

Blood Bowl Cryptic Cabin Cup NAF approved Saturday 23rd March RULEPACK

Saturday 23rd March 2024

**Venue: Cryptic Cabin, Moss End Garden Centre Village, Maidenhead Road
Warfield, RG42 2PE**

Tournament Commissioner : Ben Hawkes (Hawkesy)

The Venue

- Cryptic Cabin, Moss End Garden Centre Village, Maidenhead Road Warfield, RG42 2PE
- We are an independent board game cafe based in Bracknell, Berkshire.
- We have the capacity for 30 players for this event and free on site parking
- We have our coffee machine and beer tap as well as a small selection of snacks
- For lunch options on site there is an Il Cortile (an Italian deli who do excellent homemade sandwiches) or Robbins Nest the staff highly recommend. If players wish to a pack lunch they may but we politely asked to be eaten outside of the shop

Teams for the event

- All Blood Bowl teams are welcome to this event, this is outlined with the rulespack on how to create your roster.
- All teams must be fully painted and based.
- If you are using a 3d printed, 3rd party or a heavily converted team please send photos 2 weeks before the event to ben@crypticcabin.com. This is so to check all different player types are clear and obvious to your opponent. If you fail to do this you will be given a store roster and team on the day (it will not be a competitive choice and nuffle will most likely punish you for it ;)).

NAF REGISTRATION

- NAF approved
- You must be NAF registered before the day

This pack is intended to provide the information which you will require to prepare for and participate in the event. We recognise that it is not possible to be totally comprehensive and are more than happy to answer any questions you may have. Please send us a message on either social media or email ben@crypticcabin.com Any parts we have missed in the pack will be added to FAQ section at the bottom of the pack.

VENUE

Address

Cryptic Cabin, Moss End Garden Centre Village, Maidenhead Road Warfield, RG42 2PE

PARKING

We are based in a garden centre village complex of shops so have a large car park with free on site car parking.

PUBLIC TRANSPORT

There is a bus stop that ends outside the garden village but service on a Saturday is slow and we recommend lift sharing with a friend. Bracknell train station is a 15 minute drive from the station. Cryptic Cabin is not a shop you can walk to unfortunately due to a lack of public foot path.

COSTS AND CONTACTS

The ticket price is **£18**. This covers your entry to the tournament and prize support for the event. We have a capacity for 30 players. Tickets will be sold on a first come first served basis and are available on our website, link below

Ticket Link Here

SCHEDULE

9:00 - doors open

9:15 - briefing and table allocation

9:30 - First game

12:00 - Lunch

13:00 - Second game

15:30 - break

16:00 - Third game

18:30 - Awards and closing

SCORING

The tournament consists of three rounds in a standard Swiss-style resurrection format.

The full 2022 NAF guidance is being followed.

Point scoring

- 3 points - win
- 1 point - draw
- 0 points - loss
- 1 point - Score 3 or more touchdowns
- 1 point - Concede 0 touchdowns
- 1 point - Cause 3 or more casualties (that would give spp)

For the 'Cause 3 or more casualties' bonus, a Casualty is any result of 10+ on the Injury roll (9+ for Stunty players) resulting from a Blitz or Block. Injuries from failed dodges, rushing, secret weapons, stab skill, opposition injury from a thrown team mate, crowd push or foul do not count towards the point scoring but are encouraged!

Tiebreakers will be TD differential, CAS differential, total TDs then total CAS. In the event of a concession, the non-conceding player will be assigned a 2:0 win regardless of the score at that point (unless already better than that; if the conceding player had scored a TD already the bonus points for the 0 against will not be added), Note that concessions are frowned upon in table top play.

Tournament clarifications:

- We will be using the multiple re-roll per turn rules as in the December 2020 Errata multiple rolls per turn.
- The 'Exhibition play' version of Prayers to Nuffle will be used (P103 of 2020 players guide) if the Kick off table result requires a Prayers to Nuffle roll.
- We will be adhering to the most recent FAQ:
<https://www.warhammer-community.com/wp-content/uploads/2017/11/Ep9CKKCUD7ts8c6D.pdf>

DICE & EQUIPMENT

You will of course need a team to participate in the event. There is no painting requirement, but efforts made in this area are appreciated.

Positionals and skills should however be **clearly indicated** and **bases numbered** to match your roster (wipeable markers will be available if you need to do this on the day). Skills can be marked by base colour, skill rings etc.

In addition you should bring a pitch, dugout, templates, and dice

On the topic of dice:

- Agree what constitutes a cocked dice before the game begins.
- Make clear what each face of your dice means if they are not 'standard'

ROSTERS

We would appreciate you use this [roster builder](#) (MAKE A COPY, fill it in and share rosters back to Ben ben@crypticcabin.com) at a week before the

tournament (November 19th) so that they can be checked by the ref and the goblins can pick your random skills (genuine randomisation software will be used no goblins will actually be trusted!). Your roster sheet should indicate which chosen skills you have picked or, for random skills, the category of random skill e.g. general/ Strength etc. This will greatly assist in getting the tournament started on time.

