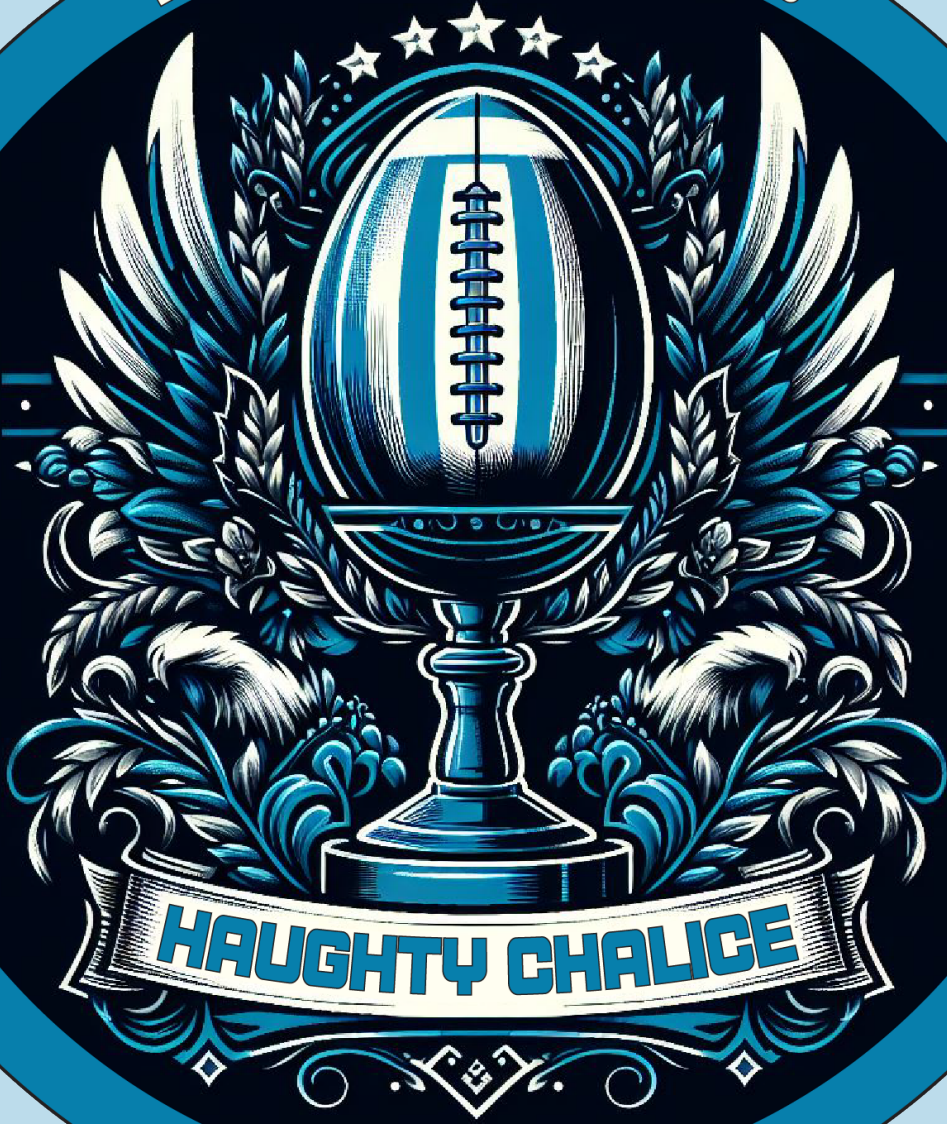


ABBF PRESENTS



2024

WHEN AND WHERE

Saturday 11th of May 2024, Hobby Master Events Centre, Level 1, 531 Great South Road, Penrose 1060, Auckland

TICKET PRICE

- \$30 (includes \$10 store credit and pizza lunch)
- \$10 NAF registration (mandatory for coaches with no previous NAF registration) - 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. If you need help to get registered with the NAF, the organisers will help you out on the weekend.

