



Snotling Update - 31st August 2020

Two Months to go, and Snotlings have been released!

Update 1 – Team Sheet

We have updated the MegaBowl 2020 Team Sheet with the Snotling roster.
Follow the link below – don't forget to **Make a Copy!**

<https://docs.google.com/spreadsheets/d/1gF6IE1uXpcVv1mlh6A2MligVtAtQIj04oVaLTxSADUc/edit?usp=sharing>

Reminder: We would like all teams submitted by Saturday 24th October.

Update 2 – FAQ Disposable

Q: How does Disposable work in a Tournament?

A: Unfortunately – it doesn't. As there is no inducement step, the Disposable skill has no effect.

Update 3 – Tickets are on Sale!

Tickets are on sale on our Website.

There is an initial limit of 30 spaces, so get yours soon!

<https://boneheadpodcast.com/megabowl-2020>

See you all soon!



BONEHEAD PODCAST MEGABOWL

WELCOME TO MEGABOWL!

We've had to cancel our regular tournaments this year (for good reason!), so now we have a chance to put them all together for one big event- MegaBowl!

MegaBowl is a 4 round tournament featuring the Mixed Teams rules from Bonehead Bowl, the Horror-themed Teams from Tombstone Tournament, and some of the Sevens gameplay from Sewer Bowl Sevens... and All of the prizes!

SATURDAY 31st OCTOBER, 10.30-18.00
ENTOYMENT WARGAMING (Poole, UK)

Unit 2 Fleetsbridge Business Centre
Upton Road
Poole Dorset
BH17 7AF

Telephone: 01202 929449

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

TOURNAMENT FORMAT

MegaBowl will be 4 Matches.

Round 1 will be paired randomly.

Rounds 2-4 are 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 (Standard 11s)
- 13.00** → Match 2 (Sevens format)
- 14.00** → Lunch Break
- 14.30** → Match 3 Sevens format)
- 15.30** → Match 4 (Standard 11s)
- 18.00** → Awards

The Matches will be held to a 2 hour time limit for standard 11s (with Coaches being warned at the 1 hour remaining, 30 minutes remaining, and 15 minutes remaining points), and a 1 hour time limit for Sevens format (with warnings at 30 minutes, and 15 minutes remaining).

Once the full time has been called the coach may finish the active turn 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.



Thanks for playing!
- The Bonehead Podcast

REGISTERING

Roster due Saturday 24th October

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 Saturday 24th October; this will give us a week to check it over and make sure everything is as it should be.

Please either purchase your ticket(s) from our website (BoneheadPodcast.com/MegaBowl) or contact us if you'd like to attend via Facebook, Twitter, or email. We'd like to get an idea of the numbers ahead of time.

Late Entries

If you're reading this after the 24th October 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 through the website 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

THINGS TO BRING

Your Blood Bowl team (painted if you please)

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

| | |
|----------------------------------|--|
| MegaBowl Champion | → 1 st Place (Most Tournament Points) |
| Mixed Team Champion | → Most Tournament Points (Mixed Teams only) |
| Horror Team Champion | → Most Tournament Points (Horror Teams only) |
| Stunty Team Champion | → Most Tournament Points (Stunty Teams only) |
| Best Team Trophy | → Most “Best Team” Votes |
| The Participation Trophy* | → Least Tournament Points (*Spoon) |
| Highest Scoring Team | → Most Touchdowns scored |
| Most Violent Team | → Most Casualties caused |
| The “Wrong Game” Award | → Most Touchdowns conceded |
| Chocolate Armour Award | → Most Casualties suffered |
| Spot Prizes | → Announced at the start of each Match |

ROSTER CREATION

Ok, so this is the fun bit!

We're allowing the "Standard NAF" teams (including Bretonnian, Slann, and Daemons of Khorne), but also Mixed teams built from two of those, AND an assortment of FUMBBL Secret / Stunty League teams with a Horror theme to them.

Roster Value

Each coach has an allowance of 1,100,000 gold pieces with which to create their Team.

Standard Teams Allowed

All teams covered in the [Head Coach Handbook PDF](#) can be selected, with the following caveats:

Ogres: Roster as per Spike! 8 (Runt Punter included)

Old World Alliance: Roster as per Spike! 9

Underworld Denizens: Roster as per Spike! 9 OR Head Coach Handbook

Snotlings: If the Snotling team is released in time for the tournament it will be as published by Games Workshop.

