

DA ORCS BAY HORN VI

11 Years of Warbanner in Hawke's Bay



Presents

WARBANNER

Est. 2013



DATE VENUE

5th & 6th October 2024
Napier Technical Rugby Club
91 Barker Road, Marewa, Napier

ENTRY FEE

Standard \$40 (until 22/9)
Late \$45 (23/9 onwards at organisers discretion)

Your registration for the event will only be confirmed once payment is received.

NAF registration \$10 - non-mandatory, but you receive a great set of dice!

Refund Policy

Players are entitled to a 50% refund policy on their entry should they choose to withdraw from the event, up until September 13th. Any withdrawals after this date will not be entitled to a refund. Should the event be cancelled for whatever reason, a full refund will be provided to the participants.

REGISTRATIONS

anempirefallennz@gmail.com

All registrations and payment, contact here

PAYMENT DETAILS

An Empire Fallen

(BNZ) 02-0644-0223613-000

Reference

Last name followed by first initial of first name i.e. SMITH J
Code: BB or Blood Bowl



BLOOD BOWL®

BLOOD BOWL TO:

Nick Blackwood

nl.blackwood@gmail.com

Everything else Blood Bowl related, tournament ruleset, NAF registration, borrowing teams, accommodation, transport to the venue, drinks and dinner etc.
Contact Nick

ACCOMMODATION, AMENITIES & TRAVEL:

We intend to play all day Saturday and finish early afternoon on Sunday to allow those travelling an early start to get home.

We are happy to recommend local accommodation and some free accommodation with local coaches is available in Napier for those travelling from out of town, please get in touch.

The venue has many facilities onsite. There will be food available for purchase over both days, and there is also a bar available to purchase alcohol during gaming. Outside food and drink may not be consumed on the premises.

Please get in touch regarding any travel plans, as we may be able to put you in touch with others in the same situation to assist.

We will be arranging social activities for any coaches wishing to attend on both Friday and Saturday night.

If you require any assistance with accommodation or travel or require any further information please do not hesitate to email.



NAF

As per The NAF "[Rules for Tournaments from 1st January 2024](#)" PDF

- 1 The rules in the BB2020 starter box. The Tournament uses the Blood Bowl 2020 edition Exhibition play rules
- 2 Any supplementary rules published by Games Workshop, such as Spike Journals and Almanacs, in addition to rules accompanying any product release, such as the packets inside Star Player packaging.
- 3 The Teams of Legend document, released and hosted by Games Workshop.
- 4 The Errata and Designer's Commentary (known as FAQ) published by Games Workshop.

We retain the right to use or discard any rules published after May 2024. (to allow for the May FAQ update, new team releases or updates from the NAF)

- The first point of reference for any disputes is the rulebook. A match official will be on call to answer any questions. His or her decision is final.
- The 4-minute time limit will be in use; however, it is up to the participating coaches to keep track of turn times. We are aiming for 2-hour 15-minute matches so please be aware of how far through your match you are after 1 hour of play.
- We reserve the right to end matches as they stand if you are unable to finish within the allocated time - anyone found to be deliberately stalling for time to run-out a match this way will be heavily penalised.
- We will not use the Illegal Procedure rule unless both coaches specifically agree to do so before the match begins. Simply remind your opponent if they forget.

STRUCTURE

- There will be 5 matches played over two days under the Swiss (Wissen) system, using the Score! software. Coaches will be seeded for the first round to prevent players from the same clubs playing each other straight away.
- The tournament will be run on a resurrection basis, coaches will decide on their roster prior to the start of the tournament and each team resets to its original starting line-up after each match.

Scoring:

The tournament points scoring system will work as follows:

- Winning The Match 4 points
- Drawing The Match 2 points
- Losing the Match 1 point
- Losing by >1 TD 0 points

Overtime will not be played.

- In the case of a tie, placing's will be decided by Total Score, Opponents Score, Net Touchdowns and Net Casualties, in that order, as calculated by the Score! program.



BUILDING YOUR ROSTER

Coaches are recommended to use a roster creation tool to create your roster:

One Blood Bowl 2020 Roster can be found [here](#)

All rosters to be submitted no later than Thursday 3rd October for review prior to the tournament.

