

# CANE TOAD CUP

2024

## RULES PACK



# WELCOME TO CANE TOAD CUP - 2024!

THIS PACK WILL OUTLINE THE RULES AND REGULATIONS WHICH EVERYONE WILL ADHERE TO, TO MAKE THIS EVENT AS GREAT AS THE COMMUNITY WHO SUPPORTS IT!

## ***TICKETS:***

TICKETS CAN BE PURCHASED FROM OUR WEBSITE:

[WWW.CANETOADCUP.COM](http://WWW.CANETOADCUP.COM) ONCE YOU BUY A TICKET, HEAD ON OVER TO [HTTPS://TOURPLAY.NET/EN/BLOOD-BOWL/CANE-TOAD-CUP-2024](https://TOURPLAY.NET/EN/BLOOD-BOWL/CANE-TOAD-CUP-2024) AND REGISTER/BUILD YOUR TEAM.

## ***WHEN:***

JUNE 15<sup>TH</sup> AND 16<sup>TH</sup> 2024

## ***WHERE:***

THE EVENT IS BEING HELD AT FITZYS- LOGANHOLME, ONE OF SOUTH EAST QUEENSLANDS PREMIERE TABLETOP GAMING VENUES. FITZYS IS LOCATED AT BRYANTS RD & PACIFIC HWY, LOGANHOLME QLD 4129.

WITH A WELL STOCKED BAR AND DELICIOUS ROADHOUSE GRILLE RESTAURANT ONSITE, YOU WONT GO HUNGRY OR THIRSTY!

## ***RULES:***

CANE TOAD CUP WILL BE USING BLOOD BOWL SEASON 2 RULES AND ALL RELEASED SPIKE MAGAZINE TEAMS TO DATE (INCLUDING GNOMES). ANY FAQ/ERRATA RELEASED BEFORE ROSTER DEADLINE WILL BE USED.

### ***INDUCEMENTS:***

AVAILABLE INDUCEMENTS WILL BE LIMITED TO THE FOLLOWING.

TIER 1, 2, 3- BLOODWEISER KEGS, BRIBES

TIER 4- HALFLING HOTPOT, HALFLING CHEF, BLOODWEISER KEGS, BRIBES, RIOTOUS ROOKIES.

### ***STAR PLAYERS:***

THE FOLLOWING HAVE BEEN BANNED FROM PLAY AT CANE TOAD CUP- BOMBER DRIBBLESNOT, CINDY PIEWHISTLE, SKITTER STAB-STAB, KREEK RUSTGOUGER, HAKFLEM SKUTTLESPIKE, GRIFF OBERWALD, MORG N THORG.

IF TWO OF THE SAME STAR PLAYER FACE EACH OTHER IN A GAME, THEY WILL BOTH PLAY TO DECIDE WHO THE IMPOSTER IS!

### ***CASUALTIES:***

THE ONLY CASUALTIES THAT WONT COUNT/BE RECORDED ARE ONES INFLECTED ON YOURSELF SUCH AS FAILED GFI, EATEN BY A TROLL, FAILED LEAPS/DODGES ETC.

### ***PAINTING/MODELING REQUIREMENTS:***

ALL MODELS ARE TO BE PAINTED TO A MINIMUM OF 3 COLOURS AND BASING. YOUR OPPONENT WILL GET A FREE REROLL IF THIS REQUIREMENT IS NOT MET. IF YOU CANT GET YOUR TEAM UP TO SCRATCH, REACH OUT AND IM SURE SOMEONE CAN LEND YOU A TEAM FOR THE WEEKEND.

ALL MODELS SHOULD BE EASILY IDENTIFIED WITH NUMBERS AND SKILL RINGS/LOOM BANDS TO SUIT YOUR SELECTED SKILLS ON THE TEAM. WE WILL HAVE LOOM BANDS AVAILABLE FOR USE ON THE DAY, JUST ASK!

## **SCHEDULE:**

EACH ROUND YOU WILL HAVE **2HRS 15MINS** TO COMPLETE, THERE WILL A ROUND TIMER VISIBLE TO ALL AND REGULAR VERBAL REMINDERS OF TIME REMAINING. THERE WILL BE NO EXTRA TIME GIVEN AND ONCE TIME IS CALLED, THE RESULT WILL STAND AS IS.

ASSESS YOUR GAME AT HALF TIME, AND ADJUST YOUR PLAY SPEED ACCORDINGLY SO YOU CAN FINISH IN TIME. DISCUSS WITH YOUR OPPONENT OR REACH OUT TO THE T.O IF YOU ARE HAVING TROUBLE WITH SLOW PLAYING.

