

Easter Bonnet Bash 2024

Date: Saturday 30th March 2024

Location: Lower Function Room, Grand Hotel Burstin, The Harbour, Marine Parade, Folkestone CT20 1TX

Cost: £15 NAF members. Non NAF Members £20 inc membership.

NAF membership can be found here <https://www.thenaf.net/members-area/join-the-naf/>

Signing up online costs \$10 but we can sign you up for £5 as part of your entry fee.

Please buy tickets in advance by sending payment by PayPal to skabbleague@gmail.com.

Please select your payment as Family and Friends and include your NAF Name and number (if a member) as well as the code EASTER so we know which tournament you are booking for.

We will be using Tourplay to run the event. Please ensure that your team is registered on Tourplay by Sunday 17th March 2024.

Talk Fantasy Football post :tbc

Facebook Post: tbc

There is a Discord for BloodBowl in the South East which will be the best place for you to ask any questions: <https://discord.gg/xWNBrZMBq4>

Nearest rail: Folkestone Central (approx 20 mins walk or 5 minute taxi ride).

Recommended car parks: The hotel has a car park on site. If you use this, Hotel Guest should be the option you need for whole day parking. There are also 3 car parks a couple of minutes walk away - Harbour Arm Car Park, Harbour St Parking and Tram Road Car Park.

Accommodation: As well as the hotel, there are many options nearby.

Food options: The hotel has a restaurant, although for lunch you may want something quicker. The Harbour Arm opposite offers a wide range of small dining facilities and there is a chip shop 2 minutes walk away. You are also welcome to bring your own food.

Intro

As the icy grip of winter slowly eases and the frozen pitches start to thaw there are only two things on any self respecting coach's mind.

Blood Bowl! & Chocolate!

Thankfully the SKABB Easter Bonnet Bash is here!
So gamble like a spring lamb down to sunny Folkestone.
Four games of Blood Bowl.
Chocolate
Easter Bonnets
Special guest*

*Subject to contract and appearance fees

Team Building

All teams get a starting treasury of 1,200,000 gp which can be used to buy players, staff, rerolls and inducements.

0-2 Star Players may be hired after 11 rostered players are purchased.
The Following Stars may NOT be purchased.

Bomber Dribblesnot,
Cindy Piewhistle
Deeproot Strongbranch,
Dribl and Drull
Griff Oberwald,
Hakflem Skuttlespike,
Kreek 'the Verminator' Rustgouger
Skitter Stab-Stab
Ivan 'The Animal' Deathshroud
Morg 'n' Thorg

All other star players come at the cost of 3 primary skills

2 for 1 Star players (eg Swift Twins) are 1 for this purpose.

All GW Blood Bowl teams are allowed plus teams of legend and Slann which can be found on the NAF website here

(<https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Rules-for-Tournaments-2024.pdf>) .

All other inducements from Main Rulebook, DeathZone and BB 2020 Spike Magazines are allowed with the exception of mercenaries.

There have long been rumours of a magical creature only seen at this time of year. Small and fluffy with long floppy ears this seemingly cute creature hops around the pitch reviving team mates with small chocolate footballs.

FLUFFY THE EASTER BUNNY!

Stats

MA 7 ST1 AG3+ PA -* AV6+

Skills

Claws, Frenzy, Dauntless, Dodge, Stunty, Jump Up, Pogo Stick, Side Step, No Hands, Stunty, Titchy, Loner 4+

Special Rules

Once Per Game Fluffy may either gain Bombardier for a turn with a PA of 3+ as it throws an exploding Easter Egg OR gain Hypnogaze for a turn as it hands a particularly delicious chocolate egg to an opposing player

Cost 100k

EVERY team may induce with no skills tax

Tiers and skill packages

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizen, Wood Elf,

Tier 2: Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Slann, Tomb King, Vampire

Tier 3: Goblin, Halfling, Ogre, Snotling

Tier 1 teams receive 6 primary skills

Tier 2 teams receive 6 primary and 1 secondary skill

Tier 3 teams receive 6 primary and 2 secondary skill

Secondary Skills may be swapped for Primary.

No player may be given more than two additional skills.

Star Players may not be given additional skills

Special Tournament Rules

Easter Bonnets

Who didn't love making an Easter bonnet as a child? If you wear either an Easter bonnet or a silly hat, your team will gain a re-roll all the time your bonnet/hat is on your head. Your hat must be on at the start of the drive and still on at the time you wish to use your special bonnet re-roll.

Resurrections

As Easter is a time for resurrections, Nuffle has blessed the tournament organisers with the power of resurrection! For any player that suffers a DEAD! result on the Casualty table (15/16), roll a D6. On a 2+ they are resurrected! Put them in your reserves box, they will be available for the next drive. If this fails, you may first use your apothecary (if you have one) and then your opponent may attempt to resurrect them (if their team rules allow it).

Weather Table

As this event is happening at the height of Spring, we will be using the Spring weather table from Deathzone on Page 76. We will provide copies on the day.

Special Play Cards

Each team will be dealt a Special Play card during Round 1. This card may be used during any game at the tournament and must be returned to the TO once used or at the end of the event.

If your Race has a special play deck issued by GW you will be dealt a card from this racial specific deck. If not then the general special play cards will be used.

Schedule

Registration: 09:00 - 09:30

First game: 09:45 - 12:00

Lunch: 12:00 - 12:45

Second game: 12:45 - 15:00

Third game: 15:10 - 17:25

Fourth game: 17:35 - 19:50

Finish and prizes: 20:00

Strictly 2:15 per round. If you need a clock please ask. When time is called, it will be dice down and game over.

Rules and scoring

This will be a swiss style resurrection tournament. This means that no SPP is recorded, no injuries carry over and any players gained during the game do not play in any future games.

Scoring

20 points for a win

10 points for a draw

0 for a loss

Bonus points: 1 per TD per game (max 3 points per game), 1 per casualty (max 3 points per game)

Only casualties that would normally earn SPP count.

Tie breakers

Opponent Score

Most Touchdowns

Most Casualties

Head to Head Record

Bribes to TO

Rock Paper Scissors (Best of 3)

Prizes:

Winner

Runner Up

Most touchdowns

Most casualties

Most resurrected players

Stunty cup

Best Homemade Easter Bonnet

Please bring:

- Your Blood Bowl team (painted if you please) with your positional players and skills clearly marked.
- Three Block dice, two D6, one D8 and 1 D16
- Throw-in, Scatter and Pass templates

We will supply all pitches on the day.

Conduct

Please don't be a dick

Dice must be shared if a coach asks

Don't touch your opponent's miniatures without their permission

The referee's decisions are final