

Introduction

You are all cordially invited to the event of the year! Sir Viver the goblin apothecary has hit paydirt and come across many fresh ingredients. As a celebration of the recent paydirt this tournament shall be hosted as a way to move more product.

VENUE

Gear Gaming Birmingham,
1929 Hoover Court,
Birmingham, AL 35226

What you will get

3 games of Bloodbowl
Tournament Challenge Coin
Lunch provided (TBD)
Date Saturday April 20th 2024

What to Bring

\$20 for NAF members, \$25-non members. Or prepay via Paypal
A painted Bloodbowl team (If you need one we have some limited options to help out contact Mike ahead of time)
Set of Block Dice
An account on tourplay.net
A phone or tablet to record your matches using the tourplay web app - If you cannot provide one the TO will be able to submit your match report manually
A pitch and dugouts is helpful but not mandatory as the TO will provide 8 sets.

Schedule

Door Open at 9:30am
Registration 9:30am – 10:00am
Game 1 10:00am – 12:15pm
Lunch 12:15pm – 1:15pm
Game 2 1:15pm – 3:30pm
Game 3 3:30pm – 5:45pm
Awards 6:00 pm

RULES

Tournament will use the Bloodbowl Season 2 (BB 2020) with current GW FAQ. The first round will be random pairing followed by Swiss Pairing

Currently we are allowing 30 max for the event, and they will be given out on a first come first serve basis.

Eligible teams can be selected from those given in BB2020 rule book, released Spike! Published after BB2020, the GW Teams of Legend available on the Bloodbowl website and Slann Rosters available from TheNAF.net website. Teams are tiered according to those specified in the current GW FAQ rules, and repeated here for convenience. (correct at time of posting will be updated if GW reorganize tiers or add new teams between now and the time of the event)

Tier 1 – Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf,

Tier 2 – Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire

Tier 3 – Goblin, Halfling, Ogre, Snotling

TEAM BUILD & SKILL SELECTION Coaches have 1,150,000 GP to create their starting team rosters. Team rosters must contain at least 11 players. Your roster must contain at least 11 players without counting any Star Players.

Teams are allowed to take the following inducements as part of their roster where permitted: • Star Players(see below) • Bribes • Halfling Master Chef • Fink da Fixer • Weather Mage • Bloodweisser Kegs • Waaagh! Drummer • Team Mascot • Wandering Apothecary • Mortuary Assistant • Plague Doctor • Temp Agency Cheerleaders • Part Time Assistant Coaches. You may NOT include Mercenaries of any kind. No Mega Stars are permitted with the exception of Deeprout for tier 3.

Tourplay will be used for this tournament to build your team and this must be submitted by 4/12/24 using the following link:

<https://tourplay.net/en/blood-bowl/sir-viver-presents-magic-city-blitz-ed-bowl/>

During your match the webapp will be used to record your TD, Completions, & Casualties and match results. Paper trackers will be provided for any coaches that cannot use the web app.

Tournament Scoring:

Win - 18 pts

Tie - 12 pts

Loss - 6 pts

Conceded - -6 pts

Concede 0 touchdowns - 1 pt

Touchdowns - 1 pt per (max of 4 per match)

Casualties - 1 pt per (max of 5 per match)

Tie Breakers

Points

TD Difference

Cas Difference

Buchholz (automatically calculated)
Coin flip
Drinking contest

Tier Skill Packs

Each Tier may pick from one of several skill packs as shown below in the images:

Note: You may stack a maxim of two extra skills on a player above their starting skills.

The screenshot shows a configuration screen for a game tier. At the top, it is labeled "TIER 1" with plus and minus icons. Below this are three main sections:

- Teams (11) ***: A dropdown menu showing "Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambli..."
- Initial treasury ***: A field containing "1,150k" with a coin bag icon and a dropdown arrow.
- Inducements (11)**: A dropdown menu showing "Team Mascot 0-1 30k, Waaagh! Drummer 0-1 50k, Bloodweiser Keg 0-2 5..."

Below these is the "Improvement packs (2)" section, with a note: "A team may only choose one pack from the list." It contains two packs:

- PACK 1**: "6x Primary" (Stack 2 Repeat 0) with a trash icon.
- PACK 2**: "5x Primary" (Stack 2 Repeat 0) and "1x Star Player" (Inducements *Ban 6) with a trash icon.

TIER 2



Teams (14) *

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial ...

Initial treasury *

1,150k



Inducements (12)

Team Mascot 0-1 30k, Cavorting Nurglings 0-3 30k, Waaagh! Drummer 0-1...

Improvement packs (3)

A team may only choose one pack from the list.



PACK 1

7x Primary

Stack 2 Repeat 0



PACK 2

6x Primary

Stack 2 Repeat 0

1x Star Player

Inducements *Ban 6



PACK 3

6x Primary

Stack 2 Repeat 0

1x Secondary

Stack 0 Repeat 0



TIER 3 ⊕ ⊖

Teams (4) *
Goblin, Halfling, Ogre, Snotling ▼

Initial treasury *
1,150k ▼

Inducements (10)
Team Mascot 0-1 30k, Waaagh! Drummer 0-1 50k, Riotous Rookies 0-1 1... ▼

Improvement packs (4) ⊕ 📄
A team may only choose one pack from the list.

PACK 1

7x Primary

Stack 2 Repeat 0

1x Secondary

Stack 0 Repeat 0

PACK 2

6x Primary

Stack 2 Repeat 0

1x Secondary

Stack 0 Repeat 0

1x Star Player

Inducements *Ban 5

PACK 3

6x Primary

Stack 2 Repeat 0

2x Secondary

Stack 0 Repeat 0

PACK 4

6x Primary

Stack 2 Repeat 0

2x Star Player

Inducements *Ban 5

Special Rule

Caught Celebrating

Sir Viver has been spreading the good cheer all around the stadium for this big event. Helper goblins and snotlings are busy partying it up and passing around mushrooms and tonics of various kinds. At the end of the match both coaches will roll one of their players randomly who was celebrating a little too hard. These players will earn Drunkard and Thick Skull traits for the next match. If your team conceded no touchdowns or scored 3+ touchdowns they must roll for a second player. If your team did both, you will randomly select a third player.

AWARDS: This is a share the wealth tournament, no coach will receive more than one award from these categories. Awarded in the following precedence.

Champion (Highest ranking)
2nd Place (2nd-highest ranking)
3rd Place (3rd-highest ranking)
Most Fleet (Most TDs)
Most Cunnin (Fewest TDs allowed)
Most Brutal (Most casualties)

There will be a selection of other awards to include the following, a complete lineup of trophies will be announced closer to the event.

Wooden Spoon (Lowest ranking)
Stunty Cup (Highest ranking by a Snottling, Goblin, Halfling, or Ogre team)
Playing the Game Right Award (Most completed Passes)