The Richmond Rampage

at the

Richmond Open

2024

Some days you’re on the pitch, some days you are the pitch!

**Introduction:**

Welcome to the second Blood Bowl tournament at the Richmond Open Board Game Convention.

We weren’t sure what to do other than to play Blood Bowl, meet new coaches, and see our friends that attend. So, with that said, join the RABBL in Richmond at the Rampage!

**Format & Schedule:**

There are no gimmicks, no chainsaw balls, and no surprises in the weather (other than the required dice roll). It’s straight blood bowl. Enter, build your team, and play. In our mind, for this tournament, simplicity is the best.

**Games Played:**

The tournament will consist of three games in a single day event.

**Entrance Fee:**

a. $25 Floor Ticket to the Convention. Here is the link to the convention site where you can find our event.

[The Richmond Open Tabletop and Board Game Convention May 3-5](https://tabletop.events/conventions/richmond-open-2024)

b. The event is free for NAF Members and $5 dollar registration fee can be paid the day of the event or through PayPal only to cover the cost of the NAF sign up.

The NAF Registration cost can be paid through Paypal to oncuponaknight@aol.com (Please send as Friends and Family).

You will not be permitted to play in the event if you refuse to join and become a member of the NAF. If you want to play Non-NAF ranked Blood Bowl please do so in the comforts of your own game store or home.

**COACHES ARE REQUIRED TO BRING:**

* Chosen team for the event. Copies of your team roster.
* Blood Bowl Pitch (Board) and Dugout. We do not have enough pitches or dugouts for every match at this time. We will have some but not many.
* Block dice, D8, and D16 appropriate for the game of Blood Bowl.
* D6’s will be provided for the event and **must** be used at this tournament.
* Markers/Tokens used to keep track of the game, skills on players, and conditions I.E. – range ruler, scatter template, reroll markers, rubber bands, etc.

**Pairings:**

* First round: Players shall be paired randomly for the first round, special attention will be given to attempt to separate players from the same league/region if possible, so please be sure to share that information as soon as possible. I will also try to place people who have never played each other in a tournament in the first round.
* Rounds two and three will be determined by the SCORE program designed for Blood Bowl.

**Schedule:**

**9:30 a.m.** Tournament Location Opens and Registration Begins. NAF members please have your NAF name and number for registration.

**10:00 a.m.** Round One Begins

**12:15 a.m.** Round One Ends – Lunch Break (You can, of course, eat throughout the tournament).

**1:30 p.m.** Round Two Begins

**3:45 p.m**. Round Two Ends

**4:00 p.m.** Round Three Begins

**6:15 p.m.** Round Three Ends

Awards will follow the ending of round three once the results are tabulated.

**Note:** The Tournament Administrator has discretion to modify the timetable to better suit the needs of the players. This decision will be made on an as-needed basis. A strict adherence to game length of 2 hours and 15 minutes, will be enforced. If all players are finished with the round the next may start ahead of schedule or lunch be lengthened if you finish Round 1 early.

**What You Get:**

* Three rounds of BB2020 and possibly, maybe, with lover like hands… a good time.
* 2 D6 that will be used at the event.
* Prizes, if any, will be determined at a later date and posted on the RO Blood Bowl event page.

**Team Build and Team Selection:**

**Team Building:**

You have 1.1 million Gold to purchase your team, any inducements, and star players if allowed.

Here are publications and documents you may create teams from:

• Any team from the 2020 Rulebook

• Any team from the Teams of Legend PDF - Teams of Legend

• The NAF Slann roster

• Added Stunty Rosters from the Matched Play Guide:

Lizardmen (no Saurus)

**Note:** All Rosters must contain at least 11 players, not including Star Players

**Tiers:**

Each team is assigned a Tier which determines how many skills are available to teams.

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elves

Tier 2: Chaos Chosen, Elven Union, Human, Old World Alliance, Orc, Tomb Kings, Vampire

Tier 3: Imperial Nobility, Chaos Renegades, Slann, Necromantic Horror, Nurgle, Khorne

Tier 4: Goblin, Halfling, Snotling, Ogre, Stunty Lizardmen, Black Orc

**Skill Packages available based upon tier:**

Tier 1: 4 Primary, up to one secondary

Tier 2: 5 Primary, up to two secondaries

Tier 3: 6 Primary, up to two secondaries

Tier 4: 6 Primary, up to four secondaries

**Star Players:**

Star players are limited to Tier 3 and Tier 4 **AND** rosters that include them may not take skill packages. To be clear, if you take a star or stars, you don’t get any skills added to your team.

