



Mainland Bowl 2024

Players Pack 1.1

July 20th – 21st in Christchurch

This rules pack should contain everything you need to know about Mainland Bowl to join in the fun. If you have any questions, please contact Jesse via email at j.callaghannz@chchsouth.ac.nz

Where: The Pegasus Arms, 14 Oxford Terrace, Christchurch Central 8011

Day 1	Time	Day 2	Time
Registration	9:00am	Doors open	9:00am
First Round	9:30am	Fourth Round	9:30am
Lunch	12:00am	Lunch	11:45am
Second Round	1:00pm	Fifth Round	12:30pm
Third Round	3:15pm	Prize Giving	3:30pm
Finish	5:30pm	Finish	5:30pm

Ticket Price:

All attendees are required to be registered for the NAF, so that all games at the event can be recorded in the international Blood Bowl tournament tracking system. NAF membership comes with a set of dice or tokens that can be used to play Blood Bowl and will be available on the day.

- Standard ticket price \$40 (\$30 if registered and paid before the end of May)
- NAF registration \$10 (*only mandatory for coaches with no historic NAF registration*)

Tournament Officials:

The Tournament Organiser (TO) for the event will be Jesse Callaghan, who can be contacted via j.callaghannz@chchsouth.ac.nz

Prizes:

All awards and prizes are issued at the Tournament Organiser's sole discretion. The 'highlander' prize rule will be in effect (coach may win more than one award, but main prizes are limited to one per person). Prizes are dependent on the number of coaches attending, but are expected to consist of:

1st place – Champion

2nd place

3rd place

Best Hero

Best Sport

Best Painted

Best Stunty Team

You will need to bring:

- Your painted Blood Bowl team, completed to a minimum of three colours on each miniature and all models clearly numbered and easily recognisable as appropriate models for their race and position (Non GW models may be used). If in doubt, contact the TO before the tournament.
- Miniatures must be clearly numbered to correspond with team roster sheets. As part of this, all players should be uniquely numbered to correspond with team roster sheets! The only exception to this is to appropriate Star Player models!
- Two (legible!) copies of your Team Roster.
- If you can – one set of three GW or NAF Block Dice, two six sided dice with pips and one eight sided dice.
- Local coaches are encouraged to bring a pitch, dugouts and all necessary templates.
- A BB2020 rulebook (if you have one) and a copy of this rules pack.
- If you are bringing a team which has changed since the 2020 rulebook and Teams of Legend document, bring a copy of the relevant Spike! Magazine or relevant pages.

Points Scoring:

Coaches competing in the tournament will receive points for each win, draw and loss incurred during the course of the tournament, as per the table to the right. Conceding teams will receive no points.

Match Result Points

Win	10
Draw	5
Loss by 1TD	2

Loss by greater than 1TD	0
Concession	-5

Tiebreaker Description

- 1 - Total Points combined
- 2 - Combined Opponent's Score (total points scored by your opponents in all rounds)
- 3 - Net TD + Net CAS
- 4 - Net Touchdowns (touchdowns scored less touchdowns conceded)
- 5 - Net Casualties (casualties caused less casualties conceded)

In the event that two or more teams are tied for a final ranking position on points for 1st through 3rd place awards, tiebreakers will apply as per the following table. For awards for Most Casualties and Most TDs, net casualties and net TD differences will be used as tie breakers respectively.

Building your roster:

Budget: All coaches will receive a Team Draft Budget of 1,150,000 gold pieces to spend on roster creation.

Squad Limits: Each coach selected for a squad must use a different team/race than their squad mates. Squads cannot contain multiples of a race. You cannot hire the same star player more than once in the teams that are part of a squad.

Teams: Coaches must choose their team from the following sources:

1. Blood Bowl Second Edition – The Official Rules, plus
 - a. Spike! Magazine #13 (Khorne)
 - b. Spike! Magazine #14 (Norse)
 - c. Spike! Magazine #15 (Amazon) d. Spike! Magazine #16 (Vampire)
 - e. 2022 Almanac
2. Official “Teams of Legend” PDF (excluding Norse, Amazon and Vampire)
3. The NAF “Rules for Tournaments from 1st January 2022” pdf (Slann)

NOTE: GW Nov 23 FAQ/Errata are in effect. This tournament does not include any rules or inducements from Blood Bowl Death Zone rules. Any further errata or team releases may be included at the discretion of the TO up until 6 weeks before the tournament.

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.

4. Tiers

Tiers and Skill packages.

Teams are separated in five different tiers and offered different skill sets to choose from. Your team may select one of the skill packages available for teams of that tier.

Each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of both 1 Primary Skill and 1 Secondary Skill. If your team and skill set do not allow you to give Secondary Skills to your players, you're not allowed to stack skills.

Tier 1: Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Orcs, Undead, Underworld, Wood Elves.

- 6 Primary Skills
- 4 Primary Skills + 1 Secondary Skill
- 3 Primary Skills + Access to 1 Star player

Tier 2: Amazon, Elven Union, High Elves, Humans, Necromantic Horror, Norse, Skaven, Slann, Vampires.

- 7 Primary Skills
- 5 Primary Skills + 1 Secondary Skill
- 4 Primary Skills + Access to 1 Star player

Tier 3: Black Orcs, Chaos Chosen, Imperial Nobility, Khorne, Nurgle, Tomb Kings.