**TOURPLAY WILL BE USED TO RUN THIS EVENT, PLEASE FAMILIARISE YOURSELF WITH ITS USE, IF IN DOUBT JUST ASK THE T.O FOR HELP TO ENTER YOUR GAME RESULTS.**

| <i>SATURDAY 15<sup>TH</sup> (DAY 1)</i> |                                | <i>SUNDAY 16<sup>TH</sup> (DAY 2)</i> |                        |
|---|--------------------------------|---------------------------------------|------------------------|
| 8:30AM                                  | DOORS OPEN/REGO                | 9:00AM                                | DOORS OPEN/REGO        |
| 9:00AM                                  | INTRO AND ROUND 1 DRAW         | 9:30AM                                | INTRO AND ROUND 4 DRAW |
| 9:15AM                                  | ROUND 1 START                  | 9:45AM                                | ROUND 4 START          |
| 11:30AM                                 | ROUND 1 END                    | 12:00PM                               | ROUND 4 END            |
| 11:30AM - 12:30PM                       | LUNCH BREAK/ <b>PAINT VOTE</b> | 12:00PM - 1:00PM                      | LUNCH BREAK            |
| 12:30PM                                 | ROUND 2 START                  | 1:00PM                                | ROUND 5 START          |
| 2:45PM                                  | ROUND 2 END                    | 3:15PM                                | ROUND 5 END            |
| 3:00PM                                  | ROUND 3 START                  | 3:30PM                                | AWARDS CEREMONY        |
| 5:15PM                                  | ROUND 3 END                    |                                       |                        |

## ***THE CANE TOAD CUP ASSISTANT WIZARD!***

EVERY TEAM WILL RECEIVE A FREE ASSISTANT WIZARD TO HELP/HINDER YOUR GAMES. EVERYONE ATTENDING THE EVENT WILL RECEIVE A CUSTOM MADE ZAP! TOKEN WHICH WILL BE USED TO MARK WHICH PLAYER HAS BEEN AFFECTED.

*ONCE PER GAME, AT THE START OF ANY OF YOUR TURNS, BEFORE ANY PLAYER TAKES AN ACTION, YOU MAY DECLARE YOUR WIZARD WILL ATTEMPT TO HELP YOUR TEAM BY INFUSING ANY NON STAR PLAYER ON YOUR TEAM WITH “THE ESSENCE OF THE TOAD”*

CHOOSE THE PLAYER AND FLIP THE ZAP! TOKEN. CONSULT THE TABLE BELOW TO SEE THE RESULT OF THE INFUSION!

**GREEN ZAP!** THE PLAYER HAS BEEN INFUSED WITH “THE ESSENCE OF THE TOADLING”. UNTIL THE DRIVE ENDS, THIS PLAYER GAINS “STICKY FINGERS” (SAFE PAIR OF HANDS) AND “HOP” (LEAP)

**YELLOW ZAP!** THE PLAYER HAS BEEN INFUSED WITH “THE ESSENCE OF THE SEWER TOAD”. UNTIL THE DRIVE ENDS, THIS PLAYER GAINS “CRUSTY MUCUS” (IRON HARD SKIN) AND “MY SEWER!” (STAND FIRM)

### ***MAKING A TEAM:***

EACH TIER HAS ITS OWN ALLOWANCES THAT YOU MAY CHOOSE TO BUILD YOUR TEAM WITH. CERTAIN LIMITS APPLY SUCH AS;

- STAT INCREASES CAN NOT BE STACKED WITH ANY OTHER SKILL
- ONLY 4 SKILLS OF THE SAME NAME MAY BE ADDED TO YOUR TEAM
- THESE STAR PLAYERS HAVE BEEN BANNED (MORG N THORG, GRIFF OBERWALD, HAKFLEM SKUTTLESPIKE, SKITTER STAB-STAB, BOMBER DRIBBLESNOT, CINDY PIEWHISTLE, KREEK RUSTGOUGER.

WHEN MAKING YOUR TEAM ON THE TOURPLAY APP, IT WILL GUIDE YOU THROUGH MAKING THE TEAM AND NOTIFY YOU OF ANYTHING ILLEGAL THAT HAS BEEN CHOSEN.

