

BLOOD BOWL ON THE ROCK

WELCOME...

...to Blood Bowl on the Rock 2024!

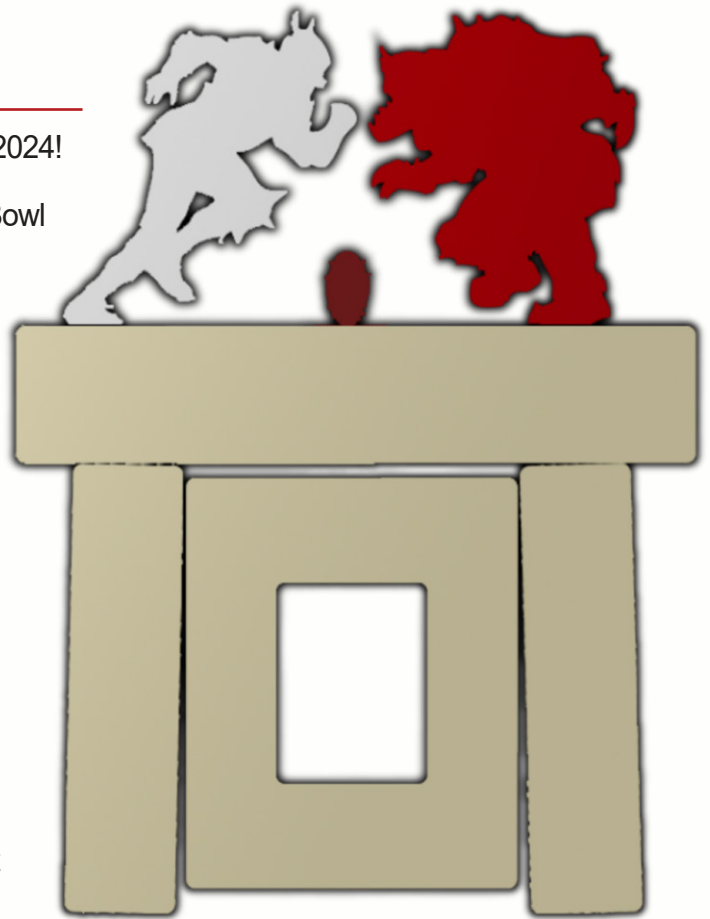
Started back in 2017, Blood Bowl on the Rock is an annual tournament on the Mediterranean island of Malta.

Held on **Saturday 8th** and **Sunday 9th June 2024**, the tournament will be hosted at the **Xrobb I-Għagin Nature Park** in the south east of the island. Boasting amazing sea views, the park's hostel will be closed off to all but the tournament attendees, having full access to all amenities, including the guest house (please contact the tournament organisers for more information, such as room rates).

Participants in the tournament will be treated to two days of heart-thumpin' Blood Bowl, the Mediterranean sun and

sea, and some of the island's award-winning beer.

The only question left is, what are you waiting for?



TOURNAMENT UNIQUE RULE: PARTISAN FANS

Maltese sports fans are well known to be extremely passionate fans. Even if the team they support is not playing in the game in question, you better believe that each spectator will inevitably pick a side to support with a zeal possessing the unbridled strength of a thousand suns.

If, at any point of the game, a player is pushed out of bounds (except through the trap doors - no Maltese fan would ever risk missing part of the game's action by hiding behind a trap door!), roll a d6 or flip a coin before rolling the injury roll and consult below:

ON A 1, 2, OR 3 (OR TAILS):

The player is pushed into a group containing quite a few adoring fans who will try and protect the player. **Apply a -1 modifier to the injury roll.**

ON A 4, 5, OR 6 (OR HEADS):

The player is pushed into a group of spectators that hate their (or their team's) guts for some past slight, imagined or otherwise. **Apply a +1 modifier to the injury roll.**

TEAM BUILDING

GENERAL ROSTER RULES

Each Team has a total of **1,150,000 gold pieces** to spend on roster creation and must hire a minimum of 11 Players.

A team may purchase any of the following staff and team selections:

- 0-8 Re-Rolls, at a cost dependant on race.
- 0-6 Assistant coaches for **10,000 gold pieces** each.
- 0-12 Cheerleaders for **10,000 gold pieces** each.
- 0-1 Apothecary, whose cost is dependant on race.
- 0-6 Dedicated fans for **10,000 gold pieces** each.

MISCELLANEOUS ROSTER RULES

Any gold pieces unspent at roster creation are lost and all teams are considered to have the same Current Team Value (CTV) for the purpose of inducements and Prayers to Nuffle.

This is a resurrection tournament, therefore no Star Player Points (SPP) are gained and any injuries, casualties or deaths sustained in a game do not carry over to the next.

Players added to a team roster during a game as a result of the *Masters of Undeath*, *Plague Ridden* or *Vampire Lord* special rules are removed from the roster at the end of the game and do not carry on to the next.

INDUCEMENTS

Inducements can be bought as part of team roster or line-up. The permitted inducements are:

- 0-1 Weather Mage for **30,000 gold pieces**, available to all teams.
- 0-2 Bloodweiser Kegs for **50,000 gold pieces** each, available to all teams.
- 0-3 Bribes for **100,000 gold pieces** each, or for **50,000 gold pieces** each for *Bribery and Corruption* teams. Bribes **cannot** be taken in a team with a player that either starts with or is given the *Sneaky Git* skill. Bribes gained from the "Get The Ref" kick-off result are still allowed.
- Mortuary Assistant for **100,000 gold pieces** available to teams with the *Sylvanian Spotlight* special rule.
- Plague Doctor for **100,000 gold pieces** available to teams with the *Favored of Nurgle* special rule.
- Wandering Apothecaries for **100,000 gold pieces** available to teams that can include an apothecary.
- Master Chef for **300,000 gold pieces**, or for **100,000 gold pieces** to teams with the *Halfling Thimble Cup* special rule. This inducement can be taken **only** by Tier 6 teams.
- 0-1 Riotous Rookies for **100,000 gold pieces** available to *Ogre* and *Snotling* teams.

All other inducements, including Star Players, are not permitted unless indicated otherwise in the rules that follow.



SKILLS

GENERAL SKILL SELECTION RULES

Teams are separated into 6 tiers, found opposite, with each being granted additional Primary skills and/or extra gold pieces.

The additional Primary skills granted by a team's tier can be used to allocate a Primary skill to players in your team roster beyond those that that player begins with. However, each player can only be allocated 1 additional Primary skill. *For example, being a Tier 1 team, a Lizardmen coach can allocate 1 additional Primary skill to a maximum of 6 players, resulting in the coach having 6 Saurus Blockers with each with the Brawler skill.*

Alternatively, a coach may choose to use one or more of the two alternative skill allocation methods, found below. A coach is allowed to use all skills granted to them by their race's tier or none at all, and everything in between.

All skills allocated must be chosen skills and cannot be random.

SKILL STACKING

Instead of being allocated a single additional Primary skill, a player may instead be allocated 2 additional Primary skills called a **Skill Stack**. The number of players in their team a coach can allocate a Skill Stack to is determined by the race's tier.

A player that is allocated a Skill Stack may do so at the added cost of **1 additional Primary skill** per Skill Stack. This results in the "stacked" player spending 3 of their team's Primary Skill allowance. *For example, at Tier 2 a Wood Elf coach allocates Sprint and Sure Feet to one of their Catchers. This would cost them 3 additional Primary skills, leaving them with 4 additional Primary skills to allocate amongst the rest of their players.*

ADDITIONAL SECONDARY SKILLS

Instead of being allocated a single additional Primary skill, a player may instead be allocated a single additional Secondary skill. The number of players a coach can allocate a Skill Stack on in their team is determined by the race's tier.

A player that is allocated a Secondary skill may do so at the added cost of **1 additional Primary skill**. *For example, at Tier 4 a High Elf coach takes 2 Blitzers with Guard, which are Secondary skills for High Elf Blitzers. This would cost the coach 1 additional Primary skill for each of the Guard allocations, totalling to 4 additional Primary skills, leaving them with 6 additional Primary skills to allocate amongst the rest of their players.*

STAR PLAYERS

Teams in Tier 6 can induce up to one Star Player who can only be included into their roster after 11 players have already been hired for the team.

In addition to the cost of the Star Player, a coach must spend **1 additional Primary skill per full 75,000 gold pieces of the Star Player's cost**. *For example, if a Snotling coach wishes to induce Ripper Bolgrot into their team, they must pay 250,000 gold pieces and 3 Primary skills (75,000 x 3 = 225,000).*

While Star Player agents are greedy and wouldn't think twice about double-booking their clients for both sides of the same game, Star Players find such

instances embarrassing and storm off to the locker rooms! If two coaches who are facing each other both have the same Star Player, then neither team can use the Star Player for the entire game!

The following Star Players are **not available** to be induced:

- | | |
|------------------------|-------------------------|
| ● Griff Oberwald | ● Cindy Piewhistle |
| ● Hakflem Skuttlespike | ● Deeproot Strongbranch |
| ● Morg 'n' Thorg | ● Estelle La Veneaux |
| ● Bomber Dribblesnot | ● Skitter Stab-Stab |

