



# INFINITY BOWL

Sydney's 24-Hour Blood Bowl Tournament  
18-19 May, 2024

# INFINITY BOWL

## Introduction

The Infinity Bowl is a 24hr blood bowl tournament of 9 games using Blood Bowl 2020. Each coach will draft a team using the ruleset below and will play their 9 games in a Swiss Pairing format with the highest scoring Coach being declared the winner of Sydney's inaugural 24hr Blood Bowl tournament.

The challenge is not only the technical skill of the coach to draft a team and win games, but the ability to handle lack of sleep, exhaustion and a steady supply of caffeine. And also, what happens when the sun goes down and the moon rises, will you be able to hold off not only your opponents but the hoards of undead that take their seats in the crowd?

Do you have the ability and intestinal fortitude to win the Infinity Bowl?

## Details:

**Date:** 18 May 2023 10am to 19 May 2023 to 10am

**Location:** Games Cube, 16 Hunter Street Parramatta, NSW 2150

**Parking:** Street parking is limited and not recommended. Parking at the nearby Club Parramatta is available but strongly suggest public transport to Parramatta Railway Station.

**Fee:** \$40

## Format:

- 9 games over a 24hr period
- \$1,150 team build plus skill packs.
- Swiss Pairings
- Resurrection

## A 24-Hour Tournament – Some things to consider.

- This is an endurance event. Nine games in 24hrs is A LOT of blood bowl. Be mindful of this when considering your team and skill packages. The team building rules are simple to ensure we're not over complicating things at 3am, however you also need to play a team that you can enjoy for the duration.
- Food & Drink: There is a rule in the Venue that **there is no external food or drink is to be consumed inside the shop during trading hours.** This means that all food for lunch needs to be bought and consumed off site. After 5pm, this can be relaxed however, there is a bond in place for spills and mess. Having said that, see below re local outlets and availability, but please consider coming prepared for the long haul.
- Alcohol: The venue is not licensed. However, once the retail business is closed at 5pm, this can be relaxed somewhat as the venue is then considered a "private function". This would include allowing BYO alcoholic beverages to be consumed. The Tournament Organiser and the Shop Representative do however reserve the right to remove anyone from the venue (and hence the tournament) for disruptive behaviour, particularly from over consumption of alcohol. Please be mindful and represent the Blood Bowl

Community in a positive light.

- BYES – there may be an odd number of attendees and hence a bye may be given to one coach per round. This may be a blessing in disguise as a couple of hours nap time may be valuable!

## Food Outlets

The following places may be available for purchases of food and drink during the tournament.

- There is a 24hr convenience store a short walk away for your urgent coke / red bull purchases.
- Club Parramatta is a 4min walk away but requires sign in. It closes at 3:30am.
- Parramatta's "Eat Street" is not far away but takeaway options limited.
- And The Games Cube has a great selection of drinks and snacks too!

## Ruleset:

- Blood Bowl Season 2 – The Official Rules
- Deathzone – Blood Bowl Compendium
- Spike Journals 11 – 16
- GW Designer Commentary and Errata Nov 2023
- Teams of Legend

## Team Building

A simple ruleset to ensure at 3am people can focus without having to worry about too many skills.

1,150,000 GC per team.

11 players must be bought before Star Player(s).

Inducements Allowed:

- Bribes
- Apothecary
- Master Chef
- Riotous Rookies

- Bloodweiser Kegs
- Cheerleaders
- Assistant Coaches
- All DeathZone Inducements EXCLUDING Mercenaries
- 0-1 Star Players for Tiers 1-3
- 0-2 Star Players for Tier 4

## Team Tiers:

**Tier 1:** Orcs, Underworld Denizens, Dark Elves, Lizardmen, Shambling Undead, Dwarves, Skaven.

**Tier 2:** Norse, Amazon, Vampires, Wood Elf, High Elf, Tomb Kings, Necromantic, Chaos Dwarf, Humans.

**Tier 3:** Black Orcs, Chaos Chosen, Nurgle, Khorne, Imperial Nobility, Chaos Renegades, Old World Alliance, Elven Union, Slann

**Tier 4:** Halflings, Goblins, Ogres, Snotlings and any "Special Stunty" such as Skink teams, Goblin Bruiser Teams etc,

## Skill Packs

After buying a minimum 11 players and associated inducements, teams may add the following skills:

