

The Kraken's Cup III



The Kraken's Cup is a NAF-sanctioned, Resurrection & Swiss-styled, Blood Bowl tournament that will take place in 2023 at Captain Con! With that said, let's cover some basics (feel free to skip these if you are a NAF Blood Bowl tourney veteran):

What is Blood Bowl?

Combine Chess, Fantasy Football, and Kill the Guy with the Ball and you will be pretty close. Then maybe toss in a few nefarious secret weapons, and some beautifully sculpted miniatures and you're starting to get the idea of the fun that Blood Bowl is.

What is Resurrection-Style?

It means that any damage inflicted upon your players resets every round of the tournament and you play each match with your full roster. SPP's are not tracked and no new skills will be gained as a result.

What is Swiss-Style?

It means that coaches are randomly matched up in the first round of the tournament, but after that teams with the same number of points are drawn against each other, so that you are playing against someone who is doing about as well as you are. This continues until the final round.

What is the NAF?

The NAF is an international association of players dedicated to Blood Bowl – the Games Workshop game of fantasy football. The NAF acts as a central resource for Blood Bowl coaches the world over – offering news, contacts, discussion, sanctioned tournaments and international player rankings. You also get a free Blood Bowl gift with your membership that varies each year.

[You can join NAF at this link](#)

When is the Tournament?

9:00am-7:00pm on Saturday, February 3, 2024

Where is the Tournament?

Captain Con
Crowne Plaza Providence-Warwick
Warwick, RI

How Much Does it Cost?

The price of the tournament event ticket is \$10 for NAF members. **Please note you must already have a Captain Con badge as well before acquiring your event ticket.** Not a NAF member? See the link on the page above to sign up online. Only NAF coaches can play.

What does that get me?

3 Rounds of Blood Bowl mayhem, camaraderie with other great Blood Bowl enthusiasts, a shot at some cool Blood Bowl prizes, and of course the glory of victory or the humiliation of defeat – who am I kidding? Nuffle will probably give you both of those things!!! One of you will also end up crowned as the Kraken's Cup Champion!!!

Registration:

Registration will be open to all NAF members until we hit our capacity of 32 coaches.

Pre-registration is required so that the con can allocate us appropriate space. They will take away space the closer we get to the date and allocate to other events, so the sooner you register the better!

- **Step 1:** You need to have a badge for Captain Con through Tabletop Events
[Captain Con Badges](#)
- **Step 2:** You need to get an event ticket through Tabletop Events
[Event Information and Tickets](#)
- **Step 3:** Check your NAF membership status to make sure it is valid through 02/03/2024 or join the NAF (link on prior page). **This is not optional.**
- **Step 4:** Simply e-mail robert.fossey@gmail.com, with your real name, Tabletop Events Username and Event Ticket Number, your NAF ID, team name, team race, & roster if it's ready.
- All pre-registrations will be processed in the order of event tickets purchased through Tabletop Events.
- The more rosters I can check before the event, the quicker we can get rolling on the day of the event! So this year I am providing **two free cheerleaders to those that provide rosters by Jan 15th.**

Team Creation:

- Teams will be created using the BB2020 Rules (including published GW errata through Nov 2023)

[November 2023 FAQ/Errata](#)

- All 21 teams in the Blood Bowl 2020 Core Rulebook, the three remaining Teams of Legend, the Khorne, Amazon, Vampire, and Norse rosters from Spike, and the NAF recommended Slann team may be selected for tournament play.

