

BLASTING BOWL 2024



September 14th, 2024
Your Hobby Place
77 Monroe St
Martinsburg, WV

TOURNAMENT SCHEDULE

Sept 14th, 2024

9:00	-	9:30	:	Registration
9:35	-	12:00	:	Round 1
12:00	-	1:00	:	Break
1:05	-	3:30	:	Round 2
3:35	-	6:00	:	Round 3
6:05	-	6:20	:	Awards ceremony

TOURNAMENT SCORING

Swiss Pairing:

The tournament will be conducted using the Swiss method of pairing. This means that after the first round, coaches will play against those coaches that have performed most similarly. The coach with the most points will play against the coach with the second most points, etc. Coaches from similar regions will be grouped so they are unlikely to play against one another in Round 1. However, due to the number of participants this may happen.

A coach will receive the following points, to be recorded after each round of play:

- **+30 Win**
- **+10 Draw**
- **+0 Loss**
- **-5 Forfeit**

Tie Breakers

- **TD Differential**
- **Casualty Differential**
- **Most Touchdowns**

WHAT TO BRING

- \$20 if NAF member.
\$25 for Non-NAF members (includes one-year NAF membership and NAF gift)
Entry fees can be PayPal'd to profgoldfinch@gmail.com
- 3 copies of your team roster. **Please send rosters for review to kcbloodbowl@gmail.com no later than 9/7/2024.**
- Dice (1d8, 3 block dice, d16), Blood Bowl board, dugouts, and templates (some of these will be on-hand, but better safe than sorry).
- Your team, preferably painted, numbered, and based

WHAT YOU GET

- 3 Games of Blood Bowl.
- Custom dice: 2d6

BASIC RULES & TEAM CREATION

- Games will be played using the rules outlined in this document:
<https://www.thenaf.net/wp-content/uploads/2021/12/NAF-Rules-for-Tournaments-2022.pdf>
- Tournament teams are purchased using 1,150,000 GC.
- All teams presented in official GW Blood Bowl supplements will be allowed as long as they are released before rosters are due. In addition, Slann are allowed.
- Inducements that are not allowed:
 - Mega Stars (see below)
 - Wizards
 - Mercenaries (including Giants)
 - Special Play Cards
- All other inducements are allowed.
- Teams must have 11 players before inducing any Star Players
- Skills will be awarded depending on team type:

TIER A – 2 SKILLS (No Secondary)

Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Human, Lizardman, Norse, Orc, Shambling Undead, Skaven, Underworld, Wood Elf

TIER B – 3 SKILLS (Up to 1 Secondary)

Black Orcs, Chaos Chosen, Chaos Renegade, Elven Union, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Slann, Tomb Kings, Vampire

TIER C - 7 SKILLS (Up to 3 Secondary)

Gnome, Goblin, Halfling, Ogre, Snotling, Stunty Black Orcs, Stunty Underworld, Stunty Lizardmen, These skills may be awarded freely except for the following restrictions:

- No player may receive more than one skill.
- A skill may not be selected more than 3 times on a single team.

Mega Star Players List

Bomber Dribblesnot
Cindy Piewhistle
Dribl & Drull
Griff Oberwald
Hakflem Skuttlespike
Kreek Rustgouger
Morg 'n' Thorg

TOURNAMENT RULES

STANDARD STUFF

- Turns will not be timed, unless a game is obviously falling behind schedule or one coach requests it. If a game is not finished within the time limit, coaches will be given time to finish their last turn(s) and then it will be halted.
- If a game is timed, a chess clock app should be used. If one coach's allotted time expires, he is only allowed to stand players up or turn them over from stunned to prone. These moves should be done as quickly as possible.
- Dice must be shared if *either* of the coaches participating in a match requests it.
- Rosters reset after every round. This means that injured players are restored to health and players gained through the "Masters of Undeath" special rule are lost. This also means that there are no earnings or Fan Factor increases.

BLASTING BOWL RULES

Nothing says, "hurry up and get to the endzone you fool!" like a ball that is actually a bomb.

Lord Poto McEdson was quite cross to learn that reliance on coal was being reduced. Sure, he had seen the numbers: peasant related mining accidents were up, peasant health was down, a layer of thick smog covered most of the region. Lord McEdson has made his entire fortune on mining coal! They were taking coin directly from his luxurious pockets! Especially after all those crowns he had sunk into developing "clean" coal!

Never one to rest on his velvety laurels, Lord McEdson decided to use his stockpile of an explosive resource: dynamite. Now, Lord McEdson cares even less for the concerns of mining. He's cemented his wealth, and Blood Bowl fame, by introducing Blasting Bowl. Blood Bowl is already incredibly violent and spontaneous, why not use dynamite as the ball too!

Explodin' Ball

During each drive the ball starts out as an Explodin' Ball with a countdown timer of 6 (this can be marked on the kicker's turn tracker using an extra token). The coach of the kicking team will roll a D6 at the start of each of their turns:

- On a roll of 6, move the marker two spaces towards zero
- On a roll of 2-5, move the marker one space towards zero
- On a roll of 1, the fuse goes out. The Explodin' Ball is treated as a normal ball for the rest of the drive.

The coach of the kicking team may choose to **spend a team re-roll** on the Explodin' Ball roll.

If the marker ever moves off the turn track (to the "zero" space), the ball is removed from play and an explosion occurs.

When the ball explodes, any player carrying the ball is automatically knocked down and an armor roll is made. Additionally, roll a d6 for each player adjacent to the ball. On a 4+ they are knocked down and an armor roll is made. If a player is already prone or stunned, make an armor roll for them as if they had been knocked down.

After the ball has exploded, a replacement ball is thrown in by the sideline official. Place a regular ball in the space where the Explodin' Ball was then scatter (3d8) the ball.

AWARDS

Prizes will be awarded for the following accomplishments:

- Champion (most tournament points)
- 2nd Place (2nd-most tournament points)
- Stunty Cup (most points by a stunty team)
 - Stunty Teams include:
 - o Gnomes
 - o Goblins
 - o Halflings
 - o Ogres
 - o Snotlings
 - o Underworld Denizens with no Skaven
 - o Lizardmen with no Saurus Blockers
 - o Black Orcs with no Black Orcs

No coach may win more than one award.