

Sydney 7's Outback Cup IV – Pack 2024

5 game tournament of Blood Bowl 7's

Doors open 830am, Round 1 set to start at 9am

TEAM CREATION

- Teams may be purchased using 600,000 GC
- Teams can take Inducements, but no wizards, mercenaries or star players.
- Teams may be selected from any of the current BB races including the NAF approved Slann
- In Sevens, a team may not have more than 11 players on the roster. A team will only field 7 players at a time.
- In addition, "Positional" players are rarer. 0-4 positionals may be selected so for example a Dark Elf team could take 2

Witch Elves and 2 blitzers, or 4 blitzers. A Skaven team could take 1 rat ogre, one blitzer, one thrower and one gutter runner, or 4 Gutter runners. (or any other combination of 0-4 total).

- Sevens teams are not very well-trained or reliable. You may only purchase ONE re roll at double price
- Fan Factor costs 20,000gp per point instead of 10,000gp
- Assistant Coaches and Cheerleaders cost 20,000 gp
- Please ensure that your team sheets include your NAF name and NAF number.
- Team Sheets Must be Emailed at least 4 days prior to tournament start.

THE PITCH

A very special BB7s pitch is used in the Sydney 7s. The pitch is divided into three six-square zones plus two one-square endzones lengthwise, for a total pitch size of 22 squares long by 11 squares wide. Pitches will be provided. You are welcome to bring your own if you have a Sydney Sevens Outback Cup pitch from 2019 or 2020 if you would like to use that

There will be a maximum of 70mins for each game which equates to 5 mins per turn.

- Apothecaries

As per current Death Zone rules

- Desperate measures will be outlawed for the Outback Cup
- Because this is a short tournament with games back to back, the scouts for the Pro leagues won't have time to take players off to the draft, and we will be using Resurrection type rules as well.
- For this event we will have the following skills package - before each game (including round 1) a player may be given a Normal skill. No skill stacking, no Stat increases.
- Finally, before the tournament you may select one player to be your team captain, they may be given the Pro skill, and are eligible for one further skill -up as above.

Pairings - Random first round and then paired using modified Swiss.

Scoring

- o Win :50
- o Draw: 20 points
- o Loss: 0 points

For determining the final standing

- Head-to-head result • Avg Opponent score • Net touchdowns • Net casualties
- Awards: Sports, Painting, 1st, 2nd, 3rd, ETC