[Blood Bowl - Teams of Legend](#)

[Slann Rosters](#)

- Tier 1 Teams will be created utilizing **1.4M** gold crowns and must contain 11 players before any inducements are purchased.
 - Amazons, Chaos Dwarves, Dark Elves, Dwarves, High Elves, Lizardmen, Norse, Shambling Undead, Underworld Denizens, Skaven, Wood Elves
- Tier 2 Teams will be created utilizing **1.5M** gold crowns and must contain 11 players before any inducements are purchased.
 - Chaos Chosen, Elven Union, Humans, Imperial Nobility, Khorne, Necromantic Horror, Orcs, Slann, Tomb Kings, Vampires
- Tier 3 Teams will be created utilizing **1.6M** gold crowns and must contain 11 players before any inducements are purchased.
 - Black Orc, Chaos Renegades, Halflings, Nurgle, Old World Alliance, Snotlings
- Tier 4 Teams will be created utilizing **1.7M** gold crowns and must contain 11 players before any inducements are purchased.
 - Goblins, Ogres
- **Prohibited Inducements:** Star Players, Special Play Cards, (In)famous Coaching Staff, Wizard Inducements (as clarification this does not include the Weather Mage per the Core Rulebook but does include the Haemomancer in the Vampire Spike), Mercenaries (including Giants), Medicinal Unguent, and Side Bets are prohibited from purchase. Everything else in the Core Rulebook, Spike, and Death Zone is fair game.
- **Skills and Characteristic Improvements:** These are to be purchased with your initial team treasury. A player may not be assigned more than 4 additional upgrades or more than 100,000 gp worth of upgrades. Furthermore, no player may increase more than two characteristics which must be separate (no double upgrades on the same stat) or increase a skill over the maximum allowed on p.28 of the BB rulebook. Costs are as follows:
 - Primary Skill - 20,000 gp
 - Secondary Skill - 40,000 gp
 - Armor +1 - 15,000 gp
 - Movement +1 - 20,000 gp

- Passing +1 - 40,000 gp
- Agility +1 - 60,000 gp
- Strength +1 - 80,000 gp
- **Air it Out!:** There's not enough passing in this game. After your roster is finalized with spend, add the following:
 - Tier 1 - 1 Passing Skill (other than Leader) to a single player with Primary Pass skill access.
 - Tier 2 - 2 Passing Skills (other than Leader) to a single player with Primary Pass skill access.
 - Tier 3 - +PA and 2 Passing Skills to a single player with Primary Pass skill access.
 - Tier 4 - +PA and 3 Passing Skills to a single player with Primary Pass skill access.
 - If no player on your team has primary pass access you may then add to a player with Secondary Pass skill access. If no player on your team has Primary or Secondary Pass skill access (I'm looking at you Chaos Dwarf coaches) then add it to any player. These Air it Out allocations can bring a player over 4 advancements or 100k in upgrades but can not bring a player above the maximum 6 advancements.
- ALL skills MUST be noted on the team roster which is submitted to the Tournament Organizer at registration. Pro tip: Putting the added skills in **BOLD** font or **highlighting** them on your roster will help them to stand out.
- Colored rubber bands or skill rings will keep the tournament moving along and are required. I will have some on hand if you need them.
- **Early Birds Get The Girls:** Rosters submitted by Jan 15th at 11:59:59pm EST get 2 free cheerleaders! No rosters will be reviewed prior to December 15th. I'm looking at you Scott!

Special Kraken's Cup Rules and Clarifications:

- **Setting:** Games in this tournament are played aboard massive ships sailing the Dread Seas. Each ship has its own Captain, crew, official, CabalVision crew, and Wizard. Spectators line the masts and rigging above the field of play, but with the Wizard's aid the masts and other physical obstacles become spectral and do not directly impact play. Each ship does have two trapdoors to the hold and those can come into play. If your pitch does not have trap doors I can provide tokens to represent them.
- **Man Overboard! (Crowd Surfing):** Any player pushed into the crowd is actually pushed into the ocean. Nearby skiffs are prepared to fish them out of course, but injuries do happen... Any player with an AV of 9+ or greater receives a +1 to the injury roll. They sink faster after all. Any UNMODIFIED injury roll of 12 can't be saved by an apothecary, or regeneration - the blood drew a frenzy of nearby sharks. Zombies or rotters created by a shark kill eventually claw their way out, but not in time to join the match.
- **Ball Overboard!:** The ship's wizard retrieves the ball magically and hurls it back into play in the standard manner a crowd would.
- **Cannonball!:** Fans of Blood Bowl on the Dread Seas are an especially vicious lot, and some of those buggers up in the rigging don't like to play fair. To represent this each coach receives a Cannonball Token that can be used once per game. This functions like a thrown bomb from a Bombardier (PA 4+) as if they were standing in your choice of the center of the pitch (you choose the side of the line of scrimmage and it does not matter if that square is presently occupied) or the perfect kicking square on either side of the pitch (the one where 6 spaces went put the ball in the ocean no matter what the d8 rolls without a bounce factored in). This can be fumbled, deflected, caught, impacted by disturbing presence, etc. just like a normal bomb with the exception that there are no tackle zones impacting the thrower as they are up in the rigging when they light the fuse and a natural 1 will blow up in the rigging harming nobody on the field.

