

AfterBowl II Rules pack

This is the official rules pack for the Aftermath Gaming Club's 2024 Blood Bowl Tournament on Sunday 18th August 2024.

Tickets are £15 per entrant, and can be bought via Paypal at Aftermath-Club@hotmail.com. Please clearly mark payments as 2024 Blood Bowl Tournament + your name. Please pay as "Friends&Family"

Venue

Lazar House
219 Sprowston Road
Norwich
Norfolk
NR3 4HX

Schedule

10:00 – Registration
10:30 – 12:45 Round 1
12:45 – 13:15 Lunch
13:15 – 15:30 Round 2
15:45 – 18:00 Round 3
18:15 - Results

Essential things to remember:

Please make sure you have your painted team, a printed roster (plus a copy for your opponent), something to write with and all necessary rules, dice and measuring equipment. We will be providing boards, dugouts and counters for each game, but if coaches wish to use their own counters then this is acceptable.

NAF Registration:

Afterbowl II will be NAF sanctioned. As such we prefer all our participants to be NAF registered at <https://www.thenaf.net>. If you need assistance with this please get in touch with Ian P at xxxchronosxxx@gmail.com

Drafting your team:

Teams should be drafted to a budget of 1,200,000 Gold Pieces. This is spent using the usual exhibition drafting rules, with the following exceptions:

- Your dedicated fans may not be increased to higher than 6
- All inducements listed in any current GW publications are available to purchase at draft.
- Teams are allocated skill points at draft (6pts for tier 1, 8 for tier 2 and 10 for tier 3). These can be spent using the table below:

	Primary Skill (1 skill point)	Secondary Skill (2 skill points)	Star Player (2 skill points)	Mega-Star (4 skill points)
Tier 1 (6 skill points)	No limit	Maximum 1	1	Maximum 1
Tier 2 (8 skill points)	No limit	Maximum 2	2	Maximum 1
Tier 3+ (10 skill points)	No limit	Maximum 3	2	Maximum 1

- Each player can only be given a single additional skill, and Star Players and Mega Stars cannot be given additional skills under any circumstances.
- You must have a minimum of 11 players on your roster before you can add any star players. Star players also cost 2 skill points (see above), and are limited to one for tier 1 teams, and 2 for tier 2 and 3 teams. Bomber Dribblesnot, Deeproot Strongbranch, Griff Oberwald, Hakflem Skuttlespike, Kreek 'The Verminator' Rustgouger, Skitter Stab Stab and Morg 'n Thorg are considered to be 'Mega Stars' and as such are limited to one per team and cost 4 skill points
- Skills purchased using skill points do not add to a player's value on the roster and will not affect team value.

Eligible Teams:

We are allowing all current teams from the Blood Bowl rulebook, Spike! Magazine, the Teams of Legend PDF, and the NAF Slann team.

We will be allowing Gnome teams (unreleased at the time of writing), if the models and rules have been officially made available before the roster submission deadline. This is however subject to change if they are deemed to give an unfair advantage. If you plan on using Gnomes, please ensure you have a backup team to avoid disappointment. You are welcome to submit both teams in this case (see below).

Roster Submission:

Once you have paid for your ticket, please email your roster to Ian P (xxxchronosxxx@gmail.com) in as legible a format as possible. **The deadline for roster submission is Sunday 11th August 2024.** **Rosters submitted after this date cannot be guaranteed entry to the tournament!**

Your printed team roster will also need to be checked by the Tournament officials during registration so make sure you arrive in plenty of time!

The Draw:

Coaches will be drawn against each other randomly for the first round, then using a Swiss style system, pairing those closest in points. We will endeavour to avoid coaches playing the same opponent more than once wherever possible.

Game Rules:

Each game will be played using standard Blood Bowl rules, with the following exceptions:

- Injuries and deaths are nullified after each game and do not carry forward.
- If a team acquires additional players during a game, such as those earned by Masters of Undeath or Plague-Ridden, then those additional players are only available until the end of the game in which they were earned and are not added to the acquiring player's roster after the game.
- Players do not earn Star Player Points during the competition.
- After each round, the winning team's dedicated fans is increased by 1.

- All rounds have a strict time limit of 2 hours 15 minutes, after which Dice Down will be called. Any games not finished by this point will end immediately and the current score will stand as the result.
- Any coach who concedes a game before its conclusion will count as having lost 3-0 (unless their opponent's score at the time of conceding was higher), receive no bonus points, and will be docked one TP. Their opponent will receive the maximum number of bonus points available.

Tournament Scoring:

Games will be scored using tournament points as follows:

- Win – 3TP
- Draw – 1TP
- Loss – 0TP
- Score 3+ Touchdowns – 1 bonus TP
- Score 3+ Casualties – 1 bonus TP (this includes casualties from fouls, the crowd and being hit by a thrown player)
- Concede 0 Touchdowns – 1 bonus TP

Tie-Breakers:

In the event that teams are tied on tournament points, the tie-breakers are as follows:

1. Number of bonus TPs scored
2. TD difference (total TDs scored minus total TDs conceded).
3. Total TD scored
4. Total casualties inflicted.
5. Strength of schedule

The coach with the most tournament points after round 3 will be declared the tournament winner.

Prizes:

Prizes will be awarded as follows:

- 1st Place
- 2nd Place
- 3rd Place
- Most Touchdowns Scored
- Most Casualties Inflicted
- Stunty Cup (Highest scoring Stunty team - only eligible if 3 or more Stunty teams participate)
- Overall Runner Up (The much-coveted Wooden Spoon...!)
- Best painted team (Judging for this award will be done by the tournament officials)

There will also be a number of spot prizes awarded during the competition. These will remain secret until won!

Many thanks for your interest and support, and we look forward to seeing you on the day!

Good luck!

Ian P
Tournament Organiser

Score Record Sheet

Coach: _____

Team
Name: _____

Team
Roster: _____

	Opponent	Result (W/L/D)	TDs	CAS	Opponent TDs	Opponent CAS
Round 1						
Round 2						
Round 3						