



Welcome to the Bonehead Summer Team Cup!

The Bonehead Summer Team Cup is a 3 Round Blood Bowl 11s team (teams of 3) tournament, hosted by the Bonehead Podcast at the excellent Entoyment Wargaming in Poole.

Come join us on the Bonehead Podcast Discord: <https://discord.gg/yGtuTseENb>

Bonehead Summer Team Cup (2024)

Saturday 29th June 2024

9.30am → 6.00pm

Entoyment Wargaming

Unit 2 Fleetsbridge Business Centre

Upton Road

Poole Dorset

BH17 7AF

Telephone: 01202 929449

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



TOURNAMENT STRUCTURE

The **Bonehead Summer Team Cup 2024** will consist of 3 matches of **Blood Bowl 11s**.

This is a team event, so teams should be organised in sets of 3 Coaches to one team. If you are attending as a solo coach please let us know and we will organise a team for you.

Teams will be paired randomly for the first match, with matches 2 and 3 being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible. Within each pairing of Teams, the coaches will be paired by ranking also (top coach team A vs top coach team B, etc).

This is an **exhibition** format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied).

TOURNAMENT SCHEDULE

- 9.30** Registration
- 10.00** Match 1
- 12.15** Lunch
- 13.00** Match 2
- 15.15** Match 3
- 17.45** Prizes & Awards

Matches will be held to a 2 hour time limit, with Coaches being reminded at the 1 Hour Remaining, 30 Minutes Remaining, and 15 Minutes Remaining points. Once final time has been called coaches will be given up to 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.

TICKETS - LIMITED TO 60

Tickets for the event will be £12 per Coach, which goes towards the table hire, prizes, and support from Entoyment.

Tickets can be purchased from our website:

<https://boneheadpodcast.com/shop/ols/categories/event-tickets>

PRIZES AND AWARDS

OVERALL TEAM CHAMPIONS

Overall Winning Team (most Tournament Points).

STUNTY CHAMPION

Stunty* Team with the most Tournament Points.

**Tier 3 Stunty teams Only.*

BEST TEAM AWARD

Individual Team with the most "Best Team" votes.

MOST TOUCHDOWNS

Most Touchdowns Scored (Individual Coach Record)

MOST CASUALTIES

Most Casualties** Caused (Individual Coach Record)

DIRTY PLAYER AWARD

Most Fouls Attempted (Individual Coach Record)

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types.

Teams do not have to be painted, but we think the game looks better if they are!

A Smartphone device to log onto Tourplay with.

Three Block dice, two D6, one D8, and one D16 dice
Throw-in, Scatter and Pass templates

We will be using Tourplay for Rosters and Match Submissions for this event.

Link placeholder

Once you have bought your ticket - you can register and submit your team via the link above.

Note: Registering on Tourplay does not guarantee you a place on the day; don't forget to purchase your ticket!

Any concerns please get in contact with us via email or in our Discord!

NAF SANCTIONED TOURNAMENT

We intend this to be a NAF Sanctioned event, so would prefer all of the coaches attending to be registered with the NAF.

If you have any concerns or require support in registering with the NAF before the event please don't hesitate to get in touch with us.

For more information on the NAF please visit the website:

<https://www.thenaf.net/>

ROSTERS DUE 15th JUNE 2024

We would like you to submit your Roster(s) by Saturday 15th June 2024; this gives us time to fix any errors, and get our coverage assets ready for the big day!!

Any queries; contact us below:

BoneheadRosters@Gmail.com

TOURPLAY!!

We will be using Tourplay for Rosters and Match reporting for this event. Sign up and submit your team at this link:

LINK PLACEHOLDER

ELIGIBLE TEAMS

As we are using Tourplay - all teams and Stars active and available to be rostered by the roster due date are allowed.

This includes all Games Workshop new releases - assuming they're released on time and included on Tourplay!



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TEAM VALUE → 1,100,000GP

All Teams: 1,100,000gp

All teams will be allowed to spend 1.1 million gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

TEAM TIERS

Each Team has been given a Tier, but we include a list here for ease.

★Tier 1:

Amazons (2022), Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Undead, Skaven, Underworld, Wood Elf

★Tier 2:

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Orc, Old World Alliance, Tomb Kings*, **Vampire (2023)**, Slann**

★Tier 3:

Gnomes, Goblins, Halflings, Ogres, Snotlings

*= Team of Legend

**= NAF Team

ALLOWED INDUCEMENTS

Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game.

- ★ 0-2 Star Players may be selected, and can be taken by both teams in a match (Wizards did it).
- ★ (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.
- ★ With the exception of the Giant Mercenary, no rules from Death Zone 2021 will be in effect.
- ★ 0-1 Giant may be included (page 52-55 of Death Zone) for 350,000GP.

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number additional skills as listed below.

These skills do not affect Team Value in any way.

- ★ Tier 1: 5 Primary Skills
- ★ Tier 2: 5 Primary Skills & 1 Secondary Skill
- ★ Tier 3: 5 Primary Skills & 2 Secondary Skills

Notes:

- ★ No Player may receive more than 1 Skill.
- ★ A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- ★ Star Players cannot be given Skills.

STAR PLAYERS

Your team must consist of 11 players **before** rostering Star Player(s).

Star Players from all published Games Workshop releases will be eligible for this tournament.

STAR PLAYER RESTRICTIONS

- Tier 1: 0-1 Star Player choice
- Tier 2: 0-2 Star Player choices
- Tier 3: 0-2 Star Player choices, or
0-1 Mega Star Player choice

Note: Star Players that are taken as a pair (e.g. Grak and Crumbleberry) count as 2 players for your roster, but only a single Star Player choice.

STAR PLAYER TAX

Including a Star Player will reduce the amount of Primary Skills available by **2** for each Star Included, in addition to their usual GP Cost.

MEGA STARS

Your team may include 0-1 **Mega Star** from the list below. Including a Mega Star will reduce the amount of Primary Skills available to your team by **4** instead of the above **2**.

**Bomber Dribblesnot, Deeproot Strongbranch,
Griff Oberwald, Hakflem Skuttlespike,
Kreek 'the Verminator' Rustgouger, Morg 'n' Thorg**

TOURNAMENT SCORING

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

- ★ Per Win: +30 Points
- ★ Per Draw: +10 Points
- ★ Per Loss: +0 Points
- ★ Per TD: +1 Points (max **5** per Match)
- ★ Per CAS**: +1 Points (max **5** per Match)
- ★ Perfect D: +1 Points (No TDs Allowed)

Casualties: All Casualties caused to your **opponent's team during **your** turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.

TEAM SCORES

All Coaches in a Team will have their scores added together for the purposes of the Team Competition.

Rounds will be paired based on this totalled score.

FINAL DECISIONS

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.

FAQ, UPDATES, & ANNOUNCEMENTS PLACEHOLDER PAGE

This Page is where we will include changes, updates, and
FAQs as required.

