

# Little Scandinavian Brygsdag Brawl Sevens Spring 2024 Tournament Rules

## IN SHORT:

- All Blood Bowl 2020 races & rosters available from the Second Season Rulebook, Teams of Legend pdf, as well as the NAF-approved rosters for Slaan. No 2016 rosters are available.
- No star players are allowed.
- 600,000 gp to spend on your team.
- You must hire a minimum of 7 and maximum of 11 players. Only 4 non-linemen types allowed.
- Skill allocation determined by team tier.
- Assistant coaches and cheerleaders cost double (20,000 each).
- Inducements must be bought at team creation, at the pricing provided in the Death Zone book and as described below. Desperate measures may also be rostered as an inducement, but a new roll on the table will be required before each game. No wizards, infamous coaching staff, or other inducements not listed in the Sevens Rules may be induced (see Death Zone p.93 for a full list of allowed inducements).
- No mercenaries will be permitted, including giants.

## INDUCEMENTS:

0-2 Agency Cheerleaders - 20,000 gp

0-1 Part-Time Assistant Coaches - 20,000 gp

0-2 Bloodweiser Kegs - 50,000 gp

0-5 Desperate Measure Inducements 50,000 gp

0-5 Special Play Inducements - 100,000 gp

0-8 Extra Team Training - 100,000 gp

0-3 Bribes - 100,000 gp (50,000 gp for teams with the 'Bribery and Corruption' special rule)

0-2 Wandering Apothecaries - 100,000 gp (not available to teams that cannot hire an apothecary)

0-1 Mortuary Assistant - 100,00 gp (only available to teams with the 'Sylvanian Spotlight' special rule)

0-1 Plague Doctor - 100,000 gold pieces (only available to team with the 'Favoured of Nurgle' special rule)

0-1 Halfling Master Chef - 300,000 gp (100,000 gp for teams with the 'Halfling Thimble Cup' special rule)

## TOURNAMENT RULINGS:

The tournament will operate on the latest official FAQ release from GW.

## SKILLS:

- Teams will have a number of additional skills based on the Team Tier ratings below.
- No player can be given more than 1 additional skill.
- A secondary skill can be substituted for a primary if desired.
- Tier 1: 2 primary
- Tier 2: 3 primary, 1 secondary.
- Tier 3: 3 primary, 2 secondary.

## Tier 1 Teams

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

**Tier 2 Teams**

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

**Tier 3 Teams**

Goblin, Gnome, Halfling, Ogre, Snotling

Please send a completed roster to [lourollinsminis@gmail.com](mailto:lourollinsminis@gmail.com) by **Saturday May 11th**.

**PAIRING AND SCORING:**

The first round of matches will be randomised. The following two rounds will be determined through Swiss pairings. Points are awarded as follows:

Win - 60 points

Draw - 30 point

Loss - 10 points

Tiebreakers are as follows: TD differential, CAS differential, Head to Head, Lowest Tier, Nuffle (coin flip)

Each team roster will be reset before each game (resurrection format) and there is no SPP advancement.

A CAS scoring for tiebreaker (and for Most Casualties award) counts as any time an opponent's player passes into their Casualty box, even if they're later recovered through Regeneration etc. Yes, this also includes any failed dodges or rushes!