Summer Jubilee 2024

September 7th 2024

**Schedule:**

Check In: 10:00 – 10:45

Announcements: 10:45 – 11:00

Round 1: 11:00 – 1:30

Break: 1:30 - 2:00

Round 2: 2:00 – 4:30

Break: 4:30 – 5:00

Round 3: 5:00 – 7:30

Awards: 7:30 – 8:00

Cost: 20$ (NAF Fee Not included)

**Rules:**

**Masks will not be required but are encouraged!**

Blood Bowl 2020 will be used as will the Teams of Legend PDF. A copy can be found here:

https://www.warhammer-community.com/wp-content/uploads/2020/11/lFZy1SIuNmWvxPj1.pdf

And here:

https://www.thenaf.net/wp-content/uploads/2020/12/NAF-Rules-for-Tournaments-2021.pdf

Teams must have at least 2 colors of paint on them (Base/highlight or something similar) Lets not have any bare metal/plastic/resin showing!

Blood Bowl: Death Zone Will be used, Special Play Cards will not Be Used, All Injuries Reset after each game, Apothecaries work as in the rulebook, Illegal Procedure will not be used

There Will be slightly modified Kickoff/Weather tables (see end of packet)

Teams are given 1,100,000 gold pieces to build with. Rerolls, players, fan factor, coaches, and cheerleaders are purchased as normal.

Wizards, Infamous coaching staff, giants, and Star players are allowed, Journeymen, Mercenaries, Special Play Cards, and anything not specifically allowed are NOT Allowed

If hiring a Star player, you must have 11 players on your team BEFORE you hire them. 10 + 1 star player is not allowed. You also cannot have the same star player as your opponent, if both players purchase the same player, the player sits out for the game and neither team gets to use them\* (Except NAF Legends). Also you cannot use Igors or Apothecaries on Star Players.

Tier 1 teams get 42 SPP to spend:

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Human, High Elf, Lizardmen, Necromantic Horror, Norse, Orcs, Shambling Undead, Underworld Denizens, Wood Elf

Tier 2 teams get 54 SPP to spend:

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Imperial Nobility, Khorne, Nurgle, Old World Alliance, Skaven, Slann, Snotlings, Tomb Kings, Vampire

Tier 3 teams get 66 SPP to spend:

Goblin, Halfling, Ogre, Gnome

Primary Skills are 6 SPP / Secondary Skills are 12 SPP. No Stat increases. Maximum four (4) of any skill type. You may put a second Primary skill on a player, but it counts as a Selected Primary Skill (may not put a Secondary Skill and Primary on one player - may not add skills to Star Players). A single player with TWO Primary Skills will cost 14 SPP.

Star Players - in addition to their hiring fee - cost you an extra 12 SPP Due to popularity and market demand... Bomber Dribblesnot, Deeproot Strong Branch, Morg n Thorg, Cindy Piewhistle, Griff Oberwald, Hackflem Skuttlespike, and Kreek Rustgougercost 18 SPP (not 12) NAF Legends do not have an additional SPP cost

Each Player may be given up to 2 Additional Skills, and any team can only take up to 4 of each skill total.

After this, each team is given 50,000 Gold pieces to help celebrate the summer, and the great sport of blood bowl! After Each game in the tournament, the Holiday Cheer resets and can be used again.

**Holiday Cheer**:

Each Team can purchase any item(s) equaling up to 50,000 gold pieces and it must be noted on the roster sheet. Only 1 item can be equipped per player (occurs at team setup during kickoff) and each item is one use only. Items not used by the end of the game are discarded and you can purchase new items as listed.

Sparkler (0-1): 30000 gold pieces. Gives the player its equipped to a one use Hypnotic Gaze as the opposing player is enthralled by the pretty lights. Can use up to 2 Sparklers per turn. Team RRs are allowed to be used on this item.

Grill Gloves (0-2): 20000 Gold Pieces. Used for handling hot items, surprisingly decent at cushioning hard thrown balls as well. It falls apart when used in a rough manner. Equipped player gains Diving catch for 1 drive. Must be declared to be used at the beginning of the drive.

Bottle Rockets (0-1): 40000 Gold Pieces. Used before kickoff, the player sneakily attaches some bottle rockets to the ball. This gives the player holding the modified ball Hail Mary Pass. Lasts for one drive until the referee grabs the ball on the next kickoff and removes the offending rockets.

