



2025 BRISCON CUP

COACH INFORMATION KIT

Thank you for taking an interest in signing up to the 2025 Briscon Cup, a weekend-long five-round Blood Bowl tournament held at QLD's premier hobby convention, Briscon.

This information pack will give you all the information you need to participate in this awesome weekend of Blood Bowl. If you have any further questions that are not already answered here, please email

commish@vaultgames.com.au.

1.0 EVENT DETAILS

1.1 LOCATION

This event is held during BrisCon 2025 at Mt Gravatt Showgrounds, 1644 Logan Rd Mount Gravatt QLD.

1.2 EVENT DATES

The 2025 Briscon Cup will comprise one Elevens event. It will be held across both Saturday 17/05 and Sunday 18/05.

1.3 TOURNAMENT RULES

BB2020; Death Zone; Spike! Journals 11-18; Designer's Commentary and Errata May 2024; Teams of Legend.

1.4 TOURNAMENT STYLE

Resurrection. Injuries and Miss Next Game results heal between rounds.

1.5 MATCH TYPE

Exhibition

1.6 NUMBER OF ROUNDS

Five (5) Rounds over Two Days

1.7 TOURNAMENT ORGANISER

Dylan Shearer | Vault Games | ✉ commish@vaultgames.com.au

1.8 SCHEDULE

17/05 - Saturday

9.00 Check-In and Briefing
9.30 Round 1
11.45 Lunch
12.30 Round 2
14.45 Round 3
17.00 End of Round 3.

18/05 Sunday

9.00 Doors & Setup
9.30 Round 4
11.45 Lunch
12.30 Round 5
14.45 Prize Awards. End of Event.

1.9 AWARDS

1st: \$100 Vault Games Gift Card + Medal
2nd: \$50 Vault Games Gift Card + Medal
3rd: \$20 Vault Games Gift Card + Medal

Lucky Door Prizes

- **Netherworld Goodie Pack** - Tin lunchbox with a bucket hat, 20 games tokens, dice bag, bumper sticker, \$50 bar voucher and enamel pin
- **Project Immersive Voucher** - A voucher for 4x attendess to a single escape room of your choice

Every player will also receive a **2025 Vault Bowl Season Coin Marker**.

1.10 OTHER DETAILS

ALL MODELS MUST BE PAINTED to a three-colour minimum and be easily identifiable of their position, skills, and/or any Star Players that model represents. All players should be numbered. However, numbers alone should not be used to identify positions or additional skills.



2.0 EVENT STRUCTURE

2.1 EVENT SOFTWARE

The **2025 Briscon Cup** event will be run using **TourPlay.net online software**. Please ensure you have a charged mobile device with internet access to record the results of your match. If you do not yet have an account, please register at <http://tourplay.net>.

2.2 ROUND PAIRINGS

This event will run as a **Swiss-paired event**. The first round will be paired at random, and subsequent rounds, you are likely to be paired against an opponent with a similar win rate as you.

2.3 SCORING & TIEBREAKS

Points for each match played will be awarded according to the following:

- **WIN** - 5pts
- **DRAW** - 2pts
- **LOSS** - 0pts

Please ensure you record all casualties for and against, and all touchdowns scored for and against. Casualties include those caused by fouls and the crowd (Match-reporting allows for this differentiation), but NOT self-inflicted casualties, such as failed dodges and failed rushes.

Tiebreaks between coaches will be determined according to the following order:

- 1. Buchholz AKA Strength of Schedule** - Based on results of opponents played
- 2. Touchdown difference** - TD For minus TD Against
- 3. Casualties difference** - CAS For minus CAS Against

2.4 MATCHES & REPORTING

All matches will last **2 hours and 15 minutes** and are expected to have entered the second half with at least 1 hour remaining in the round. If you fail to complete your match in the allotted time, you will only be allowed to complete your current turn, ensuring the same number of turns have been performed by both coaches.

Turn times will not be generally enforced but it is recommended to perform your turn in 4 minutes or less.

Repeated slow play may result in a Tournament Organiser enforcing a 4-minute turn timer on you for the rest of your matches for the event.

A Turn Timer feature is available through the TourPlay.net match report. Please see the documentation at [https://tourplay.net/en/support/content/\(supportContent:manage-coaches/turn-timer\)](https://tourplay.net/en/support/content/(supportContent:manage-coaches/turn-timer)).

Match reporting is performed within the **TourPlay.net web application**. Please ensure you have a charged mobile device with internet access to record the results of your match.

2.5 HOUSE/AMENDED RULES FOR THIS EVENT

Highlander: During the **Inducements** step of the **Pre-Game Sequence**, if both teams have drafted the same **Star Player**, that player will refuse to enter the pitch for either side and will instead watch from the crowd.

Exhibition Prayers to Nuffle: The **Exhibition Play - Prayers to Nuffle** (p.103 *The Official Rules*) will replace the normal **Prayers to Nuffle** table during this tournament.



