

WELCOME!

UKTC The UK Team Challenge enters its 10th year, and we look forward to you joining us in our new venue at Leeds University.

Grab 3 friends and join us for 6 games of team-based blood bowl across two days as you battle it out for the prestigious title.

This is a NAF sanctioned event, and each year the tournament attracts an international field of Blood Bowl players from all over the UK and Europe.

WHAT YOU WILL GET

- 6 glorious games of team-based Blood Bowl
- An exclusive UKTC gift
- Lunch on both days

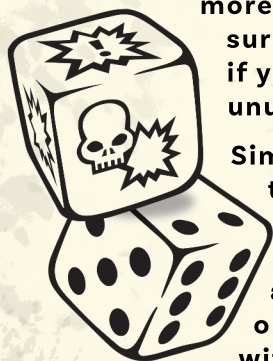
WHAT YOU WILL NEED:

Dice

There are thousands of different varieties of dice out there now. People have their own preferences, and some are easier to interpret than others.

We would like everyone to be able to play with their favourite dice, but in the case that you or your opponent are struggling to see or decipher your dice, you may be asked to change to a more readable set. Please make sure you bring a clear set with you if you are using something more unusual.

Similarly, some coaches choose to share dice in the spirit of fairness. If a coach requests this, you must agree upon a set to use. If you have objections to this, please speak with a referee.



Painted miniatures

Your team must be fully painted and based. It's only 16 miniatures; we believe in you!

Model-wise, we are open to using the official GW range as well as teams from the plethora of great third-party producers. Models should clearly represent the positions of your team.

Conversions and proxy teams are allowed. However, these must make sense for the roster you are using. You cannot use orcs and call them humans. If you are unsure that your team is clear enough, you can message the tournament organiser for clarification.

If you are bringing anything out of the ordinary, please consider bringing a traditional alternative in case your opponent is struggling.

As much as we love Greebo models, any teams from their Cutiemal or perspex range are not permitted. Likewise, any similar models from other providers will not be permitted.

Skill markers

Your chosen skills should be marked on all of your players. There are many ways to do this, most notably, Charlie Victor skill bands or the good old loom band. Other systems are encouraged; just make sure they are clear and visible.

There are more skills in Blood Bowl than in general colours. We don't want to dictate the full range to you, but some skills will use set colours.

Block – Blue

Dodge - Yellow

MightyBlow - Red

Wrestle – White

Guard – Green

Tackle - Orange

If you or your opponent are using different colours for the above skills, you may be asked to change your marker.

There will be loom bands available on the day to facilitate this.

WWW.UKTC.INFO

CODE OF CONDUCT

- JUST BE NICE

Sportsmanship

As much as any coach wants to win their games, you're there to have a good time (or at least you should be). In the most simplistic terms that we can possibly state, just be nice and friendly. We've all had bad dice, we've all tilted, and we've all been a little bit salty at times. Please be aware of your behaviour, and remember that your opponent is also trying to enjoy the game. Noticeably poor sportsmanship or any form of aggressive, abusive, or hateful behaviour will not be tolerated.

Language

UKTC attracts players from all over Europe to come and battle it out on British soil. Understandably, English is most likely not their native tongue. Also while the language of Blood Bowl helps to bridge that gap, please give some consideration to any international opponents.

For all players, please be mindful of your language, no matter what your mother tongue is in. Most of us at the event will be adults, but there may be under 18's playing around you. We've probably all let out some fruity words during our games, but again, please be mindful and considerate to those around you.

Illegal Setup

From time to time, some coaches will accidentally draft on an extra player for the drive. This can be resolved as per the ruling in the Blood Bowl rule book (page 40).

However, we do encourage taking a sportsmanlike approach to this. If it's an early turn, or a nothing pivotal has occurred yet, maybe consider removing an unskilled player. You can always utilise the refs to help decide.

Referees

Over the weekend, there will be refs on site to help with any rules questions or game dilemmas. Please try and resolve any rules queries between yourselves or by using the players to the sides of you. If a ref is involved, they will endeavour to sort any issues in the fairest way possible for both coaches. Please remember that a ref's decision is final.

