

Ōtepoti bowl-2024 “The Sleeping Giant Awakens”



Ōtepoti Bowl-2024 25th and 26th May Venue

Welcome to Ōtepoti the shining jewel in the Otago region this far-flung province is the Sleeping giant of Blood Bowl in the Deserted Isles and historically there is gold in those hills. Ōtepoti has a history of leading the way and we warmly welcome our visitors to join us in this humble city for possibly the southernmost NAF sanctioned tournament in the world (This is no Bluff).

Tournament Cost is \$40 plus NAF registration of \$10 nz on the day or payable online \$10 USD.

Link to sign up:

<https://forms.gle/E48Ra54FBD43nz976>

TOURNAMENT RULES

Ōtepoti Bowl will use the rules as outlined in Blood Bowl Second Season Edition - The Official Rules

BLOOD BOWL ERRATA & DESIGNER'S COMMENTARY

Ōtepoti Bowl will use the most up-to-date rules as contained within the FAQ and Errata document:

This can be downloaded from the Warhammer Community website at

<https://www.warhammer-community.com/faqs/#blood-bowl>

RESURRECTION

This will be a resurrection tournament. After each round, teams will reset to their original roster. No injuries will carry over, and no additional SPP's will be recorded.

Any new zombies or rotters added during a game will be removed from the roster at the end of the game, and won't carry over to the next match.

SWISS MATCHUP

The tournament will use the Swiss method to pair up coaches.

Round 1 will be randomised, but from round 2 onwards, coaches will be matched up against other coaches with a similar record. So 1st place will play 2nd place, 3rd place will play 4th place, and so on. This ensures that all coaches get to play against coaches who are performing similarly on the day.

THE GAMES

1: All matches will last no longer than 2 hours and 15 minutes.

2: Matches are expected to have entered the second half with one hour remaining. Coaches struggling with this may be supported with a clock.

SCORING

WIN: 5pts
DRAW: 2pts
LOSS: 0pts

Ensure you record all casualties for and against, and all touchdowns scored for and against. Casualties include those caused by fouls and the crowd, but NOT self-inflicted casualties, such as Animal Savagery, Always Hungry, failed dodges, failed landings and failed rushes. A casualty that has been overturned by an Apothecary or Regeneration still counts as a Casualty for scoring purposes.

TIE-BREAKERS

At the end of the tournament, the following tie-breakers will be used in the event of a points tie:

- 1: Touchdown difference (TD For minus TD Against)
- 2: Casualties difference (CAS For minus CAS Against)

PRAYERS TO NUFFLE TABLE

A result of Cheering Fans on the Kick-Off Event Table will use the amended Prayers to Nuffle Table as per page 103 of The Official Rules.

DEDICATED FANS

As per page 101 of The Official Rules, all teams at Ōtepoti bowl will start with a Dedicate Fans characteristic of 0. A coach can improve this up to a maximum of 6 at a cost of 10,000 gp per improvement

PAINTED TEAMS

Please paint your teams any issues, talk to the tournament organiser and we can get you something painted to play with.

POSITIONALS, STARS AND ADDITIONAL SKILLS

Coaches must make every effort to ensure their models are representative of the positions or Star Players that they represent. Positionals should be clearly defined, as should additional skills. (TO is happy to support players in supplying some of these stars please enquire before).

All players should be numbered. However, numbers alone should not be used to identify positions or additional skills. Please be sensible, and respectful of your opponent. If your star blitzer has four additional skills, you need to ensure he is clearly identified as different to the other three blitzers in your team who may not have any additional skills.

Loom bands are a popular choice for identifying additional skills. Some of the more common additional skills that coaches like to be identified as standard are Block (Blue), Guard (Green), Dodge (Yellow) and Tackle (varies). Coaches often also identify Mighty Blow, Frenzy (both red) and Diving Tackle.

Note, whilst not mandatory any coach can ask their opponent to clearly identify certain positionals, stars or additional skills by using loom bands.

All coaches will receive a Team Draft Budget of 1,100,000 gold pieces to spend on roster creation.

TEAMS

Coaches must choose their team from the following sources:

1. Blood Bowl Second Season Edition - The Official Rules, plus Spike! Magazine #13 (Khorne), #14 (Norse), #15 (Amazon) and #16 (Vampire).

2. Official “Teams of Legend” PDF (except Norse, Amazon and Vampire) downloadable here:

<https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SluNmWvxPj1.pdf>

3. The NAF “Rules for Tournaments from 1st January 2024” PDF (Slann only).

INDUCEMENTS

You may spend money on any inducements included in The Official Rules, and these become part of your permanent roster. No Wizards and/or Mercenaries of any kind can be purchased.

Coaches wanting to purchase inducements from the Death Zone companion should contact the TO for approval prior to the purchase and submission of their roster. Not all inducements are applicable to Tournament Play, so please check first.

