

Tickets will be available starting May 1st at: <https://tabletop.events/conventions/kublacon-22/schedule/544>

9:00am to 9:25 registration

9:30 Announcements

9:40-10:45 Round 1

10:55-12:00 Round 2

12:00-12:30 Lunch

12:35-1:40 Round 3

1:50-2:55 Round 4

3:10 Awards ceremony

Schedule will be adapted as needed on event day due to convention scheduling.

You bring: a team, at least 2 copies of your roster (player numbers on the sheet MUST match player numbers on the bases), blood bowl dice, a pen or smartphone to record match results.

NAF membership is highly encouraged so all players may have their statistics tracked but per convention policy anyone is allowed to play.

Pitches, weather/kick-off charts, d6s and templates will be given for entry.

Dice sharing is allowed (hand sanitizer will be available) . Skill rings to mark added skills are encouraged, but a numbered base matching the roster number is mandatory. You may ask your opponent to use skill rings you provide (within reason).

Some teams will be available to borrow for walk-ins!

Gutter Bowl Build Packet

750k GP used to purchase players, rerolls, and inducements

Rerolls cost 100k for every team

No sideline staff

Only 5 positionals that aren't lineman (lineman have a 0-16 or 0-12 allowance)

7 player minimum per roster, 11 player maximum

Allowed inducements: Lesser magic potions (50k), superior magic potions (100k), 0-1 sawbones (50k), 0-1 snack stand (100k), 0-1 novice wizard (100k)

These are the default Gutter Bowl build rules and any online list builder with a setting for Gutter Bowl should help out.

In addition, teams will receive one bonus Primary skill equal to their Tier value (a Tier 0 team would receive 0 skills, a Tier 1 team would receive 1 skill, a Tier 2 would receive 2 skills, etc.). No one player may be assigned more than one skill (no stacking). The same bonus skill may not be given to more than one player (can not give give two players Block, Guard, etc.). Two bonus Primary skills may be spent to purchase a Secondary skill instead.

Tier 0

Underworld Denizens

Tier 1

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizard men, Norse, Shambling Undead, Skaven

## Tier 2

Elven Union, High Elf, Human, Necromantic Horror, Orc, Tomb Kings, Slann, Vampire, Wood Elf

## Tier 3

Black Orcs, Chaos Chosen, Chaos Renegade, Imperial Nobility, Khorne, Nurgle, Old World Alliance

## Tier 4

Any of the 29 NAF-approved teams whose rostered players are all either ST2 or less or ST5 or higher

All games will be played on the Gutter Bowl sewer pitch and use the corresponding weather and kick off charts in the Gutter Bowl rules manual. You may find a reference to the charts in the cheat sheet at the bottom of the event description.

Exhibition Games - Your roster will be the same at the start of each round. Casualties and touchdowns will still be counted for bonus points!

Swiss pairings - Round 1 players will be paired randomly and subsequent rounds will see pairings based on how many points a player has.

For a breakdown of gutter bowl rules, weather and kick-off table please see the cheat sheet:

[https://www.facebook.com/permalink.php?story\\_fbid=pfbid0suwUBs6nEapsefDq7tTeGGC3Qjf985atT4VKFWTZ2hyv1Wy86Q9PSGU94hPUZbbpl&id=61557359032581](https://www.facebook.com/permalink.php?story_fbid=pfbid0suwUBs6nEapsefDq7tTeGGC3Qjf985atT4VKFWTZ2hyv1Wy86Q9PSGU94hPUZbbpl&id=61557359032581)

Our friends at Hope Ultimate Blood Bowl have a video covering Gutter Bowl rules as well:

<https://youtu.be/5Ar8gY61F-g?si=rajQqJPFKaWpkMWG>

Trophies and participation prizes will be provided!

Scoring: Win/Draw/Loss (60/30/10)

+1 for each casualty scored in which you rolled dice leading to an armor check or injury roll (blocking, fouling, wall or sewer pit pushes, etc.)

+1 for each foul attempt

+1 for each touchdown you scored

-1 for each casualty scored against you in which your opponent rolled dice leading to an armor check or injury roll of on of your players

-1 for each touchdown scored against you

Awards:

Drainpipe Darlin' - A 3rd party judge will decide best appearance based on technical skill and theme

Smelliest Stunty - Tier 4 team with the most points

Greediest Git - Most Touchdowns

Sewer Savage - Most Combined Casualties and Foul attempts (All casualties in which a coach rolls dice and causes a casualty to an opposing player will be counted! Fouls do not need to be successful, only attempted.)

Gutter Runner Up - 2nd most points overall

Cesspool Champion - Most points overall

Tie breakers will involve checking overall score followed by ranking in other categories.  
( Based on attendance) Players may only be awarded one award. All awards will be given.

Submit rosters with NAF nameName/NAF number to [nobribefoul@gmail.com](mailto:nobribefoul@gmail.com) prior to the event.  
Email reminders will be sent leading up to the event.