

## **REGULATION**

The tournament will be NAF sanctioned. The event will be organized as a resurrection tournament of 3 matches, with "Swiss style" pairing.

The regulation is inspired by the ruleset of the next Eurobowl Greece 2024, with possible changes in case of updates between now and the day of the tournament.

The tournament will use the Bloodbowl 2020 edition game rules. The English version will be used to resolve any discrepancies in the rules or ruleset between different language versions.

## **TEAM CREATION**

- Each team has a variable total of gold to spend on roster creation and must hire a minimum of 11 players. Any money not spent on roster creation will be forfeited and all teams will be considered to have the same Current Team Value (CTV) for purposes of Nuffle incentives and prayers.
- The money given is also used to purchase rerolls, assistant coaches, cheerleaders, apothecary and so on.
- The Infernot Bowl is a resurrection tournament, so no SPPs are earned and injuries, casualties, or deaths do not carry over from game to game.

- Undead, Necromantic and Nurgle teams can apply the special rules from Masters of Undeath and Plague Ridden. Players added to a roster during a match as a result of these special rules are removed from the roster at the end of that match.
- Teams will consist of a minimum of 11 players and a maximum of 16 players, including Star Players.
- Star Players can only be hired via the special skill pack and only after 11 regular players have already been added to the roster.
- Star Players cannot be assigned extra skills from the team's skill budget.
- If both opposing teams are fielding the same Star Player in a match, the Star Player collects both teams' money and runs away: neither team will then be able to field the Star Player

## **TIERS AND SKILLS**

Teams are divided into six different Tiers that offer different skill sets to choose from.

Tiers

Tier 1: Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizen

Tier 2: Amazons, Norse, Orcs, Skaven, Wood Elves.

Tier 3: High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

Tier 4: Chaos Renegades, Khorne, Old World Alliance, Slann.

Tier 5: Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

Tier 6: Goblins, Ogres, Halflings, Snotlings

Starting Gold Coins and Skill Points (SP)

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

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

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

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

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

Tier 6: 1200k & 11 SP, no limit on secondary skills

The cost of a primary skill is 1 SP, while that of a secondary skill is 2 SP

Each team will also be able to include in the roster:

0-8 Re-Rolls (cost depends on race)

0-6 Assistant coaches for 10k each.

0-12 Cheerleaders for 10k each.

0-1 Apothecary, if the race allows it.

1-6 Dedicated fans for 10k each. Each team starts with 0 Dedicated Fans.

## **INCENTIVES GRANTED**

0-1 Team Mascot for 30k available for 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 per 100k available to all teams.

0-1 Mortuary Assistant per 100k available to teams with the "Sylvanian Spotlight" special rule.

0-1 Plague Doctor per 100k available to teams with the "Favored of Nurgle" special rule.

0-2 Wandering Apothecaries per 100k available to teams that can have the apothecary.

0-1 Master Chef for 300k, for the "Halfling Thimble Cup" teams 100k.

A roster cannot purchase the Bribe incentive if it has a player (including Star Players) on the roster with the Sneaky Git skill and/or the Secret Weapon skill. Teams Goblin and Snotling have managed to find a "legal" way to avoid this rule: they can therefore purchase the Bribe incentive even if their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.

Nothing else is allowed, whether it's material from the Blood Bowl Rules or a Death Zone incentive

## **OPTIONAL PACKAGES**

Each team must choose 1 package from the following:

Basic Pack: Vanilla Roster

Optional Pack A: Extra cash

Optional Pack B: Skill Stacking

Optional Pack C: Star Player

Optional pack D: Extra skill points

Multiple packages cannot be chosen at the same time.

### **Basic Pack: Vanilla Roster**

The roster is created with all the rules of the "Tiers", "Initial Gold Coins and Skill Points" and "Inducement" section, without any additional bonuses.

