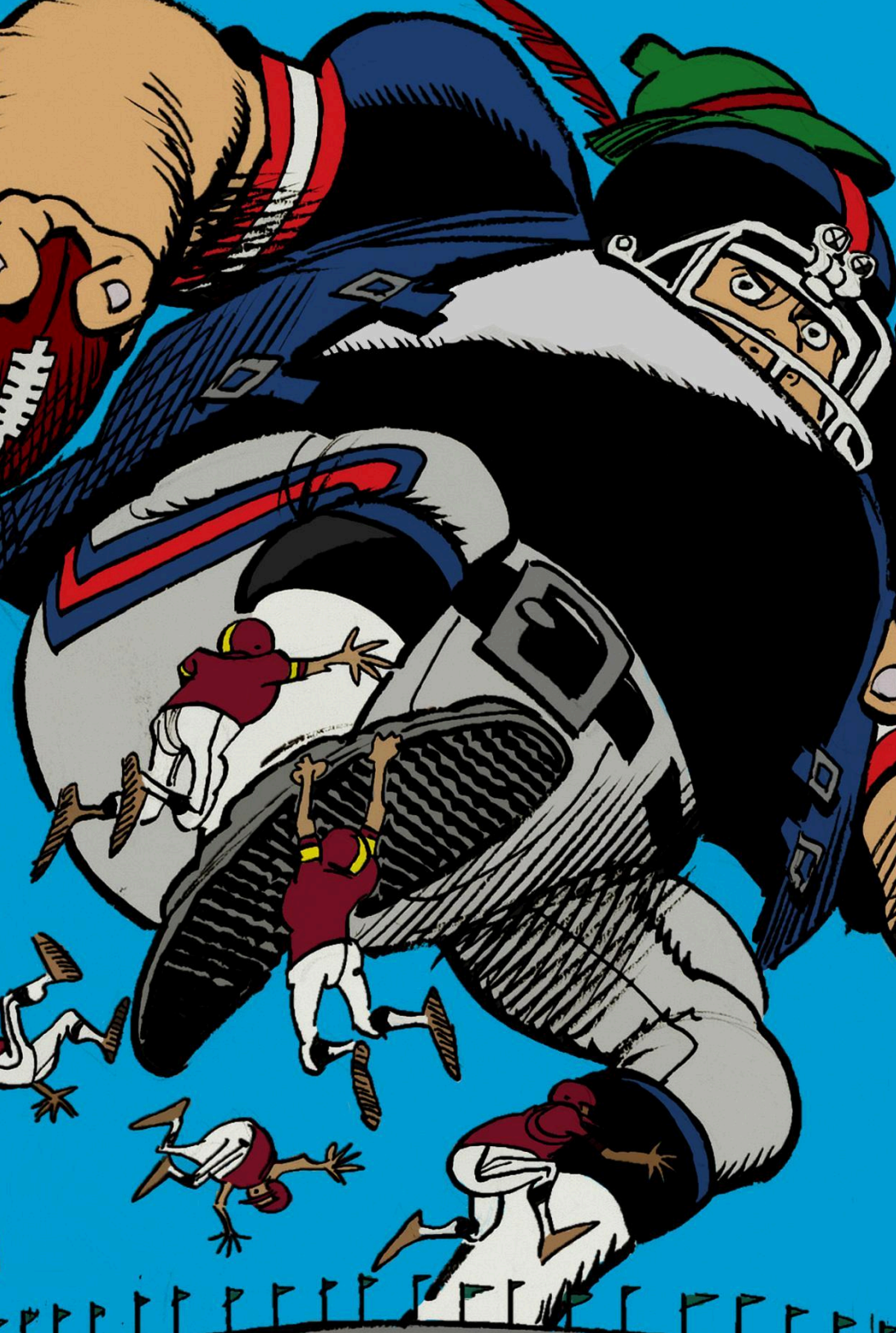


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ANSTALK POW 2024



March 23rd , 2024
Your Hobby Place
4276 Plank Rd,
Fredericksburg, VA

TOURNAMENT SCHEDULE

March 23rd, 2024

9:00 - 10:00	:	Registration
10:05 - 12:25	:	Round 1
12:25 - 1:20	:	Break
1:30 - 3:50	:	Round 2
4:00 - 6:20	:	Round 3
6:30 - ~7:00	:	Awards ceremony

TOURNAMENT SCORING

Swiss Pairing:

The tournament will be conducted using the Swiss method of pairing. This means that after the first round, coaches will play against those coaches that have performed most similarly. The coach with the most points will play against the coach with the second most points, etc. Coaches from similar regions will be grouped so they are unlikely to play against one another in Round 1. However, due to the number of participants this may happen.

A coach will receive the following points, to be recorded after each round of play:

- **+30 Win**
- **+10 Draw**
- **+0 Loss**
- **-5 Forfeit**

Tie Breakers

- **Giant SPP Earned**
- **Giants Injured**
 - This is by any means available. If your opponent's giant is removed as a casualty for any reason, you get to count it.
- **Most Touchdowns**

WHAT TO BRING

- \$20 if NAF member.
\$25 for Non-NAF members (includes one-year NAF membership and NAF gift)
Entry fees can be PayPal'd to profgoldfinch@gmail.com
- 3 copies of your team roster. **Please send rosters for review to kcbloodbowl@gmail.com no later than 3/16/24.**
- Dice (1d8, 3 block dice), Blood Bowl board, dugouts and templates (some of these will be on-hand, but better safe than sorry).
- Your team, preferably painted, numbered, and based
- Your giant! Preferably painted, numbered and based. If you don't have a painted giant, we have stand-in tokens available.

