**Trailblazer Open**

Welcome to the Trailblazer Open, a tournament honoring those early Blood Bowl pioneers who moved throughout the Old World, bringing the fledgling game to those not familiar with Nuffle’s chosen sport.

**Attending:**

Thanks for attending!

The Trailblazer Open takes place August 24th at the Texas Open 2024, located at the DFW Airport Hyatt Regency. The link to register for the event is linked here: <https://www.texasopen.org/> . Please review the Texas Open’s website for event costs.

Please bring 6 copies of your roster (1 for each opponent, 1 for the TO, and 1 for you).

Please submit your roster to bbtexastrailblazers@gmail.com . In the Subject line, please include Trailblazer Open and your name along with your roster.

Please send your roster in early! That will make the TO’s life easier and help ensure we start the tournament on time.

This will be a NAF sanctioned tournament. There should be a NAF person at the tournament to enroll or renew your membership.

Please use either GW dice or NAF dice. Dice sharing is not required, but if your opponent asks to share dice, please do so. Also, don’t forget to discuss what qualifies as cocked dice and if you reroll the entire dice pool or just the cocked dice.

**Sportsmanship Statement:**

We are here for the fun of the game. Sportsmanship is not encouraged; it is required!

Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

Throwing dice, miniatures, etc. is poor sportsmanship and will not be tolerated.

For further information, please review the NAF Sportsmanship and Good Habits guides below.

<https://www.thenaf.net/about-the-naf/code-of-conduct/>

<https://www.thenaf.net/about-the-naf/good-habits-guide/>

**General Rules**

* Each match will roll their own weather (See ***Special Stadium Rules***).
* The standard Kick Off Chart will be used.
* This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
* No star player points will be accumulated or carried into the next match.
* Miniatures require a Minimum of 3 colors and must be based.
* Each model must be easily identifiable, i.e., numbered.
* We will be running 4 rounds of Swiss over one day.
* No Overtime will be played.
* We will be strictly enforcing a two hour and fifteen-minute time limit.
* Once Time has been called, the active coach may finish the current player’s action.
* Once that player is finished, the game is over.

**Team Building Rules**

* You will have 1,150,000 gold pieces to purchase your team.
* We will be using the NAF approved list of 28 approved teams + Gnomes located [here](https://www.thenaf.net/tournaments/nafdocs/naf-tournament-approval-guidelines/#Tournament-Requirements).
* No Slann. Please just let them go.
* Stunty qualifying teams: Halflings, Goblins, Ogres, Snotlings, Gnomes, Underworld (no Skaven), Lizardmen (No Saurus), Black Orcs (No Orcs).
* You may purchase the following inducements at the limits defined in the rule book:
* Bribes (50k for Bribery & Corruption Teams, 100k for everyone else)
* Master Chef (100k for Halfling Thimble Cup (no gnomes per FAQ), 300k for everyone else)
* Wandering Apothecaries (100k, all teams that can include an apothecary)
* Bloodweiser Keg (50k, all teams)
* Igor (100k, Sylvanian Spotlight teams)
* Riotous Rookies 100k (Teams with Low-Cost Lineman Keyword)
* Biased Referee 120K (80K for Teams with ‘Bribery and Corruption’)
* You may only hire 2 Star Players
* If you hire a Megastar, you may not hire any other Star Players.
* You must have 11 rostered players before you hire a Star Player.
* If you and your opponent have the same Star Player, they will not play for either team.

**Skills:**

*\*A note on skills: whilst not required, it is a good idea to denote additional skills per player either by use of skill bands, color coding on bases, etc. There will be skill bands available from the TO if you do not have any.*

* Each Team is given 72 skill points to spend.
* Megastars cost 24 skill points as well as their gold cost.
* Megastars: Hakflem Skuttlespike, Bomber Dribblesnot, Deeproot Strongbranch, Griff Oberwald, Kreek ‘The Verminator’ Rustgouger, Morg N Thorg, Skitter Stab-Stab
* Normal stars cost 12 points as well as their gold cost.
* \**A note on star players: Please provide your opponent at the start of the match with the Star Player’s special ability. If you don’t have it memorized, write it down on your roster.*
* Star players are not allowed to receive any additional skills.
* For non-star players on your roster, they may take up to 2 skills for the point cost below.
* 6 points for the first primary skill.
* 9 points for the second primary skill.
* 12 points for the first secondary skill.
* 18 points for the second secondary skill.
* ***No skill may be taken more than 3 times per team.***

**Scoring:**

* 60 points for a win
* 30 points for a draw
* 10 points for a loss
* Losing to your opponent by 1 touchdown, 2 points
* Beating your opponent by 2 touchdowns, 3 points
* Beating your opponent by 3 touchdowns, 5 points.
* Out Casualty your opponent by 2 CAS, 3 points.
* Out Casualty your opponent by 3 or more CAS, 5 points.
* Pitch Clear your opponent (once per match), 5 points.
* Finish your game on time, 5 points.

**Standings Determination:**

1. Coach Points
2. Opponents Total Points
3. Total Touchdowns x3 + Total Casualties x2
4. Net Touchdowns
5. Net Casualties
6. Public coin toss to determine the Trailblazer award.

**Awards:**

We will be sharing the wealth in this tournament. If a stunty team wins the tournament, they will receive the Trailblazer trophy, but not the Stunty championship.