Rules for Legacy Star Players, and team rosters for Bretonnian, Slann, and Daemons of Khorne can be found here:

<https://www.thenaf.net/wp-content/uploads/2019/11/NAF-Rules-for-Tournaments-2020.pdf>

STAR PLAYERS

Teams must have at least 11 players on their roster before taking Star Players.

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

Star Players may be selected for a team as dictated by their roster, and for this tournament includes BB2016/Death Zone/Spike Star Players and legacy Star Players (in the link above).

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

If the Team is a Stunty League team then the available Star Players are detailed on the roster.

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.

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

Inducements included in all Spike Magazines and Death Zone books can be included (within the restrictions above).

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.

ROSTER CREATION p2

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 must be purchased at the highest cost from both teams (e.g. a Dwarf / Halfling mixed team would have to pay 60,000 for Rerolls).

SKILLS

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 following for information on how many and which type of skills your selected team can choose.

To get the total tier, you either double your Tier if you're a single roster team, or add both parts if you're a mixed roster team.

SKILLS - SINGLE ROSTER TEAMS

To determine the Skill allowance for a Single Roster team, simply double their Tier, and check the table below.

e.g. a Dark Elf team is Tier 1, doubled to Tier 2.

SKILLS - MIXED ROSTER TEAMS

To determine the Skill allowance for a Mixed Roster team, add up the Tiers of both chosen rosters and check the table below.

e.g. Dwarf (Tier 1) an Halfling (Tier 4) would be Tier 1+4= Tier 5.

SKILL ALLOWANCES

|  TIER | Normal Skills | Double Skills | Sevens Player Limit |
|--|-------------------|-------------------|---------------------|
| TIER 2 | 0-4 Normal Skills | None | 7 Players |
| TIER 3 | 0-3 Normal Skills | 0-1 Double Skills | 8 Players |
| TIER 4 | 0-2 Normal Skills | 0-2 Double Skills | 9 Players |
| TIER 5 | 0-2 Normal Skills | 0-3 Double Skills | 10 Players |
| TIER 6 | 0-2 Normal Skills | 0-4 Double Skills | 11 Players |

Skills can be placed on any player on your team regardless of Tier, and you may stack skills as you wish.

Star Players cannot receive Skills.

Normal Skills may be taken instead of Double Skills.

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.

Underworld: We are allowing both versions of the Underworld team. Yes, this does mean you can take a Mixed Roster team made from Underworld Classic and Underworld 2020.

And yes... that *Does* sound fun...!

| | 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 Old World Alliance Slann | Human | Chaos Chaos Renegade Khemri / Tomb King Daemons of Khorne Necromantic Nurgle Underworld 2020 Underworld (Classic) Vampire |
| TIER 3 | Halfling | Ogre | Goblin Snotling |

Note

We had a great time at Bonehead Bowl I last year – why not take a listen to Episode 21 of our podcast to hear more about it?

<https://theboneheadpodcast.podbean.com/e/the-bonehead-podcast-21-bonehead-bowl-review-and-matched-play-leagues/>



ROSTER CREATION p3

HORROR ROSTER TEAMS

Tombstone Tournament is our Horror-themed tournament, so we have a fun selection of additional teams from the FUMBBL website to add to the mix!
These teams are to be used as Single Roster teams only.

FUMBBL SECRET LEAGUE TEAMS

The rosters for these teams can be found here:

<https://fumbbl.com/help:SecretLeague>

| | | | |
|---------------|---|--------------------------------------|--|
| TIER 1 | Beastmen Khorne Slaanesh Tzeentch Daemons of Slaanesh | Ethereal Mahrak Numas | Blood Dragon Lahmian Necrarch Strigoi Von Carstein |
| TIER 2 | Clan Pestilens Daemons of Khorne Daemons of Nurgle Daemons of Tzeentch | Golem Were Team Undead Pirates | Ka-Sabar Lybaras Rasetra Zandri |

FUMBBL STUNTY LEAGUE TEAMS

The rosters for these teams can be found here:

<https://fumbbl.com/help:StuntyRosters>

Please be aware that the Stunty League rosters have their own Star Players.

| | | | |
|---------------|-----------------|----------------------------------|-----------|
| TIER 3 | Chaos Halflings | Horrors of Tzeentch Nurglings | Strigoyan |
|---------------|-----------------|----------------------------------|-----------|

A Note on Teams

All in all there are nearly 500 options of team to take!
But don't worry – if you just want to run your favourite normal team that's absolutely fine!!
Come along – there will almost certainly be a challenge here that you haven't faced before.

