Friday

Chainsaw Seven’s

Date: Friday, May 3, 2024

Location:

**The Meadow Event Park** in Doswell, Virginia @ the Richmond Open 2024

Cost & Registration

* $25 Event Floor Ticket
* NAF Membership is required [You can sign up online here](https://member.thenaf.net/index.php?module=Users&func=register) or in-person at the event.
* $5 for registering with the NAF (Free if you are an NAF member), cash at the venue or via PayPal to oncuponaknight@aol.com, pay as Friends and Family. This cost is only to get coaches registered with the NAF.
* Please include your NAF name and number when registering if you are a member of the NAF.
* **Please have your roster for review (**it can be submitted prior to the event via email – oncuponaknight@aol.com ).

TOURNAMENT SCHEDULE

* 12:30 Arrive and Register
* 1:00 – 2:30 Round One
* 2:30 – 4:00 Round Two
* 4:00 – 5:30 Round Three
* 5:30 – 5:45 Most Violent Awarded

WHAT YOU GET

* 3 games of Blood Bowl 7’s
* D6 Dice
* Maybe a good time

WHAT YOU BRING

* Your team of course
* Blood Bowl 7’s pitch, templates, dugouts, ball, and dice (3 Block Dice, D8, D16) Some Pitches will be available but not many.
* Multiple copies of your roster (2-3 copies are recommended)
* A pen or pencil

TOURNAMENT FORMAT

You will participate in a series of three games. In the first-round special consideration will be paid to avoid pairing players from the same league; pairings will otherwise be done randomly. In the following rounds players will be paired based on standard Swiss-system tournaments.

GAME PLAY RULES & NOTES

* We will be using the Blood Bowl Second Season (2020) Rule Set and the 7’s rules found in the Death Zone supplement
* The provided D6 dice must be used.
* All rosters reset after each match; any seriously injured or dead players will be back for the next game and any Zombies gained through Raising opposing players are removed.
* The normal weather table will be used.
* A modified **Ball** will be used. See below if you dare…

**THE BALL IS A CHAINSAW!?**

Any player in possession of the ball gains the Chainsaw extraordinary skill.

Any failed roll related to ball handling will result in a chainsaw kickback as if the

player had rolled a 1 on a chainsaw special action.

A roll modified down to a 1 while in possession of the ‘ball’ will result in the activation of the chainsaw.

In example: a failed catch, pickup, pass (fumble or wildly inaccurate), dump off, hand off, or intercept

BASIC RULES & TEAM CREATION:

All Blood Bowl 2020 races & rosters available from the Second Season Rulebook, Teams of Legend pdf, as well as the NAF-approved roster for Slann.

No star players allowed.

Pro or Leader skills may not be taken

**Important Note to all participants:**

Your team will get a free apothecary or equivalent for the duration of the tournament. We’re here to have fun but we aren’t heartless. (Maybe we are in the case of some Vampires and Undead Players, or Skaven in a bad match-up)

* Coaches have600,000 gp to spend on your team
* You must hire 7 players up to a maximum of 11 players, and only 4 non-linemen players allowed
* Re-rolls cost double (they’re amateurs)

* Inducements must be bought at team creation, at the pricing provided in the Death Zone manual (see Death Zone p.93 for a full list of allowed inducements).
* No wizards, desperate measures, infamous coaching staff, or other inducements not listed in the Sevens Rules may be induced

Additional Skills

Each team is allowed to give players additional skills within the restrictions below. Teams will have a number of additional skills based on the Team Tier ratings.

● Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elves.

● Tier 2: Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Tomb Kings, Vampire, Snotling.

● Tier 3: Goblin, Halfing, Ogre No player can be given more than 1 additional skill as discussed below

* Tier 1: 1 skill, must be a primary
* Tier 2: 2 skills, up to 1 of which may be a secondary.
* Tier 3 3 skills, up to 2 of which may be a secondary.

Rosters must contain at least 7 players

● The following Inducements are NOT allowed:

○ Special Plays

○ Mercenary Players

○ (In)Famous Coaching Staff

○ Biased Referees

○ Other Inducements from DeathZone Pg 36 -39

● No star players are allowed per the Sevens rules in the Death Zone Supplement.

● No skill may be purchased more than twice (i.e., you may only purchase Block for 2 players). No Stat upgrades can be purchased.

○ Primary skills cost 20,000 gold

○ Secondary skills cost 40,000 gold

● No player may have more than **1 additional skill**. (i.e. A human blitzer starts with Block and may be given dodge as an additional skill. They could not also gain Tackle.)

TOURNAMENT POINTS

Players will be given tournament sheets for each game; once you have finished your game, both coaches must complete the form and hand it in to the TO. Tournament Points are awarded as follows:

● 25 points Win

● 10 points Tie

● 0 points Loss

● 1 point for **each armor break** from a chainsaw during your turn, even if it doesn’t cause a Casualty. We’re here for a bloody good time!

TIE BREAKERS

Tie Breaks are determined as follows, in the order given:

1. Chainsaw break count (even if it doesn’t cause a Casualty)

2. Total TDs

AWARDS

Tournament Champion

And

The Most Violent

For NAF purposes we will submit Best Defense, Best Offense, and Stunty Cup