



In Association With



November 2, 2024

**Fabricator's Forge
1012 5th Ave 2nd Floor, Coraopolis, PA 15108**

CHARITY!

- This event is hosted for Charity. We will be taking donations in the form of **children's toys for Toys for Tots***.

**See "Cost" section below*

COST

- FREE! That's right, this event is free to play in, but you can bend the rules a little by donating a **TOY***!

**See "Special Rules" section*

WHAT YOU GET

- 3 Games of Blood Bowl
- 1 Chance to win an Award
- Multiple chances to win a Prize!

WHAT YOU SHOULD BRING

- Toy donation
- Your Blood Bowl team
- 4 copies of your roster
- Blood Bowl pitch/dugouts/templates etc.
- GW/NAF Block Dice, D6, D8, D16

DICE

You are expected to **ONLY USE NAF, GW, or DICE APPROVED** by the TO for *Block dice & D6's*. All other dice of this kind (including your "lucky dice") are strictly **PROHIBITED**.

TOURNAMENT SCHEDULE

9am Registration/Check-in

10am Registration Closed

10am-10:15am Announcements

10:15am-12:30pm Round 1

12:30pm-1:15pm Lunch Break

1:15pm-3:30pm Round 2

3:45pm-6pm Round 3

6pm Final Scoring, Results, & Awards!

This is a strict game time schedule! Time remaining will be announced throughout the round. Once time has ended, the coach that kicked off in the current half gets the final turn. If it is currently that coach's turn, that player will finish their turn and the game will be recorded.

NAF TOURNAMENT INFO

This is a NAF approved tournament. If you have never been a NAF Member you will need to sign up to become one. The cost for becoming a NAF Member is **\$5**. This will get you a 'Welcome Gift' and as a Member you can see stats, upcoming tournaments, access to a community forum and your progress will be tracked on thenaf.net.

There will be a NAF representative on site for new and to renew Memberships (cost \$5).

TEAM BUILDING RULES

You are given **1,100,000gp** to purchase players, apothecaries, cheerleaders, assistant coaches, fans, and rostered inducements. Teams from the Second Season rulebook, Spike! Magazines, GW Teams of Legend, and NAF approved team lists (Slann) are permitted. This will be a *"Resurrection"* Style tournament, meaning at the end of each match all SPP gained & all injuries received will be deleted before the start of your next match! *Any unused gold will be lost.*

Inducements

Only Wandering Apothecaries, Bloodwiser Kegs, Bribes, Riotous Rookies, Master Chef, Plague Doctor, Mortuary Assistant, and Star Player/s are allowed to be rostered. All other inducements are **NOT PERMITTED**.

Star Players

You must have at least 11 players **BEFORE** hiring a Star. Star Players **MAY NOT** receive additional skills. Apothecaries **CANNOT** be used on Stars. If both coaches have the same Star Player **BOTH** may take the field. Tiers can hire Star Players based on the chart below:

Tier 1 (0-1 Star Player *NO "Mega Stars"*)-

Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf

Tier 2 (0-1 Star Player)-

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire

Tier 3 (0-2 Star Players *ONLY ONE "Mega Star"*)-

Halfling, Gnomes, Goblin, Ogre, Snotling

In addition to the “Mega-Stars” you can find in the GW Matched Play Guide, Dribl & Drul, Fezglitch, Lord Borak, and Skitter Stab-Stab will also be considered Mega-Stars

SKILLS

After Team Creation you will get additional skills based on your team’s tier:

Tier 1 (6 Primary Skills)-

Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf

Tier 2 (6 Primary Skills & 1 Secondary Skill)-

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire

Tier 3 (6 Primary Skills & 2 Secondary Skills)-

Halfling, Gnomes, Goblin, Ogre, Snotling

You are allowed to give **ONE PLAYER** up to **TWO SKILLS**.

You may choose to take a Primary Skill instead of a Secondary Skill.

You **MAY NOT** purchase more than **FOUR** of the same skill (*ex a Dwarf team may only give up to four players Guard*).

SPECIAL RULES

Santa Claws is coming to town!

A special Star Player may be used by any team for this tournament:

Santa Claws - 200,000 gp

MA 5 / ST 4 / AG 4+ / PA 6+ / AV 9+

Block, Claws, Grab, Juggernaut, Loner (4+), Stand Firm

Special: “You’re on my Naughty List” - Once per game, when an opposition player is Knocked Down as the result of a Block action performed by Santa Claws, you may increase the armor or injury roll by 1. This modifier may be applied after the roll has been made.

Festive Gifts!

One random player on your team will be given a “gift” from the Festive Gifts chart* before each game. The chosen player will keep their gift for the remainder of the tournament.

**The Festive Gifts chart can be found in the GW Matched Play Guide*

Christmas Magic

If you donate a Toy, you will receive a one-time use “Magic” Re-roll. This re-roll may only be used once the entire tournament. Once it is used it is gone for all future turns and games. This re-roll may be used to re-roll a die that has already been re-rolled (hence being a “magic” re-roll)!

Kick-off

A result of "6- Cheering Fans" will be changed to:

“Both coaches roll a D6 and add the number of Cheerleaders on their roster. The coach with the highest total will receive one random ‘Festive Gift’ for the remainder of the game. If coaches roll the same total, both get one random ‘Festive Gift’.”

TIMING

Time enforcement is up to the discretion of the Tournament Organizer! The TO has the right to adjust the schedule between rounds to allot for proper score recordings. They also have the right to put slower coaches on a 4-minute timer. With that said, please be courteous to your fellow coaches and finish on time.

SPORTSMANSHIP

We are here to have fun and play a little Blood Bowl. Sportsmanship is not encouraged from the coaches, **IT IS REQUIRED!** *Fouling 16 turns in a row, “stalling” to get a draw or win, and running up the score is not poor sportsmanship. Gloating and ridiculing your opponent while doing so is.*

SCORING

7pts Win

3pts Draw

1pt Loss

Tie Breakers

Total Points -> Head2Head -> Net TDs -> TD Against -> McMurty’s Burger Eating Contest!

PAINTING

Teams are **NOT required** to be painted in order to participate. We would prefer painted models, but the more we can donate the better! Bring your Cans and let’s play some Blood Bowl!

In addition, Games Workshop models are not required, although each player on your team must be numbered & all positions must be clearly identifiable.

AWARDS

Tournament Champion- Most Tournament Points

Best Offense- Most TDs For

Best Defense- Least TDs Against

Most Violent- Most CAS inflicted

Steel City Challenge is a “Share the Wealth” tournament. Therefore, a coach may only win one award. If a coach would win more than one award, the next coach eligible for that award will receive it.