Up to two star players may be included on your team after you have 11 players on your roster and you have enough gold left to hire them.

**Note:** Obviously, no team may have more than 2 Star Players. Note though, that Star Players that must be taken as a pair (Grak & Crumbleberry, Swift Twins, Dribl & Drull) count as ONE SLOT on rosters per the current FAQ.

**Inducements:**

You may purchase Inducements from the Inducements section of the 2020 Rulebook, **EXCEPT** for the following entries or entries from other supplements:

• Matched Play Guide Inducements

• Mercenaries (Standard or Fabulous Freebooters)

• Special Play Cards

**Match Sequence**

**The match sequence is as follows**:

1) Pre-Match and Introduction.

- Decide dice rolling conventions: shared dice, cocked dice, dice towers or cups, what to do if dice go off the table.

- Ultimately this is for the coaches to decide (with the exception of sharing dice, which is mandatory if requested), but try to be easygoing.

- Show your opponent your roster and team.

- Point out which players represent which positions and point out which players have added skills.

- Look over your opponent's team roster and ensure that it's legal.

- Call for a referee or tournament official in the event of any discrepancy before the match begins.

- Work out the number of Fans and Fame and note the result.

2) The Match.

- Roll Weather.

- Roll dice or flip a coin to decide who goes first. (Winner decides to kick or receive.)

- Receiving team's turn.

- Kicking team's turn.

- Keep track of blocking casualties and touchdowns on the supplied match sheet.

3) The Post Match Sequence.

- Validate the results you have tracked on the match report sheet with your opponent. Once certain, submit your results.

4) Match timing.

- You have roughly 2 hours and 15 minutes to complete your match. When one hour is over, a general notice will be given that you should be close to starting the 2nd half.

**Gameplay Rules Documents:**

1. Unless otherwise noted herein, the documents that shall be applied to this tournament are known as the “BB2020” ruleset as identified by NAF guidelines:

a. The Official Rules (Boxed set)

b. Death Zone

c. Teams of Legend (ToL)

d. All FAQs released within a week of the event.

2. Tournament administrators to conduct a NAF-sanctioned tournament and to adhere to the high quality and standards imposed accordingly.

3. No timers will be used unless deemed necessary by the tournament administrator. Please play efficiently. If you feel as if your opponent is taking advantage of the “no timer” rule, contact a tournament official immediately. Periodic round time remaining limits will be called out to help gauge the pace of play.

4. Illegal procedure will not be called. Please remember to move your turn markers as required. If you see someone has forgotten to move their marker remind them politely to move it.

5. All rosters start fresh after every match. No Star Player Points will be awarded. No injuries (including death) will be permanent. Any zombies raised during a game will return to their shallow grave at that game’s end.

6. Coaches are REQUIRED to mark or highlight their players with skill rings or similar such that additional skills are clearly marked. This can be in the form of written on the base, loom bands, skills rings, etc.

7. Any block dice may be used however the results should be legible by both coaches. The use of dice cups/pads are permitted.

8. Player aids, such as probability Apps, calculators and the like must not be used while in-game.

9. The passing grid provided will be used to determine throwing distance and difficulty. Tools that assist with measuring passing ranges or whether an interception is possible are useful, but can lead to dispute. It has been noted that passing range templates and interception Apps are not all accurate, and caution is advised when using these tools.

10. External advice to coaches’ in-game is not permitted. Strategic discussions at team events are permitted, but not in-game instructions. For example: ‘We need a draw here’ is acceptable. ‘Don’t block that player’ is not acceptable.

11. If any rule disputes or other issues arise, please alert a tournament official or judge so that the issue can be resolved both correctly and quickly.

12. THE MOST IMPORTANT RULES:

• Don’t be a jerk!

• Have fun!

**Scoring & Prizes Ranking:**

We will keep track of individual rankings, which could be weird if someone brings Stunties!

Win: 3 points

Draw: 1 point

Loss: 0 points

Tiebreakers: Net TDs + Net Casualties

**Awards:**

On the Pitch (Champion, Highest individual ranking)

Stunty Cup (Highest score by a Goblin, Halfling, Ogres, Stunty Lizards (No Saurus))

Best Defense (Fewest TDs allowed)

Best Offense (Most TDs)

The Dave Arvelo Most Violent Award (Most casualties)

The Pitch (Lowest individual ranking)