





WHEN AND WHERE:

Saturday and Sunday, 7th and 8th of September 2024, Manukau Cruising Club, Orpheus Drive, Onehunga, Auckland 1061

TICKET PRICE:

- \$50

Please send payment to James Cardno, 12-3237-0032135-00, and include Reference: GSC2024 and Particulars: 'your name'

SCHEDULE:

TIMETABLE			
Saturday 7 September		Sunday 8 September	
Doors open/registration	8:30 – 9:00	Doors open	8:30
Round 1	9:00 - 11:30	Round 4	9:00 - 11:30
Lunch	11:30 - 12:30	Lunch	11:30 - 12:30
Round 2	12:30 - 15:00	Round 5	12:30 - 15:00
Round 3	15:00 - 17:30	Prize giving	15:00 - 15:30

TOURNAMENT OFFICIALS:

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PRIZES:

- 1st place
- 2nd place
- 3rd place
- Best Painted
- Sportsmanship
- Best stunty coach (if there are 3 or more stunty teams)
- Best Newcomer



WHAT WILL YOU NEED:

To successfully navigate your way to the end of the tournament, you will need to bring along:

- 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 (Non-GW models may be used)
- Miniatures must be clearly numbered to correspond with team roster sheets. As part of this, all players must be uniquely (and obviously) numbered to correspond with team roster sheets - no number, no run-on! The only exception to this is to appropriate Star Player models!
- A (legible!) copy of your Team Roster
- Skill rings/markers to ensure positions/skills are easily distinguishable on your players
- One set of three GW or NAF Block Dice, two six-sided dice with pips (not numbers) (2D6) & an eight-sided dice (D8)
- A rulebook and copy of the rule pack if you have them

RULES:

The Tournament Organiser (TO) will be on-site throughout proceedings and may be called upon to settle disputes that cannot be amicably resolved by referring to the rulebook as they occur. The TO's ruling will be made in good faith and, in all cases, is final – his decision should be accepted in good grace, even if you are convinced that the wrong decision has been made. No exceptions!

Each game is allotted 2 ½ hours in total, within which it must be completed. No overtime is played at the event. Both coaches must ensure that games and pre/post-match sequences are completed on time, as no time extensions are possible. Event officials have the right to end matches as they stand if the matches are not finished within the allocated time. Any coach considered by the TO to be deliberately stalling for time to run-out a match will be penalised with a point deduction at the tournament organiser's discretion.

The BB2020 rules will be used as the core ruleset for the tournament.

<https://www.thenaf.net/blood-bowl/rules/>

Arguing the Call and the Head Coach rules will be in play for this tournament.

Taking Moves Back

If a coach has moved a player & then starts moving another player, the first player cannot have his move taken back, this is also true of rolling dice. Once you have rolled a die, it "cements" that player's movement/action.

Cocked Dice

All cocked dice are to be re-rolled, no exceptions. Cocked dice include those that do not finish up on the gaming table or are 'even a little bit' off lying flat on the table.



That guy already moved!

In tournament play, the convention is that a player's facing will change once it has completed a move - hence you should be able to look and see everyone who has moved at any point. This convention is to be followed.

Attendance

Any coach who does not attend a scheduled match at the scheduled time (plus up to half an hour at the TO's discretion) will be treated as conceding the match, with effects as per the CRP. The game will be recorded as a 2TD, 2 CAS victory!

If you are in any doubt as to the application of these rules, please contact the tournament organiser via email.

Scoring:

Round 1 fixtures will be randomly drawn on the morning of the event, immediately after the registration is complete. Games 2 - 5 will be scheduled on a Swiss-style basis using the SCORE software endorsed by the NAF.

At the end of each game, the competitors are required to submit a match result, recording both teams' touchdowns and team casualties (caused by whatever means – crowds, weapons, blocks, failed dodges, the lot!).

Coaches competing in the tournament will receive four points for each win, two points for each draw and one point for a loss of only one touchdown incurred during the course of the tournament. Losses by more than one touchdown and conceding teams will receive no points.

MATCH RESULT	POINTS
Win	4
Draw	2
Loss	1
Losing by >1 TD	0

Placings will be decided by the Coaches Total score. In the event of a tie, placings will be decided by the following order: Opponents score, combined net TD and Net CAS. For the awards for Most Casualties and Most TDs, net Casualties and net TD differences will be used as tiebreakers respectively.

TIEBREAKER	DESCRIPTION
1	Total Points
2	Combined Opponent's Score
3	Net TD + Net CAS



BUILDING YOUR ROSTER:

The event will follow Games Workshop's Designer's Commentary from May 2024 and Teams of Legend documents. Any publications released by Games Workshop before 1 September 2024 (such as a new Spike! Magazine or rules in miniature packs) are also eligible for use.

The tournament will be run on a resurrection basis. Each coach must decide on their roster prior to the start of the tournament and bring three copies to their first game. This will be the coach's roster for the duration of the tournament and is reset to its original format before the start of each game (injuries do not carry over from game to game, and no SPPs are awarded during the course of the tournament).

