***Nut Bowl Rule Pack***

**Part of the South west Tournament Series**

***Venue:***

Druitt Hall

High Street

Christchurch

Dorset

BH231AB

***Type:*** Resurrection

***Style:*** Swiss

***NAF Status:*** Pendng

***NAF Fee included:*** No - please register with NAF, we are hoping to have someone on the day that can do this or in advance here <https://www.thenaf.net/about-the-naf/join-the-naf/>

***Cost:*** £18 please pay via catsargent@hotmail.co.uk with friends and family. Refunds will be available up to 28 days before the event. After that a refund will only be given if your ticket is sold on.

***Number of tickets:*** 32

***Part of the South West Tournament Series:*** Check out more events and more information on the South West Tournament Series [here](https://www.talkfantasyfootball.org/viewtopic.php?f=59&t=47062&sid=4459ab7515312a3360f03ccddf480d17)

***Schedule:***

Registration: 09:00

Game 1: 09:30

Lunch: 11:45

Game 2: 12:30

Game 3: 15:00

Awards: 17:30

Please submit rosters to bendavygames@gmail.com by September 29th 2024 (we suggest using <https://bbroster.com/>)

***Models:*** All models must be painted with a minimum of 3 colours and based.

3rd party models are allowed and welcome, but please make sure it’s clear to your opponent what models are what.

All skills must be shown on the models, either with skill rings, stickers, etc.

***Awards will be given for:***

First

Second

Third

Best stunty (if we have enough players for the award)

Most casualties

Most touchdowns

Biggest Nut (who causes most casualties with Akhorne)

Wooden spoon.

No one will win more than one award.

***Roster building:***

***Team Tiers***

***Tier 0 1100k & 6 normal skills only***

\* Underworld Denizens

***Tier 1 1150k & 6 normal skills only***

\* Dark Elves

\* Dwarves

\* Lizardmen

\* Amazons

\* Shambling Undead

\* Chaos Dwarves

***Tier 2 1160k & 7 skills, Maximum 1 Secondary Skill***

\* Norse

\* Orcs

\* Skaven

\* Vampires

\* Wood Elves

\* High Elves

***Tier 3 1170k & 8 skills Maximum 1 Secondary Skill. May stack once at the cost of 1 skill***

\* Humans

\* Necromantic Horror

\* Tomb Kings

\* Khorne

\* Elven Union

\* Imperial Nobility

\* Slann

***Tier 4 1180k & 8 skills - Maximum 2 Secondary Skills. May stack once at the cost of 1 skill***

\* Chaos Renegades

\* Old World Alliance

\* Black Orcs

\* Chaos Chosen

\* Nurgle

\* Snotlings

***Tier 5 1190k & 9 skills - Maximum 2 Secondary Skills. May stack twice for no cost. May stack 2 times at the cost of 1 skill.***

\* Goblins

\* Ogres

\* Halflings

\* Gnomes

Team may roster rerolls, assistant coaches, cheerleaders, dedicated fans (please note that your dedicated fans will be 0 unless you pay for them) and rerolls as normal and if allowed.

Please note that secondary skills only cost one skill point, they are not double. Any teams released between now four weeks before the event will be assessed and added. Expect them to be slightly harshly treated.

***Skill Stacking:***

If your team is in tier 0, 1 or 2 you cannot stack at all, otherwise you may stack as explained above, with three exceptions;

\* There is an additional cost associated with the following two skill stacks; (due to how powerful they are)

1. For 4 skill points total you can give one player Tackle and Mighty Blow.

2. For 5 skill points total you can give one player Sneaky Git and Dirty Player.

\* These skill points come from the total budget, so if you had 8 skill points available and wished to give one player Tackle and Mighty Blow, you would have 4 remaining skill points for other skills.

