



PRESENTS

THE
SLAUGHTER BOWL



WHAT

5 game, 1 day Blood Bowl Sevens resurrection tournament held at the Addlestone Geek Retreat. Awaiting NAF-sanction. Pairings will be Swiss-drawn after the first round, which is random

WHERE

Geek Retreat Addlestone

Unit 6, Warlingham House
Garfield Road
Addlestone, KT15 2GD

WHEN

Sunday 21 April 2024

TICKETS

Limited to 20 players. To reserve your place please purchase a ticket by sending £15 to nick.nh.hornby@btinternet.com via paypal. Please include your NAF name and number in the notes. Once we are full you will be placed on a reserve list. ***Please ensure you make payment via friends and family option***

Please note that no refunds will be given after 14 April 2024. On this date all those remaining on the reserve list not allocated a place will be refunded.

TOURNAMENT SCHEDULE

- ★ 10.00 → Registration & Set-Up
- ★ 10.30 → Match 1
- ★ 11.30 → Match 2
- ★ 12.30 → Break
- ★ 13.30 → Match 3
- ★ 14.30 → Match 4
- ★ 15.30 → Break
- ★ 16.30 → Match 5
- ★ 17.30 → All play stops
- ★ 18.00 → Awards

WHAT YOU GET

- 5 games of BLOOD BOWL Sevens
- Prizes
 - CHAMPION Overall Winner
 - SECOND PLACE
 - THIRD PLACE
 - MOST TOUCHDOWNS Most Touchdowns Scored
 - MOST CASUALTIES Most Casualties Caused.*
 - MOST PASSES COMPLETED Most passes completed

WHAT YOU NEED TO BRING AND DO BEFOREHAND

- Please bring a team that is clearly marked / identifiable player types
- Create your team roster on Tourplay – this will be used to manage games on the day [Blood Bowl Tournament - News Slaughter Bowl I \(tourplay.net\)](https://www.tourplay.net)
- Ensure you have downloaded the Tourplay app and have a way of accessing Tourplay on the day
- Set of turn, score and reroll markers
- A Blood Bowl 7's Pitch
- Dice

TOURNAMENT SCORING

- Per Win: +30 Points
- Per Draw: +10 Points
- Per Loss: +0 Points
- Per TD: +1 Points (max 3 per Match)
- Per CAS: +1 Points (max 3 per Match)*

MATCH RESULTS TIEBREAKER

1. Most CAS*
2. Net TD + CAS
3. Most TDs
4. Nuffle (Coin Flip)

ELIGIBLE TEAMS

Tier 1	Tier 2	Tier 3
<ul style="list-style-type: none"> • Amazon • Chaos Dwarf • Dark Elf • Dwarf • High Elf • Lizardmen • Norse • Shambling Undead • Skaven • Underworld Denizens • Wood Elf 	<ul style="list-style-type: none"> • Black Orc • Chaos Chosen • Chaos Renegade • Elven Union • Human • Imperial Nobility • Khorne • Necromantic Horror • Nurgle • Old World Alliance • Orc • Slann • Tomb Kings • Vampire 	<ul style="list-style-type: none"> • Goblin • Halfling • Ogre • Snotling

RULES

TEAM VALUE → 600,000GP All Teams: 600,000gp All teams will be allowed to spend 600,000 gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

STAR PLAYERS Nope... As fun as that seems - Star Players aren't currently allowed in Blood Bowl Sevens

BLOOD BOWL SEVENS

Blood Bowl Sevens is played using the rules presented in the Death Zone 2021 Rulebook.

BLOOD BOWL SEVENS TEAM CONSTRUCTION

Blood Bowl Sevens restricts the total number of players that are not classified as Linemen to 0-4. These Team Construction rules are present in the Death Zone 2021 Rulebook.

ALLOWED INDUCEMENTS

Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game. With the exception of Mercenaries and

Special Play Cards, all Inducements listed on P.93 of the Death Zone Rulebook may be taken.

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number additional skills as listed below. These skills do not affect Team Value in any way.

- Tier 1: 2 Primary Skills
- Tier 2: 2 Primary Skills & 1 Secondary Skill
- Tier 3: 2 Primary Skills & 2 Secondary Skills Notes:
- No Player may receive more than 1 Skill.
- A Primary Skill may be selected instead of a Secondary Skill if the coach desires.

SPECIAL TOURNAMENT RULES

Inducements

Every coach gets access to a free **CHAOS SORCERER!** To ensure carnage and shenanigans.

Once per game, a Wizard may cast one of the following spells:

<p>THUNDERBOLT</p>	<p>You may cast this spell at the end of either player's team turn, before the next team turn begins. Target any Standing opposition player anywhere on the pitch, and roll a D6:</p> <ul style="list-style-type: none"> • On a roll of 3+, the player has been hit by the Thunderbolt. • On a roll of 1 or 2, the player manages to duck or dodge the attack. <p>A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.</p>
<p>RAMPANT MUTATION</p>	<p>You may cast this spell at the start of any of the opposition's team turns. Choose a player on your team from among those on the pitch, and roll a D6:</p>

	<ul style="list-style-type: none"> • On a roll of 2+, until the end of this drive that player gains two Mutation skills of your choice. • On a roll of 1, the player becomes a writhing mass of flesh as raw chaos energy flows through them momentarily. The player gains the Disturbing Presence skill until the end of this drive.
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Weather Table

All games will be played using the following **Weather Table – Wrath of Khorne**

2D6	Result
2	Khorne's Fury: Khorne has become incensed that there is not enough carnage to stem his bloodlust, and he demands more bloodshed! To fuel his rage, Khorne plants his wrath within his chosen vessels on the pitch! Randomly select two players from each team. Those players gain +1 to their strength characteristic and gain the Frenzy skill until a different result is rolled on the weather table. When a different result is rolled, these players immediately roll on the injury table
3	Losing Patience: The insufficient spilling of blood, at least in Khorne's eyes, is bring to draw his ire! At the end of each drive, randomly select one player on the pitch. Immediately make an armour roll, and an injury roll if necessary, for that player
4-10	All is calm: Khorne is content to simply watch the game, making it perfect Blood Bowl weather
11	Red Mist: A red mist descends upon the pitch, coating the players in a thin veil of blood and making visibility worse. Players making a pass action can only perform a long pass or long bomb
12	Crimson Downpour: So impressed with the display of violence, Khorne causes

	the heavens to rain crimson down upon the pitch, drenching players in galloon of blood, making it slippery underfoot. Players attempting to rush will fail on a 1 or a 2. Additionally if a player suffers a push back as the result of a Block, roll a D6 and on a 1, the player is KO'd
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* This is casualties as defined on P70 of the BB2020 rule book, "*If an opposition player is Knocked Down as the result of a Block action and removed from play as a Casualty, regardless of which player performed the action, your player is said to have caused a 'Casualty'*". In addition any Casualties you cause through Fouling or Surfing your opponent will also count, The Blood God cares little for how you injure your opponent, only that you do! – This does mean you will need to log a CAS in Tourplay if you cause one through any of these methods.