



RULES PACK



Welcome to:
The South Seas Pirate Playoffs
To be Played at

Dice Board Game Lounge
149 Albert Rd,
Southsea,
Portsmouth,
PO4 0JW



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 accept 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 10th November

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 £20 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 **01 November 2024**.

Roster to be added to tourplay on:

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

Tournament Format

Standard Blood Bowl IIs 2020 ruleset

Coaches will be paired randomly for the first match, with rounds 2 onwards being paired in a swiss format (players are randomly paired with other players on the same record), 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 of
1,150,000 gold pieces

- 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: 5 Primary, 1 Secondary
- Tier 2: 6 Primary, 1 Secondary 1 player can stack
- Tier 3: 6 Primary, 2 Secondary 1 player can stack
- Tier 4: 7 Primary, 2 secondary/ 6 Primary, 1 Secondary 1 star player 2 players can stack

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](#)).



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TEAM TIERS

- Tier 1
Amazons, Chaos Dwarves, Dark Elves, Dwarves,
Lizardmen, Shambling Undead, Skaven, Underworld
Denizens, Wood Elves
- Tier 2
Elven Union, High Elves, Humans, Necromantic Horror,
Norse, Orcs, Slann, Tomb Kings, Vampires
- Tier 3
Black Orcs, Chaos Chosen, Chaos Renegades, Imperial
Nobility, Khorne, Nurgle, OWA
- Tier 4
Goblins, Halflings, Ogres, 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 3 & 4 only)
- 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.
- 0-1 riotous rookies for 100k
- 0-1 Giant Mercenary for 350k

STAR PLAYERS

Tier 4 Teams will have access to 1 star player, this will cost 1
secondary and 1 primary skill) as well as gold. (pairs of stars
count as 1 star)

All mega stars will be in the bleachers watching the matches
and drinking the captains grog so for this tournament the
following megastars are unavailable:

- Bomber Dribblesnot, Deeproot Strongbranch, Griff Oberwald,
Hakflem Skuttlespike, Kreek 'the Verminator' Rustgouger,
Morg 'n' Thorg, Cindy Piewhistle



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The Captains Grog!

The Captain is feeling in a generous mood and so gives all teams some of his famous homebrew grog!

Its super strong stuff and has some strange effects on certain players!

At the inducements stage a **RANDOM** player may roll on the major potions table as below

D8 EFFECT

- 1 **Potion of Endurance:** A thick, stone-coloured draught that seems to toughen up any who drinks it. The player improves their Armour Value by 1 for the remainder of the game. Additionally, the next time this game the player would suffer a Casualty, they are only Knocked-out instead.
- 2 **Potion of Mutation:** Quite what will happen when a player drinks this potion is uncertain; but sometimes a player just has to roll the dice! The player immediately gains a single random Mutation skill for the remainder of the game (see page 74 of the *Blood Bowl Rulebook*), though if they get a Skill they already have or cannot use, they may roll again.
- 3 **Potion of Accuracy:** By drinking this clear, almost sparkling liquid, a player seems to be able to see far better than before and make seemingly difficult throws with ease. The player improves their Passing Ability by 1 and does not suffer any modifiers for the range of a Pass when making a Pass action for the remainder of the game.
- 4 **Potion of Intelligence:** The player seems to be able to read the game with a newfound insight, directing their team-mates and avoiding incoming blows. The player gains the Leader and Sidestep skills for the remainder of the game.
- 5 **Potion of Grace:** This pale blue elixir gives its drinker improved reflexes – perfect for skipping their way past opposition players that get in the way. The player improves their Agility by 1 and gains the Sure Feet skill for the remainder of the game.
- 6 **Potion of Speed:** After downing this bright yellow potion, the player is off in a flash to rejoin the game. The player improves their Movement Allowance by 1 and gains the Sprint skill for the remainder of the game.
- 7 **Potion of Strength:** The potion causes the player's muscles to bulge and they seem to look bigger in a matter of moments. The player improves their Strength by 1 and gains the Stand Firm skill for the remainder of the game.
- 8 **Potion of Rage:** This bright red draught burns all the way down, causing the player to roar with anger and unleash their fury upon any that get in their way! The player improves their Strength by 2 and gains the Frenzy skill and the Animal Savagery trait for the remainder of the game.



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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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Dice Board Game Lounge Housekeeping

Dice Board Games Lounge are our host for this event - there are plenty of places to eat nearby but only food & 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

