

THE COLLEGE OF CELESTIAL MAGIC'S AERIAL ASCENSION



TOURNAMENT RULES PACK

AERIAL ASCENSION 2024

February 22nd at Critical Hit Games
115 South Linn St. Iowa City, IA 52240

The College of Celestial Magic has created a tournament with a focus on what they consider the finest display of Blood Bowl skill, the forward pass! To create an environment that will be as conducive as possible to throwing the ball, they have used their awe-inspiring magics to create several stadiums at the top of the highest peaks across the old world! Now teams from across Amorica come together to compete in The College of Celestial Magic's Aerial Ascension!

Cost

\$15 Pre-Registration

\$20 At-the-Door

Tournament Schedule

9:30 Registration Starts

10:00 Registration Ends

10:15 Round 1 begins

12:25 Round 1 ends

12:25 Lunch

13:15 Round 2 begins

15:25 Round 2 ends

15:35 Round 3 begins

17:45 Round 3 ends

18:00 Results & Awards

What You Should Bring

- Your Painted Blood Bowl Team
- Four Copies of your Team Roster
- Your Dice (Including Block Dice)

Tournament Rules

Special Weather Table

There will be a Special Weather Table at the end of this document that will be used instead of the Normal Blood Bowl Weather Table.

Special Kick Off Table

There will be a Special Aerial Ascension Kick-Off Table at the end of this document that will be used instead of the Normal Blood Bowl Kick-Off Table.

All rulings from the current May 2024 FAQ will be in effect as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2017/11/P9GJXUTdGyGDeZkk.pdf>

Rosters Printed in the Blood Bowl Second Season Rulebook as well as The Khorne Roster in Spike #13, the Norse Roster in Spike #14, the Amazon Roster in Spike #15, the Vampire Roster in Spike #16, the Gnome Roster in Spike #17, and the Chaos Dwarf Roster in Spike #18 or any other rosters from Spike Journals released at least two weeks before the event will be allowed.

We will also be allowing the teams of Legend (that have not had an official updated spike release) as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SIuNmWvxPj1.pdf>

General Rules

- Each match will roll their own weather.
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried over to the next match.
- Miniatures require a Minimum of 3 colors and based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two hour and ten minute time limit.
- Once Time has been called, the active coach may finish the current player's action
- Once that player is finished, the game is over.

Team Building Rules

You will have 1,150,000 gold pieces to purchase your team.

You may purchase the following inducements at the limits defined in the rule book:

- Bribes (50k for Bribery & Corruption Teams, 100k for everyone else)
- Master Chef (100k for Halfling Teams, 300k for everyone else)
- Bloodweiser Keg (50k, all teams)
- Igor (100k, Sylvanian Spotlight teams)
- Riotous Rookies 100k (Teams with Low Cost Lineman Keyword)
- Star Players (Additional Cost of 4 Skill Points)
- Mega Star Players (Additional Cost of 8 Skill Points)
 - If you and your opponent have the same Star Player, they will not play for either team
 - You must have 11 rostered players before you hire a Star Player.

No Other Inducements (Wizards, Cards, Giants, Etc) will be allowed.

Player Advancements

Each team is given 12 points to spend on skills.

There are no skill caps

You may only take a single 2 point primary/4 point secondary skill per player.

You may place as many of the 1 point primary/2 point secondary skills on to a player as you wish. (these may be taken on a player with a 2 point primary/4 point secondary skill)

The following skills will cost 1 point if taken as a primary skill or 2 points if taken as a secondary skill:

- Catch
- Diving Catch
- Monstrous Mouth
- Very Long Legs
- Accurate
- Cannoneer
- Cloud Burster
- Dump Off
- Hail Mary Pass
- Nerves of Steel
- On the Ball
- Pass
- Running Pass
- Safe Pass
- Strong Arm

All other skills will cost 2 points if taken as a primary skill or 4 points if taken as a secondary skill.

Scoring

Matches will be scored as follows

- Win: 6 points
- Draw: 3 points
- Loss: 1 point

Additionally, teams will receive bonus points for the following feats. These bonus points will be used as the first tiebreaker

- Completing an accurate Quick Pass: 1 point
- Completing an accurate Short Pass: 2 points
- Completing an accurate Long Pass: 3 points
- Completing an accurate Long Bomb Pass: 4 points
- Deflecting a Pass: 2 points
- Intercepting any pass earns the Intercepting team the same points as the pass being attempted in addition to the Deflection Points (for instance, if Team A throws a Long Bomb and Team B intercepts it then: Team B will receive 4 points for the interception plus 2 points for the deflection, (for a total of 6 points) towards their total points for this match.
- Successful landing on a throw team-mate after a superb Quick Pass: 2 points
- Successful landing on a throw team-mate after a superb Short Pass: 4 points
- (Bombs do not count)

