



MOAB 2023 Blood Bowl September 30th & October 1st

2 day event

Format

2 Days, 6 Games (3/3)

Rules

1. Rosters

All rosters to be submitted 1 week prior (Sat 23rd September) for checking.

2. Division of Races (Tiers)

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

Tier 1: Amazons, Chaos Dwarves, Dark Elves, Dwarves, Imperial Nobility, Lizardmen, Norse, Old World Alliance, Skaven, Undead, Underworld Denizens & Wood Elves

Tier 2: Black Orcs, Chaos Renegades, Elf Union, High Elves, Humans, Orcs, Khemri & Necromantic

Tier 3: Daemons of Khorne, Chaos, Nurgle's Rotters, Slann & Vampires

Tier 4: Goblins, Halflings, Ogres & Snotlings

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. This is due by Sat 23rd September

Team Building

Coaches must spend a minimum of 1,100,000 goad pieces (gp) 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(s)
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- Apothecary or Igor, depending on race
- 0-9 Fan Factor
- Inducements.. The cost will be as follows and will count for all six games
 - Bloodweiser Kegs - 50k gp
 - Master Chef - 300k gp, for Halflings - 100k gp
 - NAF approved star players for their regular cost
 - Bribes - 100k gp, for Goblins - 50k gp

** 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 Games 3 and 5 can only be spent on skills in advance of those days.

Cash granted before each 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

Skills

- A primary skill costs 20k
- A secondary skill costs 40k
- Random skills will be available at the cost of 20k regardless of being a primary or secondary skill but will be rolled for by the TO and results will be messaged to the coach
- The same skill can only be taken by a maximum of 3 players
 - General skills have no maximum limit on how many players may take them
- 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 gp. These skills can be added at different times during the event
- Tier 4 teams may buy a single stat upgrade. This cannot be combined with any other additional skill
 - +MA / AV - 40,000 gp
 - +AG - 50,000 gp
 - +ST - 60,000 gp
- 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 your opponent. The correct TV will be entered in to NAF for records and Ranking points calculations
- Only the first 8 options on the Prayers to Nuffle table will be used during matches

4. Pairings

Random first round and then paired using modified Swiss.

5. Scoring

Win: 500 points

Tie: 200 points

Loss: 50 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

- 1st
- 2nd
- Stunty
- 3rd
- Sports
- Best Painted

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