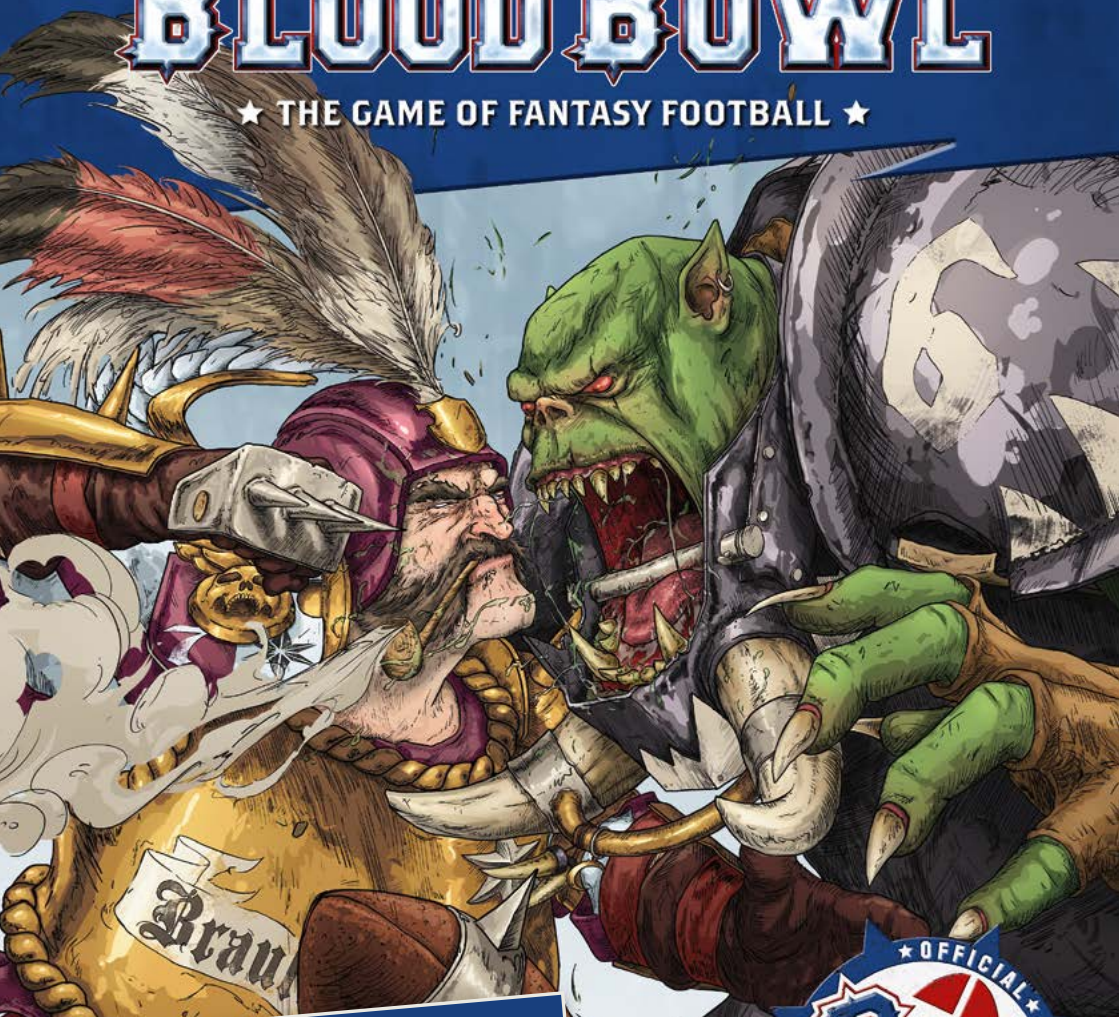


MATCHED PLAY

WARHAMMER WORLD

BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★



BLITZING SEVENS



BUGMAN'S BLITZING SEVENS

The Blitzing Sevens is a single day tournament for Blood Bowl Sevens. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted team, the Blitzing Sevens is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Blitzing Sevens event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#)