The Giant Inducement as stated in Death Zone is also available for this tournament. (If you need a Giant contact the TO to hire one for free).

TIERS

Ōtepoti bowl tiers there are FOUR Tiers:

TIER 1

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Wood Elves, Underworld Denizens

TIER 2

Black Orc, Chaos Renegades, Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings, Vampire

TIER 3

Chaos Chosen, Imperial Nobility, Khorne, Nurgle, Old World Alliance, Snotling* , , Underworld Goblin*

TIER 4

Goblin, Goblin Bruiser, Halfling, Ogre, Skink

(For the purposes of Star Players and Player Advancements, The Ōtepoti bowl also has a TIER 0)

*Snotlings and Underworld Goblin are still considered a Stunty Team, despite being in Tier 3.

ADDITIONAL STUNTY/TIER 4 TEAMS

1. Skinks (aka Stunty Lizardmen): cannot take Saurus but can take Star Players normally available to Lizardmen teams.

2. Underworld Goblins (aka Stunty Underworld): cannot take Skaven but can take the Mutant Rat Ogre (or Underworld Troll) as well as Star Players normally available to Underworld teams.

3. Goblin Bruisers (aka Stunty Black Orcs): cannot take Black Orcs but can take Star Players normally available to Black Orc teams.

PLAYER ADVANCEMENTS

Once coaches have drafted their team, they will receive the following Star Player Points to spend on player advancements.

Note, Star Players cannot be given any advancements:

Tier 0: 12 SPP (2 x Primary only*)

Tier 1: 42 SPP (7 x primary or equivalent)

Tier 2: 54 SPP (9 x primary or equivalent)

Tier 3: 66 SPP (11 x primary or equivalent)

Tier 4: 78 SPP (13 x primary or equivalent)

* SPPs available to teams in Tier 0 can only be spent on Primary Skills, and cannot be used to purchase Secondary Skills.

Coaches may spend SPP to purchase the following advancements:

Choose a Primary Skill: 6 SPP

Choose a Secondary Skill: 12 SPP

Improve either MA , PA or AV by 1: 15 SPP

Improve AG by 1: 18 SPP

Improve ST by 1 or Remove a Trait (except Secret Weapon): 24 SPP

Note, multiple advancements (beyond the first) assigned to a single player will not attract additional SPP costs. For example, assigning two primary skills to a single player will cost 12 SPP, assigning three primary skills to a single player will cost 18 SPP, etc

ADVANCEMENT RESTRICTIONS

Coaches are free to distribute the SPP between their players as they wish with the following restrictions:

1. No more than Three of any one additional skill per team, eg. 3 x Guard or 3 x Block max.
2. As per The Official Rules no player may receive more than SIX additional skills.
3. No player can be given more than ONE Stat improvement (including the removal of a Trait). For example, you cannot build a player with both a +1 ST improvement and a +1 AG improvement, or build a player with both a +1 MV and removal of Take Root.

STAR PLAYERS

Teams can hire up to 1 Star Player, except Stunty Teams (Snotlings, Underworld Goblins and all Tier 4 teams) who can hire up to 2 Star Players.

A team must have a minimum of 11 players BEFORE hiring star players.

Note, as per the May 2023 Errata (for more info, visit the [Rules](#) page), Star Players that must be hired as a pair (such as Dribl & Drull or the Swift Twins) only count as a single Star Player choice. However, they will still take up two spaces on a team's Team Roster.

Coaches may only purchase Star Players that feature in The Official Rules, the 2021 Almanac and Spike! Magazine #13 (Khorne), #14 (Norse), #15 (Amazon) and #16 (Vampire).

EACH STAR PLAYER TAKEN BY A TEAM WILL MOVE THAT TEAM UP ONE TIER. THE TEAM WILL NOW USE THE PLAYER ADVANCEMENT SPP ALLOWANCE FOR THEIR NEW TIER.

A Tier 1 team that takes a Star Player will move to Tier 0.

A Tier 2 team that takes a Star Player will move to Tier 1.

A Tier 3 team that takes a Star Player will move to Tier 2.

A Tier 4 team that takes a Star Player will move to Tier 3.

A Stunty Team that takes 2 Star Players will move up two tiers.

HIGHLANDER RULE

In the House of the Highlander, there can only be one!!

The Highlander rule, AKA "There can be only one!" applies to all Star Players at Ōtepoti bowl.

If opposing coaches have selected the same Star Player, the Highlander rule will apply. The Star Player storms off muttering "There can be only one!", meaning neither team is

allowed to field the Star Player in question.

The Star Player will sit out the entire match.

Mega stars: Megastars are available in this tournament but come with an Ōtepoti appearance tax of 100,000 gps.

The Current Mega Stars are :Bomber Dribblesnot, Deeprout Strongbranch, Griff Oberwald, Hakflem Skuttlespike, Kreek 'the Verminator' Rustgouger, Morg 'n' Thorg