TIER

1

CHAOS DWARVES DWARVES
DARK ELVES LIZARDMEN
UNDERWORLD SKAVEN
SHAMBLING UNDEAD

0 EXTRA GOLD PIECES
6 PRIMARY SKILLS
1 SECONDARY SKILLS ALLOWED
1 SKILL STACKS ALLOWED

2

AMAZONS
NECROMANTIC HORROR
ORCS
WOOD ELVES

10,000 EXTRA GOLD PIECES
7 PRIMARY SKILLS
1 SECONDARY SKILLS ALLOWED
1 SKILL STACKS ALLOWED

3

ELVEN UNION HUMANS
NORSE SLAAN
TOMB KINGS
VAMPIRES

20,000 EXTRA GOLD PIECES
8 PRIMARY SKILLS
2 SECONDARY SKILLS ALLOWED
2 SKILL STACKS ALLOWED

4

CHAOS RENEGADES
HIGH ELVES
KHORNE
OLD WORLD ALLIANCE

45,000 EXTRA GOLD PIECES
10 PRIMARY SKILLS
2 SECONDARY SKILLS ALLOWED
2 SKILL STACKS ALLOWED

5

BLACK ORCS
CHAOS CHOSEN
IMPERIAL NOBILITY
NURGLE

60,000 EXTRA GOLD PIECES
11 PRIMARY SKILLS
2 SECONDARY SKILLS ALLOWED
2 SKILL STACKS ALLOWED

6

GOBLINS
HALFLINGS
OGRES
SNOTLINGS

80,000 EXTRA GOLD PIECES
13 PRIMARY SKILLS
3 SECONDARY SKILLS ALLOWED
3 SKILL STACKS ALLOWED



SCORING

Coaches will be awarded the below points for their games:

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

If a coach concedes their game, they will be **penalised 3 points**.

PAINTING AND MODELLING

THE MINIATURE

Miniatures representing players are to be painted up to tabletop standard, which is defined as:

- Having each major element on the miniature painted an appropriate colour, for example, flesh or skin must be easily differentiated from armour or cloth.
- Having a base finished with paint or flocking material, for example, sand or grass. Read below on suggested base rim colouration.
- Having no primer or bare metal or plastic showing anywhere on the miniature.

Thematic proxy miniatures are allowed, for example using bats to represent a vampire is fine, however, using an orc to represent a human is not. To avoid all doubt, contact the tournament organisers on bloodrockmalta@gmail.com.

BASE RIM COLOURATION

Different player types being played by the Coach need to be identifiable. It is suggested that players are additionally identified by the use of colour coded bases. Using the following colour convention for bases is suggested:

- Lineman: **Grey** or **Black**
- Blitzer: **Red**
- Blocker: **Green**
- Thrower: **White**
- Catcher / Runner: **Yellow**

SKILL MARKINGS

Additional skills must also be clearly identified on the respective miniature.

We encourage the following colour convention for skill markers:

- | | |
|------------------------|---------------------------|
| • Block: Blue | • Wrestle: White |
| • Dodge: Yellow | • Mighty Blow: Red |
| • Guard: Green | • Tackle: Orange |

Skills not in the above list must still be clearly identified with a different colour of your choice.

RULES OF CONDUCT

TIMEKEEPING

All games will have a time limit of **2 hours and 15 minutes**. Once time is up all coaches **must** put down all dice and submit the results of their game.

If one of either of the coaches facing off requests that a chess clock be used, then this must be implemented **immediately** dividing the remaining minutes by 2, rounding down.

We strongly recommend that a chess clock is implemented **immediately** if at least one coach has not begun their 2nd turn of the 2nd half with less than 60 minutes remaining.

Once implemented chess clocks can **only** be paused by a referee.

Should a coach's time run out on the chess clock, the only activations they can perform in their turn are to stand-up prone players, if they wish, and to turn stunned players to the prone position.

If a coach suspects that their opponent is wasting time, they are to call a referee **immediately**.

Should the above not be adhered to, then referees and organisers will utilise the penalty system below immediately.

PENALTY POINTS

Below are the penalties referees and organisers will impose on coaches who break timekeeping and personal conduct rules. This is a guideline, and the organising team and referees reserve the right to apply more severe penalties.

- **1st Offence!**
A warning will be issued to the offending coach.
- **2nd Offence!!**
2 points will be deducted from the score of the offending coach.
- **3rd Offence!!!**
The offending coach is sent-off.
No bribes or argue the call are allowed...Hit the showers...Do not pass go, do not collect £100...You get the point...

PERSONAL CONDUCT

We understand that Blood Bowl is a particularly emotional game and that Nuffle is a fickle master, however at no point should this be an excuse to abuse your opponent (verbally or otherwise), or to interrupt, disturb or impact other games.

We must all understand that attendees all come from different backgrounds, cultures, and have different ways of seeing things. Words and actions need to be more measured in such an environment. While swearing and a flying dice cup is acceptable where you're from, it isn't for others. We will not expect abuse from or to anyone especially referees and organising team. There will be a **zero-tolerance policy** and the penalties below will be enforced.

Dice cups, trays and towers are not only permitted but encouraged.

If one of the two Coaches facing off requests that one dice pool is used this must be done.

At the start of game Coaches facing off are encouraged to define for their game how to handle cocked dice and dice which escape from dice cups.

If a Coach suspects their opponent of misconduct, they are to call a referee **immediately**.

Should the above not be adhered to referees and organisers will implement the penalty system below **immediately**.

