

ENTØYMENT
WAR GAMING & HOBBY STORE



SAT 29TH JUNE 2019





WELCOME TO THE BONEHEAD BOWL!

This is a Tournament run by Ben and Richard from the Bonehead Podcast [hence the name!]. The Bonehead Podcast loves exploring ways to change up Blood Bowl, so this Tournament is all about Mixed Roster Teams! This is by no means mandatory... but highly encouraged!

SATURDAY 29TH JUNE

10.30-18.00

ENTOYMENT WARGAMING (Poole, UK)

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Poole Dorset
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<https://entoyment.co.uk/>

TOURNAMENT FORMAT

The Bonehead Bowl will be 3 Matches.

Round 1 will be paired randomly.

Rounds 2 and 3 paired in a Swiss Format [top teams vs top teams, bottom teams vs bottom teams].

This is a resurrection format and all Teams will start as rostered at the start of every Match.

TOURNAMENT SCHEDULE

10.30 → Registration & Set-up

11.00 → Match 1

13.00 → Lunch

13.30 → Match 2

15.30 → Match 3

18.00 → Awards

The Matches will be held to a 2 hour time limit, with Coaches being warned at the 1 hour remaining, 30 minutes remaining, and 15 minutes remaining points.

Once the 2 hour mark has been reached, Coaches will be given 5 minutes to finish the turn currently being played, and then the game must end.

Each Pitch will be numbered so that when the Matches are announced at the start of each Round the Coaches are able to easily locate their opponent.

REGISTERING

Tickets are £10 for the day, and that covers all the prizes and support from Entoyment. We would like you to submit your Roster by Sunday 22nd June; this will give us a week to check it over and make sure everything is as it should be.

Please contact us if you'd like to attend via Facebook, Twitter, or email. Alternatively please message us on TalkFantasyFootball or comment on the thread. We'd like to get an idea of the numbers ahead of time.

Late Entries

If you're reading this after the 22nd June Deadline – no problem, if you want to come along then please get in contact in any of the ways above and we're sure we can accommodate you!

PayPal

We'd prefer the Ticket price to be paid via PayPal (TheBoneheadPodcast@gmail.com), but if that is an issue then please just get in contact with us.

CONTACT

Facebook: <https://www.facebook.com/TheBoneheadPodcast>

Twitter: <https://twitter.com/PodcastBonehead>

Email: TheBoneheadPodcast@gmail.com

Talk Fantasy Football thread: <http://talkfantasyfootball.org/viewtopic.php?f=59&t=45700>

THINGS TO BRING

Your Blood Bowl team (painted if you please)

Four copies of your team roster

(One for yourself, one for your opponent, one for the Tournament Organizer, and one spare)

→ *Please contact us ahead of time if you need these printed for you*

Three Block dice, two D6 and one D8 dice

Throw-in, Scatter and Pass templates

Blood Bowl 2016 Pitch (if possible – just in case we have more Coaches than expected!)

TROPHIES AND AWARDS

- | | |
|--|--|
| Bonehead Bowl Champion  | → 1 st Place (Most Tournament Points) |
| Mixed Team Champion | → Most Tournament Points (Mixed Team only) |
| Most Violent Team | → Most Casualties caused |
| Highest Scoring Team | → Most Touchdowns scored |
| Fan Favourite Award  | → Most “Fan Favourite” Points (Sportsmanship) |
| The Chosen Ones  | → Bonehead Podcast choice (Best Fluff/Effort) |
| Chocolate Armour Award | → Most Casualties suffered |
| The “Wrong Game” Award | → Most Touchdowns conceded |
| The Participation Trophy*  | → Least Tournament Points (*Spoon) |
| Spot Prizes | → Announced at the start of each Match |

ROSTER CREATION

Roster Value → \$1,100,000 Gold Pieces

Teams Allowed → All 26 Teams covered in the NAF Team List below
<https://www.thenaf.net/wp-content/uploads/2018/05/NAF-Team-Lists-v1-5.pdf>

Star Players

- All Star Players listed in the NAF Team List are allowed
- All Star Players listed in any Death Zone or Spike! are allowed
- A Team must have 11 Players rostered before taking Star Players
- A Team can only have 0-2 Star Players

Skills

- 0-4 Skills total
- 0-1 Skill per Player
- 0-2 of each Skill per Roster
- Normal / Double Skills allowed determined by Tier (see below)
- Skills do not affect Team Value, nor do they cost Gold Pieces
- No Stat increases can be taken
- No Star Players may take additional Skills

Each coach has an allowance of 1,100,000 gold pieces with which to create their Team. Coaches do not purchase skills with their gold allowance - skills are awarded to players for free. All skills will be chosen before the tournament and will stay the same for all matches throughout the tournament. See the tier chart below for information on how many and which type of skills your selected team can choose.

STAR PLAYERS

Teams must have at least 11 players on your roster.

Star Players purchased during team creation do not count towards your minimum 11 players required for a team.

If the Team is a Mixed Roster Team it may take Star Players from either or both of its chosen Team Rosters.

INDUCEMENTS

Inducements may be purchased during team creation, including 0-2 Star Players, but this excludes Wizards, Special Play Cards, and Unlimited Mercenaries.

Inducements bought in this way are considered a permanent part of the team and can be used each game.

Opposing teams may have the same Star Player.

Inducements that can be taken by one or more Teams in a Mixed Roster Team can choose them.

