RiverCup "Last bönde edition" NAF / SM-League Tournament 8.6.2024

The Tournament uses the Blood Bowl 2020 edition Exhibition play rules. The English version will be used to settle any discrepancies in the rules or rulespack between versions in different languages.

# Register to tournament

All teams are to be registered to the tournament site on Tourplay and all game results are to be logged there by the players themselves. Some mobile device or computer will be needed to access the tournament system. Please ensure that your NAF user number and username are correctly inputted into your user details at Tourplay as NAF reporting will be done through the site automatically: <https://tourplay.net/en/blood-bowl/last-bonde>

Registration cost:

* EDIT 30.5.2024: **Registration entry fee is now flat 30€ for everyone,** if you have paid more, we will refund the excess.

**Entry fee includes accommodation and some food**, see more on important stuff!

Entry fee shall be paid to the below account:

John Niemi FI89 3939 0052 6145 26

WE HIGHLY RECOMMEND THAT ALL PLAYERS SHOULD HAVE NAF MEMBERSHIP

You can register and renew membership at the venue with our NAF NC representitive N3Rk. Cost is 5€ (half of the online) and you get the gift also from him.

Or register to NAF here: <https://member.thenaf.net/index.php?module=Users&func=register>

## RULES

Tournament will be played using Eurobowl 2024 rules:

(Tier1): Chaos Dwarves, Dark Elves, Dwarves, Gnomes (if already released before the tournament, tier change also possible), Lizardmen, Shambling Undead, Underworld Denizens.

(Tier2): Amazons, Norse, Orcs, Skaven, Wood Elves

(Tier3): High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

(Tier4): Chaos Renegades, Khorne, Old World Alliance, Slann.

(Tier5): Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

(Tier6): Goblins, Ogres, Halflings, Snotlings.

A coach must take the appropriate Starting Gold and Skill Points, according to their tier:

Tier 1: 1150k & 06 SP, maximum 1 secondary skills

Tier 2: 1160k & 07 SP, maximum 1 secondary skills

Tier 3: 1170k & 08 SP, maximum 2 secondary skills

Tier 4: 1180k & 09 SP, maximum 2 secondary skills

Tier 5: 1190k & 10 SP, maximum 3 secondary skills

Tier 6: 1200k & 11 SP, unlimited secondary skills

Gold and SP can be spent as follows:

One skill per player at a cost of Primary Skill = 1 SP , Secondary Skill = 2 SP

0-8 Re-Rolls, at cost depending on race.

0-6 Assistant coaches for 10k.

0-12 Cheerleaders for 10k.

0-1 Apothecary, depending on race.

0-6 Dedicated fans for 10k,

be aware that every team begins with 0 in Dedicated fans.

In addition, coaches may use gold to purchase Inducements:

0-1 Team Mascot for 30k, available to all teams.

0-1 Weather Mage for 30k, available to all teams.

0-2 Bloodweiser Kegs for 50k each, available to all teams.

0-3 Bribes for 100k each, or 50k each for "Bribery and Corruption" teams.

0-1 Josef Bugman for 100k, available to all teams.

0-1 Mortuary Assistant for 100k, available to teams with the

"Sylvanian Spotlight" special rule.

0-1 Plague Doctor for 100k, available to teams with the

"Favored of Nurgle" special rule.

0-2 Wandering Apothecaries for 100k each, available to teams that can

include an apothecary.

0-1 Master Chef for 300k, or 100k for teams with the

"Halfling Thimble Cup" special rule.

A roster cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill. Goblin and Snotling teams have managed to find a "legal" way to avoid this rule, so they can induce bribes while their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.

A Coach MAY choose one or none of the following Blessings.

1. No blessings (Vanilla Roster)

The roster is created with all the above rules.

2. Extra gold

One or more Skill Points can be exchanged for gold at a ratio of 30k per 1SP that will not be used. This MUST NOT take team value above 1200K before added skills.

3. Skill stacking

By losing a Skill Point, you are able to stack skills to players in your roster, limiting the use according to the tier.

