**Stubblbowl II, Return to the Swamp**

**WHEN:** 24 & 25 February, 2024

**WHERE:** Valkyrie Games, 134 King Street, Palmerston North. There is ample parking in the Ucol carpark on the other side of King street.

**SCHEDULE:**

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| **Day 1**  | **Saturday 24 Feb**  | **Day 2**  | **Sunday 25 Feb**  |
| Registration  | 9.00 am  | Doors Open  | 9.30 am  |
| First Round  | 9.30 am  | Fourth Round  | 9.40 am  |
| Lunch  | 12.00 pm  | Lunch  | 12.00 pm  |
| Second Round  | 1.00 pm  | Fifth Round  | 12.30 pm  |
| Third Round  | 3.15 pm  | Prize Giving  | 3.00 pm  |
| Finish  | 5.30 pm  | Finish  | 3.30 pm  |

**TICKET PRICE:**

All attendees must 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 sweet set of dice or tokens with each yearly renewal of your membership. If you need help to get registered with the NAF Rob will help you out on the weekend.

Standard ticket price $30

NAF registration $10 *(mandatory for coaches with no previous NAF registration)*

**TOURNAMENT OFFICIALS:**

The main Tournament Organiser (TO) for the event will be Rob Groom, you can reach them via email at palmyrob@gmail.com. Some volunteers may also be roped in over the weekend.

**VENUE FACILITIES:**

Parking is available over the road in the Ucol carpark. Snacks and drinks are available through the venue. There are also shops nearby with various food options.

**ACCOMMODATION:**

Accommodation is not available on-site but is readily available nearby. Rob can recommend some places, as can booking.com

**PRIZES:**

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

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

Prizes awarded at the end of Round 5 will be:

1. 1st Place - Champion
2. 2nd place
3. 3rd place
4. Best Sportsman (Player voted)
5. Best Painted Team (Player voted)
6. Best Newcomer (first NAF event)
7. Most touchdowns
8. Most casualties

**STUFF TO BRING:**

* Your painted Blood Bowl team completed to a minimum of three colours on each miniature, and all models clearly numbered and easily recognizable as appropriate models for their race and position (Non-GW models may be used)
* Appropriate skill rings/markers to represent skill upgrades from the base roster. These should be clear and obvious to your opponent.
* Three copies of your Team Roster (one for you, one for your opponent, one for the TO)
* A 2020 rulebook and other necessary publications (eg Spike! Magazine)
* Your dice and other accessories needed to play, including a PEN
* A BB2016/2020 Pitch and dugouts

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

**SCORING:**

The tournament points scoring system will work as follows:

* Winning The Match 4 points
* Drawing The Match 2 points
* Losing the Match 1 point
* Losing by >1 TD 0 points

Overtime will not be played.

* In the case of a tie, placing will be decided by Total Score, Opponents Score, Net Touchdowns and Net Casualties, in that order, as calculated by the Score! program.

**BUILDING YOUR ROSTER:**

Coaches are recommended to use a current excel spreadsheet or website to create their roster: Options include the Blood Bowl 2020 V6.3 Roster found here. Rosters will be checked at the time of registration.

**TEAM BUILDING**

* Each team has a total of **1,150,000 gp** to spend on roster creation and must hire a minimum of 11 players.
* Any unspent cash at roster creation will be lost and all teams will be considered having the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.
* Cash given is also used to buy rerolls, assistant coaches, cheerleaders, apothecaries and so on.
* The Stubbl bowl is a resurrection tournament, so no SPP are gained, and injuries, casualties or deaths do not carry on from one game to other.
* Undead, Necromantic and Nurgle teams are allowed to apply the Masters of Undeath and Plague Ridden special rules. Players added to a team roster through a game as a result of those special rules are removed from the roster at the end of that game.
* Teams will consist of a minimum of 11 players and a maximum of 16 players, including star players.
* Star players can only be induced after 11 regular players have already been rostered.
* Star players can’t be given extra skills from the team’s skill budget.
* If both opposing teams are fielding the same star player in a game, both star players are allowed to play

Teams are separated into four different tiers and offered different skill sets to choose from. Please ensure on your roster that you write which option you are choosing (A, B, C, or D)

Each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of both 1 Primary Skill and 1 Secondary Skill. If your team and skill set does not allow you to give Secondary Skills to your players, you’re not allowed to stack skills.

