

CONQUEST ITALIA 2021

BLOOD BOWL



Se stai leggendo questo plico vorrai sapere come esser pronto al meglio a giocare con i tuoi amici a Blood Bowl.

INFORMAZIONI BASE

The Tournament uses the Bloodbowl 2020 edition Exhibition play rules.

Each team has a total of 1,150,000gp to spend on roster creation and must hire a minimum of 11 players. Any gp unspent at roster creation is lost and all teams are considered to be of the same TV for the purpose of inducements.

This is a resurrection tournament, no SPP is gained, and injuries, casualties or deaths do not carry on from one game to the next.

Players added to a team roster mid game as a result of the Masters of Undeath or Plague Ridden special rule are removed from the roster at the end of the game and do not carry on to the next.

INDUCEMENT DISPONIBILI

Halfling Master Chef 0-1

Bloodweiser Kegs 0-2

Bribes 0-3 (Only permitted if sneaky git is not present on the roster - Bribes gains through Get The Ref kick-off result is still allowed.)

Wandering Apothecaries 0-2

Mortuary Assistant 0-1

Plague Doctor 0-1

All other inducements including Star Players are not permitted unless indicated by the Tier Restrictions below.

Teams are separated into 1 of 6 Tiers and offered Tier specific skills packs.

Each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of 1 Primary Skill and 1 Secondary Skill. This can only be done once. All skills must be chosen and cannot be random. A player which is assigned a secondary skill may choose to take a primary skill instead.

A skill cost is required for the following Star Players, as specified:

- Morg'N'Thorg, Deeproot Strongbranch: 4 Primary Skills
- Griff Oberwald, Hakflem Skuttlespike: 2 Primary Skills
- Wilhelm Chaney, Kreek Rustgouger: 1 Primary Skill

(If the team doesn't have enough skills available, these star players can't be taken)

Pubblicazioni in uso: Tutte le pubblicazioni correnti a meno che la data del loro rilascio non corrisponda ai giorni della settimana precedente la settimana dell'evento.

TIER

Tier 1:

Dwarf, Lizardmen, Wood Elf, Dark Elf, Shambling Undead, Chaos Dwarf, Orcs

6 Primary Skills

OR

4 Primary Skills + 1 Secondary Skill

OR

3 Primary Skills + Access to 1 Star Player

OR

1 Primary Skill + Access to 2 Star Players

Tier 2:

Skaven, Amazon, Norse, Necromantic Horror, Human, Underworld Denizens:

7 Primary Skills

OR

5 Primary Skills + 1 Secondary Skill

OR

4 Primary Skills + Access to 1 Star Player

OR

1 Primary Skills + Access to 2 Star Players

Tier 3:

Black Orc, Slaan, Chaos Chosen, Pro Elf, Nurgle, Tomb Kings, Imperial

Nobility:

7 Primary Skills + 1 Secondary Skill

OR

5 Primary Skills + 2 Secondary Skills

OR

5 Primary Skills + Access to 1 Star Player

OR

2 Primary Skills + Access to 2 Star Players

Tier 4:

Old World Alliance, Chaos Renegades, Daemons of Khorne, High Elf,

Vampire:

8 Primary Skills + 1 Secondary Skill

OR

6 Primary Skills + 2 Secondary Skill

OR

6 Primary Skills + Access to 1 Star Player

OR

3 Primary Skills + Access to 2 Star Players

Tier 5:

Halfling, Ogre, Goblin, Snotling:

8 Primary Skills + 2 Secondary Skills

OR

6 Primary Skills + 3 Secondary Skill

OR

6 Primary Skills + Access to 1 Star Player

OR

3 Primary Skills + Access to 2 Star Players

*Per qualsiasi informazione, chiarimento, o altro, potrete far riferimento a:
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