**Bangor Bowl**

Sunday 23rd June

Event Pack

**General**

**Venue**: Exploding Dice Gaming Centre, Unit 17-18 Dunlop Industrial Units, 8 Balloo Park, Bangor, BT19 7QY

**Price**: £15

**Tickets: Link soon**

The core rules for Blood Bowl Second Season (2020) will be in use for this Event. The current FAQ as well as the teams of legend rosterwill be in use. Any publication with no official FAQ/Errata released during the course of the season may be subject to an emergency “house” FAQ.

Players are expected to conduct themselves in a sporting manner. In the event of any disputes the League Commissioners have the final say. Any cheating or aggressive/threatening behaviour towards other players or commissioners will not be tolerated and will lead to disqualification and exclusion from the Season. Players are advised to read our [**club guide to good gaming etiquette**](https://drive.google.com/file/d/18RCnyURaLeLNffydXZdVqLKO1XPEp7Ua/view?usp=drivesdk).

**Overview**

A simple 1 day resurrection tournament for banter and glory!

**Schedule**

Registration will open at 09:30

Game 1 - 10:00 - 12:15

Lunch - 12:15 - 12:45

Game 2 - 12:45 - 15:00

Game 3 - 15:15 - 17:30

Results - 17:30 - 17:45

Round timings are 2 hours and 15 mins. These will be enforced with a hard dice down at round end, this is to ensure that all rounds are completed smoothly. There are chess clocks available at ED if anyone wishes to use to help track turn times ect and the TOs will come round and assess game state regularly through each round to ensure where possible all games complete.

**Creating a roster**

This event will be managed on Tourplay and coaches should register using <https://tourplay.net/en/blood-bowl/the-bangor-bowl>

**Team Composition**

Rosters are purchased with a treasury 1,150,000 gold crowns. Unspent gold crowns are lost and during the pre-match sequence no extra gold crowns are awarded for teams with a lower team value. However, teams can roster a selection of inducements as follows.

The following inducements are allowed for teams in all tiers:

Bloodweiser Kegs: 0-2

Mortuary Assistant: 0-1

Part-time Assistant Coach: 0-3

Plague Doctor: 0-1

Temp Agency Cheerleader: 0-4

Wandering Apothecary: 0-1

The following inducements are only allowed for Tier 3 teams:

Biased Referee: 0-1

Bribes: 0-3

Halfling Master Chef: 0-1

Riotous Rookies: 0-1

In addition to the starting skills on your roster all teams will have additional skills that they can add to their roster. Access to skills are split into 2 options and tiered as follows:

Tier 1 Option A: 6 Primary skills

Tier 1 Option B: 3 Primary Skills & 1 Star Player

Tier 2 Option A: 6 Primary skills, 1 Secondary skill

Tier 2 Option B: 3 Primary Skills, 1 Secondary skill & 1 Star Player

Tier 3 Option A: 6 Primary skills, 2 Secondary skills & 0-1 Star Players

Tier 3 Option B: 3 Primary Skills, 1 Secondary Skill and 2 Star Players

These additional skills are all allocated at the start of the tournament so they remain relevant for all 6 matches. The secondary skill(s) can be swapped to a primary skill if you wish. Skills are allocated as “new skill” rolls specified as either “primary” or “secondary” as per the Improvement Rolls table. You may only select one additional skill per player. There is no restriction to skill duplication i.e. you may give several different players the same skill if you wish. Statistic improvements and random skills cannot be selected.

### Blood Bowl team races are split into the following 3 tiers:

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Gnomes, Lizardman, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elf, Vampire

Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Old World Alliance, Slann, Tomb Kings

Tier 3: Goblin, Halfling, Nurgle, Ogre, Snotling

### Star Players

If you wish to bring a star player on your rosters select the appropriate option from the skill options listed above. Remember, you will reduce the number of additional skills that are available to you by selecting a star player.

When rostering a Star player the following rules must be followed:

You must first roster 11 regular players before adding a star player to your team.

0-1 star player can be rostered on teams listed in tier 1 or tier 2

0-2 star players can be rostered on teams listed in tier 3

Star players that are selected as a pair (such as the Swift Twins) count as 2 Star players for the purposes of availability.

If 2 coaches are drawn against each other with the same Star player on their roster, both players are permitted to use them.

Star players cannot be allocated additional skills

The following list of star players are NOT PERMITTED for selection by any team:

* Bomber Dribblesnot
* Cindy Piewhistle
* Deeproot Strongbranch
* Dribl and Drull
* Estelle La Veneaux
* Griff Oberwald
* Hakflem Skuttlespike
* Ivan ‘the Animal’ Deathshroud
* Kreek ‘the Verminator’ Rustgouger
* Morg ’n’ Thorg
* Skitter Stab Stab
* Varag Ghoulchewer
* Any star player released by Games Workshop after May 1st 2024

**Results**

Coaches will be awarded 3 points for a win, 1 point for a draw and 0 points for a loss.

* There are no bonus points awarded for this event.

Tie Breakers will be used in the likely event that more than one coach wins all three of their games, they will be as follows:

1. Opponent Score - the sum of all opponent’s tournament points, also known as strength of schedule (or tourplays best equivalent).
2. Net Touchdowns + Net Casualties.
3. Net Touchdowns.
4. Net Casualties.
5. Touchdowns Scored.
6. Casualties Inflicted.

**Conceding**

Sometimes the games just don’t go your way! Your players are beaten, broken or worse, your apothecary is patching players up left, right and centre, and the crowd is turning against you for a poor performance. Nonetheless, you play on, determined to scrape something from the match! Even if you are losing, we would ask all players to play to the end of the game; real-world sports teams don’t quit the pitch when the game is going badly, and nor should Blood Bowl teams. However, if you do concede the following things happen:

* The game ends immediately.
* The coach that conceded automatically scores 0 Cup points for their result.
* The coach that won counts as having scored the maximum number of Cup points.
* You should still record all your touchdowns, Casualties etc.

**Injuries**

As all the players are utterly psyched for this event and will let nothing short of death stop them (and even then, it won’t stop everyone), all your players are pulled back from the brink by liberal use of under-the-counter Goblin mushrooms, life magic, daemonic pacts, pig-headedness, necromancy, a healthy dose of Bugman’s XXXXX – you name it! This means that at the end of each round, your team fully recovers for the next game. This is to make sure no team gets heinously destroyed in the first match, and allows all the coaches in the cup to get some good games in without having to worry about their favourite player getting their head smashed in – beyond the normal boundaries of a Blood Bowl match, of course!

**Gaining new players during a game**

Any additional players acquired during a game such as by the Plague Ridden trait, or Masters of Undeath special rule, will only be available until the end of the game in which they are acquired and cannot be added to your Team Draft list after the game.

**Painting and Modelling**

Teams for this event **MUST** be fully painted and based to a battle ready standard.

Conversions and 3rd party sculpts are welcome as long as they suitably represent the team you are playing and the position they are representing. Proxies are not allowed, if in doubt, message one of the organisers for clarity.