SCHEDULE

TIMETABLE	
Door Open/Registration	10:00-10:15
Round 1	10:15 - 12:30
Lunch	12:30 - 13:00
Round 2	13:00 - 15:15
Break	15:15 - 15:30
Round 3	15:30 - 17:45
Prize giving	17:45 - 18:00

TOURNAMENT OFFICIALS

E.J. Loef – ejloef@gmail.com

PRIZES

- 1st place
- Runner up
- Best Painted
- Sportsmanship

WHAT WILL YOU NEED:

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!
- A (legible!) copy of your Team Roster
- Skill rings/markers to ensure positions/skills are easily distinguishable on your players.
- One set of three GW or NAF Block Dice, two six-sided dice with pips (not numbers) (2D6), and an eight-sided dice (D8).

- A rulebook and a copy of the rule pack, if you have them.

RULES:

The Tournament Organiser (TO) will be on-site throughout proceedings and may be called upon to settle disputes that cannot be amicably resolved by referring to the rulebook as they occur. The TO's ruling will be made in good faith and, in all cases, is final – his decision should be accepted in good grace, even if you are convinced that the wrong decision has been made. No exceptions!

Each game is allotted 2 ¼ hours in total, within which it must be completed. No overtime is played at the event. Both coaches must ensure that games and pre/post-match sequences are completed on time, as no time extensions are possible. Event officials have the right to end matches as they stand if the matches are not finished within the allocated time. Any coach considered by the TO to be deliberately stalling for time to run out a match will be penalised with a point deduction at the tournament organiser's discretion.

The BB2020 rules will be used as the core ruleset for the tournament.

<https://www.thenaf.net/blood-bowl/rules/>

Arguing the Call and the Head Coach rules will be in play for this tournament.

Taking Moves Back

If a coach has moved a player and then starts moving another player, the first player cannot have his move taken back; this is also true of rolling dice. Once you have rolled a die, it "cements" that player's movement/action.

Cocked Dice

All cocked dice are to be re-rolled, no exceptions. Cocked dice include those that do not finish up on the gaming table or are 'even a little bit' off lying flat on the table.

That guy already moved!

In tournament play, the convention is that a player's facing will change once it has completed a move - hence you should be able to look and see everyone who has moved at any point. This convention is to be followed.

Attendance

Any coach who does not attend a scheduled match at the scheduled time (plus up to half an hour at the TO's discretion) will be treated as conceding the match, with effects as per the CRP. The game will be recorded as a 2TD, 2 CAS victory!

If you are in any doubt as to the application of these rules, please contact the tournament organiser via email.

Scoring:

Round 1 fixtures will be randomly drawn on the morning of the event, immediately after the registration is complete. Games 2 and 3 will be scheduled on a Swiss-style basis using the SCORE software endorsed by the NAF.

At the end of each game, the competitors are required to submit a match result, recording both teams' touchdowns and team casualties (caused by whatever means – crowds, weapons, blocks, failed dodges, the lot!).

Coaches competing in the tournament will receive four points for each win, two points for each draw and one point for a loss of only one touchdown incurred during the course of the tournament. Losses by more than one touchdown and conceding teams will receive no points.

MATCH RESULT	POINTS
Win	4
Draw	2
Loss	1
Losing by >1 TD	0

Placings will be decided by the Coaches total score. In the event of a tie, placings will be decided by the following order: Opponents score, combined net TD and Net CAS. For the awards for Most Casualties and Most TDs, net Casualties and net TD differences will be used as tiebreakers, respectively.

TIEBREAKER	DESCRIPTION
1	Total Points
2	Combined Opponent's Score
3	Net TD + Net CAS

BUILDING YOUR ROSTER:

Everything is larger and grander in the big haughty city; teams have a lot more gold to spend to recruit their players and attract talents and stars.

