

Coach's Pack

RISE & GRIND II



BACK 2 THE GRIND

**20 & 21 JAN
2024**

Rise & Grind is a 24-hour Blood Bowl tournament, running from midday Saturday to midday Sunday, with 10 games of Blood Bowl played over 24 sleepless hours.

Come along for fun, food, caffeine, and the chance to take home a sweet-looking coffee mug trophy. And who doesn't love the madness of trying to figure out a 1-turn touchdown at 4am in the morning!

So if tasty food, crazy games, and poor decision-making from no sleep are your idea of a good time, this is the tournament for you!

COST

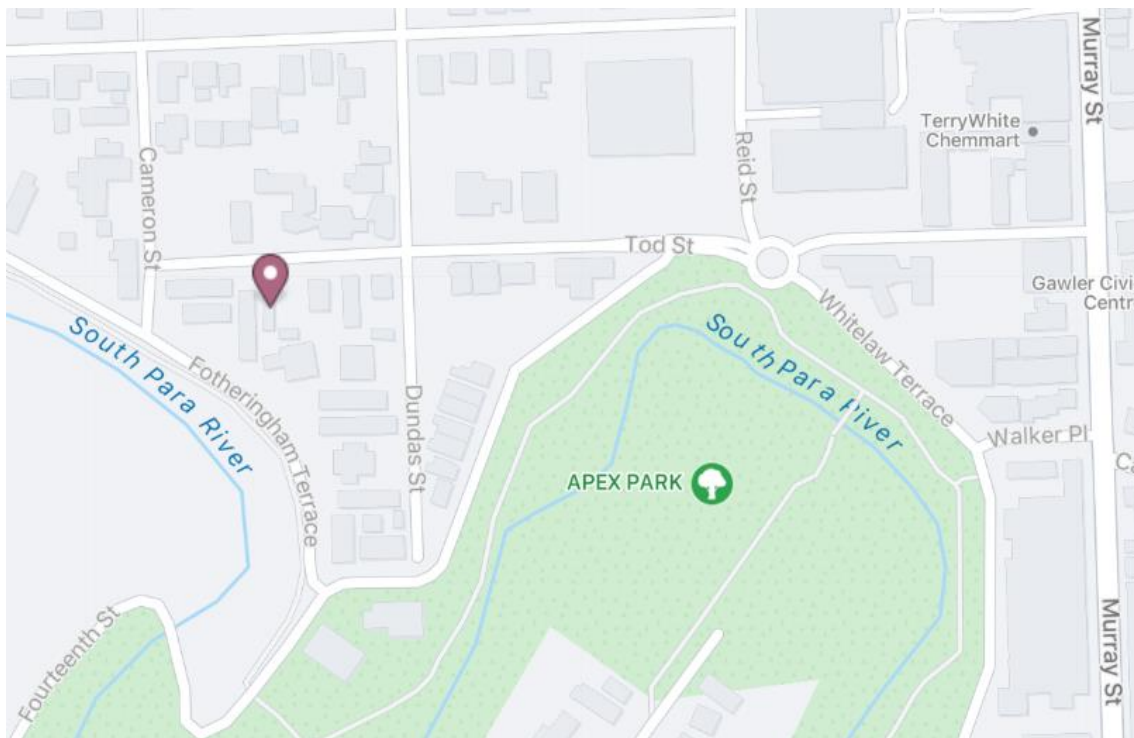
\$70 per coach, including 4 meals, snacks, coffee, tea & water.

