

BLOODBOWL 11's

COASTAL KARNAGE



DEC 12TH
CENTRAL COAST
LEAGUES CLUB

COACHES
PACK

Details

Coastal Karnage
Saturday 12th December 2026
Central Coast Leagues Club:
1 Dane Dr, Gosford, NSW 2250

Nearest Train Station: Gosford

Leagues Club Parking on-site:
Entry Via Baker Street. (with validation)

Format

NAF Sanctioned Blood Bowl 11s Event

- 1 Day
- 4 Rounds
- Swiss Pairings
- Resurrection

Rule Set

- Blood Bowl 2025 Season 3:
The Official Rules
- Spike! Journal 19+
(Or Almanacs covering these entries)
- Designers' Commentary and Errata

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
(Third Party block dice are allowed)
- Skill markers
Loom bands are fine as long as they are clearly explained and easily identifiable.
- TourPlay account (Free)
- Mobile with WiFi and battery to last 4 games
(results and pairings via TourPlay)

Fee

\$30 Entry
(Covers Prizes and goodies)

Refunds are available up to one week out from the event. Inside the final week, no refunds will be issued.

Pay:
Tickets purchased through the Coastal Karnage website

Schedule

8:30 - 9am : Rego & Briefing
9:00 - 11:15 : Round 1
11:15 - 1:30 : Round 2
1:30 - 2:30 : **LUNCH**
2:30 - 4:45 : Round 3
4:45 - 7:00 : Round 4
7:00 : **PRIZES** and Wrap up

Rounds do NOT go Overtime

When time is called it is **dice down** — play stops immediately and the result as it stands is recorded, so the next round can be paired.

Worried about the clock? You may use a chess clock or an app such as Deathpitch to track player time. Ask your opponent first — they cannot refuse.
Full chess clock rules are on the last page.

Rosters

Rosters must be submitted at least 2 weeks before the event via **TourPlay**

Please submit by:

11:59 pm

28th November 2026.

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

Star Players

- 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, and therefore cost 4 points.
- Multiversal Fracture: Both players may field the same Star Player.

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

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

Team Draft

Baseline

- All teams start with \$1,100k to purchase players and extras.
- Any unspent \$ is lost and does not affect team value.
- You cannot take any stat improvements or random skills.

Skill Points (SP)

Additional skills are purchased with skill points, granted per Tier (see below).

Skill purchase	Cost
Primary Skill	1 SP
Secondary Skill	2 SP
Primary + Primary Stack (on one [1] Player)	3 SP

Elite Skills = max. 4 of each across the team:

- Block
- Dodge
- Guard
- Mighty Blow

Tier	SP	Skill caps	Teams
Tier 1	6 SP	Max 1 secondary skill; max 1 player with Primary + Primary stack	Amazon, Dark Elf, Necromantic, Old World Alliance, Orc, Undead, Underworld, Vampire, Wood Elf
Tier 2	8 SP	Max 1 secondary skill; max 1 player with Primary + Primary stack	Black Orc, Bretonnian, Chaos Dwarf, Dwarf, Elf Union, High Elf, Human, Imperial, Lizardman, Norse, Skaven, Slann, Tomb King
Tier 3	9 SP	Max 2 secondary skills; max 2 players with Primary + Primary stack	Chaos Chosen, Chaos Renegade, Khorne, Nurgle
Tier 4	10 SP	Max 2 secondary skills; max 2 players with Primary + Primary stack or Primary + Secondary Stack (4SP)	Gnome, Goblin, Halfling, Ogre, Snotling, Black Orc (no Black Orcs), Lizardman (no Saurus), Underworld (no Skaven)

Eligible Inducements

Only the extras and inducements listed in the Extras table under Team Draft are permitted.

- **Prayers to Nuffle are banned** and cannot be taken by any team.
- Extras or inducements not listed are not permitted.

Qty	Extra	\$k	Available to
0-2	Dedicated Fans	5	Any
0-3	Assistant Coach	10	Any
0-3	Cheerleader	10	Any
0-1	Mascot	25	Any
0-1	Apothecary	50	Any except "Sylvanian Spotlight"
0-3	Bribe	50	"Bribery & Corruption"
0-2	Keg	50	Any
0-1	Referee	80	"Bribery & Corruption"
0-1	Chef	100	"Thimble Cup (Halfling)"
0-1	Rookies	150	"Low Cost Linemen"
0-8	Team Re-Roll	varies	Any

Pairings

- Round 1 will be randomly drawn using TourPlay.
- Remaining rounds: Swiss format based on rankings.
- All round information available through TourPlay.

Round Special Rules

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

Scoring

Win	Draw	Loss
300	100	0

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

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.

