

*** **NOTE:** Now that Games Workshop is releasing new Blood Bowl items there is a good chance one or more will be released before Origins takes place. This document may be revised at any point to up to one month prior to Origins to reflect any changes to the state of the game or rules in active use.(but there most likely won't be)

Table of Contents

- 1) Tournament, Schedule, Format, Scoring, required materials
- 2) Rules: Official Tournament Rules
- 3) Inducements

1. Tournament Format, Schedule, and Required Materials

Origins: Rookie Rumble

Friday, June 21st, 8am

Check-in Begins 8am

Game 1: 9am – 10am

Game 2: 10:15am-11:15pm

Game 3: 11:30am-12:30pm

Lunch

Game 4: 1:30pm-2:30pm

Game 5: 2:45pm-3:45pm

YOU ARE REQUIRED TO BRING THE FOLLOWING:

- Your team (preferably painted). Customization is awesome but please try to ensure each model is easily identifiable as the players/positions they represent.
- A minimum of two copies of your roster(One for the Organizer) but others for your opponents is greatly appreciated.
All players should be clearly noted and all bonus skill assignments should be clearly marked.
- Block Dice, 2D6, 1D8, and 1D12 or higher for random player rolls.

We know there are many of you with your own awesome boards and things. Feel free to bring them and share their greatness but please note: **There will be Pitches, Range Finders, Balls, various counters, dice and whatever you might need** to use because we know traveling with such things can be disastrous and we want you to come and enjoy playing. There are even teams which you can borrow. **If you need something just let the Tournament Organizer know.**

It is not explicitly required but sending your roster to the TO ahead of time it greatly appreciated!

Please email your roster to the following:

midohbbowl@gmail.com

2. This will be a Resurrection Style 'Sevens' tournament following the recommended NAF BloodBowl 2020 formatting using the Rules as they appear in the DeathZone2020 rulebook/release with ONE exception : The KickOff Table is slightly modified.

An alternate rules references can be found here for anyone not having the DZ2020 rulebook.

<https://www.thenaf.net/wp-content/uploads/2019/09/Blood-Bowl-Sevens-2019.pdf>

(it's 99% identical)

...with ONE exception : **The Kickoff Table is SLIGHTLY modified.** The KO table to be used it at the end of this document(see Page 2 below).

Teams are built with only 600,000 GP up to Eleven(11) maximum roster slots.

- Coaches may only select a maximum FOUR roster positions with availability less than "0-12" (eg. Blitzers, Catchers).
- Re-rolls cost double what they normally would.
- The field is smaller and fewer players are allowed set up at kickoff(um...Sevens...yea)
- All NAF approved teams are available for this tournament.
- **There are no extra skill assignments/bonuses. Gold may not be used to purchase skills**

3. Allowed Inducements:

0.1 Master Chef - 300,000 (100k for Halflings!) 0-1

Igor - 100,000

0.2 Bloodweiser Babes/Kegs - 50,000

0-2 Wandering Apothecaries - 100,000 0-3

Bribes - 100,000 (50k for Goblins)

* **PLEASE NOTE:** These are the **ONLY** inducements available for teams to purchase.

The Winner gets bragging rights and the respect of his or her peers.

Origins: Rookie Rumble 2024 Kickoff Table

2	<p>GET THE REF: Each team receives 1 additional Bribe to use during the game. Roll a D6, on a 2-6 the bribe is effective (preventing a Turnover if the player was ejected for fouling) but on a roll of a 1 the bribe is wasted and the call still stands. Each Bribe may be used once per match.</p>	7	<p>CHANGING WEATHER: Make a new roll on the Weather table apply the new Weather roll. A gentle gust of wind makes the ball scatter one extra square in a random direction before landing.</p>
3	<p>RIOT: If the receiving team's turn marker is on turn 5 for the half, both teams move their turn marker back one space. If the receiving team has not yet taken a turn this half both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.</p>	8	<p>BRILLIANT COACHING: Each team rolls a D6 and adds their number of Assistant Coaches. The team with a higher score gains a team re-roll. In the case of a tie, neither side gets a re-roll.</p>
4	<p>DEFENSIVE SHIFT: All players on the kicking team are allowed to move one square. This is a free move and may be used to cross the Line of Scrimmage.</p>	9	<p>QUICK SNAP: All of the players on the receiving team are allowed to move one square. This is a free move and may be made into an adjacent empty square, ignoring tackle zones. It may be used to cross the LoS.</p>
5	<p>OFFENSIVE MOTION: The receiving team's coach may reorganize his players (the new setup must still be a legal setup).</p>	10	<p>CHARGE!: All players on the kicking team are moved directly forward this number of squares. This move ignores player movement and does not require activation or GFIs.</p>
6	<p>CHEERING FANS: Each team rolls a D6 and adds their number of Cheerleaders. The team with a higher score gains a team re-roll. In the case of a tie, neither side gets a re-roll.</p>	11	<p>THROW A ROCK: Each coach rolls a D6 and adds their Dedicated Fans to the roll. In case of a tie a rock is thrown at each team! Decide randomly which player on the opposing team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. (No armor roll)</p>
		12	<p>PITCH INVASION: Both coaches roll a D6 for each opposing player on the pitch. If the roll is a 6 then the player is Stunned (players with the Ball & Chain are KO'd).</p>