Mystery Box (0-1): 50000 gold pieces. A shady merchant sells you this box which he says is full of interesting items to celebrate the holiday with. **Nominate a player to open the Mystery box, if items are won, the most expensive item must be applied to the player opening the box, and the rest can be given to other team members of the opening coach’s choice**. Open After the teams set up, but before kickoff and Roll on the following table:

1: Surprise!: There was a boxing glove on a spring and the player is knocked cold. Player Misses the next drive of the game.

2: Nothing: You were scammed!

3: Sparkler (x1): Hey, at least you got something

4: Bottle Rocket (x1) and Grill Gloves (x1): You got what you paid for and can celebrate the party in style!

5: Bonanza, Bottle Rocket (x1), Grill Gloves (x1) and Sparkler (x1): You really came out ahead in this transaction!

6: Motherlode!: Jackpot! Inside is Sparkler (x2), Bottle Rocket (x2), Grill Gloves (x1) and a coupon for 1 free bribe for the referee’s guild (cannot be carried over from game to game)

**NAF Legends (0-1):**

In honor of the glorious sport of Blood Bowl, The Tournament organizers were able to build upon last year’s successes and enroll past players of the old Nuffle Amorical league! Any team can hire one of them (they don’t like to work together) and in the cases where two teams hire the same, obviously one is a fraud… what better way to figure out which one than on the pitch! (Both players keep their Legends as opposed to star players) Apothecaries are not allowed to be used on the Legend players, they have their own healthcare through numerous sponsorship deals. If you choose to hire one of these legends, please make sure that the model is easily distinguishable from the other players. Legends that are thrown by the TTM skill and hit an opposing player do NOT cause a turnover! In Addition, NAF legends do not cost extra SPP that a normal Star would.

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| Longjohn Toejam | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 3 | 1 | 1+ | -- | 7+ | Cost: 80k GP |
|  | Loner(4+), Block, Dodge, Stunty, Right Stuff, No Hands, Swoop\*, Secret Weapon (Chainsaw) | | | | | |

Longjohn Toejam is a master with using his chainsaw as an offensive weapon. If he chooses to activate his chainsaw (and passes the kickback roll) but does not block/blitz any player, for the rest of the turn if he is used in a Throw Team Mate action and hits a player the +3 bonus from the chainsaw is applied to the armor roll. Longjohn does not have this +3 bonus applied to him for this action (he knows the sharp end goes towards the opposition)

Swoop: Slightly Altered here. Instead of going D3 Squares once on the throw-in template, Longjohn rolls on the throw in template 3 times (going 1 square each time) before landing.

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| Puung  ‘Punty’  McPunterson | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 6 | 4 | 4+ | 3+ | 8+ | Cost: 140k GP |
|  | Loner(4+), Kick, Block, Dirty Player (+1), Mighty Blow (+1), PAT\* | | | | | |

PAT (Punt After Touchdown): Playing from 2481 until the leagues collapse in 2489, ‘Punty’ popularized the use of the Punt after Touchdown (PAT). Started when a Elvish touchdown celebration went too far, ‘Punty’ booted the scoring player into the stands, drawing cheers from the spectators. He went on to make a career out of this and rapidly became more known for the after-the-whistle events than his exploits during play**. The PAT occurs after a touchdown has been scored but before setup of the next drive. ‘Punty’ can move up to 3 spaces (Like Pass Block) to get into the tackle zone of the scoring player. If ‘Punty’ is able to do so (and doesn’t fail any dodges if needed) the player who scored the touchdown is hit into the crowd and is sent for a ride! (Player is sent to the Reserve box and misses the next drive)**

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| Denise  Jouvenel | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 6 | 3 | 3+ | 3+ | 9+ | Cost: 140k GP |
|  | Loner(4+), Foul Appearance (Too Beautiful), Dodge, Hypnotic Gaze, Sure Feet, Guard, Jump Up, Mesmerizing Look\* | | | | | |

Mesmerizing Look: Known for being one of the most distracting players to ever play the game Denise has perfected a technique that has yet to have been duplicated. **Once per game**, upon activation and use of the blitz, instead of hitting a player, Denise can choose to use this skill. Upon use, every player in Denise’s tackle zones (Friendly and opposing) has a Hypnotic Gaze roll made against them (with no -1 modifier for tackle zones, they are too distracted!) If the roll is passed, the player is treated as if they were hit by a hypnotic gaze. Upon use of this skill, the player’s activation is ended.

