

BLOOD BOWL

QUICK SNAP

WARHAMMER WORLD EVENTS



21ST MARCH 2020



GREETINGS SPORTS FANS

“Good evening, I’m Jim Johnson”

“And I’m Bob Bifford, and we have some fantastic news for you!”

“That’s right Bob, it’s time for another quick and violent Blood Bowl showdown”

“I can’t wait Jim, there’s nothing like another one day tournament to really liven up the coaches. We’re sure to once again see some fantastic Blood Bowl action and plenty of carnage!”

“Certainly Bob, so if it sounds like you’re the coach to bring a team to victory, pick up your stadium pass and we’ll see you on the pitch.

The Blood Bowl *Quick Snap* is a one day event for Blood Bowl coaches to play a series of games against like minded opponents. Once again it’s time for the brightest and best Blood Bowl coaches assemble their team and descend upon Warhammer World for a day filled with fun Blood Bowl festivities, jaw-dropping touchdowns, bonebreaking blocks and all round fantasy football enjoyment!

Whether you’re aiming to be the *Quick Snap* Champion or here to relax and enjoy yourself under Josef Bugman’s roof, the day promises to be great. Pull up your socks and bite down on your mouthguard, for the *Quick Snap* has arrived!



EVENT ESSENTIALS:

DATE: Saturday 21st March 2020

SYSTEM: Blood Bowl

TEAM SIZE: 1,250,000 gold pieces.

TEAM SELECTION: Blood Bowl The Official Rules, (including the Head Coach's Handbook) in addition to all current and in print supplements, such as Almanacs and Spike! Journals.

WHAT TO BRING: Models, rosters, dice, templates, special play cards, rulebooks.

WE WILL PROVIDE: Pitches and dug-outs.

NUMBER OF GAMES: 3

MEALS: Lunch is provided.

OTHER ACTIVITIES: Painting competition and free exhibition entry.

CREATING YOUR TEAM

Teams are created as described on page 22 of the Blood Bowl Official Rule Book. Please use the following guidelines for creating your team for the event:

- Coaches may use any team from the Blood Bowl Official Rule Book, the Inaugural Blood Bowl Almanac, the 2018 Blood Bowl Almanac, the 2019 Blood Bowl Almanac, Spike! Journal or the Head Coach's Handbook (*please note that rosters from the Teams of Legend section of the Inaugural Almanac are superseded by updated rosters printed in Spike! Journal or the Head Coach's Handbook*).
- In addition, any teams and/or Star Players released in the future are in use, unless their release date falls on the weekend of the event.

Coaches have a Treasury of 1,250,000 gold pieces to spend for creating their team. Each team must consist of:

- A minimum of 11 players.

AND ONE OR BOTH OF THE FOLLOWING:

- At least one Star Player.
- At least one Special Play card inducement (*see below*).

Any gold not spent is wasted. You will not be able to choose additional Inducements to make up any difference between your Team Value and your opponents. We strongly advise that small sums leftover be spent on Fan Factor, Assistant Coaches, or Cheerleaders to make your roster a round 1,250,000 value.

All teams must be recorded on a Blood Bowl Roster Sheet. You will need two copies of your Roster Sheet for the event: One to hand in to the event referee at registration and one for you and your opponent for the game.

All Inducements are allowed with the exception of Special Play Inducements (*see opposite*). Inducements must be purchased from your Treasury during team creation and are permanently added to your roster for the event.

Please note the following:

- All Inducements may be chosen from any of the publications listed above.

Star Players may be induced, but the team must contain a minimum of eleven players before adding any Star Players. Coaches are reminded that Star Players cannot benefit from Apothecaries; if they are injured they refuse to play on and trust their care to their own trusted apothecaries!

Please note the following:

- Grak & Crumbleberry are available for Inducement but only for Halfling and Ogre teams at this tournament. Their rules say Any Team, and this is because they are very willing mercenaries in most leagues. In tournaments such as this however, they are far less pragmatic and will only play for the teams they want to win!
- The Swift Twins, Drull & Dribl and Grak & Crumbleberry take up both Star Player slots (*there are two of them*).
- If both coaches have Induced the same Star Player or member of (In)Famous Coaching Staff, both coaches get to use that Inducement. Duplicates do not cancel each other out. Assume that the character appearing on the losing team was an imposter!
- 0-2 Special Play cards may be purchased as part of team creation at the following costs:
 - 50k – Dirty Tricks / Random Events
 - 100k – Benefits of Training / Heroic Events / Magical Memorabilia

Coaches that purchase a Special Play card must draw one randomly from a deck of at least 12 cards of the type of the type chosen prior to each game.



SKILL PACKAGES



ADDITIONAL SKILLS

All coaches may give some of their players additional skills when creating their team:

- No player may have more than 1 additional skill.
- No skill may be selected more than four times as an additional skill (*for example, you may add 4x Block, but not 5*).
- Extra skills are free, coaches do not have to pay for them from their 1,250,000 treasury, just add them free of charge.

