

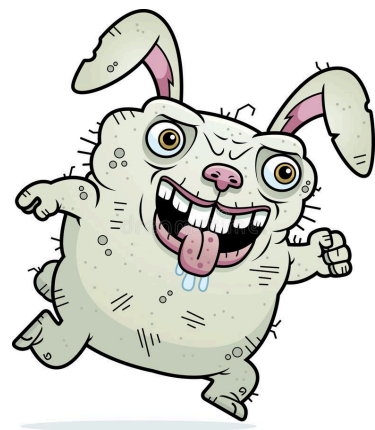
Easter Bunny Bash

BLOODBOWL

2022 RULEPACK

Saturday 30th April

Halfling Chef: Matthieu Pinel (Solpugida)



The Venue

- The Games Shop, Aldershot

NAF REGISTRATION

- NAF approved
- If possible be NAF registered before the day

Welcome Blood Bowl coaches to the rule pack for **Easter Bunny Bash**

This pack is intended to provide the information which you will require to prepare for and participate in the event. We recognise that it is not possible to be totally comprehensive and are more than happy to answer any questions you may have. Please post and queries on the Facebook event page so others may also benefit from the answer given.

Event only rules

A random 'Bunny herder' has turned up with some frankly ugly looking bunnylings; they look like snotlings with floppy ears and cottontails glued to their heads and backs. They claim the bunnylings will help your teams to victory; it seems harmless what could go wrong....

The bunnyling is a free player which must always be on the pitch, until it inevitably gets injured or KO'd, it will bring the on pitch number of players to a maximum of 12. Each bunnyling has the following stats plus a single skill chosen by rolling a 1d6

MA: 6, ST: 1, AG: 3+, PA: 5+, AV: 6+ Dodge, Pogo Stick, Right Stuff, Side Step, Sprint, Stunty.

1d6 roll:

- 1: Dirty player (+1)
- 2: Big hand
- 3: Grab

- 4: Strip ball
- 5: Dauntless
- 6: Multiple block

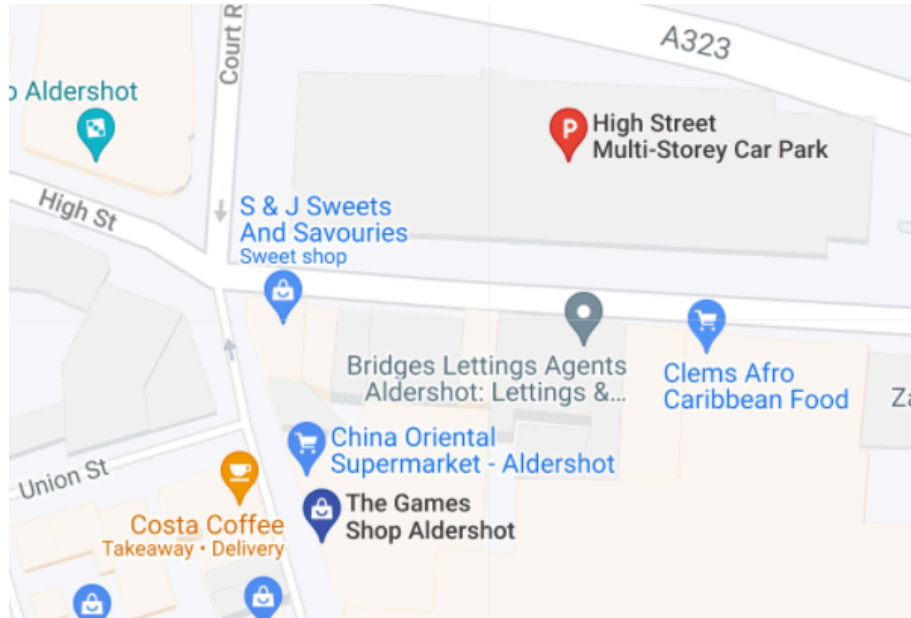
Happy Beaster...

