

2019 Bokur Brawl Blood Bowl Rules Pack

We will be using the standard NAF CRP (Competition Rules Pack), with the exceptions listed in this document.

NAF Tournament rules available here:

<https://www.thenaf.net/wp-content/uploads/2018/12/Rules-for-NAF-Tournaments-2019.pdf>

Full CRP Blood Bowl game rules may be found here:

<https://www.thenaf.net/wp-content/uploads/2013/06/CRP1.pdf>

Timing: We will not be using timers at the beginning of any match, but we will keep the tournament on schedule. Players may be warned or disqualified for intentionally slow play.

Illegal Procedure: This is a friendly tournament, so no Illegal Procedure rules (failing to move your turn marker) will be used. Politely remind your opponent to move his/her turn marker.

Player Numbering: All models must be numbered, and numbers must correspond to the number listed on the roster.

Resurrection format: Casualties, injuries and SPPs generated during a match will not carry forward to the next match. All rosters reset at the beginning of each match.

Team Creation:

- All 26 NAF-sanctioned teams are allowed.
- Players have 1.2 million gps available to purchase players and inducements.
- Rosters must include at least 11 players from the list of available players for that team.
- The core permitted teams can be found here: https://www.thenaf.net/wp-content/uploads/2018/12/NAF-Team-Lists-v1.5_NO_BG.pdf
- The additional 3 teams (Bretonnians, Khorne, Slann) can be found here: <https://www.thenaf.net/wp-content/uploads/2018/11/NAF-Recommended-Teams.pdf>

Star Players:

- Star Players may be purchased. They may be one of the minimum 11 players on the team.

Inducements:

- No Special Play cards will be used.
- CRP Wizards in the document linked above ARE allowed.

Skills:

- After team is built, you are given +100,000 gold pieces to buy Normal and/or Doubles skills.
- Skills Normally available to that player type cost 20,000 each.
- Skills that would require a doubles Roll cost 30,000 each.
- You MAY NOT purchase any stat upgrades.
- Star Players may not be given any upgrades.

- All skills are allowed: Note that we will be using the BB 2016+ version of Piling On (costs a Team Reroll to use).

Event Scoring:

Teams will be awarded points based on the following scale:

- 10 points per victory
- 5 points per tie
- 0 points for loss
- 1 point for each touchdown
- 1 point for every casualty

Tiebreakers are as follows:

1. Head-to-head record
2. Total touchdowns
3. Total casualties inflicted

Awards will be granted for:

- Tournament Champion – Best win/loss record overall
- Most Touchdowns
- Most Brutal – Most casualties inflicted