

# WELCOME!

## UKTC 7's

As a little extra, we're hosting a Friday night sevens tournament to get you warmed up for the weekend. Unlike the main event, the sevens is not a team format, and will consist of 3 individual games of Blood Bowl.

Whilst there will be prizes, the sevens event is very much being run with a more casual approach, ahead of the inevitably much more competitive weekend of eevens. We saw this as an opportunity to pack a little more gaming into the weekend for you all.

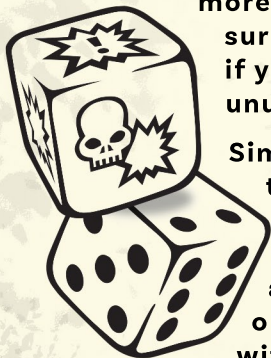
### WHAT YOU WILL NEED:

#### Dice

There are thousands of different varieties of dice out there now. People have their own preferences, and some are easier to interpret than others.

We would like everyone to be able to play with their favourite dice, but in the case that you or your opponent are struggling to see or decipher your dice, you may be asked to change to a more readable set. Please make sure you bring a clear set with you if you are using something more unusual.

Similarly, some coaches choose to share dice in the spirit of fairness. If a coach requests this, you must agree upon a set to use. If you have objections to this, please speak with a referee.



### Painted miniatures

Your team must be fully painted and based. It's only 11 miniatures; we believe in you!

Model-wise, we are open to using the official GW range as well as teams from the plethora of great third-party producers. Models should clearly represent the positions of your team.

Conversions and proxy teams are allowed. However, these must make sense for the roster you are using. You cannot use orcs and call them humans. If you are unsure that your team is clear enough, you can message the tournament organiser for clarification.

If you are bringing anything out of the ordinary, please consider bringing a traditional alternative in case your opponent is struggling.

As much as we love Greebo models, any teams from their Cutiemal or perspex range are not permitted. Likewise, any similar models from other providers will not be permitted.

### Skill markers

Your chosen skills should be marked on all of your players. There are many ways to do this, most notably, Charlie Victor skill bands or the good old loom band. Other systems are encouraged; just make sure they are clear and visible.

There are more skills in Blood Bowl than in general colours. We don't want to dictate the full range to you, but some skills will use set colours.

**Block – Blue**

**Wrestle – White**

**Dodge - Yellow**

**Guard – Green**

**MightyBlow - Red**

**Tackle - Orange**

If you or your opponent are using different colours for the above skills, you may be asked to change your marker.

There will be loom bands available on the day to facilitate this.

[WWW.UKTC.INFO](http://WWW.UKTC.INFO)

# CODE OF CONDUCT

## - JUST BE NICE

### Sportsmanship

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As much as any coach wants to win their games, you're there to have a good time (or at least you should be). In the most simplistic terms that we can possibly state, just be nice and friendly. We've all had bad dice, we've all tilted, and we've all been a little bit salty at times. Please be aware of your behaviour, and remember that your opponent is also trying to enjoy the game. Noticeably poor sportsmanship or any form of aggressive, abusive, or hateful behaviour will not be tolerated.

### Language

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UKTC attracts players from all over Europe to come and battle it out on British soil. Understandably, English is most likely not their native tongue. Also while the language of Blood Bowl helps to bridge that gap, please give some consideration to any international opponents.

For all players, please be mindful of your language, no matter what your mother tongue is in. Most of us at the event will be adults, but there may be under 18's playing around you. We've probably all let out some fruity words during our games, but again, please be mindful and considerate to those around you.

### Illegal Setup

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From time to time, some coaches will accidentally draft on an extra player for the drive. This can be resolved as per the ruling in the Blood Bowl rule book.

However, we do encourage taking a sportsmanlike approach to this. If it's an early turn, or a nothing pivotal has occurred yet, maybe consider removing an unskilled player. You can always utilise the refs to help decide.

[WWW.UKTC.INFO](http://WWW.UKTC.INFO)

### Referees

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Over the weekend, there will be refs on site to help with any rules questions or game dilemmas. Please try and resolve any rules queries between yourselves or by using the players to the sides of you. If a ref is involved, they will endeavour to sort any issues in the fairest way possible for both coaches. Please remember that a ref's decision is final.

### Cheating

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It should go without saying that cheating will not be tolerated. Sometimes we're tired, sometimes we're rushed, and sometimes we're hungover. If you think that your opponent has made a mistake or forgotten something, please inform them. However, if you do believe that your opponent is cheating in any form, please speak with a ref.



