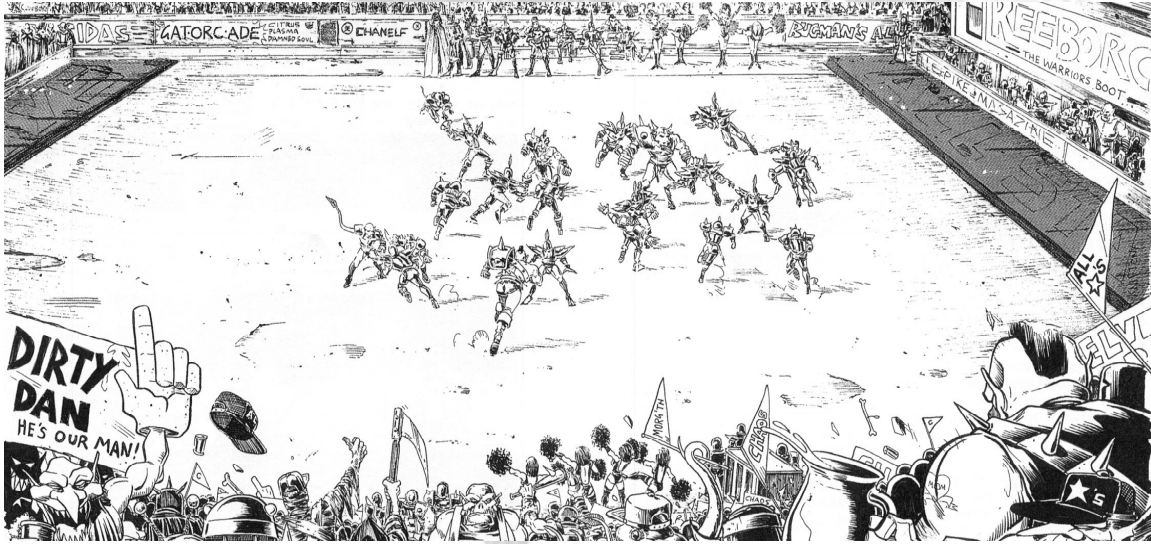


# RED TIDE CHARITY BLOOD BOWL



## TOURNAMENT RULES PACK

# RED TIDE CHARITY BLOOD BOWL TOURNAMENT DETAILS

November 23rd, 2024 at Critical Hit Games  
115 S Linn St. Iowa City, IA 52240

## Cost

\$20 Donation

\$5 Optional Donation per additional Special Play Card Draw

\$5 Optional Donation to Challenge a First Round Opponent

## Tournament Schedule

9:30 Registration Starts

10:00 Round 1 begins

12:10 Round 1 ends

12:10 to 13:10 Lunch Break

13:10 Round 2 begins

15:20 Round 2 ends

15:25 Round 3 begins

17:35 Round 3 ends

17:45 Results & Awards

## What You Should Bring

- Your Painted Blood Bowl Team
- Five Copies of your Team Roster
- Your Dice (Including Block Dice)
- Blood Bowl Field/Dugouts/Templates

## Tournament Rules

Please send a copy of your roster to either [threedieblock@gmail.com](mailto:threedieblock@gmail.com) or [iowabbcc@gmail.com](mailto:iowabbcc@gmail.com)

All rulings from the current May 2024 FAQ will be in effect as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2017/11/oFzcrQspEB04HGev.pdf>

Rosters Printed in the Blood Bowl Second Season Rulebook as well as The Khorne Roster in Spike #13, the Norse Roster in Spike #14, the Amazon Roster in Spike #15, the Vampire Roster in Spike #16, the Gnome Roster in Spike #17, and the Chaos Dwarf Roster in Spike #18 or any other rosters from Spike Journals released at least two weeks before the event will be allowed.

The NAF Roster for the Slann Team will be allowed, the roster can be found in the NAF rules for tournaments as seen here: <https://www.thenaf.net/wp-content/uploads/2022/01/NAF-Rules-for-Tournaments-2022.pdf>

We will also be allowing the teams of Legend (that have not had an official updated spike release) as seen here: <https://www.warhammer-community.com/wp-content/uploads/2020/11/1FZy1StuNmWvxPj1.pdf>

Coaches may Donate an additional \$5 at the beginning of the event to challenge another coach to a first round match up. The challenged coach must either play that match up or donate \$5 themselves to make themselves immune to challenges!

