**Blitzkreig Block**

As the dust settled from 2 Minutes to Block Right and the heads stopped spinning Stig thought to himself “That was good, that is how blood bowl should be played!” and so a plan formed, a plan to repeat the experience, to redo the chaos and the panic and so, with the sound of punk rock in his ears, Blitzkreig Block sprung in to being!

**FORMAT**

Round 1 will be drawn randomly but subsequent rounds will use the Swiss matchmaking method.

**Each coach will have only 2 MINUTES to play each turn (see below for details).**

Matches will be played under the Resurrection format.

Scoring will be:

20 pts for a win

10 pts for a draw

-50 for a concede

Tiebreakers:

Total score

Opponents score (strength of schedule)

Net TD + NET CAS

If there is still a tie a coin toss will decide the winner.

Only SSP Generating casualties will count towards NET casualties.

**SPEED BOWL**

* Each coach will have 2 Minutes for their turn and for set up.
* Players will be expected to track their own time, phone stop clocks are recommended
* At end of 2 min turn ends immediately with following exceptions:
	+ If the initial throw has been rolled then the rest of the pass sequence must be completed including interception and catch.
	+ Scatters must be resolved, including attempted catches.
	+ Armour and injury rolls must be completed.
	+ 2nd blocks of a Frenzy if the first has already been rolled.
	+ Stunned players are rolled face up.
* The following specific examples will not be completed:
	+ Bribe or Argue the call if a foul has been caught by the referee
	+ Continuation of movement of an activated payer (be it normal or 'special' such as an Amazons ability)
	+ A player may not follow up a block

Reasons to Pause

* Opponent making a decision. These include:
	+ Deciding who to try an interception with
	+ On the Ball Movement
	+ Dump Off passes
	+ Choice of optional skills (e.g. Stand Firm, Side Step, etc)
* Consulting the rules when needed (i.e. Skill checks)

Set Up

* 2 minutes for set up.
* If the coach has set up less than 11 players, then they may not add the additional players and must play the drive short handed
* If players are in an illegal set up position it will be resolved as:
	+ Less than 3 players on Line of Scrimage: Opponent will choose a player for the coach to place on the line of scrimmage
	+ More than 2 players in a wide zone: Opponent will choose a player for the coach to place in their own end zone
* If a coach has too many players on the field, then randomly chosen players are placed in the reserves until only 11 remain. This may result in an illegal set up (less than 3 players on the line of scrimmage).

Additional instances may arise and Tournament Organisers will rule on these on the day and make all aware for consistency.

***Dice cups are recommended as timers will not be stopped to chase lost dice!***

**TEAM BUILDING**

Each team will have 1.15 million (TV 1150) to create a team as per the rules from the Blood Bowl rule book and using the teams from the Blood Bowl Rulebook, Spike magazines, Teams of Legend and NAF (for Slann only) documents.

A team must have a minimum of 11 rostered players (before counting stars)

**INDUCEMENTS**

The following Inducements may be purchased using the 1.15 million available for team creation:

* Bribes (max 3)
* Star Players (max 2, ***please see below for additional rules***)
* Halfling Master Chef (max 1)
* Bloodweiser kegs (max 2)
* Riotous Rookies (max 1)
* Biased Referee (max 1)

**SKILLS**

The skill pack is based on the Ironmanji set up as shown below:

There are 5 Tiers, which will determine the available Points to purchase skills.



No player may have more than 1 skill. Skills are purchased from the table below and have an increased cost for any specific skill after the first with examples below:



Example A – 1 block player = 3 points

Example B – 2 block players = 7 points

Example C – 3 block players = 11 points

Example D – 1 block player, 1 dodge player = 6 points

Example E – 2 block players, 1 dodge player = 10 points

Example F – 2 block players, 2 dodge players = 14 points

Up to 2 Star Players may be purchased at their normal TV, but also require a payment of Skill points:



The following players are considered Mega Stars and have decided they will only play with teams where their talents will truly be appreciates, selecting one of these players will therefore cost an **additional 4** **skill points**:



**VENUE AND DATE**

The tournament will be on Saturday 18th of May at:

The Lambton Arms

Front Street

Chester-Le-Street

DH3 3BJ

Entry will include a Buffet!

**SCHEDULE**

9:30 Registration

10:00 Start Game 1

11:30 Start Game 2

13:00 Start of Lunch

13:30 Start Game 3

15:00 Start Game 4

16:30 Start Game 5

18:00 Prizes and Results

**ENTRY FEE**

£15 per coach, payment to be made via paypal to:

avscurr@hotmail.com

Please include a comment with your NAF name and number and any food preferences (Vegetarian, Gluten free, etc)

**PRIZES**

Prizes will be awarded for:

* Winner
* Runner Up
* Most Touchdowns
* Most Casualties (SPP generating casualties only)
* Best Time Management (Each player will be eliminated from this prize when they run out of time on a turn, the last player in the pool wins!)

**CONTACT DETAILS**

avscurr@hotmail.com

**ADDITIONAL INFO**

NAF DETAILS

This tournament is open only to members of the NAF. There will be a NAF representative to complete sign ups present at the tournament, so this can be done on the day. Joining the NAF costs only £5 and you will be given a welcome gift in person on the day too. All games will be NAF ranked.