Awards

The Following Awards will be given out after the final round:

- First Place (Most match points)
- Second Place (2nd Most Match Points)
- Master of the Air (Most Total Bonus Points)
- Touch Down King (Highest Total touchdowns)
- Most Brutal (Highest Total Casualties)
- Cheering Fans (Best Painted Team)

The Tiebreakers for all awards will be as follows:

- Total Bonus Points
- Head to Head Record
- Roster Submitted Before the Tournament
- Best Team Name and Theme
- Tournament Organizer Discretion

Sportsmanship Statement:

"We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is. Throwing Dice, miniatures, etc is poor sportsmanship.

AERIAL ASCENSION

KICK-OFF TABLE

2 **Earthquake**- The Magic creating the mountain stadium has become somewhat unstable, causing an earthquake to rock the Pitch! The kicking team rolls a D3. Each team randomly selects that many players to immediately suffer a knock down (make an armor roll for those players and an injury roll if needed).

3 **Quick Time Out** – If the kicking team's turn marker is on turn 7, or 8 for the half, both coaches move their turn marker back one space. Otherwise, both coaches move their turn marker forward one space.

4 **Solid Defense** - D3+3 Open Players on the kicking team may be removed and set up again in different locations, following all of the usual set-up rules.

5 **High Kick** - One Open player on the receiving team may be moved any number of squares and placed in the same square the ball will land in.

6 **Fan Support**– One team's cheerleaders have whipped the fans into a frenzy that inspires a player from their team! Both Coaches Roll D6 and Add their Cheerleaders, the highest rolling team Chooses one player to gain the On the Ball and Catch skills for the Drive. This player may immediately use On the Ball if they normally could.

7 **Changing Weather** - Make a new roll on the Aerial Ascension weather table and apply that result. If the Weather Conditions are 'High Elevation' as a result of this roll, the ball will scatter before landing

8 **Passing Frenzy** – The Celestial Mages grant a boon to the team that has best embodied the spirit of Aerial Ascension! Both Coaches roll a D3 and add their total number of completions. The higher total gains a reroll for the Drive.

9 **Masterwork Ball** -The College of Celestial Magic has proved an enchanted Masterwork Ball to use on the drive! Add +1 when attempting to Catch a Pass (not hand off), catch the ball on a kick off, attempt a deflection, or convert an interception.

10 **Inspired Play** – In a moment of inspiration, One of the teams coaches has created a play that surprises the opposition! Both Coaches Roll a D6 and Add their Assistant Coaches. The winning team may select one player to immediately take a Blitz Action.

11 **Shower of Novelty Balls** – The fans shower the field with the novelty balls given out when they entered the stadium! Randomly select one wide zone and make an armor roll (and injury roll if necessary) for each player in that wide zone. The team that has the highest fan factor may add +1 to these Armor Rolls.

12 **Unsure Footing** – The high altitude of the stadium has caused the ground to freeze over and made footing unsure for all players. All players gain the Drunkard Trait for this drive.

AERIAL ASCENSION SPECIAL WEATHER TABLE

2 **Lightning** - A Lightning Storm is underway and the metal on the players kits are acting just like a lightning rod! At the beginning of every turn the active coach rolls a d6, if the result is a 1, one player from the active team chosen at random will be hit by a lightning bolt! The Player is knocked down and an armor roll (and injury roll if needed) is made against them. (This knockdown occurs before the turn begins and will not cause a turnover.)

3 **High Winds** – The mountain top pitch is blasted by extremely high winds! On any Kick off roll the ball will deviates 2d6 in a D8 (instead of the normal 1D6).Additionally, whenever rolling for a Scatter result (for the ball, throw teammate attempt, a thrown bomb, etc), roll 4 times rather than the normal 3.

4 thru 10 **High Elevation** – The high elevation at the special stadiums created by the College of Celestial Magic has made throwing the ball easier for those that normally might struggle with this. All Players gain +1 to their PA when throwing the Ball (this would take a player with PA of [-] to a PA of 6+).

11 **Thin Air** – The high altitude of the match has begun to catch up with the players making, movement difficult. All players suffer -1 to their movement allowance but can rush 1 extra time.

12 **Extreme Low Pressure** – The extremely thin air has caused some of the players to collapse after the drive! At the end of each drive, roll a D6 for each player that was on the field when the drive ended. On a roll of a 1 they cannot play during the next drive (place this player in reserves, this can cause a team to field less than the 11 players normally required.)