- **Custom Weather & Kick-Off Tables:** Don't worry, copies of each will be at the tables.
- **Dread Seas Custom Weather Table (2,3,12 are changes from standard table):**
 - **2 (Drinking Weather!):** This is perfect drinking weather! But the grog of the Dread Seas is some pretty volatile stuff. D3 randomly determined players from each team are moved from the pitch to the reserves box at the end of the drive. They will miss the following drive. (Functions as Sweltering Heat - Fluff change only - No change to mechanics of existing rule)
 - **3 (Coastal Winds):** If it wasn't for the winds it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the winds are blowing. (1-2 towards kicking team's endzone, 3-4 towards receiving team's endzone, 5-6 towards the sideline to the left of the kicking team, 7-8 towards the sideline to the right of the kicking team). Next, place the throw-in template over the square in which the kick was placed with the central arrow (3-4) pointing in the direction the wind is blowing. The kick then deviates in a direction determined by a D6 and referring to the throw-in template. Additionally, the number of squares the ball moves is determined by rolling a D8 rather than a D6. (Functions as Strong Winds on Death Zone Autumn Weather Table).
 - **4-10 (Perfect Conditions):** (No change to existing rule)
 - **11 (Pouring Rain):** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or to attempt to interfere with a pass. (No change to existing rule)
 - **12 (Monsoon!):** Sheets of rain pour down. Visibility is reduced and the decks are slippery. While the monsoon persists, only Quick or Short passes can be attempted and the number of squares a player can Rush is reduced by one (to a minimum of 1). (Functions as Tropical Monsoon on Death Zone Primordial Rainforest Table)
- **Dread Seas Custom Kick-Off Table (2,3,11,12 are changes from standard table):**
 - **2 (What Ref?):** The ref gets gutted by some rowdy sailors and is no longer factored into the remainder of the drive until a replacement can be found. The replacement ref will review CabalVision footage to address any Secret Weapons used during the drive.
 - **3 (Walk the Plank!):** The Captain has discovered one of your player's pre-game shenanigans with his paramour! Both coaches roll a D6 and add their Cheerleaders to the roll; after all the Captain can always find another lover but a mutiny is entirely unacceptable. The coach with the highest roll randomly determines one of the opposing team's players to Walk the Plank! Just as if they

had been Crowd Surfed. That player does not need to be present on the pitch but can't be in the casualty box or a shark's belly. In the event of a tie, the Captain is too drunk and distracted by the cheerleaders to notice and nothing happens. After the show, the Captain returns to his seat and the drive begins as normal. Note, a KO'ed player that is shoved overboard and is only stunned will awaken in the icy waters and move to the reserve box.

