

The ARBBL club present

The ARBBL Pick-a-Mix Team Event 2013



<http://arbbl.webs.com/>

The *ARBBL* wargaming group in Andover is pleased to present:

The ARBBL Pick-a-Mix Team Event 2013

23rd – 24th November 2013

VENUE & ACCOMADATION

St. Anns Hall
Suffolk Road
Andover
Hampshire
SP10 2JD

St Anns Hall is a couple of minutes from the town centre and bus station, and about 15 minutes from the train station. Location is relatively easy to find on foot, as it's next to BT building. Parking is available on a first-come, first served basis (approx. 12 spaces), though local "pay & display" parking is nearby (free on Sundays).

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 yourself. B&Bs are pretty common, and there's a Premier Inn just outside town. Andover tourist Information can help with finding accommodation (01264 324320 or andoveritic@testvalley.gov.uk).

* (Well, inexpensive for trains anyway!)

COSTS AND CONTACTS

Entry is £12 for all NAF members, £15 for non-NAF (though you sign-up at the event). Payment can be made via PayPal to darkson@gmail.com (if using PayPal please use the "Personal", "Gift" option, else some of your ticket price goes to PayPal) or via cheque/postal order to:

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

If you have any questions, please email me at darkson@gmail.com, or send me a PM on [TalkFantasyFootball/NAF forum](#) (Darkson).
On the day contact Simon on 07842230766

SCHEDULE

Day 1

09.15 – 10.00 registration and coffee (hopefully!)
10.00 – 12.15 Game 1
12.15 – 13.30 Lunch
13.30 – 15.45 Game 2
16.00 -- 18.15 Game 3
18.15 -- BEER/All-You-Can-Eat Chinese

Day 2

10.00 – 12.15 Game 4
12.15 – 13.00 Lunch
13.00 – 15.15 Game 5
15.30 – 17.45 Game 6
17:45 Awards and Conclusion

RULES

Team Event

Each team must consist of 3 coaches. Tier 1 & 2 races cannot be duplicated across the team (so you can only have one Wood Elf team, not 2 or 3). Tier 3 & 4 races may be duplicated within a team, but each coach cannot take the same race twice.

Each coach must select 2 rosters using the rules listed below, one for day 1, one for day 2. Captains must inform me by Friday 22nd November which rosters their team will be using, and which they will be playing on the Saturday; otherwise I will randomly determine it for them.

Roster selection

Each coach must spend a minimum of 5 "tier" points to choose what rosters they take over the two days.

Tier 1 (1 point):
Amazons
Chaos Dwarf
Dark Elf
Dwarf
Lizardman
Necromantic
Norse
Orc
Skaven
Undead
Wood Elf

Tier 2 (2 points):
Chaos
Chaos Pact
High Elf
Humans
Elf
Slann

Tier 3 (3 points):
Khemri
Nurgle's Rotters
Stunty Cup-legal
Lizardman
Underworld
Vampire

Tier 4 (4 points):
Goblin
Halfling
Ogre
Stunty Cup-legal
Underworld

For example, Team ARBBL decides on the following:

I take Skaven and Goblin (1+4), Moodygit takes Elf and Underworld (2+3), and BigBelcher, being a masochist, takes Halfling and Ogre (4+4).

Team CheatingGits (aka Blackshirts ;)) tries to take the following:

Lickus takes Wood Elf and Dwarf (1+1), Hugus takes Lizards and Undead (1+1), and Indiegogogo takes Orc and Elf (1+2). I send them a scathing email and tell them to get some proper team picks in.

3-man Team Event

TV120. 6 rounds, Swiss ranking by team, then by individual. The Event will be NAF ranked.

[Blood Bowl Competition Rules](#), the official 21 teams and the 3 "official-but-not-in-the-CRP" teams are allowed. These rosters can be found at: [New Teams for Blood Bowl](#)

The Cyanide Khorne roster can **NOT** be taken.

Except for the Wizard, any inducement can be included in the roster, including cards, which must be drawn in the presence of your opponent – if you want to use cards, please make sure you bring your own deck. Stars are limited to 0-1.

All teams must have 11 rostered players before Stars and/or Mercs are included.

SKILLS - Each day's roster may have 5 skills added, one of which may be a double. No skill stacking.

Games should last max 2 hours. Time for rounds will be quite relaxed, but for the sake of the other players, please try to play at a sensible speed - if everyone else is finishing, and you're just starting the 2nd half, you really need to speed up. We reserve the right to call matches if they will hold up the rest of the tournament.

Dice – before a game, coaches should agree on what constitutes a "cocked" dice, and point out any faces that have graphics instead of numbers/dots. If you're using non-standard Block dice, please make sure your opponent is aware of what face means what.

If you want to share dice, please tell your opponent before the game starts, and decide on which dice to share.

Finally – NO "lucky" dice that only get pulled out of the bag/dice box for crucial plays – it can foster the impression they're not fair dice.

Please bring with you a pitch and dugout, templates, dice and two completed rosters (one to hand in, one to use/show your opponent).

Team Captain

One player from each team is to be designated the Captain, and takes responsibility for paying for the team, and making sure that all the roster info is sent to me before the deadline.

Stunty Cup

To be eligible for the Stunty Cup, an Underworld team must consist of Goblins and Trolls only. Similarly, a Lizardman team must consist of Skinks and Kroxigor only. Stars may be taken, but must have either Stunty/Titchy, or be a Big Guy.

If unsure, please email me in advance, and I will double-check it.

SCORING

Each game will be scored in the following manner:

50 points for a win

25 points for a draw

5 points for a loss

0 points for conceding

3 bonus points will be awarded for each touchdown scored (Max 9pts)

2 bonus points will be awarded for each Casualty scored (Max 6pts)

1 bonus point will be awarded if you keep a clean sheet.

For bonus purposes, a Casualty is any result of 10+ on the Injury roll (9+ for Stunty players) resulting from a Block, Secret Weapon, Stab, Crowd Push or Foul.

Failed Dodges, GFIs, Throw a Rock kick-off results etc. do not count.

Tiebreak will be TD difference, Cas difference, total TDs then total Cas.

In the event of a concession, the non-conceding player will be giving a 2-0, 2-0 win (unless already better than that), regardless of the score at that point (but I will be questioning any concessions).

Team score will be the total from all games.

Sportsmanship

Should go without saying, but we're playing to have fun, so please play nice, but try your best at all times. Anyone deemed to be playing contrary to this will be given a "quiet word" – no deliberately playing to get to the bottom of the table.

Prizes

Winner, Runner-up, Most Touchdowns and Most Casualties, for both Team and individual.

Wooden Spoon, "Defence? What Defence?" and "Ouch!" awards, for both Team and individual.

Stunty Cup award.

Simon and the guys at [ARBBL](#) look forward to seeing you.