





WHEN AND WHERE:

Saturday and Sunday, 16th and 17th of September 2023, Manukau Cruising Club, Orpheus Drive, Onehunga, Auckland 1061

TICKET PRICE:

- \$40
- \$10 NAF registration (mandatory for coaches with no previous NAF registration) - All attendees must be registered for the NAF, so that all games at the event can be recorded in the international Blood Bowl tournament tracking system. If you need help to get registered with the NAF, the organisers will help you out on the weekend.

Please send payment to Joe Worrall, 38-9008-0127891-00, and include; Reference: GSC2023 and Particulars: 'your name'

SCHEDULE:

TIMETABLE			
Saturday 16 September		Sunday 17 September	
Doors open/registration	8:30 - 9:00	Doors open	8.30
Round 1	9:00 - 11:30	Round 4	9:00 - 11:30
Lunch	11:30 - 12:30	Lunch	11:30 - 12:30
Round 2	12:30 - 15:00	Round 5	12:30 - 15:00
Round 3	15:00 - 17:30	Prize giving	15:00 - 15:30

TOURNAMENT OFFICIALS:

Joe Worrall - joeworrall4@gmail.com

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PRIZES:

- 1st place
- 2nd place
- 3rd place
- Best Painted
- Sportsmanship
- Best stunty coach
- Best Newcomer



WHAT WILL YOU NEED:

To successfully navigate your way to the end of the tournament, you will need to bring along:

- Your painted Blood Bowl team, completed to a minimum of three colours on each miniature, and all models clearly numbered and easily recognisable as appropriate models for their race and position (Non-GW models may be used)
- Miniatures must be clearly numbered to correspond with team roster sheets. As part of this, all players must be uniquely (and obviously) numbered to correspond with team roster sheets - no number, no run-on! The only exception to this is to appropriate Star Player models!
- A (legible!) copy of your Team Roster
- Skill rings/markers to ensure positions/skills are easily distinguishable on your players
- One set of three GW or NAF Block Dice, two six-sided dice with pips (not numbers) (2D6) & an eight-sided dice (D8)
- A rulebook and copy of the rule pack if you have them

RULES:

The Tournament Organiser (TO) will be on-site throughout proceedings and may be called upon to settle disputes that cannot be amicably resolved by referring to the rulebook as they occur. The TO's ruling will be made in good faith and, in all cases, is final - his decision should be accepted in good grace, even if you are convinced that the wrong decision has been made. No exceptions!

Each game is allotted 2 ½ hours in total, within which it must be completed. No overtime is played at the event. Both coaches must ensure that games and pre/post-match sequences are completed on time, as no time extensions are possible. Event officials have the right to end matches as they stand if the matches are not finished within the allocated time. Any coach considered by the TO to be deliberately stalling for time to run-out a match will be penalised with a point deduction at the tournament organiser's discretion.

The BB2020 rules will be used as the core ruleset for the tournament.

<https://www.thenaf.net/blood-bowl/rules/>

Arguing the Call and the Head Coach rules will be in play for this tournament.

Taking Moves Back

If a coach has moved a player & then starts moving another player, the first player cannot have his move taken back, this is also true of rolling dice. Once you have rolled a die, it "cements" that player's movement/action.

Cocked Dice

All cocked dice are to be re-rolled, no exceptions. Cocked dice include those that do not finish up on the gaming table or are 'even a little bit' off lying flat on the table.

That guy already moved!

In tournament play, the convention is that a player's facing will change once it has completed a move - hence you should be able to look and see everyone who has moved at any point. This convention is to be followed.



Attendance

Any coach who does not attend a scheduled match at the scheduled time (plus up to half an hour at the TO's discretion) will be treated as conceding the match, with effects as per the CRP. The game will be recorded as a 2TD, 2 CAS victory!

If you are in any doubt as to the application of these rules, please contact the tournament organiser via email.

Scoring:

Round 1 fixtures will be randomly drawn on the morning of the event, immediately after the registration is complete. Games 2 - 5 will be scheduled on a Swiss-style basis using the SCORE software endorsed by the NAF.

At the end of each game, the competitors are required to submit a match result, recording both teams' touchdowns and team casualties (caused by whatever means - crowds, weapons, blocks, failed dodges, the lot!).

Coaches competing in the tournament will receive four points for each win, two points for each draw and one point for a loss of only one touchdown incurred during the course of the tournament. Losses by more than one touchdown and conceding teams will receive no points.

MATCH RESULT	POINTS
Win	4
Draw	2
Loss	1
Losing by >1 TD	0

Placings will be decided by the Coaches Total score. In the event of a tie, placings will be decided by the following order: Opponents score, combined net TD and Net CAS. For the awards for Most Casualties and Most TDs, net Casualties and net TD differences will be used as tiebreakers respectively.

