

TOURNAMENT RULES PACK

West Calder Bowling Club

Saturday 30th November 2024

MULLIGAN'S OPEN

JINGLE BELL BOWL

WELCOME

Murder King Blood Bowl League, currently in it's 12th season, is proud to present and welcome you to our festive **Jingle Bell Bowl** tournament.

Hopefully this rules pack will answer most of your questions regarding the event. However if, we have missed anything out or you would like additional information on anything at all you can send us a [Facebook message](#), or email at mulligansopen@outlook.com.

DETAILS

Date: Saturday 30th November 2024

Time: 10.00 – 19.00

Location: West Calder Bowling Club

Ruleset: Blood Bowl 2020

TO: Chris Rafferty

WHAT YOU WILL NEED

- A copy of your roster.
- **Dice:** 3 x block dice, 2 x D6, 1 x D8, 1 x D12, 1 x D16.
- **Painted miniatures representing your team***.

*There are no manufacturers restrictions for your models, however you need to ensure that your models are clearly marked/numbered so that your opponent can easily identify which model is what positional etc.

- **Loom/skill bands** to mark player skills.
- **Pen/pencil.**
- **A pitch and dugouts.**
- **A suitable range ruler, throw in and scatter template for your board size.**

HOW MUCH AND WHAT DO I GET?

- £15 for NAF members
- £20 for non-NAF members (price includes NAF membership)
- 3 games of Blood Bowl.
- Hot lunch.
- Participation gifts
- The chance to win some lovely prizes...

ITINERARY

10:00 - 10:30:

Registration

10:30 - 12:50:

Round 1

12:50 - 13:20:

Lunch

13:20 - 15:40:

Round 2

15:40 - 16:00:

Break

16:00 - 18:20:

Round 3

18:20 - 19:00:

Awards

19:00 - onwards:

Food and drinks at a local establishment. Let us know if you are interested and we will book tables for after the tournament.

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TOURNAMENT RULES

At its core the tournament rules will follow current **NAF guidelines for all NAF tournaments**. Any changes made to these guidelines between the date this pack is released and **27th October 2024** will be incorporated into the rules pack and notifications will be added to the **Jingle Bell Bowl Facebook Event page and website**. Any changes made after **27th October** will not be in effect within this tournament.

WHAT KIND OF TOURNAMENT IS THIS?

The tournament is a resurrection style tournament. This means that all rosters will be reset after each round. Your players will not gain any SPP throughout the matches, no casualties will continue into the next match and you will earn no additional income after matches.

ROUND TIMES

Rounds will have a 2 hour and 20 minutes time limit. Chess clocks and timing apps may be used at the request of the player, however you will need to organise these yourselves.

This time limit will be strictly enforced with a 30 minute and 10 minute warning given by one of the TO's. At the end of the time limit the call **"time"** will be given. At this point you will be allowed to resolve your current move/block and then you are expected to stop playing.

ROSTER CREATION

All tiers will be given a gold value of 1,150,000 gold crowns with which to create an initial roster. Star players are permitted, however you must first have a roster of 11 standard players (non stars).

You may also spend a portion of your roster gold on inducements. More information on which inducements are permitted can be found in the inducement section of this document.

INDUCEMENTS

Permitted inducements are as follows:

No.	INDUCEMENT
0-2	Bloodweiser Kegs
0-3	Bribes
0-1	Wandering Apothecaries
0-1	Mortuary Assistant
0-1	Plague Doctor
0-1	Riotous Rookies
0-1	Biased Referee
0-1	Halfling Master Chef

STAR PLAYERS

What star players are permitted? Good question! All star players that are included within the NAF guidelines and all current Spike Journals will be permitted within the tournament.

If two coaches are drawn against each other with the same Star on their rosters, both players are permitted to use them.

There is a maximum of **one** Star Player that may be rostered per team.

You must also have 11 rostered players first, before adding a star player to your roster.

Some star players that are eligible for selection are referred to as **mega stars**. These **mega stars** are outlined below.

MEGA STARS
Bomber Driblesnot
Cindy Piewhistle
Dribl & Drull
Deeproot Strongbranch
Griff Oberwald
Kreek Rustgouger
Morg 'n' Thorg
Willhelm Chaney

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TIERS

This tournament is a tiered tournament. This places all of the races into tiers based on how competitive they are. The top tiers will gain less additional bonuses with the bottom tiers gaining more. This helps to try and level the playing field, allowing all races to be competitive within the tournament.

Each team has been assigned a tier as shown below

TIER	TEAMS
1	Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Shambling Undead, Underworld Denizens.
2	Amazon, Norse, Orc, Skaven, Wood Elf, Vampires.
3	Elven Union, Human, High Elf, Khemri Tomb Kings, Khorne, Necromantic Horror.
4	Chaos Renegades, Chaos Chosen, Imperial Nobility, Slann.
5	Black Orc, Gnomes, Nurgle, Old World Alliance, Snotling.
6	Halfling, Goblin, Ogre.

Aside from the starting base skills you will receive for each player on your roster, you will gain additional skill points to spend on player advances/skills and star players. The number and type (primary/secondary) of additional skills available to you is determined by the tier that your team is within. These skills must be chosen prior to the tournament and recorded within your roster. The additional skills must remain the same for every match within the tournament and cannot be altered at any time. In addition they cannot be altered after the roster submission date.

The following restrictions apply to your additional skills selection:

- No player may be given more than one skill
- No statistic increases may be taken
- Star players on your roster may **not** be given an additional skill
- No random skills

ROSTER SUBMISSION

Your roster must be submitted to the following email:
mulligansopen@outlook.com before 16th November 2024.

