



**Saturday July 6th, 2024**  
**GameKnight Games & Cool Stuff**  
**519 Osborne Street, Winnipeg**

Burger Bowl I is a three round **Stunty** (Tier 3) centric Blood Bowl Tournament using the [Tourplay](#) APP (free to register/use) to log games. This is a Dutch Swiss-Style resurrection tournament. The first game will be determined by a random matchup. The remaining games will be determined by tournament points. Seating will be limited to 20 players. You are not required to play a Stunty team but it is highly encouraged.

## **SCHEDULE**

**Registration:** 10:00-10:20

**Game 1:** 10:30-12:45

**Lunch Break:** 12:45-1:45

**Game 2:** 1:45-4:00

**Game 3:** 4:15-6:30

**Tournament Calculations/Awards Presentation:** 6:30 - 7:00

When time is called dice are down and the game is concluded

## **REGISTRATION & ROSTER SUBMISSION**

**Cost:** \$20

**NAF Membership:** A [NAF](#) membership is required. If you do not have a NAF membership contact Andrew and he can get you one at a reduced rate and will cover the cost

**To register:** Purchase a ticket from GameKnight [here](#)

**List Submission:** Rosters must be submitted by **Midnight on Wednesday July 3rd** at [Blood Bowl Tournament - News Burger Bowl \(tourplay.net\)](#)

## **THINGS TO BRING**

Your Painted Blood Bowl Team (Painted to a [Battle Ready Standard](#) with a 3 colour minimum)

Block Dice, D6,D8, D16, Ball and Templates

Turn, Re-roll and TD markers

Rule book and other publications relevant to your team

Pitch to play on

## **WHAT IS PROVIDED**

A pair of custom 6 sided event dice

Bands to mark skills

## **BASIC RULES & TEAM CREATION:**

All Blood Bowl 2020 teams from the Second Season Rulebook, Teams of Legend pdf, as well as Spike! Journal teams that have Blood Bowl 2020 rules may be used. If a Teams of Legend team has updated rules, you must use the updated rules. The [Slann](#) team from the NAF may also be used. However since this is a stunty centric tournament bonuses will be awarded in team creation to stunty teams. This is a resurrection style tournament. No SPP will be earned during games and injuries will not carry over to the next game. Your team will reset to your initial roster at the start of each match. The Highlander rule will be in effect. If you hire the same Star as your opponent neither player will have access to the star for that game.

You have 1,100,000 gp to spend on your team

- You may hire up to 2 Star Players but you must first have 11 players rostered before hiring a star player and pay their SPP Tax
- No Mega-stars will be allowed as they do not concern themselves with playing in a stunty cup. The the list of banned Mega-stars is below
- Teams can purchase Rerolls, Apothecaries (if allowed), Assistant Coaches, Cheerleaders and Dedicated Fans
- 0-2 Bloodweiser Kegs may be purchased
- 0-3 Bribes may be purchased
- 0-3 Bottles of Heady Brew may be purchased from the team treasury
- Only teams with the Halfling Thimble Cup special rule may hire a Halfling Master Chef
- Riotous Rookies may be taken by teams with the Low Cost Linemen Special rule
- Stunty teams will be given an extra 80,000 gp. This may only be used to take inducements from the special inducement list below
- You may not mix your Treasury gp and Special Inducement gp
- Only the listed inducements may be purchased

## **SPECIAL INDUCEMENTS**

- 0-1 Kari Coldsteel (50k - Lustrian Super League or Old World Classic)
- 0-1 Papa Skullbones (80k - Favoured of ... or Underworld Challenge)
- 0-1 Mungo Spinecracker (80k - Badlands Brawl, Old World Classic or Underworld Challenge)
- 0-1 Horatio X. Schottenheim (80k - Any Keyword)
- 0-1 Waaagh! Drummer (50k - Badlands Brawl)
- 0-3 Bottles of Heady Brew (40k each- Any Keyword in Tier 3. You may use your roster gp or bonus gp to buy Heady Brew)
- 0-1 Dwarven Runesmith (50k - Old World Classic only)
- 0-1 Halfling Hot Pot (80k for Old World Classic , 60k for Halfling Thimble Cup)
- 0-1 Master of Ballistics (40k for Old World Classic, 30k for Halfling Thimble Cup)
- 0-1 Team Mascot (30k - Any Keyword)
- 0-4 Temp Agency Cheerleaders (20k each - Any Keyword)
- 0-3 Part-time Assistant Coaches (20k each - Any Keyword)

These will be added to your roster after it has been officially submitted. Message/e-mail Andrew with your selections and they will be manually added.

## **MEGA STARS (Banned)**

The following Stars Players are Mega-Stars as per the November 2023 FAQ (Will update with May 2024 FAQ) and will not be available for hire:

- Bomber Dribblesnot
- Deeproot Strongbranch
- Griff Oberwald
- Hakflem Skuttlespike
- Kreek 'the Verminator' Rustgouger
- Morg 'n' Thorg

## SKILLS / SPP

- Tier one teams will be given 30 SPP to buy skills and Star Players
- Tier two teams will be given 36 SPP to buy skills and Star Players
- Tier three teams will be given 48SPP to buy skills and Star Players
- Primary Skills cost 6 SPP
- Secondary Skills cost 12 SPP
- Star Players are 12 SPP each
- Star Player Pairs will cost 12 SPP total
- Each skill can be taken a maximum of 2 times.
- Only one additional skill per player. Tier 3 teams may stack 2 skills on up to 2 players.
- No Stat Increases

**Tier One teams:** Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens and Wood Elves.

**Tier Two teams:**Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Slann, Tomb Kings and Vampires

**Tier Three Teams:** Gnome, Goblin, Halfling, Ogre, Snotlings, Stunty Underworld (Goblins, Snotlings and Big Guy only), Stunty Black Orcs (Goblins and Troll) and Stunty Lizardmen (Skinks, Chameleon Skinks and Kroxigors)

Please have a way to indicate the purchased skills of your players that makes it easy for your opponent to identify which player has which skill. Bands will be provided if you need them.

## PAIRING AND SCORING

The first round of matches will be randomized. Each following round will be determined through Swiss pairings. Points are awarded as follows:

Win - 65 points

Draw - 25 points

Loss - 0 points

Tiebreakers are as follows: Head to Head record, TD differential, Total Casualties, Total TDs and final Casualty differential

## CASUALTIES

The following skills/actions count as Casualties for scoring tournament points:

- Blocks
- Fouls
- Pushing a player into the crowd
- Projectile Vomit
- Stabs
- Chainsaws
- Bombardier
- Ball and Chain
- Diving Tackle
- Thrown/Kicked team-mate hitting an opposition player
- Arm Bar

Did your player use an active skill? It will count. .

## PRIZES

- 1st Place
- Top Stunty Coach (the real winner)
- Best Offense
- Best Defense
- Most Casualties
- Golden Gladiator - Best Presentation as voted on by the players
- Best Sportsmanship - Voted on by the players. May vote for anyone at the tournament

- Wooden Spoon - Lowest tournament points
- Share the Wealth Rules - No coach can win multiple prizes except for Wooden Spoon, Best Painted and Best Sportsmanship.
- All the money collected for the tournament will be awarded as Game Knight Gift Cards

## **QUESTIONS**

Questions can be sent to Andrew Budgell at [ywg\\_budgell@hotmail.com](mailto:ywg_budgell@hotmail.com)