WHEN

Midday Saturday 20th to Midday Sunday 21st January 2024

WHERE

Gawler Para Pine Guide Hall, 22 Tod St, Gawler, SA



TIMETABLE

Lunch / Registration	12.00pm – 12.30pm
Round 1	12.30pm – 2.40pm
Round 2 – Speed Bowl	2.50pm – 4.20pm
Round 3 – Mutation Round	4.30pm – 6.40pm
Dinner	6.40pm – 7.10pm
Round 4	7.10pm – 9.20pm
Round 5 – SSB Ball & Pitch Round	9.30pm – 11.40pm
Round 6	11.50pm – 2.00am
Midnight Snack	2.00am – 2.20am
Round 7 – Secret Weapon Round	2.20am – 4.30am
Round 8	4.40am – 6.50am
Round 9 & Breakfast – Wizard Round	6.50am – 9.30am
Round 10 – Finals	9.40am – 11.50am
Awards & Prizes	12.00pm – 12.20pm

Speed Bowl Round – 90-minute games, with 2½ minute timed turns.

Mutation Round – 4 different mutations are allocated to 4 random players on each team.

SSB Ball and Pitch Round – All games will be played using one of the SSB racial balls and pitches with accompanying rules.

Secret Weapon Round – Each team is given a Goblin secret weapon for 1 drive.

Wizard Round – Each team is given a Hireling Sports Wizard for this round.

RULES

The Blood Bowl 2020 (BB2020) rule set is the tournament rule set.

TEAMS ALLOWED

All races in the BB2020 Second Edition Rulebook + Khorne (Spike 13) + Norse (Spike 14) + Amazon (Spike 15) + Vampire (Spike 16) + Slann (NAF rules) + Chaos Dwarves, High Elves & Tomb Kings from the GW Teams of Legend PDF.

TEAM CREATION RULES

Rise & Grind is a resurrection tournament. Teams are reset back to their original line-up after each game, so Star Player Points don't need to be recorded.

- 1,150,000gp to spend. All money must be spent (or 5k left over).
- Money can be spent on players, re-rolls, sideline staff, dedicated fans and inducements.
- Each team must have a minimum of 11 rostered players (not including Star Players).
- Inducements may be purchased as per the BB2020 and Death Zone rulebooks, excluding Mercenaries, which cannot be taken.
- All BB2020 Star Players are available except for Griff Oberwald, Morg 'N' Thorg and Hakflem Skuttlespike, which are banned and may not be taken by any team.
- Non-Stunty teams may include up to 1 Star Player.
- Stunty teams may include up to 2 Star Players. The Stunty teams are Black Orcs (with no Black Orcs), Goblins, Halflings, Ogres, Snotlings, Underworld (with no Skaven) and Lizardmen (with no Saurus).
- If both teams have selected the same Star Player, their "identical twin" is said to have turned up for the game and both teams are able to field the same Star Player.

Coaches then add 4 primary skills to 4 non-star players on their team (max 1 per player). Teams will progress over the course of the tournament, with a new skill allocated to the team after each round. See the Team Progression table on the next page for more information.

Team rosters must be submitted on TourPlay (<https://tourplay.net/en/blood-bowl/rise--grind-ii-back-2-the-grind>) for checking by **14 January**. Late rosters will give their R1 opponent a free re-roll or bribe for the game.

SPECIAL TOURNAMENT RULE

Caffeine shot: Once per game, a coach may choose to add +1 to any roll they make after the dice are rolled. This +1 is treated as part of their natural roll.

This includes armour rolls, injury rolls, fouls, rolls to return from KO, regeneration rolls, argue the call rolls, etc.

MINIATURES

Miniatures from any manufacturer are permitted. However, different positionals must be easily distinguishable on the field and Star Players must be represented by models that sufficiently symbolize these characters.

All miniatures must be based, painted and numbered. Any team not meeting these requirements will gift their opponent a free Prayer to Nuffle every game.

