

# RULES PACK

## 2024



### Location

May 11<sup>th</sup> at Mox Games (Gaming Club)  
zh.k. Hipodruma 24  
1612 Sofia, Bulgaria

## **Cost**

- **10 euro/20 levs** (+ 5 euro/10 levs to get NAF membership if you're not a member).

## **Registration**

The tournament is limited to 24 players.

Preregistration is possible. You can pre-register at [emil.tzanev@gmail.com](mailto:emil.tzanev@gmail.com)  
Please send your Roster at this email too.

If there are free slots on the day of the tournament, coaches can register also register at the tournament place.

## **Schedule**

10:30 - 11:15 Registration  
11:15 - 13:45 1st match  
13:45 - 14:15 Lunch break  
14:15 - 16:45 2nd match  
17:00 - 19:15 3rd match  
19:30 - 20:00 Closing ceremony

## **Team Building Rules**

- Surva Bowl is a resurrection tournament. All coaches start each game with the same roster and skills they registered for the tournament. No SPP are gained, and injuries, casualties or deaths do not carry on from one game to the next.
- Each team has gold pieces to spend on roster creation according to their race tier and must hire a minimum of 11 players. Any unspent cash at roster creation will be lost and all teams will be considered having the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.
- Cash given is also used to buy rerolls, assistant coaches, cheerleaders, apothecary and so on.

- Undead, Necromantic and Nurgle teams are allowed to apply the Masters of Undeath and Plague Ridden special rules. Players added to a team roster through a game as a result of those special rules are removed from the roster at the end of that game.
- Teams will consist of a minimum of 11 players and a maximum of 16 players (16 players maximum including star players).

## **Tier Chart**

**Tier1:** *Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.*

**Tier2:** *Amazons, Norse, Orcs, Skaven, Wood Elves*

**Tier3:** *High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.*

**Tier4:** *Chaos Renegades, Khorne, Old World Alliance, Slann.*

**Tier5:** *Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.*

**Tier6:** *Goblins, Ogres, Halflings, Snotlings, Gnomes.*

## **Team Building**

A coach must take the appropriate Starting Gold and Skill Points (SP), according to his/her Tier.

Tier 1: 1150k & 06 SP, maximum 1 secondary skill

Tier 2: 1160k & 07 SP, maximum 1 secondary skill

Tier 3: 1170k & 08 SP, maximum 2 secondary skills

Tier 4: 1180k & 09 SP, maximum 2 secondary skills

Tier 5: 1190k & 10 SP, maximum 3 secondary skills

Tier 6: 1200k & 11 SP, unlimited secondary skills

Primary Skill = 1 SP

Secondary Skill = 2 SP

In addition to the players available for their chosen race coaches may buy:

- 0-8 Re-Rolls (depending on race);
- Assistant coaches (10k);
- Cheerleaders (10k);
- 0-1 Apothecary or Igor (depending on race);
- 0-6 Dedicated Fans (10k) - be aware that every team begins with 0 in Dedicated fans;
- 0-2 Bloodwesser Kegs (50k).

Permitted inducements are:

- 0-1 Team Mascot for 30k available to all teams.
- 0-1 Weather Mage for 30k available to all teams.
- 0-2 Bloodweiser Kegs each for 50k available to all teams.
- 0-3 Bribes for 100k each, for "Bribery and Corruption" teams 50k each.
- 0-1 Josef Bugman for 100k available to all teams.
- 0-1 Mortuary Assistant for 100k available to teams with the "Sylvanian Spotlight" special rule.
- 0-1 Plague Doctor for 100k available to teams with the "Favored of Nurgle" special rule.
- 0-2 Wandering Apothecaries for 100k available to teams that can include an apothecary.
- 0-1 Master Chef for 300k, for 100k available to teams with the "Halfling Thimble Cup" special rule.
- A roster cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill. Goblin and Snotling teams have managed to find a "legal" way to avoid this rule, so they can induce bribes while their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.
- One (1) Star Player can be rostered for Tier 1-4 teams, up to two (2) Star Players can be rostered for Tier 5-6 teams.
  - Star Players must be taken after you have rostered at least 11 players.
  - Star Players in couples count as two Star Players for the roster.
  - For every Star Player acquired additional Skill Points cost 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 points.
  - Banned Star Players: Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghoul-Chewer, Skitter Stab-Stab.
  - The star player cannot play in a game where both coaches have rostered them.
  - Star players can't be given extra skills from the team's skill budget.

