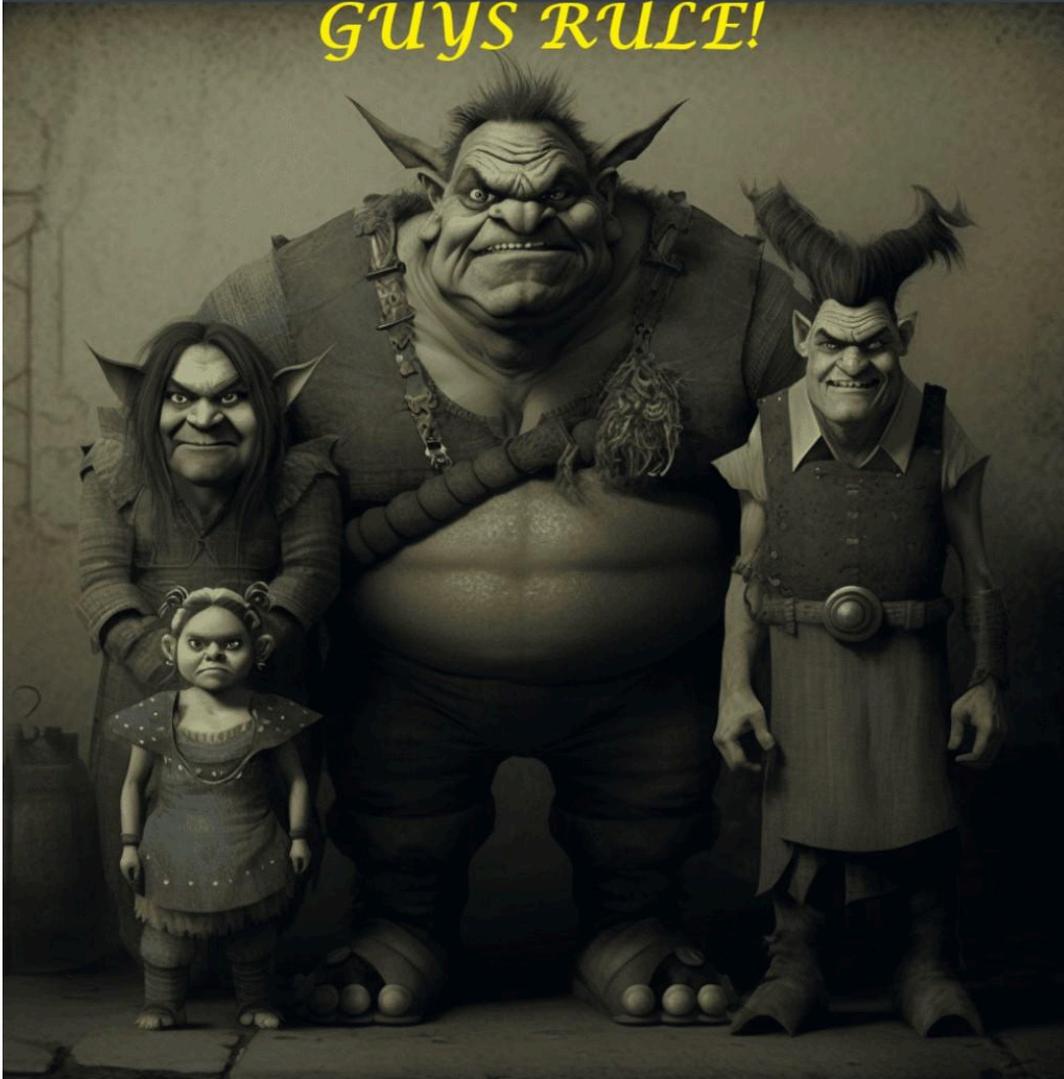


BITTER BOWL

*SMALL GUYS DROOL, BIG
GUYS RULE!*



General:

1150 gold treasury. 11 standard players must be purchased before buying a star player or giant.

