

BLEEDBOWL

@ Warpccon XXXIII – January 27th-29th 2023, UCC, Cork

Everyone knows “It’s not the winning or losing that matters, it’s the mayhem and violence that count!”, so what could possibly improve upon this?

Doing it in Cork!!!

BLEEDBOWL@Warpccon will be running at Cork’s (and by extension Ireland’s) premier gaming convention hosted by UCC WARPS tabletop gaming society during the last weekend of January 2023

Come one! Come All! Play some Blood Bowl and enjoy the convention.

Entry

Ticket price will be €45 (Under 18’s €40) including

- Warpccon XXXII convention access
- Entry to the **BLEEDBOWL@Warpccon** event
- A small participation gift
- A chance at winning a prize
- Fun (optional)

Payment via paypal to fiachra@gmail.com by 15th January 2023 with roster submission.

Tournament Schedule

The tournament will consist of 5 rounds of 135 minutes as follows:

Saturday 28th –

9:30 – 10:00 - Registration

10:00 – 12:15 – Round 1

12:15 – 13:30 – Break

13:30 – 15:45 - Round 2

16:00 – 18:15 – Round 3

Sunday 29th –

10:30 – 12:45 – Round 5

12:-45 – 13:30 – Break

13:30 – 15:45 – Round 6

16:00 – 16:30 – Closing.

Tournament Rules

BLEEDBOWL@Warpccon will abide by the latest guidelines for all NAF tournaments. Most recent version is available here - <https://www.thenaf.net/tournaments/nafdocs/>

The event will follow the latest Games Workshop’s Designer’s Commentary and Errata and Teams of Legend documents. Any publications released by Games Workshop before December 31st, 2022 (such as a new Spike! Magazine or rules in miniature packs) are also eligible for use.

This is a resurrection style tournament – rosters will be reset after each round, no casualty results will be carried over, no Star Player Points will be accumulated, no improvement rolls will be made, and no gold pieces earned or awarded to either team during the pre-match sequence.

Round 1 matchups will be randomly determined. Swiss-style pairings will apply from Round 2 onwards

What To Bring

Each tournament participant will be required to bring

- **Dice** : A minimum of 3 Block Dice, 2 x d6, 1 x d8
- **Minatures** : Painted miniatures representing the team you will be playing for the weekend.
Different positions should be easily distinguishable.
There is no restriction on model manufacturer
- **Skill markers** : A way to represent skill choices chosen during roster creation while playing.
These can be loom bands, stickers, colour coded base rings, etc as long as each choice is easily distinguishable by your opponent during play.
- **Board** : Each participant should bring a game board and dug-outs.
While not all will be required better to have too many than too few.

Slow Play / Time

Individual turns will not be timed. At anytime, a coach may request use of a chess clock at their game. If a game has not entered turn 2 of the defending coaches turn of the second half after 60 minutes a chess clock is mandatory.

When a chess clock is introduced both coaches are allocated an equal proportion of the remaining time. It is an individual coaches responsibility to ensure they pass time over to the their opponent. A coach ending their turn must make it known to their opponent that their turn has ended if no automatic game condition ends their turn (e.g. turn ends by player choice, not by Turnover mechanic).

When a chess clock is in use and a coach runs out of time they may make no further actions in the game. If their opponent still has time left they may continue to play out their turns as their time permits. The timed-out coach automatically ends turn when the turn is passed (Prone players may be stood, Stunned players may be placed prone. No other action can be taken). This does not generate extra turns for the coach with time left. They still must play within the normal match turn limit (typically 8 turns per half per coach)

Fierce Changeable

As all residents of Ireland are aware, the national weather forecast only applies to Dublin. The weather in Cork rarely matches . The following table will replace the Weather table used during the game for all weather rolls

2-3 : Sweltering Heat
4-5 : Really Sunny
6-8 : Nice
9-10 : Pouring Rain
11-12 : Blizzard

Roster Submission

All rosters must be submitted by Sunday 15th January 2023 to fiachra@gmail.com

As well as Team roster details, each submission should include NAF Coach Name and Number

Digital copies of all rosters will be made available to all players prior to the tournament

Questions, comments, discussion will take place on the Eire BB Discord server. All Welcome!!!!

<https://discord.gg/NQdf9MRVdk>

Team Building

Rules for roster building are as follows:

Rosters are purchased with a treasury 1,150,000 gold crowns.

All inducements listed in the Blood Bowl 2020 rulebook are permitted except Mercenaries, Special Play Cards, and Team Wizards. Inducements from any other publications (such as Death Zone or Spike!) cannot be rostered. As per the 2020 rules in exhibition games, you do not receive the 1 free Dedicated Fans. Unspent gold crowns are lost and during the pre-match sequence no extra gold crowns are awarded for teams with a lower team value.

Inclusion of Star Players is limited to teams considered stunty teams, including 'stunty variants'. Therefore only Goblin, Halfling, Ogre, Snotling, No-Saurus Lizardmen, and No-Skaven Underworld teams may take 0-1 Star Players, and only after rostering 11 regular players. Eligible Star Players are those in Blood Bowl: Second Season - The Official Rules and released in Spike! issue 11 onwards. If you are unsure if a Star Player is eligible please don't hesitate to ask.

In addition to the starting skills on your roster all teams will have additional skills that they can add to their roster. Access to skills are tiered as follows:

Tier 1: 7 Primary skills

Tier 2: 7 Primary skills, 1 Secondary skill

Tier 3: 7 Primary skills, 2 Secondary skills

These skills are all allocated at the start of the tournament so they remain relevant for all 5 matches. The secondary skill can be swapped to a primary skill if you wish.

There is no restriction to skill duplication i.e. you may give several different players the same skill if you wish. You may only select one additional skill per player. Statistic improvements and random skills cannot be selected.

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Shambling Undead, Wood elf

Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Skaven, Slann, Tomb Kings, Underworld Denizens, Vampire

Tier 3: Goblin, Halfling, Ogre, Snotling, No-Saurus Lizardmen, No-Skaven Underworld

Tournament Scoring

After each round tournament points will be awarded as follows:

Win: 30 points

Draw: 15 point

Loss: 0 points

Concede: -20 points

+ Touchdown Difference

+ Casualties Difference

Clean Sheet (i.e. Not scored against): +1

After round 5 final standings will be separated by the following tiebreakers in order:

Submitted roster on time (January 15th 2023)

Head to head

Touchdowns Scored

Casualties Inflicted

Random