

BLITZ AT THE BEACH 2024 The Idle Games Club Blood Bowl Tournament

DATE: May 18 2024

VENUE: Inn on the Green, Paignton

TIME: 09:00 - 19:00

COST: £15 via PAYPAL

Payment to idlebowl@gmail.com

NUMBER of COACHES: 24



ROSTER CREATION:

Each team has a total of 1,150,000 gp to spend on roster creation and must hire a minimum of 11 players. Any unspent cash at roster creation will be lost and all teams will be considered having the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.

* Cash given is also used to buy rerolls, assistant coaches, cheerleaders, apothecary and so on.

* This is a resurrection tournament, so no SPP are gained, and injuries, casualties or deaths do not carry on from one game to other.

* Undead, Necromantic and Nurgle teams are allowed to apply the Masters of Undeath and Plague Ridden special rules. Players added to a team roster through a game as a result of those special rules are removed from the roster at the end of that game.

* Teams will consist of a minimum of 11 players and a maximum of 16 players, including star players.

* Star players can only be induced after 11 regular players have already been rostered.

* Star players can't be given extra skills from the team's skill budget.

* If both opposing teams are fielding the same star player in a game, both star players are allowed to play.

The teams have been split into 3 tiers, each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of both 1 Primary Skill and 1 Secondary Skill. If your team and skill set do not allow you to give Secondary Skills to your players, you're not allowed to stack skills.

	Primary Skills <i>(1 Skill Point)</i>	Secondary Skills <i>(2 Skill Points)</i>	Star Players <i>(2 Skill Points)</i>	Mega Star Players <i>(4 Skill Points)</i>
TIER 1 (6 Skill Points)	No Limit	Maximum 1	Maximum 1	Maximum 0
TIER 2 (8 Skill Points)	No Limit	Maximum 2	Maximum 2	Maximum 1
TIER 3 (10 Skill Points)	No Limit	Maximum 3	Maximum 2	Maximum 1

INDUCEMENTS:

You can buy certain inducements with the cash you get to create your team. Some inducements are restricted to specific teams, as per Blood Bowl rulebook. No Death Zone inducements are allowed, except star players (more on that below):

Allowed Inducements:

0-1 Halfling Master Chef (300k, 100k for Halfling teams)

0-6 Assistant coaches (10k)

0-12 Cheerleaders (10k)

0-2 Bloodweiser Kegs (50k)

0-3 Bribes 100k (Bribery & Corruption teams, 50k)

0-2 Wandering Apothecaries (100k)

0-1 Morgue Assistant (100k)

0-1 Plague Doctor (100k)

0-1 Riotous Rookies (100k)

STARPLAYERS

EXTRA CHARGE FOR CERTAIN STAR PLAYERS

MEGA-STARS.

Morg’N’Thorg – 4 Skill Points
Griff Oberwald – 4 Skill Points
Deeproot Strongbranch – 4 Skill Points
Hakflem Skuttlespike – 4 Skill Points
Kreek Rustgouger – 4 Skill Points
Bomber Dribblesnot – 4 Skill Points
All stars released prior to 1st April 2024 will be allowed.

TOURNAMENT SCORING:

WIN: 20 Points
DRAW: 10 Point
LOSS: 0 Points

Tiebreaker Points

Scoring 3 or more TDs – 1 Bonus Point
Conceding 0 TDs – 1 Bonus Point
Inflicting 3 or more Casualties – 1 Bonus Point
(SPP Casualties including Surfs and Fouls excludes self inflicted Injuries)

SCHEDULE:

09:00 to 09:45 – Setup, registration
10:00 to 12.15 – Match One
12:15 to 13:00 - Lunch
13:15 to 15:30 – Match Two
15:45 to 18:00 – Match Three
18:15 to 19:00 - Prizes

Prizes:

1st, 2nd, 3rd
Most TD’s
Most CAS
Stunty Cup
Wooden Spoon

Legal Teams for this Event		
Team	Tier and Skill Allocation	
Amazon (<i>Spike! 15</i>)	Tier 1 Teams	
Chaos Dwarf*		
Dark Elves		
Dwarf		
High Elves*		
Lizardmen		
Norse (<i>Spike! 14</i>)		
Shambling Undead		
Skaven		
Underworld Denizens		
Wood Elves		
Black Orc		Tier 2 Teams
Chaos Chosen		
Chaos Renegade		
Elven Union		
Human		
Imperial Nobility		
Khorne (<i>Spike! 13</i>)		
Necromantic Horror		
Nurgle		
Old World Alliance		
Orc	Tier 3 Teams	
Tomb Kings*		
Vampire (<i>Spike! 16</i>)		
Slann**		
Goblin		
Halfling		
Ogre		
Snotling		