**Tier 1:** Six Primary Skills or 4 Primary Skills plus one Secondary

**Tier 2:** Seven Primary Skills or 5 Primary Skills plus One Secondary

**Tier 3:** Eight Primary Skills or 6 Primary Skills plus One Secondary

**Tier 4:** Nine Primary Skills or 7 Primary Skills plus One Secondary or 5 Primary Skills plus Two Secondary skills.

Skill Notes:

- No stacking of skills allowed.
- No limit to the type of skill taken
- Any team using a Star Player must sacrifice Two Primary Skills to do so. Mega Stars cost FOUR Primary Skills.

## Special Rules:

Game play is normal until Sunset is reached, at this point from Round 4 onwards through until the conclusion of Round 8, there will be Special Conditions to reflect the playing of games at Night.

1. Sylvanian Spotlight teams ONLY will gain a +1 to any Regeneration Rolls. For regenerating players not on Sylvanian Spotlight teams (such as Trolls on Orc teams), this bonus will not apply.
2. Non Sylvanian Spotlight Teams ONLY – at the start of each game, one chosen player gains the STAB skill as they have acquired a wooden stake. This stake will provide a +1 to the AV roll or INJURY roll against any opposing player from a Sylvanian Spotlight team. (i.e. the Stab skill with Might Blow)
3. There is a special kick off table and special weather table (see below)

## Tournament Scoring

1. 3 points per win, 1 point per draw, zero for a loss.
2. A BYE will be worth a 2-0 win and 2-0 on casualties.
3. Tie Breakers shall be TD difference followed by Strength of Schedule and followed by Casualty differential.

## Prizes

Awards will be for the following:

1. First Place
2. Second Place
3. Third Place
4. Most TD's
5. Stunty King
6. Most Casualties
7. Wooden Spoon

## Registrations

To register please email [clay.meteyard@gmail.com](mailto:clay.meteyard@gmail.com) or contact @ClayInfinity on AusBowl's Discord Server or Clay Meteyard at Facebook.

Payment can be made by direct bank transfer (contact Clay for details) or via PayPal ([clay.meteyard@gmail.com](mailto:clay.meteyard@gmail.com))

There are limited spaces available, first in best dressed.

Rosters are due 2 weeks prior to the event at the same email address.

Any questions, email or WhatsApp on 0417 291 934.

## Sponsors!

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## KICK OFF TABLE (applicable for Rounds 4 thru 8 inclusive)

<b>2</b>	<p><b>Hungry Fans:</b> <i>The fans in the crowd have begun to get peckish, and the players in the dugout are particularly tasty!</i></p> <p>Both Coaches roll a d6 and add their Fan Factor. The team that scores the lowest (or both teams in the case of a tie) randomly select a player in their dugout (reserve bench and KO box) and immediately rolls an injury to that player. If the player was in the KO box and is “stunned” he is brought to his senses due to the attack and is placed in the reserves box.</p>
<b>3</b>	<p><b>Chilling Howl:</b> <i>The howling sounds of the undead fans can be heard through the stadium.</i></p> <p>Both teams roll a d6 and add their Asst Coaches. The team that scores the lowest (or both in the case of a tie) randomly selects one player on the pitch. That player, for the duration of his next turn, is frozen by fear and may not move, perform actions and has lost his Tackle Zone. (<u>Sylvanian Spotlight teams are immune to this condition</u>).</p>
<b>4</b>	<p><b>Sideline Spirits:</b> <i>Restless spirits clasp at the players as they approach the edge of the pitch or move into the endzone.</i></p> <p>For the duration of the drive, any player upon entering a square on the edge of the pitch, including the end zone, roll a d6. On a 2+ nothing happens, but on a 1, the player is grasped around the ankles by spirits and is brought crashing to the turf. The player Falls Over and if they were in possession of the ball, it is a turnover and if it was in the End Zone, no touchdown was scored.</p>
<b>5</b>	<b>High Kick:</b> Play as normal
<b>6</b>	<b>Cheering Fans:</b> Play as normal
<b>7</b>	<b>Brilliant Coaching:</b> Play as normal
<b>8</b>	<b>Changing Weather:</b> Play as normal but roll on the Special Weather Table Below. If the Weather is A Still Night, the ball will scatter before landing.
<b>9</b>	<b>Quick Snap:</b> Play as normal
<b>10</b>	<p><b>Zombified Hands:</b> <i>Sometimes, even parts of the Undead can keep moving when separated from the body!</i></p> <p>Both players roll a d6, the coach with the lower roll (or both in the case of a tie) randomly selects one of their players on the pitch. That player has been grabbed by a zombified hand and until the end of the drive, that players MA is reduced by 1.</p>
<b>11</b>	<p><b>Boo!:</b> <i>Ghosts and Spectres enjoy nothing better than giving players a good old fright in the middle of a game.</i></p> <p>Each coach rolls a d6, the coach with the lower roll (or both in the case of a tie) randomly selects one of their players on the pitch. That player has been spooked by a sudden appearance of a ghost and is immediately placed prone. (<u>Sylvanian Spotlight teams are immune to this condition</u>).</p>
<b>12</b>	<p><b>The Restless Dead:</b> <i>Even the dead enjoy Blood Bowl and some will climb out of their graves to have one last chance of glory!</i></p> <p>Both coaches immediately gain a Zombie Lineman for the duration of the drive. This Zombie Lineman can mean that they have more than 11 players on the field for this drive and may be placed anywhere in the team’s half but not in the wide zones or on the line of scrimmage. At the end of the drive, the Zombie dies again and is removed from play.</p>

