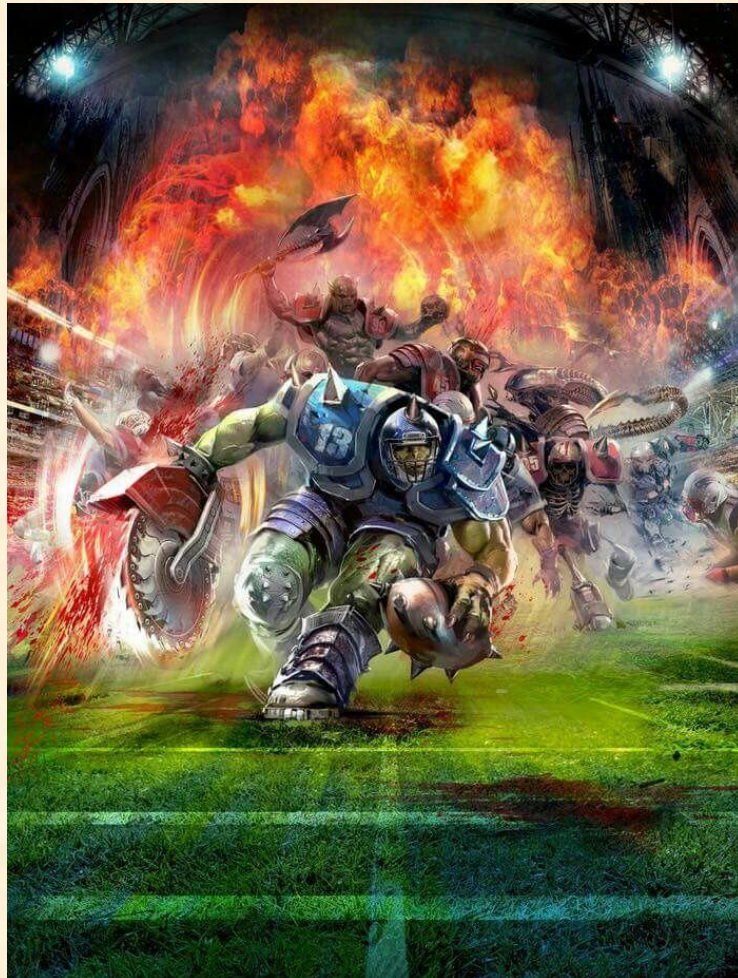


# London Grand Tournament 2022

*Lee Valley Athletics Stadium*

*N9 OAR*



*Bloodbowl Tournament*

*Saturday/Sunday 1st & 2nd October 2022*

**Beast Productions**

# RULES

The tournament will be played as a resurrection tournament. All injuries, including death, will be reset after every game.

## 1 Rosters

All rosters for the LGT have to be submitted by midnight September 18<sup>th</sup> 2022 latest. The rosters will be checked against current NAF build restrictions. Error corrections are permitted until September 20<sup>th</sup>, 2022. After this date no changes will be permitted.

## 2 Division of Races (Tiers)

In order to reduce the unbalancing between the different races; the LGT will split all races into four tiers.

- **Tier 1:** Amazons, Underworld Denizens, Norse, Orcs, Skaven, Undead, Dwarf, Lizardmen, Black orcs, Dark elves
- **Tier 2:** Elf Union, High Elves, Humans, Khemri, Necromantic, imperial Nobility, Chaos Dwarves, Wood Elves, Chaos
- **Tier 3:** Slann, Halflings, Old world Alliance, Daemons of Khorne, Nurgle, Khemri, Vampires, Chaos Renegades
- **Tier 4:** Ogres, Snotlings, Goblins

## 3 Roster Creation

Teams at the LGT will be built and will gain improvements (additional skills or stat upgrades) according to their placement in the tier system above. The composition of all teams and all improvements to be taken **must be submitted before the tournament. Submit lists to - [lgtbloodbowl@gmail.com](mailto:lgtbloodbowl@gmail.com)**

### Team Building

Coaches **have a spend limit of 1,150,000 gold pieces** when building their team. When building your team, you may buy:

- At least 11 standard roster players before any star players
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- 0-1 Apothecary, Igor or Plague doctor
- Inducements as per 2020 rule book (errata) with the following exceptions

Wizards, (in)famous coaching staff and/or Special Play Cards are explicitly not allowed at the LGT . If both teams have hired the same star player, they will play one half for either team turn 1 receiving team will take the star 1<sup>st</sup> half. Turn 9 receiving team will take the star 2<sup>nd</sup> half. If the star dies or is seriously injured during the 1<sup>st</sup> half it will be Apo'd successfully and return fresh for the 2<sup>nd</sup> half.

