

BLEEDBOWL



@ Warpcon XXXIV – January 26th-28th 2024, UCC, Cork

"Get ready for a thrilling collision of chaos and competition! It's not just about winning or losing, but the epic mayhem and electrifying violence that ensues. And this year, we're taking it to a whole new level in the heart of Cork!

Join us for **BLEEDBOWL@Warpcon**, a high-octane event set to kick off at Cork's foremost gaming convention, proudly hosted by the UCC WARPS tabletop gaming society. Mark your calendar for the last weekend of January 2024.

Whether you're a seasoned Blood Bowl veteran or a newcomer, all are welcome to partake in the action. Come one, come all, and be a part of this thrilling amalgamation of tabletop gaming and pure excitement. Don't miss your chance to revel in the mayhem at Cork's premier gaming extravaganza!"

Entry

Ticket price will be €25 including

- Warpcon XXXIV convention access
- Entry to the **BLEEDBOWL@Warpcon** event
- A **BLEEDBOWL** patch
- A **BLEEDBOWL** magnet
- Some **BLEEDBOWL** dice
- Fun (optional)
- Prizes, including the coveted **BLEEDBOWL** Perpetual Award for Inflicting Loss (most deaths caused).
- Other prizes for

First, Second and Third place

Wooden Spoon (winner of bottom table round 5)

Best Stunty

Best painted team (as judged by an independent observer)

Payment via paypal to fiachra@gmail.com (friends and family) by 21th January 2024 with valid roster (see below)

Tournament Schedule

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

Friday Night 26th –

Evening - Bar, Food, Banter

Saturday 27th –

9:30 – 10:00 - Registration

10:00 – 12:15 – Round 1

13:00–15:15 - Round 2

15:45 – 18:00 – Round 3

Post games— Bar, Food,,
Convention Pub Quiz

Sunday 28th –

10:00 – 12:15 – Round 4

13:00–15:15 - Round 5

15:30 – 16:00 – Tournament closing

Post Games—Bar, Food,
Convention closing ceremony

Team Building

Roster Gold Budget and Skill pack options are listed below based on race selected. In addition, the following rules apply.

Star Players

11 standard roster players must be rostered before a star player can be rostered.

A single star player may be rostered on all teams. Tier 5+6 teams may have 2.

A 2-for-1 pick (e.g. Grak and Crumbleberry) counts as a single choice but takes up 2 roster spots from your maximum of 16 rostered players.

The following may not be chosen - Morg’N’Thorg, Bomber Dribblesnot, Cindy Piewhistle, Estelle la Veneaux , Hakflem Skuttlespike , Griff Oberwald, Varag Ghoulchewer, Deeproot Strongbranch

The following cost 2 Primary sill choices on top of their normal gold cost - Wilhelm Chaney, Kreek Rustgouger, Dribl&Drull (2 extra n total, not each)

Skill stacking

Skill stacking of skills is allowed to a maximum of 2 skills added to any single player.

You may only have 1 more positional (Non 0-12/0-16 choices) with stacked skills than you have line-men (a 0-12/0-16 roster pick) with stacked skills, so if you want to stack skills on 2 positional players you must also stack on at least 1 lineman. Note, assigning a single skill to a player does not count as stacking.

Skill Uniqueness

You may not build multiple copies of the same player position... e.g. you cannot take 2 high elf blizters with dodge. If you want dodge on both at least 1 must stack a second skill to make the combination unique.

Inducements

All inducements listed in the Blood Bowl 2020 rulebook are permitted except Mercenaries, Special Play Cards, Infamous Coaching Staff, and Hireling Sports 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.

