

The Bay League of Independent Training Zealots (BLITZ) in association with the Tauranga Blood Bowl League (TBBL)
proudly presents:



BLITZ BOWL

2024

version 1.1

When and Where:

6th and 7th April 2024

Tauranga Citizens Club, Corner of 13th Avenue and Cameron Road, Tauranga 3112

Saturday	Day 1
8:20 am	Registration
8:30 am - 10:45 am	Round 1
10:45 am - 1:00 pm	Round 2
1:00 pm - 2:00 pm	Lunch
2:00 pm - 4:15 pm	Round 3
5:00pm	Socialise & Dinner

Sunday	Day 2
9:00am – 11:15am	Round 4
11.30am - 12.30pm	Judging best painted, Lunch
12.30pm – 2.45pm	Round 5
2:55 pm	Prizes

Ticket Price:

All attendees are requested to register for the NAF, so that all games at the event can be recorded in the international Blood Bowl tournament tracking system. NAF membership comes with a set of dice or tokens that can be used to play Blood Bowl.

Ticket price \$40

NAF registration \$10

Tournament Officials:

The main Tournament Organiser (TO) for the event will be Nigel Burling. Nigel can be contacted via nigelburling@gmail.com. Tournament Officials will be drawn from a pool of volunteer coaches of the TBBL/BLITZ.

Venue Facilities:

Parking is available on 13th avenue directly opposite the venue.

Bistro Menu (11:30am - 2:00pm) and Bar facilities (all day) will be available at the venue.

Prizes:

All awards and prizes are issued at the Tournament Organiser's sole discretion.
The highlander prize rule will be in effect (each coach limited to claiming one award)

Prizes are dependent on the number of coaches attending, but are expected to consist of
1st Place Champion/2nd place/3rd place/Best painted/Dead average
It is hoped to include: Best Sport/Most TD/ Most CAS/Best stunty

What you will 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) number 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
- If you can - one set of three GW or NAF Block Dice, two six sided dice with pips (not numbers) (2D6) & an eight sided dice (D8)
- A rulebook and copy of the rulepack, if you have them

Other rules/General :

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 budgeted at roughly 4 minutes per turn, and is allotted 2 ¼ hours in total within which it must be completed. No overtime is played at the event. It is the responsibility of both coaches to 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 with 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 discretion of the tournament organiser.

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 & 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 rerolled 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.

Handling Miniatures

Please respect other coaches' miniatures. Some coaches have invested heavily in time and or money to make their team look great, and the coach may wish to handle their own miniatures. In this case, each coach should move their own miniatures, just indicate where you wish the player to be pushed to.

The use of a dice cup or dice tray is recommended to avoid accidents.

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!

Special rules for Blitz 2024: The Cabal Match Official:

Cabal replays have become increasingly popular with the fans from the stunning elf play from a Tomb King guardian to the deathroller blitzing a goblin to a red smear in the grass. However the fans are also seeing the disgraceful fouls repeatedly snuck in by snotlings with fungus growing out their ears. While this is applauded by supporters of the said snotling, opposition fans are becoming more and more indignant to the removal of their chances of staying in the game. Such incidents such as the underarm bowling of a goblin through the line of scrimmage by troll C. Q. Boogie (only overarm Throw teammates thank you) has led to riots between opposition supporters has led the Bay League of Independent Training Zealots to trial a Cabal Match Official in an attempt to keep the blood on the pitch. This is becoming even more important with all those Khorne and Vampire teams turning up, says Head coach of the Grenstad Griffonnz.

The CMO provides an instant replay that can be used by the coach one of two ways

1) Oh ref, ee's been doing it all day....

If the opposition coach elects to use a bribe after rolling a double on a foul attempt, then the matter can be referred upstairs, in which case the bribe will only succeed on a 3+.

If the referral is successful (i.e. the opposition coach using the bribe rolls a 1 or a 2) then the referral is retained, otherwise the referral is lost for the remainder of the game.

2) Oh come on, it wasn't that bad.....

Alternatively it may be used once per game when arguing the call, If a double is rolled when committing a foul the player may elect to refer the matter upstairs, on the roll of a 4+ the player remains on the field and the referral is lost for the remainder of the game (regardless of the outcome)

Note that CMO referrals have no effect on bribes or argue the call to see if a secret weapon remains on the pitch.

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

Scoring:

Round 1 fixtures will be randomly drawn on the morning of the event, immediately after registration is complete. Games 2,3,4 and 5 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 tie breakers respectively.

Tiebreaker	Description
1	Total Points
2	Combined Opponent's Score
3	Net TD + Net CAS

Building your roster:

Each coach is required to use the following excel spreadsheet to submit their roster by **3pm Thursday the 4th April** (please email the TO if this causes any issues)

[Blood Bowl 2020 Tourney Roster v7.2](https://bloodbowlhelp.wordpress.com/2021/01/09/excel-roster-blood-bowl-2020/)

(You will need to make a copy of the excel file)

(alternatively it can be found here)

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

Each coach has a **gold allowance** (dependant on the tier level) with which to purchase a roster for the tournament using the rules within the CRP (Competition Rules Pack).

In addition, each coach receives an allocation of skill points, SP (depending on their team's tier), in order to upgrade players on their roster. This allocation may be used to add skills to rostered players, but not mercenaries or star players. Skill Points are also used in the hiring of star players in addition to the cost of the star player.

