

Greetings from the Warp and the Throwin Dice Podcast present: Blood Bowl Sevens Smash-Up!

Where: Huxlow Science College, Findon Road, Irthlingborough NN9 5TY

When: Sunday, June 9, 2024

Tickets: £20

Ticket Link:

<https://www.eventbrite.co.uk/e/specialist-games-weekend-bloodbowl-sevens-tickets-792104133787?aff=ebdsoporgprofile>

Build & Format

Team Build: 650,000 gp

Format: Swiss pairing with Resurrection (no SPP are gained, and injuries, casualties or deaths do not carry on from one game to another.)

Games: 4

Eligible teams: All teams listed in the Blood Bowl Second Season Edition Rulebook, Spike! Publications released, the Teams of Legend PDF published by Games Workshop and the Slann team.

NAF Registered - *Pending approval*

What you need on the day

- A fully painted and based team.
- Blood Bowl block dice + 2D6 + 1D8 + 1D16
- Counters/tokens to indicate rerolls/turn/score
- 5 copies of your Roster. 1 for each opponent and 1 for the event organiser
- Pitches, Scatter, Throw-in and Passing Templates will be provided on the Day

Schedule

0900 Registration

0930 Game 1

1100 Game 2

1230 Lunch (Lords Kitchen BBQ serving hot food*)

1330 Round 3

1500 Round 4

1630 Dice down!

1645 Awards

1700 Event Ends

*Not included in the ticket price

Ruleset

The event will use the rules from the Blood Bowl Second Season Rulebook (BB2020) and the Death Zone game expansion published by Games Workshop. Including all errata and FAQ documents released by Games Workshop up to the day of the event.

The Prayers to Nuffle table for Exhibition Play will be used for this event (Rulebook Pg 103).

Rules Questions

Any rules queries that come up during the event that cannot be resolved between the two coaches may request a ruling from the tournament organiser.

Building your Team

Coaches have 650,000 gold pieces to hire a team of Blood Bowl superstars. Teams are to be built following the team building rules detailed in the Death Zone game expansion.

Star players cannot be purchased for this event.

Additional Skills

Teams are separated in five different tiers and offered different skill sets to choose from. Each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of both 1 Primary Skill and 1 Secondary Skill. If your team and skill set do not allow you to give Secondary Skills to your players, you're not allowed to stack skills.

Tier 1

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Undead, Skaven, Underworld, Wood Elf, High Elf

A. 2 Primary Skills

B. 1 Secondary Skill

Tier 2

Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, Human, Imperial NObility, Khorne, Necromantic, Nurgle, Old World Alliance, Orc, Slann, Tomb King, Vampire.

A. 3 Primary Skills

B. 2 Primary Skills + 1 Secondary Skills.

Tier 3

Halflings, Goblins, Ogres, Snotlings.

A. 3 Primary Skills + 1 Secondary Skills

B. 2 Primary Skills + 2 Secondary Skills

Inducements

0-1 Halfling Master Chef (300k, 100k for halfling teams)

0-6 Assistant coaches (10k)

0-12 Cheerleaders (10k)

0-2 Bloodweiser Kegs (50k)

0-3 Bribes 100k (Bribery & Corruption teams, 50k)

Note: No bribes allowed if your team has one or more players with the "Sneaky Git" Skill.

0-2 Wandering Apothecaries (100k)

0-1 Morgue Assistant (100k)

0-1 Plague Doctor (100k)

0-1 Riotous Rookies (100k)

Nothing else is allowed, be it a Blood Bowl Rulebook or Death Zone inducement.

Miniatures and Painting your team

All miniatures are required to be fully painted and based. They must also be recognisable and distinguishable as the positions on the team. All skills are to be clearly marked.

For a team to be eligible for the Best Painted Award, they must have been painted by the coach at the event, and to have been used on the day. The award will be assessed by an independent judge appointed by the tournament organiser. The award will be made based on the overall presentation of the team including the bases and any presentation boards.

Tournament Scoring

Win: 30 points

Draw: 10 points

Loss: 0 points

Touchdown: 1 point

Casualty: 1 point

Concession: -50 points (it will be considered as a 3-0 touchdowns and 3-0 casualties, both for the opposing team)

Tiebreakers

1. Opponents scores (Strength of Schedule)
2. Net TDs
3. Net CAS (ALL casualties caused through a game are counted, e.g. failed dodges, secret weapons, crowd surfs and so on)
4. Random

Prizes

Each coach will only be eligible for ONE prize. (Ex. The Champion coach may also have the most TD's. In this case the coach with the second most TD's will get the Most TD's award.)

Champion - The Coach with the most tournament points

Runner-up - The Coach with the second most tournament points

Most TD's - The coach with the most touchdowns

Most Casualties (ALL casualties caused through a game are counted, e.g. failed dodges, secret weapons, crowd surfs and so on) - The coach with the most casualties

Stunty Cup - The coach with the most tournament points using a Tier 5 team

Best Painted - The team must be used during the event and must have been painted by the coach of the team