



Introduction

Once a year high in the mountains the Temple of the Celestium opens itself to blood bowl fans to take part in its Starfall Festival. During this time the great comet LeeLoo-Boop comes overhead during the third night of the festival and a great many games are played beneath this shining comet. During this time many strange things have been known to happen, players might vanish into the air ever to be seen again or mutation might spontaneously happen through the stadium. Welcome to the Starfall Festival Coaches. May the star not fall on your head.

VENUE

Gamer Geeks,
8037 Rouse Road,
Warrior, AL 35180

What you will get

3 games of Bloodbowl
2 Tournament d6
Tournament Sticker
2 Tournament Minis
3 Celestial Markers
2 tournament star player cards
Date Saturday August 10th 2024

What to Bring

\$20 for NAF members, \$25-non members. Or prepay via Paypal to mike.ohl@outlook.com or Venmo @Michael-Ohl. Send naf number and name on Tourplay along with payment.
A painted Bloodbowl team is preferred but not necessary (need the team not the paint)
Set of Block Dice
An account on tourplay.net
A phone or tablet to record your matches using the tourplay web app - If you cannot provide one the TO will be able to submit your match report manually
A pitch and dugouts is helpful but not mandatory as the TO will provide 10

Schedule

Door Open at 9:30am
Registration 9:30am – 10:00am

Game 1 10:00am – 12:15pm

Lunch 12:15pm – 1:15pm

Game 2 1:15pm – 3:30pm

Game 3 3:45pm – 6:00pm

Awards 6:15 pm

RULES

Tournament will use the Bloodbowl Season 2 (BB 2020) with current GW FAQ. The first round will be random pairing followed by Swiss Pairing

Eligible teams can be selected from those given in BB2020 rule book, released Spike! Published after BB2020, the GW Teams of Legend available on the Bloodbowl website and Slann Rosters available from TheNAF.net website. Teams are tiered according to those specified in the current GW FAQ rules, and repeated here for convenience. (correct at time of posting will be updated if GW reorganize tiers or add new teams between now and the time of the event)

Tier 1 – Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf,

Tier 2 – Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire

Tier 3 – Gnomes, Goblin, Halfling, Ogre, Snotling

TEAM BUILD & SKILL SELECTION Coaches have 1,275,000 GP to create their starting team rosters. Team rosters must contain at least 11 players. Your roster must contain at least 1 Star Player. You may include 1 Star Player in your starting roster of 11, but still may have no more than 2 star players maximum. A Giant may be used to count as your star player and will play for any coach willing to foot the bill. Due to the weird warp of time and space caused by LeeLoo-Boop many stars show up multiple times. Highlander rules are not in effect and we encourage you to personalize your stars. Want a Skaven Griff? As long as your opponent can clearly identify the model please go wild.

Teams are allowed to take the following inducements as part of their roster where permitted:

Tier 1

Team Mascot - Cavorting Nurglings - Master of Ballistics - Dwarven Runesmith - Waaagh! Drummer - Medical Unguent - Halfling Hot Pot - Bloodweiser Keg - Bribe - Extra Team Training - Temp Agency Cheerleader - Wandering Apothecary - Mortuary Assitant - Plague Doctor - Galandril Silverwater - Kari Coldsteel - Krot Shockwhisker - Papa Skullbones - Mungo Spinecracker - Fink Da Fixer - Schielund Scharlitan - Ayleen Ander - Josef Bugman - Professor Fronkelheim - Part-time Assistant Coach - The Trundlefoot Triplets - Thoron Korensson - Jorm The Ogre - Biased Referee - Ranulf 'Red' Hokull - Giant

Tier 2

Team Mascot - Cavorting Nurglings - Master of Ballistics - Dwarven Runesmith - Waaagh!
Drummer - Medical Unguent - Halfling Hot Pot - Bloodweiser Keg - Bribe - Extra Team Training -
Temp Agency Cheerleader - Wandering Apothecary - Mortuary Assistant - Plague Doctor -
Galandril Silverwater - Kari Coldsteel - Papa Skullbones - Mungo Spinecracker - Fink Da Fixer -
Schielund Scharlitan - Ayleen Ander - Josef Bugman - Professor Fronkelheim - Part-time
Assistant Coach - The Trundlefoot Triplets - Jorm The Ogre - Biased Referee - Ranulf 'Red'
Hokull - Giant

Tier 3

Team Mascot - Master of Ballistics - Bottles of Heavy Brew - Dwarven Runesmith - Waaagh!
Drummer - Medical Unguent - Halfling Hot Pot - Riotous Rookies - Bloodweiser Keg - Bribe -
Extra Team Training - Halfling Master Chef - Temp Agency Cheerleader - Wandering
Apothecary - Mortuary Assistant - Plague Doctor - Kari Coldsteel - Krot Shockwhisker - Papa
Skullbones - Mungo Spinecracker - Fink Da Fixer - Schielund Scharlitan - Ayleen Ander - Josef
Bugman - Part-time Assistant Coach - The Trundlefoot Triplets - Jorm The Ogre - Biased
Referee - Ranulf 'Red' Hokull - Giant

Tourplay will be used for this tournament to build your team and this must be submitted by 8/4/24 using the following link: <https://tourplay.net/en/blood-bowl/starfall-fesitval/news>

During your match the webapp will be used to record your TD, Completions, & Casualties and match results. Paper trackers will be provided for any coaches that cannot use the web app.

