

# Brettonnia Bowl

To Be Held Apr 12th of the year 2024

At

FBC Game Con 2024

16900 S Waverly Rd, Gardner, KS 66030

From 3:00 pm – 10:30 pm



**Each coach is expected to bring the following to successfully compete in the Brettonnia Bowl:**

- 4 copies of their team roster (see “Roster Creation” below).
- NAF or Games Workshop Block Dice, D8 and D16.
- D6’s will be provided.
- Their team & players, each appropriately numbered with easily distinguished positions and upgraded skills. Unpainted models will be allowed, but painted teams are preferred.
- A pitch and dugouts (not required, but if you have a pitch/dugout please bring them with you to ensure we have enough!).

## **Cost:**

- Free for NAF-members (Must sign up for a membership before attending)

## **Agenda:**

3:00 pm – 3:30 pm- Registration

3:30 pm – 5:45 pm- First Round

5:45 pm – 8:00 pm- Second Round

8:00 pm- 10:15 pm Third Round

*There will NOT be a Dinner break. Plan accordingly!*

## **Tournament Rules:**

- All games of the Brettonnia Bowl will be played using the rules from the Blood Bowl 2020 rules set and available teams include those in the 2020 Rulebook and NAF additional tournament teams (Slann).
- Resurrection style – all injuries/deaths are healed in between games.
- No timers will be used unless deemed necessary by the tournament administrator. Please play efficiently. skills are clearly marked. This can be in the form of written on the base, loom bands, skills rings, etc.
- If any rule disputes or other issues arise, please alert a tournament official or judge so that the issue can be resolved both correctly and quickly.
- Have FUN and Don’t get too SALTY.

## Team Rules:

- Teams will be given 2,000,000 gp to build their rosters.
- All skills and characteristic improvements are to be purchased with the initial team treasury.
- You may purchase players, rerolls, dedicated fans, coaches, and cheerleaders as normal.
- Dedicated Fans can be purchased for 10,000 gp each to a maximum of 6 (do NOT roll for fan factor at the beginning of the match).
- Wizards, Journeymen, Special Play cards, and Mercenaries are NOT allowed
- You may purchase any other inducements for your team, including 0-2 Star Players, as described in the Blood Bowl 2020 rulebook or Deathzone supplement. Inducements must be purchased with your initial team treasury, so if any gold pieces left over after roster creation are lost and may not be further spent later.
- You must have 11 players before you can purchase a Star Player. The Highlander rule is NOT in effect. If you have a Star Player on your roster, you are expected to explain the "**Special Rule**" to your opponent.

## Roster Creation:

Skill and Characteristic increases cost are as follows:

- Normal Skill - 20,000 gp
- Secondary Skill - 40,000 gp
- Armor +1 - 10,000 gp
- Passing +1 - 20,000 gp
- Movement +1 - 30,000 gp
- Agility +1 - 50,000 gp
- Strength +1 - 80,000 gp
- Players cannot take more than 2 skill upgrades.
- Players cannot take more than 1 Characteristic upgrade.

## Tier List:

Tier 1: Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Necromantic Horror, Orcs, Shambling Undead, Skaven, Vampires

Tier 2: Amazon, Chaos Chosen, Elven Union, High Elves, Humans, Norse, Underworld Denizens, Slann, Tomb Kings, Wood Elves

Tier 3: Black Orcs, Chaos Renegades, Imperial Nobility, Khorne, Nurgle, Old World Alliance

Tier 4: Goblins, Halflings, Ogres, Snotlings

## Match Sequence:

### Pre-Match and Introduction:

- Decide dice rolling conventions: shared dice, cocked dice, dice towers or cups, what to do if dice go off the table. Ultimately this is for the coaches to decide (except for sharing dice, which is mandatory if requested), but try to be easygoing.
- Show your opponent your roster and team.
- Point out which players represent which positions and point out which players have added skills.
- Call for a referee or tournament official in the event of any discrepancy before the match begins.