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| Tudir  ‘The Warrior’ | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 4/7 | 5/3 | 4+/2+ | --/3+ | 10+/9+ | Cost: 250k GP |
|  | Loner(4+), Block, Secret Weapon, Break Tackle, Dirty Player (+1), No Hands, Dodge, Stab, Animosity | | | | | |

Here is a weird elf. Tired of the sneering and jeering because of his races’ affinity for agility plays he snapped and decided to show the world that elves can be just as bloodthirsty as other races. This player first appears in play upon a death roller of his own invention, not quite as burly as a dwarven roller, but still quite dangerous. Making sure to wear a mask while riding it, it allows for his return after the inevitable ejection as he removes the mask and returns to play! The First set of stats is for the deathroller, when/if the deathroller is ejected, it cannot be used anymore, and you can now place him using the 2nd set of stats. **Deathroller skills will be in red, non-deathroller skills will be in blue, skills common to both will be in black**. Both players cannot be on the pitch at the same time.

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| Guddwick  ‘Chonker’ | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 2 | 2 | 4+ | -- | 10+ | Cost: 60k GP |
|  | Loner(4+), Block, Stunty, Right Stuff, Stand Firm, Tiny Ball of Hate | | | | | |

Guddwick is a thrill seeking Halfling, wearing a suit of armor with a handle on its back, ‘Chonker’ lives for the thrill of flying through the air and crashing into any of those unfortunate players beneath him. Teammates throwing Chonker count as having strong arm for the purposes of throwing **THIS** teammate. And if they already have strong arm, Chonker scatters one additional time. In addition if Chonker lands on an opposing player, roll armor as if they’ve been hit with Mighty Blow (+1)

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| Bultar | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 7 | 4 | 5+ | -- | 9+ | Cost: 150k GP |
|  | Loner(4+), Sprint, Sure Feet, Thick Skull, Wrestle, Prehensile Tail, Stormcaller | | | | | |

**Stormcaller**: Once per game, Bultar can call upon the weather spirits to do his bidding. The chosen weather lasts for one drive after which the player who hired Bultar rolls on the weather table. (Further results on the kickoff table are rolled as normal). IF both coaches hire Bultar, neither get the affect as the weather spirits are too busy fighting amongst themselves to perform their duties. (Roll as normal) If Change Weather is rolled on the kickoff table, reroll on the kickoff Table

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| Boozer McSmashed | **MA** | **ST** | **AG** | **PA** | **AV** | Plays for All Teams |
| 6 | 3 | 4+ | -- | 8+ | Cost: 120k GP |
|  | Loner(6+), Bonehead (2+), Dodge, Drunkard, Trickster, Atomic Vomit | | | | | |

**Drunkard:** -1 to GFI Attempts

**Trickster**: When this player is about to be hit by a Block action or a Special action that replaces a Block action (with the exception of a Block action caused by the Ball & Chain Move Special action), before determining how many dice are rolled, they may be removed from the pitch and placed in any other unoccupied square adjacent to the player performing the Block action. The Block action then takes place as normal. If the player using this Trait is holding the ball and places themselves in the opposition End Zone, the Block action will still be fully resolved before any touchdown is resolved.

**Atomic Vomit:** MB (+1) On Vomit action

**Timing:**

You have 2.5 hours for each round. In game time updates will be given. All games will begin at the same time. There is a half hour break between rounds to stretch or go get something to eat.

Game Sheets: After each round, please fill out your game sheet, please turn in yours and your opponent’s at the same time.

**Scoring:**

30 Points for a win

10 for a Draw

0 for a Loss

Bonus Points for:

+1 Point per Two Casualties

**Note: Casualties from Fouling, Weapons, and Crowd Surf count. Failed Dodges, GFIs etc. do not.**

+1 Point per Two Touchdowns

**Top Tables:**

After round 2, the top 4 players will play on the top tables (1v2, 3v4) with ties going to Most TDs and then most Casualties. In the further case of a tie we will use Head to head and then Strength of Schedule. If STILL tied, then we sacrifice you to the Chaos gods and put someone else in that position who won’t cause such a fuss!

There will also be a Stunty cup going on, Stunty meaning Halfling, Goblin, Ogre, Lizardmen with no Saurus, Underworld with no Skaven, and Snotlings. No star players (excepting Legends) for the above mentioned Lizardmen and Underworld Teams.