Star players purchased on a team's roster **may not be included in the 11 player roster minimum**. If two opposing coaches take the same Star Player, the star is assumed to have an identical twin brother (or sister) and both players may be fielded as normal. Please note that Apothecaries and Wandering Apothecaries may never be used on Star Players, as per the CRP rules.

The tournament will be run on a resurrection basis. Each coach must decide 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).

As from previously please ensure all players are clearly numbered so that your opponent can easily identify which players have which skills.

TIER 1 1.15M + 6SP	TIER 2 1.16M + 7SP	TIER 3 1.17M + 8SP	TIER 4 1.18M + 9SP	TIER 5 1.19M + 10SP	TIER 6 1.2M + 11SP
Chaos Dwarf*	Amazon	High Elf*	Chaos Renegades	Black Orc	Goblin
Dark Elf	Norse	Human	Khorne	Chaos Chosen	Halfling
Dwarf	Orc	Necromantic Horror	Old World Alliance	Imperial Nobility	Ogre
Lizardmen	Skaven	Tomb Kings*	Slann/Kislev Circus**	Nurgle	Snotling
Shambling Undead	Wood Elves	Eleven Union			
Underworld		Vampire			

	PRIMARY SKILL (1 SKILL POINT)	SECONDARY SKILL (2 SKILL POINTS)
Tier 1 1150k & 6 Skill Points	No limit	Maximum 1
Tier 2 1160k & 7 Skill Points	No Limit	Maximum 1
Tier 3 1170k & 8 Skill Points	No Limit	Maximum 2
Tier 4 1180k & 9 Skill Points	No Limit	Maximum 2
Tier 5 1190k & 10 Skill Points	No Limit	Maximum 3
Tier 6 1200k & 11 Skill Points	No Limit	No Limit

A single play may stack 2 skills, however this will cost an additional skill point to do so. eg a player stacks a primary (1SP) with a secondary (2SP) for a total of 4 Skill Points.

Star Players:

Star players can only be induced after 11 regular players have already been rostered.

Tiers 1-4 can have a maximum of one Star player, who can be a mega star

Tiers 5 & 6 can hire a maximum of 2 Star players, one of whom can be a mega star

Star Players in couples count as two Star Players for the roster.

Every Star Player acquired costs additional Skill Points as follows:

Star player cost: 000-099k, lose 1 Skill Point.

Star player cost: 100-199k, lose 2 Skill Points.

Star player cost: 200-299k, lose 3 Skill Points.

Star player cost: 300k-399k, lose 4 skill oints.

MEGA-STARS (Require an additional 2 Skill points, in addition to the GP required to hire and the Skill Points described above)

- Bomber Dribbbsnot
- Cindy Piewhistle
- Deeproot Strongbranch
- Dribl & Drull
- Estelle La Veneaux
- Griff Oberwald
- Hakflem Skuttlespike
- Kreek 'the Verminator' Rustgouger
- Morg 'n' Thorg
- Varag Ghoul-Chewer

Permitted inducements are as follows:
(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 the may hire an Apothecary)
0-06 Dedicated Fans	(10k)

0-02 Kegs	(50k)
0-03 Bribes	(100k, 50k for Bribery & Corruption teams) (Note see below, for additional rule)

0-02 Wandering Apothecaries	(100k)
0-01 Mortuary Assistant	(100k)
0-01 Plague Doctor	(100k)
0-01 Riotous Rookies	(100k)
0-01 Halfling Master Chef	(300k, 100k for halfling teams)

Riotous Rookies

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.

Bribes

A coach cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill on the roster. Goblin and Snotling teams have special permission to induce bribes even if their roster contains players with the Secret Weapon skill (but NOT the Sneaky Git skill!).

Resources

<https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Rules-for-Tournaments-2024.pdf>

[Teams of Legend document](#)

[Errata and Designer's Commentary Nov2023](#)

BLOOD BOWL ETIQUETTE



I – ALWAYS BE POLITE AND RESPECTFUL TO YOUR OPPONENT AT ALL TIMES.

II – ALWAYS TELL THE TRUTH AND NEVER CHEAT.

III – Make a respectful gesture to your opponent before the game begins, such as wishing them good luck, offering a handshake, etc.

IV – Avoid using language that your opponent or those around may find offensive.

V – Arrive on time for your game with all the things you need to play.

VI – Offer your opponent the chance to examine your team roster before the game begins.

VII – If your opponent has any questions or queries about your roster, you should answer them truthfully and ensure your opponent understands the answer.

VIII – Ensure that your opponent is aware of any inducements, or other special rules your team has, and that they know what they do.

IX – When counting out the number of squares a player is moving, do so carefully and accurately. You should also allow your opponent the opportunity to check any moves before you move any models if they wish.

X – When rolling dice, make sure they lay flat, the results are clearly visible to all players, and allow your opponent the opportunity to examine the rolls before picking up the dice.

XI – Always ask your opponent's permission before touching their models.

XII – Remind your opponent about any rules they may have forgotten to use, or they have used incorrectly, especially when doing so is to your opponent's benefit rather than your own.

XIII – Never deliberately manipulate the amount of time a turn or a game takes in order to gain an advantage, either by playing overly quickly or by wasting time.

XIV – Try not to distract an opponent when they are trying to concentrate and always ensure you respect their personal space.

XV – Never complain about your bad luck or your opponent's good luck.

XVI – Always be humble in victory and graceful in defeat.

XVII – Never fix the outcome of a game for any reason.

