



EXEBOWL 4

★ BASIC INFORMATION ★

The tournament will take place on Saturday 14th October 2017 at Whipton Institute Social Club, Whipton Village Road, Whipton, Exeter, Devon, EX4 8AW.

Places will be allocated on a first-come, first-served basis. Tickets cost £13 for NAF members and £18 for non-NAF coaches and includes lunch served at the venue, entry to the raffle and a tournament gift. The non-member price includes your first year of NAF membership.

To reserve your place please send your PayPal payment as a gift to exebowl@gmail.com. Each coach must include their name and email address. NAF members must include their NAF number and NAF name.

Please note that tickets are non-refundable. If you are unable to attend please let the tournament organizer know as soon as possible.

You will be required to bring a pitch, dugouts, your team, dice and templates. There is no restriction on what miniatures you use in your team as long as they are miniatures (not proxies) and are painted, clearly identifiable and appropriate for people of all ages.

To help make things simple on the day please send your roster to exebowl@gmail.com no later than one week before the tournament. A roster template will be made available and put on the website nearer the time.

★ SCHEDULE ★

The tournament consists of three games played over one day. Round 1 matches will be randomly determined. In the subsequent rounds coaches will be ranked by points total and paired off into matches e.g. 1st vs 2nd, 3rd vs 4th etc. Where coaches are tied on points, they will be drawn against a random opponent who has the same number of points. Points scoring rules are given in the following section.

Coaches on equal points after round three will be separated in the final placing by the following tie-breakers: opponent score; net touchdowns plus net casualties; net touchdowns; net casualties; touchdowns scored; casualties inflicted; random.

The schedule is as follows:

Arrive and welcome:	09:15 – 09:45
Round 1:	10:00 – 12:00
Lunch:	12:15 – 13:00
Round 2:	13:00 – 15:00
Round 3:	15:15 – 17:15
Awards and thanks:	17:30 – 18:30

The illegal procedure rule will not be enforced as this is a friendly tournament, but every game must be finished within a 2 hour limit.

(We ask that all players be prepared to be placed on timed turns, as required. Timed turns are likely to be implemented if there is less than half an hour to go in the round and neither team has started turn 4 of the second half. If you find you are in that situation, please be



prepared to play to 3 minute turns (or 2 minute turns if you are really far behind). If either player's turn time runs out they will only be allowed to complete any already declared actions and turn over stunned players. The referees will be on hand to support you with this as required.)

★ RULES ★

The tournament will use the 'Competition Rules Pack' (CRP) Blood Bowl rules. All 24 teams will be permitted, including Slann, Underworld (aka Underworld Denizens) and Chaos Pact (aka Chaos Renegades). No other races are permitted. In addition, we will be applying the changes from the latest edition of Blood Bowl and the Death Zone books as recommended by the NAF. Please read the NAF's document on how these recent changes will affect NAF-approved tournaments: <https://www.thenaf.net/wp-content/uploads/2017/05/NAF-Rules-Update-v1-3.pdf>

Coaches have a treasury of 1,200,000 gold crowns to spend on their team. All teams start with a free Fan Factor of 5 and you can not buy additional Fan Factor with your treasury.

You may spend money from your treasury on inducements and these then become a permanent part of your team. All inducements from the CRP are permitted except Mercenaries and Team Wizards. Teams must hire 11 rostered players before adding Star Players. If you bring Special Play Cards, then these must be drawn at random at the start of each game, using the tables in the CRP. In the event of both teams hiring the same Star Player(s) then both teams are allowed the field the Star Player(s) at the same time. The new Star Players from Death Zone 1 & 2 are permitted as recommended by the NAF.

Note, during the pre-match sequence extra gold crowns for inducements are not awarded to teams that have a lower team value (such as they are in league play).

Teams are restarted after each game, i.e. injuries and deaths do not carry over; any SPPs and winnings earned are lost.

Besides the starting skills on your roster, you are also permitted to add additional skills to your players. You may pick a different number of skills depending on your team's race.

