

# GenCon Bowl 2024 Rules

## NMN24ND246947

**When:** Saturday, 3 August, 2024  
**Where:** GEN CON  
Indianapolis, IN  
**Cost:** \$12 (Event Code) BGM23229201

### Official Schedule:

8:00-8:30	Registration/Setup	2:15-4:30	Round 3
8:30-10:45	Round 1	4:30-5:00	Awards
11:00-1:15	Round 2		
1:15-2:15	Lunch/Shopping		

*Note: the schedule is tight to allow participants time to attend other GenCon events.  
Please be courteous and pay attention to time*

### Things to Bring:

Your Painted Team. This can be composed of GW or non-GW miniatures.  
3 copies of your team's roster (one to turn in, one for your opponent, one for you)  
GW or NAF Blocking Dice and a D8 & D16 for scatter.  
Blood Bowl Pitches and templates if you have them. (We can't guarantee how many extra sets we will have)

### NAF Tournament Info:

This is a NAF approved US Tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked, there will be a NAF Official on-site accepting registration for the cost of \$5/year. More information can be found at TheNAF.net

### Team Building Rules:

Build a **1.0M GC roster** using the Current Blood Bowl Rules (BB2020) with the standard NAF accommodations

Please consider using BB roster to generate your roster: <https://bbroster.com/>  
Blood Bowl 2020 Rules Set will be used, along with the FAQ, which is available here:

<https://www.warhammer-community.com/faqs/#blood-bowl>

the NAF Rules for Tournaments, which are available here:

<https://www.thenaf.net/tournaments/nafdocs/rules-for-naf-tournaments-2023/>

and the stats for the Teams of Legend are available here:

<https://www.warhammer-community.com/wp-content/uploads/2017/11/jsC3I47S92B7QwND.pdf>

Allowed Inducements: Halfling Chef, Bloodweiser Kegs, Star Players, Apothecaries & Bribes, and Riotous Rookies. Wizards, Journeymen, Special Play cards, Biased Refs, Special Pitches & Balls, and Mercenaries are NOT ALLOWED, nor are any of the other inducements from *White Dwarf*, *Spike*, or other sources.

Note: If you are including a Star Player, you must have 11 players on your team BEFORE hiring the Star. Having 10 players plus a Star is not allowed.

Remember: You cannot have the same Star Player as your opponent; if both of you attempt to field the same player, then both of those players sit out for this game. Also, you cannot use Igors or Apothecaries on Star Players.

### **Additional Skills:**

Players will not gain skills with SPPs. Before the tournament begins, you will choose one of the Skill packages and assign skills to your players. These will be the only additional skills your team will have for the tournament. Please make a note on your roster as to what package you choose. No player may be given more than one additional skill/upgrade.

#### **Package A:** (6 primary skill rolls)

You may give 6 different players on your team one skill they could normally obtain on a primary skill roll (non-doubles).

#### **Package B:** (1 secondary and 4 primary)

You may give 1 player on your team a secondary skill as well as giving 4 other players primary skills.

#### **Package C:** (2 secondary and 2 primary)

You may give 2 players on your team a secondary skill as well as giving 2 other players primary skills.

### **Tournament Rules:**

Three games of Swiss pairing

First, second, and third place will be chosen by highest point total after three games.

Weather will be rolled by each table

The Kickoff table in the BB2020 Rulebook will be used.

Tournament will be a resurrection style tournament. Any injuries your team suffers will not carry over to the next game, and any SPPs earned will also be erased. The roster you start the tournament with will be the same for each round you play.

Apothecaries follow the rules in the BB2020 book.

### **Illegal Procedure:**

In the spirit of good sportsmanship, Illegal Procedures will not be called. The 4-minute turn rule will not be strictly enforced. But if the Tournament Referee feels the game may not finish in the 2-hour time allotted, he may insist you use a timer and begin enforcing the 4-minute rule.

**Scoring:**

After each round you will fill Game Sheet awarding the following Game Points:

- a WIN is worth 60 pts
- a DRAW is worth 30 pts
- a LOSS is worth 10 pt

Bonus points:

- +5 points for keeping it close (lost by 1)
- +5 points for winning by 2 TD
- +10 points for winning by 3+ TDs
- +5 for causing 1 more Cas than your opponent
- +10 for causing 2 or more Cas than your opponent

Tie-breakers for Swiss pairings determined by head-to-head, then net Touchdowns (TD for - TD against), then net Cas (Cas for - Cas against). Additional tie breakers will be instituted by the Tournament Organizer as needed

**Painting and Modeling:**

All teams are expected to meet the minimum painted guidelines: They must have 3 colors on them and have had some attempt at making them appear finished. Models must be representative of their position (i.e. and Orc blitzer must look like an Orc and be easily identifiable as a blitzer). Extra skills should be marked or easily denoted on the figure.

**Sportsmanship:**

We are here for the fun of the game. Sportsmanship is not just encouraged from the coaches... it is required! An important note on sportsmanship: 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. After the final round of the tournament, each coach will be asked to pick two coaches they played that were the most sporting opponents.

**Awards:**

Trophies for First, Second, and Third Place,

Awards and Certificates for:

Most Casualties	Most TDS	Best Defense
Stunty Cup	Dirty Deeds	Wooden Spoon

Many other situation awards to be included as well.

This event will use the "Spread the Wealth" system. If you are eligible for more than one award, you will be asked which one you prefer. By default, First, Second, and Third Place will take precedence.

Stunty Cup - to be eligible for the Stunty Cup, you must play a Halfling, Goblin, Ogre, or Snotling team. You may not have a MegaStars (except Deeproot) on a 'stunty' team

Dirty Deeds - the team with the most foul attempts win this award. Note that this is attempts, not ejections. Play dirty and start early!