WHAT YOU GET

- 3 Games of Blood Bowl.
- Custom dice: 2d6

BASIC RULES & TEAM CREATION

- Games will be played using the rules outlined in this document:
<https://www.thenaf.net/wp-content/uploads/2021/12/NAF-Rules-for-Tournaments-2022.pdf>
- Tournament teams are purchased using 1,100,000 GC.
- All teams presented in official GW Blood Bowl supplements will be allowed as long as they are released before rosters are due. In addition, Slann are allowed.
- Inducements that are not allowed:
 - o Star Players
 - o Mercenaries
 - o Special Play Cards
- All other inducements are allowed.
- Teams must have 11 players, not counting any giants.
- Each team receives a free Giant Mercenary Player (Death Zone pg 54) to add to their roster. Tournament rules for the giant can be found below.
- Skills will be awarded depending on team type:

TIER A – 3 SKILLS (No Secondary)

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Undead

TIER B – 4 SKILLS (Up to 1 Secondary)

Chaos Chosen, Elf Union, High Elf, Imperials, Khorne, Human, Necromantic, Skaven, Underworld, Vampire, Wood Elf

TIER C – 5 SKILLS (Up to 2 Secondary)

Black Orcs, Chaos Renegades, Khemri, Nurgle, Slann, OWA

TIER D- 6 SKILLS (Up to 3 Secondary)

Goblin, Halfling, Ogre, Snotling, Stunty Underworld, Stunty Lizardmen, Stunty Black Orcs

These skills may be awarded freely except for the following restrictions:

- No more than two skills per player. These can be Primary or Secondary skills.
- There is no incidence limit. Dwarves can take 3 Guards, Ogres can take 6 Arm Bars, etc.
- Giants may not be given additional skills besides those granted below.

TOURNAMENT RULES

STANDARD STUFF

- Turns will not be timed, unless a game is obviously falling behind schedule or one coach requests it. If a game is not finished within 2 hours, coaches will be given time to finish their last turn(s) and then it will be halted.
- If a game *is* timed, a chess clock app should be used. If one coach's allotted time expires, he is only allowed to stand players up or turn them over from stunned to prone. These moves should be done as quickly as possible.
- Dice must be shared if *either* of the coaches participating in a match requests it. If you've got severe germ fears, maybe one person can roll all the dice.
- Rosters reset after every round. This means that injured players are restored to health and players gained through the "Masters of Undeath" special rule are lost. This also means that there are no earnings or Fan Factor increases.

BEAST TOURNAMENT SERIES

Beanstalk Bowl is part of the Bombcast Eastern American Series of Tournaments (BEAST) and coaches are eligible to earn points towards their conquest of the tournament series. If you are unfamiliar with BEAST, full rules can be found [HERE](#). Current scores, eligible Tournaments, and previous results can be found at www.bombcastusa.com.

As part of the BEAST Tournament Series, result 11 on the Kick-Off table has been modified to the following:

11	Booby Trapped End Zones	In an attempt to provide an explosive surprise for Bombcast Bloodsports broadcast viewers during the match both coaches End Zones have been rigged with booby traps to provide an explosive surprise for any opposition player that attempts to score! For the <u>duration of the drive</u> , whenever an opposition player <u>with the ball</u> moves into a square in your End Zone, they must roll a D6. On a 2+ nothing happens, and the touchdown is scored. On a 1, a booby trap has gone off and the opposition player is Knocked Down. No touchdown is scored. Roll for armor break (and injury if necessary), bounce the ball, and a turnover occurs. <u>This roll may be re-rolled with a team reroll.</u>
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BEANSTALK BOWL RULES

The mercenary giant does not count toward the 11 players needed to make a team but **cannot** take a roster above 16 players.

Each giant will receive a **bonus skill** based on the Special Rule(s) for the team it plays for. Teams with multiple Special Rules must select a single bonus skill.

Badlands Brawl: Arm Bar

Elven Kingdoms: Jump Up

Halfling Thimble Cup: Strong Arm

Lustrian Superleague: Prehensile Tail

Old World Classic: Grab

Sylvanian Spotlight: Regeneration

Underworld Challenge: Projectile Vomit

World's Edge: Thick Skull

Favored of Khorne: Frenzy

Favored of Nurgle: Foul Appearance

Favored of Slaanesh: Disturbing Presence

Favored of Tzeentch: Extra Arms

Favored of Chaos Undivided: Two Heads

Note that if a giant cannot reach a space big enough (i.e. 2x2 squares) to complete an action, it may not take that action. Because of this, skills such as Break Tackle and Frenzy aren't as useful as they might first appear.

GIANT FAQ

- Any block from a giant may be directed from any eligible square on the giant's base. This should be declared before block dice are thrown. Follow-up must follow the rules for the square of the giant's base selected.
- Whenever a Giant finishes a Move action or follows up after a Block action, they may change their facing if they wish; though if done as part of following up after a Block action, they must still be Marking the player they made the Block action against if possible.

AWARDS

Trophies will be awarded for the following accomplishments:

- Champion (most tournament points)
- 2nd Place (2nd-most tournament points)
- Last Place (fewest tournament points)
- Stunty Cup (most points by a stunty team)
 - Stunty Teams include:
 - o Halflings
 - o Goblins
 - o Ogres
 - o Snotlings
 - o Underworld Denizens with no Skaven
 - o Lizardmen with no Saurus Blockers
 - o Black Ores with no Black Ores
- Most Gorgeous Giant
- Giant Slayer (most giants removed as casualties)
- Giant Lord (giant with the most SPPs earned during the tournament)

No coach may win more than one award.

The Most Gorgeous Giant award does not require that painting or hobbying went on (in other words: toys and prepaints are eligible) and will be voted on by tournament participants. Coaches will not be allowed to vote for their own giant.