

RULES PACK



Welcome to:
The Southcoast Championship
To be Played at

Innlodge Portsmouth
Burrfields Rd, Portsmouth PO3 5HH

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 2 days on 5th/6th April 2025

The day will be structured as follows.

Day 1

- REGISTRATION - 09.30 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

Day 2

- MATCH FOUR - 10:30 am - 12:45 pm
- LUNCH - 12:45 pm - 13:45 pm
- MATCH FIVE - 13:45 pm - 16:00 pm
- REFRESHMENT BREAK - 16:00 pm - 16:15 pm
- MATCH SIX - 16:15 pm - 18:30 pm
- AWARDS - 18.30 pm - 19.00 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 £42 per Coach
This will include Lunch both days.

Veggie/Meat options available - please let me know if you are vegan/veggie in a note when you pay

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 **29th march 2025.**

Roster to be added to tourplay on:

<https://tourplay.net/en/blood-bowl/south-seas-pirate-playoffs/news>

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 or Casualties are applied).



NAF

We intend to be NAF Sanctioned!

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TEAM BUILDING

Teams will have the budget of

Tier 1 - 1,150,000

Tier 2 - 1,160,000

Tier 3 - 1,170,000

Tier 4 - 1,180,000

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



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.

Also casualties caused by blocks in your opponents turn count towards this total (skulls/both downs)

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

There is a bar and restaurant on premises - so only food & drinks purchased at the venue are to be consumed

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