Brief summary of special rules:

Only teams with big guys on their roster can participate and must take their maximum allowed allocation of big guys. But fear not, there are two special big guy mercenaries available for those teams that usually don't have access to big guys.

What is a "big guy":

Big guys are like normal guys (and gals), just more awesome. Big is beautiful and all that. For purposes of this tournament a big guy is a unit with strength 5 or higher.

- But wait, you say. Some guys with strength 7 are quite small.

That is true, but those guys have really big balls. You gotta respect big balls, so they are still considered big guys.

Teams that are eligible to play "as is":

The following teams are eligible to play with just their standard players. The column "number of big guys" is the number of big guys that MUST be rostered. The Goblin (+1) is the Fanatic with ball & chain. Because, as we learned above, having big balls is important in Blood Bowl.

Taking on a big guy star player or giant does not fulfill this quota. Star players are taken in addition to this number. *Gnomes are not on the list, but are allowed to play if they include two treemen.*

Team	Number of big guys	Team	Number of big guys	Team	Number of big guys
Black orc	1	Imperial nobility	1	Shambling undead	2
Chaos chosen	1	Khorne	1	Skaven	1
Chaos Dwarf	1	Lizardmen	1	Slann	1
Chaos Renegade	3	Norse	1	Snotling	4
Dwarf	1	Nurgle	1	Tomb kings	4
Goblin	2+1	Ogre	6	Underworld	1
Halfling	2	Old world alliance	1	Vampire	1
Human	1	Orc	1	Wood elf	1

Special eligibility

Teams that are not featured in the list above can still participate, but they must hire a special big guy mercenary. There are two options: *Randy the Rent Boy Ogre* and *Tony the Tankard Troll*, who just happen to be in the neighborhood.

Special rules for mercenaries Randy and Tony:

- “Does not play well with others”: Randy & Tony have a severe inferiority complex and will only play for teams that do not have strength 5+ players on their roster as standard. They’re also afraid to play on the same team as giants, but they do play well with star players. So for example, your Dark elf team could field both Tony and Zolcath the Zoat. Imagine the glory of those two holding hands with a witch elf!
- Randy & Tony both have twin brothers and thus two teams can field either one of them at the same time.
- Randy or Tony count as one of the required 11 players each team must field before taking on stars.
- Randy must be represented on the pitch by an “ogre-like” model, Tony by a “troll-like” model.

RANDY THE RENT BOY	
OGRE MERCENARY	
	MA
	4
	ST
	5
	AG
	5+
	PA
	6+
	AV
	9+
SKILLS	TEAMS
Bone Head, Loner 5+, Mighty Blow +1, Thick Skull, Stand Firm	ALL TEAMS WITHOUT OTHER BIG GUYS
	SPECIAL
	Does not play well with others
150,000 GOLD PIECES	

TONY THE TANKARD	
TROLL MERCENARY	
	MA
	3
	ST
	5
	AG
	5+
	PA
	-
	AV
	10+
SKILLS	TEAMS
Really stupid, Drunkard, Loner 5+, Grab, Regeneration, Projectile vomit	ALL TEAMS WITHOUT OTHER BIG GUYS
	SPECIAL
	Does not play well with others
130,000 GOLD PIECES	

Star players:

Only star players with strength 5 and higher are eligible to play. See list on the next page. If both teams have the same star player, the star sits the game out and plays for neither side. He might be big, but he is not big enough to play on two teams at once

If the rules dictate that a big star player must bring a small friend, he may do so. But the crowd will probably wonder why.

Star Players refuse to play on the same team as giants. Tourplay will not automatically limit this, just bear it in mind when creating your team.

Unfortunately Kreek, Morg & Deeprout have called in sick for this particular tournament.

Giants:

Giants are properly big big guys. Therefore they are very welcome. Giants should be considered generic units, i.e. two teams can field giants in the same game. Only teams eligible to play "as is" can induce giants and only if they're not using a Star Player.

