

RCBB Sevens: Crazy from the Heat

LOCATION:

Raging Gazebo Comics & Games
8760 Madison Blvd, Madison, AL 35758

DATE: Saturday, June 22nd, 2024

Tourplay will be used for this tournament to register and build your team and this must be submitted by 6/15/24 at:

<https://tourplay.net/en/blood-bowl/rcbbl-sevens---crazy-from-the-heat>

TOURNAMENT COST:

- \$15.00 for existing NAF coaches
- \$20.00 for non-NAF coaches (registration + gift).

- Paypal to evans.brian@gmail.com. If you would prefer to use goods and services, please allow extra funds for the fees, I try to ensure my events run at-cost, so all ticket prices are covered by the swag received.

Schedule: 1-hour 15-minute rounds

TOURNAMENT SCHEDULE

09:00 am – Registration Starts
09:30 am – Registration Ends
09:30 am – 10:45 am Round 1 (Random)
11:00 am – 12:15 pm Round 2 (Swiss)
12:15 pm – 1:15 pm Lunch
1:15 pm – 2:30 pm Round 3 (Swiss)
2:45 pm – 4:00 pm Round 3 (Swiss)
4:15 pm – Awards Ceremony

THINGS TO BRING

- Your Numbered Blood Bowl Team
- + Painting is required for this event, to a 'battle ready (GW)' or 3-color minimum
- Copy of the BB2020 ruleset and any books applicable to your team: Spike Journals/etc.
- 3 copies of your team roster (1 for you, 1 for your opponent, and 1 for the tournament organizer) (Make sure the player numbers on the roster correspond to those on the players)
- Pitch/Dugouts/Templates (There will be pitches on hand but we appreciate any additional Sevens pitches)
- Dice (Block, D6's, D8, D16, etc.)
- + You must use the supplied D6s for the event
- + GW, NAF, and Baron of Dice block dice are approved, other block dice require TO approval

WHAT YOU GET:

- 1) Four rounds of Sevens
- 2) VOODOO Tournament Series 2023 points
- 3) Tournament Swag
 - + 2 Custom Event D6's (Courtesy of Baron of Dice)
 - + 1 Crazy from the Heat Marker
 - + 1 Tournament Patch
- 4) Opportunity to win Event Awards (Each player can only win 1):
 - + Most Tournament Points (Champion)
 - + Most Violence Inflicted (Most casualties caused, including crowd surfs and fouls)
 - + Most Passes Completed
 - + Most Touchdowns Scored
 - + Most Stubborn (Wooden Spoon)

TOURNAMENT SCORING

- Win: +18 points
 - Tie: +12 points
 - Loss: +6 points
 - Conceding: -6 points
 - + 1 points per net touchdown (up to a maximum of 5)
 - + 1 points per net casualty (up to a maximum of 3)
- In the event of a tie between any tournament points, ties will be broken in this order:

- 1) Total Score
- 2) Net TDs
- 3) Total TDs
- 4) Net Casualties
- 6) Random

TOURNAMENT RULES:

- Quick note on store rules:
- This is a family-oriented shop, so please watch your language, and no tobacco products, or alcohol in the shop.
- BB2020 rules, supplementary rules (Spike Journals), Teams of Legend, and Historic Teams (ie. Slann) will be used.
- Post-match sequences will be ignored
- Illegal procedures will not be called
- Player injuries and casualties reset after each game (Resurrection Rules)
- 1-hour 15-minute round time limits will be enforced
- Overtime will not be played

Crazy from the Heat!

The heat and humidity of an Alabama summer is enough to drive anyone nuts. Before the start of each match, a player with no skills is chosen as "Crazy from the Heat" and once per game gets a free foul with the Dirty Player +1 skill (still subject to referee ejection) OR once per half gets Frenzy applied to a Block or Blitz

TEAM CREATION:

You have 600,000 copper crowns to build a team consisting of a minimum of 7 players and a maximum of 11 players. Teams may be selected from any race allowed by the NAF

Any number of linemen (0-12 or 0-16 players)

A maximum of four (4) non-linemen players staying within the maximums allowed by the team roster in the Blood Bowl rule book.

A reminder that sevens teams are not very well trained or reliable. Team rerolls cost double their listed cost. For example, a human team reroll would cost 100,000 gold crowns.

You may purchase inducements as per the BB2020 Death Zone book page 93.

Once your team is created, you are given an additional skill package to spend on player skills, depending on the team's tier.

Tiers are as per the BB2020 rulebook.

Tier 1 – Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf,

Tier 2 – Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire

Tier 3 – Goblin, Halfling, Ogre, Snotling, Lizards with no Saurus, Black Orcs with no Black Orcs and Underworld with no Skaven

Skills

Tier 1: 2 random primaries OR 1 chosen primary.

Tier 2: 3 random primaries OR 1 random primary and 1 chosen primary.

Tier 3: 2 random primaries and 2 random secondaries. Alternatively, 2 chosen primaries or 2 random primaries and 1 chosen primary.

Random skills will be rolled in front of the opponent before EACH game. No more than 1 skill per player. If you choose skills they must be selected before the tournament

CONTACT

Feel free to contact me on Facebook or at evans.brian@gmail.com for questions. See you there!