

# BLOOD BOWL<sup>®</sup>

## Summer of Sevens

**Tuesday 13th May**  
**Tuesday 10th June**  
**Tuesday 8th July**  
**6pm to 10pm**

<b>Format:</b>	Blood Bowl Sevens Tournament series
<b>Duration:</b>	4 hours per tournament
<b>Number of Games:</b>	Three (per tournament)
<b>Location:</b>	<b>Black Dragon Games</b> 17 Burton Street, Melton Mowbray, LE13 1AE
<b>Free Parking:</b>	<ul style="list-style-type: none"><li>• Free parking is available in Burton Street car park (2 minute walk from the shop)</li><li>• <i>Please check parking restrictions carefully</i></li></ul>
<b>Food:</b>	<ul style="list-style-type: none"><li>• Snacks and refreshments are available in-store</li><li>• There are a number of venues close to Black Dragon Games that serve food</li><li>• You are welcome to bring your own food to the shop</li></ul>
<b>Tournament Organiser:</b>	Adam ( <i>listed as "Menoths Will" on the Discord server</i> )

### Sevens Tournament series

Blood Bowl Sevens is a fast-paced variant of Blood Bowl which is ideal for shorter tournament events. Players of all skill levels are welcome to join us for an evening of tackles and touchdowns in a casual and exciting setting.

This tournament series will run over 3 nights in May, June and July. Each event will stand alone as its own tournament, so it is not necessary to attend all 3 events. However, players attending multiple events will be able to compete for the title of **Champion of Summer**.



# Tournament Series

## 3-tournament series

This competition will be played as a series of 3 tournaments over a 3 month period.

*Players may take part in as many or as few tournaments as they like.*

Each tournament will be a separate event in its own right, with its own prize pool. Points from each tournament will be combined at the end of the series, allowing players who take part in multiple events to compete for the title of series champion and qualify for additional end-of-series prizes.

**Players taking part in multiple events must follow these rules:**

- You cannot use the same team more than once
- You must play teams from at least 2 different tiers

## Tournament Structure

Each tournament will consist of 3 matches lasting one hour each. Games will be called promptly after 60 minutes, so both coaches will need to be quick with their turns!

## Resurrection Tournament

These tournaments will be played as resurrection tournaments. All injuries, including death, will be cleared after every game.

Skills are not gained between rounds and players cannot be lured away by the big leagues.

## Need more teams?

The Tournament Organiser is happy to lend out extra teams. Please get in touch with the Tournament Organiser **before** the event if you would like to borrow a team. See page 1 for their Discord details.

## Roster Submission

Rosters must be submitted on TourPlay at least 48 hours before the event start time (after which rosters will be locked and checked).

*Rosters must include team composition and all improvements.*

## TourPlay

This event will be run on TourPlay. All rosters must be submitted on TourPlay:

- Create an account at: [www.tourplay.net](http://www.tourplay.net)
- Register your team at:
  - [www.blackdragongames.co.uk/SummerOfSevensMay](http://www.blackdragongames.co.uk/SummerOfSevensMay) (May event)
  - [www.blackdragongames.co.uk/SummerOfSevensJune](http://www.blackdragongames.co.uk/SummerOfSevensJune) (June event)
  - [www.blackdragongames.co.uk/SummerOfSevensJuly](http://www.blackdragongames.co.uk/SummerOfSevensJuly) (July event)



# Rules

## Rules Sources

This tournament uses the following rules sources:

- Blood Bowl 2020 Rulebook
- Blood Bowl: Death Zone (for Sevens rules)
- Spike 11 onwards
- Blood Bowl Errata & Designer's Commentary\*
- Teams of Legend\* (for Tomb Kings and High Elves)

*\*The latest version on the Warhammer Community website will be used.*

## Referees

A community member will act as Referee.

The Referee will be present to help with rules questions and tournament related queries. If the Referee is asked to make a decision then their decision will be final for the remainder of the game.

*Please note that the Referee may be participating in the tournament.*

## Painting and Modelling

### Painting Requirement:

All models must be painted to a Battle Ready standard and based.

