

BLOODBOWL 11's

COASTAL KARNAGE



NOV 29TH
CENTRAL COAST
LEAGUES CLUB

COACHES
PACK

Details

Coastal Karnage
Saturday 29th November 2025
Central Coast Leagues Club: 1 Dane Dr, Gosford,
NSW 2250

Nearest Train Station: Gosford (700m)

Leagues Club Parking on-site:
Entry Via Baker Street.

Fee

\$30 Entry
(Covers Prizes and Goodies)

Pay to PayPal:
warzonecentralcoast@gmail.com

Format

NAF Sanctioned Blood Bowl 11s Event
[TBC]

- 1 Day
- 4 Rounds
- Swiss Pairings
- Resurrection

What to Bring

- Team with clearly identifiable Positions.
- Teams do not need to be painted, but it is highly encouraged.
- Team Roster
- Pitch and Dugouts
- Dice and Tokens
- Skill markers

Loom bands are fine as long as they are clearly explained to your opponent and easily identifiable.

- A **TOUR PLAY** Account
This is a free resources for coaches
- Mobile that can connect to WIFI and battery to last 4 games.
We are using TourPlay to submit results and get pairings

Food and Drinks will be available for purchase at the club as well as around Gosford.

Rule Set

- Blood Bowl 2020 Season 2: The Official Rules
- Spike Journal 11-18
(Or Almanacs covering these entries)
- Designers' Commentary and Errata May 2025
- Teams of Legend

Schedule

9am : Registration & Briefing
9:30 – 11:45 : Round 1
11:45 – 12:30 : **LUNCH**
12:30 – 2:45 : Round 2
3:00 – 5:15 : Round 3
5:30 – 7:45 : Round 4
7:45 – 8pm : **PRIZES** and Wrap up



Join on TourPlay

Team Draft

The Coastie Amateurs League.

Each Tier has a lower count of Skill points as outlined in the Tiers list due to the amateur nature of the Coastal 11s leagues.

Prize money is still prize money, so some stars still come out for the event as guest players.

- You cannot stack skills except for the **Marquee player**.
- Each skill point can be exchanged for 1 primary skill.
- 2 skill points can be exchanged for 1 secondary skill.
- You **cannot** take any Stat improvements or random skills.
- You must take 11 players before taking Star Players.

Star players cost 2 Skill points per Star.
(Stars that include 2 players count as 2 stars for the purposes of skill point cost and therefore cost 4 points.)

Tiers

Tier 1: 1100k + 2 skill points.
(Lizardmen, Shambling Undead, Dark Elves, Skaven, Amazons, Wood Elves, Orc, Norse, Underworld Denizens, Vampire, Dwarves)

Tier 2: 1150k + 4 skill points
(High Elves, Tomb Kings, Slann, Necromantic Horror, Humans, Elven Union, Khorne, Old World Alliance, Imperial Nobility, Chaos Dwarves, Black Orcs, Chaos Chosen, Chaos Renegades, Nurgle)

Tier 3: 1200k + 6 Skill Points
(Goblins, Ogres, Halflings, Snotlings, Gnomes, Stunty special teams [Black orcs, no Orcs, etc.])

Multiversal Fracture: Both players **may** field the same Star Player.

Marquee player

The Coastal amateur league may not have the best training regimens, but they do love spending money buying marquee players

In addition to the skill points for the team, you can allocate to **one nominated player 2 Primary skills**. This player is your **Marquee player**.

You may use your team skill points to add more to the marquee player.

Banned Star Players

The following star players are banned and cannot be hired by any team:

- | | |
|-----------|------------|
| • Morg | • Deeproot |
| • Griff | • Kreek |
| • Hakflem | • Varag |
| • Bomber | • Hthark |
| • Cindy | |

Rosters

Rosters to be submitted via **TourPlay**, from now!

Please submit by:

11:59 pm

16th November 2025.

Late submission will incur a free re-roll for your first opponent on the day.

Eligible Inducements

- Bloodweiser keg
- Mortuary assistant
- Plague doctor
- Wandering apothecary
- Team mascot
- Josef Bugman
- Bribe
- Master chef
- Riotous rookies

Pairings

Round 1 will be randomly determined using TourPlay.

Remaining rounds will be Swiss Format based on rankings.

All-round information will be available through TourPlay

Round Special Rules

We will be using the Central Coast Weather Table. See Below.



Scoring

Win = 30 Points.

Draw = 10 Points.

Loss = 0 Points.

Concede = 0 Points (0-2 TD, 0-2 CAS) unless agreed.

Bonus Points:

TD = 1 Bonus Point per TD, Max. 3 per Match.

CAS = 1 bonus point per CAS, Max. 3 Per Match.

Post Match

1 Coach Must Submit a match record at the end of each round, including:

- Coaches Names
- TD Scored
- CAS Scored

Both players then sign the Score sheet.

NOTE: Coaches are responsible for ensuring TD and CAS are correct at the time of submitting the match record. Results will not be changed as a result of incorrect match records once the next round has been drawn or the event has ended.

Awards

Coaches who have played all rounds and not conceded are eligible for awards and prizes, including:

- **1st Place**
- **2nd Place**
- **3rd Place**
- **Most TDs**
- **Most CAS**
- **Most Encouragement**
(Winner of last place match.)
- **Best Painted** (Judged by TO)
- **Coach's Choice** (Voted by Attendees)

Coastal Weather

2D6

Result

2

Gale Force Winds

The wind is unbelievably strong, making passing play impossible and even affecting the kick-off! Whilst this weather condition is in effect, **ignore Step 2 of the Start of Drive sequence** – is not possible for a kick-off to be resolved and a **Touchback is automatically caused instead**. Additionally, whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.

3

Stong Winds

If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D6 to determine the direction in which the wind is blowing:

D8 - WIND DIRECTION

1-2 Towards the kicking team's End Zone.

3-4 Towards the receiving team's End Zone.

6-6 Towards the Sideline to the left of the kicking team.

7-8 Towards to Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was places, with the central arrow (3-4), pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6, and referring to the Throw-in template.

Additionally, **the number of squares the ball moves is determined by rolling a D8**, rather than a D6,

4-10

Perfect Conditions

Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.

11

Torrential Rain

A torrential downpour is making the ball slippery and difficult to hold. **Apply -1 modifier every time a player makes an Agility test to catch or pick up the ball, or attempt to interfere with a pass**. Additionally, the poor visibility means that only Quick and Short passes can be attempted. Finally, all players on the pitch **subtract 1 from their MA**. However, such extreme downpours seldom last long. During the End of Drive sequence, after Step 2 but before Step 3 roll again on the Weather Table.

12

Blizzard

Freezing conditions and heavy falls of snow make the footing treacherous.

Apply a -1 modifier every time a player attempts to Rush and extra square.

Additionally, the poor visibility means that only Quick and Short passes can be attempted.

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