



## South Coast Series Blood Bowl at a glance!

The South Coast Series 2022 Blood Bowl Tournament is being held on **Saturday 9th July 2022** at the **Bournemouth International Centre** in Dorset.

### **South Coast Blood Bowl 2022**

Saturday 9th July 2022, 9.30am → 6.30pm

3 Rounds of Standard 11s Blood Bowl

### **Team Building Rules (p.4**

No Stacking, No Skills on Stars, Stars allowed **after** 11 players.

Tier 1: 5 Primary Skills

Tier 2: 4 Primary + 2 Secondary (or Primary)

Tier 3: 5 Primary + 2 Secondary (or Primary)

**Rosters Due By: 25th June 2022**

**[BoneheadRosters@gmail.com](mailto:BoneheadRosters@gmail.com)**

### **Tickets:**

**<https://entoyment.co.uk/product/09-07-22-bonehead-bloodbowl-south-coast-grand-series-bournemouth/>**







**Welcome to South Coast Series Blood Bowl!**

Our friends at Entoyment are running another gigantic Tournament event...  
So naturally we're there with the best game of all - **Blood Bowl!!!**

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**Saturday 9th July 2022** at the **Bournemouth International Centre** in Dorset.

**South Coast Blood Bowl 2022**

Saturday 9th July 2022

9.30am → 6.30pm

**Bournemouth International Centre (BIC)**

Exeter Road

Bournemouth

BH2 5BH

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





## TOURNAMENT STRUCTURE

**South Coast Series Blood Bowl 2022** will be 3 Matches of Standard 11s Blood Bowl.

Coaches 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.

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 & Set-Up
- ★ 10.00 → Match 1
- ★ 12.15 → Break
- ★ 13.00 → Match 2
- ★ 15.30 → Match 3
- ★ 18.00 → 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 80 PLAYERS

Tickets for the event will be £17.50 per Coach, which goes towards the venue hire, prizes, and support from Entoyment.

Tickets can be purchased from the Entoyment website: <https://entoyment.co.uk/product/09-07-22-bonehead-blood-bowl-south-coast-grand-series-bournemouth/>

If you have any problems purchasing a ticket from our website, please just get in contact with us by email:

[TheBoneheadPodcast@Gmail.com](mailto:TheBoneheadPodcast@Gmail.com)

## PRIZES AND AWARDS

### OVERALL CHAMPION

Overall Winner (most Tournament Points).

### STUNTY CHAMPION

Stunty\* Team with the most Tournament Points.

*\*Tier 3 Standard teams Only.*

### BEST TEAM AWARD

Team with the most "Best Team" votes.

### PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

### MOST TOUCHDOWNS

Most Touchdowns Scored

### MOST CASUALTIES

Most Casualties\*\* Caused.

### CHOCOLATE ARMOUR AWARD

Most Casualties\*\* Suffered.

## 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!)

Two Copies of your Roster (please let us know in advance if you need us to print copies for you)

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

We have plenty of spare pitches, but it would be helpful if you are able to bring one too.

## 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 25TH JUNE 2022

We would like you to submit your Roster(s) by Saturday 25th June 2022; this will give us two weeks to check it over and make sure everything is as it should be.

[BoneheadRosters@Gmail.com](mailto:BoneheadRosters@Gmail.com)

Please submit your rosters (including NAF ID) to us at the above email address.

We request that you bring 1 copy of your roster, plus an additional 1 copy for you to share with your opponents on the day. This makes it as clear as possible to all coaches what the teams are.

Please let us know when you submit your roster if you would like us to print copies for you to collect on the day.

## 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.

## MATCH RESULTS SCORING

- ★ Per Win: +30 Points
- ★ Per Draw: +10 Points
- ★ Per Loss: +0 Points
- ★ Per TD: +1 Points (max 3 per Match)
- ★ Per CAS\*\*: +1 Points (max 3 per Match)
- ★ Perfect D: +1 Points (No TDs Allowed)

## MATCH RESULTS TIEBREAKER

- ★ 1 Total TDs Scored
- ★ 2 Total CAS\*\* Scored
- ★ 3 TD Differential
- ★ 4 CAS Differential
- ★ 5 Lowest Team Value
- ★ 6 Lowest Tier
- ★ 7 Roll-Off!

\*\*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.

## 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.

## BEST TEAM AWARD

At the start of Round 1 (on each day) you will receive a Best Team nomination slip. Please retain this and nominate a coach by the end of Round 2 (Round 3 for Sevens) 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!





## ELIGIBLE TEAMS

**South Coast Series Blood Bowl 2022** will be allowing the following Rosters:

All Standard **Blood Bowl** teams eligible.

This includes:

- All teams in the **Blood Bowl** rulebook
- Teams included in a **Spike!** Magazine
- Teams from the [Teams of Legend PDF](#)

We will also be allowing the **Slann** roster available from the NAF ([Link](#)).

## NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop after this point (20th April 2022) we will update the rulespack, but we intend to allow all new Games Workshop rules updates into the event

## 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.

## 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. At the time of writing that includes:

- ★ Blood Bowl 2020 Rulebook
- ★ Spike! 11-14
- ★ Akhorne the Squirrel (Spike! 13)
- ★ Star Players available for Download on the Games Workshop website ([Downloads Page](#)).

## 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. After playtesting and requests we will be now allowing this inducement.

## 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: 4 Primary Skills & 2 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.

## TEAM TIERS

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

- ★ Tier 1:  
Amazon\*, 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\*, Slann\*\*
- ★ Tier 3:  
Goblins, Halflings, Ogres, Snotlings

\*= Team of Legend

\*\*= NAF Team

## PLACEHOLDER FOR UPDATES AND FAQ

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