TD Bonus	CAS Bonus
+1 per TD	+1 per CAS

Max. 3 TD and 3 CAS bonus points per match.

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

Strong 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 D8 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.

5-6 Towards the Sideline to the left of the kicking team.

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

Next, place the Throw-in template over the square in which the kick was placed, 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

The ball is slippery and difficult to hold. **Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or attempts to interfere with a pass**. During the End of Drive sequence, after Step 2 but before Step 3, roll again on the Weather Table. If Torrential Rain is rolled again on this re-roll, it becomes Severe Storm instead.

12

Severe Storm

The storm intensifies, whipping the pitch with wind and rain and making footing treacherous. **Apply a -1 modifier every time a player attempts to Rush an extra square**. All players on the pitch subtract 1 from their MA. Additionally, the ball will deviate whenever a scatter roll would be made.

Player Conduct

Coastal Karnage runs alongside Boardgames Saturday, so we're sharing the venue with families and other gamers.

Keep it friendly — unsportsmanlike behaviour, including continuous swearing and aggressive conduct toward opponents, staff or other patrons, will result in immediate ejection from the venue and the event, with no refund.

The TO's call is final.

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]

DA RED GOBBO

MA

6

ST

2

AG

3+

PA

3+

AV

0



SKILLS & TRAITS

Accurate, Bombardier, Dodge, Loner (3+), Pick-me-up, Sidestep, Sneaky Git, Stunty, Throw Snowball

Presents for Everyone:

Once per drive, you may perform two 'Throw Bomb' actions in a team turn, provided one of those Throw Bomb actions is committed by the Red Gobbo himself.



Grotmas Gifts

Special Rule. At the start of each drive, after determining where the ball will land but **before** any Kick-Off Event, the **defending coach** places one Present token somewhere in their own half. Follow the normal ball-placement rules for this Present — it **deviates**, then **bounces**.

If the Present lands on a player's square, that player immediately receives a Grotmas Gift. Roll a D6 on the table below. Each gift lasts for the **duration of the drive only**.

D6	Gift	Available to
1	Stiletto	The player gains the Stab trait for the duration of the drive.
2	Iron Man	The player gains +1 AV (max 11+) for the duration of the drive.
3	Knuckle Dusters	The player gains Mighty Blow (+1) for the duration of the drive.
4	Blessed Statue of Nuffle	The player gains the Pro skill for the duration of the drive.
5	Throw Snowball	The player gains the Throw Snowball ability (see below) for the duration of the drive.
6	Da Red Gobbo	The player transforms into Da Red Gobbo and is played as such (see profile) for the duration of the drive.



Throw Snowball

When activated, this player may perform a **Throw Snowball** action. The player may move before performing the action following all normal movement rules, but once the snowball has been thrown their activation ends.

Choose a single opposition player within **five squares** of this player. A player can only be targeted by Throw Snowball **once per turn**. The throwing player makes a **Passing Ability** test, applying the following modifiers if relevant:

- **-1** if the target is more than three squares away.
- **-1** if the target is in the Tackle Zone of one or more players from their own team (their friends get in the way).
- **-1** if the player performing the action is Marked.

If the Passing Ability test is passed, the snowball hits the target. Make an **Armour roll** against the target, applying a +2 modifier if the throwing player has **ST 5** or more.

- If the target's Armour is broken, they become **Prone**.
- If the target's Armour is not broken, nothing else happens.

If a **natural 1** is rolled for the **Passing Ability** test, the throwing player slips in their enthusiasm and becomes **Prone**.



Timed Games

Chess clocks are optional. If either coach asks for one, the other can't refuse.

Coaches bring their own clock; a phone chess-clock app is fine.

Setting Up

- Each coach gets 65 minutes for the game.
- Allow 5 minutes for the pre-match sequence and first setup, then start the clock at the opening kick-off.
- Setups after the first run on the setting-up coach's own clock.

During the Game

- The clock belongs to whoever's turn it is. Press it the moment your turn ends.
- Decisions your opponent makes during your turn, such as choosing a block die, stay on your clock.
- Forgot to press? Your opponent can remind you, but lost time isn't given back.

Out of Time

- You can't roll any dice.
- On your turn you may stand up Prone players if standing needs no roll, and nothing else.
- You still set up as normal. When you're kicking, your opponent rolls the kick-off dice for you.

TO Rulings

- Stop the clock only for a TO ruling, and restart it once the ruling is given.
- Running the clock down on purpose is poor sportsmanship, and the TO can step in.
- Clock disputes go to the TO, whose call is final.

Round Timing

Pre-match : 5 min

Each coach : 65 min

Whole round : 2h 15m