**Alpha Games Summer Bowl 2024 ‘Secret Weapon Spectacular’ – Rules Pack**

This tournament is in the process of applying for NAF sanctioning.

The tournament will be a three game tournament using Blood Bowl Season Two (BB 2020) Official Rules (as clarified by the most recent official FAQ). The first game will be randomly drawn between coaches with subsequent matchups following a Swiss - Resurrection style system.

**Team Building**

Starting team value will be 1.15 million gold pieces (Team Value 1150) and coaches may choose a legal roster up to this value. Rosters may be chosen from any of the teams in the Blood Bowl Rule Book, the official “Teams of Legend” pdf, the new Khorne roster from Spike Magazine 13, the new Norse roster from Spike Magazine 14, the new Amazon roster from Spike Magazine 15 and the new Vampire roster from Spike Magazine 16, and the additional NAF Roster for Slann. Any additional official teams and rosters from Spike magazines released before the event will also be allowed (this includes Gnomes if they are released before the event).

**Secret Weapon Spectacular**

The Tournament Organiser has a taste for the more shady side of the game of Blood Bowl and loves the carnage brought to the pitch by chainsaw wielding maniacs, crazed fanatics and other weapons deemed to be “against the rules”.

In order to encourage such practices, the organiser is offering every team a gift of 50,000 gold pieces to only be spent with the purpose of bribing match officials.

Therefore, a team that takes a Bribe inducement would be able to spend 1.2 million gold pieces of roster creation, whereas a team that decides it is too pure and honest to engage in such practices as bribing match officials would be able to spend the standard 1.15 million gold pieces.

**SPP Budgets**

This will be a resurrection format tournament (no long term injuries) and with no progression (no star player points earned). When building their roster, coaches may purchase skills for their team according to the SPP Budget allocation below for each tier (tiers are as per the 2020 rulebook adjusted by the latest official FAQ).

* Tier 1 Teams – 36 Star Player Points

Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf

* Tier 2 Teams - 48 Star Player Points

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampires

* Tier 3 Teams - 54 Star Player Points

Goblin, Halfling, Ogre, Snotling, Gnomes

Only chosen primary skills (6 Star Player Points) or chosen secondary skills (12 Star Player Points) may be selected, randomly chosen skills are not allowed. Characteristic increases are not allowed.

Skill stacking:

* One player on Tier 1 teams can have two additional skills, with all other players restricted to one additional skill.
* Two players on Tier 2 teams can have two additional skills, with all other players restricted to one additional skill.
* Three players on Tier 3 teams can have up to two additional skills each, with all other players restricted to one additional skill.

**Inducements**

Any inducements from the list of “common inducements” on page 89 of the Blood Bowl rulebook can be taken, with the following changes:

* 0-2 Star Players may be hired as listed in the 2020 Rulebook, Death Zone and from Spike Magazines from issue 11 onwards released before the event, the 2021 Almanac, and any official GW star players released before the event whose rules are published with the relevant model, but in all cases only after a roster of at least 11 ordinary players has been hired, and subject to the SPP tax explained below.
* Legacy Star Players are not allowed.
* Wizards, Biased Referees, Mercenaries and Special Play card inducements are not allowed.
* The following additional inducement rules from the “Death Zone” supplement are allowed:
	+ (In)Famous Coaching Staff
	+ Other Inducements from p36-39, excluding Medicinal Unguent and Side Bet.
* Any additional inducements published in any official Spike magazine prior to the date of the event (excluding any from the excluded categories listed above e.g. Wizards).
* A special inducement “Little Brown Envelope” is available to all coaches for the price of 5,000 gold pieces. This enables the coach to re-roll an “argue the call” roll once per game. Coaches are only allowed to purchase this inducement once.

**Star Players and SPP Tax**

If a team hires any Star Players then as well as paying the GP cost it must also deduct the relevant “SPP Tax” from its SPP Budget available to purchase skills for the team’s other players (see table below). If a team hires 2 Star Players then it must pay the SPP tax for each player. For example, a Tier 3 Team starts with an SPP budget of 54 Star Player Points. If it decides to hire Griff Oberwald, this will cost 36 SPP from their initial 54 SPP allocation, leaving 18 SPP for them to use on additional skills for their normal players.

As this is the ‘Secret Weapon Spectacular’ most Star Players with the ‘Secret Weapon’ trait can be hired without any SPP Tax – however a select few have such a high opinion of themselves that there is still a tax to hire them, although lower than would normally be the case!



**Weather Table**

As this tournament will be played during summer, the usual weather table will be replaced by the Summer Weather Table detailed on page 77 of the Death Zone supplement (copies of this weather table will be provided at the event for those who do not have Death Zone).

**Scoring and Prizes**

The scoring system will be 30 points for a win, 15 points for a draw and zero points for a loss. Bonus points will be awarded for each casualty caused (including casualties caused via foul or crowd surf) and touchdowns scored, to a maximum of 3 points for each. Tiebreakers will be Strength of Schedule followed by Touchdown difference and then Casualties difference.

Prizes for the day will include:

* Winner
* Runner Up
* Most Touchdowns
* Most Casualties
* Stunty Cup (highest placed Tier 3 team that doesn’t include a Bugman’s Best star player)
* Wooden Spoon
* Best Painted

There will be spot prizes available on the day for the winner of particular challenges each round!

**Schedule for the day**

Each round should be played within a time limit of 2hrs 15 minutes. Timing reminders will be shouted out to help coaches stay within the time window for each round, but it is recommended that coaches set their own timers and assume approximately 30 minutes per coach per half.

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| Registration and Round 1 draw | 10.00 – 10.30  |
| Round 1  | 10.30 – 12.45 |
| Lunch | 12.45 – 13.30 |
| Round 2  | 13.30 – 15.45 |
| Round 3 | 16.00 – 18.15 |
| Results and Prizes  | 18.15 – 18.30 |