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Black Swan Charity Shield Player’s Pack

**We’re Back!**

Good evening sports fans and welcome to this special charity event. Everyone loves a sports carnival and this little gem of an event is brought to you by the Ausbowl State Championship III (ASCIII) organising committee.

In order to raise money for ASCIII, which will be held in Perth in 2015, a number of pop up tournaments will be run to get the support of the local Blood Bowl community. Some of these events will be traditional with others being a little left of field.

Now that you’ve tried it before, it’s time to have another crack at it. You are encouraged to spend a fun filled day with the unpredictable nature of the Blood Bowl 7s format. Being a single day event, only the best excuses will be accepted.

**When is it?**

Now that you all know about it, you know you want to go, so you want to know when it is.

Date: 7th December 2014.

**Where is it?**

Now you know when it is, you want to know where it is so you can get there nice and early.

Venue: TGA Central, Higgins Park Tennis Club, Playfield St, East Victoria Park.

**How much is it?**

So you’re cool with the day and the location, so now you want to know how much it’ll cost for you to support your state. Ticket Price is $30.00.

**Who’s running it?**

Next question you have is who is running this event? The Tournament Organisers (TOs) for this event are members of the ASCIII organising committee, Michael Watson (a.k.a. Gunnar Bulvi) and if required as an assistant, Duro Bozic (a.k.a. Frosthammer). As TOs, their word is law for all matters relating to the tournament.

**How will the day run?**

This one day event will be action packed with 6 games and you’ll have 1 hour to play each game so every coach’s cooperation on the day would be greatly appreciated.

Schedule

|  |  |  |  |
| --- | --- | --- | --- |
| Registration:  | 8.30-9.00 | Game 4:  | 1:30 – 2:30 |
| Game 1:  | 9.00 – 10.00 | Game 5:  | 2:45 – 3:45 |
| Game 2:  | 10.15 – 11.15 | Game 6:  | 4:00 – 5:00 |
| Game 3:  | 11.30 – 12.30 | Awards:  | 5:00 – 5:30 |
| Lunch:  | 12.30 – 1:30 |  |  |

**What are the rules?**

So how is Blood Bowl 7s played you’re asking? The rules have been included at the end of this document. The tournament will be a resurrection style tournament (i.e. all injured or dead players from previous rounds are automatically healed prior to the next game and SPP’s do not count for experience.)

**What team can I use?**

You can choose any of the teams from the Competitive Rules Pack including Chaos Pact, Underworld Pact and Slann.

**What are the roster rules?**

Blood Bowl 7s is Blood Bowl for the amateur played by amateurs; therefore there are different team creation rules. Team creation rules are as follows:

* 600,000 GP to spend
* No re-rolls
* Postionals (players that don’t have the normal restriction of 0-12 or 0-16 in the rulebook) are halved rounding up, i.e. 0-4 restrictions become 0-2, 0-2 restrictions become 0-1 and 0-1 restrictions round up to 0-1.
* No mercenaries
* Minimum of 3 players and a maximum of 10 players.
* 3 additional normal skills may be added to you roster free of charge (no player may have more than 1 additional skill)
* Apothecary costs 50,000 GP
* Fan Factor may be purchased for 20,000 GP per point
* Cheerleaders and Assistant Coaches cost 50,000 GP each.
* No Inducements may be purchased, e.g. no Star Players (these guys are far too serious to play carnival style Blood Bowl)

**What models can I use?**

The models you choose to use to represent your team and a player is up to you, the only things you need to consider are:

* Is the size appropriate?
* Is it easy to tell which model is which player? The positional players should look different to the linemen, etc.
* Is the model appropriately representative of the race? For example, you can’t use humans to represent skaven.
* Is my model painted? There is a 3 colour minimum requirement for the tournament.
* Does the player numbering match the roster?

**How does the tournament scoring work?**

This tournament will be a Swiss style tournament with no ‘play-offs’ for the final round. To be the best, you need to prove that you are the best all day!