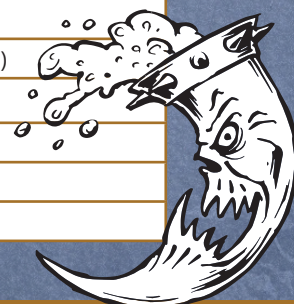
You need to bring:

- 3 legible copies of your roster, with your skills chosen. A copy of your roster, with your skills chosen must be handed in to the administrators prior to the commencement of your first game.
- 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.
- Your own accessories – Dice, Tokens etc.

Prizes and Trophies:

- Overall Winner, Runner-Up & 3rd Place.
- Wooden Spoon
- Sportsmanship Award - As voted by the players.
- Best Looking/Painted Team - As voted by the players.
- There may be further prize categories, and we accept beer and pie as bribes.

Schedule:			
Saturday 5th October 2024		Sunday 6th October 2024	
8:00 am	Doors Open	8.00 am	Doors Open
9:00 am	Registration		
9:30 am	Round 1 - Kick-off	9:30 am	Round 4 – Kick-off
11:45 am	Lunch Break	11:45 am	Lunch Break (Painting voting etc.)
12:30pm	Round 2 - Kick-off	12:30pm	Round 5 – Kick-off
2:45 pm	Round 3 - Kick-off	2:45pm	Break (to count up things)
5:00 pm	Round 3 - Finishes	3-3:15pm	Prizegiving.
	Dinner & Drinks		



BLOOD BOWL®

NOW, YOU'LL NEED TO KNOW HOW TO BUILD A TEAM, THIS IS WHERE THE FUN STARTS!

Locality Peculiarities

In the coastal marshlands of the 'Orcs Bay

- The weather is always sunny (except for when it isn't)
- The Giants haven't left from last year, and we don't know how to make them...
- Locals couldn't afford the travel to the prestigious and wealthy EuroBowl, so welcome all to the Santorini of the Southern Wastes, the Mykonos of misbegotten, mud-filled Isles – The Orc's Bay Horn!
- Cheap, rotgut beer specials continue...

TEAMS

Coaches must choose their team from the following sources:

1. Blood Bowl Second Season Edition - The Official Rules, plus Spike! Magazine #13 (Khorne), #14 (Norse), #15 (Amazon) and #16 (Vampire) and #17 (Gnome).
2. Official "[Teams of Legend](#)" PDF (Chaos Dwarf, High Elf, Tomb King only) downloadable here:
3. The NAF "[Rules for Tournaments from 1st January 2024](#)" PDF (Slann only).

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
1150k & 6 skills, maximum 1 secondary skill	1160k & 7 skills, maximum 1 secondary skill	1170k & 8 skills, maximum 2 secondary skills	1180k & 9 skills, maximum 2 secondary skills	1190k & 10 skills, maximum 3 secondary skills	1200k & 11 skills, unlimited secondary skills
Chaos Dwarves Dark Elves Dwarves Lizardmen Shambling Undead Underworld Denizens	Amazons Norse Orcs Skaven Wood Elves	High Elves Humans Necromantic Horror Tomb Kings Elven Union Vampires	Chaos Renegades Khorne Old World Alliance Slann	Black Orcs Chaos Chosen Imperial Nobility Nurgle Gnomes	Goblins Ogres Halflings Snotlings

PLAYER ADVANCEMENTS

The number of skills available to be given to your players once your team has been purchased listed next to the tier of team refers to normal (Primary) Skills.

You may choose to substitute two (2) primary skill choices for one (1) secondary skill, up to the maximum number of available secondary skills listed for your tier.

I.e. A tier 3 team, with 8 skills available, could maximise their use of the 2 available secondary skills, by substituting two normal skills for each secondary they wish to gain.

Ending up with four (4) primary, and two (2) secondary.

- No more than FOUR of any one additional skill per team, e.g. 4x Block Max.
- As per The Official Rules, no player may receive more than SIX additional skills.
- Star Players / Inducements cannot be given any additional skills.

INDUCEMENTS

You may spend money on any inducements included in The Official Rules (except wizards and mercenaries) and these become part of your permanent roster.

Giants are allowed from the Deathzone Rules. Giants have an additional skill sacrifice like Star Players, but due to being semi-local, this is halved. Giants at an inducement cost of 350K, cost 2 skills as an additional inducement cost.

The team must have a minimum of 11 players BEFORE hiring any Star Players, or inducements such as a Giant.

Note: No bribes allowed if your team has one or more players with the "Sneaky Git" Skill.

If you have any queries about whether an inducement is allowed please don't hesitate to get in contact with the TO (Nick).

