

CABALVISION'S TITANIC TILT



TOURNAMENT RULES PACK

TITANIC TILT TOURNAMENT DETAILS

September 14th, 2024 at Critical Hit Games
115 S Linn St. Iowa City, IA 52240

Cost

\$15 Pre-Registration

\$20 At-the-Door

Tournament Schedule

9:30 Registration Starts
10:00 Round 1 begins
12:10 Round 1 ends
12:10 to 13:00 Lunch Break
13:00 Round 2 begins
15:10 Round 2 ends
15:15 Round 3 begins
17:25 Round 3 ends
17:45 Results & Awards

What You Should Bring

- Your Painted Blood Bowl Team
- Four 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 or 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/P9GJXUTdGyGDeZkk.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, and the Gnome Roster in Spike #17 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/IFZy1SIuNmWvxPj1.pdf>

Special Kick Off Table

There will be a Special Titanic Tilt Kick-Off Table at the end of this document that will be used instead of the Normal Blood Bowl Kick-Off Table.

General Rules

- Each match will roll their own weather.
- 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.
- A Bribe Inducement may not be used on a player with the Sneaky Git Skill

Team Building Rules

You will have 1,250,000 gold pieces to purchase your team.

Each team will designate one of their players to be the Team's 'Titan' for the tournament.

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

- Bribes 100k (50k for Bribery & Corruption Teams)
- 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)

No Other Inducements (Star Players, Biased Referees, Wizards, Cards, Giants, Etc) will be allowed.

Player Advancements

Each team is given 8 Skill Points to spend.

Titan Players may have up to 6 total improvements

Primary skills will cost 1 Skill Point for Titan Players

Secondary Skills will cost 2 Skill Points for Titan Players

Titan Players may use skill points to purchase up to 2 Stat Increase for the following costs:

+PA will cost 1 Skill Point

+MV or +AV will cost 2 Skill Points

+AG will cost 4 Skill Points

+ST will cost 5 Skill Points

Teams may only take a single primary skill per non titan player.

Primary skills will cost 2 Skill Point for non Titan Players

Scoring

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points
- Total Star Player Points Earned by a Titan
- Knockouts Caused by Titans will count for 1 SPP for Match Scoring

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 (2nd Most Total Points)
- Touch Down King (Most Touchdowns by a Titan)
- Most Brutal (Most Casualties by a Titan)
- Cheering Fans (Best Painted Titan)

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

1. Coach Points
2. Highest Point Total on Titan Player
3. Roster Submitted Before the Tournament
4. Opponents Total Points
5. Total Touchdowns x3 + Total Casualties x2
6. 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

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

TITANIC TILT

KICK-OFF TABLE

2	<p>Ire of Nuffle - <i>One of the Titans has Drawn Nuffles Ire!</i></p> <p>Each Coach Rolls a D6 and adds the total SPP earned by their Titan during this match. The Titan with the lowest total has earned the Ire of Nuffle! Roll a D6 for the Titan, they gain the following Characteristic Decrease for the Drive 1. -1AV 2. -1MA 3. -1PA 4. -1AG 5. -1ST 6. In the case of a tie, both Titans have displeased Nuffle and must roll.</p>
3	<p>Hit the Ref - <i>The Titans have threatened give the referee with a drubbing if they interfere during this drive!</i></p> <p>Titan Players will not be ejected for fouling during the upcoming drive. In addition, if a Titan has the secret weapon skill, they will not be ejected at the end of the drive.</p>
4	<p>Forward Motion - <i>The Titan has begun his forward motion moments before the kick-off!</i></p> <p>The Titan of the receiving team may immediately take a move action at 1/2 of their normal movement value.</p>
5	<p>Mighty Kick! - <i>The Team's Titan kicks off the ball with a mighty force!</i></p> <p>The kicking team's Titan gains the Kick skill for this kick-off. If the ball would land on a player, make a 'Stab' Attack on that player.</p>
6	<p>Adoring Fans - <i>The fans love for the Titan has inspired the entire team!</i></p> <p>Both coaches roll a D6 and add the number of cheerleaders on their Team as well as the number of Casualties caused by their Team's Titan. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of the drive, it is lost. In the case of a tie, neither team gains an extra re-roll</p>
7	<p>Changing Weather - Make a new roll on the weather table and apply that result. If the Weather Conditions are 'Nice' as a result of this roll, the ball will scatter (bounce three times) before landing</p>
8	<p>One on One Coaching - <i>The Titan has gotten a special one on one coaching session between drives</i></p> <p>Both coaches roll a D6 and add the number of Assistant Coaches on their Team as well as the number of Touchdowns scored by their Team's Titan. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of the drive, it is lost. In the case of a tie, neither team gains an extra re-roll</p>
9	<p>Perfect Offense - <i>The Titan has devised the perfect start to this drive!</i></p> <p>If the Receiving Team's Titan is on the Line of Scrimmage and Marked, they may activate to perform a Block Action. If they are not Marked, they may activate to perform a move action. They cannot cross the line of scrimmage during either of these actions.</p>
10	<p>Titanic Blitz! - <i>The Titan has timed the kick-off perfectly and caught the receiving team flat footed!</i></p> <p>The Titan on the Kicking team may immediately activate to perform a Blitz Action. The Titan will gain the use of the Pro skill for this action</p>
11	<p>Hurl a Rock - <i>The Titan is attempting to Hurl a Rock at the opposing team!</i></p> <p>Each coach rolls a D6 and adds their Fan Factor to the roll. The Titan of the team with the highest result will Hurl a Rock. In the case of a tie, a rock is hurled by both Titans. The Titan immediately activates to perform a 'Throw Bomb' Action as if they had the Cannoneer Skill. If a Titan has no passing ability, they will have a PA of 6+ for this action.</p>
12	<p>Favor of Nuffle - <i>One of the Titans has Drawn Nuffles Favor!</i></p> <p>Each Coach Rolls a D6 and adds the total SPP earned by their team's Titan during this match. The winning Titan has earned the favor of Nuffle. Roll a D6 for the Titan, they gain the following Characteristic Improvement for the Drive 1. +1 AV 2. +1 MA 3. +1 PA 4. +1 AG 5. +1 ST 6. The Titan (coach) chooses.</p> <p>In the case of a tie, both Titans have pleased Nuffle and must roll. The Titan may exceed the natural limit for a stat for this drive.</p>