**ALL ROSTERS ARE DUE TO BE ADDED TO TOURPLAY BY NO LATER THAN MIDNIGHT FRIDAY THE 7<sup>TH</sup> JUNE. NOT DOING SO WILL RESULT IN YOU NOT BEING ABLE TO USE THE ASSISTANT WIZARD IN ANY OF YOUR GAMES!**

| AMAZON, CHAOS DWARF, DARK ELF, LIZARDMEN, ORC, SHAMBLING UNDEAD, SKAVEN, UNDERWORLD, WOOD ELVES. |      |                 |       |
|--|------|-----------------|-------|
| TIER #1  |      | 14 SP AVAILABLE |       |
| INITIAL TREASURY   |      | 1,060K GP       |       |
| SKILLS   |      | AVAILABLE       | STACK |
| PRIMARY SKILL  | 2 SP | Y (7)           | N     |
| SECONDARY SKILL  | 4 SP | N               | N     |
| STAR PLAYER  | 2 SP | Y (1)           |       |
| CHARACTERISTICS  |      | AVAILABLE       | STACK |
| AV   | 2 SP | Y               | N     |
| MA   | 4 SP | Y               | N     |
| PA   | 4 SP | Y               | N     |
| AG   | 6 SP | N               | N     |
| ST   | 8 SP | N               | N     |

| DWARF, ELVEN UNION, GNOME, HIGH ELF, HUMAN, NECROMATIC, NORSE, TOMB KINGS, VAMPIRE. |       |                 |       |
|---|-------|-----------------|-------|
| TIER #2   |       | 18 SP AVAILABLE |       |
| INITIAL TREASURY  |       | 1,080K GP       |       |
| SKILLS  |       | AVAILABLE       | STACK |
| PRIMARY SKILL   | 2 SPP | Y (9)           | Y (1) |
| SECONDARY SKILL   | 4 SPP | Y (1)           | N     |
| STAR PLAYER   | 2 SPP | Y (1)           |       |
| CHARACTERISTICS   |       | AVAILABLE       | STACK |
| AV  | 2 SPP | Y               | N     |
| MA  | 4 SPP | Y               | N     |
| PA  | 4 SPP | Y               | N     |
| AG  | 6 SPP | Y               | N     |
| ST  | 8 SPP | N               | N     |

| BLACK ORC, CHAOS CHOSEN, CHAOS RENEGADE, KHORNE, NURGLE, OLD WORLD ALLIANCE, SLANN. |      |                 |       |
|---|------|-----------------|-------|
| TIER #3   |      | 22 SP AVAILABLE |       |
| INITIAL TREASURY  |      | 1,100K GP       |       |
| SKILLS  |      | AVAILABLE       | STACK |
| PRIMARY SKILL   | 2 SP | Y (11)          | Y (2) |
| SECONDARY SKILL   | 4 SP | Y (1)           | N     |
| STAR PLAYER   | 2 SP | Y (1)           |       |
| CHARACTERISTICS   |      | AVAILABLE       | STACK |
| AV  | 2 SP | Y               | N     |
| MA  | 4 SP | Y               | N     |
| PA  | 4 SP | Y               | N     |
| AG  | 6 SP | Y               | N     |
| ST  | 8 SP | Y               | N     |

| GOBLIN, HALFLING, OGRE, SNOTLING. |      |                 |       |
|-----------------------------------|------|-----------------|-------|
| TIER #4                           |      | 26 SP AVAILABLE |       |
| INITIAL TREASURY                  |      | 1,120K GP       |       |
| SKILLS                            |      | AVAILABLE       | STACK |
| PRIMARY SKILL                     | 2 SP | Y (13)          | Y (3) |
| SECONDARY SKILL                   | 4 SP | Y (2)           | N     |
| STAR PLAYER                       | 2 SP | Y (2)           |       |
| CHARACTERISTICS                   |      | AVAILABLE       | STACK |
| AV                                | 2 SP | Y               | N     |
| MA                                | 4 SP | Y               | N     |
| PA                                | 4 SP | Y               | N     |
| AG                                | 6 SP | Y               | N     |
| ST                                | 8 SP | Y               | N     |

## **SCORING:**

THE FOLLOWING SYSTEM WILL BE USED FOR SCORING EACH ROUND AND TO DETERMINE THE WINNERS AT THE END.

WE ENCOURAGE COACHES WHO WANT TO DO WELL TO GO THE EXTRA MILE AND GO FOR THE EXTRA POINTS. TIEBREAKERS WILL BE:

OPPONENTS SCORE > TD+CAS DIFFERENTIAL > SACK RACE

| RESULT       | POINTS |
|--------------|--------|
| Win          | 60     |
| Draw         | 25     |
| Loss         | 0      |
| Score 3+ TD  | +1     |
| Score 3+ CAS | +1     |
| Concede 0 TD | +1     |
| Win by 2+ TD | +1     |

THE FOLLOWING AWARDS WILL BE GIVEN OUT AT THE END OF DAY 2.

### **CANE TOAD CUP CHAMPION**

**2<sup>ND</sup> PLACE**

**3<sup>RD</sup> PLACE**

**MOST TOUCHDOWNS SCORED**

**MOST CASUALTIES SCORED**

**THE TOAD KING (BEST STUNTY TEAM)**

**BEST PAINTED TEAM (70% VOTE 30% JUDGED)**