



THE NAF CHAMPIONSHIP 2019

Welcome to the NAF Championship 2019! We are delighted to be returning to the extremely popular East Midlands Conference Centre for the seventh year in a row. Read on for all the details about Blood Bowl's biggest Major tournament. We hope to see you in Nottingham for another international celebration of Blood Bowl!



BASIC INFORMATION

The tournament will take place on the 4th and 5th of May 2019 at East Midlands Conference Centre, University Park, Nottingham, NG7 2RJ. You can find detailed directions on how to find the venue on their own website :

<http://www.nottinghamconferences.co.uk/how-to-find-us/>

Places will be allocated on a first-come, first-served basis. Tickets are on sale now. They can be purchased by PayPal only and are priced at £60.00 each. However, this year we will be running an Early Bird Discount, so if you pay before 31st December then your ticket will only cost £55.00.

To reserve your place please send your PayPal payment to thenafchampionship@gmail.com. Each entrant must provide their full name and current email address. NAF members must also provide their NAF name and NAF number.

You will receive immediate confirmation of your payment by PayPal. Once we have received your payment and all information as above, the NAF will also send you an email confirming your place. **This may take a few days to arrive.**

Boards and dugouts will be provided for use throughout the tournament. You will be required to bring your team, dice and templates. There is no restriction on what miniatures you use in your team as long as they are miniatures (*not proxies*) and are painted, clearly identifiable and appropriate for people of all ages. Included in the ticket price are your lunch on Saturday and Sunday. There will be **NO evening meal included** this year. These meals will be provided at the venue. See the schedule for serving times.

The venue is a short taxi ride from the well-connected Nottingham railway station. For full directions see the link above to the venue's own webpage.

Accommodation is not provided so you will need to arrange this yourself from the wide range of places to stay in Nottingham. But we have arranged discounted rates for rooms at the 4-star Orchard Hotel right next door to the venue. Details on how to book these will be sent out with your ticket confirmation.

Discounted rates at the Orchard Hotel will expire on December 31st 2018.

We would like to remind coaches that there will be children present. Please dress and act considerately.

SCHEDULE

The tournament will consist of six Blood Bowl matches. The two highest ranked coaches at the end of round 5 will compete in the NAF Championship Final. You will not be drawn against an opponent you have already played in a previous round; the only exception to this rule is the final.

Round 1 matches will be randomly determined. In the subsequent five rounds players will be ranked by points total and paired off into matches e.g. 1st vs 2nd, 3rd vs 4th etc. Where players are tied on points, they will be drawn against a random opponent who has the same number of points. Points scoring rules are given in the following section.

Players on equal points after round 6 will be separated in the final placings by the following tie-breakers in order: opponent score (*sum of all opponents' tournament points*); net touchdowns plus net casualties; net touchdowns; net casualties; touchdowns scored; casualties inflicted; random. The same calculation will be used to determine the NAF Championship Finalists, should the leading players be tied on points.

The schedule is as follows:

SATURDAY 4TH MAY 2019

Registration:	08:30 – 09:45
Round 1:	10:00 – 12:15
Lunch:	12:15 – 13:15
Round 2:	13:15 – 15:30
Round 3:	16:00 – 18:15

SUNDAY 5TH MAY 2019

Round 4:	09:30 – 11:45
Lunch:	11:45 – 12:45
Round 5:	12:45 – 15:00
Round 6:	15:15 – 17:30
Awards ceremony:	approx. 17:45
Close:	approx. 18:00

Please note that registration ends at 09:45 precisely on Saturday 4th May. If you attend registration late then you are likely to delay the organisation of the whole tournament for all players; this may even entail you missing Round 1 of the tournament altogether.

There are 2 hours and 15 minutes allocated to each round. We ask that you play within this time, otherwise the tournament referees may need to stop games prematurely. This is particularly important on the Sunday when many people will have booked trains or planes at specific times.

If the NAF Championship Final ends in a tie, then overtime will be played to decide a winner. This might entail a slight delay in the above schedule.

We ask that all players be prepared to be placed on timed turns, as required. Please consider downloading a chess clock application to your mobile phone or tablet. We will use a chess clock system similar to that used at the NAF World Cup in 2015, as below.

Chess clocks are likely to be implemented by the referees if with **one hour remaining** in the round the match has **not yet reached the second half**. Please keep an eye on the time and listen carefully to the organiser's announcements. When chess clocks are implemented each player will be allowed strictly 30 minutes to complete the round using a "death clock" system. Each player will alternately stop and start their own 30 minute countdown during their turns only. This will also include any other time spent within the remaining 30 minutes, including setting up before a drive. If either player's chess clock time runs out they will only be allowed to do three things 1) move their turn counter 2) turn over stunned players and 3) stand up prone players. The referees will be on hand to support you with this as required.

The vast majority of matches will not be required to play under the above conditions, however please be ready to do so.

THE RULES

The core tournament rules will follow current NAF guidelines for all NAF tournaments. There may be changes to the Blood Bowl rules in the coming months in which case we would await NAF's final tournament guidelines ahead of May 2019. Specific NAF Championship rules for roster building and points scoring are detailed below.