The tournament will be run on a resurrection basis. Each coach must decide on their roster prior to the start of the tournament and bring three copies to their first game. This will be the coach's roster for the duration of the tournament and is reset to its original format before the start of each game (injuries do not carry over from game to game, and no SPPs are awarded during the course of the tournament).

Budget: All coaches will receive a Team Draft Budget to spend on roster creation (player costs AND advancement costs).

- Tier 1 teams will be given 1,400,000 gp.
- Tier 2 teams will be given 1,420,000 gp.
- Tier 3 teams will be given 1,440,000 gp.
- Tier 4 teams will be given 1,460,000 gp.
- Tier 5 teams will be given 1,480,000 gp.
- Tier 6 teams will be given 1,500,000 gp.

Tier 1: Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.

Tier 2: Amazons, Norse, Orcs, Skaven, Wood Elves.

Tier 3: High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

Tier 4: Chaos Renegades, Khorne, Old World Alliance, Slann.

Tier 5: Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

Tier 6: Goblins, Ogres, Halflings, Snotlings, Stunty Lizardmen (No Saurus), Stunty Underworld Denizens (Goblins, Snotlings and Big Guys only) and Stunty Black Orcs (No Black Orcs).

All skills and Characteristic improvements are to be purchased with the initial team treasury. These skills and improvements are all allocated at the start of the tournament so they remain relevant for all matches.

Skill and Characteristic increases cost are as follows:

- Normal Skill 20,000 gp
- Secondary Skill 40,000 gp
- Armour +1 10,000 gp
- Movement +1 20,000 gp
- Passing +1 20,000 gp
- Agility +1 40,000 gp
- Strength +1 80,000 gp

Players cannot take more than **THREE** additional upgrades or 100,000 gp worth of upgrades.

Maximum **ONE** Characteristic increase per player

No more than **SIX** of any one additional skill per team, e.g. 6x Block max.

Permitted inducements (2020 Rulebook p34 & p89):

- 0-08 Re-rolls (varies per team)
- 0-06 Assistant coaches (10k)
- 0-12 Cheerleaders (10k)
- 0-01 Apothecary (50k) (for those teams that may hire an Apothecary)
- 0-06 Dedicated Fans (10k)
- 0-02 Kegs (50k)
- 0-03 Bribes (100k, 50k for Bribery & Corruption teams)
 - Note: No Bribes can be taken if the team has one or more players with the "Sneaky Git" skill.
- 0-02 Wandering Apothecaries (100k)
- 0-01 Mortuary Assistant (100k)
- 0-01 Plague Doctor (100k)
- 0-01 Riotous Rookies (100k) (for teams with low-cost linemen)
 - If Riotous Rookies are hired, then roll separately before each match; and ensure you have identifiable painted miniatures for the extra journeymen. It is sufficient to mark the journeyman skill with a distinct skill band, but they should be identifiable to the team.
- 0-01 Halfling Master Chef (300k, 100k for halfling teams)
- 0-02 Star players (varies)

Star players

Teams must have 11 players before taking a star player.

No more than two star-players can be taken. Only star players released for season 2 are available. You may use any player in the rule book, or any Spike released for Season 2 prior to the date of the tournament. The same star player can play for multiple teams even when matched with each other.

Mega-stars incur an extra 50,000 gp fee.

MEGA-STARS
Bomber Dribblesnot
Deeproot Strongbranch
Griff Oberwald
Hakflem Skuttlespike
Kreek 'the Verminator' Rustgouger
Morg' n' Thorg

It is highly recommended that you use the "[Blood Bowl Roster Torneo / Tourney v7.2](#)" roster creation tool to create your roster. Alternatively, found here:

<https://bloodbowlhelp.wordpress.com/2021/01/09/excel-roster-blood-bowl-2020/>

This can track all GP costs when set up correctly at the bottom of the "roster" tab (underneath "tourney ruleset").

RESOURCES

<https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Tournament-Approval-2024.pdf>

[Teams of Legend document](#)

[Errata and Designer's Commentary November 2023](#)

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