



## **Dundee Doubles 2024 - Who needs Stars! Rules Pack**

Welcome to the rules pack for the 2024 version of the Dundee Doubles blood bowl event, to be hosted at Highlander Games on the 15th of June 2024.

This will be running as a pairs event, with 3 games of resurrection style bloodbowl giving everyone a chance to compete with a friend against similar minded coaches.

While coaches will be competing in pairs, feel free to sign up as a solo player and you will be paired up prior to the event.

This will be run using the BB2020 rules including all the FAQs.

While this document will hopefully answer most questions please feel free to raise any queries via email , or on the facebook and talkfantasyfootball thread, links included later.

NAF Approval has been requested.

### **When/Where**

Saturday 15th June

Highlander Games  
102 Annfield Road  
Dundee  
DD1 5JH

<https://highlandergames.co.uk/>      <https://www.facebook.com/HighlanderGamesDundee>

Cost will be £17.50 per coach (£35 per team), which will cover your 3 matches and lunch. We would also encourage coaches to sign up for the NAF at an additional £5 on the day, if you are not already a member.

Payments should be made via paypal to philtruscott@hotmail.co.uk, please include your NAF name and number in the payment notes if applicable.

Please email your rosters to the same email by the 7th of June.

## Schedule

9:30 - 10.00	Arrive and Register
10.00 - 12:15	Game 1
12:15 - 13:00	Lunch
13:00 - 15:15	Game 2
15:30 - 17:45	Game 3
18:00	Awards and Farewells

## Prizes up for grabs

1st / 2nd / 3rd place ( pairs)  
Wooden spoon (pair)  
Most touchdowns (individual)  
Most casualties (individual)  
Best painted (individual)  
Stunty Cup (individual)  
Cheesiest/Best Roster (individual)

## Things to take

**Pitch + Dugouts.** Please bring a pitch per team. Some tables are smaller than others so there is a preference for smaller boards such as the original 3rd edition pitches but this is less important than there being enough.

**Your team.** No unpainted teams please, but just 3 colours and based is sufficient. The most important aspect is that players/positionals can be readily identified, the use of skill rings or loom bands is encouraged to identify skills added to the team. If anyone lacks a team let me know and we can help arrange a loan for the day.

**Dice.**

**A copy of your roster** Preferably a hard copy to share with your opponent but we can work with electronic copies.

**Range Ruler + Scatter templates**

## Format & Scoring

Dundee Doubles is a pairs tournament. Two coaches will play together as a team against other pairs of coaches. The first round is random draw for each team and the individuals within it and then teams / coaches are paired by Swiss.

Teams earn points as follows for each round

Team WIn - 2 points  
Team Draw - 1 point  
Team Loss - 0 points

A team registers a win if they win more matches in the round than their opponents.

It's a draw if both teams win the same number of matches

A team registers a loss if they lose more matches in the round than their opponents.

Teams on the same points at the end of the tournament will be ranked using the following tie breakers.

- Opponents points
- Number of individual game wins
- Lowest combined race tiering
- Combined touchdown and casualty difference
- Combined Touchdown difference
- Combined Casualty difference
- Dice off

## **Team / Roster building**

Each coach has a set amount of GP to spend on roster creation based on the tier race below and must hire a minimum of 11 Players.

Each coach within a pair must choose a different race.

Any GP unspent at roster creation is lost and all teams are considered to have the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.

This is a resurrection tournament, no SPP is gained, and injuries or deaths do not carry on from one game to the next.

Players added to a Team roster mid game as a result of the Masters of Undeath or Plague Ridden special rule are removed from the roster at the end of the game and do not carry on to the next.

No GW star players are allowed.

Permitted inducements are:

- Halfling Master Chef 0-1
- Bloodweiser Kegs 0-3
- Bribes 0-3
- Wandering Apothecaries 0-2
- Mortuary Assistant 0-1
- Plague Doctor 0-1
- Riotous Rookies 0-1

\*Note- If riotous rookies are induced you must roll for them separately before the beginning of each game and ensure these players can be clearly identified.\*

Teams are separated into 1 of 4 Tiers and offered a tier specific amount of GP and skill points to spend on building their roster.

#### Tier 1

1,150,000 GP and 8 skill points

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elves

#### Tier 2

1,170,000 GP and 10 skill points

Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings, Vampire

#### Tier 3

1,190,000 GP and 12 skill points

Black Orcs, Chaos Chosen, Chaos Renegades, Imperial Nobility, Khorne, Nurgle, Old World Alliance

#### Tier 4

1,210,000 GP and 14 skill points

Goblin, Halflings, Ogres, Snotlings

Primary Skills cost 1 skill point

Secondary Skills costs 2 skill points

+MA/+AV/+PA cost 2 skill points

+AG costs 3 skill points

Removal of a negatrait (excluding secret weapon) costs 3 skill points

+ST costs 4 skill points

Maximum stat increase is +2 , to a maximum of 9.

Skill stacking has no additional cost in addition to the skills and is encouraged.

One player must have a minimum of 5 skill points allocated to them

Skill points can be bought and sold for 30,000 GP.

## **A.O.B**

Illegal procedure will not be in place.

All casualties are to be included not just those giving SPP

Round times are 2 hours and 15 minutes. Time updates will be given during the round but the limit will be enforced. When time is called the coach who's turn it is may finish the current action then the match is over.

Chess clocks and timer apps may be used at the request of either player, but these will not be supplied by the organiser,

Blood Bowl can be a particularly emotional game and 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. Please enjoy your games in a friendly and adult manner.

Dice cups, trays and towers are not only permitted but encouraged.

If one of the two Coaches playing requests to share dice this should be allowed.

At the start of game Coaches facing off are encouraged to define for their game how to handle cocked dice and dice which escape from dice cups.

If any disagreements arise over rules or procedures either raise this with the organiser or feel free to roll a dice to decide who's reading of the rules to go with.

As previous attendees will be aware the venue is split over 3 rooms, please don't let this discourage you from coming to find the TO for any queries on the day.

## **Lunch**

Lunch options for this year are to be confirmed but will be similar to previous years.

Hot Dog

Paninis

Pasta Bolognese

Also if anyone has any specific dietary requirements let the organiser know asap.

A range of hot and cold drinks are available from the cafe in the venue

## **Contact Details**

Tournament Organiser - Phil Truscott . [philtruscott@hotmail.co.uk](mailto:philtruscott@hotmail.co.uk)

Facebook Link - <https://www.facebook.com/events/1860458304411974>

TalkfantasyfootballThread - TBC

NAF Link - TBC