

# BBOING!

BloodBowl Open In Norwich - Great!

## ABOUT THE TOURNAMENT

*BBoing!* is a Blood Bowl Tournament where each player will play six games over two days.

A number of prizes will be available, including:

- ❖ Overall Tournament Champion
- ❖ Best Coach
- ❖ Most Violent Team
- ❖ Best Offence
- ❖ Best Painted Team

The tournament will be held at Lazar House, 219 Sprowston Road, Norwich, NR3 4HX on 9<sup>th</sup> and 10<sup>th</sup> June 2012.

The entry fee will be **£20** for NAF members or **£25** to non-members (which will include a year's NAF membership). Our PL insurance means that the minimum age for participants is 18.

## CHOOSING YOUR TEAM

We will be using the Blood Bowl Competition Rules Pack as hosted on GW's website (<http://tinyurl.com/gwcrp>).

Each player must pick a team up to the limit of 1,100,000 (and not a pfennig more). All teams must be legal, with at least 11 rostered players. **All teams should have a starting Fan Factor of zero.**

The BBRC-approved Chaos Pact, Underworld and Slann teams are allowed.

You will be able to improve your team after Saturday's game (see the House Rules section for details).

A team builder spreadsheet is available here:  
<http://tinyurl.com/afterbowl>

The team must be fully painted.

No Star players, Wizards or inducements are allowed except that Halflings may hire a Master Chef for 100k and Goblins may take 0-3 bribes at 50k each. If you are in any doubt about what is legal, please email Emrys at [bb@aftermath-tournament.co.uk](mailto:bb@aftermath-tournament.co.uk) for clarification beforehand.

## SATURDAY TIME TABLE

|                |                   |
|----------------|-------------------|
| 09:00 to 09:25 | Registration      |
| 09:30 to 11:45 | Game 1            |
| 12:30 to 14:45 | Game 2            |
| 15:00 to 17:15 | Game 3            |
| 17:30 to 18:30 | Chip Shop Supper* |
| 18:30 -        | Drink Norwich dry |

\* Depending on numbers this may be subsidised or even free!

## SUNDAY TIME TABLE

|                |                        |
|----------------|------------------------|
| 09:00 to 09:25 | Take hangover remedies |
| 09:30 to 11:45 | Game 4                 |
| 12:30 to 14:45 | Game 5                 |
| 15:00 to 17:15 | Game 6                 |
| 17:30 to 17:45 | Awards                 |

## TOURNAMENT FORMAT

Each player will play six games over the course of the tournament. Players will be drawn at random for the first round. Subsequent draws are based on the results from the previous rounds with the better players being paired against each other.

## BEFORE EACH GAME

Before each game swap rosters with your opponent and check that it's clear which miniatures represent which team members and which team members have additional skills. If there is a problem, notify an umpire straight away. Illegal team rosters will have points deducted and anyone found deliberately cheating will be excluded from the remainder of the tournament.

## AFTER EACH GAME

At the end of each game, check the match report sheet with your opponent – and especially that SPP casualties have been recorded correctly – and hand the match report to an organiser.

A team's Fan Factor will increase by 2 if they win a game and by 1 if they draw. Fan Factor does not drop if a team loses. This fan factor change will be reflected on the match sheet for your next game.

## BBING! HOUSE RULES

### EXTRA STARTING SKILLS

To get teams started each player may choose 6 skills for their players before the tournament starts. Four of these must be normal skills and two of them may be skills that are only available on a double. These additional skills are limited to one per player. All skill choices should be clearly shown on the team roster.

No stat increases can be given to any player – but see below.

### GAINING NEW SKILLS

After Saturday's games you can add 100,000 gold pieces' worth of skills to your team. This means you could give a normal skill to five players, allocate two normal and two double skills, +AV or +MA between four players or you could blow the lot on giving +ST to one player and +AG on another. No player may ever have more than one skill or stat boost – so if a player started with an extra skill he can't then get another skill nor a stat boost – and no team may add more than one of each stat boost (i.e. you can't give two players +MA). You can also spend this money on hiring extra cheerleaders or coaches for Sunday's games.