### Conversions and Kit-bashing:

We love conversions and kit-bashing!

Models should be clearly recognisable as the player that they represent.

If in doubt, please ask in advance at:

[www.blackdragongames.co.uk/contact](http://www.blackdragongames.co.uk/contact)

## Pairing

Games will be paired randomly in the first round of each tournament, and follow the Swiss system in later rounds.



# Building Your Team

## Team Building

All coaches have a spending limit of **600,000 gold pieces (gp)** when building their team.

**When building your team, you must buy:**

- A minimum of 7 players
- A maximum of 11 players

No more than 4 of these players may be positional players; the rest must be linemen (i.e. players that make up the 0-12 or 0-16 position).

*The number of positional players cannot exceed the normal limit for that player type (e.g. an Elven Union team is allowed 0-2 Blitzers).*

**When your team is complete you can spend money on backroom staff and inducements, from the following list only** (\*please note the higher than usual costs compared to regular Blood Bowl):

- 0-6 Cheerleaders: 20,000 gp each\*
- 0-3 Assistant coaches: 20,000 gp each\*
- 0-1 Apothecary: 100,000 gp
- 0-6 Dedicated Fans: 20,000 gp each\*
- 0-2 Bloodweiser Kegs: 50,000 gp each
- 0-3 Bribes: 100,000 gp each
- 0-2 Plague Doctor / Mortuary Assistant: 100,000 gp each
- 0 - 8 Re-rolls are double their normal cost\* (e.g. a human team would pay 100,000 for a re-roll instead of 50,000)

*The Desperate Measures inducement is not available.*

## Tiers

We are using the official tiers from the latest **Blood Bowl Errata & Designer's Commentary**.

**Stunty Exceptions:** *Underworld Denizens, Black Orcs or Lizardmen can count as a stunty tier 3 team if they take all stunty players and one big guy. Adding any strength 3 or 4 players to a team removes their stunty and tier 3 access.*

## Skills

<b>Tier 1</b>	0 skills (you are tier 1 for a reason!)
<b>Tier 2</b>	2 Primary Skills
<b>Tier 3</b>	3 Primary Skills



# On the Day

## Event Schedule

<b>18:00 - 18:25</b>	Registration
<b>18:25 - 18:30</b>	Event Briefing
<b>18:30 - 19:30</b>	<b>Game 1</b>
<b>19:35 - 20:35</b>	<b>Game 2</b>
<b>20:40 - 21:40</b>	<b>Game 3</b>
<b>21:45 - 22:00</b>	Results and Prizes

## What to bring

- Your team
- A Sevens pitch (if you own one)
- Rulers
- Dice
- All relevant rule publications (in physical or digital format)
- Skill markers
- A fully-charged mobile device capable of accessing TourPlay

## Skill Markers

Coaches are encouraged to use skill markers/rubber bands/bottle caps to mark skill ups on particular players. Players should discuss how they will mark skill ups before the game starts and should mark players consistently throughout the game to avoid miscommunication.



# Points & Prizes

## Scoring & Tiebreakers

**Win:** 30 points

**Tie:** 10 points

**Loss:** 0 points

**Touchdown:** 1 point\*

**Casualty Inflicted:** 1 point\*

**Concede 0 Touchdowns:** 1 point

\*maximum of 3 per game

For the purpose of determining the final standing at each event, tiebreakers will be applied in the following order:

1. Touchdowns scored difference
2. Casualties inflicted difference
3. Strength of Schedule
4. Lowest tier wins

## Prizes

Prizes will be awarded at the end of each tournament and at the end of the series, in the following categories:

### **Tournament Prizes:**

- 1st place
- 2nd place
- 3rd place
- Most Casualties inflicted
- Most Touchdowns

### **Series Prizes:**

- Series Champion
- 2nd place
- 3rd place
- Best in Tier (for all 3 tiers)

*The nature of the prizes will be determined closer to the event date, when we have a better idea of numbers at each event.*

