

# BLOOD BOWL™

## Bunker Bowl V

March 12<sup>th</sup> and 13th 2016



Howdy sports fans!

The Chelmsford Bunker is proud to present Bunker Bowl V, their NAF sanctioned Blood Bowl tournament.

The venue is the 4Tk Gaming store in Colchester, Essex. This is on the Greater Anglia rail network with Colchester Town and Hythe stations close by. There is free parking if you are travelling by car.

Entry fees will be £15 for NAF members and £20 for non-NAF (to include the NAF joining fee). For this you will have six games over the two days to decide who will raise the Bunker Bowl Champion trophy.

Payments should be made to [events@chelmsfordbunker.co.uk](mailto:events@chelmsfordbunker.co.uk) (please mark payment as a Gift and ensure that you pay any associated fees). Please also include your NAF name and number if you are already a NAF member.

### **RULES**

Bunker Bowl V will be using the Competition Rules Pack which can be found on The NAF website here : <http://www.thenaf.net/blood-bowl/rules/>

All 24 NAF approved teams including Chaos Pact, Slann and Underworld may be used (also available from the NAF site). These 24 teams will be split into different tiers and each tier will have a different amount that you may build your team with (please see below).

Star players may be selected if you already have 11 rostered players. If, however, both you and an opponent are using the same star player, neither team may use them (as they have been double-booked and can't play for both

teams). Wizards and special play cards may not be used but all other inducements may be selected (Bribes, Halfling Master Chef, etc.)

Unapproved teams (Khorne, Apes of Wrath, Brettonians, etc) will not be allowed.

**Tier One – 1,100,000 to spend on the team**

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf

**Tier Two – 1,150,000 to spend on the team**

Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Necromantic, Nurgle, Slann

**Tier Three – 1,200,000 to spend on the team**

Halfling, Goblin, Ogre, Underworld, Vampire

**SKILL PROGRESSION**

Skills will be given as follows :

Before Game 2 you may give a normal skill to a single chosen rostered player.

Before Game 3 you may either give a doubles skill to a single chosen rostered player or a normal skill to two **random** rostered players (reroll again if a star player is selected in this way).

Before Game 4 you may give a normal skill to three chosen rostered players.

You may wait to chose your skill until after you find who you are facing in the next games. You will received either five or six skills depending on your choice before Game 3. Rostered players may only receive a single skill unless you elected to take random skills and the roll picks a player who has already received a skill. In this case, Nuffle has obviously deemed the player worthy of special blessings!

Stat increased may not be awarded.

**INJURIES**

Bunker Bowl V is a resurrection style tournament so all injuries are forgotten after each match. Raise The Dead spells for Undead and Necromantic will only give you the free zombie for that game.

## SCORING SYSTEM

7 points for a win

3 points for a draw

0 points for a loss

1 point per casualty caused (max 3 points)

1 point per touchdown scored (max 3 points)

Blocking, fouling and crowd push casualties will count towards your casualty score. Failed dodges, GFI's or kick-off result injuries will not count.

## TIME LIMIT

The time limit will not be strictly enforced but please try to play your games in a sensible time frame as the venue has a closing time that we need to stick to. Tardy players will be poked with sharp sticks to hurry them along.

## PRIZES

Champion

Runner Up

Most Touchdowns

Most Casualties

Best Painted Team

Stunty Cup

Wooden Spoon

## VENUE



4Tk Gaming  
20 Davey Close  
Colchester  
Essex  
CO1 2XL

<http://www.4tkgaming.co.uk/>

There is free parking at the site and it is close to Colchester Town and Hythe rail stations on the Greater Anglia rail network.

## **SCHEDULE**

Saturday 12<sup>th</sup> March

09:00 to 09:45 – team registration

10:00 to 12:00 – Game 1

12:00 to 12:45 – lunch break

13:00 to 15:00 – Game 2

15:15 to 17:15 – Game 3

18:00 Venue closes

Sunday 13<sup>th</sup> March

10:00 to 12:00 – Game 4

12:00 to 12:45 – lunch break

13:00 to 15:00 – Game 5

15:15 to 17:15 – Game 6

17:30 awards and venue closes.

## **ESSENTIALS!**

Your team (painted please!)

Two copies of your roster

Board, dugout, dice, etc.