* Trailblazer (1st place based on total points)
* Sportsmanship
* End Boss (2nd place based on total points)
* Stunty (best record with a Stunty team)
* Most Brutal (most total CAS)
* Best Offense (most total TDs)
* Best Painted (per vote)
* Best Defense (least touchdowns allowed)
* Dirty Deeds (most injuries caused by fouls)

**Schedule:**

* 8:30 – 9:00 – Check-in
* 9:00 – 9:15 -Announcements and Round 1 pairing
* 9:15 – 11:30 – Round 1
* 11:45 – 2:00 – Round 2
* 2:00 – 2:30 - Lunch
* 2:30 – 4:45 – Round 3
* 5:00 – 7:15 – Round 4
* 7:15 – 7:30 – Finalize standings.
* 7:30 – Awards and Prizes

**Special Stadium Rules:**

To represent the long and varied stadiums visited by the pioneers of blood bowl, each match will take place at a unique stadium per the table below.

At the start of each match, before rolling weather, both coaches will roll a d6. The match will take place in the randomized location below.

Coach A will be the first coach announced when the round matchup is communicated.

\**it may not be a bad idea for you to bring an extra token or skill marker to help remind you of the stadium’s inspiration.*

|  |  |  |
| --- | --- | --- |
|  |  | Coach A |
|  |  | 1 | 2 | 3 | 4 | 5 | 6 |
| Coach B | 1 | Dusty Gulch Commons | Kemperbad Commons | Cripple Creak Coliseum | Swamp Town Stadium | Dervingard Diamond | Heffengen Track |
| 2 | Critical Hit Stadium | Gloomhaven Grounds | Athel Maraya Amphitheatre | Deadgate Downs | Derrevin Libre Arena | Cripple Creak Coliseum |
| 3 | Wei-Jin Park | Dervingard Diamond | The Abattoir | Skaf’s Hold | Kemperbad Commons | Skeggi Field |
| 4 | New Marienburg Commons | Heffengen Track | Derrevin Libre Arena | Frosthaven Icehouse | Zoishenk Stadium | Wei-Jin Park |
| 5 | The Abattoir | New Marienburg Commons | Skaf’s Hold | Skeggi Field | Gloomhaven Grounds | Swamp Town Stadium |
| 6 | Frosthaven Icehouse | Zoishenk Stadium | Deadgate Downs | Athel Maraya Amphitheatre | Dusty Gulch Commons | Critical Hit Stadium |

**Dusty Gulch Commons** – The game starts out with Sweltering Heat weather. Skip the opening weather table roll during the pregame sequence.

**Frosthaven Icehouse** – The game starts out with the Blizzard weather. Skip the opening weather table roll during the pregame sequence.

**The Abattoir** - Each team may add a single chainsaw to any non-loner player on their roster who did not add skills during skill assignment. All Chainsaw and Secret Weapon rules apply to that player.

**Skaf’s Hold** – Once per half, each team may apply the Stand Firm skill to all players on your team. This is declared at the start of your turn and lasts until the end of your opponent’s subsequent turn.

**Deadgate Downs** – Each team may raise a Zombie and place in reserve for the remainder of the game. This will only occur if a death occurs. This will follow standard Raising a Zombie rules as details in the “Masters of Death” keyword.

**Dervingard Diamond** – At the start of the match, select one non-loner player on each team’s roster who did not add skills during skill assignment. That player gains Tentacles for the remainder of the match.

**Critical Hit Stadium** – once per half, after successfully knocking an opponent down from a 3 Die Block, each team may add +1 to the armor roll or Injury Roll. This may occur after the dice pool has been rolled.

**Gloomhaven Grounds** – once per half, each team may take a second foul action during their turn. The fouling player is ejected automatically, and the call may not be argued nor bribed.

**Zoishenk Stadium** - At the start of the match, select one non-loner player on each team’s roster who did not add skills during skill assignment. That player gains Leap and Very Long Legs for the remainder of the game.

**New Marienburg Commons** – Once per half, each team may use the Regen Skill on one of their Injury rolls. This must be decided at the time the Injury is rolled prior to using any apothecary.

**Heffengen Track** – At the start of the match, each team may choose to roll a D6. On a roll of 5+, that team gains a reroll. On a result of 2, 3, or 4, nothing happens. On a roll of a 1, that team loses a reroll. If that team doesn’t have a reroll, their opponent gains a reroll.

**Cripple Peak Coliseum** – At the start of the match, each team receives an Undead Skeleton Lineman added to their roster for the duration of the game. The Skeleton is named Enrico Fermi with a stat line of: 5 MA, 3 ST, 4+ AG, 6+ PA, 8+ AV, Loner (4+), Thicks Skull, Regen.

**Kemperbad Commons** – At the start of the match, each team randomly picks a player on their team. That player receives the “Drunkard” trait for the remainder of the game. *(This player suffers a -1 penalty to the dice roll when attempting to Rush. (Go For It).*

**Athel Maraya Amphitheatre** – At the start of the match, each team randomly picks a player on their team. That player receives the “Take Root” trait for the remainder of the game.

**Wei-Jin Park** – The game starts out with Very Sunny conditions. Skip the opening weather table roll during the pregame sequence.

**Swamp Town Stadium** - The game starts out with Pouring Rain conditions. Skip the opening weather table roll during the pregame sequence.

**Skeggi Field** – At the start of the match, each team receives a Beer Boar added to their roster for the duration of the game. The Beer Boar is named “Bacon Bits” with a stat line of: 5 MA, 1 ST, 3+ AG, - PA, 6+ AV, Loner (4+), Dodge, No Hands, Stunty, Titchy, Pick Me Up *(At the end of the opposition’s team turn, roll a D6 for each Prone, non-Stunned team-mate within three squares of a Standing player with this Trait. On a 5+, the Prone player may immediately stand up).*

**Derrevin Libre Arena** – At the start of the match, a team may select one non-loner player on each team’s roster who did not add skills during skill assignment and roll a D6. On a 5+, that player gains a primary skill of their choosing (this may exceed the 3 per team skill cap) for the match. On a result of 2, 3, or 4, nothing happens. On a 1, that player gains the “Really Stupid” trait for the match.