

Salt City Brawl Redux Blood Bowl Tournament

In conjunction with Salt Lake Open 2024

Tournament Format:

Tournament will be a Swiss style, resurrection tournament. Any injuries a team suffers will not carry over to the next match. Round 1 will be random pairings; Round 2 and subsequent rounds the highest ranked player plays the next highest ranked player they have not previously played.

Rules:

We will be using the official GW 2020 Blood Bowl rules in addition to the most current FAQ published by GW. Found here:

<https://www.warhammer-community.com/wp-content/uploads/2017/11/oFzcrQspEB04HGev.pdf>

There will be no overtime.

In the spirit of good sportsmanship, Illegal Procedures will not be called -- please simply bring the issue to your opponent's attention and ask that they move their marker.

Weather Table: The weather will start as "Perfect Blood Bowl" weather but is subject to change per the Kickoff Table.

The Kickoff Table in the BB2020 ruleset will be used.

Team Creation:

Teams will be built using 1.1M to draft the minimum 11 players. Star Players do not count towards the 11 player min.

In addition to their hiring cost, Star Players will cost an additional 3 skill points from the team's allotment. No GW Mega Stars Players are allowed.

The Highlander rule applies for Star Players.

Additional Skills can be acquired thru the use “skill points” based on the Team tier system as outlined below.

Tier 1–Tier 1 teams are the following and are allowed 12 Skill Points (SP).

Chaos Dwarf, Dark Elf, Dwarf, Orc, Shambling Undead

Tier 2–Tier 2 teams are the following and are allowed 14 Skill Points (SP).

Amazon, Lizardmen, Norse, Skaven, Underworld Denizens.

Tier 3–Tier 3 teams are the following and are allowed 16 Skill Points (SP).

Human, Imperial Nobility, Tomb Kings, Wood Elves, Vampire.

Tier 4–Tier 4 teams are the following and are allowed 18 Skill Points (SP).

Slaan, Chaos Renegades, Elven Union, High Elf, Necromantic.

Tier 5–Tier 5 teams are the following and are allowed 20 Skill Points (SP).

Chaos Chosen, Khorne, Nurgle, OWA, Black Orc

Tier 6–Tier 6 teams are the following and are allowed 22 Skill Points (SP).

Gnome, Goblin, Ogre, Halfing, Snotling

Skills can be purchased with Skill Points per the following table and tier system:

Primary Skills			
Tier 1 - 3 skill points	Tier 2 - 2 skill points	Tier 3 - 1 skill point	
Block	Defensive	Accurate	Jump Up
Claws	Diving Tackle	Arm Bar	Leap
Dirty Player	Frenzy	Big Hand	Monstrous Mouth
Dodge	Horns	Brawler	Multiple Block
Guard	Juggernaut	Break Tackle	Nerves of Steel
Leader	Kick	Cannoneer	On the Ball
Mighty Blow	Pro	Catch	Pass
Sure Hands	Sidestep	Cloudburster	Piledriver
	Sneaky Git	Dauntless	Prehensile Tail
	Stand Firm	Disturbing Presence	Running Pass
	Strip Ball	Diving Catch	Safe Pair of Hands
	Tackle	Dump-off	Shadowing
	Two Heads	Extra Arms	Sprint
	Wrestle	Fend	Strong Arm
		Foul Appearance	Sure Feet
		Fumblerskie	Tentacles
		Grab	Thick Skull
		Hail Mary Pass	Very Long Legs
		Iron Hard Skin	

Example: A coach wants to take a Saurus with Block and Dodge, Team has 14SP to spend. Block uses 3SP; Dodge uses 4SP The “Blodging Saurus costs 7SP of the teams 14 SP, leaving the coach with 7SP points to spend on his remaining players.

Additional rules:

- **Secondary Skill are an additional 1 SP**
- **No more than 2 extra skills per player**
- **No more than 4 of any one extra skill**
- **No mercenaries.**
- **No stadiums or sponsors.**
- **No wizards.**
- **Highlander rules for Star Players are in effect.**

Approved B2020 inducements may be purchased by all teams aside from those listed above.

Timing:

The two hour and fifteen minute rounds will be enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace.

The 4 Minute turn rule will not be used unless the Tournament organizer feels your game is in danger of not completing in the time limit. He may insist on a timer being used and enforcing the 4 minute turn rule.

Scoring:

Tournament points may be gained in several ways from your matches.

Points from Game Play:

Game Result Tournament Points

Win 60

Tie 30

Loss 10

During the tournament, additional points may be earned. They are as follows:

Lost by 1 Touchdown = +2 pts

Caused 2 more CAS from Blocking than Opp. = +2 pts

Caused 3 or more CAS from Blocking than Opp. = +5 pts

Cleared the Pitch (1 per Match) = +5 pts

Won by 2 Touchdowns = +2 pts

Won by 3 or more Touchdowns = +5 pts

Get a One-Turn Score (1 per Match) = +5 pts

*** For the sake of bonuses, all CAS sustained from blocking, crowd surfing and fouling will count!**

Overall Awards:

Brawler Champion - Most overall points after round 6

2nd Place - Second most overall points

3rd Place - Third most overall points

Stunty Champion - Most overall points with one of the following teams: Goblin, Halfling, Ogre, Snotling, Gnome.

Best Defense - Team that allowed the fewest TDs

Best Offense - Team that scored the most TDs

Most Brutal - Team that inflicted the most Casualties from Blocking

Best Painted - Best looking team as decided by participants.

Tournament Organizers will break ties.

A Coach may only win one overall award, but they are eligible for single day awards as well.

Day 1 Awards:

Day 1 Champion - Most overall points after round 3

Best Offense - Team that scored the most TDs

Most Brutal - Team that inflicted the most Casualties

Day 2 Awards:

Day 2 Champion - Most overall points from rounds 4-6

Best Offense - Team that scored the most TDs from rounds 4-6

Most Brutal - Team that inflicted the most Casualties from rounds 4-6