



Players' Pack

When: Saturday 4th December
Where: Saigon Van Grill Bar
201 Cuba Street, Te Aro, Wellington

Doors Open / Registration	9:00 am
First Round	9.30 - 11:45 am
Lunch	11.45 - 12:30 pm
Second Round	12.30 - 2:45 pm
Third Round	2.45 - 5:00 pm
Prizegiving	5.30 pm finish

Ticket Price:

All attendees are required to be registered for the NAF, so that all games at the event can be recorded in the international Blood Bowl tournament tracking system. NAF membership comes with a set of dice or tokens that can be used to play Blood Bowl and will be available on the day.

Standard ticket price \$20
NAF registration \$10 (*only mandatory for coaches with no historic NAF registration*)

Tournament Officials:

The main Tournament Organiser (TO) for the event will be Andrew MacKenzie (ramchop), who can be contacted via amack_irl@yahoo.com. Tournament Officials will be drawn from a pool of volunteer coaches.

Venue Facilities:

Drinks will be readily available at the venue. Please note that our hosts do not allow outside food or drink onto the premises, and you will be asked to respect this request for the duration of the event. There is also the reasonable expectation that you will purchase lunch at the venue.

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!
- Three (legible!) copies of your Team Roster
- If you can - one Blood Bowl Pitch & dugouts, plus all accompanying templates. Pitches with squares of 32mm (4th edition) or larger are preferred.
- If you can - one set of three GW or NAF Block Dice, two six sided dice with pips (not numbers) (2D6) & an eight sided dice (D8)
- A 2020 rulebook and copy of this rulepack, if you have them

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

Points Scoring:

Coaches competing in the tournament will receive points for each win, draw and loss incurred during the course of the tournament, as per the table to the right. Conceding teams will receive no points.

Match Result	Points
Win	10
Draw	5
Loss	2
Concession	0

In the event that two or more teams are tied for a final ranking position on points for 1st through 3rd place awards, tiebreakers will apply as per the following table. For awards for Most Casualties and Most TDs, net casualties and net TD differences will be used as tie breakers respectively.

Tiebreaker	Description
1	Total Points
2	Combined Opponent's Score (total points scored by your opponents in all rounds)
3	Net Touchdowns (touchdowns scored less touchdowns conceded)
4	Net Casualties (casualties caused less casualties conceded)

Prizes:

All awards and prizes are issued at the Tournament Organiser's sole discretion.

The 'highlander' prize rule will be in effect (coach may win more than one award, but main prizes are limited to one per person).

Prizes are dependent on the number of coaches attending, but are expected to consist of:

1. 1st Place - Champion
2. 2nd place
3. 3rd place
4. Best New Kid (most spp gained)
5. Most touchdowns
6. Most casualties
7. Best stunty (if more than 2 attend) or Not Last (second to last place)

Building your roster:

Coaches are advised to use the following excel spreadsheet to create their roster:

[Blood Bowl 2020 Roster v3.2](#) (alternatively found [here](#)). Rosters will be checked at the time of registration.

The [NAF's 2021 rules](#) will be used as the core ruleset for the tournament. This means that:

- ★ The rules in the BB2020 starter box form the basis of the event rules
- ★ Teams from the [Teams of Legend](#) are valid for use at the event
- ★ The FAQ, Designer's Commentary and Errata [from GW](#) will apply to the event
- ★ Daemons of Khorne and Slann may be used and may be found [here](#)
- ★ The 'exhibition game' version of the Prayers to Nuffle table (BB2020 kick-off event) will be in place for this event.

If you are an experienced coach but new to this version, a primer of changes is available [here](#).

Additionally, roster options, star players, skills and valid inducements for each team from Spike 11 may be used if desired. If you do so, please bring a copy along and share the rules for any selected options with your opponent before each game.

Each coach has a gold allowance with which to purchase a roster for the tournament using these rules. This allowance may be spent on players, apothecaries, team rerolls, assistant coaches, cheerleaders, fan factor and all inducements (with the exception of weather mages, special play cards, wizards, sporting giants and mercenaries). A single Star Player may be hired by Tier 3 races only.

In addition, each team receives a Skill allowance in order to upgrade players on their roster. This allowance may be used to add skills to rostered players, but not star players. In addition, the following restrictions apply:

- Players may not be assigned more than one skill
- Randomly selected skills or characteristics may not be selected
- A player may be allocated a Primary Skill in lieu of a Secondary Skill if desired
- Any gold and/or Skills unallocated at the time of selecting a roster are lost
- Price increases resulting from the use of player upgrades do not count towards the team's gold allowance.

