



KlingenCon LV



Welcome!

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

Following the success of the last KlingenCons, 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
twyllenimor@web.de

REGISTRATION & DEADLINE

The deadline for registration is **October 13th 2024**. The following must be done by this date:

1. transfer of the entry fee of 25 Euro (2 day tournament) or 15 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 are still possible, but must 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, October 26th 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, October 27th 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



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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. 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, Total TD Net and CAS Net, Touchdowns Scored, Casualties Scored, Opponent Score, Coin Toss.



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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
- Gnomes

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!



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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.



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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 15/2024.

GW publications (starplayers and teams) from 10/2024 onwards 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.



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TEAM CREATION

Each team has a starting balance of 1,150,000 gold coins available to spend on building the squad. This can be used to hire players, rerolls, fan factor, personnel, inducements, etc. Each team must have a minimum of 11 players and a maximum of 16 players. There is no compensation through inducements or Prayers to Nuffle.

Tier 1	Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Shambling Undead, Skaven, Underworld Denizen, Wood Elf, Vampire
Option A	6 Primary Skills
Option B	3 Primary Skills & 1 Starspieler

Tier 2	Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle Old World Alliance, Slann, Tomb Kings
Option A	6 Primary Skills, 1 Secondary Skill
Option B	3 Primary Skills, 1 Secondary Skill & 1 Starspieler

Tier 3	Gnome, Goblin, Halfling, Ogre, Snotling
Option A	6 Primary Skills, 2 Secondary Skill & 0-1 Starspieler
Option B	3 Primary Skills, 1 Secondary Skill & 2 Starspieler

Secondary skills can be converted into primary skills.

All teams have access to the following inducements:

- 0-2 Bloodweiser Kegs
- 0-1 Mortuary Assistant
- 0-3 Part-Time Assistant Coach
- 0-1 Plague Doctor
- 0-4 Temp Agency Cheerleader
- 0-1 Wandering Apothecary

The following inducements are only permitted for Tier 3:

- 0-1 Biased Referee
- 0-3 Bribes
- 0-1 Halfling Master Chef
- 0-1 Riotous Rookies

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!).



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Star Players

A reduced selection of star players is available. The following rules must be observed when selecting star players:

- 11 regular players must be fielded first before a star player can be added to the team.
- 0-1 star players can be used in Tier 1 or 2 teams.
- 0-2 star players can be used in Tier 3 teams.
- Star players selected as a pair (e.g. the Swift Twins) count as 2 star players.
- If both coaches have the same star player in their squad, both players may use him.
- Star players cannot be assigned additional skills.

The following star players are generally not allowed - depending on the GW release, others may be excluded:

- Bomber Dribblesnot
- Cindy Piewhistle
- Deeproot Strongbranch
- Dribl und Drull
- Estelle La Veneaux
- Griff Oberwald
- Hakflem Skuttlespike
- Ivan 'die Bestie' Deathshroud
- Kreek 'der Verminator' Rustgouger
- Morg 'n' Thorg
- Skitter Stab Stab
- Varag Ghouchewer
- Every star player released by Games Workshop after 01.10.2024!