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MAY THE 4TH 5TH  
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## Tournament Schedule

Saturday 4 <sup>th</sup> of May		Sunday 5 <sup>th</sup> of May	
0830-0900	Registration	0830-0900	NAF registrations
0930-1200	Game 1	0900-1130	Game 4
1200-1300	Lunch	1130-1230	Lunch
1300-1530	Game 2	1230-1500	Game 5
1530-1800	Game 3	1515-1545	Presentations

\*Late arrivals will gift their opponent a free bribe for that round

Venue: Heretic's Haven, 91 Currie St, Nambour, Queensland

Free parking available out the back on Queen St or in the Multilevel car park on Mill St

### Tourplay

After a successful trial of Tourplay at the Sunny Coast Street Slam, we will be adopting Tourplay at all of our tournaments moving forward. Download the app from <https://tourplay.net/> and then search for "Sunny Coast Slam 2025". Please register using your full name rather than just a nickname in order to help us to identify ticket holders. Don't forget to include your NAF name if you have one.

Rosters must be submitted to Tourplay *before* the 27<sup>th</sup> of April. There will be a lucky door prize on day one that will be randomly chosen from those who submitted lists on time.

Please make sure that your phone is fully charged at the start of each day.



## Team Creation

The Sunny Coast Slam will use the rules from the Blood Bowl Second Season rule book including the latest November 2023 FAQ and errata. Any May 2024 FAQ will not be used. The tournament will follow the Swiss format to pair coaches for each round and teams will be reset to their original roster after each round.

Tiering for this year's Slam is based on the Eurobowl 2024 ruleset with modifications to make it simpler. Coaches will have the following gold and skill points to spend on team creation:

<b>Tier 1</b>	1150k gold & 6 SP, max 1 secondary skill <i>Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.</i>
<b>Tier 2</b>	1160k gold & 7 SP, max 1 secondary skill <i>Amazons, Norse, Orcs, Skaven, Wood Elves</i>
<b>Tier 3</b>	1170k gold & 8 SP, max 2 secondary skills <i>High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires</i>
<b>Tier 4</b>	1180k gold & 9 SP, max 2 secondary skills <i>Chaos Renegades, Khorne, Old World Alliance, Slann</i>
<b>Tier 5</b>	1190k gold & 10 SP, max 3 secondary skills <i>Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle</i>
<b>Tier 6</b>	1200k gold & 11 SP, unlimited secondary skills <i>Goblins, Ogres, Halflings, Snotlings</i>

A primary skill costs 1 SP and secondary skills cost 2 SP

All coaches can choose to stack a second skill on their players at the cost of 1 SP. Tier 1-2 can have one skill stack, tier 3-4 can have up to two skill stacks and tier 5-6 can have three skill stacks. Note that the 1 SP price is only paid once per team, not per skill stack and that no player can have more than two extra skills in total.



Tier 6 teams can opt to not stack skills and instead take up to two star players. Star Players in couples count as two Star Players for the roster.

Every Star Player acquired costs additional Skill Points as follows:

Star player cost: 000-099k, lose 1 Skill point.

Star player cost: 100-199k, lose 2 Skill points.

Star player cost: 200-299k, lose 3 Skill points.

Star player cost: 300k-399k, lose 4 skill points.

Banned Star Players: Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghoul-Chewer

The same Star Player cannot play in a game where both coaches have rostered them.

## **Inducements**

Inducements can be purchased as per p. 102 in the rulebook with the following exceptions: No wizards, no riotous rookies, no mercenaries, no special play cards

A coach cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill on the roster. Goblin and Snotling teams have pleased nuffle and received special permission to induce bribes even if their roster contains players with the Secret Weapon skill (but NOT the Sneaky Git skill!)



## Scoring

Win = 5 points

Draw = 2 points

Loss = 0 points

Tiebreakers - *strength of schedule* > *net TDs* > *net cas*  
>*total TD's + cas*

For the Most Casualties trophy, all casualties count except for self inflicted ones. Stabs, chainsaws, fouls, bombs, crowd surfs and being hit by a stunty missile will count. Being injured from failed dodges, go for its, leaps and throw team mates (or eaten by a Troll trying to throw a team mate) will not count. Being injured after a skull or both down result is not considered self inflicted, you got hit in the face and it counts as a casualty.

## Timing

Each round has been allocated 2 and a half hours. This should give most coaches plenty of time to eat at one of the many local take away joints and buy loot from Heretic's Haven. If a game goes over the allocated time, the TO's can call an end to any game. The game will then end at the next point that both coaches have had an equal number of turns.

## Miniatures

Teams must be painted to tabletop standard (minimum 3 colours and based) and all players must be numbered. Positionals must be easily identifiable and extra skills must be represented in some way unless all positionals have the same extra skill. If in doubt, please send a photo of your team to a TO prior to the event. Failure to meet these standards will result in granting your opponents a free bribe.



## Trophies

(in order of being awarded)

First Place

Second Place

Third Place

Hooligan Award (Best sport)

Stunty Cup (highest placed tier 6 team)

Best painted

Most touchdowns

Most casualties

Wooden spoon (free entry next year)

Each trophy will get one pick at the prize table and coaches can only have one pick regardless of how many trophies they win. After trophies have been awarded, coaches will be offered a pick in order of final rankings until all prizes have been given away.



## Code of Conduct

### CARDINAL RULES

- Always be polite and respectful to your opponent at all times.
- Always tell the truth and never cheat.

### IMPORTANT PRINCIPLES

- Make a respectful gesture to your opponent before the game begins, such as wishing them good luck, offering a handshake, etc.
- Avoid using language that your opponent or those around you may find offensive.
- Arrive on time for your game with all of the things you need to play.
- Offer your opponent the chance to examine your team roster before the game begins.
- If your opponent has any questions or queries about your roster, you should answer them truthfully and ensure your opponent understands the answer.
- Ensure that your opponent is aware of any Inducements, or other special rules your team has, and that they know what they do.
- When counting out the number of squares a player is moving, do so carefully and accurately. You should also allow your opponent the opportunity to check any moves before you move any models if they wish.
- When rolling dice, make sure they are clearly visible to all players and allow your opponent to examine the rolls before picking up the dice.
- Always ask your opponent's permission before touching their models.
- Remind your opponent about any rules they may have forgotten to use, or they have used incorrectly, especially when doing so is to your opponent's benefit rather than your own.
- Never deliberately manipulate the amount of time a game takes in order to gain an advantage, either by playing overly quickly or by wasting time.
- Try not to distract an opponent when they are trying to concentrate and always ensure you respect their personal space.
- Never complain about your own bad luck or your opponent's good luck.
- Always be humble in victory and graceful in defeat.
- Never fix the outcome of a game for any reason.

