



BBBL Spring Sevens II Rulepack

Where Troll Trader Bromley, Unit 3 The Mall, Bromley BR1 1TS

When Sunday 7th April 2024

Tickets £8

Build & Format

Team Build: 600,000 copper pieces

Format: Swiss pairing with Resurrection

Games: 4

Eligible Teams: All teams listed in the Blood Bowl Second Season Edition Rulebook, Spike! Publications and the Teams of Legend PDF published by Games Workshop. Slann can also be used - The Slann roster can be found on the NAF website - [NAF Slann Roster](#)

Any new teams released by Games Workshop before the day of the event will also be eligible for the event

NAF Registered - *Pending approval*

Before the event

Please submit your Name, a copy of your Roster and NAF ID / Name (if applicable) via email to bromleybbbl@gmail.com by Wednesday 3rd April.

Plus also let us know if you are able to bring a pitch.

What you need on the day

- Miniatures representing your team
- Blood Bowl block dice + 2D6 + 1D8 + 1D16
- Counters/tokens to indicate rerolls/turn/score
- A digital or physical copy of your roster. This roster needs to be made available to your opponent.
- Scatter, Throw-in and Passing Templates will be provided on the Day

Pitches - Please bring a Blood Bowl Sevens pitch where possible. We hope to have enough on the day but depending on the turnout a few extra Pitches would be useful.

Rules

The event will use the rules from the Blood Bowl Second Season Rulebook (BB2020), and Blood Bowl Death Zone book (BBDZ) which covers an updated version of the Sevens rules format. The latest errata and FAQ documents released by Games Workshop up to the day of the event will be in use.

Page references to the rulebook will be provided for easy reference.





Rules Questions

Any rules queries that come up during the event that cannot be resolved between the two coaches may request a ruling from the tournament organiser.

Schedule

1000 Registration
1015 Game 1
1130 Break
1145 Game 2
1300 Lunch
1345 Game 3
1500 Break
1515 Game 4
1630 End of Game 4 - Dice Down!
1645 Awards
1700 Event Ends

Game rounds will be 1 hour 15 minutes and will be strictly enforced.

Building your Team

Bring together your team of hopefuls as per the Sevens team building rules in BBDZ book (BBDZ, Pg 91-92).

Teams must adhere to the following conditions:

- Coaches have 600,000 Copper pieces to hire the team
- Rosters must be 7-11 players
- Maximum of 4 players that are not Lineman* can be included on the roster. Normal restrictions on positionals still apply.
- Re-rolls cost double - Eg. A Shambling Undead Teams Re-roll costs 140,000 instead of the normal 70,000.

* Positions with a Quantity of 0-12 or 0-16 are defined as 'Lineman'.

Inducements

The following inducements can be included in the team build for this event.

0-3 Bribes 100k (50k for teams with the *Bribery and Corruption* keyword)

0-2 Bloodweiser Kegs 50k

0-6 Assistant Coaches 20k

0-12 Cheerleaders 20k

0-1 Apothecary 80k (can only be taken by teams who are normally permitted to do so)

0-5 Dedicated Fans 20k (All teams start with a Dedicated Fans value of 1 at no cost)

0-1 Halfling Master Chef 300k (100k for teams with the *Halfling Thimble Cup* keyword)





Star Players cannot be used in this event.

Additional Skills

All teams have 18 Star Player Points (SPP) to spend on purchasing additional skills.

Chosen Primary Skill: 6 SPP

Random Primary Skill: 3 SPP

Chosen Secondary Skill: 12 SPP

Random Secondary Skill: 6 SPP

Each player can only be given **one** additional skill.

Random Skills are to be rolled before the start of all four games (BB2020, Pg 74)

Any unused SPP are lost.

Skill restrictions:

- The Leader Skill cannot be taken
- No characteristic increases can be taken

Additional Tournament Rules

The Prayers to Nuffle table for Exhibition Play will be used for this event (BB2020, Pg 103).

Really Stupid Plays

Before every game, each coach must select one of the following 'Really Stupid' Plays which they need to achieve to gain **one** additional tournament point. Each Really Stupid play can only be selected once during the event and must be selected before the start of the game. The play is to be kept secret until it is achieved, so make a note of your selection and declare it to your opponent once achieved.

1. C'mon Ref - *Have one of your players sent off for fouling.* Your player must still be sent off after any Bribes or Argue the Call rolls.
2. Go Long - *Make a successful accurate pass.* The intended target must catch an accurate pass, not a bouncing ball. This does not include Throw team-mate.
3. I never liked them anyway - *Suffer one or more Casualties during the game.* This is achieved if the player is placed in the Casualty box and remains there until the end of the game. Players sent-off do not count.
4. Surf's up baby - *Have one of your players pushed off the field (aka Surfed).* Surfing your own players also counts.
5. Get on with it - *Successfully complete three or more Rush's in one of your team turns.*





Miniatures and Painting your team

All miniatures are to be recognisable and distinguishable as the positions on the team. All skills are to be clearly marked.

Painted miniatures are not required but it is strongly encouraged.

For a team to be eligible for the Best Painted Award, they must have been painted by the coach at the event, and to have been used on the day. The award will be assessed by an independent judge appointed by the tournament organiser. The award will be made based on the whole presentation of the team including the basing and any display boards.

Tournament Scoring

30 Points for a Win

10 Points for a Draw

0 Points for a Loss

1 Point for each Successful Really Stupid Play

Tiebreakers

In the event of a tie, the following tiebreakers will be used to determine the final standings for the event.

- TD Difference
- Casualties Difference
- Head to head record
- Roll off

Prizes

Champion - The coach with the most tournament points

Runner-up - The coach with the second most tournament points

Most Touchdowns - The coach with the most touchdowns

Most Casualties - (All casualties by any means suffered by your opponent counts) - The coach with the most casualties

Stunty Cup - The coach with the most tournament points using a Stunty Team (Hallfings, Snotlings, Goblins or Ogres only)

Best Painted Team - The team must be used during the event and must have been painted by the coach of the team.