TEAM PROGRESSION

Round	Skill Allocations	Max Skills Per Player	Total Team Skills
After Round 1	+1 Primary Skill	2 skills max per player	5P
After Round 2	+1 Secondary Skill		5P, 1S
After Round 3	+1 Primary Skill		6P, 1S
After Round 4	+1 Primary Skill	3 skills max per player	7P, 1S
After Round 5	+1 Secondary Skill		7P, 2S
After Round 6	+1 Primary Skill		8P, 2S
After Round 7	+1 Primary Skill	4 skills max per player	9P, 2S
After Round 8	+1 Secondary Skill		9P, 3S
After Round 9	+1 Primary Skill		10P, 3S

TOURNAMENT SCORING

Each round is scored as follows:

Part A Score:

Win – 50 points
Draw – 25 points
Loss – 10 points

Part B Score:

Touchdowns: +/- 1 point for each touchdown for/against

Casualties: +/- 1 point for each casualty for/against (all casualties for your team including crowd, failed dodges, GFI's and special weapons and cards, excluding fouls)

The minimum Part B score you can earn each round is 0 (Combination of TD and Cas).

Part A and Part B scores are added together and used to determine the Swiss pairings for each round.

The tournament rankings for the finals are determined by Part A scores only. If two or more coaches are tied based on Part A scores, then the following tiebreakers are used:

- Opponent's average score
- TD difference
- Cas difference
- Most Valuable Coach scores

After 9 rounds there will be finals. All teams play finals, with 1v2, 3v4, 5v6, etc. The results of the finals determine the final tournament placings. For example, the winner of the 1v2 game is the overall tournament, regardless of the respective tournament points prior to the finals.

TOURNAMENT MATCH-UPS

Round 1 match-ups are randomised. From Round 2 onwards Swiss pairings are used. Swiss pairings match up coaches with a similar record. This ensures that coaches play most of their games against coaches of a similar skill level, whatever level that may be.

If there is an odd number of coaches, there will be a bye allocated in each round. The bye will be randomly allocated in Round 1. From Round 2 onwards the bye will be allocated to the lowest-ranked coach that has not yet had a bye.

Coaches allocated a bye will be given a 2-0 TD and 2-0 Cas win.

RULES QUERIES

If, at any stage, you are faced with a situation that can't be resolved between coaches with the help of the rulebook, speak to the Tournament Organiser. The Tournament Organiser's decision is final and will be applied for the duration of the tournament.

GAMES

Pre-match Sequence: Only Fan Factor and Weather need to be rolled before the coin toss.

Games are based on 4 minutes per turn. No overtime is played. It is up to both coaches to ensure that games and post-match sequences are completed on time. Time extensions will not be given.

Any games that haven't started the second half with one hour left in the round will be put on enforced 4-minute turns for the rest of the game. Games not completed by the end of the allocated time period will only be allowed to finish their current turn (ensuring both coaches have had an equal number of turns).

The first time a coach fails to complete a game on time they will have a re-roll deducted from their team for the next game. Failure to complete a second game on time will result in a coach receiving a 30-point penalty to their tournament score and a re-roll deducted from their team for the next game.

If you are concerned about the amount of time your opponent is taking for their turns, please raise the issue with the Tournament Organiser as early as possible.

During each game, record all touchdowns and casualties. All casualties caused to/by your team (excluding those from fouls) count for tournament scoring purposes, even if they normally would not earn SPPs. These include casualties caused by the crowd, failed dodges, failed GFI's and secret weapons.

Post-match Sequence: Complete the match result form. Allocate a new skill to a player on your team as per the Team Progression table on page 5. No winnings are rolled, and teams are completely reset after each match. Injuries do not carry over between rounds and players do not gain additional skills from earning SPPs.

OFFICIAL NAF TOURNAMENT

Rise & Grind II is an officially sanctioned NAF tournament. The NAF (www.thenaf.net) is an international association of players dedicated to Blood Bowl. Signing up costs \$15 per year, and members receive a set of NAF dice. The NAF is also the home to the largest statistics and ranking structure for Blood Bowl, with over 2,100 ranked races played by coaches in Australia alone. Signing up and playing tournament games against other NAF members will add you to this list!

CONTACT DETAILS AND WEBSITE

<http://southernshrikebowl.weebly.com/> is the official website for this event. Please regularly check back for updates and new information.

Adam Marafioti is the Tournament Organiser. He can be contacted via email – ac_marafioti@hotmail.com or mobile phone – 0417 873 814.