TIEBREAKER	DESCRIPTION
1	Total Points
2	Combined Opponent's Score
3	Net TD + Net CAS

BUILDING YOUR ROSTER:

The event will follow Games Workshop's Designer's Commentary from May 2023 and Teams of Legend documents. Any publications released by Games Workshop before 1 September 2023 (such as a new Spike! Magazine or rules in miniature packs) are also eligible for use.

The tournament will be run on a resurrection basis. Each coach must decide on their roster prior to the start of the tournament and bring three copies to their first game. This will be the coach's



roster for the duration of the tournament and is reset to its original format before the start of each game (injuries do not carry over from game to game, and no SPPs are awarded during the course of the tournament).

To create your roster, please use the following Excel spreadsheet: [Blood Bowl 2020 Tourney Roster v6.3](https://bloodbowlhelp.wordpress.com/2021/01/09/excel-roster-blood-bowl-2020/) (alternatively found here: <https://bloodbowlhelp.wordpress.com/2021/01/09/excel-roster-blood-bowl-2020/>).

Rosters are purchased with a treasury of 1,150,000 gold pieces and must include a minimum of 11 players. Gold pieces given are also used to buy inducements.

Permitted inducements (2020 Rulebook p34 & p89):

- 0-08 Re-rolls (varies per team)
- 0-06 Assistant coaches (10k)
- 0-12 Cheerleaders (10k)
- 0-01 Apothecary (50k) (for those teams that may hire an Apothecary)
- 0-06 Dedicated Fans (10k)
- 0-02 Kegs (50k)
- 0-03 Bribes (100k, 50k for Bribery & Corruption teams)

Note: No Bribes can be taken if the team has one or more players with the "Sneaky Git" skill.

- 0-02 Wandering Apothecaries (100k)
- 0-01 Mortuary Assistant (100k)
- 0-01 Plague Doctor (100k)
- 0-01 Riotous Rookies (100k)

If Riotous Rookies are hired, then roll separately before each match and ensure you have identifiable painted miniatures for the extra journeymen. It is sufficient to mark the journeyman skill with a distinct skill band, but they should be identifiable to the team.

- 0-01 Halfling Master Chef (300k, 100k for halfling teams)

Star Players

The inclusion of Star Players is limited to teams considered stunty teams. Therefore, only Goblin, Halfling, Ogre and Snotling teams may take 0-1 Star Players, and only after rostering 11 regular players. Eligible Star Players are those in Blood Bowl: Second Season - The Official Rules and released in Spike! issue 11 onwards. If you are unsure if a Star Player is eligible, please don't hesitate to ask.

Extra charge for certain Star Players

Certain star players are so famous, glamorous, or infamous that their teammates pay all their attention to them, forgetting to properly train and improve their own skills. So, in case you want to hire one of them for your team, you will have to "pay" some of the skills you got on your skillset to picture this situation. If you hire one of the following star players, you'll have to reduce the mentioned skills from your skillsets.



STARPLAYER	SKILL COST
Morg’N’Thorg	3 Primary Skills
Griff Oberwald	3 Primary Skills
Deeproot Strongbranch	2 Primary Skills
Hakflem Skuttlespike	2 Primary Skills
Kreek Rustgouger	2 Primary Skills
Bomber Dribblesnot	2 Primary Skills
Cindy Piewhistle	2 Primary Skills

Skill Points

In addition to the starting skills on your roster, all teams will have additional skills that they can add to their roster. Please ensure all players are clearly numbered so that your opponent can easily identify which players have which skills. Access to skills is tiered as follows:

TIER OF TEAM	NUMBER OF SKILL POINTS
Tier 1	7 primary skills
Tier 2	6 primary skills & 1 secondary skill
Tier 3	5 primary skills & 2 secondary skills

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Shambling Undead, Wood elf

Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Skaven, Slann, Tomb Kings, Underworld Denizens, Vampire

Tier 3: Goblin, Halfling, Ogre, Snotling

These skills are all allocated at the start of the tournament, so they remain relevant for all five matches. The secondary skill can be swapped to a primary skill if you wish. Skills are allocated as “new skill” rolls specified as either “primary” or “secondary” as per the Improvement Rolls table. There is no restriction to skill duplication, i.e. you may give several different players the same skill if you wish. You may only select one additional skill per player. Statistic improvements and random skills cannot be selected.

Unlike in league play, Skills purchased do not add to a player's value, and as a result, their Team Value will not increase.

RESOURCES

<https://www.thenaf.net/wp-content/uploads/2022/12/NAF-Rules-for-Tournaments-2023.pdf>

[Teams of Legend document](#)

[Errata and Designer's Commentary May2023](#)

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