VENUE

The Games Shop, Aldershot, 6 Wellington St, Aldershot GU11 1DZ

PARKING

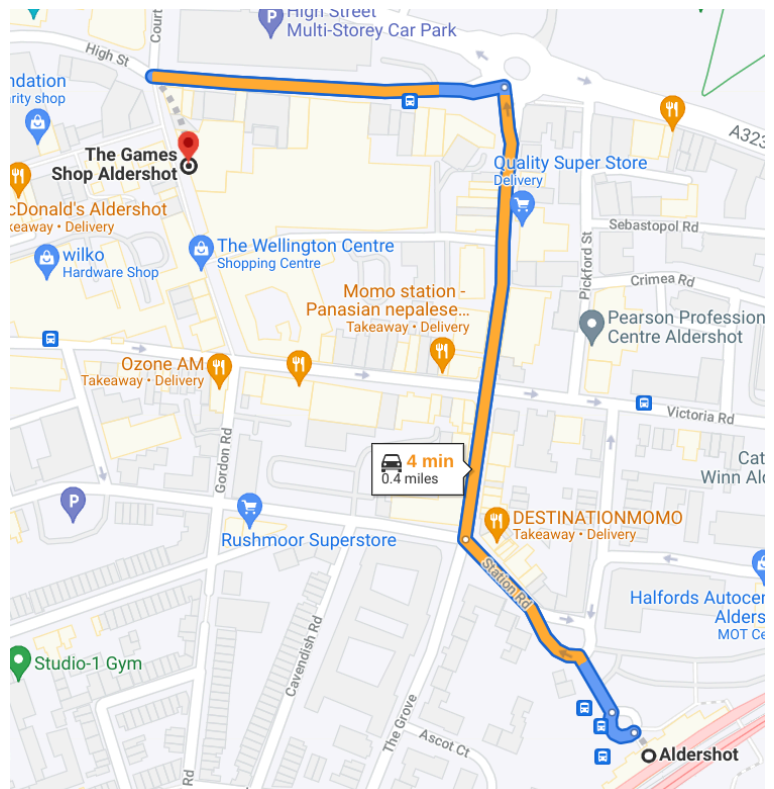
Parking is available in the High Street Multi-Storey Car Park across the road



PUBLIC TRANSPORT

Stop E of Route 1 | Gold:
Aldershot - Farnborough -
Camberley - Old Dean is the
closest bus route.

Aldershot Train Station is 4 mins
walk.



COSTS AND CONTACTS

The ticket price is **£10**. This covers your entry to the tournament and prizes. The initial ticket allocation is only for **24 spaces**. Places are assigned on a first come, first served basis upon payment to the Games Shop Aldershot. There will then be a list of reserve spaces.

Payment can be made via PayPal

https://www.paypal.com/cgi-bin/webscr?cmd=s-xclick&hosted_button_id=BDADN4UPM75CL

- Add your name (and NAF coach name) to the notes

If you wish to pay by other means or have any questions on this, please contact me on facebook or the number provided.

SCHEDULE

10:00 Registration

10:20 Game 1

12:30 Lunch - various food establishments are available

13:00 Game 2

15:20 Game 3

17:40 Prize giving

18:00 Easter Bowl closes

SCORING

The tournament consists of three rounds in a standard Swiss-style resurrection format.

The full 2022 NAF guidance is being followed.

Point scoring

3 points - win

1 point - draw

0 points - loss

1 point - Score 3 or more touchdowns

1 point - Concede 0 touchdowns

1 point - Cause 3 or more casualties (that would give spps)

1 point - Injure a bunnyling in each match (in any way)

1 point - Lose no bunnylings in any match

For the 'Cause 3 or more casualties' bonus, a Casualty is any result of 10+ on the Injury roll (9+ for Stunty players) resulting from a Blitz or Block. Injuries from failed dodges, rushing, secret weapons, stab skill, opposition injury from a

thrown team mate, crowd push or foul do not count towards the point scoring but are encouraged!

Tiebreakers will be TD differential, CAS differential, total TDs then total CAS.

In the event of a concession, the non-conceding player will be assigned a 2-0 win (unless already better than that), regardless of the score at that point. Note that concessions are frowned upon in table top play.

Tournament clarifications:

- We will be using all the [November 2021 Errata](#).
- The 'Exhibition play' version of Prayers to Nuffle will be used (P103 of 2020 players guide) if the Kick off table result requires a Prayers to Nuffle roll.

DICE & EQUIPMENT

You will of course need a team to participate in the event. There is no painting requirement, but efforts made in this area are appreciated.

Positionals and skills should however be **clearly indicated** and **bases numbered** to match your roster. Skills can be marked by base colour, skill rings etc.

In addition you should bring a pitch, dugout, templates, and dice

On the topic of dice:

- Agree what constitutes a cocked dice before the game begins.
- Make clear what each face of your dice means if they are not 'standard'

ROSTERS

We would appreciate a copy of your rosters before the event. Rosters should be sent to the halfling chef (Matthieu dr.pinel@gmail.com) at least a week before the tournament so that they can be checked by the ref

Your roster sheet should indicate which chosen skills you have picked or, for random skills, the category of random skill e.g. general/ Strength etc. This will greatly assist in getting the tournament started on time.

Getting the roster to us:

Use the following link to view roster creator then File menu/ make a copy and fill in your copy. Once completed share back to dr.pinel@gmail.com for checking:

https://docs.google.com/spreadsheets/d/1_t0hfdPhlMxVSsEmXAFAHy6GpgLFkV_DwO7pOZbCvUc/edit?usp=sharing

Rules for team creation:

Initial **Team Creation Cash** and **Tier Cash** are discrete. First you need to spend the Team Creation Cash and then spend Tier Cash.

