

# **SHRIMP N' GITS LOW COUNTRY BRAWL 2025**

Welcome, Coaches, to the first Shrimp n' Gits Low Country Brawl!! This is a three-round, one day Blood Bowl Tournament near Charleston, South Carolina.

The ruleset is inspired by Chaos Cup 2025's ruleset with only minor changes being made so that coaches may practice rosters for the upcoming Chaos Cup tournament in November in Orlando, Florida.

## **Location:**

**Heroes & Champions**  
**1230 Red Bank Rd. Suite #6**  
**Goose Creek, SC, USA**  
**(843) 212-3811**

## **September 13th, 2025 - Year of Nuffle 2525**

### **What Does it Cost?**

\$10.00 Registration

\$15.00 for Non-NAF Members (You will be registered on-site for the NAF)

### **What Do You Bring**

- Painted team (Teams should have a minimum of 3 colors and a finished base (flock or basing materials), numbered properly and skills visibly marked.
- Blood Bowl pitch, templates, dugouts, and Ball Token
- Money for food/drinks or to purchase items from the store
- Bring 4 Copies of your roster.
- A mobile device with internet access

**\*\*\* If you do not have access to a team, email [charlestonbloodbowl@gmail.com](mailto:charlestonbloodbowl@gmail.com) ... we can try to find a team for you to play with, if you are unable to. \*\*\***

## **RULES & TEAM BUILD**

[NAF Rules for Tournaments 2025](#)

[Attending Your First Tournament?](#)

[Games Workshop FAQ & Errata](#)

- Blood Bowl Second Season (2020) Rule Set
- All Races in the (Bloodbowl 2020) Rulebook, Teams of Legend Document, & NAF additional
- Special Play Cards will not be used
- All injuries reset after each game
- Apothecaries work as described in the Rulebook
- Illegal Procedure can be shouted but will not be penalized

**You are given 1,150,000 gold pieces to build your team.** You may purchase players, rerolls, fan factor, coaches, cheerleaders and inducements with this money.

### **SHRIMP 'N GITS LOW COUNTRY BRAWL 2025 SPECIAL RULE:**

#### **Bombcast Bloodsports Sponsorship**

The Shrimp n' Gits Low Country Brawl is in the 2025 B.E.A.S.T. Tournament Series which requires that all tournaments in the series shall replace the "Officious Ref" result on the kickoff chart with the following item:

#### **11: Booby Trapped End Zones**

*In an attempt to provide an explosive surprise for Bombcast Bloodsports broadcast viewers during the match both coaches End Zones have been rigged with booby traps to provide an explosive surprise for any opposition player that attempts to score!*

*For the duration of the drive, whenever an opposition player with the ball moves into a square in your End Zone, they must roll a D6. On a 2+ nothing happens, and the touchdown is scored. On a 1, a booby trap has gone off and the opposition player is Knocked Down. No touchdown is scored. Roll for armor break (and injury if necessary), bounce the ball, and a turnover occurs. This roll may be re-rolled with a team reroll.*

### **SHRIMP 'N GITS LOW COUNTRY BRAWL 2025 INDUCEMENTS LIST:**

- Bloodweiser Keg
- Bribes
- GIANT Mercenary: Base Cost + 24spp
- Josef Bugman
- Master Chef

- Mortuary Assistant
- Plague Doctor
- Riotous Rookies
- Team Mascot
- WAAAGH Drummer
- Wandering Apothecary

**Note:** If you are including a Star Player OR a Giant, you must have 11 players on your team BEFORE hiring them. Having 10 players plus a Star or GIANT is not allowed. **Remember, the HIGHLANDER Rule is in effect: You CANNOT have the same Star Player as your opponent.** If both of you attempt to field the same player, then that star player has swindled you both!! Neither of you can field them. Also, you cannot use Igors or Apothecaries on Star Players.

**\*\*All new star players from the Second Season Edition and subsequent Spike Journals will be allowed. Second Season Edition has given Star Players each their own "Special Rule". If you have a Star Player on your roster, you are expected to explain the "Special Rule" to your opponent. Please use a Coin or a Token to represent when the Star Player has spent his special, once per game/drive rule.\*\***

## TEAM TIERS

### **Tier 1 teams get 36 SPP to spend + 1 Star Player, No Mega-Stars:**

Amazons, Dark Elves, Lizardmen, Shambling Undead, Skaven, Dwarves, Underworld Denizens, Wood Elves and Vampires

### **Tier 2 teams get 42 SPP to spend + 1 Star Player, No Mega-Stars:**

Chaos Dwarves, Elven Union, High Elves, Humans, Necromantic, Orcs and Norse

### **Tier 3 teams get 50 SPP to spend + 1 Star Player, No Mega-Stars:**

Chaos Chosen, Chaos Renegades, Khorne, Old World Alliance, and Tomb Kings

### **Tier 4 teams get 56 SPP to spend + 1 Star Player:**

Gnomes, Imperial Nobility, Black Orcs, Nurgle, Slann and Snotlings

### **Tier 5 teams get 64 SPP to spend + 1 Star Player:**

Goblin, Halfling and Ogre

Primary Skills are 6 SPP / Secondary Skills are 12 SPP.

No Stat increases.

No Limit of any skill type.

You may put a second Primary skill on a player, but it counts as a Selected Primary Skill (may not put a Secondary Skill and Primary on one player - may not add skills to Star Players).

