



After the great success of last year's inaugural event, the NAF are delighted to present the second NAF Championship: the biggest and most prestigious of Blood Bowl's major tournaments.



We were delighted to see last year herald a return to the international flavour of this annual fixture. Blood Bowl coaches travelled to Nottingham from as far as France, Italy, Sweden, Germany, Switzerland and Spain. It was fantastic to see so many new faces take part from home and abroad. A whopping total of 189 coaches attended the tournament.



The NAF are grateful for Jervis Johnson and the GW Events team's ongoing support and are delighted to be running our event at Warhammer World yet again. The superb atmosphere and excellent facilities at the venue remain a great asset. We hope, with your help, that the NAF Championship will continue to grow as the largest individual tournament in world Blood Bowl.



• BASIC INFORMATION •

The tournament will take place on the 19th and 20th of May 2012 at **Warhammer World**, Willow Road, Lenton, Nottingham, UK NG7 2WS.

There is a limited capacity at Warhammer World. Therefore places will be allocated on a first-come, first-served basis. Tickets will go on sale on Saturday January 14th 2012 at 09:00 GMT.

To reserve your place please send a £40 PayPal payment to thenafchampionship@gmail.com. Each entrant must provide their full name and current email address. NAF members must also provide their NAF name. Payments received before 09:00 on 14th January will not be accepted.

You will receive immediate email confirmation of your payment by PayPal. Once we have received and processed your details as above, the NAF will also send confirmation *via* email. This process may take a few weeks. When it arrives, please print your confirmation email ready to bring to the tournament.

Boards and dugouts will be provided for use throughout the tournament. You will be required to bring your team, dice and templates. Your team must consist of Games Workshop manufactured miniatures, by request of Warhammer World. Miniatures or parts of miniatures from other manufacturers are not permitted and will unfortunately have to be confiscated by the GW events team.

Included in the ticket price are your lunch and dinner on Saturday and lunch on Sunday. These meals will be provided at the Warhammer World canteen. See the schedule for serving times. If you have any specific dietary requirements such as an allergy or intolerance, please provide this information when you make your PayPal payment.

The venue is a short taxi ride from the well-connected Nottingham railway station. If you are travelling by car, take J25 off the M1 heading along the A52. Then cross four roundabouts and turn right at the lights opposite the Wheatsheaves pub onto Gregory Street. Go straight over at the next set of traffic lights onto Lenton Lane. Warhammer World is on your right after about 500 m.

The nearest air link is East Midlands airport. Airport bus links are available, which can take you to within a kilometre of Warhammer World.

Accommodation is not provided so you will need to arrange this yourself from the wide range of places to stay in Nottingham.





• SCHEDULE •

The tournament will consist of 6 Blood Bowl matches. The two highest ranked coaches at the end of round 5 will compete in the NAF Championship Final. You will not be drawn against an opponent you have already played in a previous round; the only exception to this rule is the final.

Round 1 matches will be randomly determined. In the following five rounds players will be ranked by points total and paired off into matches *e.g.* 1st vs 2nd, 3rd vs 4th *etc.* Where players are tied on points, they will be drawn against a random opponent who has the same number of points. Points scoring rules are given in the following section.

Players on equal points after round 6 will be separated in the final placings by adding together their touchdown difference and casualty difference; the higher net total achieving the higher position. The same calculation will be used to determine the NAF Championship Finalists, should the leading players be tied on points.

The schedule is as follows:

• Saturday 19th May 2012

Registration:	08:30 – 09:45
Round 1:	10:00 – 12:15
Midday meal:	12:00 – 13:15
Round 2:	13:15 – 15:30
Round 3:	16:00 – 18:15
Evening meal:	18:15

• Sunday 20th May 2012

Round 4:	09:30 – 11:45
Midday meal:	11:30 – 12:30
Round 5	12:30 – 14:45
Round 6	15:00 – 17:15
Awards ceremony:	approx. 17:45
Close:	approx. 18:00

2 hours and 15 minutes are allocated to each round. We ask that you play within this time, otherwise the tournament referees may need to stop games prematurely.