EVENT ESSENTIALS

| | |
|----------------------------|---|
| System: | Blood Bowl Sevens |
| Registration: | Wednesday 8th January, 2025 at 10:00 AM |
| Location | Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS |
| Team Size: | 600,000 Copper Pieces |
| No. of Games: | Four |
| Tools of the trade: | We will provide pitches and Dugouts. Attendees are expected to bring their team, dice, templates and all relevant rules publications. |



TEAM SELECTION

Teams are drafted as described on page 91 of Blood Bowl Death Zone, noting the following:

- Coaches may only use teams from the Blood Bowl rulebook, any up-to-date Spike! Journal's or the Teams of Legend PDF (Warhammer-Community.com). In addition, any teams released between the time of publication and the event are in use, unless their release date falls on the day of the event.
- Coaches have a budget of 600,000 copper pieces to spend for drafting their team, plus any Inducements the coach wishes to include. Any copper pieces not spent are lost. You will not be able to choose additional Inducements to make up any difference between your Team Value and your opponent's, so we strongly advise that small sums leftover be spent on Dedicated Fans, assistant coaches, or cheerleaders.
- At this event the Desperate Measures inducement is limited to 0 - 1 per team and Mercenary Players are not permitted.
- All teams must be recorded on a Blood Bowl Team Draft list, and you will need copies of your Team Draft list for the event: one to hand in to the event referee at registration, and one for you and one for each of your opponents to reference during the game.

INJURIES, ADVANCEMENTS AND THE DRAFT

Because all the players are utterly psyched for this event and will let nothing short of death stop them, 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 event to get some good games in without having to worry about their favourite player getting their head smashed in.

After each match, coaches may advance one player as described on page 96 of Blood Bowl Death Zone, however the same player may not advance more than once during this event.

With the Blitzing Sevens taking place on a weekday, the professional teams are busy training for the next Full Beard Cup, so there's no opportunity for players at the Blitzing Sevens to be noticed by the big leagues. At this event, The Draft rules on page 96 of Blood Bowl Death Zone are not in use.

SCORING AND PAIRING

The player with the most Tournament Points will be the winner. In the case of a tie the players will be split using the following tiebreakers, in order of priority:

- Bonus Points
- Touchdown Difference (Touchdowns scored minus touchdowns conceded)
- Touchdowns Scored
- Casualties Caused

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team. Tournament Points are awarded as follows:

- 2 points for a win
- 1 point for a draw
- 0 points for a loss

Bonus Points are earned in each game for meeting the following criteria:

- Scoring 3 or more touchdowns – 1 Bonus Point
- Conceding 0 touchdowns – 1 Bonus Point
- Inflicting 3 or more Casualties (counting only those that would normally award Star Player Points) – 1 Bonus Point

PAINTING COMPETITION

At this event each coach may submit their entire Sevens Team for The Worlds of Warhammer painting competition, however it must be the team used at the event. Note that appropriately sized diorama bases for Sevens Teams are permitted within this competition.

SCHEDULE

| | |
|---------------|---------------------------------------|
| 10:00 - 10:20 | Registration in the Gaming Hall |
| 10:20 - 10:30 | Event Briefing |
| 10:30 - 11:45 | Game 1 |
| 11:45 - 12:00 | Break |
| 12:00 - 13:15 | Game 2 |
| 13:15 - 14:15 | Lunch and painting competition voting |
| 14:15 - 15:30 | Game 3 |
| 15:30 - 15:45 | Break |
| 15:45 - 17:00 | Game 4 |
| 17:00 - 17:30 | Break |
| 17:30 | Awards Presentation |
| 18:00 | Warhammer World Closes |

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

In addition, the following will be awarded:

- Max Spleenripper's Carnage Cup, for the coach who caused the most Casualties
- Griff Oberwald's Golden Gloves, for the coach who scores the most Touchdowns