A single player with TWO Primary Skills will cost 14 SPP.

**Star Players** - in addition to their hiring fee - stars will cost you an extra 12 SPP Due to popularity and market demand...

**MEGA STARS:** Bomber Dribblesnot, Cindy Pie whistle, Deeproot Strong Branch, Griff Oberwald, Hthark the Unstoppable, Morg n Thorg, Hackflem Skuttlespike, Kreek Rustgouger and Skitter Stab-Stab will **cost 24 SPP (not 12) and ONLY 1 Mega Star is Allowed!!!**

### **Chaos Cup 2025 STAR PLAYER (Immune to the Highlander Rule)**

**VALTOR "The Stake Bearer" 200,000 Gold**

MA6, ST3, AG4+, PA 5+, AV 9+

Skills: Foul Appearance, Claws, Stab, Stakes, Regeneration, Animosity 3+, Loner 3+ (Claws and Stab do NOT stack).

**Special Rules:** "The Desert Dervish" Once per game, VALTOR can use Multi-Block as part of a Stab Special Attack (this can be used as part of a BLITZ).

### **SCHEDULE NOTES**

\*If you are NOT at your table when the time starts the round, your opponent will decide who KICKS/RECEIVES - If you are 15 min late to your match, your opponent will get the auto win\*

\*If you feel as though your match is falling behind, it's recommended that coaches use the four-minute timer to help matches finish on time. If there are any concerns about time left in the round or using the four-minute rule, please ask for a REF or the TO to come to the table.\*

### **SCHEDULE**

**Saturday September 13, 2025**

**Registration at 12:00pm**

**Round 1: 12:15-2:30**

**Round 2: 2:45-5:00**

**Round 3: 5:15-7:30**

**Awards will begin quickly after Round 3 ends and totals are finalized.**

#### **\*PLEASE NOTE\***

*In order to run on time within the store's operating hours, we will not take a designated Lunch break. It is highly suggested that you eat a full lunch before the tournament begins. Ideally, we will be wrapped up with enough time for coaches to still grab dinner at a reasonable hour. There are restaurants in the store's shopping center and several close by as well.*

## **DICE & DICE ETIQUETTE**

- NAF, GW and the Tournament Dice are the ONLY dice that can be used for this event, and as NAF tournament guidelines dictate, Dice Sharing must be adhered to when requested by your opponent.
- It is NOT mandatory, but Dice Cups and Dice Towers are encouraged. It is also good dice etiquette that all dice should rest completely flat and that "cocked" dice should be re-rolled.

## **TOURNAMENT POINTS & TIEBREAKERS**

After 3 rounds, the **Low Country Brawl Champion** (as well as Runner-Up and 3rd Place) will be determined by overall tournament points. In case of tie-breakers, the below bullet points will be used to determine the outcome.

- Number of Wins
- Opponent Score (Strength of Schedule)
- Touchdowns + Touchdown Differential
- Casualties + Casualty Differential

## **Stunty Cup**

The #1 ranked Stunty coach after Round 3 will be awarded the title of Low Country Brawl Stunty Cup Champion.

Stunty teams are:

- Gnome, Goblin, Halfling, Ogre, Snotling, Lizardmen with no Saurus, Underworld with no Skaven, and Black Orcs with no Orcs.
- No star players are allowed for the above-mentioned Lizardmen, Underworld teams & Black Orc stunty teams with the exception of the CHAOS CUP STAR PLAYER. If these stars are taken, the aforementioned teams will get commensurate SPP based on their original Tiering and NOT Stunty Tier 3. Additionally, **MEGA-STARS** have also refused to play for any team that considers themselves "Stunty."

## **The Wooden Spoon**

The Lowest Ranked Coach will be given the "Honour" of being the Wooden Spoon Recipient.

## **AWARDS (Tournament Organizer will break any ties)**

- Champion - 1st Highest Tournament Points
- 2nd Place - 2nd Highest Tournament Points
- 3rd Place - 3rd Highest Tournament Points
- Best Offense - Team that scored the most TDs (that did not win 1st or 2nd)

- Most Brutal - Team that inflicted the most Casualties \*Blocks, Fouls, Crowd Surfs and Special Actions that cause a casualty\* (that did not win 1st-3rd)
- Best Defense - Team that allowed the fewest TDs (that did not win 1st-3rd)
- Best Painted - Team that has been chosen as the most well painted by other coaches in attendance.
- Stunty Cup – Stunty team that has the highest score after Round 3. Limited to Stunty Teams only.
  - Halfling, Goblin, Ogre, Snotling, Lizardmen with no Saurus, Underworld with no Skaven
  - No star players are allowed for the above mentioned Lizardmen and Underworld teams
- Wooden Spoon - Awarded to the team with the lowest score.

**Share the Wealth:** If a coach has won multiple awards, any awards beyond the first will trickle down to the next eligible coach.

**\*\*\*Payments may be made via Paypal or Venmo.\*\*\***

***Paypal payments may be sent to [cjabagnale@gmail.com](mailto:cjabagnale@gmail.com) and make sure you click Friends & Family. Venmo payments may be sent to @sagechris or search using the email: cjabagnale@gmail.com.***

***Be sure to add your name, NAF name, and NAF number in the payment description.\*\*\****

**If you have any questions or comments, feel free to reach out. Otherwise, email rosters to [charlestonbloodbowl@gmail.com](mailto:charlestonbloodbowl@gmail.com)**