



June 8th & 9th 2024

Kapiti Coast Wellington

By Mike Los & Don MacKenzie



The Capital Shield has reached its 10th year! Join us on the beautiful Kapiti Coast for a stonking good weekend of dice, brews, laughs and Blood Bowl!

To commemorate the history of this wonderful event we're creating THE Capital Shield, with the previous Champions names proudly displayed. Who will be the 10th winner to have their name immortalized in New Zealand Blood Bowl history and carry the Shield until the next year?!

There will also be plenty of other fun stuff going on including the return of *Fail Bingo* and the Tag Team Championship!

WHEN: June 8th & 9th 2024

WHERE: Kapiti Boating Club, 2 Marine Parade Paraparaumu Beach 5032

GETTING THERE:

CAR: The Boating club is a straight up Kapiti Road (turning towards the ocean) off SH1 taking the Paraparaumu exit.

PUBLIC TRANSPORT: Trains from wellington reach Paraparaumu station on the Waikanae line, with either the 261 or 262 bus route from the station taking you right near the venue. Otherwise, chat to Mike to organize a lift from the train station.

PLANES: Fly to Kapiti Airport from Auckland or Blenheim, the venue is a 5 min drive/20 min walk from there.

SCHEDULE:

Day 1	Saturday 8 June	Day 2	Sunday 9 June
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, the Blood Bowl Players association.

Standard ticket price \$50

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

Payment for entry only, can be via bank transfer to:

Name: Mike Los

Acct Number: 02-1245-0148614-001

Ref: CAS X & Your Name

TOURNAMENT OFFICIALS:

The main Tournament Organiser (TO) for the event will be Mike Los, with Don Mackenzie as second in command. Any questions about the event can be directed towards either, as well as rules disputes on the weekend

VENUE FACILITIES:

Parking is free and available on-site. Food and drink options are available through the venue.

Please do not bring food or drink from outside into the venue. The Bar will be open from 12 for the duration of the tournament, with onsite food available. There are also shops nearby with various food options.

ACCOMMODATION:

Accommodation is not available on-site but is readily available nearby. Mike can recommend some places, as can [booking.com](https://www.booking.com)





STUFF TO BRING:

- Your painted Blood Bowl team completed to a minimum of three colours on each miniature, and all models clearly 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.

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. Favourite Coach (Best Sport, player voted)
5. Prettiest Team (Best Painted, player voted)
6. Best Branding (Best Theme, player voted)
7. Tag Team Champions
8. Stunty King
9. Alpha Scorer (most TD)
10. Master of Murder (most casualties)





TAG TEAM CHAMPIONSHIP:

Your first-round opponent will be your tag team partner for the weekend. Keep in touch over the course of your five rounds, spurring each other on to greater heights of victory! Your individual standing at the end the competition will be combined to create your Tag Teams' score. The highest combined score will be crowned Tag Team Champions!

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 V7.1 Roster found [here](#).

Rosters will need to be submitted before the competition, no later than Thursday the 6th of June by 9pm.

You can submit your roster via email to Don at superdonmack@gmail.com



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 and a maximum of 16 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 Capital Shield 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.

TIERS:

- **TIER 1 (33 Skill Points, 6 points max on a single player):** Amazons, Dwarf, Dark Elf, Shambling Undead, Underworld Denizens
- **TIER 2 (39 Skill Points, 8 points max on a single player):** Chaos Dwarves, Lizardmen, Norse, Orc, Skaven, Wood Elves
- **TIER 3 (45 Skill Points, 10 points max on a single player):** Elven Union, High Elves, Humans, Necromantic Horror, Slann, Tomb Kings, Vampires
- **TIER 4 (51 Skill Points, 12 points max on a single player):** Black Orcs, Chaos Renegades, Chaos Chosen, Khorne, Imperial Nobility, Nurgle, Old World Alliance
- **TIER 5 (57 Skill Points, 14 points max on a single player):** Goblin, Goblin Bruisers, Halflings, Ogres, Skinks, Snotlings, Underworld Goblins.





SKILL POINTS:

- Coaches are given a budget of Skill Points (pts) to spend on additional skills for their team, separate from their GP budget.
- Secondary skills cost double the required skill points (e.g., an ogre with block would cost 14 pts).
- Players can be given multiple skills but must stay within the maximum amount per player depending on their tier.
- As per the rules, no player may receive more than SIX additional skills.
- There should be no more than FOUR of any one additional skill per team (e.g., 4x block).

Pts	Agility	General	Mutations	Passing	Strength
6	Dodge	Block	Claws	Leader	Guard
5	Sneaky Git	Tackle	Two Heads	On The Ball	Mighty Blow
5	Side Step	Wrestle	Extra Arms	Cannoneer	Stand Firm
4	Diving Tackle	Pro	Foul Appearance	Accurate	Grab
4	Sure Feet	Sure Hands	Horns	Dump-Off	Strong Arm
4	Catch	Dirty Player	Monstrous Mouth	Pass	Break Tackle
4	Sprint	Frenzy	Tentacles	Safe Pass	Juggernaut
3	Defensive	Dauntless	Prehensile Tail	Cloud Burster	Brawler
3	Diving Catch	Fend	Big Hand	Nerves of Steel	Arm Bar
3	Jump Up	Kick	Disturbing Presence	Running Pass	Multiple Block
3	Leap	Shadowing	Iron Hard Skin	Fumblerskie	Pile Driver
3	Safe Pair of Hands	Strip Ball	Very long legs	Hail Mary Pass	Thick Skull

INDUCEMENTS:

You may spend money on any inducements included in The Official Rules (except wizards and mercenaries) and these become part of your permanent roster.

STAR PLAYERS:

Star players can only be induced after 11 regular players have already been rostered and may not be given any additional skills. If both opposing teams are fielding the same star player in a game, both star players are allowed to play.

Star players come with the following additional skill point costs:

30 pts: Morg’N Thorg, Griff Oberwald

25 pts: Deeproot Strongbranch, Hakflem Skuttlespike, Kreek Rustgouger, Skitter Stab-Stab, Varag Ghoul-Chewer

20 pts: Bomber Dribblesnot, Cindy Piewhistle, Wilhelm Cheney, Drull & Dribl, Estelle Le Veneaux

15 pts: All other Star Players



OTHER STUFF:

With a weekend of Blood Bowl ahead we'll also be having some impromptu drinks on Friday the 7th at Salty's Diner in Paraparaumu beach from 6ish (or whenever you get in!).

Also on the Saturday night we'll look at having some dinner as a group somewhere nearby to be decided closer to the date. Attendance to these isn't mandatory but welcome.

If you have any questions or queries please get in contact with Mike at mikelos029@gmail.com