And if you love the idea of new teams and great hobby opportunities... then this really is the
Tournament for you!

THE 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.

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) |

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.

| | |
|-----------------------|--|
| NO TDs ALLOWED | → +1 Tournament Point (Max. 1 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.

BEST TEAM SCORING

At the start of Round 1 you will receive a Best Team nomination slip.
Please retain this and nominate a coach at the end of Round 3 to win the Best Team Award.
The Coach with the most nominations will win the Award.

What is Best Team?!

Really – it's up to you! Whether you're a fan of great painting, clever modelling, brilliant background stories, or just superb theme; you get to choose a Coach from the tournament that you think put in more effort than anyone else.

Lunchtime Showcase

We ask all coaches to leave their team on display during the lunch break so we can all have a look!

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.

SEVENS FORMAT

A Note on Sevens

Yes that's right - Sevens and Elevens in one day! How's that going to work?!?

You take one team for the whole day - build it according to the building restrictions. In the Sevens rounds teams have their Rerolls halved (rounding down) - so 3 Rerolls becomes 1, 4 becomes 2, etc. and you have to pick just a few players to form your team for that game!

There will be no restriction on positionals or skills for the Sevens Rounds - we like the idea of you having to think about both formats when picking your players and their upgrades!

Rounds 2 and 3 will be games of Blood Bowl Sevens played using the rules linked:
<https://www.thenaf.net/wp-content/uploads/2019/09/Blood-Bowl-Sevens-2019.pdf>

This includes the special Sevens Kick-Off table for these rounds.
Please ignore the list building rules in the above document and use the normal rules as previously written.

MAXIMUM PLAYER COUNT

For the Sevens rounds teams will have a maximum number of players allowed.
This number is determined by the team's Tier (see below).

After setting up for the first Kick-Off the coaches must place a number of players into the Dead & Injured box until they have at least 7 players, but no more than the Sevens Player Limit determined by their team's Tier. The receiving coach does this first.

These players can only be removed from the Reserves and do not count as casualties.

|  TIER | Normal Skills | Double Skills | Sevens Player Limit |
|--|-------------------|-------------------|---------------------|
| TIER 2 | 0-4 Normal Skills | None | 7 Players |
| TIER 3 | 0-3 Normal Skills | 0-1 Double Skills | 8 Players |
| TIER 4 | 0-2 Normal Skills | 0-2 Double Skills | 9 Players |
| TIER 5 | 0-2 Normal Skills | 0-3 Double Skills | 10 Players |
| TIER 6 | 0-2 Normal Skills | 0-4 Double Skills | 11 Players |

For example an Undead / Goblin mixed team (Tier 1+3 =4) would have a maximum player limit of 9 players. After deploying for the first Kick-Off the coach would have to remove a number of players from the reserves until that number was met.

REROLLS

Blood Bowl Sevens is a fast format, partly due to the reduced availability of rerolls. To emulate this, and to represent the unfamiliarity of the players to sevens, Rerolls will be adjusted in rounds 2 and 3 as followed.

At the start of each half teams receive their normal number of rerolls halved (rounding down).
e.g. a Team with 3 rerolls will receive only 1 per half.
This effect happens **Before** rolling for Halfling Master Chef.

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 Illegal Procedure rule?

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!

Q: Isn't Sevens going to be a bit overpowered with no positional limits?

A: It will definitely have better teams than normal! But this event is about playing ridiculous games with ridiculous teams, and the maximum player limits will make choosing your line up for those matches even more fun!

Q: How does Disposable work in a Tournament?

A: Unfortunately – it doesn't. As there is no inducement step, the Disposable skill has no effect.

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,
The BoneheadPodcast*