If the NAF Championship Final ends in a tie, then overtime will be played to decide a winner. This might entail a slight delay in the above schedule.





• PRE-REGISTRATION •

This year we are inviting coaches to pre-register their team rosters prior to the tournament. Please email your full team roster including your name, NAF name and team name to nafc.rosters@gmail.com. Please send in an easily recognisable format e.g. Microsoft Excel. If there are any mistakes in your roster you will be contacted by one of the tournament organisers and asked to correct it. See the Rules section below for full information about creating a legal roster.

We will be accepting roster submissions between Monday April 2nd 2012 and Wednesday May 16th 2012 and would encourage all coaches to pre-register if possible. If you are unable, then you can also register on the Saturday morning of the tournament. Please note, ALL coaches must sign in on the day, whether their rosters have been pre-registered or not. ALL coaches should also bring two copies of their roster, one to hand in to the organisers and one for use throughout the tournament.





• RULES •

The tournament will use the 'Competition Rules Pack' *Blood Bowl* rules. All 24 teams will be permitted, including Slann, Underworld and Chaos Pact.

Each coach selects his team from a treasury of 1,050,000 gold crowns. This is an increase of 50,000 from previous Blood Bowl *Grand Tournaments*. You may spend money from your treasury on inducements. All inducements are permitted except Special Play Cards. Teams are restarted after each game, *i.e.* injuries and deaths do not carry over; any SPPs earned are lost.

Before each match you may select one additional skill for a player on your team. The player will keep the skill for the rest of the tournament. Skills must be selected from the player's permitted skill categories. A single player cannot be given more than one additional skill throughout the tournament. Star Players and Mercenaries may not be given additional skills.

Each round, before choosing your skill, you are permitted to see your opponent's roster including any additional skills he has chosen in previous rounds. Coaches may wish to choose their next additional skill in secret, before revealing their choice to their opponent. This is to prevent any potential advantage gained by one coach choosing their skill before the other.

Tournament points will be awarded as follows:

Win:	30 points
Draw:	10 points
Loss:	0 points

In addition to tournament points, record your touchdowns and casualties on your results sheet. Only record casualties that would give Star Player Points; those caused by fouls, crowd pushes, failed dodges *etc.* do not count. At the end of the round, either you or your opponent should hand in a completed results sheet; only one results sheet per match is required.

Opponents who are very late, who do not show up at all for the beginning of the round or who concede before the match is concluded will be liable to forfeit their match. In this case their opponent will be awarded a 30-point win.

A team of referees will be available to answer any rules queries. If you cannot find the answer in the rule book, ask for the assistance of a referee and he will be able to resolve the problem. Additionally, if your match is behind schedule a referee may ask you to hurry up in order to finish in time. If you are unable to finish the referee may stop the game prematurely. In any such case the referee's decision is always final.





● THE WINNERS ●

Every entrant to the tournament will receive a special *NAF Championship* gift. Trophies and prizes will be awarded to the lucky winners, in the following categories:

- **The NAF Championship Winner**

- **The NAF Championship Runner-up**

- **The NAF Championship League Title**

This is awarded to the highest placed coach who did not make the final.

- **Best Painted Team**

We hope this will continue to be the Blood Bowl community's flagship painting contest.

- **Most Touchdowns**

- **Most Casualties**

Only casualties that would accrue SPPs count for this award.

- **Stunty Cup**

This is awarded to the highest placed Goblin, Halfling or Ogre team.





• FINALLY •

If you have any questions about the tournament email us at thenafchampionship@gmail.com and we will get back to you as soon as possible.

We welcome all players of all levels of experience. In particular we are keen to encourage new players, don't be afraid to email us if you are new to tournaments and there's something you're not sure about.

The following links may be useful:

- **The official website of the NAF**

<http://www.thenaf.net>

- **Games Workshop's Competition Rules Pack**

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf

- **Rules for Slann, Underworld and Chaos Pact teams**

http://www.thenaf.net/files/NewTeams_LRB6.pdf

