



MOAB 2022 Blood Bowl

October 1st & 2nd
2 day event

Format: 2 Days, 6 Games (3/3)

Rules:

1) Rosters

All rosters to be submitted 1 week prior (Sat 24th September) for checking.

2) Division of Races (Tiers)

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

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

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

Tier 3: Daemons of Khorne, Chaos, Nurgle's Rotters, Slann, Underworld Denizens & 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.

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 6 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 Games 3 and 5 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
- Random Skills will be available at the cost of a normal skill but will be rolled for my 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 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.
- Only the first 8 options will be available on the prayers to muffle table.

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
 3rd
 Stunty Jug Champion
 Sports
 Painting