



RULES PACK



Welcome to:
My first Blood Bowl tournament.
To be held at:

Battle City Games Ltd
Unit 6, Exchange House
122-124 LONDON ROAD
NORTH END
Portsmouth
PO2 9DD



All Players should please respect the following rules when participating in any of my events:

- 1. We are opposed to any sexism, racism, homophobia, and other forms of discrimination across the board. We would like our gamers to Promote inclusion and diversity in gaming by encouraging everyone to participate.**
- 2. We will not expect abuse from or to anyone, especially referees and organising team. There will be a zero-tolerance policy.**
- 3. Be a good sport! We understand that Blood Bowl is a particularly emotional game and that Nuffle is a fickle master, however at no point should this be an excuse to abuse your opponent (verbally or otherwise), or to interrupt or impact other games.**



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Schedule

The tournament will last for 1 day on 13th July

The day will be structured as follows.

- **REGISTRATION** - 10:00 am - 10:30 am
- **MATCH ONE** - 10:30 am - 12:45 pm
- **LUNCH** - 12:45 pm - 13:45 pm
- **MATCH TWO** - 13:45 pm - 16:00 pm
- **REFRESHMENT BREAK** - 16:00 pm - 16:15 pm
- **MATCH THREE** - 16:15 pm - 18:30 pm
- **AWARDS** - 18:30 pm

Matches will be held to a 2h15m time limit, with Coaches being reminded at 60 Minutes remaining and 15 Minutes remaining.

Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the **game must end**.

If one of the two Coaches facing off requests that a chess clock is implemented this must be implemented immediately dividing the remaining minutes (rounding down) by 2.

We strongly recommend that a chess clock is implemented immediately if 30 minutes or less are left and at least one Coach is not in the 2nd turn of the 2nd half.

Once implemented chess clocks can only be paused by a referee.

Should a Coach's time run out on the chess clock, during their turn, that Coach can only stand-up Players and turn stunned Players to the prone position.

If a Coach suspects that their opponent is wasting time, they are to call a referee immediately.

Tickets

Tickets for the event will be £18 per Coach
Money for tickets should be sent via paypal
(Friends & Family please) browndwt@outlook.com
along with your name, NAF name and number

If you have any problems please email:
browndwt@outlook.com

Registration

All coaches must have rosters submitted by the
06th July 2024.

Roster to be added to tourplay on:

<https://tourplay.net/en/blood-bowl/dropped-the-ball-bowl>

Tournament Format

Standard Blood Bowl IIs 2020 ruleset

Coaches will be paired randomly for the first match, with matches 2 onwards being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible.

This is an exhibition format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied).

NAF

We intend this to be a NAF Sanctioned event.
For more information on the NAF please visit the website: <https://www.thenaf.net/>

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TEAM BUILDING

All Teams will have the budget as indicated by their tier:

- Tier 1: 1150k
- Tier 2: 1160k
- Tier 3: 1170k
- Tier 4: 1180k
- Tier 5: 1190k
- Tier 6: 1200k

- 0-8 Re-Rolls, at cost depending on race.
- 0-6 Assistant coaches for 10k.
- 0-12 Cheerleaders for 10k.
- 0-1 Apothecary, depending on race.
- 0-6 Dedicated fans for 10k,
be aware that every team begins with 0 in Dedicated fans.

ADDITIONAL SKILLS

- Tier 1: 06 SP, maximum 1 secondary skill
- Tier 2: 07 SP, maximum 1 secondary skill
- Tier 3: 08 SP, maximum 2 secondary skills
- Tier 4: 09 SP, maximum 2 secondary skills
- Tier 5: 10 SP, maximum 3 secondary skills
- Tier 6: 11 SP, unlimited secondary skills

One skill per player at a cost of Primary Skill = 1 SP,
Secondary Skill = 2 SP

Only Tier 6 Teams can take Sneaky Git & Bribes

ELIGIBLE TEAMS

All Standard Blood Bowl teams are eligible.
This includes: Teams included in a **Spike!** Magazine
& Teams from the [Teams of Legend PDF](#)*
We will also be allowing the Slann roster available
from the NAF ([Link](#)).

