



KlingenCon XLIX



Welcome!

This pack contains the official Tournament Rules for the BloodBowl-Tournament. All participants will be referred in the following as *Coaches*.

For further information and registration please contact me at:

Michael Twyllenimor Heising
twyllenimor@web.de

REGISTRATION & DEADLINE

Deadline for registration is October 31th 2019. For a complete registration you have the following to do:

1. **Transfer of the starting fee of 15 Euro.** With the receipt of your registration you will get a confirmation and the bank details for paying your starting fee.
2. **Send your correct team roster.** ALL skills have to be entered when handing in the team roster and have to be marked accordingly. It is a good idea to use the team roster for from the following homepage: <http://www.littlearmydesigner.com/bb/en#68>

The order of the payment via bank transfer or paypal is important for the placement!

ADDRESS

Jugendzentrum „Die Welle“
Wallstraße 54
42897 Remscheid

TIMETABLE

Saturday, November 2nd 2019		
Activity	Begin	End
Admittance	09:30	10:00
Round 1	10:00	12:30
Break	12:30	12:45
Round 2	12:45	15:15
Break	15:15	15:30
Round 3	15:30	18:00
Dinner (not included in the starting fee)		

Sunday, November 3rd 2019		
Activity	Begin	End
Round 4	09:00	11:30
Break	11:30	11:45
Round 5	11:45	14:15
Break	14:15	14:30
Round 6	14:30	17:00
Presentation	17:00	17:30

The Referee has the right to customize the timetable.

NOTE

Due to fire protection regulations, it is no longer possible to spend the night at KlingenCon!



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DINNER

If you would like to have dinner together, please let us know when you register. There are numerous restaurants in the vicinity of the KlingenCons.

TOURNAMENT SCHEDULE

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

You will be assigned a table and should therefore arrive punctually so that the games can start. Someone who has no opponent must report to the Referee, who will then try to locate the coach. If this is not possible within 30 minutes, the game will be considered abandoned.

After each match, you must fill in the results card together and note the following data on it: The final result of the game at the official end (number of touchdowns) and the number of casualties that you and your opponent have caused / scored.

Victory	5 Points
Draw	3 Points
Lost (TD-difference 1)	2 Points
Lost (TD-difference 2+)	1 Point
Concede	0 Points

If a coach concedes, his opponent will gain a 2:0 victory and 2:0 Casualties for his round!

The teams are then placed according to the following criteria in the given order: Tournament points, then round 1-3 "Random", round 4-6 "Opponent Score".

The following prizes will be awarded:

1st Place + painted NAF-Trophy
2nd Place
3rd Place
Most Touchdowns
Most Casualties
Best Stunt
Best Rookie (under 18 years)
Wooden Spoon

Every trainer gets **2 KlingenCon-dices!**

There will be *Special Prize* during the tournament (there must be 20+ participants)!

If there are more than 2 players under 18 years there will be an award for the **Best Rookie!**



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The following teams have the ability to win the award for **Best Stunty** (there must be 2+ participants for the Stunty-Prize):

- Halflings
- Goblins
- Ogre (0-4 Ogres)

PLAYTIME

Both coaches have 2 hours and 15 minutes available for their game. After one hour, the tournament management informs that both sides should be shortly before the start of the second half.

Should the 2nd half not have started within the next 15 minutes, both coaches will receive a chess clock with 30 minutes each for all remaining turns.

As soon as a coach has used up his 30 minutes, he may only turn his players around or let them stand up in the remaining turns. Other actions are not allowed!

WHAT YOU SHOULD BRING WITH YOU

- All models in your team should be represented by completely painted, matching or rebuilt miniatures. Exceptions must be agreed in advance with the tournament management. For miniatures where it is not immediately obvious which position they are playing, the base borders should be marked in colour.

- Team sheets in duplicate, necessary dice, templates.

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

GOLDEN RULES

The tournament management reserves the right to impose various penalties from the deduction of points to the abortion of the game up to the exclusion from the further tournament in case of unsportsmanlike behaviour of coaches (e.g. continuous rule discussions, insults of other players, deliberate game delays, etc.)!

CONTACT DATA

If you have any questions, please do not hesitate to contact me at the above 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 the BB2016 are valid, consisting of the basic box (Box), Deathzone Season One! (DZ1), Deathzone Season Two! (DZ2), Teams of Legends, Bloodbowl ERRATA, Bloodbowl FAQ. Furthermore the NAF - Tournament Team List Version 1.5 is valid.

- o The Skill Stakes is used as usual (not explained in BB2016).
- o The Skill Pilling On is used as known from the CRP. It does not need a Team-Reroll.
- o All teams and Starplayers from the Spike! Magazines No. 1-6 can be used.

The following general rules apply:

- 12+ men on the court: In the case that a coach brings more players on the court than actually allowed, he loses the difference in players he should still have as well as another additional player. These players are determined randomly. If the coach to be punished had the move, he automatically suffers a loss of move. Players may not be returned to the playing field until the end of this drive.
- Raise-the-Death: Trainers of undead and necromancer teams can use their special ability to reawaken dead players according to the rules in the CRP.
- Casualties: In the CAS only the blocks (also ball & chain) count. All other injuries (e.g. Kick Off, Crowd Pushes, Secret Weapons & Fouls) are not included.
- Extra time: There is no extra time in any case. The game ends either after 8 (or 16) moves for both sides or in case of abortion by the Referee!
- Resurrection-Mode: No injuries will be taken into the next round. Selected skills will not be lost.



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TEAMBUILDING

- All races are split into a system of tiers. Each is allocated a *minimum* of 1,100,000 gold coins to spend on Roster Building only i.e. players, rerolls, Fan Factor, staff, permitted inducements etc.
- Each tier has a different amount of gold coins to buy Additional Skills, priced at 20,000 (“normal” access skill) and 30,000 (“double” access skill) limited to one skill per player; doubles are limited to one per team *other than tier seven* who may take as many doubles as they can afford
- Any unspent gold coins from the available Additional Skill allowance may be added to the Roster Building cash pool to increase it beyond 1,100,000
- Permitted inducements are: 0-2 Star Players, 0-2 Bloodweiser Kegs, 0-3 Bribes, 0-1 Master Chef

Allocation by tier for Roster Building and Additional Skills is detailed below:

TIER	Races	Roster Building	Additional Skills
Eins	Undead, Wood Elves	1.100.000	100.000
Zwei	Dark Elf, Lizardman	1.100.000	110.000
Drei	Amazons, Chaos Dwarf, Dwarf, Norse, Skaven	1.100.000	130.000
Vier	Brettonnian, Human, Necromantic, Orc	1.100.000	150.000
Fünf	Chaos Pact, Elven Union, High Elf, Khemri	1.100.000	160.000
Sechs	Chaos, Khorne, Nurgle, Slann, Underworld, Vampire	1.100.000	170.000
Sieben	Goblin, Halfling, Ogre	1.100.000	200.000

Please also note:

- Wizards, (in)famous coaching staff, mercenaries and Special Play Cards are all explicitly not allowed
- You must have 11 regular rostered players before including Star Player(s)
- Any gold which has not been spent on either Roster Building or Additional Skills is lost. All purchases are made before the tournament and remain the same throughout all six games
- If two teams with the same Star Player(s) are drawn against one another in the tournament then both teams may use the Star(s)