To create your roster, please use the following Excel spreadsheet: <https://bloodbowlhelp.wordpress.com/wp-content/uploads/2021/01/blood-bowl-2020-roster-tourney-v8.0-1.xlsx> (alternatively found here: <https://bloodbowlhelp.wordpress.com/2021/01/09/excel-roster-blood-bowl-2020/>).

Please submit your roster before Thursday, 5 September 2024, 9 pm to ejloef@gmail.com

Teams are able to develop their team by hiring players, inducements, star players (Mega Stars are banned from this tournament, a list with all stars that are considered mega-stars for this tournament can be found below) and skills. They can use their **Available TV** to buy everything except skills.

Their **Spending Cash** is then an additional amount of cash, which can be spent on skills or stat improvements, or used to buy additional players or inducements. A coach may not spend any more TV on skills than they have Spending Cash. E.g. a Tier 1 team can spend a maximum of 100,000 TV on skills, which comes to 5 primary skills. The total TV of a team will therefore be their Available TV + their Spending Cash.

TIER	RACES
1	Underworld Denizens, Shambling Undead, Dark Elf, Amazon
2	Dwarf, Orc, Lizardman, Norse, Skaven, Wood Elf, Chaos Dwarf
3	Vampire, Human, Necromantic Horror, Slann, Elven Union
4	Khorne, Imperial Nobility, Tomb Kings, High Elf
5	Black Orc, Chaos Renegade, Old World Alliance
6	Chaos Chosen, Nurgle, Snotling, Gnomes
7	Goblin, Halfling, Ogre



TIER	AVAILABLE TV	SPENDING CASH	SKILL STACKING	SECONDARY SKILLS	STAR PLAYERS	STAT INCREASE
1	1,150,000	100,000	No	No	No	no
2	1,150,000	120,000	No	No	No	no
3	1,160,000	140,000	1 player	1 player	No	1 player: AV, MA, or PA.
4	1,160,000	160,000	1 player	1 player	No	1 player: AV, MA or PA.
5	1,170,000	160,000	2 players	2 players	1 Star Player	1 player: AV, MA, PA, or AG
6	1,170,000	180,000	3 players	3 players	2 Star Players	1 player: Any Stat.
7	1,180,000	200,000	No limit	No limit	2 Star Players	1 player: Any Stat.

Adding skills

You can use your Spending Cash to improve your players by buying them skills and/or, if permitted by your tier, stat increases.

The table above will tell you whether your chosen race is permitted to give players secondary skills, stack skills, or improve a stat. The table to the right will tell you how much TV each choice will cost. ‘Skill stacking’ is where a single player is given more than one additional skill: one of these skills must be a primary skill.

Players with stacked skills may also be given a stat improvement. However, in this case, both additional skills which they have been given must be primary skills.

Giving a stat improvement to a player with one additional skill will count as stacking.

Skill and Characteristic increases cost are as follows:

- Normal Skill 20,000
- Secondary Skill 40,000
- Armour +1 10,000
- Passing +1 20,000
- Agility +1 40,000
- Strength +1 80,000

Permitted inducements (2020 Rulebook p34 & p89):

- 0-08 Re-rolls (varies per team)
- 0-06 Assistant coaches (10,000)
- 0-12 Cheerleaders (10,000)
- 0-01 Apothecary (50,000) (for those teams that may hire an Apothecary)
- 0-06 Dedicated Fans (10,000)



- 0-02 Kegs (50,000)
- 0-03 Bribes (**Tiers 3-7 only**) (100,000, 50,000 for Bribery & Corruption teams)
- 0-02 Wandering Apothecaries (100,000)
- 0-01 Mortuary Assistant (100,000)
- 0-01 Plague Doctor (100,000)
- 0-01 Riotous Rookies (100,000) (for teams with low-cost linemen)
 - If Riotous Rookies are hired, then roll separately before each match; and ensure you have identifiable painted miniatures for the extra journeymen. It is sufficient to mark the journeyman skill with a distinct skill band, but they should be identifiable to the team.
- 0-01 Halfling Master Chef (300,000, 100,000 for halfling teams)
- 0-02 Star players (varies)

Necromancers can resurrect a single killed opponent to use as a zombie who will play for the team for that game only. After the game, the team loses any player gained during the game. The same applies to Plague Ridden and Nurgle teams.

Star Players

The following stars are considered Mega stars and cannot be induced for this tournament:

Mega-Stars:
Morg’N’Thorg
Hakflem Skuttlespike
Deeproot Strongbranch
Griff Oberwald
Kreek Rustgouger
Bomber Dribblesnot
Skitter Stab Stab
Varag Ghoulchewer
Cindy Pie whistle
Wilhelm Chaney
Dribl & Drull
Estelle Le Veneaux
Ivan ‘The Animal’ Deathshroud



RESOURCES

<https://www.thenaf.net/wp-content/uploads/2022/12/NAF-Rules-for-Tournaments-2023.pdf>

[Teams of Legend document](#)

[Errata and Designer's Commentary May2024](#)

ENDORSED BY

