

## 🗱 IN PROUD ASSOCIATION WITH THE EXILES LEAGUE, THE NAF PRESENTS ए



## Do you think you're fast enough?

Blood Bowl is a game that's mostly skill, with a healthy bit of luck thrown in there. What separates the top coaches from the rest is how they plan their moves, acting with a deep, well-considered strategy. Coaches can take many minutes contemplating a move before committing.

Speedbowl is a different beast entirely.

In keeping with the tabletop tournement on which this is based, coaches in speedbowl with have a strict time limit to complete their turn. On the tabletop, this is set at two minutes, but this includes dice rolling etc. As all that is taken care of in FUMBBL, the time limit has been set to:

## E MINUTE

Yes, one minute turns. In that one minute, you must complete your entire turn, beginning to end. If at any point you see the TIMEOUT button appear, you are not only encouraged to press it, but expected. The button will only appear if a coach has exceeded their 60 second allotment. Once pressed, their turn will be ended. One minute turns means the games lasts about 25-30 minutes, tops.

Other than that, the rules are the same as normal Blood Bowl. TV value is 1150. You will be given six skills, one of which may be a double. Skills are given at team creation, and cannot be changed.

## 3 points for a win 1 point for a draw 0 points for a loss

There will be 5 rounds, and at the end of it a winner will be crowned! The coach with the most points will be declared the winner of Speedbowl. Should a tie occur, then Strength of Schedule will be used as a tiebreaker. If there is still a tie, then net TD+CAS will be used.

The overall winner of the tournament will be given the prize of a ticket to attend Exiles, the tabletop tournament hosted by the creator of the tabletop Speedbowl.event at the start of September, graciously donated by Lunchmoney, the TO of said event. Cheers Lunch!

To apply, click here. Create your team, apply their skills, then apply for the tournament here.

Kick off will be July 10th. Teams must be created and applied by then. Games will have one week to be played, after which they will be moved on, and a winner will be declared by coin toss unless it is made clear to a tourney staff member that one coach has put more effort into arranging a game.

Huh? Still here? What are you waiting for! Apply!