STAR PLAYERS

One (1) Star Player can be rostered for Tier 1-4 teams, up to two (2) Star Players can be rostered for Tier 5-6 teams.

Note: Two for One Star Players (e.g. Grak & Crumbleberry and The Swift Twins) must be hired as a pair, count as 1 Star Player choice, and cost the regular skill sacrifice for a single Star choice described below. As per the May23 GW FAQ a 3rd Star player could be hired after the pair (in the unlikely event that you can afford it).

Every Star Player acquired costs a skill sacrifice as follows:

- Star player cost: 000-099k, lose 1 Skill.
- Star player cost: 100-199k, lose 2 Skills.
- Star player cost: 200-299k, lose 3 Skills.
- Star player cost: 300k-399k, lose 4 skills.

If opposing coaches have selected the same Star Player neither team is allowed to field the Star Player in question. The Star Player will sit out the entire match.

Mega Stars

The following stars are just too big and in demand for their agents to even contemplate the Orc's Bay! They are not able to be hired for this tournament by any team.

Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghou-Chewer.



It's Sunny 'Orcs Bay! The Coastal Weather Table is in effect.

COASTAL WEATHER TABLE

It's lovely by the coast at this time of year; miles and miles of golden beaches, secluded bays, picturesque little seaside towns. But the weather can change in the blink of an eye, one moment it's calm and serene, the next moment the rain is literally sheeting down!

COASTAL WEATHER TABLE

2D6 RESULT

2 Gale Force Winds: The wind is unbelievably strong, making passing play impossible and even affecting the kick-off! Whilst this weather condition is in effect, ignore Step 2 of the Start of Drive sequence – it is not possible for a kick-off to be resolved and a Touchback is automatically caused instead. Additionally, whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.

3 Strong Winds: If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:

D8 Wind Direction

1-2 Towards the kicking team's End Zone.

3-4 Towards the receiving team's End Zone.

5-6 Towards the Sideline to the left of the kicking team.

7-8 Towards the Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template.

Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

4-10 Perfect Conditions (well, almost): Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.

11 Torrential Rain: A torrential downpour is making the ball slippery and difficult to hold. Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass. Additionally, the poor visibility means that only Quick and Short passes can be attempted. Finally, all players on the pitch subtract 1 from their MA.

However, such extreme downpours seldom last long. During the End of Drive sequence, after Step 2 but before Step 3, roll again on the Weather table.

12 Blizzard: Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square.

Additionally, the poor visibility means that only Quick and Short passes can be attempted.

BEER

With beer sponsorship for the Horn, each team attending receives one free batch of "Heady Brew" to be used in one of their 5 matches.

Prior to kicking off the match, please nominate that you're loading the beers into the dugout this match – and then during the start of one drive during the match you may have one use of the "Heady Brew" for that drive.

You will need to approach and tell the Tournament Organiser when you're using your box of brews, so this can be tracked.

0-3 BOTTLES OF HEADY BREW

40,000 GOLD PIECES EACH, AVAILABLE TO ANY TEAM BELONGING TO TIER 3

Halflings enjoy a fine ale every bit as much as they enjoy fine food, so it is only natural that within the Moot brewing ale is a big business. Many of these Halfling ales are particularly potent and prone to making their more diminutive drinkers uncharacteristically fighty and troublesome! It is not uncommon for 'Stunty' Blood Bowl players to be dosed with a bottle before kick-off by a wily coach. The effect this can have on them is pretty extreme!

At the start of a drive, after both teams have been set up but before the kick-off (between Step 1 and Step 2), randomly select D3 players with the Stunty trait that are currently set up on the pitch. For the remainder of this drive, those players gain the Dauntless and Frenzy skills and the Really Stupid (4+) trait.

GIANT-SIZED INDUCEMENTS

The following pages contain rules for using Giant players in your games of Blood Bowl. Coaches should note that these rules are entirely optional.

Their inclusion in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

0-1 GIANT MERCENARY PLAYER INDUCEMENT

350,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Unlike regular players, Giants are not hired as permanent additions to a team. Instead, they are Induced during the pre-game sequence in exactly the same way as other Mercenary players. Giants may be used alongside the Mercenary Player Inducements in the *Blood Bowl* rulebook, or those presented previously in this supplement.