3. All stacks must be only with primary skills, no secondaries.

Here are some examples:

1) Elven Union stacking Dodge and Wrestle on a Catcher --> Uses 3 of the 8 skill points. 2 skills, 1 to be allowed to stack

2) Humans stacking Mighty Blow and Tackle on a Blitzer --> Uses 4 of the 8 skill points. 2 skills, 1 to be allowed to stack, 1 for Mighty Blow Tackle penalty

3) Elven Union stacking Sneaky Git and Dirty Player on a Lineman --> Uses 5 of the 8 skill points, 2 skills, 1 to be allowed to stack, 2 for Sneaky Git and Dirty Player penalty

***Star Players***

Any tier 1 to 5 team may take Akhorne after they have 11 rostered players. To roster Akhorne it costs you One skill

Tier 3 teams and below may take a star player after they have 11 rostered players. To roster a star it costs Three skill points.

The following star players are banned from the event:-

Bomber Dribblesnot

Cindy Piewhistle

Deeproot Strongbranch

Dribl and Drull

Estelle La Veneaux

Griff Oberwald

Hakflem Skuttlespike

Ivan ‘the Animal’ Deathshroud

Morg ’n’ Thorg

Skitter Stab Stab

Varag Ghoulchewer

Any star player released by Games Workshop after June 1st 2024.

If both teams roster the same star player, then both will be allowed to play. Wizards did it.

***Inducements:***

The following inducements are available for coaches to roster on their teams. (if the Blood Bowl rulebook says that it is available to their race):

Bloodweiser Kegs 0-2

Bribes 0-3 (No team may take a bribe and the sneaky git skill, apart from stunty teams)

Wandering Apothecaries 0-2

Mortuary Assistant 0-1

Plague Doctor 0-1

Riotous Rookies 0-1

Halfling Master Chef 0-1

Weather Mage 0-1

Josef Bugman 0-1

Necromancers can resurrect a single killed opponent to use as a zombie who will play for the team for that game only. After the game, the team loses any player gained during the game. The same applies to Plague Ridden and Nurgle teams.

***Scoring:***

Scoring Games will be scored as follows:

Win = 50

Draw = 20

Loss = 0

Touchdowns scored = 1 per touchdown up to a maximum of 3

Casualties caused = 1 per casualty up to a maximum of 3

***Tie Breakers:***

In order:

1. Roster was submitted on time

2. Strength of Schedule.

3. Tiering of the team (lower is better)

4. Combined net TD/Casualty.

5. Roll off (3D6)

A concession will result in the conceding team losing 100 tournament points, and they will not receive any touchdowns or casualties for that game. The game will be recorded as a '3-0 3-0', to give maximum points to their opponent. They will also, at the Tournament Organisers discretion, be ineligible for any prizes.

Please note: Every casualty counts as a casualty. We count what’s in your cas box for your opponent, what’s in theirs for your cas score (and regen/apo’s as normal) (blocking, crowd, bomb, rushes, dodges, TTM, etc.)

***Getting To the Venue:-***

For a map showing Druitt Hall, please use this [Google Maps](https://www.google.com/maps/%4050.7346771%2C-1.7775524%2C3a%2C75y%2C241.75h%2C85.76t/data%3D%213m6%211e1%213m4%211sfmTwmcRsM3KT30ZaxiA49A%212e0%217i16384%218i8192?entry=ttu) link. It will open into a new browser tab and directly place you on the "street view" showing the bus stops in the High Street and the adjacent 'Druitt Approach' that lies between them, to the side of the library.

Follow Druitt Approach, between 27 High Street and Christchurch Library, for about 50 yards to find the hall (the hall is visible from the High Street). Although marked on the tarmac as 'Private Car Park', this is a right of way up to the hall and the lovely Druitt Gardens for pedestrians and for vehicles to deliver / collect from Druitt Hall. Exit from this street view to the map itself to request directions from your location.

***Parking is available nearby in the following:***

\*Wick Lane car park (approx 50 yds walk from car park to hall across Druitt Gardens)

\*Saxon Square shoppers car park (approx 150 yds walk)

\*Bank car park, Sopers Lane (approx 150 yds walk)

\*By-Pass car park, Waitrose (approx 250 yds)via underpass

\*In the High Street at certain times (do check the street notices!)

By train, the venue is a short 10 minute walk from Christchurch Train Station.

