



THE NAF CHAMPIONSHIP 2014

The NAF are delighted to once again present The NAF Championship, successor to the event previously held at Warhammer World as 'The Blood Bowl'.



"It is with great pleasure that I write this introduction to the 2014 NAF Championship. The event is now one of the highlights of the Blood Bowl year, thanks to all of the hard work the NAF put in to make it one of the premier Blood Bowl events anywhere in the world.

However, the organisation of an event is only half of the equation, to make it truly great, it needs great players – or in this case great coaches. As anyone who has been to any of the previous NAF Championships will know, the event is blessed with some of the best coaches in the world, people that are a pleasure to play against and understand Blood Bowl far better than the mere designer of the game ever will.

So, I salute you all, both organisers and coaches. Have a great weekend, and remember, when in doubt, go for it!"

Jervis Johnson, February 2014

Thanks Jervis! The NAF are indeed very proud to be running this event. The NAF Championship will continue to be a NAF-ranked major tournament and we aim for it to remain the largest and most celebrated individual tournament in world Blood Bowl. Read on for all the information you will need to compete for the illustrious title of NAF Championship Winner!

★ BASIC INFORMATION ★

The tournament will take place on the 17th and 18th of May 2014 at East Midlands Conference Centre, University Park, Nottingham, NG7 2RJ. You can find detailed directions on how to find the venue on their own website :

<http://www.nottinghamconferences.co.uk/how-to-find-us/>

Places will be allocated on a first-come, first-served basis. Tickets are on sale now. They can be purchased by PayPal only and are priced at £55.00 each.

To reserve your place please send a £55.00 PayPal payment to thenafchampionship@gmail.com. Each entrant must provide their full name and current email address. NAF members must also provide their NAF name and NAF number.

You will receive immediate confirmation of your payment by PayPal. Once we have received your payment and all information as above, the NAF will also send you an email confirming your place. This may take a few days to arrive. You must print this email and show it to the organisers at registration.

Boards and dugouts will be provided for use throughout the tournament. You will be required to bring your team, dice and templates. There is no restriction on what miniatures you use in your team as long as they are miniatures (*not proxies*) and are painted, clearly identifiable and appropriate for people of all ages.

Included in the ticket price are your lunch and dinner on Saturday and lunch on Sunday. These meals will be provided at the venue. See the schedule for serving times.

The venue is a short taxi ride from the well-connected Nottingham railway station. For full directions see the link above to the venue's own webpage.

Accommodation is not provided so you will need to arrange this yourself from the wide range of places to stay in Nottingham. But we have arranged discounted rates for rooms at the 4-star Orchard Hotel right next door to the venue. Details on how to book these will be sent out with your ticket confirmation.

We would like to remind coaches that there will be children present. Please dress and act considerately.

★ SCHEDULE ★

The tournament will consist of six Blood Bowl matches. The two highest ranked coaches at the end of round 5 will compete in the NAF Championship Final. You will not be drawn against an opponent you have already played in a previous round; the only exception to this rule is the final.

Round 1 matches will be randomly determined. In the subsequent five rounds players will be ranked by points total and paired off into matches e.g. 1st vs 2nd, 3rd vs 4th etc. Where players are tied on points, they will be drawn against a random opponent who has the same number of points. Points scoring rules are given in the following section.

Players on equal points after round 6 will be separated in the final placings by the following tie-breakers : opponent score; net touchdowns plus net casualties; net touchdowns; net casualties; touchdowns scored; casualties inflicted; random. The same calculation will be used to determine the NAF Championship Finalists, should the leading players be tied on points.

The schedule is as follows:

SATURDAY 17th MAY 2014

Registration: 08:30 – 09:45

Round 1: 10:00 – 12:15

Lunch: 12:15 – 13:15

Round 2: 13:15 – 15:30

Round 3: 16:00 – 18:15

Evening meal: 18:30

SUNDAY 18th MAY 2014

Round 4: 09:30 – 11:45

Lunch: 11:45 – 12:45

Round 5: 12:45 – 15:00

Round 6: 15:15 – 17:30

Awards ceremony: approx. 17:45

Close: approx. 18:00

There are 2 hours and 15 minutes allocated to each round. We ask that you play within this time, otherwise the tournament referees may need to stop games prematurely. This is particularly important on the Sunday when many people will have booked trains or planes at specific times.

If the NAF Championship Final ends in a tie, then overtime will be played to decide a winner. This might entail a slight delay in the above schedule.

★ RULES ★

The tournament will use the 'Competition Rules Pack' Blood Bowl rules. All 24 teams will be permitted, including Slann, Underworld and Chaos Pact.

Each coach selects his team from a treasury of 1,100,000 gold crowns. You may spend money from your treasury on inducements and these then become a permanent part of your team.