3.0 TEAM CREATION RULES

3.1 TEAM CREATION FORMAT

- The **2025 Briscon Cup** is a NAF sanctioned Blood Bowl 11s event.
- Teams are to be constructed with a **\$1,100,000 Treasury** (3.2 Treasury & Tiers).
- Teams are split into **Tiers** that dictate what improvements can be made using **Skill Points** (3.4 Skills).
- Please see 3.5 Sideline Staff and Inducements for a list of available **Sideline Staff and Inducements**.
- Teams must be submitted to the TourPlay.net software by **Saturday 3 May 2025**.

3.2 TREASURY & TIERS

Each coach has **\$1,100,000** in their Treasury to build your team. When building your team, starting Treasury must be spent to purchase **PLAYERS, STAR PLAYERS, SIDELINE STAFF, and INDUCEMENTS**. Any unspent Treasury is lost and does not affect your team value.

Available teams for this event are split into the below tiers. This may affect available Skill SPP and Star Players.

There is also a **Tier 0**, that teams can move into given your rostering choices.

Tier 1

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Wood Elves

Tier 2

Black Orc, Chaos Renegades, Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings, Underworld Denizens, Vampire

Tier 3

Chaos Chosen, Imperial Nobility, Khorne, Nurgle, Old World Alliance, Snotling*

Tier 4

Gnomes, Goblin, Halfling, Ogre

*Snotling teams are still considered **Stunty** despite being in Tier 3.

3.3 PLAYERS & STAR PLAYERS

Each team must comprise 11 - 16 players.

Star Players are **ARE permitted** to draft but are subject to several rules:

- The **Highlander House Rule** will be in effect (see below)
- Your team will be considered **ONE TIER** higher than originally defined **per Star Player rostered** (so a **Tier 1** team with a **Star Player** will move into **Tier 0** - please see **3.4 Skills** as to how this will effect further team improvements)
- Your team **MUST** consist of **at least 11 standard players** before adding a Star Player
- **Tier 1 - Tier 3** may draft **ONE STAR PLAYER** only, and **Tier 4** may draft **UP TO TWO**

Highlander: During the Inducements step of a match, if both teams have drafted the same Star Player, that player will refuse to enter the pitch for either side and will instead watch from the crowd.

3.3 SKILLS

The amount of Skill Points (SP) available for teams to spend on their players, and the maximum of each improvement, are outlined below.

- **Tier 0:** 6 SP*
- **Tier 1:** 14 SP
- **Tier 2:** 18 SP
- **Tier 3:** 22 SP
- **Tier 4:** 26 SP

*Tier 0 teams may only purchase Primary skills.

You may spend SP to purchase the following advancements:

- **Choose a Primary Skill:** 2 SP
- **Choose a Secondary Skill:** 4 SP
- **Improve either MA, PA or AV by 1:** 5 SP
- **Improve AG by 1:** 6 SP
- **Improve ST by 1:** 8 SP

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Multiple advancements (beyond the first) assigned to a single player will not attract additional SP costs. For example, assigning two primary skills to a single player will cost 4 SP, assigning three primary skills to a single player will cost 6 SP, etc

Skill advancements will increase your **Team Value** but not cost any funds from your **Treasury** to perform.

The following restrictions apply to distributing SP:

- No single player may have more than **SIX** skill purchases
- No single player may have more than **ONE** Characteristic Improvement
- A player with a Characteristic Improvement **CANNOT** receive any Skill Improvements
- The same SP purchase cannot be made more than **FOUR TIMES** across an entire team

You may also spend SP to add Star Player(s) to your team roster but you **MUST HAVE AT LEAST 11 PLAYERS** on your roster before hiring a Star Player.

- **Hire a Star Player:** 2 SP
- **Hire a MEGA Star Player:** 6 SP (Not available to **Tier 1 teams**. Maximum **ONE** MEGA Star Player per team.)

REMEMBER: Including a Star Player on your roster will **INCREASE YOUR TIER FOR THE PURPOSES OF IMPROVEMENTS**, and with that, the available SP to spend.

3.5 SIDELINE STAFF AND INDUCEMENTS

The following Sideline Staff and Inducements may be purchased for your team. Any extras not listed below may not be purchased.

QTY	SIDELINE STAFF/INDUCEMENT	\$K PER	TEAM
0 - 6	Dedicated Fans	10	Any
0 - 3	Assistant Coach	10	Any
0 - 3	Cheerleader	10	Any
0 - 1	Apothecary	50	Any except "Sylvanian Spotlight" and "Favoured of Nurgle"
0 - 8	Team Re-Roll	Varies	Any

The following **Inducements** table shows all Inducements for use during the event. You **must include them on your team roster** by spending from your available treasury.