### **Optional Pack A: Extra cash**

The roster is created with all the rules of the "Tiers", "Initial gold coins and Skill Points" and "Inducement" section, also:

One or more Skill Points can be exchanged for gold at a rate of 30k for each unused SP

**ATTENTION:** through this package the team value of the team cannot be increased above 1200k.

## **Optional Pack B: Skill Stacking**

The roster is created with all the rules of the “Tiers”, “Initial gold coins and Skill Points” and “Inducement” sections, also:

By giving up a Skill Point, it is possible to assign a second skill to players on the team who have already received one (skill stack), respecting the following limitations:

- Tier 1-2: 1 Skill Stack
- Tier 3-4: 2 Skill Stacks
- Tier 5-6: 3 Skill Stacks

The cost for the second skill is 1 SP in the case of a primary skill, 2 SP in the case of a secondary skill.

NB: it is necessary to give up only one skill point, regardless of the tier chosen.

Example: a High Elf team (tier 3) gives up a skill point to add 2 skill stacks to the roster

## **Optional Pack C: Star Player**

The roster is created with all the rules of the “Tiers”, “Initial gold coins and Skill Points” and “Inducement” sections, also:

Star players can be included in the rosters, respecting the following limitations:

- Tier 1-4: ONE star player
- Tier 5-6: TWO star players

Star Players that can be hired as a pair (e.g. Grak & Crumbleberry, Swift Twins) count as two Star Players.

In addition to the gold cost of the star player, depending on the value of the star player, SP will be deducted from the total number of SP attributed:

- 0-99k: 1 SP
- 100-199k: 2 SP
- 200-299k: 3 SP
- 300-399k: 4 SP

The following Star Players will NOT be available for selection: Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghoul-Chewer.

### **Optional Pack D: Extra Skill Points**

The roster is created with all the rules of the “Tiers”, “Initial gold coins and Skill Points” and “Inducement” sections, also:

An additional skill point is earned. This skill point can be used if:

The skill points given by the tier were not used to attribute a skill that is present at least 3 times within the basic roster.

This extra skill must not exceed a total of 3 times that skill in the roster.

Example: A dark elf team with 4 blitzers, 2 witches and 5 lines can have this extra skill as long as the tier's Skill Points and the package's extra Skill Point do not add the Block skill, as there are already more than 3 of them on the original roster. However, it is possible to add a maximum of 1 Dodge skill: as it is already present 2 times in the roster, spending 1 skill point would bring the total number to 3.

## **SCORE**

The individual score is as follows:

- MAJOR WIN (TD diff. greater than or equal to 2): 5 points
- MINOR VICTORY (TD diff.=1): 4 points
- DRAW: 2 points
- MINOR DEFEAT (diff. TD=1): 1 point
- MAJOR DEFEAT (TD diff. greater than or equal to 2): 0 points
- CONCESSION: -2 points (will be considered as 3-0 touchdowns and 3-0 losses, both to the opposing team)

Tiebreaker (in order of importance)

Greater number of Victories

Greater number of draws



K Factor (Net TD x 3 + net CAS x 2)

Random

## **HOME RULES**

The Badlands are covered in the red earth of the nearby deserts, which rises in the wind, inhibiting visibility. Badlands fans are violent and uncouth, with a deep hatred for the more skilled players.

“Long Bomb” passes cannot be made.

Also, add +2 to the injury roll caused by the crowd, but only for positionals and Star Players.

## **WEATHER TABLE**

"DESERT" WEATHER

## **PLAN**

9:00-9:30 Registration/Check-in

9.30-11.45 Match 1

12.00-13.00 Lunch break (IT IS ABSOLUTELY FORBIDDEN TO BRING FOOD AND DRINKS FROM OUTSIDE)

1.00pm-3.15pm Match 2

3.30-5.45pm Match 3

6.00pm Awards ceremony

## **PRIZES**

FIRST PLACE

RUNNER UP

THIRD PLACE

BEST TD

BEST CAS

BEST STUNTY