### STAR PLAYER POINTS

Star Player points (SPPs) must be recorded as the player who scores the most SPP over the seven games will be awarded the Tournament MVP prize.

### FOUR MINUTE TURN LIMIT

This rule will not be implemented unless both players agree beforehand. However, each game must be finished in the allotted time. Buzzers will be going off at 30min intervals to help you keep track of where you should be. If a judge spots you

are behind, you will be issued with a timer and the 4 minute rule will be enforced.

### ILLEGAL PROCEDURE

This rule will not be used unless **both** players agree beforehand. Players who call IP may be forced to wear an embarrassing item of clothing.

### PRE GAME ROLLS

The only pre-game rolls to make are weather, FAME and the kick off coin toss.

### POST GAME ROLLS

No MVP or winnings will be used in the tournament and fan factor increases are automatic (and applied by the organisers) so no post game rolls will be required.

### THREE PLAYERS OR FEWER

If your team is down to 3 players or fewer you can choose to continue rather than conceding but all players must be set up on the line of scrimmage. Good luck with that if it happens to you!

### OVERTIME

Overtime will not be used in the result of a draw, even if there is plenty of time for it to be played.

### INJURIES

Injuries and deaths do not carry over and teams will go back to their original composition for the next game. No extra players may be bought or acquired for your team during the tournament.

### MODELS IN YOUR TEAM

WYSIWYG (What You See Is What You Get) is very important. Coaches are asked to make sure that all figures used are an accurate representation of what they are supposed to be.

All models must be fully painted, based and clearly numbered.

Using non-Citadel miniatures is acceptable providing you can tell what they are supposed to be. If a model doesn't look appropriate then at the umpires' discretion it will be removed and the team will be made to continue "as is" for the remainder of the tournament.

## WHAT YOU WILL NEED

- ❖ Your NAF name and number
- ❖ Copies of your team roster (we suggest at least 2 – one for Saturday and one for Sunday)
- ❖ A BloodBowl pitch, dugouts, counters, dice, templates and pens or pencils
- ❖ A copy of this rules pack

## WE RECOMMEND YOU BRING

- ❖ A copy of the BBCR rulebook
- ❖ Skill rings to denote players with skills or stat boosts
- ❖ Spare pens or pencils
- ❖ Superglue
- ❖ A packed lunch/snacks as required\*

If you're organised enough to plan your skill purchases in advance it'd be a good idea to bring a copy of the updated roster after Saturday's games. If you're not that organised, spare copies with room to write in the skills would be a good idea.

\* while there is a nearby corner shop, the range of food it stocks is both limited and strange. Don't say we didn't warn you. We will be providing tea, coffee and a selection of exciting squash flavours throughout the day.

## SPORTSMANSHIP

Most players on the tournament scene are good sports and play the game the way it was intended to be played in a fun clean manner. We all have times when the dice go against us or things go wrong from the start so let's hope that we can all play in a competitive but friendly manner and handle the bad games as well as we do the good ones.

However, should a player feel that another one is blatantly trying to cheat, is shouting, swearing or being abusive thus spoiling your game and your tournament contact the chief referee. If the problem is not resolved after discussion then the offending player will lose points and if they continue in this manner they will be ejected from the tournament.

Players are also free to ask others players or referees for advice on any rules they see fit as no one is expected to know all the rules off by heart and sometimes we all 'forget' rules or get used to house rules that are not included in tournament play,

At the end of the day the chief referee has the last say and anyone arguing will have points deducted if they continue to argue for the sake of it.

# WINNING THE TOURNAMENT

## OVERALL CHAMPION

The overall winner will be the player with the most combined points for match results (Best Coach) and their team (Best Painted Team)

## BEST COACH

Teams are awarded 15 points for a win, 7 points for a draw, 2 points for a loss but 0 points for conceding. There will also be 1 bonus point per touchdown scored and 1 bonus point per Casualty scored (up to a maximum of 3 bonus points per category).

Casualty bonus points are only awarded from injuries which would earn a player SPP. Casualties caused by secret weapons, crowd pushes, fouls, failed dodges, failed GFI's or results from the kick off table do not count towards these bonuses (but do count for some of the other awards).