	PRIMARY SKILL (1 POINT)	SECONDARY SKILL (2 POINTS)	STAR PLAYER (3 POINTS)	MEGA STAR (6 POINTS)
TIER 1 (6 Skill Points)	No limit	None	None	None
TIER 2 (7 Skill Points)	No limit	Maximum 1	None	None
TIER 3 (8 Skill Points)	No limit	Maximum 1	None	None
TIER 4 (9 Skill Points)	No limit	Maximum 2	Maximum 1	None
TIER 5 (10 Skill Points)	No limit	Maximum 2	Maximum 1	None
TIER 6 (11 Skill Points)	No limit	Maximum 3	Maximum 1	Maximum 1

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ADDITIONAL RULES

The Jingle Bell Ball is a tournament like no other. As such there are 2 additional festive star players that can be purchased for your team. These additional rules can be found here:

SANTA CLAWZ

The first of two festive star players eligible for purchase in the Jingle Bell Bowl is Santa Clawz. His star player card can be found below:

SANTA CLAWZ



MA	4
ST	4
AG	5+
PA	-
AV	9+

SKILLS & TRAITS
Loner (4+), Brawler, Juggernaut, Claws, Sneaky Git

PLAYS FOR
Any Team

SPECIAL RULES
"Santa's Sack!": Once per game, Santa Clawz can swing around his sack turning him into a Fanatic. In doing so, Santa Clawz increases his strength to 7 and loses all of his skills with the exception of the loner (4+) trait. This change lasts one turn only before Santa Clawz releases his sack and goes back to normal.
 After Santa Clawz uses his "Santa's Sack" special rule, roll a D6, on a roll of a 1, Santa Clawz is sent off.

★ GP ★

210,000

RUDE-DOLPH



MA	7
ST	3
AG	3+
PA	4+
AV	9+

SKILLS & TRAITS
Loner (4+), On the Ball, Break Tackle, Horns, Strip Ball

PLAYS FOR
Any Team

SPECIAL RULES
"Rude-Dolph the Red nose Reindeer": Once per game, When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, Rude-Dolph may declare he is going to light up his nose. In doing so Rude-Dolph applies a -1 modifier to passing within 3 squares of himself.

★ GP ★

170,000

ILLEGAL PROCEDURE

The Illegal Procedure rule will not be in effect during this tournament. However coaches are encouraged to remember to move their turn markers and declare their blitzes and passes prior to moving. This is just good sportsmanship and helps the games to run smoothly without players becoming frustrated.

RUDE-DOLPH

The second of two festive star players eligible for purchase in the Jingle Bell Bowl is Rude-Dolph. His star player card can be found to the right:

OPPONENT PAIRING

For round one, opponents will be selected completely at random.

Rounds two and three, opponents will be selected using the Swiss pairing system.

This will help to ensure that each entrant plays someone at a similar skill/point level to them within each round.

SCORING AND DRAWING

Entrants will be awarded points based on winning and drawing, with bonus points being awarded for touchdowns and blocking casualties.

We have included a high points total for winning and drawing compared to the bonus points to ensure that entrants with the best record are at the top of the leader board. Bonus points mainly being used as tie breakers.

The points awarded for winning and drawing are as follows:

Win = 100 points

Draw = 50 points

Loss = 0 points

BONUS POINTS (tie breakers)

Each Touchdown = 1 point

(max. 3 per match)

Each Casualty* = 1 point

(max. 3 per match)

*Points for Casualties are only awarded as a result of an action that would generate SPP.

REFUNDS

If anything happens and you are no longer able to attend the **Jingle Bell Bowl**, we will offer a full refund until **27th October 2024**.

After this point we cannot guarantee a refund will be available and you will be at the mercy of us finding a replacement coach for you.

AWARDS

We will be offering prizes for the following categories:

- 1st Place
- 2nd Place
- Stunty Cup
- Most Casualties
- Most Touchdowns
- Best Rookie coach
- **Jingle Bell Bowl** Wooden Spoon
- Best Painted Team

MOST IMPORTANTLY

Let's all have a fun and competitive tournament. If anyone is unsure about any of the rules please let one of the TO's know ASAP and we will be more than happy to help you out.

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Murder King League

Jingle Bell Bowl, is run by a group of coaches and league commissioner of the **Murder King League** which is run out of the West Calder Bowling Club in West Calder.

We are a league of over 30 coaches who play on the first Sunday of the month. We have grown season on season and the growth doesn't seem to be slowing down any time soon.

We are looking for more new coaches to join us and would be more than happy to speak to any of you if you are thinking of joining or to have a friendly game at any point.

Please feel free to look us up on our Facebook group **MKBBL: Murder King Blood Bowl League** or our Discord Channel **MKBBL**.

We are a bunch of friendly gamers who prioritise social and inclusive gaming for everyone.

SPONSORS

We would like to thank all of our sponsors for supporting Mulligan's Jingle Bell Bowl 2023! Due to this support we have a fantastic prize pool to hand out to our participants. Check out our sponsors below.



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FINDING THE TOURNAMENT VENUE

ADDRESS:

West Calder Bowling Club
Harburn Road
West Calder
West Lothian
EH55 8AH

PARKING

There is FREE parking outside the venue both within a car park and on street. There will be more than enough parking for everyone.

TRAIN:

A train could be taken to the station in West Calder from either Glasgow Central or Edinburgh Waverley/Haymarket and would require about a 5 minute walk to the venue.

ADDITIONAL INFORMATION

We have the venue booked from 9 am - 7 pm on the day of the event and would be more than happy for you to join us for beers after the event. If there is anybody who would like to go for a pint or two at the local pub after the event we would be more than happy to take you down and join you for a drink.



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