



EXCALIBUR

Summer Sword II

The Excalibur Summer Sword is our simple, brutal and competitive Blood Bowl Tournament at Excalibur Gaming! Here you'll find all the info you need about this upcoming event.

Excalibur:
Blood Bowl Summer Sword II
Saturday June 1st
10:00am to 07:00pm

At **Excalibur Gaming**
33 Bridge Street
Taunton
Somerset
TA1 1TQ

Contact:

Store Enquiries: 01823 426959
Event Enquiries and Registration:
ExcaliburGamingBloodBowl@gmail.com

Tournament Format

This tournament will be 3 Matches. The first will be paired randomly and rounds two and three will be paired in a Swiss Format (based on performance).

This is a "resurrection" tournament, which means all Teams will start as per the original roster at the start of every match. There are no ongoing injuries.

Schedule

The days schedule is as follows:

- 10:00 - Doors open
- 10.30 - Registration & Set-Up
- 10.45 - Match 1
- 13.00 - Break
- 13.30 - Match 2
- 15.45 - Match 3
- 18.00 - Games End and Awards
- 19:00 - Store Closing

Match Time

Each match will have 2 hour time limit, with Coaches being reminded at the 1 hour remaining, 30 minutes remaining, and 15 minutes remaining marks. Once time has been called on the round coaches will be given up to 5 minutes to finish the current turn and then the game must end immediately.

If coaches are concerned the match may not finish on time the use of a chess clock or similar app is recommend.

Registering

Tickets for the event will be £15 per Coach, this includes the days gaming and goes toward both the prizes and supporting the store.

Tickets can be purchased in store or can be requested via the contact email with payment via PayPal. DO NOT SEND FUNDS TO THE BLOOD BOWL EMAIL ADDRESS, ONLY TICKET REQUESTS.

Rosters

All rosters are to be submitted to the contact email by May 18th.

Rosters should be made using BB Roster (<https://bbroster.com/>) using the Exhibition option and ignoring references to SPP and player cost increases from skills.

You will be required to bring a copy of your roster on the day. If you are unable to print your roster please be in contact.

LIMITED SPACES: 24 COACHES MAXIMUM

There is space for a maximum of 24 coaches at Excalibur Gaming, as such the number of Coaches participating will be limited to this. These spaces will be on a first-come, first-served basis based on pre-purchase of tickets.

What You Need

- A team that is clearly marked with identifiable player types/positionals.
There is no painting requirement for miniatures.
- A minimum of one completed Roster.
- Three Block dice, two D6, one D8, and one D16 dice (the standard Blood Bowl set).
- Throw-in, Scatter and Pass Templates.
- A Blood Bowl 2020 Rulebook

We will provide pitches for all 12 tables.

Awards (aka what you get prizes for!)

There will be several awards across the tournament, and not just for the winner!

Each award will also come with a prize, with the following exception:

If a single coach wins multiple awards, any extra prizes will be randomly allocated as participation prizes among coaches who did not receive awards.

Prizes will be dependant on turnout.

Main Awards

1st place - Highest positioning team in the event standings.

Additional Awards (dependant on turnout)

Cheer Hog - Most Touchdowns (12+ Teams)

Most Brutal - Most Casualties** (12+ Teams)

2nd place - Second highest positioning team in the event standings (16+ Teams)

Tiny Tyrant - Highest positioning Stunty* Team in the event standings (20+ Teams)

3rd place - Third highest positioning team in the the event standings (20+ Teams)

**Stunty Teams: Tier 3 teams are the only teams eligible.*

***All Casualties caused to an opponents player from the result of a block, but not a special action that replaces a block, from or against one of your players.*

Scoring

At the start of each round your game will receive a Score Sheet for the match. Please complete these during the match and hand them in after you have finished.

Points are scored for the following:

- ◇ *Per Win: +30 Points*
- ◇ *Per Draw: +10 Points*
- ◇ *Per Loss: +0 Points*
- ◇ *Per TD: +1 Point (max 3 per match)*
- ◇ *Per CAS: +1 Point (max 3 per match)*
- ◇ *Concede no touchdowns: +2 Points*

Standings Tie-breakers

In the event of a tie for any award the highest standing team will receive the prize. In the event of a tie in the standings the following will be used as tie-breakers in the below order:

1. Total Touchdowns Scored
2. Total Casualties Caused
3. Touchdown Differential
4. Casualty Differential
5. Lowest Team Value
6. Lowest Team Tier

Finally, in the unlikely event that coaches match all of the above then coaches will roll-off (2D6).

Prizes!

The following prizes will be given out at the end of the event:

Winner - A Blood Bowl Team **and** Pitch of your choice (from those available), or £40 store credit.

All other Awards - A Blood Bowl Team **or** Pitch of your choice (from those available), or £20 store credit.

A Note on NAF

We intend of this to be a NAF Sanctioned event, however there is no requirement that all or any of the coaches attending to be registered with the NAF.

NAF members please be aware some participants may not be NAF registered and as such should you play these individuals, the game(s) will not go toward your statistics.

For more information on the NAF please visit the website:

<https://www.thenaf.net>

Team Building

All Standard Teams are allowed (those featured in the Blood Bowl 2020 Rulebook, Spike! Magazine or the Teams of Legend PDF) including any released on or before the roster submission deadline, plus the NAF Slann* team.

Teams of Legend, available from Games Workshop [here](#)
*NAF recommend additional team, as it appears [here](#)

We will use the most current FAQ available prior to roster submission.

Building your Team

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook. With funds of 1,150,000 gold pieces.

All players must be marked on the miniature or the base with their corresponding player number on your Team Roster, or otherwise be identifiable from other members with different positions or skills, for example with the use of skill rings, marked bases, etc.

Team tiers are determined by official publication and the most recent FAQ as of roster submission.

Additional Skills

Depending on your team's tier, there will be a number of free skills available as per the below. These skills do not affect Team Value in any way.

The following restrictions apply to these skills:

- ✧ No Player may receive more than two Skills.
- ✧ A Primary Skill may be chosen instead of a Secondary Skill if the coach desires.
- ✧ Skills must be chosen, randomly rolled Skills may not be taken.
- ✧ Each additional Skill may be taken a maximum of four times per team.
- ✧ Star Players cannot be given Skills.

Tier	Primary Skills	Secondary Skills
1	6	0
2	5	2
3	4	4

Permanent Inducements

The following inducements can be purchased during team creation, and are considered a permanent part of the team and can be used each game.

0-2 Bloodweiser Kegs – 50,000 gold pieces each

0-3 Bribes – 100,000 gold pieces each (50,000 gold pieces for teams with the 'Bribery and Corruption' special rule)

0-1 Riotous Rookies – 100,000 gold pieces (only available to teams with the 'Low Cost Linemen' special rule)

0-1 Halfling Master Chef – 300,000 gold pieces (100,000 gold pieces for teams with the 'Halfling Thimble Cup' special rule)

0-1 Biased Referee – 120,000 gold pieces (80,000 gold pieces for teams with the 'Bribery and Corruption' special rule).

0-2 Star Players – price varies

A team must have the minimum 11 Players prior to hiring any Star Players in addition.

Star Players also cost the coach two primary or one secondary skills per selection. In this way Star Players hired as a pair (such as the Swift Twins) only pay this cost once.

In addition Mega Stars are limited as follows:

Tier 1 Teams: None

Tier 2 Teams: 0-1

Tier 3 Teams: 0-2

For updates on events and the local league join the Excalibur Blood Bowl group on Facebook:

