



# PRAIRIE BOWL II

Saturday March 2nd, 2024

GameKnight Games

519 Osborne St.

Prairie Bowl is a three round Blood Bowl Tournament using the [Tourplay](#) APP. This is a Swiss-Style resurrection tournament. The first game will be determined by a random matchup. The remaining games will be determined by tournament points. Seating will be limited to 20 players.

## SCHEDULE

Registration: 10:00-10:15

Game 1: 10:15-12:30

Lunch Break: 12:30-1:30

Game 2: 1:30-3:45

Game 3: 4:00-6:15

Tournament Calculations/Awards Presentation: 6:15 - 6:45

When time is called dice are down and the game is concluded

## REGISTRATION & ROSTER SUBMISSION

Cost: \$20

NAF Membership: A [NAF](#) membership is required. If you do not have a NAF membership Andrew will cover the cost of it

To register: Purchase a ticket from GameKnight at

<https://gameknight.ca/products/blood-bowl-tournament-prairie-bowl-ii-ticket-sat-mar-02-2024>

List Submission: Rosters must be submitted by **Midnight on Wednesday February 29th** at

<https://tourplay.net/en/blood-bowl/prairie-bowl-ii>

## THINGS TO BRING

Your Painted Blood Bowl Team (Painted to a [Battle Ready Standard](#) with a 3 colour minimum)

Block Dice, D6,D8, D16, Ball and Templates

Turn, Re-roll and TD markers

Rule book and other publications relevant to your team

Pitch to play on

## WHAT IS PROVIDED

A pair of custom 6 sided event dice  
Bands to mark skills

## BASIC RULES & TEAM CREATION:

All Blood Bowl 2020 teams from the Second Season Rulebook, Teams of Legend pdf, as well as Spike! Journal teams that have Blood Bowl 2020 rules may be used. If a Teams of Legend team has updated rules, you must use the updated rules. The [Slann](#) team from the NAF may also be used. This is a resurrection style tournament. No SPP will be earned during games and injuries will not carry over to the next game. Your team will reset to your initial roster at the start of each match. The Highlander rule will be in effect. If you hire the same Star as your opponent neither player will have access to the star for that game.

You have 1,250,000 gp to spend on your team

- You may hire up to 2 Star/Mega-Stars but you must first have 11 players rostered before hiring a star player and pay their SPP tax
- Teams can purchase Rerolls, Apothecaries (if allowed), Assistant Coaches, Cheerleaders and Dedicated Fans
- 0-1 Giants but you must have 11 players rostered before inducing a giant
- 0-2 Bloodweiser Kegs may be purchased
- 0-3 Bribes may be purchased
- Only Halfings may hire a Halfling Master Chef
- Riotous Rookies may be taken by teams with the Low Cost Linemen Special rule
- Only the listed inducements may be purchased

## SKILLS

- Tier one teams will be given 36 SPP to buy skills and Stars/Mega Stars
- Tier two teams will be given 42 SPP to buy skills and Stars/Mega Stars
- Tier three teams will be given 48SPP to buy skills and Stars/Mega Stars
- Tier four teams will be given 54SPP to buy skills and and Stars/Mega Stars
- Primary Skills cost 6SPP
- Secondary Skills cost 12SPP
- Star Players are 12 SPP each
- Mega-Stars are 24 SPP each
- Star Player Pairs will cost 12 SPP total
- Each skill can be taken a maximum of 3 times.
- Only one additional skill per player. Stunty Teams may stack up to two skills on two players.
- No Stat Increases

**Tier One teams:** Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens and Wood Elves.

**Tier Two teams:** Chaos Renegades, Elven Union, Human, Imperial Nobility, Necromantic Horror, Old World Alliance, Tomb Kings and Vampires

**Tier Three:** Black Orc, Chaos Chosen, Khorne, Nurgle and Slann

**Tier Four:** Goblin, Halfling, Ogre, Snotlings, Stunty Lizardmen (No Saurus), Stunty Underworld Denizens (Goblins, Snotlings and Big Guys only) and Stunty Black Orcs (No Black Orcs)

Please have a way to indicate the purchased skills of your players that makes it easy for your opponent to identify which player has which skill. Bands will be provided if you need them.

## MEGA STARS

The following Stars Players are Mega-Stars as per the November 2023 FAQ:

- Bomber Dribblesnot
- Deeprout Strongbranch

- Griff Oberwald
- Hakflem Skuttlespike
- Kreek 'the Verminator' Rustgouger
- Morg 'n' Thorg

## PAIRING AND SCORING

The first round of matches will be randomized. Each following round will be determined through Swiss pairings. Points are awarded as follows:

Win - 65 points

Draw - 25 points

Loss - 0 points

Tiebreakers are as follows: Head to Head record, TD differential, Total Casualties, Total TDs and final Casualty differential

## CASUALTIES

The following skills/actions count as Casualties for scoring tournament points:

- Blocks
- Fouls
- Pushing a player into the crowd
- Projectile Vomit
- Stabs
- Chainsaws
- Bombardier
- Ball and Chain
- Diving Tackle
- Thrown/Kicked team-mate hitting an opposition player
- Arm Bar
- Failed Dodges

Did your player have an 'interaction' with the opponent's player to cause the Casualty? It will count. Failed rushes do not count.

## PRIZES

- 1st Place
- Best Offense
- Best Defense
- Best Stunty Coach (3 stunty teams required)
- Golden Gladiator - Best Presentation as voted on by the players
- Best Sportsmanship - Voted on by the players. May be anyone at the tournament
- Wooden Spoon - Lowest tournament points
- Share the Wealth Rules - No coach can win multiple prizes except for Wooden Spoon, Best Painted, Best Sportsmanship or Bingo Card Winner
- All the money collected for the tournament will be awarded as Game Knight Gift Cards

## QUESTIONS

Questions can be sent to Andrew Budgell at [ywg\\_budgell@hotmail.com](mailto:ywg_budgell@hotmail.com)