# SCHEDULE

## FRIDAY

- 16:45 - 17:15 > Registration
- 17:15 - 18:30 > Game 1
- 18:30 - 18:45 > Break
- 18:45 - 20:00 > Game 2
- 20:00 - 20:15 > Break
- 20:15 - 21:15 > Game 3
- 21:30 - 22:00 > Awards/Finish

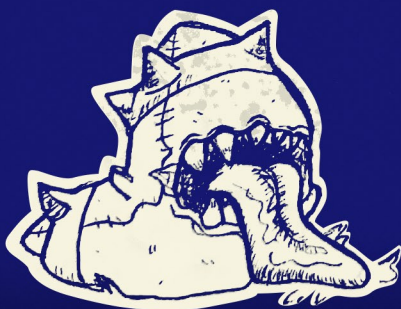
## Tourplay

We will be using Tourplay to run the tournament. Tourplay is a great system that allows you to select and input your roster online. It allows coaches to quickly view each other's players, stats and skills during the game, whilst also tracking all of your touchdowns and casualties. Tourplay, makes it nice and simple to ensure you're submitting the correct results. Please Visit [tourplay.net](http://tourplay.net) to create your account and register by searching UKTC 7s.

The Tourplay event will open for registration on Sunday, the 10th of August. We appreciate that sometimes you need those final few days to trial and tweak your rosters. The deadline for submitting your rosters will be **Monday, the 25th of August.**

## Awards

We're keeping it simple for 7's. The overall winner, and the runner up will be walking away with a nice little prize.



mefspores

## GAME DURATION

Sevens is designed to be a shorter, fast-paced version of Blood Bowl. As such, the game time is much shorter than the main elevens version. Whilst traditionally, a lot of events run their games at an hour; at UKTC, we're offering games at 1 hour and 15 minutes.

The extra 15 minutes should ensure sufficient time for coaches to introduce themselves, unpack their models, and explain the very limited selection of skills to their opponent. This should then leave at least an hour of solid game time to ensure that you both play the full 12 turns each.

We think this is ample time to finish your game, but we understand that some games take longer than others. There will be a visible game timer on show, and there will be continuous announcements made regarding time remaining.

## TIMINGS AND CHESS CLOCKS

Chess clocks will be placed on every table during the sevens event. If we believe that games are falling behind, you will be placed on a chess clock to make sure that all finishes on time. If either coach wishes to go on a chess clock, the other coach must abide. For simplicity we would suggest starting with a chess clock from turn 1. Any queries or disputes on the exact arrangement, please call a ref over to assist.

We will be enforcing strict finishing times to keep things on schedule. Coaches will be allowed to finish the equivalent turns, but on a timer (i.e., if you played your turn 12, your opponent will be allowed to complete their turn 12 whilst on a timer).

Though we will be providing physical clocks, there are plenty of apps for chess clocks, and there are dedicated BB apps that have incorporated timers. Here at UKTC we like to use BB Coach Assistant, which can be found on the Google and Apple app stores. You may find these useful for the coming weekend games.

# RULES

At UKTC 7's, coaches compete against one another in 3 rounds of Blood Bowl. Each coach has access to all 30 of the current races, and must draft their team from a treasury of 600,000 gold pieces.

The 7's format follows unique rules for drafting teams and inducements. These can be found in the Death Zone book, and on many roster generators. This tournament is being run via Tourplay, which will help you with your roster creation.

UKTC 7's is a "Resurrection" tournament, which means that all players and skills (if they have any) return to their starting status after each game regardless of injuries or any other post-match changes.

The first matchups between coaches will be drawn randomly. In Rounds 2 and 3, coaches will be matched against opposing coaches with a similar points score based on the overall ranking. This follows the familiar "Swiss" system used in many Blood Bowl tournaments.

## TEAM COMPOSITION

Each race is assigned a tier that has a designated skill package. When assigning a skill you may only assign one skill per player. Secondary skills can not be converted.

**NO STAR PLAYERS ALLOWED.**

As this tournament isn't NAF affiliated the **LEADER skill is banned**. There's no re-rolls in true Blood Bowl 7's!

### Permitted Inducements:

Bloodweiser Kegs	0-2
Bribes	0-3
Wandering Apothecaries	0-2
Mortuary Assistant	0-1
Plauge Doctor	0-1
Riotous Rookies	0-1
Biased Referee	0-1
Halfling Master Chef	0-1

## Tier One

Amazon, Dark Elf, Human, Norse, Skaven, Wood Elf

0 skills

## Tier Two

Dwarf, Elven Union, High Elf, Lizardmen, Vampire, Underworld Denizens, Necromantic, Undead, Orc

1 Primary Skill

## Tier Three

Black Orcs, Chaos, Chaos Dwarf, Chaos Renegades, Imperial Nobility, Khorne, OWA, Slann, Tomb Kings

2 Primary Skills

## Tier Four

Gnome, Goblin, Halfling, Ogre, Snotling

2 primary skills & 1 Secondary (secondary can't be converted)

## Scoring

Coaches earn points as follows each round:

- Win = 2, Tie = 1, Loss = 0 Points.

Coaches on the same points during the tournament and for final standings will be ranked using a system of tiebreakers in the following order:

- Strength of schedule
- Head to head
- Net TDs
- Net CAS

## NAF

The main event of UKTC is a NAF registered.

However, the Friday 7's is a much more casual affair. It is not affiliated, and you will not require a membership to participate. The aim of the event is to have 3 casual, care free games of Blood Bowl.