Rosters are purchased with a treasury of **1,100,000 gold crowns**. All inducements are permitted except Mercenaries, Special Play Cards and Team Wizards.

If you include Star Player(s) in your roster you must first have at least 11 normal rostered players before including the Star. If two coaches are drawn against each other in the tournament with the same Star Player on their roster, then both players are permitted to use the Star (*contrary to the normal rule*).

Note, during the pre-match sequence extra gold crowns for inducements are not awarded to teams that have a lower team value (*such as they are in league play*).

Besides the starting skills on your roster, you are also permitted to add additional skills to your players. These skills are added in two phases, firstly before day one of the tournament and then before day two.

You may pick a different number of skills depending on your team's race.

The 26 available choices are divided into three tiers.

TIER	DAY ONE	DAY TWO
ONE (Amazon, Bretonnians, Chaos Dwarf, Dark Elves, Dwarf, Lizardmen, Norse, Orc, Skaven, Undead, Wood Elves)	3 SINGLE	3 SINGLE
TWO (Chaos, Chaos Pact, Elves, High Elves, Humans, Khemri, Khorne, Necromantic, Nurgle, Underworld, Slaan, Vampire)	3 SINGLE 1 DOUBLE	3 SINGLE
THREE (Halfling, Goblin, Ogre)	3 SINGLE 2 DOUBLE	3 SINGLE

Note that skills are exactly as "New Skill" rolls specified either "Normal" or "Double" as per the Improvement Rolls table. There are no restrictions on skill duplication i.e. you may give several different players the same skill if you wish. You may only select one additional skill per player.

All skill choices for both day one and day two must be determined before the tournament and added to your roster. Each round your roster must be made available for your opponents to check.

All coaches must bring two paper copies of their team roster with them.

Tournament points will be awarded as follows:

Win:	2 points
Draw:	1 points
Loss:	0 points

In addition to tournament points, record your touchdowns and casualties on your results sheet. Only record casualties that would have given Star Player Points in a league. Those caused by fouls, crowd pushes, failed dodges, secret weapons etc. do not count.

A team of referees will be available to answer any rules queries. If you cannot find the answer in the rule book, ask for the assistance of a referee and he will be able to resolve the problem.

PAINTING COMPETITIONS

There will be two painting competitions at this year's event. The 'Best Painted Team' award and the 'Duel' competition.

Previous winning entries (*not coaches*) will not be considered for the prize again. In the team section this only applies to the 1st prize winner.

• Best Painted Team

This competition will be judged by a small group of skilled people selected by the tournament organisers.

During lunch on the Saturday we will ask anyone who wants to be considered to leave their team out for display.

The judges will then select a short-list to consider more fully during the rest of the weekend.

The judges will be looking primarily to reward high quality painting. Conversion work, presentation and "Wow!" factor will be strongly considered too, but we consider this to be firstly a painting competition.

You must be attending the event to be considered in this category. We will be recognising 1st, 2nd and 3rd place in this category.

• Blood Bowl Duel Competition

In addition to the main painting prize, this year we will again be running a "Duel" competition, similar to the GW Golden Daemon category.

This category will also be judged by a small group of skilled people selected by the tournament organisers.

The category comprises two single models mounted on a single 40-60 mm Slottabase. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of dramatic situation occurring as part of a Blood Bowl match. Please make your entries appropriate for all ages.

This is a display category only. Entries must not be needed as part of the team you are using during the tournament itself, and a condition of entry is that your model be displayed throughout the weekend. The tournament organisers accept no responsibility for loss or damage to entries.

You may enter this category even if not attending the event. However, you must give your entry to someone who is attending for them to bring along. The tournament organisers will not have time to manage postal entries. There will be a specific drop off point for Duel entries at registration.

THE WINNERS

Every entrant to the tournament will receive a special NAF Championship gift. Trophies and prizes will be awarded to the lucky winners, in the following categories:

• The NAF Championship Winner

• The NAF Championship Runner-up

The losing finalist.

- **The NAF Championship League Title**

This is awarded to the highest placed coach who did not make the final.

- **Best Painted Team**

We hope this will continue to be the Blood Bowl community's flagship painting contest.

- **Best Painted Duel Entry** *(see page 3)*

- **Most Touchdowns**

This award will not be awarded to a coach who loses all six games.

- **Most Casualties**

Only casualties that would accrue SPPs count for this award.

This award will not be awarded to a coach who loses all six games.

- **Stunty Cup**

This is awarded to the highest placed Goblin, Halfling or Ogre team.

- **Emerging Star Award**

This is awarded to the highest placed coach aged 18 or under.

The following link may be useful:

The official website of the NAF

<http://www.thenaf.net>



AND FINALLY

If you have any questions about the tournament email us at:

thenafchampionship@gmail.com

Where we will get back to you as soon as possible.

We welcome all players of all levels of experience. In particular we are keen to encourage new players, don't be afraid to email us if you are new to tournaments and there's something you're not sure about.

All non-NAF members registering at the tournament will be offered free NAF membership.