



KlingenCon LIV



Welcome!

This work contains the official tournament rules for BloodBowl Tournament. I will use the masculine form *Coach*, but I will address all genders.

After the success of the last KlingenCon, there will once again be a 2-day tournament including a 1-day tournament on Sunday. But only participants in the 2-day tournament have a chance to immortalize their name on the KlingenCon trophy.

For registration and questions please contact:

Michael Twyllenimor Heising
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REGISTRATION & DEADLINE

The deadline for registration is **March 10th 2024**. The following must be done by this date:

1. transfer of the entry fee of 20 Euro (2 day tournament) or 10 Euro (1 day tournament – only Sunday). Payment can be made by bank transfer or PayPal to twyllenimor@web.de. Upon request, you will be informed of the bank account details with the confirmation of receipt of your registration.
2. sending the correct team sheet. ALL skills must be entered on the team sheet and marked accordingly.

IMPORTANT: Meeting the deadline (payment and submission of the team sheet) will be 1st tiebreaker!

Registrations after the deadline will have to pay a 5 € surcharge. The surcharge will be donated to the Bergische Kinder- und Jugendhospiz Burgholz.

ADDRESS

**Jugendzentrum „Die Welle“
Wallstraße 54
42897 Remscheid**

TIMETABLE

Saturday, March 23th 2024		
Activity	Time [start]	Time [end]
Entree	09:30	10:00
Game 1	10:00	12:15
Break	12:15	13:15
Game 2	13:15	15:30
Break	15:30	15:45
Game 3	15:45	18:00
Dinner together (not included in the entry fee)		

Sunday, March 24th 2024		
Activity	Time [start]	Time [end]
Game 4	09:00	11:15
Break	11:15	12:00
Game 5	12:00	14:15
Break	14:15	14:30
Game 6	14:45	17:00
Ceremony	17:00	17:30



KlingenCon LIV



The tournament management has the right to adjust the starting times of the respective round individually.

DINNERS

If you would like to join us for dinner, please indicate this in your registration. There are numerous restaurants in the vicinity of the KlingenCon.

Currently the Wuppertaler Hof is favoured: <http://www.hotel-wuppertaler-hof.de>

FIRE PROTECTION

Due to fire regulations it is not possible to stay overnight at KlingenCon!

TURNOUT RUN

You will take part in a series of 6 games. Each game will be played against a different opponent. In the first round the pairings will be drawn randomly, in the following rounds the pairings will be determined according to the Swiss system.

You will be assigned a table and should therefore arrive on time so that the games can start. **The table numbering must be adhered to as far as possible.** Someone who has no opponent has to report to the referee, who will then try to locate the coach. If this is not possible within 30 minutes, the match will be considered abandoned.

The result of the match shall be posted in the WhatsApp group immediately after the match has been completed. The exact format will be announced before the start of the tournament. In the respective post, the respective opponents, the final result of the game at the official end (number of touchdowns) and the number of block casualties caused / scored by you and your opponent are to be displayed. If necessary, the results can also be communicated directly to the organising committee.

Win	5 points
Draw	3 points
Loss (TD-Differenz 1)	2 points
Loss (TD-Differenz 2+)	1 point
Concede	0 point

A forfeited game counts as a 2:0 win with 2:0 casualties for your opponent!

The teams are then placed in the given order according to the following further criteria: Tournament Points, Meeting the Deadline, Blessing points (ascending), Total TD Net and CAS Net, Touchdowns Scored, Casualties Scored, Opponent Score, Coin Toss.



KlingenCon LIV



The following prizes will be awarded:

1st place + painted NAF trophy
2nd place
3rd place
Most Touchdowns
Most Casualties
Best OneDay (only participants on Sunday)
Best Stunty
Best Rookie (under 18)
Wooden Spoon

Furthermore, each coach will receive 2 KlingenCon dice!

If there are 20+ participants, there will be special prizes during the tournament!

If 2+ coaches under 18 are registered, they will play out the Best Rookie among themselves!

