

**Vampires & Merchants present**

# **The ARBBL**

## **Open 2008**

**(The Second Coming)**



The *Vampires & Merchants* wargaming group in Andover is pleased to present:

## **The ARBBL Open**

27<sup>th</sup> – 28<sup>th</sup> September 2008

### **VENUE & ACCOMADATION**

Scout Association Gilliat Scout Hall,  
28 Marlborough Street,  
Andover,  
Hampshire  
SP10 1DQ.

Gilliat Hall is a couple of minutes from the town centre and bus station, and about 10 minutes from the train

station. Location is relatively easy to find on foot, as it's just behind the college/theatre. Parking is available on a first-come, first served basis (approx 10 spaces), though local parking is nearby. Andover is just off the A303, which links to the M3 near Basingstoke, which itself joins the M25. Trains are regular, and inexpensive from London Waterloo.

You need to find accommodation for yourselves. B&Bs are pretty common, and there's a Premier Inn just outside town. Andover tourist Information can help with finding accommodation ([andovertic@testvalley.gov.uk](mailto:andovertic@testvalley.gov.uk) 01264 324320).

### **COSTS AND CONTACTS**

Entry is £10 for all entrants.

Payment can be made via PayPal to [darkson@gmail.com](mailto:darkson@gmail.com) or via cheque to:

Simon Ashe,  
51 Constable Court,  
Artists Way,  
Andover,  
Hampshire SP10 3PX.

If you have any questions, please email me at [darkson@gmail.com](mailto:darkson@gmail.com), or send me a PM on [www.TalkBloodBowl.com](http://www.TalkBloodBowl.com) (Darkson).

On the day contact Simon on 078422030766

### **RULES**

TV115

LRB5 Rules, the official 21 teams and the 3 "official-but-not-in-the-LRB" teams are allowed.

New team rosters can be found at:

[http://www.blood-bowl.net/LRB\\_PBBL/2007NewTeams.pdf](http://www.blood-bowl.net/LRB_PBBL/2007NewTeams.pdf).

No Star players/wizards/inducements, except for stunty teams (Halfling, Goblin and Ogre), who can take 1 Star player (and only one, so no Brick & Grotty). All teams must be legal, with at least 11 rostered players. Stars do NOT count towards this total. Halflings may hire a master chef for 50K and Goblins may take 0-2 Bribes at 50K each.

6 rounds, Swiss System.

Games should last max 2 hours. Due to the time restriction on the location this will be enforced, however regular time checks will be announced throughout the games.

The Event will be NAF ranked

Please bring with you a pitch and dugout, templates, dice and two completed rosters.

### **SCHEDULE**

Day 1 Day 2

09.15 – 10.00 registration and coffee (hopefully!) 10.00 – 12.00 Game 4

10.00 – 12.00 Game 1 12.00 – 12.45 Lunch

12.15 – 13.30 Lunch 13.00 – 15.00 Game 5

13.30 – 15.30 Game 2 15.15 – 17.15 Game 6

16.00 - 18.00 Game 3 17:30 Awards and Conclusion

18.00 - ?????? BEER

### **SKILLS**

BEFORE registration, you may choose 4 normal skills and 2 normal or double skills (no stat increases), max of one per player. Number these skills 1-6 (doubles being #2 and #5) – these are the games they come into effect. All skill choices should be shown on your roster. If you do not allocate skills before game 1, you will not have a skill for that game, and will be asked to choose all skills before round 2.

### **SCORING**

15 points for a win

8 points for a draw

1 point for a loss

A bonus will be awarded for each touchdown scored (Max 3)

A bonus will be awarded for each Casualty scored (Max 3)

For bonus purposes, a Casualty is any result of 10+ on the Injury roll resulting from a Block, Secret Weapon, Crowd Push or Foul. Failed Dodges, GFIs etc do not count.

Tiebreak will be results against each other, TD difference, Cas difference.

### **Prizes**

Due to time constraints of setting up this tournament, there will be no prizes (hence the low entry price).

Simon and the guys at ***Vampires & Merchants*** look forward to seeing you.