The 24 available choices are divided into three tiers:

TIER	RACE	SKILLS
1	Amazon, Chaos Dwarf, Dark Elves, Dwarf, Lizardmen, Norse, Orc, Skaven, Undead, Wood Elves	4 SINGLE
2	Chaos, Chaos Pact, Elves, High Elves, Humans, Khemri, Necromantic, Nurgle, Underworld, Slaan, Vampire	5 SINGLE 1 DOUBLE
3	Halfling, Goblin, Ogre	4 SINGLE 2 DOUBLE

Note that skills are exactly as "New Skill" rolls specified, either "Normal" or "Double" as per the CRP Improvement Rolls table. Once a player gains a skill at the start of game 1 he will keep it for the rest of the tournament. A single player cannot be given more than one additional skill. Star Players may not be given additional skills. No stat increases are permitted and you may only take two instances of an additional skill.

You must select all skills before the tournament and clearly print them all on your roster. Once your team has been registered you cannot change selected skills or the players they are allocated to.

The weather in Devon is always nice and perfect for playing Blood Bowl. Well, almost always. At the start of the match do not roll on the weather table, it will always be 'nice'. If you roll Changing Weather on the Kick Off table during the match, roll to see if the weather changes as normal.

All coaches must bring two paper copies of their team roster with them. During a game you are permitted to look at your opponent's roster at any time, including all additional skills he or she has chosen.

Tournament points will be awarded as follows:

Win: 10pts
 Draw: 5pts
 Loss: 0pts
 Conceding the match: -1pts

In addition to tournament points, record your touchdowns and casualties on your results sheet. Only record casualties that would have given Star Player Points in a league. Those caused by crowd pushes, fouls, failed dodges, secret weapons etc. do not count.

★ EXTRA TRAINING ★

As the opening event in the South West Tournament Championship, the teams have been working hard on the training field to prepare themselves, keen to do well at ExeBowl and lay down a marker for the upcoming season.

Roll a D6 on the table below after rolling for attendance to see what extra benefits time spent on the training field have granted one of you players for this match:

1. **Kicking Skills:** One player on your team gains one of the following skills for this match: Dirty Player, Kick, Kick-Off Return, Sneaky Git.
2. **Ball Handling Skills:** One player on your team gains one of the following skills for this match: Accurate, Catch, Diving Catch, Dump-Off, Safe Throw.
3. **Tackling Skills:** One player on your team gains one of the following skills for this match: Diving Tackle, Grab, Tackle, Wrestle.
4. **Circuit Training:** One player on your team gains one of the following skills for this match: Juggernaut, Jump Up, Sprint, Sure Feet.
5. **Evasion Techniques:** One player on your team gains one of the following skills for this match: Break Tackle, Leap, Nerves of Steel, Side Step.
6. **Blocking Skills:** One player on your team gains one of the following skills for this match: Dauntless, Fend, Mighty Blow, Multiple Block.

Skills gained may be given to any player of your choice (except star players), even if it's a skill they can normally only get on a 'doubles' roll, and last for the duration of that match only.

★ THE WINNERS ★

Champion

The highest ranked coach.

Runner up

3rd place

Most Casualties

Most Touchdowns

Rookie Wonder

The highest ranked coach with less than five NAF tournaments attended before ExeBowl 4.

Stunty Champion

The highest ranked coach playing with a Halfling, Ogre or Goblin team.

Wooden Spoon

The lowest ranked coach.

★ FINALLY ★

My tournament, my rules! The decision of the tournament organizer is final. On everything. No questions.

Have Fun. Blood Bowl is a brilliant game. We all love it and spend far too much time playing it and preparing to play it and sometimes we can take it too seriously. Please bring a sense of fun and a love for the game to the tournament and to all of your games.

If you have any questions about the tournament then email exebowl@gmail.com, post on the TFF tournament thread or follow [@ExeBowl](https://twitter.com/ExeBowl) on Twitter.

For CRP rules and details of the Chaos Pact, Slann and Underworld please visit <http://www.exebowl.co.uk/>.

