

Christmas Chainsaw Massacre V

Venue:

The Herdsman,
54 Widemarsh St,
Hereford.
HR4 9HG.

Date:

21st December 2024

Cost:

£10 ticket only or £15 to include hot lunch.

F&F please to gnashbbl@gmail.com (Stating any dietary requirements)

NAF Sanctioned: Applied for.

NAF Registration on the day: TBC

Midlands Series: Are we in?

What to bring:

Painted Team, with clearly identifiable positionals and numbered players, synched with your roster sheets (enough copies for you and your opponents to refer to during the day)

All the dice you need plus some more to sacrifice to Nuffle or gift to your opponents and TO

A working pen or pencil to record your failures and successes for you and The TO.

A Chess Clock or phone with such an App downloaded onto it.

Tournament Schedule

3 games. Random draw for round 1 then using Swiss system for games 2 and 3.

09:30 Registration Starts

10:00 – 12.15 Round 1 (Random)

12:20 Lunch and Best Painted

1:00 – 3.15 Round 2 (Swiss)

3.30 – 5. 45 Round 3 (Swiss)

6.00 Awards

There is Plenty of time for each round, time remaining will be announced throughout each round by the TO / Assistant TOs. If you feel you are not going to be able to finish your round let the TO know and you may be asked to utilise a Chess Clock style timer where each Coach's turn ends immediately when the buzzer goes

Tournament:

This is a one Day, three match Blood Bowl event using "Team Resurrection" and Swiss Style special rules. IE, No SPP, Teammates risen from the dead, injuries or broken egos will be carried from any match to the next. First round opponents will be drawn by Nuffle (randomly,) subsequent rounds will be drawn according to performance.

This event is open to all ages and abilities of Coach, NAF members and Non-Members alike.

The Tournament will use the rules from "Blood Bowl Season Two" plus all FAQ, Errata and "Spike!" Updates up to the date of roster submission. Inducements from Death Zone are not permitted unless otherwise stated.

Team Building:

Coaches have 1.2m gp to build their rostered team. Teams must have a minimum of 11 players, maximum of 16 (excluding Wrapping Paper Face.) Once a Tier 1, 2 or 3 team has 11 players they may then employ a single Star Player, not a Mega Star. Tier 4 teams may employ up to 2 Star Players, no Mega Stars, once they have 11 players on their roster. (See Team Tiers below.)

Skill Upgrades

Each Tier will have this many SPP to distribute amongst their players before the tournament:

Tier 1 30

Tier 2 36

Tier 3 42

Tier 4 48

Star Players May not receive extra Skills. No Random skills may be taken. No more than four instances of the same skill may be taken. Skills may be stacked on players, but their cost will be as on p71 of The Official Rule Book.

Tiers.

Tier 1

Orc, Dwarf, Skaven, Dark Elf, Wood Elf, Human, Undead, Underworld, Necromantic Horrors.

Tier 2

Amazons, Chaos Dwarf, Elven Union, High Elf, Lizardmen, Norse, Tomb Kings, Vampire.

Tier 3

Black Orc, OWA, Slaan, Nurgle, Chaos Chosen, Chaos Renegade, Khorne, Imperial Nobility.

Tier 4

Hafplings, Goblins, Ogres, Snottlings, Undergobs (Underworld Goblins + Big guy) Skinks (Lizardmen Skinks + Kroxigor)

Inducements.

The following Stars are considered Mega Stars and are not permitted:

Bomber Dribblesnot, Cindy Pie whistle, Deeproot Strongbranch, Griff Oberwald, Hakflem Skuttlespike, Kreek Rustgouger, Morg 'n' Thorg.

All other non mega star Star players are available according to the restrictions of tier allocation.

All Coaches may also buy:

0-2 Kegs

0-3 Bribes

0-2 Wandering Appos

0-1 Mortuary Assistant

0-1 Plague Doctor
0-1 Riotous Rookies
0-1 Biased Ref
0-1 Weather Mage or Wizard from Death Zone
0-1 Master Chef

Tier 4 Coaches may also buy:

0-1 Fabulous Freebooter Mercenary, Bonafide Big Guy from Death Zone. (No 2+ Might Blow, 2+ Dirty Player, with no Character Reductions)

Special Character:

ALL coaches get, in addition, a custom star player, Wrapping Paper Face for free to add to their roster. This may take your roster over the usual maximum 16 player limit.