Cheating

It should go without saying that cheating will not be tolerated. Sometimes we're tired, sometimes we're rushed, and sometimes we're hungover. If you think that your opponent has made a mistake or forgotten something, please inform them. However, if you do believe that your opponent is cheating in any form, please speak with a ref.



SCHEDULE

FRIDAY Optional 7's - tickets sold separately

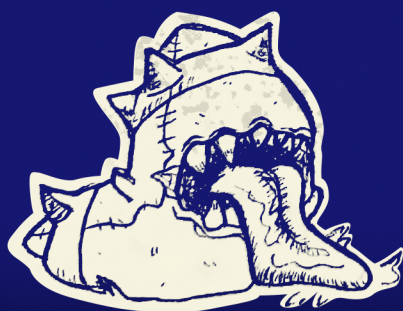
- 16:45 - 17:15 > Registration
- 17:15 - 18:30 > Game 1
- 18:30 - 18:45 > Break
- 18:45 - 20:00 > Game 2
- 20:00 - 20:15 > Break
- 20:15 - 21:15 > Game 3
- 21:30 - 22:00 > Awards/Finish

SATURDAY

- 08:45 - 09:45 > Registration
- 10:00 - 12:30 > Game 1
- 12:30 - 13:30 > Lunch
- 12:45 - 13:15 > Paint Comp
- 13:30 - 15:45 > Game 2
- 15:45 - 16:00 > Break
- 16:00 - 18:15 > Game 3

SUNDAY

- 09:15 - 09:45 > Venue Opens
- 09:45 - 12:00 > Game 1
- 12:00 - 12:45 > Lunch
- 12:45 - 15:00 > Game 2
- 15:00 - 15:15 > Break
- 15:15 - 17:30 > Game 3
- 17:30 - 18:00 > Awards



mefspores

GAME DURATION

For 2025, game times are reduced to 2 hours and 15 minutes. We think this is ample time to finish your game, but we understand that some games take longer than others. There will be a visible game timer on show, and there will be continuous announcements made regarding time remaining.

GAME ONE ALLOWANCE

Game one of day one is the only exception to the revised game duration. This will be 2 hours and 30 minutes. We can all be a bit rusty if we haven't played in a while, and the extra 15 minutes is to allow for this. Games can not be played into the lunch break. If you finish your game early, make the most of the extended lunch break and enjoy the added social time with the other coaches.

TIMINGS AND CHESS CLOCKS

If we believe that games are falling behind, you will be placed on a chess clock to make sure that all finishes on time. If either coach wishes to go on a chess clock, the other coach must abide. For simplicity we would suggest starting with a chess clock from turn 1. Any queries or disputes on the exact arrangement, please call a ref over to assist.

We will be enforcing strict finishing times to keep things on schedule. Coaches will be allowed to finish the equivalent turns, but on a timer (i.e., if you played your turn 16, your opponent will be allowed to complete their turn 16 whilst on a timer).

There are plenty of apps for chess clocks, and there are dedicated BB apps that have incorporated timers. Here at UKTC we like to use BB Coach Assistant, which can be found on the Google and Apple app stores.

RULES

At UKTC, teams of 4 coaches compete against one another in 6 rounds of Blood Bowl. Each team member must use a different race from the available options.

UKTC is a “Resurrection” tournament, which means that all players and skills return to their starting status after each game regardless of injuries or any other post-match changes. The first matchups between teams will be drawn randomly, as will the individual matches within each team pairing.

In Rounds 2-6, teams will be matched against opposing teams with a similar points score based on the overall ranking. This follows the familiar “Swiss” system used in many Blood Bowl tournaments. From here on, individual matches within the team pairing will also be allocated using the Swiss system.

TEAM COMPOSITION

Each team is assigned a tier that has a designated amount of gold from which they must build their roster.

