

BOMBVEMBER '21

VERSION 1
16TH AUGUST



BOMBVEMBER '21 – SATURDAY 6TH NOVEMBER 2021

Remember, Remember the 6th of Bombvember...

Bombardiers, Blood Bowl, and Block!

Our next Tournament is coming – it's **Bombvember!**

Join us at the mighty Entoyment Wargaming in Poole for a one-day, 3-round Blood Bowl Bomb Bonanza!

And yes... There are extra Bombardiers for **Everyone!**

Bombvember '21
Saturday 6th November 2021
10am → 6pm

Entoyment Wargaming (Poole, UK)

Unit 2 Fleetsbridge Business Centre
Upton Road
Poole Dorset
BH17 7AF
Telephone: 01202 929449
<https://entoyment.co.uk/>

TOURNAMENT FORMAT

Bombvember '21 will be 3 Matches.
Round 1 will be paired randomly.
Rounds 2-3 are paired in a Swiss Format (top teams vs top teams, bottom teams vs bottom teams).
This is a resurrection format and all Teams will start as rostered at the start of every Match.

TOURNAMENT SCHEDULE

- ★ 10.00 → Registration & Set-Up
- ★ 10.15 → Match 1
- ★ 12.30 → Break
- ★ 13.00 → Match 2
- ★ 15.15 → Match 3
- ★ 17.30 → Awards

The matches will be held to a 2 hour time limit, with Coaches being reminded at the 1 Hour Remaining, 30 Minutes Remaining, and 15 Minutes Remaining points. Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

Each pitch will be numbered so that when the Matches are announced at the start of each round the coaches are able to easily locate their opponent.

REGISTERING

TICKETS

Tickets for the event will be £10 per Coach, which goes towards the prizes and support from Entoyment.

Tickets can be purchased from our website:

[BoneheadPodcast.com/Bombvember21](https://www.boneheadpodcast.com/Bombvember21)

If you have any problems purchasing a ticket from our website, please just get in contact with us on Facebook, Twitter, or by email

CONTACT DETAILS

<https://www.facebook.com/TheBoneheadPodcast>

<https://twitter.com/PodcastBonehead>
TheBoneheadPodcast@Gmail.com

ROSTERS → DUE 30th OCTOBER

We would like you to submit your Roster by Saturday 30th October; this will give us a week to check it over and make sure everything is as it should be.

Please submit your rosters (including NAF ID) to us at the above email address.

We will provide you with 1 copy of your roster, plus an additional 1 copy for you to give to each of your opponents on the day.

This makes it as clear as possible to all coaches what the teams are, and allows you to look back at the event and see who and what you played against.

COVID CONTINGENCY SECTION (JUST IN CASE...)

LIMITED SPACES: 36 COACHES

Now, we don't know what the world will be like in October, so to make sure that we can have the event go ahead with as much certainty as possible we are limiting the event to 36 Coaches.

This will allow us to follow Entoyment's excellent social distancing standards if needed.

SOCIAL DISTANCING

In addition to the above restricted number of Coaches, we will be following any current social distancing guidelines – please check the Entoyment.co.uk website for more information on their location.

POTENTIAL COVID ADJUSTMENTS (RULE OF 6)

As the rules are laid out we should be fine, but if the **Rule of 6** comes back into effect we will be running the event in "pods" (mini groups) of 4 or 6 coaches.

We are hoping that things will remain positive and there will be no need to use groups and hopefully we'll even be able to up the capacity!

THINGS TO BRING

Please bring a team that is clearly marked / identifiable player types.

Teams do not have to be painted, but we think the game looks better if they are!

Three Block dice, two D6 and one D8 dice
Throw-in, Scatter and Pass templates

NAF SANCTIONING & MEMBERSHIPS

We intend of this to be a NAF Sanctioned event, so would prefer all of the coaches attending to be registered with the NAF.

If you have any concerns or require support in registering with the NAF before the event please don't hesitate to get in touch with us.

For more information on the NAF please visit the website:

<https://www.thenaf.net/>



TROPHIES & AWARDS

BOMBVEMBER 21 - CHAMPION

Overall Winner (most Tournament Points).

BOMBVEMBER 21 - STUNTY CUP

Stunty* Team with the most Tournament Points.

*Tier 3 teams only.

BOMBVEMBER 21 - BEST TEAM AWARD

Team with the most "Best Team" votes.

BOMBVEMBER 21 - PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

BOMBVEMBER 21 - MOST TOUCHDOWNS

Most Touchdowns Scored.

BOMBVEMBER 21 - MOST CASUALTIES

Most Casualties** Caused.

BOMBVEMBER 21 - WRONG GAME AWARD

Most Touchdowns Allowed.

BOMBVEMBER 21 - CHOCOLATE ARMOUR AWARD

Most Casualties** Suffered.

**Casualties:

All Casualties caused to your opponent's team during your turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.

THE SCORING

At the start of each Round you will receive 1x Match Result form per Pitch.
Please complete these during the Match and hand them in after you have finished.

