

Titanic Cup II - The Sinkening

October 18th and 19th
Harlequins Belfast
45a Deramore Park, Belfast

Rules

The tournament will use the Blood Bowl Second Season rules, including any relevant rules published in the Spike! Journals, Almanacs or FAQs up to May 1st 2024

This is a two-day tournament and will be the sixth entry in the NIBB Tournament Series. Whilst participation in other NIBB TS tournaments is not essential, being a paid up member of NAF is. If you are not a member, you may sign up by adding £5 to your tournament fee and requesting a name to be known by. In return, you will receive some fancy dice and a token that may be used in your games of Blood Bowl. Moreover, all your successes (and otherwise) within the realms of this great game will be logged and recorded for posterity.

Existing NAF coaches should include their NAF name and number with their registration payment.

Tickets are £35 and should be paid for in advance.

paypal.me/cycleoflifeni using friends & family

Structure

The tournament will consist of six games of blood bowl, seeded using the Swiss Rounds format.

Each game will last 2 hours 15 minutes, with a hard dice down. Any turns not completed at the end of the round will be lost. If you are concerned about timing, chess clocks will be available.

Essential equipment

Please ensure you bring with you:

- Your (preferably painted) team. All skills must be marked and recognisable on the miniature. Positionals should also be easily identifiable by your opponent
- A copy of the competition rules, throwing ranges, rule books etc
- Dice (including 3 block dice, 2 d6, 1 d8, 1 d16)
- Scatter templates
- A ball, turn, score, reroll counters

Scoring

The winner will be the coach with the greatest number of tournament points (TP)

Win – 20 TP

Draw – 10 TP

Loss – 1 TP

1. Tie breakers will be head to head record
2. Buncholz - Strength of schedule
3. TD scored
4. Cas Scored
5. TD+Cas net
6. Rap battle

Team build rules

Team building:

Coaches will have a budget of 1,150,000gp with which to build their team. On top of this, coaches will receive Skill Points (SP) with which to upgrade their teams. The quantity of SP will be outlined below in accordance with the tiering system. 1SP will buy a primary skill. 2SP will buy a secondary or a stacked primary. There is no limit to the number of primaries that may be stacked on a single player other than the potentially excessive cost. For example, a tier 1 coach may decide they want to put four skills on a single player. This will cost 1 SP for the first and then 2SP each for the remaining three. No other players will get skills because they have all been spent on one player.

In addition to this, a team may hire up to two STAR PLAYERS, (depending on their tier) for their normal hiring fee, along with a base cost of 3SP. Some stars have been proven to dominate the game a little more than others so come with additional SP costs. These are outlined in the tiering and may vary according to how powerful they can be to certain tiers.

Tiers:

Tier 1 – Amazon, Chaos Dwarf, Dark Elf, Dwarf, Human, Lizardmen, Orc, Shambling Undead, Underworld Denizens, Wood Elf
6SP: 6 Primaries only, 1 star

Bomber, Cindy, Kreek, Varag + 2SP, Hakflem, Deeproot, Griff, Morg, Skitter +4SP

Tier 2 – Elven Union, High Elf, Necromantic Horrors, Norse, Skaven, Slann, Vampires

7SP: max 7 Primaries and max 1 Secondary, 1 star

Bomber, Cindy, Kreek, Varag + 2SP, Hakflem, Deeproot, Griff, Morg, Skitter +4SP

Tier 3 – Black Orc, Chaos Chosen, Imperial Nobility, Khorne, Tomb Kings,

8SP: max 8 Primaries and max 2 Secondaries, 1 Stars

Bomber, Cindy, Kreek, Varag + 2SP, Hakflem, Deeproot, Griff, Morg, Skitter +4SP

Tier 4 – Chaos Renegades, Old World Alliance, Nurgle

9SP: max 9 Primaries and max 2 Secondaries, 1 Star

Bomber, Cindy, Kreek, Varag + 2SP, Hakflem, Deeproot, Griff, Morg, Skitter +4SP

Tier 5 – Gnomes, Goblin, Halfling, Ogre, Snotling

11SP: max 11 Primaries and max 3 Secondaries, 2 Stars

Hakflem, Griff, Morg, Skitter +4SP

Double stars take up 2 roster spaces but count as a single star inducement.

Inducements

Teams may induce:

- any (in)famous coaching staff mentioned in either the rule book, death zone, or later spike magazines
- 0-3 bribes ar 100gp (50gp for bribery and corruption)
- 0-1 halfling master chef 300gp (100gp for halflings)
- Bottles of heady brew
- Halfling hot pot
- Riotous rookies (low cost linemen)
- Generic biased referee 150gp (80gp for bribery and corruption)
- NOTE - no wizards may be induced. Not even named ones!

Highlander rule: If a situation occurs where both teams in a fixture have induced the same star player, then neither team gets that player. This is due to the player, who's agent has clearly double booked them, having a high moral standing and refusing to let one client down in favor of the other. Either that or they're an imposter and have swindled both teams. You choose!