



## MOAB 2019 Blood Bowl

October 5<sup>th</sup> & 6<sup>th</sup>  
2 day event

**Format:** 2 Days, 6 Games (3/3), World Cup IV Rule Set.

### Rules:

#### 1) Rosters

All rosters to be submitted 1 week prior (Sat 28th) for checking.

#### 2) Division of Races (Tiers)

The different races will be divided the races into four tiers.

**Tier 1:** Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, Wood Elves

**Tier 2:** Chaos Renegades, Elf Union, High Elves, Humans, Khemri, Necromantic

**Tier 3:** Daemons of Khorne, Chaos, Nurgle's Rotters, Slann, Underworld Denizens, Vampires

**Tier 4:** Goblins, Halflings, Ogres

### 3) Team Creation

The composition of all teams and all improvements to be taken must be submitted before the tournament, indicating which order (when) the skills are to be taken in.

#### Team Building

Coaches must spend a minimum of 1,100,000 gold pieces when building their team. Full 26 Teams approved by NAF for Tournament use are permitted. When building your team, you may buy:

- At least 11 standard roster players before any star player
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- Apothecary or Igor, depending on race
- 0-9 Fan Factor
- Inducements.... The cost will be as following and will count for all 9 games:
  - Bloodweiser Kegs for each 50 kgp
  - Bribes for each 100 kgp, for Goblins only for each 50 kgp
  - Masterchef for 300 kgp, for Halflings only 100 kgp
  - NAF-approved star players for their regular cost

**\*\*Wizards, (in)famous coaching staff and/or Special Play Cards are NOT permitted\*\***

#### Additional Cash

Each team receives additional funding based on their tier. Starting cash can be used for team building (as above) or used to buy skills or a mixture of both.

Cash for days 2 and 3 can only be spent on skills in advance of those days.

## Cash Given before indicated Game:

- Tier 1:
  - Starting: 1,160,000
  - Game 3: 40,000
  - Game 5: 40,000
- Tier 2:
  - Starting: 1,200,000
  - Game 3: 50,000
  - Game 5: 40,000
- Tier 3:
  - Starting: 1,250,000
  - Game 3: 50,000
  - Game 5: 40,000
- Tier 4:
  - Starting: 1,250,000
  - Game 3: 70,000
  - Game 5: 40,000
  
- A 'normal' skill costs 20k
- A 'double' skill costs 30k
- Tiers 1-3 are limited to one double skill during the tournament
  - 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. These skills can be added at different times in the event.
- Tier 4 may buy a single stat upgrade. This cannot be combined with any other additional skill.
- + MA / AV costs 40,000 gold pieces, • + AG 50,000 gold pieces and
- + ST 60,000 gold pieces.
- Star players may not receive additional skills or stat upgrades
- All gold left unspent is lost and does not carry over. You will not receive additional inducements due to difference in TV with opponents. The correct TV will be entered into NAF for records and Ranking Points calculations.

#### **4) Pairings**

Random first round and then paired using modified Swiss.

#### **5) Scoring**

**Win:** 500 Points

**Tie:** 200 Points

**Loss:** 0 Points

#### **Bonus Points:**

Net TD: +/- Differential

Net CAS: +/- Differential

For determining the final standing the bonus points will be removed:

- Head-to-head result
- Avg Opponent score
- Net touchdowns
- Net casualties

#### **6) Awards**

Sports

Painting

1st

2nd

3rd (Pending numbers).