Tier one = 1150k (1,150,000 gold)

When assigning a skill you may only assign one skill per player, additionally a secondary skill can be substituted for a single primary skill. “Trades” are implemented in place of an assigned skill and cannot be combined.

NO STAR PLAYERS ALLOWED.

Permitted Inducements:

Bloodweiser Kegs	0-2
Bribes	0-3
Wandering Apothecaries	0-2
Mortuary Assistant	0-1
Plague Doctor	0-1
Riotous Rookies	0-1
Biased Referee	0-1
Halfling Master Chef	0-1

Tier One - 1150k

Amazon, Dark Elf, Dwarf, Lizardmen, Skaven, Shambling Undead

6 Primary

Tier Two - 1160k

Norse, Orc, Underworld Denizens, Wood Elf, Vampire

5 Primary + 1 Secondary

Tier Three - 1170k

Chaos Dwarf, High Elf, Human, Necromantic Horror, Tomb Kings

6 Primary + 1 Secondary

Tier Four - 1180k

Black Orc, Chaos Chosen, Chaos Pact, Elven Union, Gnome, Imperial Nobility, Khorne, Old World Alliance, Slann

6 Primary + 2 Secondary

Tier Five - 1200k

Goblin, Halfling, Nurgle, Ogre, Snotling
Stunty players only + big guy: Black Orc, Lizardmen, Underworld Denizens

6 Primary + 3 Secondary + Trading

Trading - (Tier Five only)

Instead of taking a skill, a player may make a single trade. Each trade can only be made once per player/roster

Trade A - Swap 1 primary skill for +PA

Trade B - Swap 1 primary skill for +AV

Trade C - Swap 1 secondary skill for +MA

Trade D - Swap 2 secondary skills for +AG

Trade E - Swap 1 primary & 2 secondary for +ST

Trade F - x2 Primary skills assigned to 1 player

Trading example: For a Halfling roster, a Treeman makes **Trade C**, a Catcher makes **Trade D**.

The remaining skill allowance for the team would be 6 primary skills. **Trade A, B & F** could still be made as their cost only requires primary skills, However **Trade E** could not now be made.

SCORING

Tourplay

For 2025, we will be using Tourplay to run the tournament. Tourplay is a great system that allows you to select and input your roster online. It eliminates the chance of creating illegal rosters, and it allows coaches to quickly view each other's players, stats and skills during the game. You'll also be tracking all of your touchdowns and casualties through Tourplay, making it nice and simple to ensure you're submitting the correct result. It will require to you to create an account, which you can do at tourplay.net. As this is an in browser app we would advise trying to insure you keep your device charged.

Roster deadline

The Tourplay event will open for registration on Friday, the 1st of August. We appreciate that sometimes you need those final few weeks to trial and tweak your rosters. The deadline for submitting your rosters will be Monday, the 25th of August. It will be the team captain's responsibility to chase up all coaches and ensure everything is submitted on time. There will be penalties applied for any team that fails to meet the deadline.

Awards

Team Prizes

- Winning Team
- Runner-up Team

Individual Prizes

- Best individual
- Most Casualties
- Most Touchdowns
- Stunty Cup

Painting Prizes

- Best Team
- Best Single Mini



Scoring

Teams earn points as follows each round:

- Team Win: 2 Points
- Team Tie: 1 Point
- Team Loss: 0 Points

A team registers a **WIN** if they collectively win more individual matches than the opposing team.

A team registers a **DRAW** if they collectively win the same number of individual matches as the opposing team.

A team registers a **LOSS** if they collectively lose more individual matches than the opposing team.

Teams on the same points during the tournament and for final standings will be ranked using a system of tiebreakers in the following order:

- Strength of schedule
- Head to head
- Sum of individual points (2/1/0 for W/D/L)
- Net TDs then Net CAS

For the individual prize, players on the same points will be ranked using these tiebreakers in order:

- Strength of schedule
- Head to head
- Net TDs then Net CAS

NAF

UKTC is a NAF registered tournament and you will require a membership to play on the weekend.

If you are not yet a member, you can register online at www.thenaf.net, or in person at UKTC.