Wrapping Paper Face:

MA6 ST3 AG3+ PA- AV 9+

Chainsaw, Secret Weapon, Stand Firm, Ho-Ho-Ho!

Special Rule: Ho-Ho-Ho! Wrapping Paper Face will be spreading his Extra Sharp Christmas Chainsaw Cheer this year: Once per match he may Re-Roll ONE dice from the Armour Roll dice pool when that Roll is made for his super sharp chopping machine. NB this COULD be used for a foul, a chainsaw attack OR EVEN a Kickback Armour roll.....

No Cards, Custom Ball, or Pitch, No Illegal Procedure.

Weather Table:

We're all in this together: For the First drive of the tournament the weather will be "fine" from then on if the weather changes for one pitch it changes for ALL pitches, instantly. So please make the TO aware every time the weather changes in your match. The TO will make everyone else aware of these changes.

As it's Christmas, the slightly adapted winter weather table will be in effect as below:

Roll 2D6:

2 - Howling Winds: The fans are shivering in the stands as a ferocious gale blows steadily down the pitch. Any pass attempts have an additional -1 modifier. Each player rolls a D6 (re-rolling ties) – the wind is blowing down the pitch towards the losing player's End Zone. Whenever the ball scatters for a kick-off or inaccurate pass, it will be blown down the pitch. Before making the Scatter roll, place the Throw-in template over the ball so that the 3-4 result is pointing in the same direction as the wind, then roll a D6 and move the ball one space in the corresponding direction. Repeat this a second time, then scatter the ball as normal.

3 - Freezing: A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). Whenever a player is Knocked Down, add 1 to the result of the Armour roll.

4-10 - Brisk: It's rather chilly, but it is as close to perfect Blood Bowl weather as you can hope for at this time of year! This counts as a 'Nice' result for purposes of the Changing Weather result on the Kick-off table.

11 - Heavy Snow: Visibility is low, it's slippery underfoot and it's impossible to spot tripping hazards, making it very difficult indeed to Move effectively. Whenever a player makes a move or Blitz Action or special action that includes movement, their MA is reduced by 1 for the duration of that Action.

12 - Blizzard: Between the snow, the wind and the icy ground, it is a miracle the game's still in progress! Any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2, and only Quick or Short Passes can be attempted.

Roster Submission:

Please submit your rosters before Midnight on Saturday December 14th 2024, to gnashbbl@gmail.com

Points and Tie-breakers:

Win	– 10 Points
Draw	– 5 Points
Loss	– 1 Point
3 TD's	– 1 Point
4 Cas	– 1 Point
Grand Slam	– 5 points

Awards:

Overall winner
Second place
Highest Placed Stunty Team
Sharpest Chainsaw (Most Casualties (inc Fouls) Caused by Chainsaw - Any and ALL chainsaws!)
Wooden Spoon

Spot Prizes announced on the day.

Dress Code:

Christmas Jumpers aren't mandatory but you'll get +1 Dedicated Fans each game if you're wearing one.

Goody Bag:

There will be some stuff for you to take home, as well as good memories, but obviously the latter is the most important. If you are creating bad memories for anyone else at the event the TO reserves the right to send you away. Let's all be goodies!!

Food:

The Herdsman can offer a hot buffet – Chilli / Chicken Curry / Jacket Potatoes / Chips and the like, with Vegetarian options for £5 in addition to the ticket price. Options to be finalised nearer the date. Please state any Dietary Requirements when booking your ticket.

Alternatively; The Venue is near the new commercial heart of Hereford there are plenty of the usual Highstreet dining chains within a stone's throw. Food purchased off premises must be consumed off premises before 3.00pm. After that Deliveroo your hearts out.

Coaches attending:

(Paid in Bold)

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