- 7 Primary Skills + 1 Secondary Skill
- 5 Primary Skills + 2 Secondary Skills
- 5 Primary Skills + Access to 1 Star player

Tier 4: Chaos Renegades, Gnomes, Old World Alliance, Snotlings.

- 8 Primary Skills + 1 Secondary Skill
- 6 Primary Skills + 2 Secondary Skills
- 6 Primary Skills + Access to 1 Star player

Tier 5: Halflings, Goblins, Ogres.

- 8 Primary Skills + 2 Secondary Skills

- 6 Primary Skills + 3 Secondary Skills
- 6 Primary Skills + Access to 1 Star player
- 4 Primary Skills + Access to 2 Star players

Star Players

Some star players listed in the May 2023 Errata as are unavailable for hire for Mainland Bowl 2023 – they’re far too popular playing in the Chaos Cup and Spike to make it this far south. The following star players may not be hired: Morg’N’Thorg, Hakflem Skuttlespike, Deeproot Strongbranch, Griff Oberwald, Kreek Rustgouger, Bomber Dribblesnot, Skitter Stab Stab, Varag Ghaulchewer, Cindy Piewhistle.

Team Hero:

Your team has scrimped and saved enough to send one particularly promising player to a training camp in the off season. Now they’re back and look at all the new skills they’ve learnt!!

- Select a single player who has not been assigned additional skills using the team skill package. This player is the Team Hero.
- Select one of the training camps listed below. This player gains all of the skills listed from your selected training camp at no additional cost.

Take care when selecting your Team Hero. If a player who already has the Block and/or Dodge skill without Stunty is selected as Team Hero, they gain the skills from their selected training camp with the exception of the Pro skill. Instead they receive the Loner (3+) skill. This does not stack with existing loner skills. This represents their ego getting in the way when they return from the training camp.

Religious Retreat	Fight Club	Ball Skills	Fitness Training	Big Guys Club
Disturbing Presence	Sneaky Git	Safe Pair of Hands	Sprint	Strong Arm
Two heads	Kick	Sure Hands	Sidestep	Stand Firm
Big Hand	Jump Up	Fumblerooski	Very long Legs	Grab
Hail Mary pass	Dauntless	Strip Ball	Leap	Brawler
Pro	Pro	Pro	Pro	Pro

The following notes and restrictions apply:

- If the Team Hero would gain a skill which they already possess, they do not gain a second version of this skill. This additional version of the skill is lost.
- A Team Hero cannot gain a skill which is not compatible with their existing skills (a player with the Frenzy skill cannot acquire the Grab skill). They may select a list with an incompatible skill choice, however they do not acquire this skill and it is lost.
- A Team Hero can gain skills from a skill category which they would not normally be able to access
- The Team Hero's cost is not affected by the additional skill and will remain at their base value.

Resurrection Format:

The tournament will be run on a resurrection basis. Each coach must decide their roster prior to the start of the tournament and bring three copies to registration. This will be the coach's roster for the duration of the tournament and is reset to its original format before the start of each game (injuries do not carry over from game to game, and no SPPs are awarded during the course of the tournament).

General rules:

The Tournament Organiser (TO) will be on site throughout proceedings and may be called upon to settle disputes that cannot be amicably resolved by referring to the rulebook as they occur. The TO's ruling will be made in good faith and, in all cases is final – their decision should be accepted with good grace, even if you are convinced that the wrong decision has been made. No exceptions!

Each coach must ensure that all players are clearly numbered so that your opponent can easily identify which players have which skills. The use of skill rings are also encouraged and should be accommodated if requested by your opponent.

First round fixtures will be randomly drawn on the morning of the event, immediately after registration is complete. Further games will be scheduled on a Swiss style basis using the SCORE software endorsed by the NAF.

Each game is budgeted at roughly 4 minutes per turn, and is allotted 2 1/4 hours in total within which it must be completed. No overtime is played at the event. It is the responsibility of both coaches to ensure that games and pre/post-match sequences are completed on time as no time extensions are possible. Mainland Bowl officials have the right to end matches as they stand if the matches are not finished with the allocated time. Any coach considered by the Mainland Bowl officials to be deliberately stalling for time to run-out a match should expect to be penalised with a point deduction at the discretion of the tournament organiser.

At the end of each game the competitors are required to record their match result, registering both teams' touchdowns and team casualties (caused by whatever means – crowds, weapons, blocks, failed dodges, the lot!).

Taking Moves Back: If a coach has moved a player and then starts moving another player, the first player cannot have his move taken back. This is also true of rolling dice. Once you have rolled a die it “cements” that player’s movement/action.

Cocked Dice: All cocked dice are to be rerolled – no exceptions. Cocked dice include those that do not finish up on the gaming table, or are ‘even a little bit’ off lying flat on the table.

Attendance: Any coach who does not attend a scheduled match within a reasonable period (up to half an hour, at the TO’s discretion) of the scheduled time will be treated as conceding the match.

Minimum Age: This event is an 18+ event except by arrangement with the tournament organiser. Please contact the TO if you are younger than 18 and wish to enter.

If you are in any doubt as to the application of these rules, please contact the tournament organiser via email or through the Facebook event on the NZ Blood Bowl Community page.