TEAM TIERS

- (Tier1):** Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.
- (Tier2):** Amazons, Norse, Orcs, Skaven, Wood Elves
- (Tier3):** High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.
- (Tier4):** Chaos Renegades, Khorne, Old World Alliance, Slann.
- (Tier5):** Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.
- (Tier6):** Goblins, Ogres, Halflings, Snotlings.

INDUCEMENTS

Inducements purchased at team creation

- 0-1 Team Mascot for 30k, available to all teams.
- 0-1 Weather Mage for 30k, available to all teams.
- 0-2 Bloodweiser Kegs for 50k each, available to all teams.
- 0-3 Bribes for 100k each, or 50k each for "Bribery and Corruption" teams. (Tier 4-6 Only)
- 0-1 riotous rookies for 100k
- 0-1 Giant Mercenary for 350k
- 0-1 Josef Bugman for 100k, available to all teams.
- 0-1 Mortuary Assistant for 100k, available to teams with the "Sylvanian Spotlight" special rule.
- 0-1 Plague Doctor for 100k, available to teams with the "Favored of Nurgle" special rule.
- 0-2 Wandering Apothecaries for 100k each, available to teams that can include an apothecary.
- 0-1 Master Chef for 300k, or 100k for teams with the "Halfling Thimble Cup" special rule.

STAR PLAYERS

Non Stunty Teams may take 0-1 star players

Stunty Teams may take 0-2 star players

All stars cost 2SP

Stars that must be bought in a pair count as 1 star but cost 4 SP

Mega Stars* Count as 2 star players

Mega Stars List ; Bomber Dribblesnot, Deeproot Strongbranch, Griff Oberwald, Hakflem Skuttlespike, Kreek 'the Verminator' Rustgouger, Morg 'n' Thorg, Cindy Piewhistle

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Scoring

Each game you may earn the following points

- Win : +30 Points
- Draw: +10 Point
- Loss: +0 Points
- Per TD: +1 Point (max 3)
- Per Cas: +1 Point (max 3)
- Concede no Touchdowns: +5 Points

Casualties

All Casualties caused to your opponent's team during your turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.

TIEBREAKER

Wins > Touchdown differential > Casualties > Total Touchdowns > Lowest Tier > Lowest TV > Roll off

PRIZES

Overall Champion

Most points

Stunty Cup

Top scoring Stunty team*

Wooden Spoon

Worst score

Best in Show

Team voted best painted by all

Most Casualties

Team with Top Casualties

Dirtiest Player

Coach with the most fouls

Most TD's

Coach with highest touchdowns

Models

GW or 3rd party models are fine to use. It is not required to paint your models but it is encouraged, you won't win the best in show award otherwise! Whilst not required it is encouraged to mark your models bases with either transfer text or colour code to identify which positional they represent. To help standardise these colours use this list as a guide:

- Green – Blocker
- Red – Blitzler
- Yellow – Catcher/ Runner
- White – Thrower
- Black/ Grey – Lineman

Skills

You must use a system to display this clearly to your opponent.

There are many methods of how to do this. We mostly use coloured skill bands.

Standard guide for skill colours are as follows:

- Blue – Block
- Green – Guard
- Yellow – Dodge
- Red – Mighty Blow
- Orange – Tackle
- White – Wrestle



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Battle City Games Housekeeping

Battle City Games are our host for this event - they have allowed us to bring our own food to the store - but only drinks bought on site are to be consumed on the premises!

Sponsorship

We have been lucky enough to be sponsored by some great suppliers who support the community no end.

As well as prizes they have offered us discount codes for the day of the tournament - so grab yourselves some goodies!

Our sponsors are