How many additional skills a team may take will depend upon what tier the team belongs to. Top tier teams gain only a few additional skills, whereas tier three teams (*the Stunty teams*) gain quite a few!

The tiers Blood Bowl teams are split into and how many additional skills they can take are as follows:

TIER 1

Chaos Dwarf, Dwarf, Wood Elf, Skaven, Norse, Lizardman, Orc, Shambling Undead, Amazon and Dark Elf Teams.

5x Normal Skill

TIER 2

Chaos Chosen, Human, Tomb Kings, Chaos Renegades, High Elf, Nurgle, Necromantic Horror, Elf Union, Vampire and Underworld Alliance teams.

5x Normal Skill and 1x Double Skill*

TIER 3

Halfling, Goblin and Ogre teams.

6x Normal Skill and 2x Double Skill*

**Coaches that do not wish to take a Double skill may instead take a Normal skill.*

MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of our events at Warhammer World. Therefore all miniatures in your collection must be Games Workshop miniatures and be fully assembled, painted and based. Each model must fully represent what you have presented on your Roster Sheet. For example, there must be a clear distinction between Linemen, Throwers, Blitzers etc.

Furthermore, please contact us to let us know about any conversions or proxies you are planning on using, and provide us with photos of the models in question where possible. Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is super clear for your opponent and no confusion can arise during games.

We will politely ask you to remove any models that don't meet these standards to protect everyone's experience.

For more information on model requirements see: <https://warhammerworld.warhammercommunity.com/wp-content/uploads/sites/15/2019/10/Updated-Model-Requirements.pdf>

THE GAMES

During the Quick Snap, coaches will play 3 games of Blood Bowl, each with 2.5 hours permitted. We expect all games to be played within this time schedule, so get some practice games in beforehand! At the end of each round you will need to submit your results as promptly as possible, as any delays in submitting results will delay the following round.

For your first game you will be drawn against a random opponent.

For games 2 and 3, you will be placed against an opponent on a similar number of cup points to you, keeping things relative and a reasonable challenge each round.

PRE-MATCH SEQUENCE

- Roll on the Weather Table
- Make your opponent aware of Inducements you may have.
- Draw Special Play Cards (if purchased.)
- Determine FAME for both teams
- Flip for the Kick (or roll dice if preferred).
- Place the ball, scatter, and roll on the Kick-Off Table
- Let the carnage begin!

POST-MATCH SEQUENCE

- Calculate your Cup Points
- Hand your results in for the round.

CONCEDING

Sometimes the games just don't go your way! Your players are beaten, broken or worse, your apothecary is patching players up left, right and centre, and the crowd is turning against you for a poor performance. Nonetheless, you play on, determined to scrape something from the match! Even if you are losing, we would ask all players to play to the end of the game; real world sports teams don't quit the pitch when the game is going badly and nor should Blood Bowl teams. However if you do concede the following things happen:

- The game ends immediately.
- The Head Coach that conceded automatically scores 0 Cup Points for their result.
- The Head Coach that won counts as having scored the maximum number of Cup Points for that game (3).
- You should still record all your Touchdowns, Casualties etc.



ADDITIONAL RULES

Please can all coaches also be aware of the following:

- The '**Illegal Procedure**' rules are **NOT** in use at this event.
- The '**Time Limit**' rules are also **NOT** in use. As each round is 2.5hrs, we feel this is plenty to play a game of Blood Bowl. However if you feel that an opponent is taking unreasonably long turns, please call a referee. As a good rule of thumb, try and get your turns to be no more than 4 mins each and try not to dawdle during the pre-match sequence!

INJURIES

Because all the players are utterly psyched for this event and will let nothing short of death stop them (*and even then, it won't stop everyone*), all your players are pulled back from the brink by a liberal use of under-the-counter Goblin Mushrooms, Life Magic, Daemonic Pacts, Pig-Headedness, Necromancy, a healthy dose of Bugmans XXXXX - you name it! This means that at the end of each round, your team fully recovers for the next game. This is to make sure no team gets heinously destroyed in the first match, and allows all the coaches in the cup to get some good games in without having to worry about their favourite player getting their head smashed in—beyond the normal boundaries of a Blood Bowl match, of course!

If you have an Apothecary on your roster he may be used as normal once per game to force your opponent to re-roll the Lasting Injury roll and may then return a Badly Hurt player (*11-38 on the Lasting Injury roll*) to your Reserves Box (*see Death Zone 1, page 38*). Please remember that you cannot use an Apothecary on a Star Player.

