

Mythicos Mug 2024 Rules Pack

Saturday, September 21st, 2024

Location: Mythicos Studios - 1152 NJ-10 Unit 1, Randolph, NJ 07869

Tournament Organizer: Kim Skov

Schedule

Doors Open: 9:00 am

Game 1: 10:00-12:15

Lunch: 12:15 - 1:00

Game 2: 1:00 - 3:15

Game 3: 3:30 - 5:45

Prizes and Wrap-up: 5:45 - 6:00

Please arrive by 9:30 am to leave time for registration. Players who have not arrived by 9:45 without contacting the TO will be unregistered and forfeit their ticket price.

General Structure

The Mythicos Mug 2024 is a 3-round, resurrection tournament. Team rosters are fixed, and all casualties and injuries are repaired between rounds.

This tournament uses the Blood Bowl 2020 rules and the [NAF 2024 Tournament rules](#).

Price

\$20 [Link to buy Tickets](#)

NAF memberships are \$10 and can be [purchased at thenaf.net](#) if you want to register beforehand or \$5 at the tournament.

Tournament Structure and Scoring

The tournament is 3 rounds using Swiss pairings, with teams scoring points each round as follows:

Win: 20 points

Draw: 7 points

Loss: 1 point

Each TD: +2 points

Each Casualty: +1 point

Casualties caused by fouls or a player being pushed into the crowd are counted.

Roster and Skill Selection

You are given 1,200,000 gold pieces to build your team. You may purchase players, rerolls, fan factor, coaches, and cheerleaders as normal with this money.

Inducements:

Only the following Inducements may be purchased for your roster, see below for rules on purchasing Star Players:

Inducement	Cost
0-1 Halfling Master Chef	300,000 (100,000 for Halfling teams)
0-6 Assistant coaches	10,000
0-12 Cheerleaders	10,000
0-2 Bloodweiser Kegs	50,000
0-3 Bribes*	100,000 (50,000 for Bribery and Corruption teams)
0-2 Wandering Apothecaries	100,000
0-1 Morgue Assistant	100,000
0-1 Plague Doctor	100,000
0-1 Riotous Rookies	100,000
0-2 Star Players	Star Player gold cost plus SPP (see below)

*No bribes may be purchased if the team includes a player with the "Sneaky Git" skill.

Skills:

Skills can be purchased with Star Player Points(SPP), Teams get a number of SPP to spend based on their tier.

Tier	SPP	Teams
1	42	Amazon, Chaos Dwarf, Dark Elf, Dwarf, Human, High Elf, Lizardmen, Necromantic Horror, Norse, Orcs, Shambling Undead, Skaven, Underworld Denizens, Wood Elf
2	54	Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Imperial Nobility, Khorne, Nurgle, Old World Alliance, Slann, Snotlings, Tomb Kings, Vampire
3	66	Gnome, Goblin, Halfling, Ogre

Skill Purchase Rules:

- A player can be given either:
 - a single Primary Skill for 6 SPP,
 - two Primary Skills for 14 SPP or
 - a single Secondary Skill for 12 SPP.
- No Stat increases can be purchased.
- Each individual skill cannot be purchased more than three (3) times.
- You may not purchase additional skills for Star Players.

Star Players Rules:

- If you are including a Star Player, you must have 11 players on your team BEFORE hiring them.
- The Highlander rule is in effect. If both you and your opponent have the same Star Player, neither team may field them.
- You cannot use Igors or Apothecaries on Star Players.
- In addition to their gold cost regular Star Players cost 12 SPP to include and Mega-Stars cost 18 SPP to include.
- Mega-Stars include: Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Morg 'n' Thorg, Griff Oberwald, Hackflem Skuttlespike, and Kreek 'the Verminator' Rustgouger.

Prizes

Prizes will be awarded for the following categories:

Winner - Team with the best record. Tiebreakers: Head-to-Head score, Delta in Cas, Delta in TD, Coin flip.

Most Casualties - The team with the most casualties inflicted.

Best Team - Voted on by all participants, using whichever criteria they choose.

Best Sport - Voted on by all participants.

Stunty Cup - Highest-scoring Tier 3 team (will be awarded if we have at least 2 Stunty teams).

Other rules

- Steps 3, 4, and 5 of the pregame sequence are skipped.
- Use Prayer to Nuffle table for Exhibition games (pg 103 of the rulebook)