*For example: Alf beats Bob 4-1, with casualties 0-2. Alf gets 15 points (for winning) plus the maximum 3 bonus points for scoring 3 or more touchdowns. Bob gets 2 points (for losing but not conceding) plus 2 bonus points for causing 2 casualties and another bonus point for his touchdown.*

## BEST PAINTED TEAM

Points will be awarded for:

### BEING DETAILED (0-5)

All models are shaded and highlighted

### BEING WYSIWYG (0-5)

The models represent what is listed on the team's roster sheet

### WOW FACTOR (0-5)

At least three models have been substantially converted or scratch built, or the painting is so exceptional that the judges are left open mouthed

In the (likely) event of an overall points tie for the best painted team, the teams with the highest scores will be laid out for display during the Sunday lunch break. Every player whose team is not tied for first place will then get to vote to determine the overall winner.

## MOST VIOLENT TEAM

The award for most violent team will go to the team which causes the most casualties from Block or Blitz actions, fouls, Secret weapons and Crowd Pushes. Note that some of these casualties count towards the most violent team award but not towards Best Coach bonus points, so it is very important that the match report is filled in correctly.

## MOST OFFENSIVE TEAM

This is not an award with a dwarf team full of Guard or an orc team replete with Mighty Blow; this award will simply go to the team that scores the most touchdowns over the course of the tournament.

## MOST INJURED TEAM

This is awarded to the team that suffers the most casualties from any cause – **including those self-inflicted** by failed dodges or GFI attempts - over their six games. Scoring is 5 points for a death, 3 points for a serious injury and 1 point for Badly Hurt.

## THE S.Ch.Wi.N.G. AWARD

The Society of Chainsaw-Wielding Naughty Goblins issue an award to reward teams for, well, being naughty. This award will go to the team which causes the most injuries by secret weapons, stabbing, fouls and crowd pushes. **It is traditional to yell "Schwing!" when causing a casualty that counts towards this award.**

## UNDERDOG CUP

If three or more people enter with eligible teams then there will be an award for the underdog team which finishes highest overall. Underdog teams are **Halfling, Goblin, Ogre and Vampire.**

## TOURNAMENT MVP

We'll be tracking individual players' SPP to choose the tournament's MVP. In the case of a tie, the award will go to a player on the team with the fewest Best Coach points.

## RESOLVING TIES

If two teams are tied for most of the awards the tie breaker will be whether one of the teams has won a higher ranked award (we prefer as many entrants as possible to go home with a prize) and if this doesn't resolve the matter then the lowest placed of the teams.

The exceptions to this are the winner of the Underdog Cup (which will always be the top ranked underdog team) and the **SChWiNG** Award.

## AWARDS

All awards will be handed out after the final game and will include certificates - and hopefully prizes - for the following awards (in partly random order of prestige):

### OVERALL CHAMPION

### 2ND PLACE

### 3RD PLACE

#### BEST COACH

goes to the coach whose team scores the most victory points

#### MVP

goes to the player who earns the most SPP over their games

#### MOST OFFENSIVE

goes to the team which scores the most touchdowns

#### MOST VIOLENT

goes to the team which causes the most SPP-scoring casualties

#### BEST COMEBACK

goes to the team which shows most improvement after losing its first game

#### SUNDAY BEST

goes to the team which climbs the leaderboard the furthest on Sunday

#### WORST STAMINA

goes to the team which plummets furthest down the leaderboard on Sunday

#### UNDERDOG CUP

goes to the best performing goblin, halfling, ogre or vampire team

#### S.Ch.Wi.N.G. AWARD

goes to the team which scores the most "illegal" casualties

#### MOST INJURED

goes to the team which suffers the most casualties from any cause (including self-inflicted)

#### BEST PAINED

#### LADLE OF TIMBER

goes to the strongest team (i.e. the one at the bottom of the table, holding everyone else up)

We hope that prizes will be available for all of these awards but this will depend on whether or not we get a full complement of entries. Prizes are more likely to be silly than valuable.

Anyone who'd be interested in helping out by sponsoring one of the awards should contact Craig at **bb@aftermath-tournament.co.uk**.