



Hail Mary I

TOURNAMENT LOCATION

Address 9594 I Ave suite F

City Hesperia

State California

Zip 92345

Nation United States

The Hail Mary Tournament Rules Summary - This is a charity Blood Bowl tournament, part of the proceeds will go to the Leukemia and Lymphoma Society.

What to Bring: Your team, dice, pitches, rulebook

Cost: \$25.00 Preregistration (deadline 4/26/24) \$30.00 Onsite

Registration

INFORMATION *Updated 4/1/24*****

Three rounds; One day resurrection style tournament. NAF rules apply. Held at <https://www.facebook.com/ComicCultHD>

TEAM BUILD

To determine the team build, use the following guidelines.

Teams are to be made using a 1.1 million gp budget.

INDUCEMENTS

All Inducements are allowed. Inducements must be purchased from your Team Draft budget during team drafting and are permanently added to your Team Draft list for the event. Please note the following:

- All Inducements, including Star Players, may be chosen from any of the publications listed previously.
- Star Players may be Induced, but the team must contain a minimum of (11) players before adding any Star Players.
- If both coaches have Induced the same Star Player or member of (In)Famous Coaching Staff, both coaches get to use that Inducement. Duplicates do not cancel each other out.

ADDITIONAL SKILLS

Reference the team tier list and get the amount of skills listed with the following restrictions:

- Tier 1: 6 Primary Skills, Tier 2: 8 Primary Skills, Tier 3: 10 Primary Skills
- A player may not be given more than one additional Skill
- An additional Skill can be duplicated for multiple players, at double the cost (2 skill points, instead of 1. If you buy the same skill for a third time or more it will cost 2 skill points)
- Can trade 2 Primary Skills for 1 Secondary Skill. These do not increase if you buy duplicate.
- These additional Skills are free and do not count towards your team budget.
- Using match play guide rules for star players, it will cost 2 skills per regular star and 4 skills per mega

- Tier 1 – Amazon, Chaos Dwarf, Dwarf, Dark Elf, Slaan/Kislev, Lizardmen, Norse, Orcs, Shambling Undead, Skaven, Underworld and Vampires.

- Tier 2 – Black Orcs, Chaos Chosen, Chaos Renegades, Elven Union, High Elves, Human, Imperial Nobility, Khorne, Nurgle, Necromantic, Tomb Kings, and Wood Elves.

- Tier 3 – Goblins, Halflings, Old-World Alliance, Ogres Gnomes and Snotlings.

Special Star Player - Each team must have **Hail Mary** on their roster - the mini will be provided for you and this model **does not** take up a Star Player spot, Mary is considered the 12th player on your roster!

Star Player - Hail Mary M6 STR2 AG2+ PA2+ AV8+ Skills: Cannoneer, Hail Mary Pass, On The Ball, Regen 5+, Bonehead and Loner 4+ *Thoughts and Prayers* If Mary is not on the pitch at the start of a drive, before the kickoff table is resolved, the controlling coach may roll on the Prayers to Nuffle Table. If both coaches do not have her on the pitch at the start of the drive then the Prayers cancel each other out and no coach gets to roll.

SCORING

Hail Mary uses a system of points to determine who will be the winner of the event. You earn points from your games in the following way:

- Win a game: 6 points
- Draw a game: 3 point
- Lose a game: 1 points

There are also bonus points available each game for the following:

- Score 3 or more touchdowns: 1 point
- Concede 0 touchdowns: 2 point
- Cause 3 or more Casualties: 1 point