**All other inducements are not permitted.**

## What you should bring

- 4 Copies of your Roster;

- Throw in/scatter templates if you have such available – we will provide enough fields and printed templates, but if you prefer sturdier templates we advise you to bring your own

- Your team. Painted miniatures are not mandatory but always welcome.

The miniatures don't have to be original GW-minis however the miniatures must be somewhat representative for the roster's race and players and be easily recognisable from other positionals.

We encourage you to use the following colour coded bases:

Grey/none: Lineman

Red: Blitzler

Green: Blocker

White: Thrower

Yellow: Catcher, Runner

Blue/Violet: Big Guy/Special position

If your opponent can't easily recognise the different player types on your team, you must let him mark them somehow (without damaging the miniatures, of course). This could be with bottle caps or coloured rings etc.

All miniatures have to be numbered and the numbers should match the numbers on the team roster sheet. The numbers may be written anywhere on the models or on the bases using paint, decals, markers, stickers, etc.

Skill markers would be greatly appreciated. We'll provide rubber bands for you to use and encourage you to use the following colour code for the most common skills:

Blue: Block

White: Wrestle

Green: Guard

Red: Mighty Blow

Orange: Dodge

Yellow: Sure Hands

Pink: Frenzy

Beige: Break Tackle

Purple: Tackle

## Points System

Win - 2 pts

Draw - 1 pt

Loss - 0 pt

Tie-Breaker in Swiss Draw:

1st - Head-to-Head

2nd - Opponent score

3rd - Net TDs

4th - Net CAS (only casualties which would award SPP will be counted)

5th - Random

## Fair Play

In order to ensue a tournament in good sport and the best fun for everybody there are a series of rules that the players should try to follow. Small changes on the following rules can be made, if both coaches agree on it

- 1) You must allow your opponent to use your dice if they so wish.
- 2) Every match has a limit of two and a half hours. If after hour and a half a match is still in its first half, a chess clock (or similar smartphone app) will be introduced giving the two coaches 30 minutes each. The coach who runs out of time may not make any voluntary actions except standing up his players. For example, this coach may not attempt interceptions, but still rolls armour and injury rolls and un-stuns his players.
- 3) If a coach arrives late to the table, the match will still take place. If the delay exceeds 15m, the waiting coach will start the match winning by 1-0, and can choose if he starts attacking or defending, without having to roll any dice.
- 4) Dice are cocked if they are not flat on the table.
- 5) If one, two or three dice come out of the dice cup when shaken then none count and they should all be rerolled.

## Prizes

Half-Bowl Champion

2<sup>nd</sup> place

Best painted team

Most Touchdowns

Most Casualties

Best Sportsman (votes)

Stunty Cup

Wooden Spoon

In addition to the teams available from Games Workshop (including all official publications prior to the tournament and Teams of Legends), the following team is available to play with (and approved by NAF).

## SLANN TEAMS

The Slann are an ancient race of space travellers stranded on our planet many ages ago. After realising that rescue was never coming, they settled down in Lustria and enslaved their Lizardman neighbours. While most Slann prefer to become fat and lazy while reptilian thralls do their bidding, a few of the younger generation still enjoy a bit of Blood Bowl. The Slann have no passing game to speak of, but their ability to leap, dive and intercept are second to none.

### SLANN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linemen	60,000	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	G	AS
0-4	Catchers	80,000	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bonehead, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	GA

**0-8 Re-roll counters:** 50,000 gold pieces each

**Tier:** 2

**Special Rules:** Lustria Superleague

**Apothecary:** Yes