All inducements are permitted except Special Play Cards, Mercenaries and Team Wizards. Teams must hire 11 rostered players before adding Star Players. In the event of both teams hiring the same Star Player(s) then both teams are allowed the field the Star Player(s) at the same time.

Teams are restarted after each game, i.e. injuries and deaths do not carry over; any SPPs and winnings earned are lost.

Before the tournament you may select six additional skills for players on your team. Three of these skills will be available for your players from the first game, with the remaining three becoming available from the start of game 4. All of the skills selected before game 1 must be selected from a player's normally permitted skill categories – this means a skill from a category in the 'Normal' column but not 'Double'. One and only one of the skills selected before game 4 may be selected from a 'Doubles' category, with the remaining two chosen from a category in the 'Normal' column. Once a player gains a skill at the start of either game 1 or 4 he will keep it for the rest of the tournament. A single player cannot be given more than one additional skill throughout the tournament. Star Players may not be given additional skills.

You must select all six skills before the tournament and clearly print them all on your roster. You must clearly mark or differentiate between those skills that are in use from game 1 and those that only become active before game 4. You may not wait until day two before choosing your second batch of skills.

All coaches must bring two paper copies of their team roster with them (*even if they have pre-registered*). PDFs on a tablet or phone will not be accepted. During a game you are permitted to look at your opponent's roster at any time, including all additional skills he or she has chosen.

We would appreciate all coaches sending in their rosters for us to check prior to the event. This will speed up registration on the Saturday morning and make everything run that much smoother. Please use the email address NAFC.rosters@gmail.com for this purpose.

Tournament points will be awarded as follows:

Win: 2 points

Draw: 1 points

Loss: 0 points

In addition to tournament points, record your touchdowns and casualties on your results sheet. Only record casualties resulting from crowd pushes and those that would have given Star Player Points in a league. Those caused by fouls, failed dodges, secret weapons etc. do not count.

A team of referees will be available to answer any rules queries. If you cannot find the answer in the rule book, ask for the assistance of a referee and he will be able to resolve the problem. Additionally, if your match is behind schedule a referee may ask you to hurry up in order to finish in time. If you are unable to finish the referee may stop the game prematurely. In all cases a referee's decision is final.

★ PAINTING COMPETITIONS ★

There will be two painting competitions at this year's event. The 'Best Painted Team' award and the 'Duel' competition.

Best Painted Team

This competition will be judged by a small group of skilled people selected by the tournament organisers. It will not be a public vote. During lunch on the Saturday we will ask anyone who wants to be considered to leave their team out for display. The judges will

then select a shortlist to consider more fully during the rest of the weekend.

The judges will be looking primarily to reward high quality painting. Conversion work, presentation and "Wow!" factor will be strongly considered too, but we consider this to be firstly a painting competition.

You must be attending the event to be considered in this category. We will be recognising 1st, 2nd and 3rd place in this category.

Blood Bowl Duel Competition

In addition to the main painting prize, this year we will be running a "Duel" competition, similar to the GW Golden Daemon category. This category will be decided by public vote.

The category comprises two single models mounted on a single 40mm or 50mm Slottabase. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of dramatic situation occurring as part of a Blood Bowl match.

This is a display category only. Entries must not be needed as part of the team you are using during the tournament itself, and a condition of entry is that your model be displayed throughout the weekend. The tournament organisers accept no responsibility for loss or damage to entries.

You may enter this category even if not attending the event. However, you must give your entry to someone who is attending for them to bring along. The tournament organisers will not have time to manage postal entries. There will be a specific drop off point for Duel entries at registration.

★ THE WINNERS ★

Every entrant to the tournament will receive a special NAF Championship gift. Trophies and prizes will be awarded to the lucky winners, in the following categories:

The NAF Championship Winner

The NAF Championship Runner-up

The losing finalist.

The NAF Championship League Title

This is awarded to the highest placed coach who did not make the final.

Best Painted Team

We hope this will continue to be the Blood Bowl community's flagship painting contest.

Best Painted Duel Entry

Most Touchdowns

Most Casualties

Only casualties from crowd pushes or that would accrue SPPs count for this award.

Stunty Cup

This is awarded to the highest placed Goblin, Halfling or Ogre team.

★ FINALLY ★

If you have any questions about the tournament email us at:

thenafchampionship@gmail.com

Where we will get back to you as soon as possible.

We welcome all players of all levels of experience. In particular we are keen to encourage new players, don't be afraid to email us if you are new to tournaments and there's something you're not sure about.

All non-NAF members registering at the tournament will be offered free NAF membership.

The following links may be useful:

The official website of the NAF

<http://www.thenaf.net>

Games Workshop's Competition Rules Pack
[CRP @ Games-Workshop.com](http://www.games-workshop.com)

Rules for Slann, Underworld and Chaos Pact teams
http://www.thenaf.net/files/NewTeams_LRB6.pdf



★★★ Did You Know...

You can see photos of the 2013 Championship shenanigans [HERE!](#)