Giants have the following profile:

	MA	ST	AG	PA	AV
Giant	6	7	5+	5+	11+
Skills & Traits	Always Hungry, Bone Head, Break Tackle, Juggernaut, Loner (4+), Mighty Blow (+2), Multiple Block, Stand Firm, Throw Team-mate				

SPECIAL RULES

Giants are big. Bigger than Ogres, Minotaurs, Trolls or any of the other Big Guys that regularly take to the Blood Bowl pitch. A Giant is subject to the following special rules:

BASE SIZE AND TACKLE ZONES

Unlike other players, a Giant occupies not one but four squares on the pitch. A Giant will always occupy four squares; when they are standing up, when they are Prone and when they are Stunned.

Additionally, the direction in which a Giant faces is important as, due to their immense size, a Giant's Tackle Zone does not extend to every square adjacent to the four squares they occupy. Like other players, the Tackle Zone of a Giant covers eight squares; those to the Giant's front and sides. A Giant's Tackle Zone does not extend to the four squares directly behind the Giant, as shown in the diagram below. The controlling player must make it clear to their opponent which direction the Giant is facing and where its rear lies.



Finally, should any of the four squares occupied by a Giant's base be targeted by an in-game effect (such as a spell cast by a Wizard or by the effects of a Special Plays card), the player is considered to have been hit by the effect just as any other player would be.

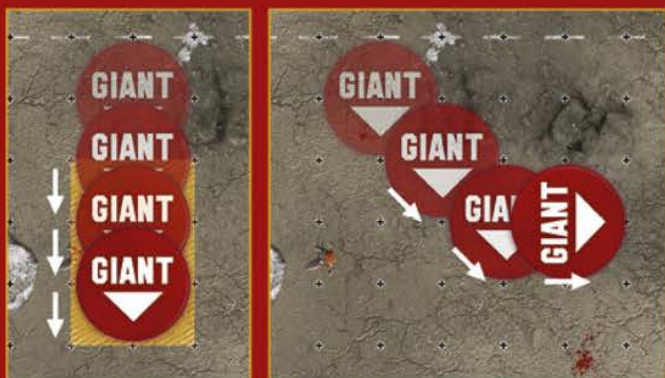


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MOVEMENT

When a Giant moves it does so just like any other player, moving a number of squares equal to its Movement Allowance. A Giant may move forward, backward, to either side, or diagonally, as long as they do not enter a square occupied by another standing player (from either team).

If any of the four squares a Giant occupies is within the Tackle Zone of an opposition player, the Giant is considered to be Marked by that player and must dodge to leave that square, just like any other player. If when dodging any part of a Giant's base moves into a square in which it is being Marked, apply a -1 modifier per player Marking them as normal.



STEPPING OVER PRONE OR STUNNED PLAYERS: Unlike other players, a Giant is large enough to simply step over downed players that would block the path of other players. A Giant does not need to Jump Over a Prone or Stunned player; it may instead move freely over Prone or Stunned players if it has sufficient Movement Allowance to do so.

However, a Giant may not end its movement with any part of its base occupying a square that contains a Prone or Stunned player. Therefore, should a Giant Fall Over whilst stepping over a Prone or Stunned player, that player is pushed back one square in a direction chosen by the coach of the team the Giant belongs to, exactly as if a Push Back block dice result had been applied against them.

SURROUNDED!: Coaches should note that, due to the large size of Giants, they may find it impossible to move through small gaps. If at any point during its movement a Giant finds one or more of the four squares its base occupies obstructed by a Standing player, it cannot move into that square.

PUSH BACKS

Just like any other player, a Giant must be pushed back into empty squares. If this is not possible, then the Giant is pushed into one or more occupied squares and any players that originally occupied the square or squares are chain-pushed in turn.

PUSHED INTO THE CROWD: If any part of a Giant's base is pushed off the pitch, the player is pushed into the crowd and removed from play. In other words, it doesn't matter how big they are, a Giant cannot be half on and half off the pitch. They are either entirely on the pitch, or they are off it!

THROWING OTHER PLAYERS

Giants are particularly effective at throwing smaller players. When a Giant attempts to throw a team-mate, you may re-roll a Fumbled throw.

A GIANT OBSTRUCTION

Giants do tend to get in the way of other teams' passing plays. When a Giant interferes with a pass, it reduces any negative modifiers that would normally apply by 2.

SCATTER

As Giants occupy four squares rather than the usual one, the normal Random Direction template cannot be used for them. Instead, Giants use the Random Direction template shown below. To use this template, simply roll a D16 rather than a D8, re-rolling any rolls of 13 or above.