1 Skill Stack for Tier 1-2,

2 Skill Stacks for Tier 3-4,

3 Skill Stacks for Tier 5-6.

Additional Primary Skills = 1 SP (Skill Stacking)

Additional Secondary Skills = 2 SP (Skill Stacking)

You only lose ONE Skill point regardless of the tier you have chosen.

Example: A High Elf team (tier 3) would lose 1 skill point to put 2 skill stackings on the roster.

4. 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.

Star players can only be induced after 11 players have already been rostered.

Star Players in couples count as two Star Players for the roster.

For every Star Player acquired additional Skill Points cost as follows:

Star player cost:000-099k, lose 1 Skill point.

Star player cost:100-199k, lose 2 Skill points.

Star player cost:200-299k, lose 3 Skill points.

Star player cost:300k-399k, lose 4 skill points.

Banned Star Players

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

The same Star Players cannot play in a game where both coaches have rostered them.

5. Extra skill point

One extra Skill Point is gained, as long as the usage of the Skill Points from the coach does not exceed in total 3 times that skill in the roster (including built-in skills). This extra skill should not exceed in total 3 times that skill in the roster too.

Example: A dark elf team with 4 blitzers, 2 witches and 5 LineElves can have this extra skill as long as the Skill Points from the tier and the extra Skill Point from the blessing do not add the Block skill because there are already more than 3 but not from the skill point usage, and can add maximum 1 more Dodge skill because there are already 2 in the roster and by spending 1 Skill Point the total number reaches 3.

Scoring

Win = 3 points

Draw = 1 point

Lose = 0 points

Tiebreakers

1. Score

2. Strength of schedule (opponents total score)

3. TD difference (global)

4. CAS difference (global)

If you are a new player or need help on your team build, you may ask organizers to help you.

## Miniatures

Different Player types for the race being played by the Coach need to be identifiable. Additional skills must be clearly identified on the respective miniature.We encourage the following color codes for skill markers

• Blue: Block

• Yellow: Dodge

• Green: Guard

• White: Wrestle

• Red/Orange: Mighty Blow (+1) / Tackle

Skills not in the above list must still be clearly identified with a different color of your choice.

## Schedule

### Friday 7.6.2023

16:00 players may check-in

### Saturday 8.6.2023

9:00 venue open

9:30-11:45 Round 1

12:00-14:15 Round 2

Dinner 14:15-15:45

15:45-18:00 Round 3

18:15-20:30 Round 4

If your train or other public transport leaves early, it's possible there won't be sober drivers at the venue, so prepare to use a taxi ;)

## Important stuff

**Tournament will be held for 30 players but there are limited beds on location (20 beds) so beds will be reserved at registration order, it's possible that the remaining 10 will have to sleep on mattresses of their own.**

**Most of the beds are in granary (aitta) so** **there ain't no heating or there is only a small heater in the sleeping area so bring your own bedwear or sleeping bag to survive harsh Finnish summer! You may also bring your own tent, camper, etc to sleep in.**

Entry fee (30€): Price includes; full accommodation, some snacks, warm food on saturday, prizes for top players. (If you aren't sleeping on the venue or are staying only for 1 night, there is no entry fee reduction)

On location for players to use and enjoy:

* Outdoor sauna (no shower, but there is hot and cold water to use). Please bring your own towel
* Chance to barbeque your own food (organizers will provide some sausages and spices for everyone to use)
* Countryside so prepare for mosquitoes and other wildlife ;)
* Nearest store is 6 km from the venue and the liquor store is 10km. Players may get transport to the store and liquor store on friday.

**Entry fee shall be paid to the below account:  
  
John Niemi FI89 3939 0052 6145 26**

**Please write your name and NAF number (if applicable) on the bank transfer.**

Location: Ketunpesäntie 55 80230 Joensuu

If you arrive at Joensuu by train or some other means of public transport, please contact the organizers so we can arrange a ride for you from the train station or near the bus stops etc.

Organizers:

John Niemi: +358451381338 (email: [niemi.john@gmail.com](mailto:niemi.john@gmail.com) but I prefer phone calls, SMS or Whatsapp as I get too many emails as is :) ).

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