A giant does NOT count as one of the required 11 players each team must field before taking on stars.

Note on miniatures used:

If you don't have a particular big guy, you can use another model as a proxy - as long as the proxy is a big model (by Blood bowl standards). Giants may not be proxied by a normal big guy. The model used needs to be... well, giant. Ask to borrow one from a Warhammer friend.

Models should be painted to tournament standard (minimum 3 colors) and different player types should be clearly distinguishable.

Note on fouling, stalling and other types of mischief:

No skill stacking of sneaky git and dirty player. Apart from that you may freely foul, use bribes, have a picnic near the opposing team's endzone and partake in all types of general on-pitch assholery. Just be polite about it.

Permitted inducements:

- Team mascot (0-1)
- Giant or Randy/Tony, Mercenary (0-1). See rule above “special eligibility” / ”Giants”
- 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)
- Star Players (0-1). In addition to costing gold, there is a skill point (SP) cost. See list below.

Name	SP Cost	Name	SP Cost
Bilerot Vomitflesh	2	Lord Borak	4
Count Luthor	4	Mighty Zug	2
Frank n Stein	2	Ripper Bolgrot	2
Fungus the Loon	2	Scyla Anfingrimm	4
Glottl Stop	2	Skorg Snowpelt	2
Grak & Crumbleberry	2	Varag Ghoul chewer	4
Grashnak Blackhoof	2	Zolcath the Zoot	2

Note on skill stacking and Tourplay

The 1SP cost for X number of skill stacks does not play well with Tourplay. If you choose to stack skills you must make sure to spend 1SP less than your full allocation.

Team tiers

Tier 1

Dwarf, Shambling Undead, Underworld Denizens

5 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 1)
- Star Player (2 SP) (max 1) or Giant (not both)

Skill stacking: pay an additional 1SP to be able to stack up to two skills on 1 player.

Tier 2

Amazon, Dark Elf, Chaos Dwarf, Norse, Orc, Skaven, Vampire, Wood Elf, Lizardmen

+10 gold

6 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 1)
- Star Player (2 SP) (max 1) or Giant (not both)

Skill stacking: pay an additional 1SP to be able to stack up to two skills on 1 player.

Tier 3

Human, Slann, Tomb Kings

+30 gold

7 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (max 1)
- Star Player (2 or 4 SP) (max 1) or Giant (not both)
- Skill stacking: pay an additional 1SP to be able to stack up to two skills on 2 players.

Tier 4

Elven Union, High Elf, Chaos Chosen, Chaos Renegades, Necromantic Horror, Old World Alliance

+50 gold

8 SP to spend as follows:

- Primary skill: 1 SP (no limit)
 - Secondary skill: 2 SP (max 2)
 - Star Player (2 or 4 SP) (max 1) or Giant (not both)
- Skill stacking: pay an additional 1SP to be able to stack up to two skills on up to 3 players.

Tier 5

Gnomes, Khorne, Nurgle, Black Orc, Imperial Nobility

+50 Gold

9 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (no limit)
- Star Player (Max 4 SP in total) (max 2) or Giant (not both)

Skill stacking: pay an additional 1SP to be able to stack up to two skills on up to 3 players.

Tier 6

Goblin, Halfling, Ogre, Snotling

11 SP to spend as follows:

- Primary skill: 1 SP (no limit)
- Secondary skill: 2 SP (no limit)
- Extra Gold (1 SP = 30 gold) Max CTV: 1400
- Star Player (Max 6 SP in total) (max 2) or Giant (not both)

Skill stacking: pay an additional 1SP to be able to stack up to two skills on up to 4 players.

Scoring

Win/Tie/Loss 3/1/0

Tiebreakers

1. Strength of schedule (SOS, Bucholz)
2. Team with most big guys (including stars & mercenaries). Aka the "Ogre team rules" rule
3. Net TD
4. Net Cas
5. Flip a coin, or 100 kg bench press for reps if no coin is to be found.