Capital Bowl 2024

Cancon 2024 Blood Bowl

January 26th & 27th

2 day Resurrection event. 6 games (3/3)

30 places

Capital Bowl 2024 is a
[NAF-sanctioned tournament](#)

Rules

1. Ruleset

Capital Bowl 2024 will use the following documents as its ruleset:

- The Blood Bowl 2020 Rulebook
- Teams of Legend
- The FAQ, Designer's Commentary and Errata
- The NAF Rules for Tournaments
- The Blood Bowl Matched Play Guide

2. Rosters

All rosters to be submitted by midnight 31 December 2023 (Happy New Year!) for checking (it's my first crack at this, gimme some time).

3. Division of Races (Tiers)

The different races will be divided into the following three tiers.

Tier 1: Amazons, Chaos Dwarves, Dark Elves, Dwarves, High Elves, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens & Wood Elves

Tier 2: Black Orcs, Chaos Chosen, Chaos Renegades, Daemons of Khorne, Elven Union, Humans, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orcs, Slann, Tomb Kings & Vampires

Tier 3: Goblins, Halflings, Ogres & Snotlings

4. Tournament Format

Capital Bowl 2024 is a *Resurrection format* tournament, and uses the Post-Match sequence on pages 17 of the Matched Play Guide:

- The winning team increases their Dedicated Fans by 1
- Star Player Points are not recorded, however Team Casualties and Touchdowns are counted for awards.
- Any Injuries or Deaths incurred during the match are miraculously healed in time for the next match.
- Any additional players acquired (e.g. zombies) disintegrate or shamble off.

5. Team Creation

Capital Bowl 2024 teams have a budget of 1,000,000gp to spend.

Teams are built according to the rules on pages 30-35 of the Blood Bowl 2020 rulebook and on pages 12-15 of the Matched Play Guide.

1. All teams must contain 11-16 players.

2. At least 11 standard players must be drafted before any Star Players.

3. Coaches may spend their gold pieces on additional Dedicated Fans, up to a maximum of 6, at the cost of 10,000gp per Dedicated Fan purchased.

4. Coaches may spend their gp on inducements per page 89 of the Blood Bowl 2020 rulebook. ***Special Play Cards are not permitted.***

5. Any gold pieces not spent will be lost.

6. Skill Points & Star Players

As detailed on pages 13-14 of the Matched Play Guide, each team is awarded Skill Points to spend on additional Primary Skills, Secondary Skills, and Star Players for the tournament. Skill Points are spent at creation, and purchases remain with the team for the duration of the tournament.

- Tier 1 teams   6 Skill Points

- Tier 2 teams   8 Skill Points

- Tier 3 teams   10 Skill Points

Primary Skills

Purchasing a Primary Skill for a player costs 1 Skill Point.

There is no limit to how many Primary Skills a team can purchase, as long as they have Skill Points to spend.

Secondary Skills

Purchasing a Secondary Skill for a player costs 2 Skill Points.

Teams are limited to the number of Secondary Skills they may purchase.

- Tier 1 teams can purchase a maximum of 1 Secondary Skill on the team.
- Tier 2 teams can purchase a maximum of 2 Secondary Skills on the team.
- Tier 3 teams can purchase a maximum of 3 Secondary Skills on the team.

Each player can only be given 1 additional skill. Additional skills do not add to the player's value, nor do they increase the TV of the team.

Star Players

If a coach wishes to hire a Star Player for the tournament, they must pay the required hiring fee in gold pieces, as well as 2 Skill Points per Star Player.

- Tier 1 teams can draft a maximum of 1 Star Player for the tournament.
- Tier 2 and Tier 3 teams can draft a maximum of 2 Star Players for the tournament.

Mega-stars

Some Star Players are so good they're considered Mega-stars. Mega-stars cost 4 Skill Points to hire instead of 2. Only 1 Mega-star can be drafted to any team (other Star Players can also be drafted):

- Bomber Dribblesnot
- Deeproot Strongbranch
- Griff Oberwald
- Hakflem Skuttlespike
- Kreek 'the Verminator' Rustgouger
- Morg 'n' Thorg

7. Scoring & Tiebreakers

Coaches are awarded Tournament Points according to how they did in their games. At the conclusion of each game, coaches will need to record the following information (score sheets will be provided):

- Who won, lost, or drew.
- Bonus Points.
- Number of Touchdowns scored for each team.
- Number of Casualties inflicted by each team.

If the game hasn't finished when time is up, the game *IS* finished, and scoring will happen at that point.

Tournament Points

Coaches are awarded:

- 2 Tournament Points for a win.
- 1 Tournament Point for a draw.
- 0 Tournament Points for a loss.

Bonus Points

Coaches should record one Bonus Point each game for:

- Scoring 3 or more Touchdowns.
- Conceding 0 Touchdowns.
- Inflicting 3 or more Casualties (does not include those inflicted by the crowd or by Star Players).

Rankings

Coaches are ranked according to the number of Tournament Points they accrue each round. The more points they have, the higher they're ranked.

Tie-Breakers

Where coaches are tied on the number of Tournament Points they have, the following tie-breakers will be used to separate the coaches:

1. Number of Bonus Points
2. Touchdown Difference (all TDs scored minus all TDs conceded)
3. Total number of Touchdowns
4. Total number of Casualties

8. Pairings

Random first round and then paired according to rankings. If we have an odd number of coaches, then lucky last will play Grimrod.

- 1 plays 2
- 3 plays 4
- 5 plays 6

…and on.

For Rounds 2-5, where a coach has played someone previously (including Grimrod), the next-highest (or lowest) available player will be paired instead (and pairings adjusted).

For Round 6 this applies with one exception: 1 and 2 *WILL* play, even if they've met before during the tournament.

9. Match Schedule

Day One – Friday 26th January 2024.

9:00 – 9:30	Assembly, head count, lost luggage and other inevitable chaos.
9:30 – 11:45	Round One.
12:00 – 12:30	Lunch.
12:30 – 2:45	Round Two.
3:00 – 5:15	Round Three.

Day Two – Saturday 27th January 2024.

9:00 – 11:15	Round Four.
11:30 – 2:15	Round Five (includes lunch).
2:30 – 4:45	Round Six.
5:00	Awards and close.

10. Awards

The following awards will be given at the conclusion of the tournament:
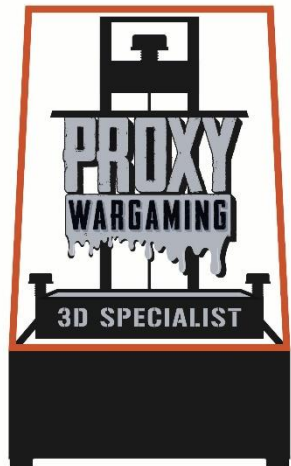
1. Overall Winner.
2. Most Casualties.
3. Most Touchdowns.
4. Stunty Boss.
5. Best Painted.
6. The Drakeular Memorial Shield.

At the beginning of Round 5, each coach will vote on the coach they believe best embodies the qualities of a fine Blood Bowl ambassador – fairness, fun, the spirit of sporting competition, and grace under pressure. Votes will be counted and the winner's name engraved on the perpetual shield.

11. Sponsors

We would like to extend our warm thanks and appreciation to our sponsors for supporting Capital Bowl 2024.

Proxy WarGaming Australia - https://proxywargamingaus.com/

With special thanks to Grimrod.