

Why So Serious.? 4

What

4 games of Blood Bowl Sevens

When

Saturday 1 November 2025

Time

10am

Where

The Esplanade Recreation Centre 9 -11 The Esplanade, North Shore, 3214

Cost

\$25

Read This First

be prepared for silliness.

Blood Bowl sevens is a format that Embraces the chaos. Why So Serious 4 takes that even further: there will be no prizes for winning there will be stupid round rules that are there will be stupid round rules that are in no way balanced or play tested. It will not be serious. please come in the spirit of the day.

Silly things for a serious cause

Here at TCG we feel very strongly about mental health. This year's Why So Serious is going to be serious in one aspect: A large portion of the day is going towards Beyond Blue to help raise money for this crucial issue.

<https://team.beyondblue.org.au/t/thoughtlesscasualgaming>

Payment

Account name: Brett Peebles

BSB: 083251

Acc: 116363436

Description: Your name

What to bring

- Your team with positions and skills clearly marked.
- Your team roster
- Dice (3 block dice, 2 D6, 1 D8)
- Scatter, pass and throw in templates.

- A 7s pitch if you have an extra pretty one.

Format

resurrection format. For each game your team “resets”. There are no advancements, injuries or deaths. The roster you submit will be the team you start with for each game.

Schedule

10am: Registration

10:15 - 11:30: Game 1

11:45 - 1:00: Game 2

1:00 - 1:45: Lunch

1:45 - 3:00: Game 3

3:15 - 4:30: Game 4

4:45: Presentations

Prizes

we will NOT have prizes for First, second and third.

We will tell you who got those places, but no one cares. Instead compete for these far more interesting and fun side quests:

- Awesomest most awesome player of awesomeness: Get the most points overall.
- Nothing special: Come middle of the pack.
- Kneepads: Most awesome opponent
- Coolest team: As voted by your peers.
- Points whore: The person who gets the most points for extra stupid shit we decide on

The 4th Skull Dice

Every player will have 1 “skull dice” re-roll for the day. once over the 4 games a player can call for their skull dice. They will receive a single block dice to use for the roll. You can use the skull dice to re-roll ANY single block dice. You only get one for the day. Don't waste it!

Your team

Teams must use the Blood Bowl Sevens team building rules.

Starting treasury will vary depending on teams. Refer to the table below.

Submit your team to thoughtlesscasualgaming@gmail.com by 25 October.

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Teams must be chosen using:

- the current Games Workshop rosters
- Dungeon bowl college of magic rosters
- Teams of legend.

College of magic teams: Can only choose 1 linemen option from the roster.

Stunty teams: Can have 0-3 ST 5+ players. All other players must be ST 1 or ST 2.

Inducements

All inducements should be included in your roster Any remaining gold from your starting TV not spent will be lost and will not affect team value.

Skills

You can buy skills for your players:

primary skills: 20k

secondary skills: 50k

No duplicate skills can be taken.

The following skills cannot be taken at all: Leader, Pro.

Available inducements

0-5 Desperate measures 50k

0-2 Bloodweiser keg 50k

0-3 Bribe 100k (50k for Bribery and corruption teams)

0-1 Halfling master chef 300k (100k for halfling teams)

0-1 Giant 350k

0-2 Temp agency cheerleader 30k

0-2 Wandering apothecary 100k

0-1 Mortuary assistant 100k

0-1 Plague doctor 100k

0-1 Part time assistant coach 30k

0-1 death zone mercenary player - Varies

Starting treasury

\$660,000

Dark Elves, High Elves, Wood Elf, Lizardman, Skaven, Dwarves, Chaos Dwarves, Amazons, Norse, Underworld, Shambling Undead, all college of magic teams.

\$690,000

Black Orcs, Chaos Chosen, Chaos Renegade, Black Orcs, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orcs, Tomb kings, Vampires, Slann

\$720,000

Goblins, Halflings, Ogres, Snotlings, Goblins, Halflings, Ogres, Snotlings, gnomes, all stunty teams

Other stuff

Painting

Your models don't have to be painted. It is encouraged, however. Points for painted teams may happen.

Pairing

Round 1 will be random, or any grudge matches. Other rounds will be paired according to results.

Scoring

Win - 20

Draw - 10

Loss - 0

Touchdown - 1 (max 3 per game)

Casualty inflicted - 1 (max 3 per game)

Perfect defence (opponent didn't score) - 1.

Scoresheet in on time - 1 Scoresheet in on time - 1

There will be extra points awarded for other stuff. This will be announced closer to the date.

Coollest team

During lunch we will ask every player to set up their team on display. Players will vote for the coolest team. What makes a team the "coolest" is 100% up to you.

Best opponent

After their last game, players will be asked to vote for their favourite opponent of the day. In the case of a tie, the lowest placed player will win.

Questions

Email thoughtlesscasualgaming@gmail.com

Chat via Facebook: <https://facebook.com/thoughtlesscasualgaming>

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Or just post in the event.