- **4 (Solid Defense):** D3+3 Open players on the kicking team may be removed and set up again in different locations, following all of the usual set-up rules. (No change to existing rule)
- **5 (High Kick):** One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square that the ball will land in. (No change to existing rule)
- **6 (Cheering Fans):** Both coaches roll a D6 and add the number of cheerleaders on their Team Draft list. The coach with the highest total may immediately roll once on the (Exhibition) Prayers to Nuffle table. In the case of a tie, neither coach rolls on the Prayers to Nuffle table. Note that if you roll a result that is currently in effect, you must re-roll it. However, if you roll a result that has been rolled previously but has since expired, there is no need to re-roll it. (Only change is to use Exhibition Prayers to Nuffle table on Core Rulebook p103 as advised by NAF)
- **7 (Brilliant Coaching):** Both coaches roll a D6 and add the number of assistant coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither team gets an extra team re-roll. (No change to existing rule)
- **8 (Changing Weather):** Make a new roll on the Weather table and apply that result. If the weather conditions are 'Perfect Conditions' as a result of this roll, the ball will scatter, as described on page 25, before landing. (No change to existing rule)
- **9 (Quick Snap):** D3+3 Open players on the receiving team may immediately move one square in any direction. (No change to existing rule)
- **10 (Blitz!):** D3+3 Open players on the kicking team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players may be activated and the *Blitz!* ends immediately. (No change to existing rule but added back the missing '!' because it's awesome!)
- **11 (Colossal Wave):** A massive wave crashes into the ship. The kicking coach rolls a D6. On a 1-3 the wave hits from the left of their endzone and on a 4-6 from the right side. It hits the entire pitch. Any player with Stand Firm may

choose to be unmoved. All players are shifted an equal D3 square(s) by the wave towards the opposite end of the ship using a single D6 Throw-in template roll. Any player in a wide zone that would be pushed overboard may roll a D6 to grab onto the ship rails and place themselves prone. A 3+ succeeds. There is no armor or injury roll made if they do so.

- **12 (Kraken!):** All of this commotion has disturbed a massive creature of the depths. Tentacles lash about the deck of the ship. Players scramble for safety or lash out to defend themselves as the Captain and his crew attempt to drive off the beast with black powder and steel. When the beast emerges all players within two spaces of the sea are Placed Prone (no armor or injury rolls and this is before the start of the turn so they may act as normal). Next, tentacles burst forth from the hold through the two trap doors on the field (any player on such a square is shifted one square in the direction of their choosing but remains standing). For the remainder of the drive, all sideline, trap door, trap door adjacent, and end zone squares are treated as if the Mutation Tentacles was being applied by a STR 4 creature in the square just off the pitch or of the trapdoor itself. These tentacles exert tackle zones which do create the need to Dodge. The ball may not come to rest in a trap door square, bouncing additional times if necessary, and players may not enter, or even attempt to enter (either voluntarily or involuntarily) those squares. The trapdoor squares may not be selected as the target of any action or skill during this drive.

Tournament Rules and Gameplay:

- **THE GOLDEN RULE:** Sportsmanship matters more than winning. We are gathering to enjoy our time together and share our love of Blood Bowl. The TO reserves the right to remove any coach from the tournament for poor sportsmanship. Sportsmanship is an aspiration or ethos that a sport or activity will be enjoyed for its own sake, and with proper consideration for fairness, ethics, mutual respect, and a sense of fellowship with one's competitors. Also, remember that fouling, while a despicable act and worthy of distaste of the highest order, is a core part of the game we all love - this is NOT an act of bad sportsmanship; even if done 32 times.
- NAF 2024 Tournament Rules are in play (inducement and skill related items specific to the Kraken's Cup are clarified above under Team Creation)
[NAF 2024 Rules for Tournaments](#)
- The Exhibition Prayers to Nuffle Table will be utilized (Core Rulebook p 103)
- Resurrection/Swiss Style Event

- Prior to each game, coaches should agree what constitutes a ‘cocked’ die and discuss any other issues relating to dice rolling mechanisms and reach consensus (ie dice towers). Should either coach request, dice must be shared between coaches.
- Player aids, such as probability apps, and the like must not be used while in-game.
- External coaching of players in-game is not permitted.
- Turn timers will not be in place. Please note that you may be given a certain amount of time to complete your game should you be running late at the discretion of the TO. Under such a scenario each coach will be given an EQUAL number of turns.
- Casualties may be scored by Block, Blitz, Foul, Crowd-Push, Secret Weapon, Stab, Vomit, the usage of Skills or Mutations that aid in creating an opponent injury (Arm Bar, Diving Tackle, Prehensile Tail), TTM Collisions, or Star Player Special Actions that target opposition players. You do **not** score them for hurting your own team members in any manner.
- We will allow the use of multiple bribes on a single event despite the word "single" having both been in the rules and still remaining in the written rules in this context
- If a Leader is removed from the field, the team will lose their Leader re-roll, even if they return to the field, unless there is another Leader on the field. It will only refresh in the second half if a player with Leader can be placed on the pitch to start the half. Choosing to not field a Leader if eleven other players are available does NOT constitute removal from play.
- Players failing a Bloodlust (X+) check while performing a pass action must pass from the same square that they use to bite the thrall. They may not move afterwards unless it was a Quick Pass and the player has the Running Pass skill. Similarly, a Hand-Off action would be completed from the same square as the bite on the thrall.

