



# Players Pack 2023

## 1.0 General Information

**When:** Saturday 2<sup>nd</sup> December – Sunday 3<sup>rd</sup> December

**Where:** Saigon Van Bar Grill – 201 Cuba Street, Te Aro, Wellington

Timeline			
Saturday 2 <sup>nd</sup> December		Sunday 3 <sup>rd</sup> December	
Doors Open/Registration	9am	Doors Open	8:45am
Round One	9:30am – 11:45am	Round Four	9am – 11:15am
Lunch	11:45am	Round Five	11:15am – 1:30pm
Round Two	12:15pm – 2:30pm	Lunch*	1:30pm
Round Three	2:30pm – 4:45pm	Prize Giving	2pm – 2:30pm

\* 2hr 15min per game. Lunch on Sunday can either be eaten during the Round 5 or afterwards

### 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: \$30
- NAF Registration: \$10

### Tournament Officials:

The main Tournament Organiser (TO) for the event will be Andrew MacKenzie (ramchop), who can be contacted via [amack\\_irl@yahoo.com](mailto: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.

## What to bring:

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), and a 16 sided dice (D16).
- A 2020 rulebook and copy of this players pack 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!).



*Team Kiwi and iconic Spiked Ball Shield  
art by Christian Schwager*

## **2.0 Provincial Squad Rules**

**General:** The Powtearoa Provincial Championship is a teams tournament, intended to determine which NZ Blood Bowl Province is superior in 2023. The following rules apply to Provincial Squad Creation:

- Coaches at the event must compete as part of a squad of **four**. Each squad must represent an NZ Blood Bowl Province. Preference will be given to complete representative teams (as set out below) but any individual NAF Member is welcome to register and will be allocated to a team in the event that not all places are taken by representative teams by the deadline (due to a venue limit explained below)
- Each NZ Blood Bowl Province is limited to **ONE** provincial squad.
- There is an expected venue limit of **32** coaches (**8** teams) and priority will be given to representative squads from regions with established Blood Bowl leagues and/or hold their own annual NAF tournaments. These are (North to South): Auckland, Bay of Plenty, Hawke's Bay, Manawatu, Kāpiti, Wellington, Marlborough, Canterbury, Otago
- Qualification to a provincial squad will be at the discretion of the provincial Squad Captain, e.g., that representative coaches should have some link to the region (e.g., birth, residence). It is expected that at least some slots per team should be made available for qualification based on best performance(s) at NAF tournament(s) in 2023.

Applications for teams will remain open until **31 October**. On **1 November** an individual applications limit will be announced including a number of Barbarian teams that will be opened up for individual coaches to join (if any). Excess applications beyond the venue limit will go onto a waitlist, with preference offered to out-of-town travellers.

**Matchup Selection:** At the start of each round, the following process will take place:

1. Two squads will be scheduled to face each other.
2. The squad captains will shake hands and a coin will be flipped to decide the order of match up selection. In this case, Squad A wins the coin toss.
3. The captain of Squad B nominates CoachB1.
4. The captain of Squad A nominates CoachA1 to face CoachB1 for match up 1.
5. The captain of Squad A will then decide which coach will play match up 2. This process repeats until all match ups are decided.

*NOTE: As for all Tabletop tournaments Coaching during a match is strictly prohibited. You can tell a squadmate if he needs a win, draw or loss. But no other advice is allowed.*

## **3.0 Points Scoring**

**Squad Scoring:** Four matches per round:

- **WIN:** 2 points (you win more matches than the opposition)
- **DRAW:** 1 point
- **LOSS:** 0 points

**Squad Tiebreakers:** After the 5 rounds the Squad with the highest squad points will be declared Best Province. In a tied situation the tie breaker will be determined (in order) by: Combined Individual points; Opposition squad points (i.e. strength of schedule); Opposition combined individual points; Net TD; Net Cas; Captain arm wrestle.

**Individual Scoring:**

- **WIN:** 4 points
- **DRAW:** 2 points
- **LOSS BY ONE TD:** 1 point
- **LOSS BY MORE THAN ONE TD:** 0 points
- **CONCESSION:** Minus 2 points (considered a 3-0 win for opposition in both TD and CAS). Plus a public shaming.

**Individual Tiebreakers:** Opponent score (i.e. strength of schedule); Net TD; Net Cas; Random

## 4.0 Roster Creation

**Budget:** All coaches will receive a Team Draft Budget of 1,150,000 gold pieces to spend on roster creation (player costs **AND** advancement costs).

**Squad Limits:** Each coach selected for a squad must use a different team/race than their squadmates. Squads cannot contain multiples of a race. You cannot hire the same star player more than once in the teams that are part of a squad.

**Teams:** Coaches must choose their team from the following sources:

1. Blood Bowl Second Edition – The Official Rules, plus
  - a. Spike! Magazine #13 (Khorne)
  - b. Spike! Magazine #14 (Norse)
  - c. Spike! Magazine #15 (Amazon)
  - d. Spike! Magazine #16 (Vampire)
  - e. 2022 Almanac
2. Official “Teams of Legend” PDF (excluding Norse, Amazon and Vampire)
3. The NAF “Rules for Tournaments from 1<sup>st</sup> January 2022” pdf (Slann)

*NOTE: GW May’23 FAQ/Errata are in effect. This tournament does not include any rules or inducements from Blood Bowl Deathzone rules.*

**Inducements:** You may spend money on any inducements included in The Official Rules, and these become part of your permanent roster. No Wizards and/or Mercenaries of any kind can be purchased.