### **General Rules**

- Each match will roll their own weather.
- The standard Kick Off Chart will be used
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two hour and ten minute time limit.
- Once Time has been called, the active coach may finish the current player's action
- Once that player is finished, the game is over.

### **Team Building Rules**

You will have 1,200,000 gold pieces to purchase your team.

You may purchase the following inducements at the limits defined in the rule book:

- Bribes 100k (50k for Bribery & Corruption Teams)(Bribes cannot be used on players with the Sneaky Git Skill)
- Master Chef 300k (100k for Halfling Teams)
- Bloodweiser Keg 50k (all teams)
- Igor 100k (Sylvanian Spotlight teams)
- Riotous Rookies 100k (Teams with Low Cost Lineman Keyword Only)
- 0-1 Mega Star Players (Additional Cost of 4 Skill Points Each)
- 0-2 Standard Star Players (Additional Cost of 2 Skill Point Each)
  - If you and your opponent have the same Star Player, they will not play for either team
  - You must have 11 rostered players before you hire a Star Player.
  - If you hire a mega star player you may not hire any other star players.

The following players are considered Mega Stars for this event: Bomber Dribblesnot, Deeprout Strongbranch, Griff Oberwald, Hakflem Skuttlespike, Kreek 'the Verminator' Rustgouger, Morg N Thorg, Cindy Piewhistle

**SPECIAL RULE (LADIES' NIGHT): Female Star Players may be used by teams of any race (Captain Karina Von Riesz, Estelle La Veneaux, Karla Von Kill, Willow Rosebark, Gloriel Summerbloom, Rowana Forestfoot, Roxanna Darknail, Cindy Piewhistle, Gretchen Wachter)**

No Other Inducements (Wizards, Cards, Giants, Etc) will be allowed.

### **Player Advancements**

Each team is given 8 Skill Points to spend.

There are no skill caps.

Primary skills will cost 1 Skill Point

Secondary Skills will cost 2 Skill Points

One player may be given skills totaling 3 points (If you take a Mega Star this will count as your 3 Skill Point Player)

2 Additional players may be given skills totaling 2 points (If you take a Star Player this will count as a 2 Skill Point Player)

Star Players will cost 2 Skill Point per Star Player (If you take a Star Player this will count as a 2 Skill Point Player)

Mega Star Players will cost 4 Skill Points (If you take a Mega Star this will count as your 3 Skill Point Player)

### **Scoring**

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points
- Per Knockout your opponent suffers 2 Points (From Any Source)

- Per Casualty your opponent suffers 4 Points (From Any Source)

### **Special Play Cards**

This tournament will be using Special Play Cards as follows

- Coaches Will Receive 2 Special Play Cards for Free at the Start of the Event
- Coaches may draw additional Special Play Cards at any time for an additional \$5 donation. This may be done as many times as they wish
- Only one Special Play Card may be played per Half
- When your opponent plays a Special Play Card against you, add that card to your pool of available cards at the end of the match
- Cards will be provided at the event, you do not need to bring any yourself

### **Awards**

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

- First Place (Most Total Points)
- End Boss (2<sup>nd</sup> Most Total Points)
- Touch Down Queen (Highest Total touchdowns)
- Most Brutal (Highest Total Casualties)
- Cheering Fans (Best Painted Team)

For determining the final standing and crowning the Champion the following tiebreaker order will be used:

1. Coach Points
2. Total Casualties
3. Roster Submitted Before the Tournament
4. Opponents Total Coach Points
5. Best Team Name & Theme (as determined by the tournament organizer)

### **Sportsmanship Statement:**

We are here for the fun of the game. Sportsmanship is not encouraged from the coaches, it is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is. Throwing Dice, miniatures, etc is poor sportsmanship

### **Rosters:**

Coaches that pre-register can send copies of their rosters to [threedieblock@gmail.com](mailto:threedieblock@gmail.com)

If You Have QUESTIONS Email us at [iowabbcc@gmail.com](mailto:iowabbcc@gmail.com) or [threedieblock@gmail.com](mailto:threedieblock@gmail.com) and we will do our best to get you an answer!