### The Match:

- Don't Roll for Weather. Bretonnians play in domes and not outside like peasants. Weather is always perfect.
- Don't roll for fan factor. Fan factor can be purchased using the 2020 rules.
- Roll a dice to decide who goes first. (Winner decides to kick or receive.)
- DO NOT use the Blood Bowl 2020 kickoff table. Use the Table below and read carefully, the results might have changed but kept the same name.
- Receiving team's turn.
- Kicking team's turn.

### Post Match:

- Validate the results you have tracked on the match report sheet with your opponent. Once certain, submit your results.

### Kick Off Table (D8):

1. Solid Defense: 3 Open players on the kicking team may be removed and setup again in different locations, following all the usual set-up rules.
2. Get the Ref: Each Team gains a Free Bribe. This Inducement must be used before the end of the game, or it is lost.
3. Blessed by Nuffle: Each coach rolls a D<sub>3</sub> and adds the number of cheerleaders on their team to the score. The team with the highest total randomly select D<sub>3</sub> players on their team that are available to play during this drive and do not have the Loner (X+) trait. Until the end of this drive, those players gain the Pro Skill. If both teams have the same score, then both teams are Blessed by Nuffle.
4. Brilliant Coaching: Each coach rolls a D<sub>3</sub> and adds the number of Assistant Coaches on their team to the score. The team with the highest total gains an extra team re-roll this half. If both teams have the same score, then both teams get a re-roll.
5. Cheering Fans: Each coach rolls a D<sub>3</sub> and adds their team's Fan Factor to the score. The team with the highest score is inspired by their fans cheering and gains a Bloodweiser Keg this half. If both teams have the same score, then both teams get a re-roll.
6. Cursed by Nuffle: Each coach rolls a D<sub>3</sub> and adds the number of Cheerleaders on their team to the score. The team with the highest total randomly select D<sub>3</sub> opposition players that are available to play during this drive and do not have the Loner (X+) trait. Until the end of this drive, those players gain the Loner (2+) trait. If both teams have the same score, then both teams are Cursed by Nuffle.
7. Friendly Ref: Until the end of the drive, Argue results are treated as 2-4 and 5-6 instead of 2-5 and 6.
8. Quick Snap: 3 Open players on the receiving team may immediately move one square in any direction.

### **Additional Rules:**

1. Unless otherwise noted herein, the documents that shall be applied to this tournament are known as the “BB2020” ruleset as identified by NAF guidelines:
  - a. The Official Rules (Boxed set)
  - b. Death Zone
  - c. Teams of Legend (ToL)
  - d. All FAQs released within a week of the event.

### **Pairing and Scoring:**

Opponents will be selected randomly for Round 1. Rounds 2 and 3 will be selected using Swiss pairing (most points vs. most points, lowest points vs. lowest points, etc.) Coaches are awarded points based on the following:

- +25 points for each win
- +10 points for each draw
- +5 points for each loss
- + 1 point per opponent casualty sustained (spectators appreciate all manner of viciousness therefore all casualties, regardless of how they are inflicted, count)
- + 2 points for each touchdown scored
- + 3 points for shutting out your opponent (your opponent did not score any touchdowns)
- + 4 points for scoring 3+ touchdowns
- + 2 points for playing a Tier 2 Team
- + 3 points for playing a Tier 3 Team
- + 4 points for playing a Tier 4 Team

### **Awards:**

1<sup>st</sup> Place (Highest individual ranking)

2<sup>nd</sup> Place (2<sup>nd</sup> Highest individual ranking)

3<sup>rd</sup> Place (3<sup>rd</sup> Highest individual ranking)

Stunty Cup (Highest score by a Goblin, Halfling, Ogres, Snotlings)

Best Defense (Fewest TDs allowed)

Best Offense (Most TDs)

Wooden Spoon (Lowest individual ranking)

-The Bretonnians are feeling generous this tournament and want to spread the wealth. Each coach is eligible to win only 1 trophy (unless there aren't enough stunty teams). The highest trophy will take priority.