ban list.

	PRIMARY SKILL (1 POINT)	SECONDARY SKILL (2 POINTS)	STAR PLAYER (4 POINTS)	SKILL STACK: 2 PRIMARY (1 POINT SACRIFICE)	STAT INCREASE	AV/MA/PA INCREASE (1 POINTS)	AG INCREASE (2 POINTS)	ST INCREASE (4 POINTS)
<b>TIER 1 (6 Points)</b>	No limit	Maximum 1	None	None	<b>None</b>	Tiers 4 to 5 may take one statistic increase at the points cost shown above.  Tier 6 may take two statistic increases at the points cost shown above (this may not be stacked).  <b>NOTE: Must comply with the maximum stat increase restrictions as displayed within the BB20 rulebook. Therefore MA10 Gutter Runners etc. will not be allowed.</b>		
<b>TIER 2 (7 Points)</b>	No limit	Maximum 1	None	None	<b>None</b>			
<b>TIER 3 (8 Points)</b>	No limit	Maximum 1	None	Maximum 1	<b>None</b>			
<b>TIER 4 (9 Points)</b>	No limit	Maximum 2	Maximum 1	Maximum 1	<b>Maximum 1</b>			
<b>TIER 5 (10 Points)</b>	No limit	Maximum 2	Maximum 1	Maximum 2	Maximum 1			
<b>TIER 6 (11 Points)</b>	No limit	Maximum 3	Maximum 1	Maximum 3	Maximum 2			



## OPPONENT PAIRING

For round one, opponents will be selected completely at random.

Rounds two through to six, opponents will be selected using the Swiss pairing system.

This will help to ensure that each entrant plays someone at a similar skill/point level to them within each round.

## CONCEDING

A concession will result in the conceding team losing 100 tournament points, and they will not receive any touchdowns or casualties for that game. The game will be recorded as a '3-0 3-0', to give maximum points to their opponent. They will also, at the Tournament Organisers discretion, be ineligible for any prizes.

If a pattern is evident the conceding player may also be disqualified from the full event at the TO's discretion. We are all here to play blood bowl and have fun, so please put your quarrels behind you.

## SCORING AND DRAWING

Entrants will be awarded points based on winning and drawing, with bonus points being awarded for touchdowns and blocking casualties.

We have included a high points total for winning and drawing compared to the bonus points to ensure that entrants with the best record are at the top of the leaderboard. Bonus points mainly being used as tie breakers.

The points awarded for winning and drawing are as follows:

Win = 100 points

Draw = 50 points

Loss = 0 points

## BONUS POINTS (tie breakers)

Each Touchdown = 1 point

(max. 3 per match)

Each Casualty\* = 1 point

(max. 3 per match)

\*Points for Casualties are only awarded as a result of an action that would generate SPP.

## NON POINT TIE BREAKERS

Tie breakers for those on the same points will be as follows in order:

- Buchholz (Strength of Schedule)
- TD + CAS difference
- TD difference
- CAS difference
- Total TD + CAS
- Total TD's
- Total CAS
- Direct Confrontation

## TIMEKEEPING (Running out of time)

If placed on a timer and you run out of time you can no longer move any models, make blitzes or any action. You are in charge of keeping track of your time and as such should ensure you play to an acceptable speed. If you run out of time all you can do on your turn is stand up players before passing to the next player.

## REFUNDS

If anything happens and you are no longer able to attend the **Mulligan's Open**, we will offer a full refund until **1st January 2025**.

After this point we cannot guarantee a refund will be available and you will be at the mercy of us finding a replacement coach for you.

## AWARDS

We will be offering prizes for the following categories:

- 1<sup>st</sup> Place
- 2<sup>nd</sup> Place
- 3<sup>rd</sup> Place
- Stunty Cup
- Most Casualties
- Most Touchdowns
- Best Rookie coach
- **Mulligan's Open** Wooden Spoon
- Best Painted Team

## MOST IMPORTANTLY

Let's all have a fun and competitive tournament. If anyone is unsure about any of the rules please let one of the TO's know ASAP and we will be more than happy to help you out.

## ADDITIONAL DETAILS

### ROSTER SUBMISSION:

We will be using TourPlay for roster submission at Mulligan's Open 2025. To submit your roster you should create a new team via registration on the Mulligan's Open 2024: Scotland NAF National page here:

<https://tourplay.net/en/blood-bowl/mulligans-open-2024-scotlands-naf-national>

The deadline for submissions is **Sunday 16<sup>th</sup> February 2025** (2 weeks before Mulligan's Open). Failure to upload your roster by this date may result in removal from the tournament.

### LUNCH:

A hot lunch will be provided on each day at the venue. If you have any dietary needs please let us know when you pay for your ticket and sign up to the event so we can arrange this for you.

Lunch will be as follows:

**Saturday:** 48hr pizza dough, Plum Tomatoes & Fior de latte mozzarella (half pizza per person)

**Sunday:** Bacon, Sausage & Vegan haggis rolls with sauces(2 per person)

### BAR:

There is a bar that can be accessed within the venue that offers both alcoholic and soft beverages. As a result of this you are asked not to bring food or drink from outside the venue to the event.



## FINDING THE TOURNAMENT VENUE

### ADDRESS:

4 - 6 Anderson Place  
Edinburgh  
EH6 5NP

### DRIVING:

The venue is very easy to get to when driving. When coming off the M9 or M8 you would want to head towards Ferry Road, follow Ferry Road right down to the bottom before turning right onto South Fort Street (Just before the BP garage) and follow this to the Biscuit Factory at the end of the street.

### PARKING

There is FREE on street parking outside the venue. Parking is limited however, so come early to avoid disappointment.

### TRAIN:

A train could be taken Waverly Station. A short 20-25 minute walk would then be required to the venue from Waverly.

### BUS

From Edinburgh: 7, 10, 11, 14, 16 & 25 can all be taken from the centre of Edinburgh to within easy walking distance from the venue.

### ADDITIONAL INFORMATION

We have the venue booked from 9 am - 7 pm on the days of the event and would be more than happy for you to join us for beers after. If there is anybody who would like to go for a pint or two at one of the local pubs after the event we would be more than happy to take you down and join you for a drink.



# Murder King League

**Mulligan's Open**, is run by a group of coaches and league commissioner of the **Murder King League** which is run out of West Calder bowling club in West Calder.

We are currently starting our thirteenth season and have over 40 coaches now participating within our league days. The growth doesn't seem to be slowing down any time soon with more coaches looking to join us next session.

We are looking for more new coaches to join us and would be more than happy to speak to any of you if you are thinking of joining or to have a friendly game at any point.

Please feel free to look us up on our Facebook group **MKBBL: Murder King Blood Bowl League** or our Discord Channel **MKBBL**.

We are a bunch of friendly gamers who prioritise social and inclusive gaming for everyone.

## SPONSORS

More to be added as they become available.