Goblin Bribes / Halfling Master Chef

Reduced prices for these cannot be applied if playing a Mixed Roster Team.

Apothecaries.

Mixed Teams can take an Apothecary if at least one of the two Mixed Roster Teams chosen could normally take one.

During matches, only Players from a Team Roster eligible for an Apothecary are allowed to use one. E.g. a Mixed Chaos / Undead Team, only the Chaos Players would be able to use an Apothecary.

TIER LIST – SKILLS AND TEAMS

	SKILL ALLOWANCE	TEAMS
TIER 1	0-2 Normal Skills	Amazon, Brettonians, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf
TIER 2	0-1 Normal Skill AND 0-1 Normal or Double Skill	Chaos, Chaos Renegades, Elf, High Elf, Human, Khemri, Khorne, Necromantic, Nurgle, Slann, Underworld, Vampire
TIER 3	0-2 Normal or Double Skills	Goblin, Halfling, Ogre

Each Skill option listed as “Normal Or Double” can be taken as either – they do not all have to be the same type.

SINGLE ROSTER TEAMS

Coaches can choose a Team from a Single Roster using all the standard rules for building a Team. The Skill Package allowed for that Roster is allowed to be taken twice.

E.G. A Dwarf Single Roster Team (Tier 1) would be allowed to take 0-2 Normal Skills twice, for a total of 0-4 Normal Skills.

MIXED ROSTER TEAMS

Coaches are allowed, and encouraged to pick two different Team Rosters from which to build their Team, e.g. Human & Halfling.

The Team Rosters that can be chosen together are restricted by **Alignment** as described on the next page.

A minimum of 4 Players must be taken from each Team Roster.

Rerolls will be charged using the more expensive of the two chosen Team Rosters, and a Mixed Roster Team cannot have more Rerolls than it has Fan Factor.

The Skill Package for the Team is determined by adding the total allowed from each Tier chosen.

E.G. A Skaven (Tier 1) and Goblin Team (Team 3) would be allowed a total of:
0-2 Normal Skills (Tier 1), and 0-2 Normal or Double Skills (Tier 3)

These Skills could be distributed across any Players on the Team as the Coach desired.

MIXED TEAMS - ALIGNMENTS

When choosing Team Rosters for a Mixed Roster Team, there is a restriction on which combinations can be chosen.

A Lawful Team can only be chosen in conjunction with another Lawful Team or a Neutral Team.

A Chaotic Team can only be chosen in conjunction with another Chaotic Team or a Neutral Team.

A Neutral Team can be chosen in conjunction with any other Team.

	LAWFUL	NEUTRAL	CHAOTIC
TIER 1	Brettonian Dwarf Lizardmen Wood Elf	Amazon Norse	Chaos Dwarf Dark Elf Orc Skaven Undead
TIER 2	Elf Union High Elf Slann	Human	Chaos Chaos Renegade Khemri Khorne Necromantic Nurgle Underworld Vampire
TIER 3	Halfling	Ogre	Goblin

Note

We had some great fun playing with Mixed Teams back in 2018
Why not take a listen to Episodes 2 and 3 to hear more about it?
Or even Episode 17 – where we talked about some Bonehead Bowl Team ideas.



THE SCORING

At the start of each Round you will receive 1x Match Result form per Pitch, and 1x Great Player Score form per Coach. Please complete these during the Match and hand them in after you have finished.

MATCH RESULT SCORING

- PER WIN** → +30 Tournament Points
- PER DRAW** → +10 Tournament Points
- PER LOSS** → +0 Tournament Points
- PER TD SCORED** → +1 Tournament Point (Max. 3 per Match)
- PER CAS CAUSED** → +1 Tournament Point (Max. 3 per Match)

MATCH RESULT TIEBREAKERS

- 1 – Total TDs Scored
- 2 – Total CAS Caused
- 3 – TD Differential
- 4 – CAS Differential
- 5 – Strength of Schedule
- 6 – Lowest TV
- 7 – Tier Total e.g. Tier 3 + Tier 3 = 6, Tier x2 if Single Team Roster.

FAN FAVOURITE SCORING

At the end of your Match please note how many bonus points you feel that Coach deserves. These go towards the Fan Favourite Award at the end of the day.

- +0* Not particularly enjoyable.
- +1 Good Game, Nice Coach.
- +2 Great Game, Really Fun Coach
- +3 Outstanding coach to play against
- *Any Slip blank or not handed in will result in a default of +0.

FAN FAVOURITE TIEBREAKERS

- 1 – Most Match Points Suffered
- 2 – Match Result Tiebreakers **In Reverse**

THE FINAL DECISION

When it comes to rules and tie-breakers, please support us in making great decisions, but please please accept that for brevity's sake – the Tournament Organiser's decision is final.

FAQs (Frequently Asked Questions)

This area will be updated regularly – and we'll post any updates as we go!

Q: Are you using Piling On?

A: Not this time.

Q: Are you using Argue the Call?

A: Not this time.

Q: Are you using Turn Timers?

A: We encourage Coaches to use timers if they're comfortable (we recommend 4 minutes a turn), but we won't be enforcing it – Blood Bowl is many things to many people, after all!

FINAL THOUGHTS

We want to thank you for reading through our rules pack, and hopefully coming along to our tournament, and/or listening to our podcast!

All we want is to help support and grow this incredible game, and its equally incredible community!

Happy Blocking,

Ben & Rich