Rules for team creation:

Initial **Team Creation Cash** and **Tier Cash** are discrete. First you need to spend the Team Creation Cash and then spend Tier Cash.

TEAM CREATION CASH

1,150,000 gold to be used for standard team building and inducements:

- **Standard team building:**

- 11-16 Rostered players. Star players can only be bought once 11 players are bought. A star player cannot take the roster to 17 players.
- 0-8 Re-Rolls - Price Varies
- 0-6 Dedicated fans - 10,000 gold each
- 0-12 Cheerleaders - 10,000 gold each
- 0-6 Assistant coaches - 10,000 gold each
- 0-2 Wandering apothecaries - 100,000 gold each
- 0-1 Mortuary Assistant - 100,000 gold for teams with the 'Sylvanian Spotlight' special rule
- 0-1 Plague doctor - 100,000 gold for teams with 'Favoured of Nurgle' special rule.

- **Inducements:**

The cost will be the following and will count for all 3 games

- 0-2 Star players from 2020 edition player's handbook, players released in Spike 11 onwards, White Dwarf and NAF approved stars (<https://www.thenaf.net/wp-content/uploads/2020/11/NAF-Rules-for-Tournaments-2021.pdf>)- Price varies (up to maximum of 2 from Team Creation Cash and Additional Cash)
- 0-2 Bloodweiser Kegs - 50,00 gold
- 0-3 Bribes - 100,000 gold (50,000 gold for teams with 'Bribery and corruption' special rule)
- 0-1 Riotous Rookies - 100,000 gold for teams with 'Low cost linemen' special rule
- 0-1 Halfling Master Chef - 300,000 gold (100,000 gold for teams with the 'Halfling Thimble Cup' Special rule).
- 0-1 Weather mage - 30,000 gold

- o 0-2 (In)famous Coaching Staff from following list:
 - 0-1 Joseph Bugman - 100,000 gold
 - 0-1 Hireling Sports Wizard - 150,000 gold
 - 0-1 Biased Referee - 120,000 gold (80,000 for teams with 'Bribery and corruption' special rule)
 - 0-1 from Spike 11 onwards

TIER CASH

This cash is assigned by Tier:

Tier 1 – 100k

Amazons, Chaos Dwarves, Dark Elves, Dwarves, Humans, Lizardmen, Norse, Old World Alliance, Orcs, Shambling Undead, Underworld Denizens, Skaven, Vampires, and Wood Elves.

Tier 2 – 130k

Black orcs, Chaos Chosen, Chaos Renegades, Elven Union, High Elves, Imperial Nobility, Khorne (Spike 13), Necromantic Horrors, Nurgle, Slann and Tomb Kings (Khemri)

Tier 3 – 160k

Goblins, Halflings, Ogres, Snotlings

Remember : Additional cash cannot be combined with **Team Creation cash**.

The **Tier cash** may be spent on:

- Randomly Selected and/or Chosen Skills
 - o For randomly selected skills the player to receive the skill must be identified **before the dice are rolled** (Tournament organisers will roll dice before the event using appropriate software).
 - o The cost of the additional skills are:
 - 10,000 gold per Randomly selected Normal skill
 - 20,000 gold per Chosen Normal skill
 - 20,000 gold per Randomly selected Secondary Skill
 - 40,000 gold per Chosen Secondary Skill
 - o A maximum of **One player** in each team can **Stack two Normal skills** at a cost of:
 - 30,000 gold for 2 randomly selected normal skills,

- 40,000 for 1 normal chosen skill and 1 randomly selected normal skill (Selected to be chosen first)
 - 50,000 for 2 normal chosen skills
- o The **maximum** number of **Secondary skills** available per team is Tiered:
 - **Tier 1: One** chosen Secondary Skill.
 - **Tier 2: One** chosen Secondary Skill and **One** Randomly selected Secondary Skill (not on the same players).
 - **Tier 3: Two** chosen Secondary skills and **One** Randomly selected Secondary Skill (not on the same players).
- o Stat increase:
 - **Tier 3 only:** One stat increase on a non-star player, at cost shown in 2020
- Additional Players up to the maximum of 16 (including star players)
- 0-2 Star players - Price varies (up to maximum of 2 from Team Creation Cash and Additional Cash). Star players may **not** receive additional skills.
- Extra Inducements:
 - o 0-4 Temporary Cheerleaders - 20,000 gold each
 - o 0-3 Part-time Assistant coaches - 20,000 gold each
 - o 0-8 Extra Team training - 100,000 gold each

Any issues with roster creation please get in contact with Ben
(ben@crypticcabin.com)