**TIER 1**: Amazon, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, Underworld Denizens, Wood Elves

* 1. 6 Primary Skills
	2. 4 Primary Skills + 1 Secondary Skill
	3. 3 Primary Skills + Access to 1 Star player

**TIER 2:** Black Orcs, Chaos Chosen, Elven Union, High Elves, Humans, Necromantic Horror, Slann. Tomb Kings, Vampires.

* 1. 7 Primary Skills
	2. 5 Primary Skills + 1 Secondary Skill
	3. 4 Primary Skills + Access to 1 Star player

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

* 1. 8 Primary Skills + 1 Secondary Skill
	2. 6 Primary Skills + 2 Secondary Skills
	3. 6 Primary Skills + Access to 1 Star player

**TIER 4:** Halflings, Goblins, Ogres, Snotlings.

* 1. 8 Primary Skills + 2 Secondary Skills
	2. 6 Primary Skills + 3 Secondary Skills
	3. 6 Primary Skills + Access to 1 Star player
	4. 4 Primary Skills + Access to Star players

You can buy certain inducements with the cash you get to create your team. Some inducements are restricted to specific teams, as per Blood Bowl rulebook. No Death Zone inducements are allowed, except star players (more on that below)

**ALLOWED INDUCEMENTS**

* Halfling Master Chef (300k, 100k for halfling teams)
* 0-06 Assistant coaches (10k)

• 0-12 Cheerleaders (10k)

* 0-02 Bloodweiser Kegs (50k)
* 0-03 Bribes 100k (Bribery & Corruption teams, 50k)
* 0-02 Wandering Apothecaries (100k)
* 0-01 Morgue Assistant (100k) 0-01 Plague Doctor (100k)
* 0-01 Riotous Rookies (100k)
* Nothing else is allowed, be it a Blood Bowl Rulebook or Death Zone inducement.
* **STARPLAYERS** In case you’re considering adding a star player to your team, you will have to follow these rules:
* You can’t hire the same star player twice in a squad. So just one Griff Oberwald, one Roxanna Darknail etc/.
* As stated before, star players can’t be given extra skills from the team’s skill set.

**CHARGE FOR CERTAIN STAR PLAYERS**

The following Star Players, due to their infamy and power, cost extra skills out of your team’s allowance to field them in your roster.

Morg’N Thorg, Griff Oberwald: **3 Primary Skills**

Deeproot Strongbranch, Hakflem Skuttlespike, Kreek Rustgouger: **2 Primary Skills**

Bomber Dribblesnot: **1 Primary Skill.**

Examples: A Dwarf coach wants to hire Griff Oberwald. Being Tier 1, he chooses the C skill set and reduces 3 skills from it, getting 0 skills for his team (and paying Griff’s fee too, it doesn’t mean he doesn´t have to pay gp for him) • A Goblin coach wants to hire Bomber Dribblesnot for his team. He chooses the C skill set and reduces 2 skill from it, getting 4 Primary Skills. • A Halfling coach wants to hire Morg’N’Thorg and Griff Oberwald for his team. He chooses the D skill set, that allows him to have 2 star players on the team. But as that skill set just gives him 4 primary skills, and he would have to reduce it by 6, it’s not allowed to hire both star players.

If you have any questions about team selection, message or email the TO before the tournament.

**OTHER STUFF:**

As you are coming to the swamp you should know the weather will be bad. The weather table from the Goblin pitch will be in use for all tables and a copy will be in place for reference.

Waterlogged Stadium Conditions

Starts the game on dry side.

2d6 result

2-5 Dazzling Sun: the sun has come out but it is dazzling the players, who have become accustomed to the gloom. A -1 modifier applies to all passing results.

6-8 Light Drizzle: It’s raining, but not enough to affect the game. In addition, if the board is on its dry side, roll a d6 at the end of each drive. On a result of a 5 or 6, flip the board to the flooded side before setting up for the next drive.

9-12 Brisk Downpour: The heavens have opened! A -1 modifier applies to all catch, intercept, and pick up rolls. In addition, if the board is currently on its dry side, roll a d6 at the end of each drive. On a 3 or more flip the board to its flooded side before the start of the next drive.

If the board is flipped to its flooded side, the following rules are in play for the remainder of the game. If players are knocked down while going for it or dodging, subtract 1 from the result of the armour roll. In addition, whenever a player recovers from being stunned, roll a d6. On a result of a 1, laying face down in the water has done them no favours and they remain stunned for another turn.