Tournament Scoring:

- Teams will be ranked after each match using a point scale (0-90 potential points):
 - Winning the Match = 75 Points
 - Tied the Match = 30 Point
 - Losing the Match = 0 Points
 - Blowout Bonus = 5 Points (win by 2 or more TD’s)
 - Smackdown Bonus = 5 Points (inflict 2+ more casualties than your opponent)
 - Kept It Close Bonus = 5 Points (lose by only 1 TD)
 - Shutout Bonus = 5 Points (give up 0 TD to opponent)
- The Tournament Champion will be determined by Total Points after three rounds of play and if needed, by Tie-Breakers in the following order:
 - Head-to-Head Result (if they have played one another)
 - Sum of TD Differential plus half of your CAS Differential

- TD's Scored
- CAS Inflicted
- Coin Toss/Random Die Roll/Other Random Method Determined by TO

The Glittering Prizes:

- Coaches are competing for the following prizes, well maybe not that last one:
 - Champion
 - Runner-Up
 - Most Brutal (Most CAS Inflicted)
 - Best Offense (Most TD's Scored)
 - Best Defense (Least TD's Allowed)
 - Stunty Cup
 - Best Painted
- I like to spread the love so, no coach can win more than one of the above with the exception of Best Painted at the event itself.
- Please note that in the NAF system and NEBBN TS I will still put the actual numeric winner of each category. For example, should the Champion also have Most TD's that would be reflected in NAF, but someone else would go home with the Most TD's prize/trophy (they would not be credited with Most TD's in NAF's system or in our Tournament Series).

What You Need to Bring:

- Your painted Blood Bowl team. Models **must** be numbered or easily identifiable. Skill rings or small colored elastic bands to mark players with skills are required to keep things moving along. I will also have some with me if needed.
- 3 copies of your team roster with added skills in **BOLD** or **highlighted**
- Supporting literature for any inducements purchased
- A Blood Bowl pitch, templates, dugout, blocking dice, 2d6, and d8
 - GW/NAF/NEBBN dice are strongly encouraged. Your opponent ALWAYS has the right to use YOUR dice.
- Writing implement(s)

Event Schedule:

9:00am	Registration/Check-In Begins
10:00am-12:30pm	Round One
12:30-1:15pm	Lunch Break
1:15-3:45pm	Round Two

3:45-4:00pm
4:00-6:30pm
6:30-7:00pm

Break
Round Three
Awards



The Kraken's Cup Hall of Champions:

Kraken's Cup	Team Name	Race	Coach	Year
I	Kill Kill Them	Khorne	titi33	2022
II	Da New Orc Giantz	Orcs	Matman	2023
III	??	??	Will it be you??	2024
IV	??	??	Will it be you??	2025

NEBBN TOURNAMENT SERIES:

2024 marks the second year of the NEBBN Tournament Series. The series compiles results across specific NEBBN Blood Bowl tournaments for 2024 taking place in the New England states, New York, and New Jersey. The results create coach rankings that can earn special prizes at the end of the year. All participating NAF coaches will have their results from this tournament included in the results of the 2024 NEBBN Tournament Series. To find out more please feel free to join our Discord server for all things Blood Bowl in the North Eastern United States.



[NEBBN Discord](#)

[NEBBN Tournament Series Standings](#)