Roster Submission

All rosters must be submitted via Tourplay at
<https://tourplay.net/en/blood-bowl/bleedbowl-2024>

Submission deadline Sunday 21th January 2024

Questions, comments and discussion will be answered on the Eire BB Discord server. All Welcome

<https://discord.gg/Et2U789rQy>

Tiering and Packages

Underworld Denizens, Dwarf, Shambling Undead, Amazons, Dark Elf

Option A - 1150K, 6 Primary skills

Option B - 1200K, 4 Primary Skills

Skaven, Chaos Dwarf, Wood Elf, Norse, Orcs

Option A - 1150K, 7 Primary Skills

Option B - 1200K, 4 Primary Skills, 1 Secondary

Necromantic, Lizardmen, Slaan, Elf Union, Vampire, Tomb Kings

Option A - 1150K, 9 Primary Skills

Option B - 1200K, 5 Primary, 2 Secondary Skills

Humans, High Elf, Imperial Nobility, OWA,

Option A - 1150K, 11 Primary Skills

Option B - 1200K, 7 Primary, 2 Secondary Skills

Black Orc, Chaos Chosen, Khorne, Chaos Renegades

Option A - 1150K, 13 Primary Skills

Option B - 1200K, 9 Primary, 2 Secondary Skills

Goblin, Halfling, Ogres, Snotlings, Saurus-less Lizards, Skaven-less underworld, Nurgle

Option A - 1150K, 15 Primary Skills

Option B - 1200K, 11 Primary, 2 Secondary Skills

Tourplay Notes

Due to some technical limitations within Tourplay the following should be noted when building your team. The allocated gold is 1200K - this is to allow choosing Option B for roster building. If you choose Option Pack A be aware of this and stick to the 1150K.

Also, Underworld Denizens and Lizardmen are listed as Tier6 teams. This is to allow for building of the 'Stunty' version of these teams. Again, be aware of the skill packs allowed for these teams if choosing to play their normal rosters.

What To Bring

Each tournament participant will be required to bring

- **Dice** : A minimum of 3 Block Dice (GW or NAF), 2d6, 1d8, 1d16 (or higher for randomization)
- **Minatures** : Painted miniatures representing the team you will be playing for the weekend. Different positions should be easily distinguishable.
- **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. Better too many than too few

Tournament Scoring

After each round tournament points will be awarded as follows:

Win: 30 points
Draw: 15 point
Loss: 0 points
Concede: -20 points
+ TD scored
+ CAS caused
Clean Sheet (i.e. Not scored against): +1

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

Head to head
Touchdowns Difference
Casualties Difference (all CAS count)
Random

Fierce Changeable

As a well-known fact among all residents of Ireland, the national weather forecast tends to favour Dublin, leaving those of us in Cork often surprised by how seldom the weather aligns with their predictions. It's no secret that the weather in Cork possesses a unique personality, often dancing to its own rhythm.

Introducing the Cork-Specific Weather Table, a customized feature designed to replace the conventional Weather table traditionally used during the game's weather rolls.

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

Tournament Rules

BLEEDBOWL@Warpcn 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, 2023 (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.

Games progress and results of each round should be entered via the Tourplay App where possible.

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 even if an 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)

Photography

We anticipate that numerous photographs will be taken throughout the weekend, capturing the exciting moments and memorable experiences of **BLEEDBOWL**. These images might find their way onto various social media platforms or other online channels, as participants and attendees eagerly share their time here. While we may not have complete control over every individual's actions, we kindly request that all **BLEEDBOWL** participants be considerate of others' preferences when it comes to photography, particularly regarding the privacy of attendees, including children.

Key Points:

- **Respect Privacy:** Please be mindful that not everyone at **BLEEDBOWL** may be comfortable with their images being taken or shared online. It's a simple courtesy to seek permission from anyone you intend to include in your photographs.
- **Children's Privacy:** In particular, when taking photographs that may include children, it's crucial to ensure you have the consent of their guardians or parents before sharing such images. We must prioritize the safety and well-being of our younger attendees.
- **Unintended Background Activity:** Even if photographers take care to focus on specific subjects, it's important to understand that background activity may inadvertently be captured. Attendees should be aware that while we encourage responsible photography, there may be instances where unrelated individuals end up in the frame.

In summary, we encourage everyone to enjoy and document their time at **BLEEDBOWL**, but please do so with respect for the privacy and comfort of your fellow attendees. Seeking permission before taking photos of individuals, especially children, is a small gesture that can go a long way in creating a positive and considerate atmosphere during the event.