



**Saturday 24th February  
2024**

**9:00am - 6:30pm**

**Ashbrook House, Forest St, Sutton-in-Ashfield  
NG17 1BH**



**Approval Pending**

**THE  
BRAIN  
TUMOUR  
CHARITY**

# RULES

The tournament will be played as a resurrection tournament. All injuries, including death, will be reset after every round. You will need a mobile phone, tablet or laptop capable of running the Tourplay app for the duration of the day. Free WIFI will be available during the event.

## Register

To register your interest for the event, please send an email to [BashEventsBBUK@gmail.com](mailto:BashEventsBBUK@gmail.com). You will receive a confirmation email with details on how to pay for your ticket.

## 1. Rosters

To register your interest for the event, please send an email to [BashEventsBBUK@gmail.com](mailto:BashEventsBBUK@gmail.com)

Tourplay will be open on Friday 24th November at 4pm for team registration for the event. All rosters for the tournament have to be submitted on Tourplay by Midday Friday 23rd February 2024 at the latest. The rosters will be checked and locked.

## 2. Division of Races (Tiers)

The races have been divided into four tiers. The rules for Tomb Kings, Chaos Dwarfs and High Elves can be found in the Teams of Legend PDF, Vampires, Amaxons and Norse in Spike 16 and earlier

- .Tier 1:** Amazons, Underworld Denizens, Norse, Orcs, Shambling Undead, Dwarves, Dark Elves, Slann, Wood Elves, Lizardmen, Skaven, Chaos Dwarfs
- .Tier 2:** Elven Union, High Elves, Humans, Necromantic, Imperial Nobility, Khorne, Vampires
- .Tier 3:** Chaos Renegades, Old World Alliance, Nurgle, Chaos Chosen, Tomb Kings, Black Orcs,
- .Tier 4:** Ogres, Goblins, Snotlings, Halflings

### **3. Roster Creation and Registration**

Teams at the tournament will be built and will gain improvements (additional skills) 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.

We will be using TourPlay to run the tournament. To register your team please go to [www.tourplay.net](http://www.tourplay.net) and enter the event name (? Bash) in tournaments and then register your team.

Please only register your team once you receive confirmation of your place. Details below.

#### **Team Building**

Coaches have a spend limit of 1,200,000 gold pieces when building their team. When building your team, you may buy:

- Must have at least 11 standard roster players before any star players are bought.
- 0-1 Star Player for Tier 4 teams only.  
Star players from the BB2020 rule book, Spike 11 onwards are permitted and Blood Bowl Spike! Presents: 2022 Almanac! Mega Stars are permitted but will be subject to the Dementia Die rules as outlined later in the rules.

The following inducements from BB2020 inc errata are permitted:

- 0-8 Re-Rolls
- 0-3 Assistant coaches
- 0-3 Cheerleaders
- 0-2 Bloodweiser Kegs
- 0-1 Halfling Masterchef
- 0-3 Bribes

If both teams have hired the same star player, they will play for both teams.

## **Skill Packages**

Each tier receives an allocation of skills these are to be spent in addition to the TV cost.

**Tier 1:** 5 Primary Skills and access to 0 Star Players

**Tier 2:** 6 Primary Skills and 1 Secondary Skill and access to 0 Star Players

**Tier 3:** 7 Primary and 1 Secondary Skills and access to 0 Star Players

**Tier 4:** 6 Primary and 2 Secondary Skills and access to 1 Star Players

## **Important:**

- An additional skill can be taken a maximum of twice e.g 2 players max can have the additional guard skill on their roster.
- Additional skills cannot be stacked, only one additional per player.
- Secondary skills can be swapped for a primary skill if you so wish.
- Star Players have to be bought out of the 1200K TV
- Star players may not receive additional skills!
- Tier 4 teams may exchange 2 secondary skills for a single stat increase.

## **4. Pairings and Event Timings**

9:00am – 9:30am Registration

9:30am – 9:45am Event Briefing

9:45am – 12:15am Round 1

12:15pm – 12:45pm Lunch

12:45pm – 3:15pm Round 2

3:15pm – 3:30pm Break

3:30pm – 6:00pm Round 3

6:15pm – 6:45pm Results and Prizes

All the first round matchups will be drawn randomly during the tournament briefing, after all other rounds will use the Swiss pairings system.