### 4.1 Tiers

All teams at the Provincial Championship fall under one of the following **FOUR** tiers:

**TIER 1:** Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elves

**TIER 2:** Black Orc, Chaos Renegades, Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings, Vampire

**TIER 3:** Chaos Chosen, Imperial Nobility, Khorne, Nurgle, Old World Alliance

**TIER 4:** Goblin, Goblin Bruisers, Halfling, Ogre, Skinks, Snotling, Underworld Goblins

## 4.2 Additional Stunty Teams

The Powtearoa Provincial Team Championship will include the following Stunty/Tier 4 teams:

1. **Goblin Bruisers** (aka stunty Black Orcs): Cannot take Black Orcs but can take a Troll and/or Star Players normally available to Black Orc teams.
2. **Skinks** (aka Stunty Lizardmen): Cannot take Saurus but can take a Kroixgor and/or Star Players normally available to Lizardmen teams.
3. **Underworld Goblins** (aka Stunty Underworld): Cannot take Skaven but can take a Troll or Rat Ogre and/or take Star Players normally available to Underworld Denizen teams.

## 4.3 Player Advancements

Once players have drafted their team, they will receive the following Star Player Points to spend on player advancements or Star Players. Note, Star Players cannot be given any advancements:

**TIER 1: 42 SPP**

**TIER 2: 54 SPP**

**TIER 3: 66 SPP**

**TIER 4: 78 SPP**

**Restrictions:** Coaches are free to distribute the SPP between their players as they wish with the following restrictions:

1. No more than **FOUR** of any one additional skill per team, eg. 4x Block max.
2. As per The Official Rules, no player may receive more than **SIX** additional skills.

**Player Advancement Costs:** The following table details SPP costs for player advancements. Player advancements for the Provincial Team Championships function like league progression. This means:

- Player advancements cost SPP and Gold Pieces (i.e. skill choices affect your budget)
- Further advancements have a gradual increase in required SPP

Advancements Table	Chosen Primary Skill (20k)	Chosen Secondary Skill (40k)	Chosen MA, PA or AV Improvement (20k)	Chosen AG Improvement (40k)	Chosen Strength Improvement (80k)
First Advancement	6 SPP	12 SPP	18 SPP	18 SPP	18 SPP
Second Advancement	8 SPP	14 SPP	20 SPP	20 SPP	20 SPP
Third Advancement	12 SPP	18 SPP	24 SPP	24 SPP	24 SPP
Fourth Advancement	16 SPP	22 SPP			
Fifth Advancement	20 SPP				

It is highly recommended that you use a **league roster creation tool** to create your roster, as these SPP and GP costs are built into these tools. We would recommend the following spreadsheets:

- [PPC - Roster Builder](#) (from Sann's Blood Bowl Organiser modified by Arlo for this tournament)
- [Blood Bowl Roster Liga / League v.6.3](#)

## 4.4 Star Players

Teams can hire up to 2 Star Players. A team must have a minimum of 11 players **BEFORE** hiring star players. Squads may not induce a star player more than once (e.g. you cannot induce Bomber Dribblesnot on two or more different teams within a squad).

Note, Two for One Star Players such as Grak & Crumbleberry and The Swift Twins must be hired as a pair, and count as 1 Star Player (but cost 24 SPP total for a first choice Star). As per the May23 GW FAQ a 3<sup>rd</sup> Star player could be hired after the pair (in the unlikely event that you can afford it).

Coaches may only purchase Star Players that feature in The Official Rules, the 2021 & 2022 Almanacs and Spike! Magazine #13 (Khorne), #14 (Norse), #15 (Amazon), #16 (Vampire). Many Star Players may also be found online at <https://www.warhammer-community.com/downloads/#blood-bowl>

The following table shows the SPP cost required to hire star players:

	Normal Stars	Mega Stars Bomber Dribblesnot, Kreek Rustgouger, Hakflem Skuttlespike, Deeproot Strongbranch, Cindy Pie whistle, Morg’N’Thorg, Griff Oberwald
First Star Player	24 SPP	30 SPP
Second Star Player	28 SPP	34 SPP

The Highlander rule, AKA “There can be only one!” applies to all Star Players at the Provincial Teams Championship.

If opposing coaches have selected the same Star Player, the Highlander rule will apply. The Star Player storms off muttering “There can be only one!”, meaning neither team is allowed to field the Star Player in question.

The Star Player will sit out the entire match. Keep this in mind when building your roster, as a match up may be selected to cancel your star player.



## 5.0 Prizes

The following achievements will be awarded prizes. As is usual for NZ tournaments there will be a highlander rule in effect (i.e. “there can only be one!”) so nobody will get more than one prize. For example, if the best individual is in a top-2 squad, the Individual Champion prize (but not title) will go to the highest ranked player from the remaining squads.

1. Champion Squad (Trophy and prizes for each squad member)
2. Runner-Up Squad (Prizes for each squad member)
3. Individual Champion
4. Individual Most Casualties
5. Individual Most Touchdowns
6. Individual Best Painted
7. Individual Best Sport (as voted by other attendees at the event)
8. Individual Stunty King\* (only if there are more than one stunty teams)

There also will be commemorative swag for all attendees.

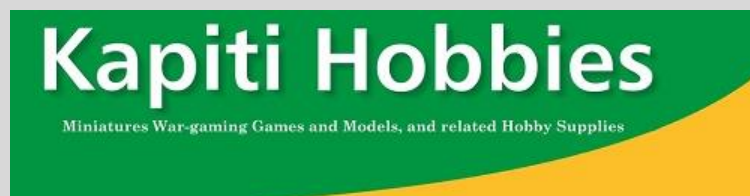


## Sponsors

The prize table and commemorative swag for this event is a good one. Made possible with the support of our sponsors.



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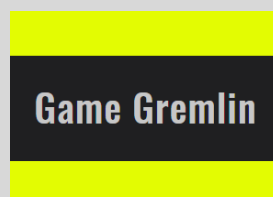
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