



BitterBowl 3: Say hello to my little friend!

Overview

- No one bothered checking the team's duffle bags. Apparently one of the players had managed to sneak a little someone past security as they entered the pitch.

General

1050 base Gold Treasury + 10 gold per tier, starting from the second tier.

The secret duffle bag: Each team will be given an additional 130 gold which must be used to induce a tiny star player from the list further down. The sort of Star player that will easily fit in a bag. Perhaps even of his own free will. Any leftover gold may be spent freely on normal players, staff or other inducements.

No skill stacking

11 players must be purchased before inducing a star player

If both teams have the same star player, the star sits the game out, and plays for neither side.

Rule set per Errata/FAQ May 2024

Available mandatory Star Players that will fit in a bag

Star Player	Cost	Plays for
Akhorne the squirrel	80	All
Barik Farblast	80	Halfling thimble cup, Old world classic, World's edge superleague
Fungus the Loon	80	Badlands Brawl, Underworld challenge
Nobbla Blackwart	120	Badlands Brawl, Underworld challenge
Puggy Baconbreath	120	Halfling thimble cup, Old world classic
Rodney Roachbait	70	Halfling thimble cup
Scrappa Sorehead	130	Badlands Brawl, Underworld challenge

Additional Star players for tier 5 teams (that will not fit in a bag)

One of the skill packs for tier 5 teams allow the team to field two star players. One of them must be from the list above. The other must be one of the following

Star Player	Star Player
Ripper Bolgrot	Rumbelow
Frank n stein	Rowana ForestFoot
Mighty Zug	Grombrindal

Permitted inducements:

- Team mascot (0-1)
- Bloodweiser keg (0-2)
- Bribe (0-3)
- Halfling Master Chef (0-1)
- Weather Mage (0-1)
- Wandering Apothecary (0-2)
- Mortuary Assistant (0-1)
- Plague Doctor (0-1)
- Biased Referee (0-1)
- Riotous Rookies (0-1)
- Bottles of Heady Brew (0-3)

A note on miniatures used

All teams must be painted. Player type and added skills must be clearly visible. Proxy models can be used to represent star players. A proxy model must be approximately the same size as the star player it represents (i.e. a big troll cannot be used as a proxy for a tiny goblin).

Tier 1

Amazon, Dark Elf, Dwarf, Lizardmen, Shambling Undead, Underworld Denizens

5 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 1)
- Star Player (1 mandatory, no SP cost)

Tier 2

Chaos Dwarf, Norse, Orc, Skaven, Vampire, Wood Elf

+10 gold

6 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 1)
- Star Player (1 mandatory, no SP cost)

Tier 3

Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings

+20 gold

7 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 1)
- Star Player (1 mandatory, no SP cost)

Tier 4

Black Orc, Chaos Chosen, Chaos Renegades, Gnomes, Imperial Nobility, Khorne, Nurgle, Old World Alliance

+30 gold

8 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 2)
- Star Player (1 mandatory, no SP cost)

Tier 5:1

Goblin, Halfling, Ogre, Snotling

+40 gold

9 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (no limit)
- Star Player (1 mandatory, no SP cost)

Tier 5:2

Goblin, Halfling, Ogre, Snotling

+40 gold

5 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (no limit)
- 2 Star Players (one from each of the lists, no SP cost)