Scoring:

Win – 3pts

Draw – 1pt

Loss – 0pts

There will be no bonus points and count backs will be determined by TD difference then CAS difference. In the event of an odd number of coaches, a bye will be awarded to the bottom ranked coach. A Bye will count as a win with 1 TD. A ringer team will be available so the player awarded the bye for the round will still get to play a game.

All casualties count as you have some effect on any casualty caused to your opponent, whether it’s blocking them, crowd surfing them, fouling them, making them dodge, or making them Go For It.

**What can I win?**

As this is a fundraising event, there will be an award for the overall winner and also a perpetual trophy for future events, as we shall be running this event annually. There will also be certificates awarded for sportsmanship, best painted team, most touchdowns, most casualties, etc.

**What’s this Spirit of the Game stuff?**

To ensure that everyone has a fun time, we encourage that everyone plays within the spirit of the game (after all, the prize for winning isn’t a sheep station). So here are some tips to keep the game fun for everyone.

* Play at a decent pace, with no re-rolls, things will fail a lot, but not just for you, so don’t agonise over every move. (timed turns may be enforced for individuals if required)
* Don’t be Captain Slow, i.e. don’t intentionally slow play! If the game is getting close, don’t deliberately run the clock down to save your bum, be a man and play the game fairly for your opponent and may the best coach win.
* Overtime? There will be no overtime.
* Cocked Dice? Unless the dice lie completely flat on the table, it doesn’t count! All cocked dice are to be re-rolled.
* Facing? What is facing? If you haven’t played much before, it is common courtesy to change the way a model faces after it has completed its action, it is up to both players to keep track of this.
* Illegal Procedure? There are no re-rolls used in Bloodbowl 7s, so this rule won’t be used, it’s up to both players to ensure that turns are being tracked properly.
* No sideline coaching. This means no-one providing advice to a coach during a game.
* Where’s my opponent? With the tight schedule being used, if a coach is over 10 minutes late to a match, they will forfeit the match.

**What do I do if I don’t know a rule?**

There may come a point during the match where you and your opponent come across something that you don’t know the rule for. So what do you do?

1. Look it up in the rulebook.

2. Ask a coach nearby. (There will be many experienced coaches around that may be able to help you easily with your question.)

3. Ask the TO’s. (Remember that the TO’s are the boss and what they say goes, if it needs a ruling, they can make it for you.)

**What if I get hungry?**

The venue has a canteen which supplies a range of drinks and snack options. Lunch will be available and also a selection of alcoholic beverages will be available for those of the legal drinking age.

**What’s different this time?**

To make things a little more interesting this time, there will be a couple of upgraded sign up packages, this is due to it being the end of a big tournament season, so the referee’s used for this carnival style tournament are a little tired and may not pick everything up. The packages are as follows;

The ‘Look over there’ package – For a sign up price of $35, your team can get 2 team re-rolls for free.

The ‘Should have gone to spec savers’ package – For a sign up price of $40, your team can get 4 team re-rolls for free.

The ‘Are you blind ref?’ package – For a sign up price of $45, your team can get 8 team re-rolls for free.

**Ever wanted to re-roll a re-roll?**

The refs are also preparing for their end of season Christmas party, and it just so happens their ‘Mad Monday’ Christmas party is the day after this tournament. Therefore the refs will be open to any donations to their ‘Party’ fund.

For the price of $1 you can purchase a re-roll, this can be done once per turn, and can be used to re-roll for the first time, or to re-roll a re-roll if so required.

**How do I sign up for this?**

So by now you know all you need to know and you’ve decided that this is a tournament you can’t miss and you want to register right now. Well the process is simple, simply PM a TO (Gunnar Bulvi or Frosthammer) on the ‘Westgamer’ or ‘Not Enough Orcs’ forums, or post your interest to enter in the threads on those forums. Payment can be made via Paypal, Direct Debit or Cash and must be made a week prior to the tournament unless arrangements are made with a TO.