Tier 1 teams:

Tier 1 teams are the strongest available. Teams selected from this tier have a budget of 1,100,000 gold pieces from which to select their team. Additionally, each team receives a Skill allowance of 6 Primary Skills with which to upgrade their players.

Dark Elf	Dwarf	Human	Lizardmen	Old World Alliance
Orc	Shambling Undead	Skaven	Underworld	Wood Elf
	Amazon*	Chaos Dwarf*	Norse*	

Tier 2 teams:

Well coached tier 2 teams are competitive on their day. Teams selected from this tier have a budget of 1,150,000 gold pieces from which to select their team. Additionally, each team receives a Skill allowance of 5 Primary Skills and one Secondary Skill with which to upgrade their players.

Black Orc	Chaos Chosen	Chaos Renegades	Elven Union
Imperial Nobility	Necromantic Horror	Nurgle	High Elf*
Tomb Kings*	Vampires*	Daemons of Khorne**	Slann**

Tier 3 teams

Tier 3 teams are rarely competitive, but with the right coaching and skills have been known to spring a shock! Teams selected from this tier have a budget of 1,200,000 gold pieces from which to select their team. Additionally, each team receives a Skill allowance of 4 Primary Skills and 2 Secondary Skills with which to upgrade their players. A single Star Player may be hired by Tier 3 races.

Goblins	Halflings	Ogres	Snotlings
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* Teams of Legend

** NAF Recommended teams

Special play cards, wizards, sporting giants and golden era stars (for example Bob Bifford and Jeremiah Kool) are not legal for roster selection.

The tournament will be run on a resurrection basis. Each coach must decide their roster prior to the start of the tournament and bring three copies to registration. 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).

Each coach must ensure that all players are clearly numbered so that your opponent can easily identify which players have which skills. The use of skill rings are also encouraged and should be accommodated if requested by your opponent.

Star players purchased on a teams roster (Tier 3 only) may not be included in the 11 player roster minimum. If two opposing coaches take the same Star Player, the star is assumed to have an identical twin brother (or sister) and both players may be fielded as normal. Please note that Apothecaries and Wandering Apothecaries may never be used on Star Players, as per the rules.

The New Kid

To complement the Hard Knocks IV theme, the special rules for the tournament are as follows:

- Each coach must nominate a lineman (a 0-16 or 0-12 player on your race's roster) who has not received any skill upgrade on their roster as "The New Kid"
- The New Kid is a special child, talented, ambitious and willing to do anything to find his place in the school.
- Before the tournament, on your roster you must clearly state which 3 cliques (from the table below) the New Kid will join, their chosen skills, and in what Round order. (e.g. Lineman #4: R1 Jock - Piledriver; R2 Emo - Shadowing; R3 Artist - Leap)
- Each round the New Kid will gain three traits (Negatrait, Gift, and Chosen skill) for his adopted clique. At the end of the round they will lose the negatrait, but retain the other two.
- By the end of the tournament the New Kid will be sporting 6 new skills, and can leave the School of Hard Knocks as a bona fide Legend.
- You may use an apothecary on this player, and they may argue the call on them as normal should the situation arise.
- Please mark this player or paint them differently to the rest of your team in order for them to stand out on the pitch.

New Kid Cliques

Clique	Negatrait	Gift	Chosen Skill category
Jock	Really Stupid	Big Hand	Strength
Artist	Bonehead	Tentacles	Agility
Stoner	Take Root & Always Hungry	Monstrous Mouth	Pass
Party Animal	Animal Savagery	Disturbing Presence	Agility
Emo	Unchanneled Fury	Stab	General
Stud	Secret Weapon	Horn	Pass
Drunk	Ball and Chain	Projectile Vomit*	Strength
Scholar	Loner (6+)	Foul Appearance	General

* the only action a Ball & Chain player may take is a move action as per the rulebook..Projectile Vomit won't be available until the hangover in the following round(s).

General 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 – their decision should be accepted with good grace, even if you are convinced that the wrong decision has been made. No exceptions!

First round fixtures will be randomly drawn on the morning of the event, immediately after registration is complete. Further games will be scheduled on a Swiss style basis using the SCORE software endorsed by the NAF.

Each game is budgeted at roughly 4 minutes per turn, and is allotted 2 ¼ hours in total within which it must be completed. No overtime is played at the event. It is the responsibility of both coaches to 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 with the allocated time. Any coach considered by the TO to be deliberately stalling for time to run-out a match should expect to be penalised with a point deduction at the discretion of the tournament organiser.

Taking Moves Back: If a coach has moved a player and 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 rerolled 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.

Attendance: Any coach who does not attend a scheduled match within a reasonable period (up to half an hour, at the TO’s discretion) of the scheduled time will be treated as conceding the match.

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