

Déise Bowl 2024

Blood Bowl returns to the Sunny South East!! Seeing as the tournament is taking place in Waterford it would be rude not to introduce a Viking theme to spice up the ruleset! On the morning of the tournament someone left the animal pens open and the pitches have been overrun by Beer Boars! See the rules section below to see how this will have an impact on team building.

Details

Date:	Saturday 6th July 2024
Location:	Conference Room, Dunhill Multi-Education Centre (free parking)
Format:	3 rounds Swiss Resurrection
Rules:	See Rules section below
Entry fee:	€25 per person, which includes sandwiches, tea and coffee
Payment:	PayPal to danton@gmail.com by 1st July together with roster submission

Schedule

Registration:	9:00 - 9:45
Round 1:	9:45 - 12:00
Lunch Break:	12:00 - 13:15
Round 2:	13:15 - 15:30
Round 3:	15:45 - 18:00
Prize Giving:	18:00 - 18:15

Scoring

Win:	30 points
Draw:	15 points
Loss:	0 points (Concede -20)
+TD diff.	+1 point (max +3)
+CAS diff.	+1 point (max +3)
Clean Sheet	+1 point

Tiebreakers: Roster sent on time; Head to Head; TD scored, CAS inflicted; Random

What to Bring

Each tournament participant will be required to bring the following:

Dice:	A minimum of 3 Block dice, 2 x d6, 1 x d8 & 1 x d16
Miniatures:	Painted (min 3 colours) miniatures representing the team you are playing. Different positions should be easily distinguishable. There is no restriction on model manufacturer.
Skill Markers:	A way to represent skill choices chosen during roster creation while playing. These can be loom bands, stickers, colour-coded base rings, etc as long as each choice is easily distinguishable by your opponent during play.
Board:	Each participant should bring a game board and dug-outs. While not all will be required, it's better to have too many than too few.

Special Rule: Beer Boars

As mentioned above the tournament has a special rule which grants every team a **free** beer boar. An appropriate mini will be provided as a gift to each coach. The boar has exactly the same stats and skills as the player of the same name in the Norse roster.

Roster Building

Each team receives **1,160,000** gold pieces to build a roster following the normal team-building rules in the BB2020 rulebook. A roster may have a maximum of 15 rostered players (the free beer boar takes up one roster spot, but costs 0 gold pieces. Rosters must add at least 11 players (not including the free beer boar) before adding any star players.

In addition, depending on your team's Tier, each team receives a number of Skill Points (SP) that are used to purchase skills. Primary skills cost 1 SP and Secondary skills cost 2 SP. Skills purchased do not count towards your gold budget for team-building purposes. Skill stacking is permitted for some tiers. No more than two skills can be stacked on the same player and Secondary skills cannot be stacked at all. There is no extra SP cost for stacking skills.

Random skills and characteristic increases are not permitted. Dirty player and sneaky git may not be taken on the same player (Lord Borak is the only player permitted to have both of those skills).

Tiers

(Tier1): Dark Elves, Dwarves, Lizardmen, Orcs, Shambling Undead, Underworld Denizens, Amazons. 7 SP (No Skill Stacking)

(Tier2): Chaos Dwarves, Humans, Necromantic Horror, Norse, Skaven, Wood Elves 8 SP (Skill Stacking allowed on one player)

(Tier3): Elven Union, High Elves, Khorne, Tomb Kings, Old World Alliance, Vampires. 9 SP (Skill Stacking allowed on one player)

(Tier4): Black Orcs, Chaos Chosen, Chaos Renegades, Gnomes, Imperial Nobility, Nurgle, Slann, Snotlings. 10 SP (Skill Stacking allowed on two players)

(Tier5): Goblins, Ogres, Halflings. 11 SP (Skill Stacking allowed on three players)

The following coaching staff may also be purchased.

0-8 Re-Rolls, at cost depending on race.

0-6 Assistant coaches for 10k.

0-12 Cheerleaders for 10k.

0-1 Apothecary, depending on race.

0-6 Dedicated fans for 10k,

Every team begins with 0 Dedicated fans.

Inducements from the following list can be added at the listed price.

0-1 Team Mascot for 30k, available to all teams.

0-1 Weather Mage for 30k, available to all teams.

0-2 Bloodweiser Kegs for 50k each, available to all teams.

0-3 Bribes for 100k each, or 50k each for "Bribery and Corruption" teams.

0-1 Josef Bugman for 100k, available to all teams.

0-1 Riotous Rookies for 100k, available to teams with the "Low Cost Linemen" special rule.

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 each, available to teams that can include an apothecary.

0-1 Master Chef for 300k, or 100k for Halfling teams.

Star Players

Up to two Star Players may be induced by any team each following the standard BB 2020 rules. The gold and SP cost only has to be paid once in the case of dual Star Players. If both teams have induced the same Star Player then both teams may use them. The following megastar players are **banned** from taking part:

Morg'N'Thorg, Griff Oberwald, Estelle La Veneaux, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch

The rest of the Star Players are available to teams of different tiers and have variable SP costs.

Available to all Tiers (cost 1 SP): Willow Rosebark, Grak and Crumbleberry, Barik Farblast, Skrull Halfheight, Gretchen Wächter, Bilerot Vomitflesh, Kiroth Krakeneye, Akhorne The Squirrel.

Available to Tier 2 and below (cost 2 SP): The Swift Twins, The Black Gobbo, Fungus the Loon, Scrappa Sorehead, Nobbla Blackwart, Grashnak Blackhoof, Gloriel Summerbloom, Zolcath the Zoot, Grim Ironjaw, Rumbelow Sheepskin, Helmut Wulf, Withergrasp Doubledrool, Max Spleenripper, Boa Kon'ssstrikt, Bryce 'The Slice' Cambuel, Captain Karina von Riesz, Frank 'n' Stein, Roxanna Darknail, Puggy Baconbreath, Rodney Roachbait, Rowana Forestfoot.

Available to Tier 3 and below (cost 3 SP): Ripper Bolgrot, Kreek Rustgouger, Scyla Anfingrimm, Thorsson Stoutmead, Skrogr Snowpelt, Glart Smashrip, Karla Von Kill, Mighty Zug, Grombrindal, Glotl Stop, Count Luthor von Drakenborg, Ivan 'the Animal' Deathshroud, Wilhelm Chaney, Eldril Sidewinder, Jordell Freshbreeze

Available to Tier 4 and below (cost 4 SP): Lord Borak, Ivar Eriksson, Dribl & Drull, Skitter Stab-Stab.

Available to Tier 5 only (cost 5 SP): Hakflem Skuttlespike, Varag Ghoulschewer.

Slow Play / Time

Individual turns will not be timed. At any time, a coach may request use of a chess clock at their game. If a game has not entered turn 2 of the defending coach's turn of the second half after 60 minutes a chess clock is mandatory.

When a chess clock is introduced both coaches are allocated an equal proportion of the remaining time. It is an individual coach's responsibility to ensure they pass time over to their opponent. A coach ending their turn must make it known to their opponent that their turn has ended if no automatic game condition ends their turn (e.g. turn ends by player choice, not by Turnover mechanic).

When a chess clock is in use and a coach runs out of time they may make no further actions in the game. If their opponent still has time left they may continue to play out their turns as their time permits. The timed-out coach automatically ends turn when the turn is passed (Prone players may be stood, Stunned players may be placed prone. No other action can be taken). This does not generate extra turns for the coach with time left. They still must play within the normal match turn limit (typically 8 turns per half per coach).

Please address any doubts or enquiries directly to danton@gmail.com or via the Eire BB Discord Community: <https://discord.gg/7trfDeGM>