**Trójmiejskie Dziady zapraszają wszystkich miłośników kolczastej piłki i krwistych fauli na turniej Blood Bowl!**

**DZIADY – AKT III – COŚ SIĘ KOŃCZY, COŚ SIĘ ZACZYNA**

**Turniej sankcjonowany przez NAF.**

**TERMIN**  
27.04.2024 (sobota)  
  
**LOKALIZACJA**  
Językowa Planeta

ul. Piotra Norblina 23,

80-304 Gdańsk (Oliwa)

**WPISOWE**  
25 zł

Numer konta do opłat: Jakub Królikowski 84 1140 2004 0000 3302 6297 5986  
  
Z dopiskiem Dziady Akt III + Nick

**NAGRODY**

Miejsca 1-3

Stunty Cup (o ile będzie minimum 3 drużyny stunty)

**HARMONOGRAM**  
XX - XX - Powitanie  
XX - XX - Mecz I  
XX – XX - Mecz II  
XX – XX - Przerwa obiadowa  
XX – XX - Mecz III  
XX - ?? – Zajęcia w podgrupach  
  
  
**REJESTRACJA**  
**Limit miejsc 24 osób!**  
  
Rozpiski tworzymy przez aplikację TourPlay, link poniżej:

<LINK DO TOURPLAY>  
  
  
Rejestracja rozpisek trwa do 23.04.2024. **Gwarancją uczestnictwa jest wpłata i stworzenie rozpiski!**  
  
Za niedotrzymanie terminu rejestracji rozpiski będzie następująca kara:  
Coś wymyślimy. Może nie będzie to bolało, ale kto wie? Z pewnością ucierpi duma spóźnialskiego delikwenta. Wiecie co to ostracyzm?  
  
**ZASADY - RULES**  
1) SCORING  
Win: 7 Pts  
Draw: 3 Pts  
Lose: 0 Pts  
  
2) TIEBREAKERS  
1. Opponent Score - Sonneborn-Berger  
2. TD netto + CAS netto  
  
3) TIME RULES  
If you are late for the match:  
15 – 30 minutes - the opponent automatically rolls 3 on D3 for Fan Factor and chooses which team is kicking. 30 – 60 minutes - the opponent leads 1-0, automatically rolls 3 on D3 for Fan Factor, and the match starts from the second half, with the opponent choosing which team is kicking. Delay longer than 60 minutes - W/O (loss 0 - 1).  
  
If both coaches agree, they may use chess clock, where the one coach has more time than another.  
  
Clocks and slow games:  
If both players agree, they can play with a chess clock (can be an app). If there is a risk that the game will not finish on time, the referee may order the game to be played with a clock, dividing the  
remaining time in the round equally between both players. In the event that the game extends beyond the time frame of the round, the referee have the right to determine until which turn players  
continue or to end the game immediately. The referee's decisions are final and indisputable.  
  
4) TOURPLAY  
Tournament will be using TourPlay as its host platform. You will enter all touchdowns and casualities on TourPlay (there is no need to enter them on the player that was the actual scorer). All rounds except first will be paired fully by TourPlay. In order to be able to use TourPlay in real time, you need to have charged mobile phone on you. If you have any questions regarding TourPlay or you will not have mobile phone at the tournament – please contact us.  
  
5) TEAM CREATION  
A coach may choose one team race form one tier below:  
  
Tier1: Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.  
Tier2: Amazons, Norse, Orcs, Skaven, Wood Elves.  
Tier3: High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.  
Tier4: Chaos Renegades, Khorne, Old World Alliance, Slann.  
Tier5: Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.  
Tier6: Goblins, Ogres, Halflings, Snotlings, Gnomes.  
  
Coach must take the appropriate Starting Gold and Skill Points (SP), according to his/her Tier:  
  
Tier 1: 1150k & 06 SP, maximum 1 secondary skill  
Tier 2: 1160k & 07 SP, maximum 1 secondary skill  
Tier 3: 1170k & 08 SP, maximum 2 secondary skills  
Tier 4: 1180k & 09 SP, maximum 2 secondary skills  
Tier 5: 1190k & 10 SP, maximum 3 secondary skills  
Tier 6: 1200k & 11 SP, unlimited secondary skills  
Primary Skill = 1 SP  
Secondary Skill = 2 SP  
  
0-8 Re-Rolls, cost depending on race.  
0-6 Assistant coaches for 10k.  
0-12 Cheerleaders for 10k.  
0-1 Apothecary, depending on race.  
1-6 Dedicated fans for 10k,  
be aware that every team begins with 0 in Dedicated fans.  
  
Inducements:  
0-1 Team Mascot for 30k available to all teams.  
0-1 Weather Mage for 30k available to all teams.  
0-2 Bloodweiser Kegs each for 50k available to all teams.  
0-3 Bribes for 100k each, for "Bribery and Corruption" teams 50k each.  
0-1 Josef Bugman for 100k available to all teams.  
0-1 Mortuary Assistant for 100k available to teams with the "Sylvanian Spotlight" special rule.  
0-1 Plague Doctor for 100k available to teams with the "Favored of Nurgle" special rule.  
0-2 Wandering Apothecaries for 100k available to teams that can include an apothecary.  
0-1 Master Chef for 300k, for 100k available to teams with the  
"Halfling Thimble Cup" special rule.  
  
A roster cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill. Goblin and Snotling teams have managed to find a "legal" way to avoid this rule, so they can induce bribes while their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.  
  
Improvement pack:  
ONLY STUNTY TEAM Coach MAY choose the following improvement pack:  
  
Blessing of Ares (Star Players)

Yoy can hire Star Player(s) only if you already have at least 11 players on your roster.

You can have maximum 16 players (including Star Player(s)).  
Up to two (2) Star Players can be rostered.  
Star Players in couples count as two Star Players for the roster.  
For every Star Player acquired additional Skill Points cost as follows:  
Star player cost:000-099k, lose 1 Skill point.  
Star player cost:100-199k, lose 2 Skill points.  
Star player cost:200-299k, lose 3 Skill points.  
Star player cost:300k-399k, lose 4 skill points.  
  
Banned Star Players  
Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux,Dribl & Drull, Varag Ghoul-Chewer.  
  
  
  
**DODATKOWE WYMOGI I WYTYCZNE**  
Na turnieju wymagane jest posiadanie smartfona i połączenie z Internetem w celu uzupełniania wyników przez stronę TourPlay.  
  
Na turnieju nie jest wymagane posiadanie pomalowanych modeli, aczkolwiek zachęcamy do tego, bo pomalowane figurki lepiej grają.

Modele do gry MUSZĄ BYĆ ROZPOZNAWALNE. Czyli: możesz zagrać „kasztanami”, o ile Twój przeciwnik będzie w stanie rozróżnić zawodników pozycyjnych, a także wygląd Twoich figurek nie będzie powodował u niego odruchów wymiotnych.  
  
  
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**ZAPISY:**  
Opłacone uczestnictwo:

1. Królik – zapewnia parzystość,
2. Biały – grający sędzia,