

# NEBBN Hoøky Bowl 5: Post-Infinalyptic



## What is the NAF?

The NAF is an international association of players dedicated to Blood Bowl – the Games Workshop game of fantasy football. The NAF acts as a central resource for Blood Bowl coaches the world over – offering news, contacts, discussion, sanctioned tournaments and international player rankings. You also get a free Blood Bowl gift with your membership that varies each year.

[You can join NAF at this link](#)

## When is the Tournament?

Friday, June 28, 2024, 9:00am-6:15pm

Yes, that's right. It's on a work day. Call in sick, noobs. This is HOOKY BOWL!!

## Where is the Tournament?

Rob's House (Address Provided to Confirmed Registrants)

## How Much Does it Cost?



That's right, \$0 USD for NAF members.

## Registration:

**The TO will not be Odd-Man-Out. He is playing in these shenanigans. So registering early will let you know your place in the grand scheme of things. Someone will be listed as tentative odd-man-out as the registrations roll in.**

Registration will be open to all NAF members (and only to NAF members) until we hit our capacity of 10 coaches. To pre-register, simply e-mail robert.fossey@gmail.com, with your name, NAF ID, team name, team race, and your **definite commitment to be there on the date of the tourney.**

- All e-mails for pre-registration will be processed in the order they are received. **If you are the last odd person on the registration list you may have a problem...so help recruit that next coach to even it out....if you show up on the day of the event without registering, you might be an odd-man-out too so I do not advise that tactic.**
- The more rosters I can check before the event, the quicker we can get rolling on the day of the event! However, I will review one, and only one, roster per coach. **I'm looking at you Scott!** They can be e-mailed to me starting on June 15th.

## Food:

If the weather looks good, I should be able to grill some burgers and dogs. Otherwise, we can just order some takeout. If you have dietary restrictions, you may of course bring whatever you need to.

## Team Creation:

- Teams will be created using the Blood Bowl 2020 Rules
- We'll take the Infinity Cup Rules as a Starting Point and Tweak Them
- All teams supported by the NAF are available for play
  - [Blood Bowl - Teams of Legend](#)
  - [Slann Roster \(page 2\)](#)
- Teams for this event will be created utilizing **2,000,000** gold pieces and must contain 11 players **before** any inducements are purchased.
- **Allowed Inducements:**
  - Everything GW has published with the exception of Mercenaries and the Matched Play Guide
- **Star Players:**
  - You can hire up to 2 star players, yes even those jerk megastars like Griff
- **Skills & Characteristics:** Coaches will purchase skills and characteristics with their initial treasury. A player may not be assigned more than 4 additional upgrades or more than 100,000 gp worth of upgrades. Furthermore, no player may increase more than two

characteristics which must be separate characteristics (no double upgrades on the same stat) or increase a characteristic over the maximum allowed on p.28 of the BB rulebook.

- Primary Skill - 20,000 gp
- Secondary Skill - 40,000 gp
- Armor +1 - 10,000 gp
- Movement +1 - 20,000 gp
- Passing +1 - 20,000 gp
- Agility +1 - 40,000 gp
- Strength +1 - 80,000 gp
- **Goblin Injustice:** Although the Goblin Civil Liberties Union (GCLU) has secured a small victory for goblins in the May 2024 errata, GW clearly still has it in for goblins. The GCLU has not-so-secretly bribed all tournament officials. Goblin squads may purchase a bulk package of three bribes for 100k.
- **The Post-Infinalyptic Fallout:** After the destruction of Infinity Cup weekend, we've decided to fit in our annual 2M shenanigans as a NEBBN Hooky Bowl event. But, there has to be a twist or two. So, thematically players have begun to MUTATE! After each round, there will be a skills draft of mutations. These mutations can be added to any non-star player on your squad.
  - After Round 1 the draft will be by reverse snake order by GW tier (randomized within same tier)
  - After Round 2 the draft will be in reverse snake order of the standings
- ALL skills MUST be noted on the team roster which is submitted to the Tournament Organizer at registration. Pro tip: Putting the added skills in **BOLD** font or **highlighting** them on your roster will help them to stand out.
- Colored rubber bands or skill rings will keep the tournament moving along and are required. I will have some on hand if you need them.