Information required from coaches:

* Coach’s name
* Race
* Team name
* Package type you want if signing up for something different to the ordinary package

**Is there anything else I need to know?**

The only thing left to say is please come and support your state to raise some money for the running of the best ASC to date, your state needs you. It’s sure to be a fun day and you don’t want to be the person listening to others bragging about what fun they had at this event!

**What should I bring?**

So it’s Saturday evening and you’re are packing for the day of the tournament, your bag should have the following things in it:

* 2 copies of your team roster
* Your team!
* Your dice!
* Copy of the Players Pack
* Please note pitches will be provided, although if players could bring along a pitch it would be greatly appreciated (Joel, please check your pitch has the correct number of squares! ☺)
* A great attitude, ready to have some fun!
* Deodorant (people could get a bit sweaty from all the excitement!)

**Blood Bowl 7s Rules**

THE PITCH

The pitch, like the game, is smaller than the main version. It is 20 squares long and 11 wide. It still has 1 square deep endzones. The wide zones are only 2 squares wide and instead of one line of scrimmage in the middle, it has 2. Each line is 6 squares from the endzone. This basically splits the pitch into thirds.

SETTING UP THE GAME

Each coach may set up 7 players between their End Zone and their line of scrimmage. In

Blood Bowl Sevens the teams set up apart from each other. This means that there are two lines of scrimmage (one for each team), rather than just one in the middle of the pitch. Normal restrictions apply, i.e. 3 players on the line and only 2 in each wide zone.

THE KICK OFF

After both players have set up, the coach of the kicking team places the football anywhere on the field in front of the kicking team’s Line of Scrimmage. The kick then proceeds as usual but a ‘touchback’ only occurs if the ball goes off the field (as normal) or crosses back over the kicking team’s Line of Scrimmage (not over the halfway line). Note: this may result in the ball finishing in front of the receiving team.

THE INJURY TABLE

Blood Bowl Sevens uses the following Injury table, rather than the one in the Competitive Rules Pack. This is a simpler version of the table that is both quick and easy to use.

|  |  |
| --- | --- |
| 2D6  | Result |
| 2-7  | STUNNED |
| 8-9  | KO’D |
| 10  | BADLY HURT |
| 11  | SERIOUS INJURY |
| 12  | DEAD |

THROWING THE BALL

As an unprofessional league, Blood Bowl Sevens players are not as athletic as their professional counter parts. To represent this, all Blood Bowl Sevens players must increase the range by one category when they make a pass. This means a Quick Pass counts as a Short Pass, a Short Pass as a Long Pass, and a Long Pass as a Long Bomb. Players may not attempt a Long Bomb at all as the distance is just too great. If the player has the Stunty skill then they must increase the range by two categories instead of just one. Big guys with the Throw Team Mate skill must subtract an additional -1 when attempting to throw a team-mate; they can still only throw the player to quick or short range.

APOTHECARIES

A coach may still buy an Apothecary for their team, but due to the fact Blood Bowl Sevens is an unprofessional league, an apothecary usually amounts to little more than a fan on the side of the pitch with a big bucket of water and the ‘lucky’ team sponge. After a player has been injured, roll a D6. On the roll of a 6 the sponge has done its stuff and the player may be placed in the reserves box. There is enough water in the bucket to use this 3 times a game.

REGENERATION

As most undead teams are assembled by apprentice necromancers, their magic is not as strong as the pros. Regeneration will now only work on a D6 roll of a 6, rather than the normal 4+.

SPIKED BALLS

Blood Bowl Sevens will also be using spiked balls, mainly for the fans amusement. Rules for using spiked balls are:

1. Failing to catch a spiked ball is very dangerous, and must be treated as if the ball has thrown a block at the receiving player with the following strength.

Quick Pass = Strength 2

Short Pass = Strength 3

Long Pass = Strength 4

Whether the block results in the player falling over or not, the ball then scatters from the player in the usual way. Balls may be thrown at opposing players, who may attempt to catch it.

2. The spiked ball may also be used as a hand to hand weapon. Any player holding the spiked ball adds +1 to their strength when blocking or being blocked.