

# Tournament Rules:

Blood Bowl rulebook (Games Workshop 2016) • Rules for NAF Tournaments 2019 found at <https://www.thenaf.net/.../11/Rules-for-NAF-Tournaments-2019...>

- All official teams allowed, including new NAF sanctioned teams.
- Swiss Style Resurrection Tourney.
- No Post Game Sequence.
- No Star Player Points.
- No Winnings. Team Creation: Teams at Bridie Bowl will be built according to their placement in the tier system below. A copy of the team sheet must be submitted before the tournament. Tiers: In order to reduce the unbalancing between the different races, Bridie Bowl will divide the races into four tiers. Each team receives funding based on their tier. Starting cash can be used for team building, or used to buy skills or a mixture of both. Tier 1 – 1,200,000 gold pieces. Tier 2 – 1,250,000 gold pieces. Tier 3 – 1,300,000 gold pieces. Tier 4 – 1,320,000 gold pieces. The teams in each tier are as follows: Tier 1: Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, and Wood Elves. Tier 2: Chaos Renegades, Elf Union, High Elves, Humans, Khemri, and Necromantic. Tier 3: Daemons of Khorne, Chaos, Nurgle's Rotters, Slann, Underworld Denizens, and Vampires. Tier 4: Goblins, Halflings, and Ogres. Coaches must spend a minimum of 1,100,000 gold pieces when building their team (before additional skills). When building your team, you may buy:

- 0-8 Re-rolls.
- Assistant coaches.
- Cheerleaders.
- 0-1 Apothecary or Igor, depending on race.
- 0-9 Fan Factor.
- Inducements. The cost will be as following and will count for all 3 games:
  - o 0-2 Bloodweiser Kegs for each 50,000 gold pieces.
  - o 0-3 Bribes for 100,000 gold pieces each, for Goblins only 50,000 gold pieces each.
  - o 0-1 Masterchef for 300,000 gold pieces, for Halflings only 100,000 gold pieces.
  - o 0-2 NAF-approved star players for their advertised cost.

Wizards, (in)famous coaching staff and/or Special Play Cards are not allowed.

Additional Skills: Once a coach has purchased their team, any left over gold pieces may be spent on additional skills for their players. The costs and restrictions for additional skills are as follows:

- A 'normal' skill costs 20,000 gold pieces.

- A 'double' skill costs 30,000 gold pieces. o Tiers 1-3 are limited to one double skill. o Tier 4 may have more than one double skill.
- Your roster can have one player that has two additional skills. Both skills must be normal skills and the second skill has a cost of 30,000 gold pieces.
- Tier 4 may buy a single stat upgrade. This cannot be combined with any other additional skill. o + MA / AV costs 40,000 gold pieces, o + AG 50,000 gold pieces and, o + ST 60,000 gold pieces.

- Star players may not receive additional skills or stat upgrades.
- All gold left unspent is lost. Games: There will be 5 games each day. The first match will be drawn at random. Thereafter, each match will be according to the Swiss system. This means that you will play a coach with a similar tournament ranking. After all 3 games, the coach with the most points will become the Bridie Bowl Champion. Tie breakers will be settled by Touchdowns For, followed by Blocking Casualties. Scoring is as follows: Win = 15 Points Tie = 5 Points Loss = 0 Points +1 Point per TD (Max 3) +1 Point per CAS (Max 3) (Blocking only)