

EXILES AND BLOCK

OF HOLDING

PRESENTS:

SPEEDBOWL, THE

DEATHCLOCK

EDITION!

16 FEBRUARY 2019

This file should hopefully tell you all you need to know about the event, but if you have any questions please contact the host, Bag of Holding, or the organiser Al/Lunchmoney via the details below.



Ticket Price

Tickets are £10 and are available [here](#).

This does not include lunch, however there are plenty of fast food restaurants and cafes within 5 minute walk of the venue.

There is a maximum capacity of 20 coaches at the venue and places will be given to those that buy tickets first.

All attending coaches must be NAF members, either already or willing to sign up on the day.

See thenaf.net for info.

The Rulebook

The tournament will be using the BB2016 and NAF tournament rules. If you are unsure of the rules please just ask and we can talk you through the changes from the previous edition (CRP) and BB2016.

The Illegal Procedure rule is not being used at all on the weekend. If your opponent forgets to move their turn counter, either gently remind them or move it yourself.

All coaches are expected to play in a sporting, friendly manner.

NAF Tournament rules can be found [here](#).

A copy of the previous edition of the Blood Bowl rules can be found [here](#).

The rules for the extra, NAF approved, races that do not appear in the BB2016 edition, can be found [here](#). That's Slann, Khorne, and Bretonians.

The current BB2016 rules, and Spike Magazines, must be purchased if you want a copy. Bag Of Holding do sell these, though if you want one you may want to order in advance to ensure a copy is available.

Team Selection

A MAXIMUM of 1,150,000 Gold Coins is available to field your team. From this balance you must buy 11 players before rerolls, assistant coaches or cheerleaders, or fan factor. Anything left over can be used to buy inducements which are used in every match.

All 26 teams are eligible for use.

Inducements

All inducements from the rulebook may be taken and priced as per the rulebook for your chosen team. You need to buy them from your gold allowance and form part of your permanent roster.

This includes:

Bloodwiser Babes/Kegs; Bribes; Extra team training; Halfling Master Chef; an Igor; Mercs & up to 2 Star Players; Wandering Apothecaries; a Wizard; And Special Play Cards, up to a limit of 3 from any deck in the rulebook. If you choose this option, then the deck is set for the tournament, but cards are drawn at random at the start of each game.

Some of these inducements are not much use in a non-league format (e.g. why pay 100k for extra RR when you can just buy another RR at base cost) but are included for sake of completeness.

Skills

You may add 5 normal skills (as if you rolled a 5+2 on a level up) to your team and 1 double (as if you rolled a 4+4 on a level up).

No more than one skill can be given to a player and you may not give a skill to a Star Player.

Progression.

There is no progression. You do not need to record SPPs, injuries or any changes as your team will be identical for all matches.

Resurrection.

Your team is fully resurrected and reset every match.

The Deathclock!

This is a normal Blood Bowl tournament, with a draw as outlined below, played at twice the normal pace.

It is requested that all coaches have a chess clock with them, either an actual clock or an app on their phone, even though only one will be needed per match.

This clock is set to 30 minutes each.

This clock is running during everything you do. When you are setting up for a kick off your clock is running, during your turn your clock is running. At the end of your turn (or kick off set up) you hit the button, your opponent's turn and clock starts.

If your clock reaches zero you lose the match. If you are already losing the score is left alone and must be submitted to the organiser as is. This includes casualties. If you are winning your opponent's score is increased to be 1 higher than yours and is then submitted to the organiser.

If you need to interrupt your opponent's turn (for a Pass Block for example) you need to hit the clock so that it is *your* time that is running during *your* actions.

I expect everyone to be sensible about this and play in the spirit of the tournament.



Tournament Scoring and the Draw

The first round will be random draw. After that we will be using the Swiss Draw system. This should lead to coaches who win playing other coaches who win and so on.

Tournament points are awarded as follows:

2 points awarded for a win.

1 point awarded for a draw.

0 points awarded for a loss.

6 points will be deducted from a coach that concedes the match whilst still being able to field at least 3 players (see page 29 CRP). *Conceding coaches waive their right to win any awards, or prizes, for the whole tournament.*

Points may be deducted for any unsportsmanlike behaviour.

With 6 rounds in total, there is a maximum of 12 points available.

For the purposes of the draw, no tiebreaker will be used, so you will play other coaches on the same, or near same, points. Once all six rounds have been played, Strength of Schedule will be used to determine the final order.

Timetable

Doors open at 8.30 for registration.

Round 1 09.00

Round 2 10.15

Round 3 11.30

Lunch from 12.30

Round 4 13.15

Round 5 14.30

Round 6 15.45

Awards and thanks 17.30 ish

The usual blurb about being strict on the timings is not needed at this event as the Deathclock will sort that out. The times are a guideline only and subject to change.

The Venue and contact info

Bag of Holding Gaming Centre

8 The Triangle Bournemouth BH2 5RY T: 01202 605122

E: shop@bagofholding.co.uk

The organiser is Al/Lunchmoney who can be contacting by on 07966333329 or

email lunchmoney@exilesleague.com

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Things You Need To Bring

Each coach should bring his team (painted for preference, but not necessary), dice and templates, and your roster. This can be written out on paper or in a digital format (on your phone for example).

You will need something to kick around, IE a ball, snotling or something similar. Pitches are in short supply and we may or may not actually have enough, so if each coach could bring one (if they can), this would be greatly appreciated and will avoid much red faced embarrassment from your organisers.

Final Note

Please remember that Blood Bowl is a fun game and play within the spirit of the game. If you don't win, who cares - just make the most of playing and enjoy yourself. Remember sportsmanship is free.

Any problems on the day please contact me, AI/Lunchmoney, on 07966 333329. See you there.

The NAF

The NAF is an international association of players dedicated to Blood Bowl - Games Workshop's game of fantasy football. NAF's goal is to act as a central resource for Blood Bowl coaches the world over - offering news, contacts, discussion, sanctioned tournaments and international player rankings. Whether you're planning to run your own tournament, looking for a league, or just wanting to catch up on the latest from the world of Blood Bowl, NAF HQ aims to provide everything you'll need. Sign up now and get a set of official NAF dice!

www.thenaf.net