**Awards: (and a couple of on the spot awards)**

1st Place

2nd Place

3rd Place

Most Casualties

Most Touchdowns

Stunty

Best Sportsman

Wooden Spoon

**Kick-off Table**

2. What Pretty Lights – The Referee is distracted by all the hoopla and fireworks and isn’t quite paying as much attention as he would normally during a game. **Each team gets a Bribe** which can be used as normal.

3. Whaddya mean yer out? Oh No! The Stadium is out of “refreshments”, this sends the crowd into a frenzy, and they are barely able to contain themselves, content to take it out on any player who happens to wander into their domain. **+1 on the Injury rolls made when a player is sent into the crowd.** This can stack up to a +3 value, after which if this result is rolled again, reroll on the kick off table. This Result lasts for a whole half, after which the crowd calms down (the Plus injury bonus resets to 0 unless this is rolled again)

4. Omaha Omaha! The Kicking team breaks out an Audible, switching formation in the moments before the kickoff**. Set up the team in another legal defense then resolve the kick as normal**

5. Bombs bursting in air! Due to the increased level of fireworks over the stadium, the flight of the ball is affected. **-1 to Passing rolls (does not stack with itself) and before the ball lands on kickoff, it scatters an additional D3 using the scatter die.**

6. Cheering Fans: Alcohol is flowing, fans are cheering, and the players are inspired! D3 + Fan Factor + Cheerleaders. **Highest score gets an additional Reroll. In the Case of ties, both teams get a reroll.**

7. Changing Weather roll on the weather table, same result has a gust of wind, scattering twice before landing.

8. Jeering Fans: Alcohol is flowing, fans are yelling, and the players are disgusted! Roll a d3 + Fan Factor + Assistant Coaches (they try to keep the players motivated) **Lowest roll loses a Reroll. In the Case of ties, both teams lose a Reroll.**

9. Quick Snap: The Offense, anticipating the timing of the kick, move before the defense is ready. **D3+1 players on the receiving team get to move 1 square, it is a free move and may ignore tackle zones. It may be used to enter the opposing half of the pitch.**

10. Blitz! The Defense is so ready, they go for the elusive onside kick! **D3+3 Kicking Team players receive a free Bonus turn. Players in enemy tackle zones cannot activate. The Team may use rerolls during a Blitz. If there is a turnover, the bonus turn ends immediately.**

11. Out of Control Crowd. The moment becomes too much for the crowd, and they swarm onto the field causing havoc as the referee attempts to restore order. The Coach who has a greater amount of Dedicated Fans (the D3 + Dedicated fan Rolloff) gets a +1 **Roll a D6 for each player on the field. If it is 6 or greater, the player is stunned. A natural 1 before Fame will have no effect. NAF Legends are only ever affected on a natural 6. By the time the crowd is dispersed, sometime has passed by. If it is before the receiving turn 4 (Being the commissioner has its advantages, upon a ref sending off a player, Da Commish can argue with the ref and get the call negated on a 4+ use in place of the coach arguement., useable once only as the commissioner can not be seen as too partisan in a game) (Being the commissioner has its advantages, upon a ref sending off a player, Da Commish can argue with the ref and get the call negated on a 4+ use in place of the coach arguement., useable once only as the commissioner can not be seen as too partisan in a game) (Being the commissioner has its advantages, upon a ref sending off a player, Da Commish can argue with the ref and get the call negated on a 4+ use in place of the coach arguement., useable once only as the commissioner can not be seen as too partisan in a game), move the turn marker forward 1 space. If it is after turn 4, move the turn marker back 1 space.**

12. Crowd Shenanigans! The crowd is having a great party, almost forgetting that a game is going on. Be it fireworks, booze, thrown bottles or other miscellanea, the wide zones of the pitch become rather treacherous. **Any player starting their action in a wide zone must pass a 2+ check or lose their activation. (They still provide assists and tackle zones however) This Lasts for one drive, unless on the next kickoff it is rolled again.**

Weather Table:

2: Sweltering Heat as normal

3: Very Sunny As Normal

4-10: Nice, A little warm and sunny, but otherwise perfect blood bowl weather!

11: Summer Storm: It’s Raining…hard, Pouring Rain as Normal

12: It’s a Twister! **Due to the high winds, any player attempting to GFI will trip on a 1 or 2. Only quick or short passes can be attempted. In addition, roll a D8, the wind is primarily blowing in that direction, anytime the ball bounces, it bounces 2 times in that direction before the ball bounces normally.**

**If these KO/Weather Tables prove to be too much, the game can be moved to the fancy indoor stadium next door if the Coaches so agree. (Use KO/Weather tables as normal)**