Tournament Scoring:

Win - 18 pts

Tie - 12 pts

Loss - 6 pts

Conceded - -6 pts

Concede 0 touchdowns - 1 pt

Touchdowns - 1 pt per (max of 4 per match)

Casualties - 1 pt per (max of 5 per match)

Tie Breakers

Tournament Points

TD Difference

Cas Difference

Buchholz (automatically calculated)

Coin flip

Staring contest

Tier Skill Packs

Each Tier may pick from one of several skill packs as shown below in the images:

Note: You may stack a maximum of two extra skills on a player above their starting skills. There are no limits to repeated skills.

Tier 1

Standard Pack no Mega-Star

6x Primary - 1 Star Player no Mega-Stars

Standard Pack w/Mega-Star

5x Primary - 1 Starplayer

Secondary Pack No Mega-Star

5x Primary - 1x Secondary - 1 Star Player No Mega-Stars

Secondary Pack w/Mega-Star

4x Primary - 1x Secondary - 1 Star Player

Two Stars

4x Primary - 2x Star Players

Tier 2

Standard no Mega-Star

7x Primary - 1 Star Player no Mega-Star

Standard w/Mega-Star

6x Primary - 1 Star Player

Secondary no Mega-Star

6x Primary - 1x Secondary - 1 Star Player no Mega-Star

Secondary w/Mega-Star

5x Primary - 1x Secondary - 1 Star Player

Two Stars

5x Primary - 2 Star Players

Two Stars w/Secondary

4x Primary - 1x Secondary - 1 Star Players

Tier 3

Standard no Mega-Star

8x Primary - 1 Star Player no Mega-Star

Standard w/Mega-Star

7x Primary - 1 Star Player

Secondary no Mega-Star

7x Primary - 1x Secondary - 1 Star Player

Secondary w/Mega-Star

6x Primary - 1x Secondary - 1 Star Player

Two Stars

6x Primary - 2 Star Players

Two Stars w/Secondary

5x Primary - 1x Secondary - 2 Star Players

Special Rules

Weather tables will not be used as the tournament committee has made sure to employ plenty of Weather Mages for this event. In place of this the Star Event will happen **once per drive**. At the start of the drive roll a D8 before the kickoff but after both teams have placed all their starting players and consult the star chart below:

1 - Mutation - Both coaches randomly gain a mutation on a player of their choice. This will last until the end of the game. Star Players cannot gain this effect.

2- Temporal Warp - The active player chooses to move the turn markers forward 1 or backward one then rolls a d6. On a 4+ the temporal warp is in their favor and the turn marker get adjusted as desired. Otherwise the turn marker moves in the opposite direction.

3 - Reality Shift - Both coaches roll a d6. There can be no tie, roll off until one coach wins. Whoever rolls higher must instantly swap the position of two players on the field.

4 - Star Spawn Mutation - Both coaches randomly select a lineman from their team who is affected by the weird star energy. For the rest of the drive that player mutates into the Star Spawn, see stats below.

Star Spawn

MA ST AG PA AV

d6 7 4+ - 9

Skills & Traits: Ball & Chain, Foul Appearance, Tentacles

5 - Feed Me Seymour - Strange plants grow around the pitch, each coach randomly select d3 players on their team to get attacked by mutated star plants. When a player is attacked roll a d6, on a 4+ that player is knocked prone and and then roll armor and injury if armor is broken.

6 - Falling Stars - Each coach selects a turn number after turn 1. When that turn comes for your opponent chose a square to be hit by the meteor as if a player with the bombardier trait targeted that square. A player in the target square is immediately knocked down. All players adjacent are hit by the blast on a roll of 4+. An armor roll is made for all players in the square targeted or that were knocked down by the meteor.

7 - MY EYES - A bright flare in the night sky has appeared. Coaches will roll a d6, and the coach who rolls the highest will choose three players, one of which must be their own, to lose their tackle zone and action for the rest of the receiving players turn. Tackle zones will return as normal when the players next activate.

8 - Celestial Chorus - Both teams are suffused with the energy of the vast celestial skies above. Until the end of the game 3 non-star players on a coaches team gain one of the following +1 ST, +1 MA, or +1 PA. The bonuses must be given to different players and you may only use a bonus once meaning after a player is given that bonus, it may not be used again. If this gets rolled a second time this game reroll and use that result instead.

A special Star player will be available for this tournament.

Handy Hammy, Guardian of the Temple

170,000

MA ST AG PA AV

6 3 2+ 4+ 8+

Skills & Traits: Big Hand, Channel LeeLoo-Boop, Dodge, Loner 4+, Sprint, Strip Ball

Channel LeeLoo-Boop - Once per match, may declare a special action that combines an hypnotic gaze and a blitz. Designate both targets and apply in the order you want (may be the same target). This counts as your blitz action.

AWARDS

This is a share the wealth tournament, no coach will receive more than one award from these categories. Awarded in the following precedence.

Blessed of LeeLoo-Boop - Tournament Champion (Highest ranking)

Acolyte of LeeLoo-Boop(2nd-highest ranking)

Shooting Star (Most TDs)

Comet (Most Passes)

Meteorite (Most casualties)

Wooden Spoon (Lowest ranking)

Stunty Cup (Highest ranking by a Snottling, Gnome, Goblin, Halfling, or Ogre team)

Best Painted (as voted on by attendees at the tournament)

To win Best Painted you must submit your team to the tournament organizer during the registration period between 9:30 AM and 10:00 AM. You must have painted the team yourself, commissioned works are awesome but this is just for fun. Tournament participants and store staff will be able to vote during lunch and will be awarded