

Blood, Sweat & Balls 5: A little bit NAF

at
Black Dragon Games
17 Burton Street, Melton Mowbray LE13 1AE

Blood Bowl Tournament

Sunday 1st December 2024
09.40 – 18.00

The Glittering Prizes:

- 1st Place:** £15 Black Dragon Games voucher
- 2nd Place:** £10 Black Dragon Games voucher
- 3rd Place:** £5 Black Dragon Games voucher
- Most TDs:** £5 Black Dragon Games voucher
- Most Cas:** £5 Black Dragon Games voucher
- Best in Tier:** £5 Black Dragon Games voucher (x4)
- Best Painted:** £10 Black Dragon Games voucher
- Wooden Spoon:** £5 Black Dragon Games voucher

Spread the wealth will be in effect for this event so nobody can win more than one prize with the exception of best painted.

Booking	www.blackdragongames.co.uk/BloodBowl
Price	£15
Cancellations	<ul style="list-style-type: none">• Please contact support@blackdragongames.co.uk if you need to cancel• A full refund will be given for cancellations made on or before 17th November 2024; no refund will be given after this date
Food	<ul style="list-style-type: none">• Snacks and refreshments are available in-store• There are a number of venues close to Black Dragon Games that serve food• You are welcome to bring your own food to the shop
Free Parking	<ul style="list-style-type: none">• Free parking is available in Burton Street car park (2 minute walk from the shop)• <i>Please check parking restrictions carefully</i>
Rosters	All rosters must be submitted on TourPlay by midnight on 24th November 2024 at the latest. Rosters will then be locked and checked.

RULES:

The tournament will be played as a resurrection tournament. All injuries, including death, will be cleared after every game.

1. Division of Races (Tiers)

The races have been divided into four tiers. The rules for Tomb Kings, Chaos Dwarfs and High Elves can be found in the Teams of Legend PDF. Slann are not allowed at this event.

- **Tier 1:** Amazons, Underworld Denizens, Orcs, Chaos Dwarfs, Shambling Undead, Dwarves, Lizards, Dark Elves, Wood Elves
- **Tier 2:** Elven Union, High Elves, Humans, Necromantic, Imperial Nobility, Skaven, Vampires, Black Orcs and Norse
- **Tier 3:** Halflings, Chaos Renegades, Khorne, Nurgle, Chaos Chosen, Tomb Kings, OWA and Snotlings, Gnomes
- **Tier 4:** Ogres, Goblins

2. Pairings and Event Timings

9.40 – 9.55	Registration
9.55 – 10.00	Event Briefing
10.00 – 12.15	Round 1
12.15 – 12.45	Lunch
12.45 – 15.00	Round 2
15.15 – 17.30	Round 3
17.30 – 18.00	Results and Prizes

All the first round matchups will be drawn randomly before the tournament, after that the tournament will use the Dutch variant of the Swiss pairings system

3. How to win the Tournament (Scoring & Tiebreaker)

Win:	3 points	Loss:	0 points
Tie:	1 point	Concession:	0 points

For the purpose of determining the final standing and crowning the winner the following order will be applied:

1. Strength of Schedule
2. TD's scored
3. Cas inflicted
4. Net touchdowns
5. Net casualties
6. Public coin toss to determine the winning team

4. Additional Notes

Skill Markers/rubber bands/bottle caps

To have consistency through the tournament and to avoid miscommunication about the skills of each player, please be very clear about skill ups on particular players whatever method you will be using before the game starts.

5. Rights of Referees

Every game is scheduled to be played within the given time (2 ¼ hours). All coaches are expected to stay in within this game time. Referees are allowed to put coaches on chess clocks if they are in danger of not finishing the game in time. Referees are allowed to stop game play immediately once the official game time is over. Time updates will be given throughout the day.

During the event, the designated referee will be present to help with rule questions and tournament related questions. If a referee is requested to make a decision, this decision will be final for the remainder of the game.

Finally, have fun and laugh at your terrible dice and tales of heroism and woe alike.

ROSTER CREATION:

Roster Creation & Registration	<p>Teams at the tournament will be built and will gain improvements (additional skills) according to their placement in the tier system above. The composition of all teams and all improvements to be taken must be submitted on TourPlay by midnight on 24th November 2024. We are using TourPlay to run this tournament.</p> <p>To register your team please go to www.tourplay.net and enter the event name in tournaments and then register your team.</p>
Team Building	<p>Coaches have a spending limit of 1,175,000 gold pieces when building their team. When building your team you may buy:</p> <ul style="list-style-type: none"> • At least 11 standard roster players before any star players • 0-1 Star Player (Morg N Thorg, Griff Oberwald , Bomber Dribblesnot, Cindy Piewhistle, Hakflem, Skitter Stab Stab and Deeptroot are on holiday and therefore unavailable for hire. Star players from the BB2020 rule book and Spike 11 onwards are permitted • The following inducements from BB2020 inc errata are permitted <ul style="list-style-type: none"> • 0-8 Re-Rolls • 0-2 Bloodweiser Kegs • 0-1 Halfling Masterchef • 0-3 Bribes • 0-1 Apothecary, 0-1 Igor (Mortuary Assistant) or Plague doctor • 0-1 Riotous Rookies (Tiers 3 & 4 only) • Assistant coaches and cheerleaders can be bought as part of the team creation process
Skill Packages	<p>Each tier receives an allocation of skills these are to be spent in addition to the TV cost.</p> <ul style="list-style-type: none"> • Tier 1: 6 Primary Skills • Tier 2: 6 Primary Skills and 1 Secondary Skill • Tier 3: 7 Primary and 1 Secondary Skill • Tier 4: 7 Primary and 2 Secondary Skills <p>A skill can be taken a maximum of three times, e.g. 3 players max can have the guard skill on your roster.</p> <p>This is in addition to any stating skills on your rostered players, e.g. Norse can have block on 3 additional players and it doesn't include skills that Stars start with</p> <p>One player on your team may take 2 additional skills</p> <p>Secondary skills can be swapped for a primary skill</p> <p>Star players may not receive additional skills!</p>