A football and a bridge with text

Description automatically generatedA purple and white logo

Description automatically generatedA logo of a football club

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A yellow and black logo

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*Almost a year has past since you settled your many beefs. Yeah, you took a few knocks and stinky Joe don't walk quite right anymore but you showed ‘em....or so you thought.*

*Rumours are starting, and so it looks like you will have to show them all who was right....again...and this time its persona!!*

Once again every game is a chance to put to bed “that” grudge which keeps you and your players up at night.

**Overview:**

A resurrection 7s tournament kindly being hosted at the Hulls Angels Club in the Hull City Centre.

All rules from the Deathzone rule book for 7s play.

5 Games (1 hr 15 min per game)

Random 1st game draw, then Swiss pairing after that.

18 coaches Max

Tickets can be purchased from the Venues website, [https://hullsangels.com/event/humberside-hostility-2/](https://protect-eu.mimecast.com/s/jASSC4kwkCJVlDwlsOIC0w?domain=hullsangels.com/) , please ensure you provide your name and NAF details when buying your entry.

**Roster Creation:**

Each team has a budget of 600 GP

7-11 players (max 4 positional players, and no more than 2 of any one of them).

**No** purchased re-rolls during roster building.

**No** star players – they are all too self-absorbed to settle any beef with the likes of us – they would just pay someone else to do it (maybe they have).

Inducements from page 93 of the DZ rule book – with the exception of no Desperate Measures, Special Plays or Mercenaries.

**Skills:**

Each team nominates a “captain” and they get “Leader” as a free skill before assigning skills package.

**Starting skills Package:**

**Tier 1 -** Amazons, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Undead, Skaven, Underworld Alliance, High Elves, Wood Elves.

1 primary skill

**Tier 2-** Black Orcs, Chaos Chosen, Chaos Renegades, Elven Union, Humans, Nobility, Khorne, Necromantic Horror, Nurgle, Orcs, Old World Alliance, Tomb Kings, Vampires, Slann.

1 primary, 1 secondary skill (can be exchanged for primary)

**Tier 3-** Goblins, Halflings, Ogres, Snotlings

2 primary, 2 secondary skills (can be exchanged for primary)

Send completed rosters through to [humberside.hostilitybb@yahoo.com](mailto:humberside.hostilitybb@yahoo.com) no later than 14th October 2023.

**Special rules:**

**Skill Escalation:** End of rounds 1-4, one random player (inc captain), gets 1 random primary skill to keep for the rest of the tournament (rolled for by opponent).

**Weather:** All games will roll on the “coastal weather table” (because its Hull)

**FEUD!:** Each game will use a version of the “Feud!” Game event from the start.

• During set up each game, One random player on each team have beef with each other. When they block or blitz each other they get +2 strength and mighty blow +1.

• The feud is “settled” once one of these players is knocked out or better. The victorious coach gets the bonus points and adds 1 to their “feuds settled” tally.

• A feud can be settled with a Foul, so long as the fouling player is the one with the Feud.

• A feud cannot be settled with a “Both Down” that results in both players being KO or better – neither player is conscious enough to remember winning that scrap and so the feud remains unsettled.

**Points:**

|  |  |
| --- | --- |
| **Standard Points** | **Bonus Points** |
| Win – 3 pts | Touchdowns (score 3 TDs) – 1pt |
| Draw – 1 pt | Casualties (cause 3 casualties) – 1 pt |
| Loss – 0 pts | Clean Sheet (concede no Touchdowns) – 1 pt |
|  | Settle Feud – 2pts |

**Order of events:**

9.00 - 9.30 registration and announcements

9.30-10.45 Game 1

15 min break

11.00-12.15 Game 2

1 hr lunch

1.15-2.30 Game 3

15 min break

2.45-4.00 Game 4

15 min break

4.15-5.30 Game 5

15 min Break

5.45-6.00 wrap up and awards.