If there are 2+ stunty teams, they will play for the Best Stunty prize. The following teams will have the opportunity to play for this prize:

- Halflings
- Goblins
- Ogres
- Snotlings

PLAY TIME

Both coaches have 2 hours and 15 minutes available for their game. After an hour, the tournament management will point out that both sides should now be close to the start of the 2nd half. If the 2nd half has not started within the next 15 minutes, both coaches will receive a chess clock with 30 minutes each for all remaining turns.

The use of chess clock apps is recommended from the outset. As soon as the tournament management recommends the use of an app or chess clock, this is mandatory!

In the 6th round, all games that potentially play for the overall victory will receive a chess clock from the beginning of the game. This is preset with 1 hour 8 minutes for each player and applies to the entire game.

As soon as a coach's time has expired, he may only turn his players around or get up in the remaining turns. Other actions are not allowed!



KlingenCon LIV



WHAT YOU SHOULD BRING

- All models in your team should be represented by fully painted, matching or converted miniatures. Exceptions must be agreed with the tournament management in advance. For miniatures where it is not immediately obvious which position they are playing, the base edges must be marked in colour.
- Team sheet in duplicate, necessary dice, templates.
- The use of dice produced by 3D printing is expressly prohibited.

Game board, reserve bench and deviation template will be provided by KlingenCon.

GOLDEN RULE

The tournament management reserves the right to impose various penalties ranging from the deduction of points and the abandonment of the match to exclusion from the rest of the tournament in the event of unsportsmanlike conduct on the part of coaches (e.g. persistent rule discussions, insults to other players, deliberate delays in play, etc.)!

CONTACT DATA

If you have any questions, please do not hesitate to contact me at the above-mentioned email address. If necessary, I can also be reached on my mobile phone at +49 (151) 50860257.



KlingenCon LIV



THE TOURNAMENT RULES

The rules of BB2020 apply, consisting of the Official Rules, the Teams of Legends, the NAF Rules for Tournament 2024 and the BB Designer's Commentary including errata from 11/2024.

GW publications, especially star players, after 11/2023 are not taken into account!

The following general rules apply:

- 12+ men on the court: In the event that a coach brings more players on the court than is actually allowed, he loses the difference in the number of players he is allowed to have, plus one additional player. These players are determined at random. If the coach to be penalised had the move, he automatically suffers a move loss. The selected players go into the reserve box
- Masters of Undeath & Plague Ridden: Trainers of Shambling Undead, Necromantic Horror and Nurgle respectively can use their special ability to gain additional players according to the rules. These are removed from the line-up at the end of the game and cannot be carried over into the next game.
- Casualties: Only injuries caused by blocks (also ball & chain) count. All other injuries (e.g. kick offs, crowd pushes, secret weapons & fouls) do not count.
- Extra time: In no case will extra time be played. The game ends either after 8 (or 16) moves for both sides or when the referee stops the game!
- Resurrection-Mode: This is a resurrection tournament, no SPP will be won. Furthermore, injuries, losses or deaths will not be carried over into the next game.



KlingenCon LIV



The game will be played according to the official rules of Eurobowl 2024 in Greece!

CREATING YOUR TEAM

Depending on the tier classification, each team has a different starting balance at its disposal, which it can spend on building its squad. This can be used to hire players, rerolls, fan factor, personnel, inducements, etc. Each team must have at least 11 players and a maximum of 16 players. There is no compensation through inducements or Prayers to Nuffle.

Champions of Zeus (TIER 1)	Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens
Gifts of Apollo	1150k & 06 SP, maximum 1 secondary skill
Champions of Hera (TIER 2)	Amazons, Norse, Orcs, Skaven, Wood Elves
Gifts of Apollo	1160k & 07 SP, maximum 1 secondary skill
Champions of Poseidon (TIER 3)	High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires
Gifts of Apollo	1170k & 08 SP, maximum 2 secondary skills
Champions of Demeter (TIER 4)	Chaos Renegades, Khorne, Old World Alliance, Slann
Gifts of Apollo	1180k & 09 SP, maximum 2 secondary skills
Champions of Hades (TIER 5)	Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle
Gifts of Apollo	1190k & 10 SP, maximum 3 secondary skills
Champions of Hestia (TIER 6)	Goblins, Ogres, Halflings, Snotlings.
Gifts of Apollo	1200k & 11 SP, unlimited secondary skills