## WEATHER TABLE (applicable for Rounds 4 thru 8 inclusive)

2	<p><b>LIGHTNING STORM:</b> <i>Forks of lightening streak across the sky, occasionally striking the ground to the detriment of players on the pitch.</i></p> <p>Just before the end of a coaches turn, the coach rolls a d6. On a roll of a 1, a single randomly selected player in the active team is struck by lightning and immediately Knocked Down. When a player is Knocked Down by lightning, you may apply a +1 to either the Armour Roll or the Injury Roll. This modifier may be applied after the roll has been made.</p>
3	<p><b>POURING RAIN:</b> <i>A torrential downpour leaves the players soaked and the ball very slippery!</i></p> <p>Apply a -1 modifier every time a player makes an Agility Test to catch or pick up the ball or attempts to interfere with a Pass.</p>
4-10	<p><b>A STILL NIGHT</b></p> <p>It may be dark but eerily quiet in Sylvania, but otherwise it is perfect Blood Bowl weather.</p>
11	<p><b>SPOOKY MIST:</b> <i>A not so cosy blanket of fog covers the pitch, playing havoc with both passing and viewership!</i></p> <p>Players may not perform a Long Pass or Long Bomb action, including Hail Mary Passes.</p>
12	<p><b>CAN'T SEE THE HAND IN FRONT OF YOUR FACE:</b> <i>The fog is now so thick that it is all but impossible for a player to see themselves, let alone their team-mates or opponents!</i></p> <p>Players may not make ANY pass actions and in addition, a player may not declare a Blitz action against an opposing player that is more than three squares away from him/her. (Sylvanian Spotlight teams are immune to this condition)</p>

## SCHEDULE – Shaded Times Indicated Special Rules In Effect

<b>Start</b>	<b>Finish</b>	
10:00am	10:30pm	Arrival and Registration
10:30am	12:45pm	Round 1
12:45pm	1:15pm	Lunch Break (30mins)
1:15pm	3:30pm	Round 2
3:30pm	3:45pm	Break (15mins)
3:45pm	6:00pm	Round 3
6:00pm	6:45pm	Dinner Break (45mins)
6:45pm	9:00pm	Round 4 – SUNSET RULES TAKE EFFECT
9:00pm	9:15pm	Break (15mins)
9:15pm	11:30pm	Round 5
11:30pm	11:45pm	Break (15mins)
11:45pm	2:00am	Round 6
2:00am	2:15am	Break (15mins)
2:15am	4:30am	Round 7
4:30am	4:45am	Break (15mins)
4:45am	7:00am	Round 8
7:00am	7:30am	Coffee Break (30mins)
7:30am	9:45am	Round 9 – SUNRISE Round
9:45am	10:30am	Wrap Up, Presentations, Close – Where's the Coffee!