MASTERS OF UNDEATH: Shambling Undead and Necromantic Horror coaches may raise one Zombie per game should the Lasting Injury roll be 61-68 DEAD, if that player cannot be revived by an Apothecary, and assuming they are ST4 or less and do not have the Regeneration skill, the Undead coach may place a normal, rookie Zombie in the Reserves box of their dugout. This Zombie is kept for the remainder of that game and lost before the next.

NURGLE'S ROT: Nurgle team coaches may recruit one Rotter per game should the Lasting Injury roll be 61-68 DEAD as a result of a Block, Blitz or Foul action by a player with the Nurgle's Rot skill, if that player cannot be revived by an Apothecary, and assuming they are ST4 or less and do not have the Regeneration skill, the Nurgle coach may place a normal, rookie Rotter in the Reserves box of their dugout. This Rotter is kept for the remainder of that game and lost before the next.

(Note that this is a change to the normal Nurgle's Rot skill rule, allowing Nurgle coaches to benefit from the free player during their current game.)

SCORING

The Quick Snap uses a system of Cup Points to determine who will be the winner of the event. You earn cup points from your games in the following way:

- Win a game: 3 points
- Draw a game: 1 point
- Lose a game: 0 points

Then there are bonus points available each game for the following:

- Score 3 or more touchdowns: 1 point
- Concede zero touchdowns: 1 point
- Cause 3 or more Casualties: 1 point

For example, the Dodgy Blighters defeat the Oversized Ogres 3-0. The Dodgy Blighters earn Cup Points for winning the game (3 points), scoring 3 touchdowns (1 point) and conceding 0 touchdowns (1 point) for a grand total of 5 Cup Points. The Oversized Ogres only score 1 cup point, as they managed to inflict 4 casualties on the Dodgy Blighters.

HOW TO WIN THE QUICK SNAP

At the end of the event, the coach who has earned the most Cup Points overall will be crowned the Quick Snap champion.

If any players are on the same number of Cup Points, we will use the highest touchdown difference (touchdowns scored minus touchdowns conceded) as a secondary sorter, followed by casualties caused as a third sorter.

FAVOURITE GAME VOTE

At the end of the event, we ask you to vote for two opponents who each gave you the most enjoyable game over the weekend. This might be because they were really fun to play against, tested your Blood Bowl skills fully, or it was a super close game with exciting highlights. The player with the most Favourite Game Votes will be awarded a sporting award at the end ceremony.

PAINTING COMPETITION

During the event we will celebrate hobby and painting skills by holding a Best Team painting Competition for the seamsters and kit designers amongst you. This is the perfect opportunity for each coach to show off their team and admire their fellow coaches work. It's open entry, so each coach can choose to display their team for peer judging. The winning team will win the Best Team award.

AWARDS

At the end of the Quick Snap we will conduct an Award Ceremony to celebrate players' prowess! The following awards will be on offer:

- **MIGHTY ZUG'S WALL OF STEEL** for the coach who concedes the least touchdowns.
- **ELDRIL SIDEWINDER'S GOLDEN GLOVES** for the coach who scored the most touchdowns.
- **MAX SPLEENRIPPER'S GUT WRENCHER** for the coach who caused the most casualties as a result of Blocking, Blitzing, or injuries caused by the fans after a Crowd Surfing incident (*Crowd Surfing is the name given to successfully pushing an opponent off the pitch and into the crowd*). Casualties caused by Secret Weapons, Foul actions, or Thrown Rocks do not count. Nor do self-inflicted casualties caused by failed Dodges or Go For It's.
- **DIRTY DAN'S FILTHY GIT** for the coach who has the most players sent off as a result of Foul Actions. Do not count Secret Weapon players sent off at the end of a drive.
- **DA STUNTY AWARD** for the coach of a Halfling, Ogre or Goblin team with the most number of cup points.
- **THE MCMURTY'S FAIR PLAY AWARD** for the coach who received the most Favourite Game Votes.

- **BEST TEAM** for the winner of the Best Team painting competition, as detailed above.

- **THIRD PLACE** for the coach who finishes 3rd overall.
- **SECOND PLACE** for the coach who finishes 2nd overall.
- **THE QUICK SNAP CHAMPION** for the coach who finishes 1st overall.

SCHEDULE

SATURDAY 21ST MARCH 2020

- **8.30am:** Bugman's Opens for Registration
- **9.00am:** Events Hall and Store Open
- **9.10am:** Event Briefing
- **9.15am - 11.45am:** **GAME ONE**
- **11.45am - 12.45pm:** Lunch & Best Team Painting Competition
- **12.45pm - 3.15pm:** **GAME TWO**
- **3.15pm - 4.45pm:** Break
- **4.45pm - 6.15 pm:** **GAME THREE**
- **6.45pm (or sooner):** Awards Ceremony
- **8.00pm:** Events Hall and Stores Close
- **10.00pm:** Bugman's Bar Closes

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

Phone: 0115 9004994

Email: whworldevents@gwplc.com

Write: Warhammer World Events Team , Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

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