The **Gifts of Apollo** (starting money and skill points (SP)) can be used according to their god affiliation as follows:

One skill per player according to the following costs:

Primary Skill = 1 SP, Secondary Skill = 2 SP

0-8 ReRolls (price depends on the team)

0-6 Assistant Coaches for 10k each

0-12 Cheerleaders for 10k each

0-1 Apothecary (depending on the team)

0-6 Dedicated Fans for 10k each (please remember that teams start with 0 Dedicated Fans)



KlingenCon LIV



Gold can also be used to purchase the following **Gifts of Hephaestus** (Inducements):

- 0-1 Team Mascot for 30k available for all teams
- 0-1 Weather Mage for 30k
- 0-2 Bloodweiser Kegs for each 50k
- 0-3 Bribes for each 100k, 50k for „Bribery and Corruption“
- 0-1 Josef Bugman for 100k for all teams
- 0-1 Mortuary Assistant (100k) for „Sylvanian Spotlight“
- 0-1 Plague Doctor (100k) for „Favored of Nurgle“
- 0-2 Wandering Apothecaries (100k) for all teams that can include an apothecary
- 0-1 Master Chef for 300k, 100k for „Halfling Thimble Cup“

Please note the **Gift of Dionysus**:

A coach cannot take Bribes as long as there is a player with the Sneaky Git ability AND/OR the Secret Weapon ability on the team. Goblin and Snotling teams have found a "legal" way around this rule so that they can take Bribes even if their squad contains players with the Secret Weapon skill (but not the Sneaky Git skill!).

Each coach has the option to take one of the following blessings:

SPARTAN ROSTER	The roster is created with the above rules.
Blessing points 0	

HERMES (Extra Gold)	One or more skill points can be exchanged for gold at a ratio of 30k per 1SP.
Blessing points 1	Gold earned in this way must NOT bring the team value above 1200k before adding skills.

ARTEMIS (Skill Stacking)	By sacrificing ONE SP from his Gift of Apollo total, the coach can add a second skill to the players in his squad. The number of players with stacked skills is limited as follows:
Blessing points 1	<p>1 skill stacking for Zeus / Hera (Tier 1-2), 2 skill stacking for Poseidon / Demeter (Tier 3-4) 3 skill stacking for Hades / Hestia (tier 5-6)</p> <p>A primary skill costs 1 VP, a secondary skill costs 2 VP.</p>
<i>Example</i>	<i>A High Elf team (Poseidon/Tier 3) would lose 1 skill point to put 2 skill stacks on the roster, and would now have 7 SP to spend on skills. If the coach gives two of their catchers both the block and dodge skill (both Primary skills costing 1 SP each), this would leave 3 SP to spend on the rest of the team.</i>



KlingenCon LIV



ARES (Star Players)	1 star player can be hired for Tiers 1-4, up to 2 star players can be used for Tiers 5-6.
Blessing points 2	Star players in pairs count as two star players for the squad. All star players until the deadline (beginning of November 2023) are allowed. Each acquired star player costs additional skill points: 000-099k: 1 skillpoint 100-199k: 2 skillpoints 200-299k: 3 skillpoints 300-399k: 4 skillpoints Exiled in Tartarus: The same star player cannot play if both coaches have hired him for their team. Forbidden star players: <i>Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghoul-Chewer</i>
ATHENA (Extra Skillpoint)	The coach may spend 1 skill point more than his Apollo Gifts total, as long as the coach's skill point usage does not exceed three times that skill's total on the roster (including original skills).
Blessing points 2	
<i>Example</i>	<i>A dark elf team with 4 blitzers, 2 witches and 5 Linemen can have this extra skill as long as the Skill Points from the tier and the extra Skill Point from the blessing do not add the Block skill because there are already more than 3 but not from the skill point usage, and can add maximum 1 more Dodge skill because there are already 2 in the roster and by spending 1 Skill Point the total number reaches 3.</i>