Blood Bowl Grand Clash – April 20th and 21st 2024

For its very first edition, we will be doing things BIG by joining the organization of Trois-Rivière’s Grand Clash, THE biggest wargamers’ convention in Canada!

For this edition, we will see big and will encourage what is ‘’big’’! Follow the special rules concerning ‘’Big Guys’’.

April 20th schedule:

8:30 Registrations

9:00 to 11:15 Game 1

11:15 to 12:15 Lunch break

12:15 to 14:30 Game 2

14:30 to 14:45 Break

14:45 to 17:00 Game 3

April 21st schedule:

9:30 to 11:45 Game 4

11:45 to 12:30 Lunch break

12:30 to 14:45 Game 5

14:45 Break

15:00 Rewards!

Costs for NAF members (membership mandatory):

$10 for the tournament, players must get the $50 3-days badge for the Grand Clash.

The tournament will follow all the rule for the Amorical Cup 2024, with the change that it will be an individual tournament instead of a team tournament. You’ll find all the rules of the Amorical Cup below, with the composition steps. The rules for the Amorical Cup can also be found here:

[https://amoricalcup.com/ruleset/](https://l.facebook.com/l.php?u=https%3A%2F%2Famoricalcup.com%2Fruleset%2F%3Ffbclid%3DIwAR259sgJYiPlPP726hNxEq60WHiOMILafXOi2fvA20OuvI0mfkpqV1B0Wek&h=AT062cjvQacwgy1kz8S6iq1YJGhIB6hQABQRaRJNifALh5IkQwDO-JNm1Bml0yrCxdl-g-WirmRV3PEy84BtIntomFR1Ub-IIuo8_W8yWR7XJDGIlJac7vBt2WyO45L2gQ&__tn__=-UK-R&c%5b0%5d=AT3-wPJm0Va2z61S6KFr0B2XQAci97B5QvX0gsKGpLWJa9YpyG0zi3_YvJwC89hamygznZHZSaYG3jurmBV7-E6Kq5ycSNfKrmSkdIYc8DQMOB3h-LHRote5H1Iz1nK1TTJghD-SfLcYFg)

Step 1:

Choose your team! Each team has a budget in gold pieces associated with a Tier. You can build your team with this budget. Please, ignore the column called ‘’Squad Points’’.

Step 2:

Each team, depending of its Tier, will be allocated a certain number of skills or they will be able to recruit a Star Player (or even a Mega Star). The second table supplies the pertinent information that the coach will need to build his roster based on the rules.

As an example, a Dwarf team (Tier A) receives 4 skill points. They can give 4 primary skills at 4 different players but can’t take secondary skills. However, if the Dwarf player wanted it, he could accumulate 2 primary skills on one player. If he decides to do so, it would mean that the number of skill that his team could take would pass from 4 to 3, 2 of those being on the same player. Finally, being a Tier A team, the Dwarf coach would not be able to recruit any Star Player.

The list of Star Players and Mega Star Players is here: [https://www.warhammer-community.com/.../Ep9CKKCUD7ts8c6D...](https://l.facebook.com/l.php?u=https%3A%2F%2Fwww.warhammer-community.com%2Fwp%02content%2Fuploads%2F2017%2F11%2FEp9CKKCUD7ts8c6D.pdf%3Ffbclid%3DIwAR1Q572IfV75waB8_FhFv2raP6h82kFvvDkUnifmEXRnBVBl38MmXFMaJaE&h=AT1QS4CaHwwyXP7ElitNFJ1wg83sei8-aT64rb1u8yTKPdSdBWn66hBPo2Kodukb113DpmnazIo3FE4jOIufOAwBKjpPZTKhMAdIpxMDr6iL-RSV_I18QXa-Wuht6NbpnQ&__tn__=-UK-R&c%5b0%5d=AT3-wPJm0Va2z61S6KFr0B2XQAci97B5QvX0gsKGpLWJa9YpyG0zi3_YvJwC89hamygznZHZSaYG3jurmBV7-E6Kq5ycSNfKrmSkdIYc8DQMOB3h-LHRote5H1Iz1nK1TTJghD-SfLcYFg)TAbKv3PZ9Nqf714Vso-Tc

In Trois-Rivières, we love the fight: Players considered as a ‘’Big Guy’’ will win an innate additional skill, that will not be contabilized in the calculation of skills. The following players will ‘’gain’’ the skill Arm-Bar for all the tournament:

Black Orcs’ Troll, Chaos Chosen’s and Chaos Renegades’ Troll, Minotaure, Rat-Ogre or Ogre, Dwarves’ Death Roller, Goblins’ Trolls, Halflings’ Treemen, Humans’ and Imperial Nobilities’ Ogre, Slanns’ and Lizardmen’s Kroxigor, Nurgles’ Rotspawn, Ogres’ Ogres Blockers and Punters, Old World Alliance’s Treeman or Ogre, Orcs’ Troll, Skavens’ Rat-Ogre, Snotlings’ Trolls, Underworld Denizens’ Rat-Ogre or Troll, Wood Elves’ Treeman, Norses’ Yeti, Vampires’ Vargheist and Khornes’ Bloodspawn.

Step 3:

As part of the construction of their roster, coaches can keep budget for Inducements. The cost of each inducements can be found in the different Blood Bowl’s official books and supplements. Please, note though that certain choices of inducements come with a cost and this cost has to be deducted from his budget of allowed skills for his team, depending of their tier. As an example, an Orc want to get Biaised Referee inducement, consequently he will have to deduct his skill points from 4 to 3. See table below for the inducements.

Step 4:

The last step is to supply your roster! Please, supply it before the end of the day on April 15th. Send to francoisgregoire7637@gmail.com

Here is how you can win the tournament:

3 points for a victory, 1 point for a draw and 0 point for a defeat.

Tie Breakers:

1- Game 1 vs 1

2- TD net

3- CAS net

4- Heads or Tails

Rewards!!

The winners will receive one of the Grand Clash’s kick-ass medals as well as some prices from our sponsor, Détour Ludique.

Big Winner

Runner-up

Most TD

Less TD allowed

Most Casualties

Best Painted

Stunty cup (3 Tier 4 teams minimally required)

Finally, the player who has caused the first casualty, using the skill Arm-Bar will receive a special reward!