

TotalCon 2018 Blood Bowl Tournament Rules

Welcome to the third Blood Bowl Tournament at TotalCon! We hope that you will enjoy playing the best board game ever invented with new friends!

TOURNAMENT SCHEDULE

<u>Saturday February 24</u>		<u>Sunday February 25</u>	
9.00am	Entry and Registration	9.30am	Entry and Registration
9:15am-11:30pm	Game 1	9:45am-12:00pm	Game 4
11:30pm-12:30pm	Lunch Break	12:00pm-1:15pm	Lunch Break
12.30pm-2:45pm	Game 2	1.15pm-3:30pm	Game 5
2:45pm-3:30pm	Break	4:00pm	Awards Ceremony
3:45pm-6:00pm	Game 3		

THINGS YOU NEED TO BRING

Your Blood Bowl team (painted if you please);
Four copies of your team roster
(One for yourself, one for your opponent, one for the Tournament Organizer, and one spare);
Blocking dice, D6 and D8 dice;
Throw-in, Scatter and Pass templates;
A Blood Bowl pitch (if you can);
Pencil & paper.

TOURNAMENT FORMAT

You will participate in a series of five games (three games on Saturday, two games on Sunday). You will play against a different opponent in each game. In the first round, players will be matched randomly. After that, in each round the two players in 1st and 2nd place (based on their points for coaching) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on. The only exception is that you can never play the same opponent twice (the Tournament Organizer will prevent this from happening). Once your opponent has been determined you will be assigned a table. The Tournament Organizer will have a copy of the Blood Bowl rules, as well as a handy reference chart for things like kick-off table, injuries, weather, etc.

THE AWARDS

As well as the Tournament winner and Runner-Up, other prizes will be awarded – we are HOPING for more awards like Best Sportsman, Most Touchdowns, and Most Casualties Caused. All of these prizes will be determined ahead of time, depending on how many prizes we can find.

THE TOURNAMENT RULES

The Competition Rules Pack is available at this site (<http://www.thenaf.net/blood-bowl/rules/>). Please download and read the CRP beforehand. Players should also be familiar with the latest rule updates from the NAF.

If you have questions about the rules set, please email the Tournament Organizer, Mark Oliver (mark.s.oliver@gmail.com).

This tournament will use the CRP with the following exceptions and/or amendments:

1. The Illegal Procedure rule will not be in use, nor is the 4 minute 'timer' rule. Please note that you may be given a certain amount of time to complete your game should you be running late at the discretion of the Tournament Organizer.
2. Coaches have **1,100,000 GP** to create their starting team rosters. Team rosters must consist of at least 11 players as per the normal rules. Coaches may decide not to spend all of their money at the time of team creation – but there is absolutely no reason not to do so. Player improvements are not counted towards Team Value, so in effect Team Value is fixed at the starting 1,100,000 GP for all rosters. All five games will be played with exactly the same roster.
3. Star Player Points are in not use.
4. All casualties and/or deaths are healed between rounds. Stat decreases will not pass on to the next game.

TEAM CREATION

SKILL SELECTION

The number of skills awarded will be determined by team race as shown here:

TIER 1

Amazon, Brettonians, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf

TIER 2

Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Khorne, Necromantic, Nurgle, Slann

TIER 3

Halfling, Goblin, Ogre, Underworld, Vampire

Skills are awarded to each team as follows:

- | | |
|---------|--|
| Tier 1: | 4 Regular skills, maximum of one extra skill per player |
| Tier 2: | 5 Regular skills, maximum of one extra skill per player |
| Tier 3: | 5 Regular skills and one double skill (maximum of one extra skill per player)
team is also able to purchase Bribes, Halfling Chef, and Star Players |

ALL skills **MUST** be noted on the team roster which is submitted to the Tournament Organizer at Registration. All teams will be frozen (no skills may be added or changed) once the roster is submitted.

It would be extremely helpful if all models were painted. This will help your opponent (and yourself) realize what players have moved, which are prone, which are stunned, etc. It would also be extremely helpful to identify players that have added skills by using items such as color rubber bands, washers, etc.

Please bring at least three copies of your team roster (one to the Tournament Organizer at registration, one for your opponent, and keep the other for your own reference).

Other Items of Interest:

- A team is allowed to have a Fan Factor of Zero (0).
- Any players who are seriously wounded or killed during a match will be completely healed and ready to play for the next match. Teams that have the ability to 'raise' killed players (Undead and Necro) may do so. The zombie created will be able to participate in the current match, and then the magic will wear off and the player will return to his/her original team unharmed.
- Apothecaries can be purchased (for all teams except Undead, Khemri, Nurgle and Necro) for 50K. Apothecaries used to treat a Seriously Injured or Dead player automatically succeeds (no die roll needed) and the player will be placed in Reserves. If the Apothecary is used on a player who is KO'ed, the player will be stunned instead.

PRE MATCH & INTRODUCTION

- Decide what constitutes a “cocked die.” (*It is recommended that any dice that is not flat on the table or board is considered cocked to eliminate any confusion, but ultimately this is for the coaches to decide.*) It is also suggested that die rolls that go off the table and onto the floor should be rerolled.
- Show your opponent your roster and team.
- Point out which players represent which positions and point out which players have got which skills.
- Look over your opponent’s team roster and ensure that it’s legal.
- Call for the Tournament Organizer in the event of any discrepancy before the match begins.
- Work out the number of Fans and Fame and note the result.

THE MATCH

Roll for Weather.

Roll for Fame.

Roll or toss a coin to determine which team kicks off.

Setup teams (kicking team first, then receiving team).

Place the ball for kickoff, scatter the kicked ball, roll on kickoff table, bounce the ball (if necessary).

Receiving team’s turn.

Kicking team’s turn...

Etc...

THE POST MATCH SEQUENCE

Both coaches will fill out the Match Result Form and sign it. Give the Match Result Form to the Tournament Organizer. Once a signed Match Result Form is handed over to the Tournament Organizer the result can’t be changed.

TOURNAMENT POINTS AND STANDINGS

Teams will be ranked after each game using this point scale. Scores are recorded after each game on the Match Result Form using the list below.

- Winning the match = 3 points
- Tied match = 1 point
- Losing the match = 0 points
- If two or more teams have the same number of points, the following tie-breakers will be applied in this order:
 - TD's scored - TD's against (aka “TD differential”)
 - Most TD's scored
 - Casualties caused - Casualties against
 - Most Casualties caused
 - Drawing of lots

SPORTSMANSHIP

We are here to have fun. Yes, players will die (and then come back) and some coaches may foul and Nuffle will certainly make His presence known, but remember that this is just a game.