**BriBBe Spring Break - 2024 - 23rd March 2024 - 24 Player, 3 round event**

**The Team**

TO: Amsel (@SaltySeaWench on NAF, discord etc)

**The Venue**

Dice Saloon is located in Brighton’s bustling London Road area, 15 minutes walk from Brighton train station, and well served by buses. If driving, London Road multistory carpark is the best place to park (<https://www.brighton-hove.gov.uk/parking/paid-parking/london-road-car-park>).

Dice Saloon has a great food and drink menu, and is licenced to serve alcohol as well. We’re happy for coaches to drink during the tournament, but reserve the right to disqualify anyone who behaves inappropriately (whether they have been drinking or not). Please do not bring outside food or drink into the venue, although you are absolutely welcome to head out and find lunch elsewhere.

Dice Saloon is fully accessible, with space at tables for wheelchair access, although it can get a little noisy when busy. If you have any specific access needs that you would like to discuss, please contact the TO or the venue.

**The Day**

10:00 - 10.30 Registration

10.30 - 13.00 Round 1

13.00 - 14.00 Lunch

14.00 - 16.30 Round 2

16.45 - 19.15 Round 3

19.30 - 20.00 Awards and Close

Rounds will have a strict 2.5 hours running time. Please be aware that due to some of the rules in effect, Time Out kickoff events that can increase the length of a match are more common and the additional round length is designed to accommodate this - so no excuses if you are running behind.

If, with an hour to go, you are not in the second half of the match, a TO will issue your table with a chess clock to ensure timekeeping. If your clock runs out of time you will only be allowed to set up players for a new drive before passing turn to your opponent.

You will need to bring with you your (ideally painted) team, legible dice and all appropriate tokens. Pitches will be provided.

**Rosters**

All coaches have 1100 GP with which to roster a team, which can be spent on a minimum of 11 players, rerolls and other team goods, and inducements. Teams have a separate pool of skill points, depending on their tier, which they can use at team creation. Additionally, tier 2 and 3 teams have free bloodweiser keg inducements.

**Tier 1:** Amazons, Dark Elves, Shambling Undead, Skaven, Underworld Denizens, Wood Elves

**Tier 2:** Black Orcs, Chaos Chosen, Chaos Dwarves, Chaos Renegades, Dwarves, Elven Union, High Elves, Humans, Imperial Nobility, Khorne, Necromantic Horror, Norse, Nurgle, Orcs, Old World Alliance, Slann, Tomb Kings, Vampires

**Tier 3:** Goblins, Halflings, Ogres, Snotlings

Tier 1: 4 skills, no stacking

Tier 2: 5 skills, 1 stack, 1 secondary, 1 free Bloodweiser keg (please purchase on tourplay with your additional GP balance)

Tier 3: 6 skills, unlimited stacking (but only 2 skills per player) and unlimited secondaries, 2 free Bloodweiser kegs (please purchase on tourplay with your additional GP balance)

Secondaries cost 2 skill points

The following Inducements are available, at their usual cost and limitation - if two teams have rostered the same named biased ref or cheerleader, then neither will be able to use them during the game, as they have pocketed both fees and used them to hire a banana boat, got heat exhaustion and passed out back at the hotel.

Bloodweiser Kegs, Bribes, Wandering Apothecaries, Mortuary Assistant, Plague Doctor, Giant, Heady brew, named cheerleaders, Riotous Rookies, biased refs (including named refs).

Any Star Players who might be in the vicinity have been invited to a private beach party hosted by Fat Boy Slim in Hove that is taking place for the entirety of the competition and have no interest in playing alongside these loud and uncouth college kids. As such, no Star Players may be taken in this event at all.

Please register your team on Tourplay by 20th March, to allow for time to check rosters.

<https://tourplay.net/en/blood-bowl/bribbe-spring-break-2024/news>

We will be using Tourplay to track the rounds, but if you prefer to play your game without using the app to track in-game events please agree with your opponent and use the slips provided so that a TO can enter the results afterwards.

To replicate the hard-drinking, sun-fuelled party atmosphere of the event, we will be using the Summer weather table and Ale Fuelled Maniacs stadium rules, both from Deathzone. For ease of reference, they are repeated below, and will be on the tables during the day.

**Summer Weather Table:**

2D6 Result:

2 Sweltering Heat: Some Players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the reserves box. They must miss the next drive.

3 Melting Astrogranite: It’s not just the players that are affected by the hot weather - even the pitch is melting! It might be the heat, or it might be the sticky footing, but the players are certainly struggling to move! The Number of Squares a player can attempt to Rush is reduced by one (to a minimum of one).

4 - 10 Perfect Conditions

11 Blinding Rays: No cloud cover in the clear, blue skies and the relentless glare of the sun leaves players squinting and shading their yes. Apply a -1 modifier every time a player tests against their Passing Ability. Additionally, only Quick and Short pass actions can be performed.

12 Monsoon: A sudden burst of torrential rain and high winds hits the pitch, making the ball slippery and erratic. Apply a -1 modifier every time a player makes an agility test to catch or pick up the ball, or to attempt to interfere with a pass. Additionally, when the ball scatters, it moves from the square in which it was placed four times rather than the usual three.

**Ale Fuelled Maniacs:**

The Local fans are a bunch of rabid nutters, and that’s before they start drinking. At the start of each drive, before rolling on the kick-off Event table, roll a D6. On a roll of 1 during the first half, or a roll of 1 or 2 during the second half, do not roll on the Kick-off Event Table. Instead roll another D6:

* On a roll of 1, resolve a Get the Ref result
* On a roll of 2-3, resolve a Time-out result.
* On a roll of 4-5, resolve an Officious Ref result.
* On a roll of a 6, Resolve a Pitch Invasion result.

**Scoring**

Games will be scored as follows: 30 points for a win, 10 for a draw and a total of 9 bonus points available across all three games.

Bonus points can be collected by fulfilling the following conditions:

Iceman - play by the rules and play to win: score three touchdowns for 1 BP

Maverick - play to show off: complete three passes (including TTM where thrown player is carrying the ball), or 1 interception, for 1 BP

Goose - blunt head trauma: score three blocking casualties for 1 BP

**Prizes**

Winner

Runner Up

Stunty Cup (Highest placed Stunty team other than overall winner/second place)

Crisis Averted (second to last place)

Best Painted

**Conduct**

Blood Bowl can be a passionate game, but coaches are always expected to respect their opponents, and to allow them to play the game their way. Enjoy the highs, despair at the lows, but never take your eye off the fact that this is a game.

Aggressive, abusive or insulting behaviour will not be tolerated, and we reserve the right to disqualify coaches who act in this manner.