### **Tournament Rules and Gameplay:**

THE GOLDEN RULE: Sportsmanship matters more than winning. We are gathering to enjoy our time together and share our love of Blood Bowl. Be considerate of your fellow coaches. At the end of the day this is still just a game. Should the TO need to address bad sportsmanship, a coach may be removed from the tournament at the TO's discretion.

- NAF 2024 Tournament Rules are in play (inducement and skill related items specific to the NEBBN Hooky Bowl are clarified above under Team Creation)
  - [NAF 2024 Rules for Tournaments](#)
- Resurrection/Swiss Style Event

- Prior to each game, coaches should agree what constitutes a ‘cocked’ die and discuss any other issues relating to dice rolling mechanisms and reach consensus (ie dice towers). Should either coach request, dice must be shared between coaches.
- Player aids, such as probability apps, calculators and the like may not be used
- External coaching of players in-game is not permitted.
- Chess clocks or apps are advised. Please note that you may be given a certain amount of time to complete your game should you be running late at the sole discretion of the Tournament Organizer so finishing on time with a chess clock will avoid that issue.
- **Kill the Wizard:** Last year, Ian Fite (Mechmage) won all three Infinity events. As a result, we’ve decided to take out a bounty on Ian and the single most important thing any coach can do in any given game is beat him. The first of the “bonus points” applied to a coach’s total will be 3 bonus points if you beat Ian in a game (see scoring below)

### **Tournament Scoring:**

- Teams will be ranked after each match using a point scale (0-93 potential points):
  - Winning the Match = 75 Points
  - Tied the Match = 30 Point
  - Losing the Match = 0 Points
  - Blowout Bonus = 5 Points (win by 2 or more TD’s)
  - Smackdown Bonus = 5 Points (inflict 2 more casualties than your opponent)
  - Kept It Close Bonus = 5 Points (lose by only 1 TD)
  - Shutout Bonus = 5 Points (give up 0 TD)
  - Kill the Wizard (see above) = 3 Points

The Tournament Champion will be determined by a head-to-head match between the top two players by total points after three rounds of play and if needed, by Tie-Breakers in the following order:

- Head-to-Head Result (if they have played one another before the final match)
- Sum of TD Differential & CAS Differential Divided By Two
- TD’s Scored
- CAS Inflicted
- Most **Kill the Wizard** points
- Coin Toss/Random Die Roll/Other Random Method Determined by TO

### **What You Need to Bring:**

- Your Blood Bowl team. Models **must** be clearly identifiable. Skill rings or small colored elastic bands to mark players with skills are **required** to keep things moving along. I will also have some with me if needed.
- Two copies of your team roster with added skills in **BOLD** or **highlighted**
- Supporting literature for any inducements purchased

- Games Workshop Blocking Dice, 2d6, 1d8, and 1d16 (only GW blocking dice will be allowed).
- A writing implement
- A chess clock or phone with a chess timing app

**Event Schedule:**

9:00 am - 9:30 am     Registration  
 9:30 am - 11:45 pm   Round One  
 11:45 am -12:45 pm   Lunch  
 12:45 pm - 3:00 pm   Round Two  
 3:15 - 5:30 pm        Round Three  
 5:45 - 6:15 pm        Wrap Up & Awards



**Registered Coaches:**

1	Melifaxis ✓	7	
2		8	
3		9	
4		10	
5			
6			

✓ = Roster Received and Approved

**NEBBN TOURNAMENT SERIES:**

This event is NOT part of the 2024 NEBBN Tournament Series



[NEBBN Discord](#)