QTY	SIDELINE STAFF/INDUCEMENT	\$K PER	TEAM
0 - 3	Temp Agency Cheerleaders	20	Any
0 - 3	Part-Time Assistant Coach	20	Any
0 - 8	Extra Team Training	100	Any
0 - 2	Bloodweiser Keg	50	Any
0 - 2	Wandering Apothecary	100	Any except "Sylvanian Spotlight" and "Favoured of Nurgle"
0 - 1	Mortuary Assistant	100	"Sylvanian Spotlight"
0 - 1	Plague Doctor	100	"Favoured of Nurgle"
0 - 3	Bribes	100/50	Any/"Bribery & Corruption"
0 - 1	Biased Referee	120/80	Any/"Bribery & Corruption"
0 - 3	Bottles of Heady Brew	40	Tier 4
0 - 1	Halfling Master Chef	300/100	Tier 4/"Thumble Cup"
0 - 1	Riotous Rookies	100	"Low Cost Linemen"
0 - 1	Hireling Wizard	150	Any
0 - 1	Weather Mage	30	Any

3.5 TEAM SUBMISSIONS

Teams must be submitted and valid via the Tourplay event set up at <https://tourplay.net/en/blood-bowl/2025-briscon-cup> by **Saturday 3 May 2025**. Failure to register your team by the deadline may result in disqualification from the event without a refund.



4.0 THE VENUE AND SURROUNDS

4.1 ABOUT VAULT GAMES

Here at Vault Games, we take the inclusivity of our community very seriously. So we have some Rules of Play that all people that enter our events must adhere to otherwise they'll be asked to leave without any refunds to paid events or unconsumed food and beverage.

1) Play nicely with others:

Gaming is for everyone! Be mindful of words and actions while gaming to help ensure that all attendees feel welcome. Inappropriate language and behaviour will not be tolerated, and offenders may be asked to leave the event.

2) Have each other's back:

It can be hard to deal with harassment alone. Do your best to stand up for other players if you hear or see inappropriate language or behaviour. The Vault team takes complaints of this nature very seriously and will strive to handle complaints fairly and impartially.

3) Be a good sport:

Remember that the purpose of gaming is to have fun. Please do not let conflict about rules, points or the outcome of games affect other player's ability to enjoy their gaming experience. In official competitions (e.g. MTG drafts) assigned judges will adjudicate any disputes, and cheating of any kind will not be tolerated.

4) Be a good guest:

Please be respectful and courteous to members, other guests, and any staff working at the venues that host our events.

5) Don't be that guy:

Drugs, illegal substances and BYO alcohol (unless permitted by the venue) are not allowed under any circumstances. Attendees found with inappropriate substances will be removed from the venue immediately and detained by police or security as necessary. Any illegal behaviour will be reported to the proper authorities.

Please note:

- Inappropriate language includes, but is not limited to, slurs based on gender, race, ethnicity, religion, sexual orientation, and disability.
- Inappropriate actions include, but are not limited to, verbal, physical, psychological or sexual harassment.
- Verbal harassment is the deliberate use of language to make another person feel uncomfortable outside the context of a game.
- Physical harassment is any deliberate, unwanted physical contact.
- Psychological harassment is unwanted hostile behaviour, threats or intimidation.
- Sexual harassment is teasing, jokes, innuendo, photos/images, gestures, touching, or 'gifts' of an unwanted sexual nature, or repeated, deliberate invasion of personal space.

4.2 GETTING THERE

Travel by Car

Onsite parking is available at the Mt Gravatt Showgrounds. Street parking is also available around the showgrounds.

Travel by Bus

The nearest bus stops are **Logan Rd at Mt Gravatt Showgrounds, stop 38A, Mount Gravatt** (if travelling from the city) and **Logan Rd at Wishart Road, stop 39, Mount Gravatt** (if travelling from Garden City). The Bus Routes that stop at these stops are **172** and **175**.

Interstate Travel

The Mt Gravatt Showgrounds are located at 1644 Logan Rd Mount Gravatt QLD. There are interstate travel routes by Car, Bus, Train, and Plane. Please refer to your preferred travel option's websites or companies for further information.

4.3 ACCOMMODATION

Accommodation options near the Mt Gravatt Showgrounds are limited. It may be easier to stay in the city and catch a bus to the Venue. To see what's available, please refer to the Visit Brisbane website (<https://visit.brisbane.qld.au/accommodation>).



5.0 SPECIAL THANKS

5.1 NETHERWORLD



IN THE WASTE LAND OF THE VALLEY

Far Beyond Where Brisbane Punters Should Dare Explore...

...lies the **Netherworld** – a drinking hole, diner and collection of gaming relics from decades past. Lurking in the shadows beyond, the corner bar crouches over forgotten treasures from the 70's until present day including 15 pinball machines, 25 arcade machines, classic consoles and countless board games. The bar wields 24 taps of local beer, cider and mixed elixirs. The diner serves up a diverse and otherworldly selection of bites, buns and bowls. Mind the hell mouth and welcome to the other side.

5.2 PROJECT IMMERSIVE



BECOME LOST IN OUR WORLD BUILDING

Project Immersive Escape Rooms have created a unique escape room experience here in Brisbane.

With multiple games based around the story of Area 1, it is an old, decrepit facility studying the unnatural wonders of the universe. On the verge of a huge scientific breakthrough, the reactor powering the facility has suffered a massive surge. Plunging the facility into chaos, and causing the disappearance of their lead researcher.

Project Immersive's many years of experience in entertainment, television, movies, games design, festivals and immersive theatre are on full show as they have brought these skills together to create something that is unique, exciting and memorable.