

## PellevinBowl III

This is a BloodBowl tournament at TumBacon 18-19 November at Tumba gymnasium, ca 20 km SW of Stockholm. The easiest way to get there is to go by commuter train from Stockholm to Tumba (24 minutes), and after that walk the remaining 187 meters.

### Intro

Welcome to the third incarnation of PellevinBowl. This is a two day tournament with four rounds played day one, and two rounds day two.

PellevinBowl III is a NAF-sanctioned event. Participation fee is 100 SEK for NAF-members and 300 SEK for others. (NAF-membership is 60 SEK at the site). This tournament takes place within the confines of a convention. If you want to play other games during this convention, it is included in this fee.

### Rules

We use NAF's ruleset (<https://www.thenaf.net/wp-content/uploads/2017/05/NAF-Rules-Update-v1-3.pdf>), unless otherwise noted here. Only the cards in the CRP are allowed.

This is a resurrection tournament. Casualties are ignored at the end of the game, no SPPs or winnings are ever earned and your team-value is never calculated. You start with the exact same team all 6 games.

Illegal procedure will not be used.

Each game will have 2 hours and 15 minutes to be completed. If the game seems to be progressing too slowly, a referee can place a chess clock with half the time remaining per coach to be used for the rest of the game. When your time has run out you are only allowed to stand your models up, or place them for kickoffs, but may not take any further actions.

No dice hogging, any dice used are allowed to be used by both coaches. Any cocked dice should be rerolled.

Both teams may play with the same Star Player if it is on their roster. The game will decide which of them is an imposter.

A drive is considered started when the receiving team's coach has moved the turn marker or made a die roll after the kick-off is resolved. If a coach has set up too many players on the pitch, and the drive has started, the following rules apply, repeat it until there is no longer too many players from that team on the pitch:

Each coach chooses one player from the team with too many players on the pitch starting with the active coach. A player can't be chosen if at least one of the following is true: the player is not on the pitch, is holding the ball, is stunned or prone, have the skill secret weapon or is a star player. The opposing coach rolls a D8 and refers to the table below to find out what happens. Note that this could apply to both coaches. If that is the case, resolve

each team separately.

Roll a D8

1 both the chosen players are taken of the pitch and put in the reserves box

2-4 the player chosen by the opposing coach is taken of the pitch and put in the reserves box

5-8 the player chosen by the faulting coach is taken of the pitch and put in the reserves box

Pairing is done using a Swissy method (possibly Monrad).

Points are awarded as follows: win 8 points, draw 4 points, loss 1 point.

Tiebreakers (in order of importance): Strength of schedule, Net TDs, Most TDs, A 10-yard dash to the death.

### Team Creation

To be allowed in this tournament, your team has to be fully painted and based, and there can be no ambiguity as to what position each player is. Implementing the base colouring guidelines is encouraged.

Every team gets the amount kgp their race is entitled to (see the list below) to purchase at least eleven players. In addition to that, the money can be used to buy skills, rerolls, staff and inducements. All inducements in the CRP are allowed. The optional rules and coaching staff in DZ2 is not used. Normal skills cost 20 kgp, and double skills cost 30 kgp.

Each team is allowed to stack two normal skills on one player, at an extra cost of 20 kgp. (This means that if for instance a Tomb Guardian got Stand Firm and Multiple Block, it would cost 60 kgp for the skills: 20 kgp for each skill, and 20 kgp for the right to stack. It would also mean that this Khemri team would not be able to stack skills on any more players. Only one stack per team.)

In addition to the sum presented below, races #22-24 also get 2 Bloodweiser Babes per team.

1. wood elf 1200	2. undead 1210
3. lizardmen 1220	4. amazon 1230
5. dark elf 1240	6. skaven 1250
7. chaos dwarf 1260	8. dwarf 1270
9. norse 1280	10. orc 1290
11. necromantic 1310	12. elf 1330
13. human 1340	14. chaos pact 1350
15. khemri 1360	16. high elf 1370
17. nurgle 1380	18. chaos 1390
19. slann 1400	20. vampire 1410
21. underworld 1420	22. ogre 1430
23. goblin 1440	24. halfling 1450

### Signing up

To play in this tourney, you need to send an email to erik.leander at botkyrka.se with the text "PB-anmalan" in the subject line. The email should contain your name, your NAF-name, your NAF-number and your team's roster. I need this mail no later than 15 November.

### Prizes

100% of the participation fees will be used as prizes in the form of gift certificates at our only sponsor, Alphaspel. They will have a shop at the venue, and they have an excellent web shop. They are Sweden's leading suppliers of BloodBowl paraphernalia.

The prizes will be distributed close to this way: the winner gets 25%, the runner up gets 15%, third and fourth placed players each get 10%. Best stunty gets 20% and two random players who have played all six games will get 10% each. No-one can win more than one of these prizes. You get the most glittering prize you are entitled to, and any other goes to the next most eligible player.

There will also be a number of spot prizes that can be won during the event.

### What you need to bring:

Your team

100 SEK (160 if you're not a NAF-member)

A positive disposition

### C u at Tumba gymnasium 😊

Please be there by 9.30 on Saturday 18 November. We start playing at 10, and the pairings depend on you being there in time. The tournament will end no later than at 16 on Sunday.

And don't forget to support our sponsors, the beautiful people at Alphaspel.

