



BBBL Troll Bowl III

Where Troll Trader Bromley, Unit 3 The Mall, Bromley BR1 1TS

When Saturday 15th June 2024, 10am - 7pm

Tickets: £10

Build & Format

Team Build: 1,100,000 gp

Format: Swiss pairing with Resurrection

Games: 3

Eligible teams: All teams listed in the Blood Bowl Second Season Edition Rulebook, Spike! Publications and the Teams of Legend PDF published by Games Workshop. Slann can also be used (Slann roster: <https://www.thenaf.net/tournaments/nafdocs/rules-for-naf-tournaments-2023/>).

Any new teams released by Games Workshop before the day of the event will also be eligible for the event.

NAF Registered - *Pending approval*

Before the event

Please submit your Name, a copy of your Roster and NAF ID / Name (if applicable) via email to bromleybbl@gmail.com by Wednesday 12th June 2024.

What you need on the day

- Miniatures representing your team
- Blood Bowl block dice + 2D6 + 1D8 + 1D16
- Counters/tokens to indicate rerolls/turn/score
- 1 copy of your Roster. A digital copy is fine but this must be available to your opponent throughout the game upon request.
- Pitches and Scatter, Throw-in and Passing Templates will be provided on the Day

Schedule

1000 Registration

1030 Game 1

1245 Lunch

1330 Round 2

1545 Break

1600 Round 3

1815 End of Round 3 - Dice down!

1830 Awards

1900 Event End





Ruleset

The event will use the rules from the Blood Bowl Second Season Rulebook (BB2020) published by Games Workshop. Including all errata and FAQ documents released by Games Workshop up to the day of the event.

Rules Questions

Any rules queries that come up during the event that cannot be resolved between the two coaches may request a ruling from the tournament organiser.

Building your Team

Coaches have 1,100,000 gold pieces to hire a team of Blood Bowl superstars. Teams are to be built following the team building rules detailed in the BB2020 rulebook (Pg 101).

Any unspent gold will be lost.

Inducements

The following inducements can be included in the team build for this event.

0-1 Halfling Master Chef 300k (100k for teams with the *Halfling Thimble Cup* keyword)

0-3 Bribes 100k (50k for teams with the *Bribery and Corruption* keyword)

0-2 Bloodweiser Kegs 50k

0-6 Assistant Coaches 10k

0-12 Cheerleaders 10k

0-1 Apothecary 50k (can only be taken by teams who are normally permitted to do so)

0-5 Dedicated Fans 10k (All teams start with a Dedicated Fans value of 1 at no cost)

0-1 Riotous Rookies 100k (Available to Ogre and Snotling teams only)

0-2 Star Players Can only be taken after 11 rostered players have been hired for your team

Additional Skills

Teams have a number of Skill Points to spend on additional Skills, Star Players and Mega-stars. The number of Skill Points available are based on the Tier of the team listed below.

Tier 1: **6 Skill Points** - (Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elves)

Tier 2: **8 Skill Points** - (Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Slann, Tomb Kings, Vampire)

Tier 3: **10 Skill Points** - (Goblin, Halfling, Ogre, Snotling)





Skills Cost

Chosen Primary Skill: **1 Skill Point**

Chosen Secondary Skill: **2 Skill Points**

Star Players Cost

Star Player: **2 Skill Points**

Mega-star: **4 Skill Points**

Mega-star List

Bomber Dribblesnot

Deeproot Strongbranch

Griff Oberwald

Hakflem Skuttlespike

Kreek 'the Verminator' Rustgouger

Morg 'n' Thorg

A player can only be given **one** additional skill. No characteristic increases can be taken. Any unused Skill Points are lost.

Additional Tournament Rules

The Prayers to Nuffle table for Exhibition Play will be used for this event (Rulebook Pg 103).

Miniatures and Painting your team

All miniatures are to be recognisable and distinguishable as the positions on the team. All skills are to be clearly marked.

Painted miniatures are not required but it is strongly encouraged.

For a team to be eligible for the Best Painted Award, they must have been painted by the coach at the event, and to have been used on the day. The award will be assessed by an independent judge appointed by the tournament organiser. The award will be made based on the overall presentation of the team including the bases and any presentation boards.

Really Stupid Plays

Before each game, each coach must select one of **5** 'Really Stupid' Plays which they need to achieve to gain **one** additional tournament point. Each Really Stupid play can only be selected once during the event and must be selected and declared to your opponent before the start of the game.

1. Have one of your players sent off for Fouling - Your player must still be sent off after any Bribes or Argue the Call rolls.





2. Complete an Accurate Pass in your opponents half of the field - Both the passer and the receiver must be in your opponents half at the time of the completion. This does not include Throw team-mate.
3. Cause four or more Casualties by any means - This includes but is not limited to Blocking, Fouling, pushing players into the crowd or failed Dodges. Players removed from the Casualty box as a result of Regeneration or an Apothecary still count towards the total. Sent-off players do not count.
4. Successfully Jump a prone player during the game - Once the player successfully makes the landing, the objective is scored. Even if they fail another roll during the same activation.
5. Use a Team Re-roll in Turn 8 or Turn 16 - If you are lucky enough to not fail any rolls during the turn you always have the option to re-roll a success.

Tournament Scoring

30 Points for a Win

10 Points for a Draw

0 Points for a Loss

1 Point for each Successful Really Stupid Play

Tiebreakers

In the event of a tie, the following tiebreakers will be used to determine the final standings for the event.

- TD Difference
- Casualties Difference
- Most TD's
- Most Casualties
- Roll off

Prizes

Champion - The Coach with the most tournament points

Runner-up - The Coach with the second most tournament points

Most TD's - The coach with the most touchdowns

Most Casualties (All casualties by any means suffered by your opponent counts) - The coach with the most casualties

Stunty Cup - The coach with the most tournament points using a Tier 3 team

Best Painted Team - The team must be used during the event and must have been painted by the coach of the team

OTT Award - Team with the most One Turn Touchdowns