TEAM CREATION CASH

1,150,000 gold to be used for standard team building and inducements:

- **Standard team building:**

- 11-16 Rostered players. Star players can only be bought once 11 players are bought. A star player cannot take the roster to 17 players.
- 0-2 Star players from 2020 edition player's handbook (Note errata cost increase for Morg and Hackflem), players released in Spike 11 onwards, White Dwarf and NAF approved stars (Slaan only from <https://www.thenaf.net/wp-content/uploads/2020/11/NAF-Rules-for-Tournaments-2021.pdf>)- Price varies (You may use some Tier cash for stars only)
- 0-8 Re-Rolls - Price Varies
- 1-6 Dedicated fans - 10,000 gold each
- 0-12 Cheerleaders - 10,000 gold each
- 0-6 Assistant coaches - 10,000 gold each
- 0-2 Wandering apothecaries - 100,000 gold each
- 0-1 Mortuary Assistant - 100,000 gold for teams with the 'Sylvanian Spotlight' special rule
- 0-1 Plague doctor - 100,000 gold for teams with 'Favoured of Nurgle' special rule.

- **Inducements:**

The cost will be the following and will count for all 3 games

- 0-2 Bloodweiser Kegs - 50,00 gold
- 0-3 Bribes - 100,000 gold (50,000 gold for teams with 'Bribery and corruption' special rule)
- 0-1 Riotous Rookies - 100,000 gold for teams with 'Low cost linemen' special rule
- 0-1 Halfling Master Chef - 300,000 gold (100,000 gold for teams with the 'Halfling Thimble Cup' Special rule).
- 0-1 Weather mage - 30,000 gold

- o 0-2 (In)famous Coaching Staff from following list:
 - 0-1 Joseph Bugman - 100,000 gold
 - 0-1 Hireling Sports Wizard - 150,000 gold
 - 0-1 Biased Referee - 120,000 gold (80,000 for teams with 'Bribery and corruption' special rule)
 - 0-1 from Spike 11 onwards

TIER CASH

This cash is assigned by Tier:

Tier 1 – 100k

Amazons, Chaos Dwarves, Dark Elves, Dwarves, High Elves, Lizardmen, Norse, Shambling Undead, Underworld Denizens, Skaven, and Wood Elves.

Tier 2 – 130k

Black orcs, Chaos Chosen, Chaos Renegades, Elven Union, Humans, Imperial Nobility, Khorne (Spike 13), Necromantic Horrors, Nurgle, Slann, Old World Alliance, Orcs, Tomb Kings (Khemri), and Vampires.

Tier 3 – 160k

Goblins, Halflings, Ogres, Snotlings

Remember : Additional cash cannot be combined with **Team Creation cash**.

The **Tier cash** may be spent on:

- Randomly Selected and/or Chosen Skills
 - o For randomly selected skills the player to receive the skill must be identified **before the dice are rolled** (Tournament organisers will roll dice before the event using appropriate software).
 - o The cost of the additional skills are:
 - 10,000 gold per Randomly selected Normal skill
 - 20,000 gold per Chosen Normal skill
 - 20,000 gold per Randomly selected Secondary Skill
 - 40,000 gold per Chosen Secondary Skill
 - o A maximum of **One player** in each team can **Stack two Normal skills** at a cost of:
 - 30,000 gold for 2 randomly selected normal skills,

- 40,000 for 1 normal chosen skill and 1 randomly selected normal skill (Selected to be chosen first)
- 50,000 for 2 normal chosen skills
- o The **maximum** number of **Secondary skills** available per team is Tiered:
 - **Tier 1: One** chosen Secondary Skill.
 - **Tier 2: One** chosen Secondary Skill and **One** Randomly selected Secondary Skill (not on the same players).
 - **Tier 3: Two** chosen Secondary skills and **One** Randomly selected Secondary Skill (not on the same players).
- o Stat increase:
 - **Tier 3 only:** One stat increase on a non-star player, at cost shown in 2020
- Additional Players up to the maximum of 16 (including star players)
- Cash towards the 0-2 Star players from Team creation cash
- Extra Inducements:
 - o 0-4 Temporary Cheerleaders - 20,000 gold each
 - o 0-3 Part-time Assistant coaches - 20,000 gold each
 - o 0-8 Extra Team training - 100,000 gold each

Any issues with roster creation please get in contact with Matthieu (dr.pinel@gmail.com) ☺

Player Name	NAF name (Number)	Roster in and checked	NAF Number
Karl Sansom	JaffaCake	Y	24928
Matt Anthony	manfredironskull	Y	30190
Thomas Joy	theon_greycat	Y	31783
Richard Alderson	Bufo_bufo	Y	32128
Tom Wheatley	13Silver	Y	30225
Jack Parr	jparr.424	Y	32089
Casper Lam	N/A	Y	N/A
Paul Burton	Alchemist	Y	25565
Frederick Getling	Suspicious_Noble	Y	30522
Manuele Santoro	manuuelesantoro	Y	31971
Daniel Martin-Corben	Lgmdaniel	Y	22578
Julian Hood	whiskeymancer	Y	30079
Charles Nurser	qvadreme	Y	32183
Phil Gresham Cooke	philgc		32166
TO Matt Pinel	Solpugida	Y	26093

Winner Matt Anthony
 Stunty Cup Paul Burton
 Pest painted Julian Hood
 Charles Nurser Wooden spoon