MATCH RESULTS SCORING

- ★ Per Win: +30 Points
- ★ Per Draw: +10 Points
- ★ Per Loss: +0 Points

- ★ Per TD: +1 Points (max 3 per Match)
- ★ Per CAS: +1 Points (max 3 per Match)
- ★ Perfect D: +1 Points (No TDs Allowed)

MATCH RESULTS TIEBREAKERS

- 1 ★ Total TDs Scored
- 2 ★ Total CAS Scored
- 3 ★ TD Differential
- 4 ★ CAS Differential
- 5 ★ Lowest Team Value
- 6 ★ Lowest Tier
- 7 ★ Roll-Off!

BEST TEAM AWARD

At the start of Round 1 you will receive a Best Team nomination slip.
Please retain this and nominate a coach by the end of Round 2 to win the Best Team Award.
The Coach with the most nominations will win the Award.

WHAT IS BEST TEAM?!

Really – it's up to you! Whether you're a fan of great painting, clever modelling, brilliant background stories, or just superb theme; you get to choose a Coach from the tournament that you think put in more effort than anyone else.

LUNCHTIME SHOWCASE

We ask all coaches to leave their team on display during the lunch break so we can all have a look!

THE FINAL DECISION

When it comes to rules and tie-breakers, please support us in making great decisions, but please please accept that for brevity's sake – the Tournament Organiser's decision is final.



TEAM CONSTRUCTION

ELIGIBLE TEAMS

Ahhh... the fun part!
All 27 Standard Teams are allowed (those featured in the Blood Bowl 2020 Rulebook or the Teams of Legend PDF available below).

[Teams of Legend](#)

We will also be including the two NAF expanded teams (Slann and Khorne), available at the link below:

[NAF Teams](#)

NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop after this point (16th August 2021) we will update the rulespack but intend to allow all new Games Workshop rules updates into the event.

EXHIBITION PLAY

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

STAR PLAYERS

Star Players from all published Games Workshop releases will be eligible for this tournament.

At the time of writing that includes:

- ★ Blood Bowl 2020 Rulebook
- ★ Spike! 11
- ★ Akhorne the Squirrel (White Dwarf 458)

INDUCEMENTS

Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game.

- ★ 0-2 Star Players may be selected, and can be taken by both teams in a match (Wizards did it).
- ★ In-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.

UPDATES

Save this space for the new releases!!



TEAM VALUE / DRAFT VALUE

ALL TEAMS: 1,100,000GP

All Coaches will be allowed to spend up to 1,100,000GP on their Teams as per the rules above.

Any Gold not spent will be lost.

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number additional skills as listed below.

These skills do not affect Team Value in any way.

- ★Tier 1 6 Primary Skills
- ★Tier 2 6 Primary Skills
 1 Secondary Skill
- ★Tier 3 6 Primary Skills
 2 Secondary Skill

Notes:

- ★ No Player may receive more than 2 Skills.
- ★ A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- ★ Star Players cannot be given Skills.

TEAM TIERS

Each Team has been given a Tier, but we include a list here for ease.

- ★Tier 1 Amazon*, Chaos Dwarf*,
 Dark Elf, Dwarf, Human, Lizardmen,
 Old World Alliance, Orc, Undead,
 Skaven, Wood Elf
- ★Tier 2 Black Orc, Chaos Chosen,
 Chaos Renegade, Elven Union,
 High Elf*, Imperial Nobility,
 Necromantic, Norse*, Nurgle,
 Tomb Kings*, Underworld, Vampire*,
 Khorne**, Slann**
- ★Tier 3 Goblins, Halflings, Ogres, Snotlings

A NOTE ABOUT THE FORMAT

We love doing crazy things with crazy teams, but we really just want to see how BB2020 plays out, so this event has a pretty low TV build and a pretty small package of skills.

We're hoping that this event allows everyone coming a chance to learn the new edition in a pretty basic format!

But don't worry...

We'll be back to the silly stuff again soon!!

FREE BOMBARDIER!!!

In addition to the Team Building rules to the left... each Team will receive a free Goblin Bomma taken from the Goblin Roster. This player is free (does not cost any gold), but does take up one of your Max 16 player slots.

This player may be represented by any miniature (it does not have to be a Goblin), so feel free to customise your own Bombardier for your team.

The Bombardier will use the Goblin Bomma stats.

0-1	Bomma	45,000	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon, Sturdy	A	GPS
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WHAT IS BOMBVEMBER

All of the Blood Bowl world has heard of Farblast & Sons Ordnance Solutions – they're the most renowned manufacturer of "Specialist" equipment in the game.

...But that wasn't always the case...

The biggest contract in Blood Bowl was once held by an alliance of Goblins and Skaven known as Parl & Ment. This company spent years making the largest and most outrageous explosive devices ever seen on the pitch, until one fateful November...

It is rumoured that a group of mercenary dwarf miners were hired by Farblast & Sons to tunnel deep underneath the Parl & Ment headquarters, set explosive devices, and sneak off into the night.

Whatever the cause... the many houses of Par & Meant were destroyed in a cataclysm known as Bombvember.

But now... Parl & Ment are back... and that contract will be theirs once again!

FAQ SECTION

You know we'll need it...