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

Brain Bash uses a system of points to determine who will be the winner of the event. You earn points from your games in the following way:

- Win a game: 3 points
- Draw a game: 1 point
- Lose a game: 0 points

There are also bonus points available each game for the following:

- Score 3 or more touchdowns: 1 point
- Concede 0 touchdowns: 1 point
- Cause 3 or more Casualties: 1 point

The maximum number of points that a Coach can achieve in a game would be 6 points.

Tiebreakers will be decided in the following order for players on equal points:

TBC

## **6. 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 additional skills on players whatever method you will be using before the game starts.

## **Rights of Referees**

Every game is scheduled to be played within the given time (2 1/2 hours). 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 if theres a risk of delaying the tournament.

A round clock will be visible throughout the rounds, Time updates will be given throughout the day.

During the event, the designated referee will be present to help with rule questions and tournament related questions.

If a referee is requested to decide, this decision will be final for the remainder of the game.

Finally please respect your opponents, have fun, laugh at your terrible dice and tales of heroism and woe alike. And remember, its only a game!!!”

## **7. The Glittering Prizes**

### **Event Awards:**

The awards ceremony at the end of the Bash will award the following achievements:

**1st Place Team**

**2nd Place Team**

**3rd Place Team**

**Most Touchdowns Scored**

**Best Defence, least number of Touchdowns conceded**

**Tier awards for highest performing coach from each Tier**

**Bullseye Award for most casualties caused by Bryan's Darts**

Tickets will be £22.50 and will be sold on a first come first served basis. There are 40 places available. But popular demand may increase this.

To register your interest for the event, please send an email to [BashEventsBBUK@gmail.com](mailto:BashEventsBBUK@gmail.com). You will receive a confirmation email with details on how to pay for your ticket.

If you have a problem with this then please let me know.

**And a big Thank you for helping us raise money for the Alzheimer's Society.**



## **Bamboozled Bryan - (The Dementia Diehard!) Setup and Activation:**

Both coaches have to field Bryan if he is available for selection. He can be setup anywhere on the pitch other than the Line of Scrimmage.

As part of your ticket price you will get a Bamboozled Bryan model to use during the tournament and to keep afterwards.

### **Coaches Turns:**

Bamboozled Bryan must be activated on every coaches turn that he is on the pitch.

This activation can take place at any time during the turn.

Declare what action Bryan will take and then Roll the Dementia Die and apply the following:

? = Bryan is confused and his activation ends immediately.

Feet = Bryan forgets what he is doing and decides to go for a walk. He moves 5 spaces in a D8 random direction.

Action = Bryan may activate normally

If a turnover is caused for any reason and Bryan has not been activated yet, then before the turn passes to the next player Bryan will make an involuntary move in a random D8 direction.



## **Movement Rules:**

Bryan has a movement of 5, if a wander result is rolled on the Dementia Die then Bryan will make a movement of 5 spaces in a random D8 direction.

If Bryan reaches a sideline his activation immediately ends.

If Bryan wanders into an opponents Tackle zone he immediately stops and his activation ends.

Bryan is free to move out of opposition Tackle zones and isn't required to make a dodge roll as part of the Wander result.

**A normal movement activation will require a dodge when involving opposition player's Tackle Zones as per the normal BB2020 rules.**

## **Bryan's Stats:**

Movement	Strength	Agility	Pass	Armour
5	3	4+	4+	9+
Skills and Traits: Stand Firm, Dauntless, Break Tackle, <a href="#">What a Guy! It's a Bullseye!</a>				
Plays for:		Everybody		
Special Rules: <a href="#">What a Guy!</a> - When an opposing player attempts to Block or Blitz Bryan, Roll a D6: On the Roll of a 1 Bryan engages his opponent in polite conversation and their activation ends immediately.				

Special Rules:

**It's a Bullseye** - Once per normal activation Bryan may attempt to throw a dart instead of doing anything else including moving. Choose an opponent's player that is within 2 spaces of Bryan. Immediately make an unmodified armour roll against the target:

If the armour of the player hit is broken, they become prone and an injury roll is made against them.

If the armour of the player hit is not broken, this trait has no effect.

Tackle Zones do not impact this action.

The Dart cannot be deflected/intercepted.

## **Carer:**

Each coach will receive a carer model to support Bamboozled Bryan during each game.

Once per half a coach may call on the carer to allow them to RR the Dementia Die.

The Designated Carer will come over to your table and will RR the Dementia Die for you.



**CHARLIE  
VICTOR**



**THE GAMING  
SPECIALISTS**