

Chorbowl Presents



**Saturday The 18th May 2024
St Mary's Parish Centre, Chorley**

TOURNAMENT STRUCTURE

Hotpot Bowl will be utilizing the TourPlay website to assign all 3 Matches of Standard 11's Blood Bowl throughout the day. Coaches will be paired randomly via TourPlay for the first match, with matches 2 and 3 being paired via a Swiss style format (top teams vs top teams, bottom teams vs bottom teams). This is an exhibition (resurrection) format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied or carry over).

SCHEDULE!

TOURNAMENT SCHEDULE

- ★ 10.00 → Registration & Set-Up
- ★ 10.30 → Match 1
- ★ 12.45 → Lunch Break
- ★ 13.30 → Match 2
- ★ 15.45 → Break
- ★ 16.00 → Match 3
- ★ 18.15 → Awards

TIME LIMITS

Matches will be held to a 2 hour 15min hard (ish) time limit. Each pitch will be numbered so that when the matches are announced in Tour Play at the start of each round the coaches are able to easily locate their opponent. Please do all you can to ensure that you finish on time as this could eat into your lunch break and keep you from a portion of Lancashire's finest!

Hotpot Bowl



TOURNAMENT RULES

TICKET PRICE

£18.00 for NAF Members and £23.00 for non NAF members.

Please Note: There is a 50 player capacity to this event

TICKET PURCHASE

Please check on www.chorbowl.com that there are places left.

Tickets can be bought using

hotpotbowl24@yahoo.com via PayPal. Use the 'friends and family' option on PayPal. In addition please enter your NAF name and number as reference (if a NAF member). We will send you an e-mail to confirm your place.

DATE

ADDRESS



WHAT TO BRING

-
Please bring a team that is clearly marked / identifiable player types (Teams do not have to be painted, but we think the game looks better if they are, but some means of identifying each player and the skills they possess is critical).

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Also please bring a Blood Bowl Pitch (we have some but not enough), Dice, Throw-in, Scatter and Pass templates and anything else you typically need.

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As this tournament will be run using the Tour Play website, access to the internet (mobile phones/tablets etc) will be key – so mobiles (and chargers) are required.



Hotpot Bowl



PRIZES AND AWARDS

- ★ OVERALL CHAMPION Overall Winner - most Tournament Points
- ★ STUNTY CHAMPION - Stunty Team with most Tournament Points
- ★ PARTICIPATION TROPHY - Last Place Finish - least Tournament Points
- ★ MOST TOUCHDOWNS - Most Touchdowns Scored
- ★ MOST VIOLENT - Most Casualties Caused

WE TAKE YOUR FEEDBACK SERIOUSLY!

Our previous tournament Chorbowl, awarded most of the tournament trophies to the tournament winner.

Hotpot Bowl will be different by spreading the love and using the traditional 'there can only be one!' (Highlander) rues for dishing out trophies at the awards presentation.

Hotpot Bowl



NAF SANCTIONED EVENT

This is a NAF sanctioned event. For more information on the NAF please visit the website:

<https://www.thenaf.net/>

EXHIBITION PLAY

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

TEAM VALUE

1,200,000GP (1200TV) with the conditions sketched out below.

TOURPLAY

Hotpot Bowl will be run using the TourPlay app for managing rosters, assigning matches and recording results. Register with TourPlay (<https://tourplay.net>) before the tournament begins (its free!). Follow the link or register directly within the 'Lancashire Hotpot Bowl' tournament section, create your team and await further instruction on the day of the event.

THE HOTPOT CANNON !

Each coach will receive a free hotpot canon mini.

This Hotpot Canon is yours to keep and is added to your roster (at zero cost), it can be used once a game. A print out of the rules on how to utilize this Blood Bowl weapon of mass catering destruction will be included in your welcome pack.

Hotpot Bowl



TEAM TIERS

Each Team has been given a Tier:

★Tier 1: Amazon, Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Orc, Undead, Skaven, Underworld, Wood Elf, Vampire.

★Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Old World Alliance, Tomb Kings*, Slann**

★Tier 3: Goblins, Halflings, Ogres, Snotlings.

*= Team of Legend **= NAF Team



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ELIGIBLE TEAMS

All Standard Blood Bowl teams eligible. This includes:

- All teams in the Blood Bowl rulebook
- Teams included in the latest Spike! Magazines
- Teams from the Teams of Legend PDF
- Plus the mighty Slann (roster available from the NAF website)

NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop, we will update the rules pack accordingly, but we intend to allow all new Games Workshop rules updates into the event... This is caveated by the fact that TourPlay has to have been updated to include the new team or star player (since this is the software being used to power the whole event!).



ADDITIONAL SKILLS

All coaches will be allowed to award their team with a certain number of skills as listed below.

★Tier 1: 5 Primary Skills & 1 Secondary Skill

★Tier 2: 6 Primary Skills & 2 Secondary Skills

★Tier 3: 7 Primary Skills & 3 Secondary Skills

Notes:

- Team Value - These skills do not affect Team Value (although the cost of the skills is currently still calculated and recorded on Tour Play so there will appear to be some TV discrepancies – however the base team cost of 1200TV will remain constant for all Teams and Tiers).
- Stacking - Only one player on each team may have (if preferred) two primary skills stacked on them.
- Repeats - A maximum of two repeat skill selections are permitted for any one skill (e.g. a maximum of 2 Block skills can be taken – this is to add a degree of variety).
- Skill Exchange - A Primary Skill may be selected instead of a Secondary Skill if the coach desires. These Skills can be distributed across any Players on the Team.



STAR PLAYERS

Your team must consist of 11 players before rostering Star Players. Star Players from all published Games Workshop releases will be eligible for this tournament with the exception of the infamous 'Mega Stars' as named in the GW Tournament Play Guide/FAQ's these guys collectively have something against Hotpot and have decided to boycott the day!

Note: TourPlay has been updated to prevent coaches from selecting these Mega Stars.

STAR PLAYER TAX

All Teams will be allowed to buy and roster star players if wanted (maximum of two permitted), however an additional star player tax of two primary skills will be levied for each star player included i.e. a Tier 1 team that decides to take Grak and Crumbleberry (two star players equating to 4 primary skills) leaves only one remaining primary skill of the original five skills to be allocated.



ALLOWED INDUCEMENTS

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

- ★ 0-2 (None Mega Star!) Star Players may be selected, and can be taken by both teams in a match (including duplicates if both teams have the same Star)
- ★ (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Mercenaries may not be taken.
- ★ With the exception of the Giant Mercenary and the Hotpot Canon, no rules from Death Zone 2021 will be in effect.
- ★ 0-1 Giant may be included (page 52-55 of Death Zone) for 350,000GP.

Notes:

- Star Players and Giants cannot be given Skills.
- Giants are not classed as Star Players and as such do not attract the Star Player tax!



TOURNAMENT SCORING

The TourPlay website will be used to record all results and happenings for each of the three matches played during the day

Note: all casualties caused to your opponent's team during your turn count! – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc. please make sure that all these casualties are recorded during the match on Tour Play... or your hard fought casualties won't be included in your final tally.

Tour Play will be setup to score each match against the following criteria;

- ★Per Win: +30 Points
- ★Per Draw: +10 Points
- ★Per Loss: +0 Points
- ★Per TD: +1 Points (max 3 per Match)
- ★Per CAS: +1 Points (max 3 per Match)
- ★Perfect D: +1 Points (No TDs Conceded)

A grand total of 111 Tournament points are achievable.



SUBMIT ROSTER BEFORE THE 11th OF MAY

We would like you to submit your Roster(s) by Saturday 11th May 2024 via the TourPlay website. Please include your NAF ID within the relevant section.

FINAL DECISIONS

When it comes to rules and tie-breakers, please support us in making great decisions, but please please accept that for brevity's sake – the Tournament Organiser's decision is final.

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Cheers, see y'all on the Astroturf soon and may the Hotpot wash out of your hair and leave it silky smooth! – The Chorbowl Team.



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