## Tier Skill points

Each tier receives an allocation of skills these are to be added free. No additional to the TV cost.

Tier	Skill allocation Saturday	Skill allocation Saturday	Skill allocation Sunday	Skill allocation Sunday
	Primary	Secondary	Primary	secondary
1	4	-	2	1
2	4	1	2	1
3	5	1	2	1
4	5	2	2	1

- No player can have more than 2 (additional) skills
- Primary skills allocated as normal and must be indicated on your list per day
- Stat increases traded for with primary skill points AV(1), PA/MA(2), AG(3) & ST(4)
- Any player with a stat increase cannot take an additional skill
- Star players may not receive additional skills or stat upgrades
- Star players are limited to 1 per team

Mighty Blow (2) is not allowed any player with this trait has the skill reduced to MB (1) and their respective points cost reduced by 30,000.

Star players are allowed from any (post 2020) Games workshop publication.

You may use your secondary skill as a primary if you wish.

## 4 Pairings

All matchups will be drawn randomly before the tournament, then each subsequent round will be Swiss. Using the "score system" provided by NAF.

## 5 How to win the Tournament (Scoring & Tiebreaker)

<b>Win:</b>	30 Points
<b>Tie:</b>	15 Points
<b>Loss:</b>	2 Points
<b>Concession:</b>	-5 Points

2 Bonus points each touchdown (**max 3**), 1 each injury (**max 3**) per game. i.e., 5 INJ / 3TD total 39 points for win. Injuries caused by blocks, fouls and crowd surfs.

For inducement description please see official rules 2020).

For the purpose of determining the final standing and crowning the Winning team the following order will be applied:

1. Coach Points
2. Opponent score total
3. Head-to-head performance if played.
4. Net touchdowns
5. Net casualties
6. Public coin toss to determine the winning team

## 6 Team building

For team description please see official rules (BB2020) and the teams of legend on the GW website. In addition, the [NAF-Rules-for-Tournaments-2021.pdf \(thenaf.net\)](#) Slann. all other teams of legend allowed from the GW link [IFZy1SluNmWvxPj1.pdf \(warhammer-community.com\)](#)

## 7 Pitch & Weather table

At start of each game a general conditions roll will take place. The result applies to all games! Unless the roll is weather related; weather conditions are "perfect Bloodbowl weather". Changing weather on the kick off table is applied as normal after this roll. Each effect will only be used once only. Game 6 will be "perfect Bloodbowl weather (unless changed by a kick off result).

<b>Roll D6</b>	<b>Effect</b>
<b>1</b>	Pouring Rain
<b>2</b>	beer tent +1 to crowd injury roll
<b>3</b>	normal pitch no effect
<b>4</b>	Astrogranite pitch +1 to injuries sustained from failed dodges, jumps, leap, or Rushes.
<b>5</b>	Blizzard
<b>6</b>	Sweltering Heat

## 8 Additional Notes

### **Skill Markers /rubber bands / bottle caps**

To have consistency through the tournament and to avoid miscommunication about the skills of each player, please be very clear about skill ups on particular players whatever method you will be using at or before the game starts. Also mark clearly day 1 and day 2 stats.

### **FOOD**

Lunch will be available between games 1 & 2 each day from multiple vendors.

### **Rights of Referees**

Every game is scheduled to be played within the given time (2 ¼ hours). The official game time will be presented at large screen in the gaming hall. All coaches are expected to stay in within this game time. Referees are allowed to put coaches on chess clocks if they are in danger of not finishing the game in time. Referees are allowed to stop game play immediately once the official game time is over. Time updates will be given throughout the day.

During the event, designated referees will be present to help with rule questions and tournament related questions. If a referee is requested to make a decision, this decision will be final for the remainder of the game. There might be the highly unlikely case that during a later game a different referee will make a different decision in the same game situation. This has to be accepted by all coaches.

Finally have fun and laugh at your terrible dice and tales of heroism and woe alike.

Registration: - 09:00 to 09:40 -Saturday only

Game start times: - 09:45, 13:00 & 1600. Both days

Trophies, Awards and round at 18:30. - Sunday

Best painted teams should be displayed on the ref's table at lunch time. Please notify us ahead of time if you intend to enter your team for best painted.

\*Refunds will be given until 4<sup>th</sup> September as we have committed to buying trophies, dice, teams and hire costs etc.